Speeded Processing of Colours
Experimenter Instructions (designed for adult participants)

You will need:
- A timer
- The printed Speeded Processing of Colours task (including practice)
- A scoresheet to record participant time and errors

Protocol/Script
<Present colours practice page> "In this task you will name the colours as quickly as possible.

"We'll start off with some practice. Please name the colours as quickly as possible, going from left to right." **<Get participant to name the colours on the practice page.>**

"Okay, now I'm going to show you a whole page of colours. I want you name them as quickly and accurately as you can, and I will time you. Start on the top row and go from left to right, and then down to the next row and continue from left to right."

"Do you understand the instructions?" **<Wait for a response.>**

"I will say 'Ready, go'. Are you ready?" **<Wait for a response.>**
"Ready?" **<present Form A>** "Go." **<Begin timing.>**

<Watch the participant as s/he names the colours and try to notice if s/he makes any errors. Errors are rare, even in children. If anything, sometimes an item is missed— which counts as an error.>

<Stop timing when the participant reaches the last item. Record the time and number of errors. **Time format should be seconds with one decimal, e.g., 10.4.**

"Okay, now I'm going to get you to do the same thing again. You are going to name the colours as quickly as possible and I will time you again."

"Ready?" **<Present Form B.>** "Go." **<Begin timing.>**
<Stop timing as quickly as you can when the participant reaches the last item. Record the time taken and the number of errors>.

Scoring
Calculate Item-per-second scores for Forms A and B:
    Items per second = (Number of items – number of errors on form)/time on form
The two scores can be correlated to determine alternate-form reliability.
The two scores can be averaged to create a single predictor for analyses.