Introduction

When the Experimenter walks into the room, the Director is already present sitting on the side of the grid with occulded squares. The Experimenter then directs the Participant to sit down on the side of the grid where everything can be seen and introduces the game.

Experimenter (*to the participant*): This is [Director's name]. You are going to play a game together. Does that sound good to you? Great! Do you see this grid (*said while pointing to grid)*? In this game, the goal is to get all of the things on this grid into new places. When we start playing, [Director's name] is going to ask you to help her move the things. Does that make sense?

Start of practice trials

First, you get to practice asking [Director's name] to move some things. Can you come sit over here (*say while pointing to Director's side of the grid)*? And [Director's name] could you sit over here (*say while pointing to the Participant's side of the grid)*?

Director and Participant switch seats so that now the Director is on the side of the grid where everything can be seen while the Participant is on the other side of the grid where the contents of some of the squares are blocked from his/her view.

Experimenter: Now I will put this curtain up, and put some things on the grid. Ok [Participant's name], now it is your turn to ask [Director's name] to move some things. When we move the things, we can move them above other things. For example, we could move something above this plane, right here (*say while pointing to empty space above the plane*). Or, we could move something below other things, such as below this tape, right here (*say while pointing to empty space below the tape)*. Or we could move something next to other things, such as next to this banana, right here (*say while pointing to empty space beside the banana)*. Does that make sense? Ok!

Experimenter: Do you see the tape? I think we should move the tape. Can you ask [Director's name] to **move the tape above the plane**? Great! Are you ready for the next one?

Experimenter: Do you see the plane? I think we should move the plane. Can you ask [Director's name] **to move the plane above the banana**? Great! Are you ready for the next one?

Experimenter: Do you see the '? Well I think we should move the duck. Can you ask [Director's name] to **move the duck below the tape**?

Director makes an egocentric error and moves the big duck that is hidden from the Participant's view.

Experimenter: Is that what you meant?
IF participant answers YES: Oh! You were talking about this duck, right? (*point to smaller duck that is visible to both Director and Participant*)
IF participant answers NO: Oh! Were you talking about a different duck? Were you talking about this duck? (*point to smaller duck that is visible to both Director and Participant*)

When this big duck was here (*say while moving the big duck back to its previous location behind the blocked square)*, could you see it? No! Because it is blocked. It's behind this square (*say while pointing to blocked square)*! See how some of these squares are blocked off (*say while tapping the blocked squares)*— you can't see what's behind them, right? But [Director's name], you can right? [Director nods]. Ok, well in this game, the person who sits on this side (*point to Participant's side*) can't see everything, but the person who sits on that side can (*point to Director's side*)!

Experimenter: So, let's try that one more time. Can you ask [Director's name] to **move the small duck below the tape**? (*Director moves the correct object*) OK! Let's try one more.

Experimenter: Do you see the marker? I think we should move the marker. Can you ask [Director's name] to **move the marker next to the banana**?

Director makes an egocentric error and moves the pink marker that is hidden from the Participant's view.

Experimenter: Is that what you meant?
IF participant answers YES: Oh! You were talking about this marker, right? (*point to green marker that is visible to both Director and Participant)*
IF participant answers NO: Oh. Were you talking about a different marker? Were you talking about this marker? (*point to green marker that is visible to both Director and Participant)*

When the pink marker was here (*say while moving the pink marker back to its previous location behind the blocked square)*, could you see it? No! Because it is blocked. It's behind this square (*say while pointing to blocked square)*! See how some of these squares are blocked off (*say while tapping the blocked squares)*—you can't see what's behind them, right? But [Director's name], you can right? [Director nods]. Ok, well in this game, the person who sits on this side (*point to Participant's side*) can't see everything, but the person who sits on that side can (*point to Director's side*)!

Experimenter: So, let's try that one more time. Can you ask [Director's name] to **move the green marker next to the banana**? (*Director moves the correct object*)

Experimenter: Great job, now all the things are in their right places! For the next part of the game, I am going to have you guys switch sides again. Now [Director's name] will ask you for help moving some things. So could you come over here (*point to seat)*? And [Director's name] could you come over here (*point to the other seat)*? Great!

Director and Participant switch seats so that now the Participant is back on the side of the grid where everything can be seen while the Director is on the other side where some of the squares of the grid are blocked off.

----END OF PRACTICE TRIAL---

Experimenter (*to Participant*)**:** Now that you guys switched sides, can you see all the things (*wait for participant's response)*? Yeah! And now that [Director's name] is over on that side, can [Director's name] see all the things?
IF participant answers NO: That's right! Remember, some of the squares are blocked off (*say while tapping the blocked squares*). So, [Director's name] can't see what's behind those squares.
IF participant answers YES: No, she can't! Remember, some of the squares are blocked off (*say while tapping the blocked squares)*. So [Director's name] can't see what is behind those squares.

Experimenter: Ok! Now I am going to put this curtain back up, and change where some of the things are. Can you sit quietly while I change the things? Thanks!

<u>Start of every test grid:</u>
Experimenter: (*Set up new grid and then remove the curtain*) Ok! Now it's time for [Director's name] to ask you to move some things –does that sound ok? Remember, she can't see what's behind the blocked squares. [Director's name] can you ask [Participant's name] to help you? Great!

Experimenter (*to Participant***)**: Are you ready? OK!

Director (*look up and make eye contact with the middle of the grid*): Oooh I see a (toy)! Can you move (toy) to (the place). (*Look down*). **Repeat 2x for a total of 3 toy moves for each grid**

For the specific instructions given by the Director see the "Director Script"

Experimenter: Ok! Now I am going to put this curtain back up, and change where some of the things are. (*set up next grid)* Can you sit quietly while I put the things in here? Thanks!

Repeat from "Start of every test grid" until all the instructions have been given for all four grids.

Experimenter: Great job! That was the whole game! Thanks for helping me and [Director's name] get all the things to the right places!