**Name of test:** Peg Tapping

**Estimated time burden:** 3 minutes

**Estimated number of items:** 16 items

*Materials:*

A wooden dowel

*Description:*

This widely used task requires children to tap twice with a wooden dowel when the administrator taps once and to tap once when the administrator taps twice. This task was first developed by Diamond & Taylor (1996) and is aimed to assess executive function.

Script:

The examiner should sit at the table across from the child to administer this task.

Examiner says: **“Now we are going to play a tapping game. This game has two rules. The first rule is that when I tap one time like this** [E taps once], **I want you to tap two times like this** [E taps twice]**. Let’s try that. When I tap one time** [E taps once]**,** **you tap …”** [The E hands the dowel to the child.

CORRECT 🡪**“Good job! Now let’s learn another rule of this game.”**

INCORRECT 🡪**“Remember, if I tap one time like this** [E taps once], **I want you to tap two times like this** [E taps twice]**. Let’s try again. If I tap one time** [E taps once], **you tap…”** The E hands the dowel to the child. *If still incorrect, go on*.

**“The second rule is that when I tap two times like this** [E taps twice], **I want you to tap one time like this** [E taps once]. **Let’s try that. When I tap two times** [E taps twice]**,** **you tap …”** [The E hands the dowel to the child].

CORRECT 🡪**“Good job!”**

INCORRECT 🡪**“Remember, if I tap two times like this** [E taps twice], **I want you to tap one time like this** [E taps once]**. Let’s try again. If I tap two times** [E taps twice]**,** **you tap…”** The E hands the dowel to the child. *If still incorrect, go on*.

**“Let’s try some more.”**

Proceed to the first pretest trial.

**PRETEST TRIALS**

1. [E taps once and then hands the dowel to the child].

CORRECT 🡪 **“Good job!”**

INCORRECT 🡪 No feedback

2. [E taps twice and then hands the dowel to the child].

CORRECT 🡪 **“Good job!”**

INCORRECT 🡪 No feedback

If child responded CORRECTLY to both pretest trials, start at trial 3 (skip “skip” trials).

If child responded INCORRECTLY to one or both pretest trials, give rule reminders and proceed to skip trials.

RULE REMINDERS

*If child incorrectly responded on the FIRST pretest or BOTH pretests:*

**“Remember, if I tap one time like this** [E taps once]**, I want you to tap two times like this** [E taps twice]. **And if I tap two times like this** [E taps twice]**, I want you to tap one time like this** [E taps once]**.**

*If child incorrectly responded on the SECOND pretest:*

**“Remember, if I tap two times like this** [E taps twice], **I want you to tap one time like this** [E taps once]**. And if I tap one time like this** [E taps once]**, I want you to tap two times like this** [E taps twice].”

The examiner administers 16 trials in the following order:

**1, 2, 2, 1, 2, 2, 1, 1, 1, 2, 1, 2, 2, 1, 1, 2**