Scientist - Online

Principal Researcher: Rachel Leshin & Kat Yee

Research Question: How does the type of language children hear about science (being told to "be scientists" versus "do science") affect children’s persistence in subsequent science-related activities?

Age-Range: 4-8

Method: This study consists of two parts:

1) Language manipulation: Children will watch a short, 2-minute video about science in which they are instructed to either "be scientists" or "do science." Children watch the video wearing headphones so that the experimenter is blind to condition.

2) DV measurement: After children finish the video, they will play two online science games. Children have the option of stopping and doing something else at any point in the game. We are interested in measuring a number of factors related to children's engagement in these science games, including (but not limited to) the length of time spent on each game, the number of trials attempted, and the number of trials completed successfully.

Experimenters: Emmy, Shelly, Rachel

Testing Locations/Shifts: CMOM/Saturday AM; CMOM/Sunday AM

Notes: This is the fifth iteration of our Scientist study series. Please see Scientist4 for more information!

Materials

Study Stimuli: All stimuli for this study are on the computer. All you need is a grey laminated rectangle to cover up Gabriella in Game 1 (this can be found in the study binder).

Study Script

Coding Sheet

RA Resources

Coding Guides

Recruitment Scripts

Related Readings