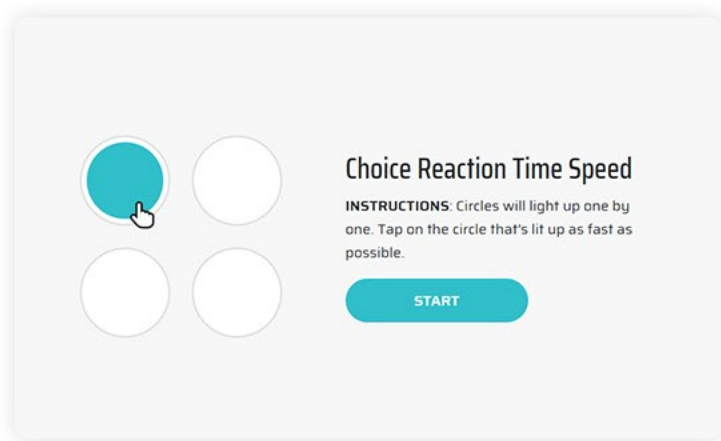




Cognitive Test Instructions

We encourage you to print this page so you have all the instructions readily available to **review before you begin each test.**

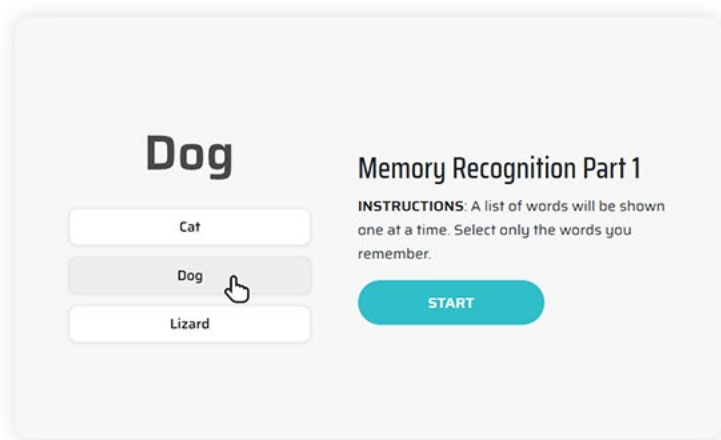


Instructions

One circle at a time will light up. You'll know it's lit up when it turns a solid color.

Goal

Click on the circle that turns a solid color as fast as possible.



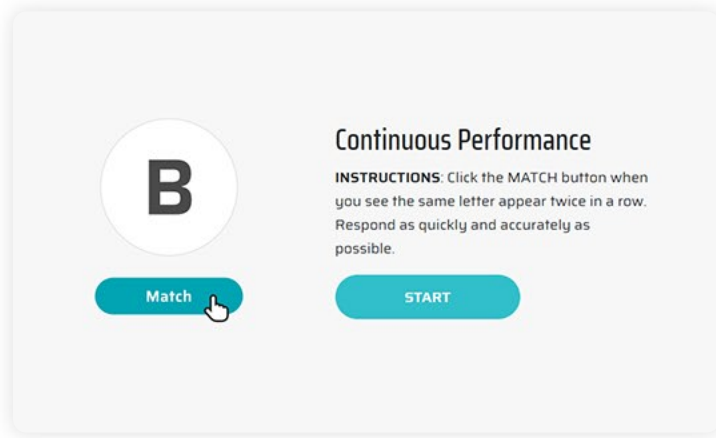
Instructions

Memorize the list of words that are shown one at a time.

Goal

When the word list stops, you'll be shown three words at a time. Click the word you remember from the original list.

You'll take this cognitive test a total of three times during the assessment!



The interface for the Continuous Performance task. On the left, a large white circle contains the letter 'B'. Below it is a teal button labeled 'Match' with a hand cursor icon. To the right, the title 'Continuous Performance' is displayed above the instructions: 'Click the MATCH button when you see the same letter appear twice in a row. Respond as quickly and accurately as possible.' A teal 'START' button is located at the bottom right.

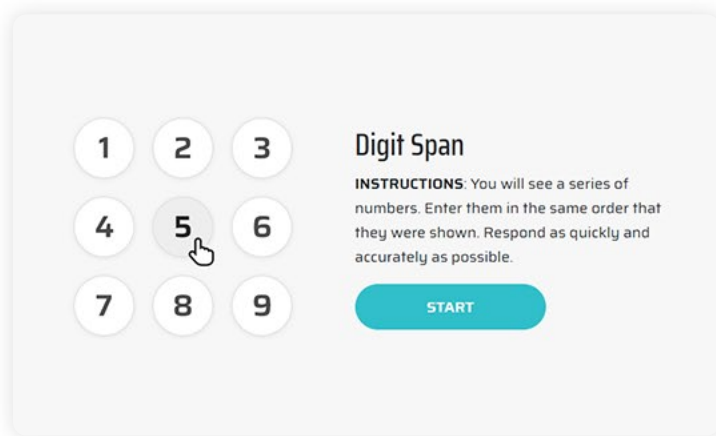
Instructions

Letters will appear quickly on the screen, one at a time. If you see a letter twice in a row, click the MATCH button.

For example, if you see the letter B flash twice in a row, click match.

Goal

Be as quick and accurate as possible when making matches.



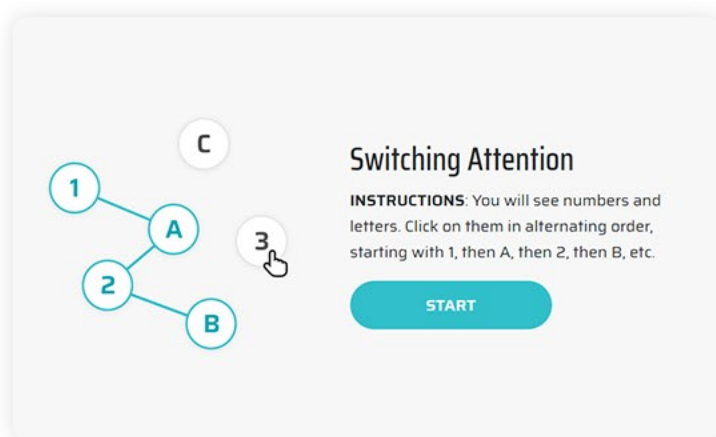
The interface for the Digit Span task. On the left is a 3x3 grid of circles containing numbers 1 through 9. The circle with the number '5' is highlighted with a hand cursor icon. To the right, the title 'Digit Span' is displayed above the instructions: 'You will see a series of numbers. Enter them in the same order that they were shown. Respond as quickly and accurately as possible.' A teal 'START' button is at the bottom right.

Instructions

A series of numbers will appear. Memorize the numbers in the order they appear.

Goal

When you see the number pad, click the numbers you saw as quickly and accurately as possible.



The interface for the Switching Attention task. On the left, a diagram shows a sequence of nodes: a circle with '1' connected to a circle with 'A', which is connected to a circle with '2', which is connected to a circle with 'B'. Above the 'A' node is a circle with 'C', and to the right of the '2' node is a circle with '3'. A hand cursor icon is pointing at the circle with '3'. To the right, the title 'Switching Attention' is displayed above the instructions: 'You will see numbers and letters. Click on them in alternating order, starting with 1, then A, then 2, then B, etc.' A teal 'START' button is at the bottom right.

Instructions

You will see numbers and letters on the screen.

Goal

Click on the letters and numbers in alternating order starting with 1.

For example, click number 1 first, then the letter A, then number 2, etc.