

### Wack-A-Mole Instructions for children

“You’re going to play a computer game where your job will be to stop a mole from digging up your garden. The way that you wack the mole is by pressing the spacebar when the mole appears on the screen.”

“This is what the mole will look like.” Show them the cue card of the mole stimuli.



Ask them to show you which button they would press on the keyboard when the mole appears.

“The mole will try and trick you by wearing clever disguises. Don’t be fooled by the sneaky mole. Be sure to wack the mole as fast you can before he gets away.”

“Sometimes, a vegetable will pop up in your garden. This is what the vegetable will look like.” Show them the cue card of the vegetable stimuli.



“Remember to wack the mole as fast as you can, but don’t wack the vegetable!”

When the subject understands the directions, go on to the practice trials. Tell them that they will see an empty hole in between trials, and that they should focus on the hole. Remind them to wack the mole as fast as they can, but not so fast that they make mistakes. They get the “awesome” feedback on the screen when they correctly withhold a response and you can also give them verbal feedback on the practice trials. In between each block the subject can choose to take a short break or continue, but they should not take breaks within the blocks, only between them.