

Appendix B - Test dialogue for explaining the AP-tests

- 1) We're going to play a computer game, listening to special sounds.
- 2) If we look down here (*Tester points to the cue*), an ear will appear inside this red ball to let you know that the game is about to start and that you need to listen.
- 3) The characters here (*Tester points to characters*) are all going to make a sound, one after another. First this one, then this one and then this one. The ball will jump to the character making the noise (*Tester demonstrates*).
- 4) When the ball has returned back here (*point*) you have to pick the cartoon character that sounded a little bit different – it's like a game of 'odd-one-out'.
- 5) If you think it's this character press this button; (*point*) if this character press this button; (*point*) or if this character which button will you press (*this acts as a check they've been listening*)
- 6) That's right – I can see you're good at looking and listening!
- 7) Sometimes it's difficult to hear the different sound, but concentrate and try your hardest.
- 8) Sometimes you won't be able to tell the difference so just guess if you're not sure which is different.
- 9) If you get it right the character will jump up and down and make a 'yippee' sound.
- 10) If you don't get it right, the character will make an 'ooooh' sound.
- 11) The clock at the top here (*Tester points to feedback character*) will move along the screen.
- 12) When the hand moves all the way round, the game will finish and the characters will dance off the screen.
- 13) Let's have a go.

Dialogue leading to the onset of the test dialogue

As above, but add:

- 14) 'This time the game will take a little bit longer.'
- 15) At the start it might be very easy to tell the odd man out, but then it will become harder.
- 16) Just listen carefully and do your best.