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.