

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