The Jumping Contest

Supplement to Class Notes #7

He said that the Troll is the best jumper.

The Jumping Competition

The characters and the set-up are introduced to the child and the puppet.

The Prize for the Best Jumper

The judge, Robocop, introduces the prize: colored pasta!

The Contestants Get Ready at the Start

Robocop: Line up everyone! Get ready to jump over these three obstacles.

The First Contestant: Cookie Monster

Robocop: You go first, Cookie Monster. Cookie Monster: OK, here I go. I made the log! Oh no, I crashed into the barrels... Now let me try the benches....
The Second Contestant: The Troll

The troll clears the course successfully.

Robocop: Your turn next, Troll.
Troll: OK, I'm a good jumper. This should be easy for me. Over the log I go! Yeah! Now the barrels. All right! Now the benches. Good, I didn't knock anything over.

The Final Competitor

Grover clears the obstacles cleanly, in record time.

Robocop: OK, Grover. Your turn.
Grover: I'm a good jumper. Watch me! See how easily I could jump over the log? Now I'll jump over the barrels and benches. Great. I didn't smash into anything, and I was really fast.

Judging The Competition

Robocop: Line up, guys! I'm ready to judge the competition. Let's see who wins the colored pasta.

Cookie Monster's Performance is Judged

Robocop: Cookie Monster, I'm afraid you aren't the winner. You crashed into the barrels. I think you've been eating too many cookies. Lose some weight, and you will be a better jumper.

The Troll's Performance is Judged

Possible Outcome: The troll could be the best jumper. At this point, it is plausible that the assertion is true.

Robocop: Troll, you jumped very well. You didn't crash into anything. You could be the winner. But let me judge Grover before I decide...

Grover's Performance is Judged

The actual outcome unfolds.

Robocop: Grover, your jumps were very good. You didn't knock anything over, and you were very fast. I think you win the prize. Great job, Grover!
The Troll Contests the Judge’s Decision

The meaning ruled out by Principle C is presented

Troll: It’s not fair, Robocop! I think I should get the prize. I think I was the best jumper. I’m going to take some colored pasta for myself.

The Story Ends

The props are placed alongside the characters, to provide a reminder of the events that took place.

Kermit the Frog describes the Story

Kermit’s Lead-in: That was a story about a jumping contest. Robocop was the judge, and there was Cookie Monster, and Grover, and the Troll. I know one thing that happened. He said that the Troll was the best jumper.

Control Condition

Kermit: The Troll said that he was the best jumper.
Child: “Yes.”

The Child Tells Kermit if he was Right or Wrong

Notice the child thinks Kermit is the one who is being judged…

Kermit: He said that the Troll was the best jumper.
Child: No!
Kermit: I didn’t say the right thing? What really happened?

The Child Tells Kermit if he was Right or Wrong

Notice the child thinks Kermit is the one who is being judged…

Kermit: What really happened?
Child: He said that Grover was the best jumper.
(the child should indicate the actual outcome)
The Child’s Explanation of the Events

This informs the experimenter if the child is saying “No” for the right reason.

Kermit: What about the Troll? He has some pasta.
Child: The Troll said that he was the best jumper, but Robocop didn’t think so.

Kermit Sees the Light

Oh, I get it!

Kermit: OK, I see. I don’t get the watermelon this time. Oh well, I’ll get some cherries. I’ll pay closer attention next time, so I can eat the watermelon.