

a)



Physical game playing to become familiar with the task.

b)

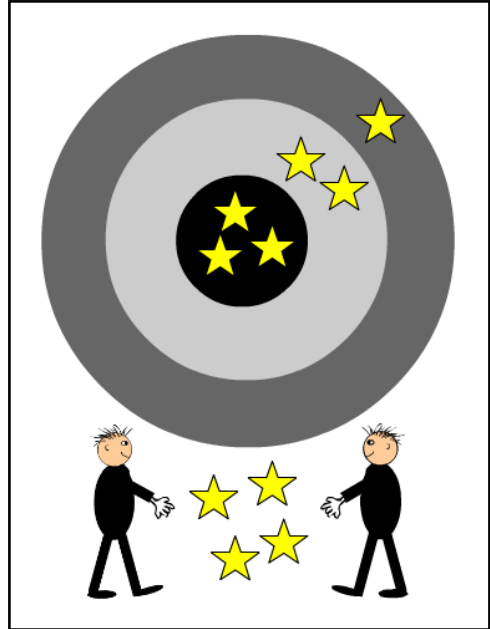
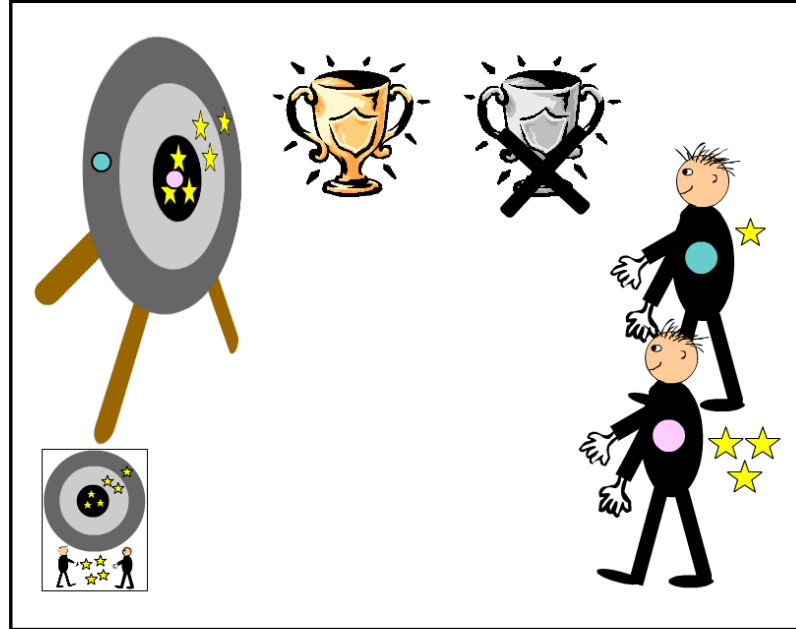


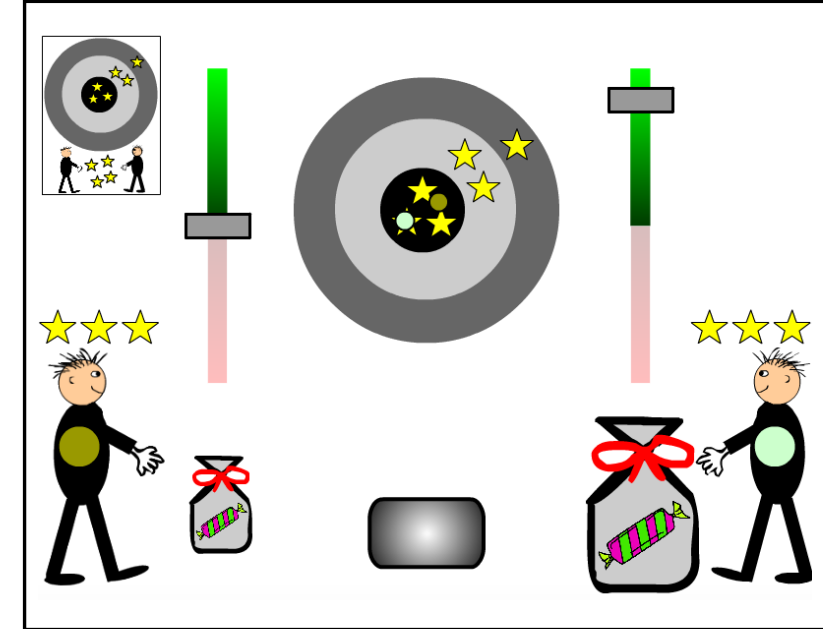
Illustration of the rule during explanation ('additive' example).

c)



Children watch animated throw and predict whether team won or lost, by clicking on the corresponding trophy. Correct or incorrect clicks are followed by a voice saying "right" or "wrong".

d)



Children see the outcome of each trial on the board. Ball colour matches T-shirt colour of the thrower. Children respond by moving the sliders up or down, increasing or decreasing the size of the corresponding sweet bag.