

Instructions for Subjects

"In a few minutes, I'm going to show you how to play some games on the computer. These are the prizes you can win if you get enough points on the games. If you have less than 205 points, you will get to choose a sticker from this box. If you have between 205 and 274 points, you can choose a prize from this box. And if you score 275 or more points, you get to choose a prize from this box or from the other boxes."

"You will play 4 different games. For each game, you will start with 50 points. As you play the game, you may win more points or lose some of the ones you have. Sometimes the computer may show you how many points you have by listing them up here (point to upper left corner of the screen). After you have played all 4 games, the computer will print out how many points you have, and you can use your points to buy a prize. Do you have any questions so far?"

Card Game

"The first game is a card game. (Press the space bar.) When you press this bar (point to the space bar), the card will turn over. If you see a happy face, you win a point. If you see a sad face, you lose a point. You have to turn the cards over in the order that the computer gives them to you. You can't skip any cards, but you can stop playing any time you want to by pressing the Q key. (Show the child

where the Q key is and have him show you that he knows where it is.] Once you stop, you can keep whatever points you have and use them later to buy a special prize. Any questions?

"OK. I will be over here doing some work. Remember to press the Q key when you want to stop the game. When you're ready to go on to the next game, just tell me, and I'll show you how to play it."

[The computer will beep when the child presses the Q key or when the game is over. When you hear this, go over and start the instructions for the next game.]

Door-Opening Game

"The next game is a door-opening game. [Press the space bar.] When you press this bar [point to the space bar], the door will open. If you see a plus sign, you win a point. If you see a minus sign, you lose a point. You must open the doors in the order that the computer gives them to you. You can't skip any doors, but you can stop playing any time you want to by pressing the Q key. Once you stop, you can keep whatever points you have and use them to choose your prize later. Let me know when you have quit."

Box Game

"The next game you will play is called the Box Game. [Press the space bar.] When you press this bar, the box will lift up. If you see something under it, you win a point. If there is nothing under it, you lose a point. Sometimes the

computer may show all your points up here [point to the upper left corner of the screen]. Remember that you can't skip any boxes, but you can stop playing any time by pressing the Q key. Once you stop, you can keep whatever points you have and use them to choose your prize in a little while. Do you have any questions before we start?"

Fishing Game

"The last game is called Fishing. [Press the space bar.] When you press the bar, the man's fishing pole will come out of the water. If he catches a fish, you win a point. If not, you lose a point."

Remember that you can stop playing whenever you want by pressing the Q key. Once you stop, you can keep the points you have and use them to choose a prize. Any questions?"

After the child finishes the last game and presses Q, you should press the space bar, then the Q key. The computer will show the final results on the screen. Press the space bar to get to the prompt which asks if you want to save the data. Save it and print a copy of the results. Show the child how many points he has and allow him to choose a prize from the appropriate box.

The cutoffs for the prize boxes are as follows: For the best prize box, the child must have 275 or more points, and for the intermediate box, he must have 205 to 274 points. If the child has less than 205 points, allow him to choose a sticker from the smallest prize box.