

**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**