**Appendix A: Child Verbal Assent Script**

After establishing rapport with the child, the examiner says the following:

We have some fun toys here, don't we? Now I'd like to show you some other neat things in the next room and ask you some questions. Some of the questions will be really easy, and you'll know the answer right away. Other questions might be kind of hard, and you might not know the answer, and that's okay. We'll also play some games. Some of them are easy and some are kind of hard to do, but that's okay. We can try them anyway. You can tell me whenever you want to stop, or if you need to go to the bathroom, or be with your (mom/dad/guardian).

Does that sound okay? Do you have any questions for me?

**Appendix B: Scripts for Self-Distancing Strategies**

**Immersed**

E: Before we get started, I’d like to tell you about something that you can do during this activity. It would be helpful if you worked hard on this. You would be a good helper if you worked on this activity for as **long as you can**, but it can be boring sometimes. Some kids like to focus on what they are thinking and how they feel when it gets boring. That’s what I’d like you to do today.

In other words, if you get bored at any point during this task, ask yourself, “Am **I** working hard?”

You’re going to hear reminders to help you remember. The computer will say “Are **you** working hard?” to help you remember to ask yourself, “Am **I** working hard? This sticker (*E places “I” sticker on computer)* will help you remember too. When you see the sticker remember to ask, “Am **I** working hard?”

Now you try it. Say, “Am **I** working hard?” **C repeats: Yes No #tries\_\_\_\_\_**

So, remember, while you’re working on this activity I just want you to think about whether **you’re** working hard.

**3rd Person Distanced**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Child’s Name

E: Before we get started, I’d like to tell you about something that you can do during this activity. It would be helpful if you worked hard on this. This is a very important activity and it would be helpful if you worked hard on this for as **long** as you could. You would be a good helper if you worked on this activity for as **long as you can**, but it can be boring sometimes. Some kids like to talk to themselves using their own name, when it gets boring. That’s what I’d like you to do today.

In other words, if you get bored at any point during this task, ask yourself, “Is**[*participant’s name*]** working hard?”

You’re going to hear reminders to help you remember. The computer will say, “Is**[*participant’s name*]** working hard?” to help you remember to ask yourself, “Is **[*participant’s name*]** working hard?” This sticker (E places name sticker on computer) will help you remember too. When you see the sticker remember to ask, “Is**[*participant’s name*]** working hard?”

Now you try it. Say, “Is**[*participant’s name*]** working hard?”

**C repeats: Yes No #tries\_\_\_\_\_**

So, remember, while you’re working on this activity I just want you to think about whether**[*participant’s name*]** is working hard?”

**Exemplar** **Distanced**

E: Before we get started, I’d like to tell you about something that you can do during this activity. It would be helpful if you worked hard on this. This is a very important activity and it would be helpful if you worked hard on this for as **long** as you could. You would be a good helper if you worked on this activity for as **long as you can**, but it can be boring sometimes. Some kids like to pretend that they’re somebody else who would be a really hard worker on this activity, when it gets boring. That’s what I’d like you to do today.

Which one of these characters would you like to [pretend to] be for this activity?

 *(E shows C laminated page with character options.) (Batman, Bob the Builder, Rapunzel or Dora the Explorer)*

Okay! To help you pretend you get to wear this. *(E gives C character prop*)

So, if you get bored at any point during this task, ask yourself, “Is **[*character’s name*]** working hard?”

You’re going to hear reminders to help you remember. The computer will say, ““Is **[*character’s name*]** working hard?” to help you remember to ask yourself, ““Is **[*character’s name*]** working hard?” This sticker *(E places character sticker on computer)* will help you remember too. When you see the sticker remember to ask, “Is **[*character’s name*]** working hard?”

Now you try it. Say, “Is **[*character’s name*]** working hard?”

**C repeats: Yes No #tries\_\_\_\_\_**

So, remember, while you’re working on this activity I just want you to think whether **[*character’s name*]** is working hard.

**Appendix C: Post-Target Task Questions for Perseverance Task**

1. What was the question you were supposed to be asking?

**Response:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. How much did you ask it? A little or a lot?

 **Response: A little A lot**

1. Did you want to play the cat and cheese game? Why or why not?

**Response: Yes No**

**Why/why not?:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Did you want to play Where’s My Water? Why or why not?

 **Response: Yes No**

**Why/why not?:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Which game did you like better?

**Response: Cat/Cheese Where’s My Water**

1. Did you have a choice of which game you played?

**Response: Yes No**

1. How hard did you try on the cat and cheese game? Not hard or really hard?

**Response: Not Hard Really Hard**

1. Why did you pick to play the cat and cheese game sometimes?

**Response:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Do you remember why I wanted you to do this activity?

**Response:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. How important was it to you to work hard?

**Response:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_