

The Lion game



Info & reference

Van de Weijer-Bergsma, E., Kroesbergen, E., Prast, E., & Van Luit, J.E.H. (2015). Validity and reliability of an online visual-spatial working memory task for self-reliant administration in school-aged children. *Behavior Research Methods*, 47(3), 708-719

doi: 10.3758/s13428-014-0469-8

Task features

- ✓ Visual-spatial updating task
- ✓ Difficulty increases from 1 colored lions (level 1) to 5 colored lions (level 5)
- ✓ Four items per level
- ✓ No cut-off rules
- ✓ Results data: incorrect/correct scores, response times
- ✓ Allows self-reliant assessment on PC, laptop or tablet

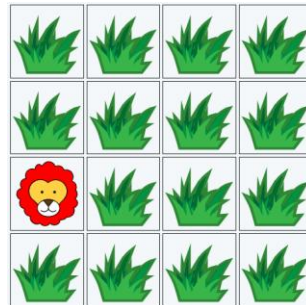
Configurations

Available languages:

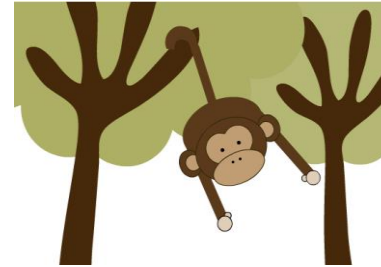
- ✓ Dutch
- ✓ German
- ✓ English

Grade versions

- ✓ Grade 1 to 6



The Monkey game



Info & reference

Van de Weijer-Bergsma, E., Kroesbergen, E., Jolani, S., & Van Luit, J.E.H. (2016). The Monkey game: A computerized verbal working memory task for self-reliant administration in primary school children. *Behavior Research Methods*, 48, 756- 771.

doi:10.3758/s13428-015-0607-y

Task features

- ✓ Verbal recall backwards task
- ✓ Difficulty increases from 2 words (level 1) to 6 words (level 5)
- ✓ Four items per level
- ✓ No cut-off rules
- ✓ Results data: incorrect/correct scores, response times
- ✓ Allows self-reliant assessment on PC, laptop or tablet

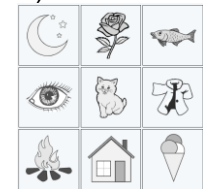
Configurations

Available languages:

- ✓ Dutch
- ✓ German
- ✓ English

Grade versions:

- ✓ Picture response (grade 1 students)



- ✓ Word response (grade 2-6 students)

maan	roos	vis
oog	poes	jas
vuur	huis	ijs