Parental Background and Other-Regarding Preferences in Children

Experimental Economics

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Electronic Supplementary Material

This file contains English translation of the experimental instructions

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Greeting and introductory instructions for the group

Hello everybody! My name is *X*. And this is *Y*.

First of all, thanks a lot for letting us come to your kindergarten/school today. It's really nice to be here. Today we're going to play some games with each one of you. During the games you can earn tokens. You can then use these tokens to buy some items such as pencils, erasers, stickers, sweets and small toys which you can keep.

Here we have a bag with cards from the "memory" game. Each card has a number and an animal or fruit on it. *X* is going to come by and you can pick a card. One after the other, you can come into the room next door and play the game with us. *Y* will call out an animal [*and number if children already know them*] and when you hear the name of the animal which is on your memory card it's your turn to play. *Y* will take you to play the games. When you're done playing, you can go back into the class and continue drawing [*or whatever the children are doing at that moment*]. It's really important to us that you don't talk about the game until all the kids have played. We really want you to follow this rule!

The assistant calls out the next animal/number. The child gets a paperbag from the experimenter and they write the child's name on it. At the end of each game the child puts the tokens which have been acquired into this paperbag. This ensures that the other children who have not yet played the games do not know what is in the paperbag when the child goes back into the class. At the end, each child goes to the "shop" and puts the prizes in her/his paperbag.

Individual game script for children (here the costly prosocial game)

Short introduction

Hi! I'm *X / Y / Z.*

What's your name? Please write it on this paperbag (*write it instead of the child in the case of small children who cannot write).*

Do you like kindergarten/school?

(Measure the height of the child and report it in the answer-sheet.)

Before we start with the games, you will get one token - the same as you will earn during the games. (*Give the child one token.)* Now we will go to our "shop" and I will show you what is there that you can buy with the tokens you will have gained during the games. (*Go to the shop.)* For each token you can buy one item from the "shop". (*After the child chooses one item, he/she goes back and starts to play the games.)*

Now we're going to play some games. Let us begin right now.

Explanation of the game (ingroup treatment)

There is a photo on the screen of this laptop. Do you recognize the photo?

(Check that the child recognizes the photo of her/his class. If the child does not recognize the photo, tick the box in the answer-sheet.)

Yeah, that's right, that's your class photo!

Now I see that you wrote your name on this paperbag (*in the case of small children who cannot write:* Now I see that your name is written on this paperbag.). We will also make a paperbag ready for a child from your class, but we both do not know the name of the child. We only know that it is a child from your kindergarten/school class.

(Make paperbag ready)

Game A (here the costly prosocial game)

Okay! Now we have two cardboards. On each cardboard there are two circles with arrows. One arrow points to the laptop with the photo, the other arrow points to you.

On the first cardboard (*move the cardboard in front of the child*) I now put one token on the circle that is closer to the photo (*put the token there*) and I put another token on the circle that is closer to you.

On the second cardboard (*move the other cardboard in front of the child*) I put two tokens on the circle that is closer to you. The second circle, which is next to the photo, stays empty.

Now your task is to choose one of the two cardboards. If you choose this cardboard (*move the first cardboard to the child*), you receive the token in this circle (*i.e., the circle closer to the child*) from which the arrow points to you. The other arrow on this cardboard points to the photo, so this means that the token in this circle (*i.e., the circle that is closer to the photo*) goes to a kid from your kindergarten/school class. If you choose this cardboard we will give this token to one of the children from you class later today.

If you choose this cardboard, (*move the second cardboard in front of the child*) then you get two tokens and the kid from your kindergarten/school class gets no tokens. (*Show the child which circle/tokens we are talking about and where it goes.*)

It's completely up to you. Nobody, including your parents, teacher and classmates, will ever know what your choice was.

Questions to check the children's comprehension of the payoff implications of different choices.

If you choose the first cardboard, what does another child in your kindergarten/school class get? (*child answers*)

What do you get when you choose this cardboard? (*child answers*)

If the child has problems answering the control questions, explain the rules again and ask additional "comprehension questions" regarding the implication of this choice for the allocation of payoffs. Once the child answers the questions correctly move on:

What does the other kid from your kindergarten/school class get if you choose the other cardboard?

What do you get if you choose the other cardboard?

If the child has problems answering these questions explain the payoff implications of choosing "the other cardboard" again and ask further comprehension questions.

If the child has still problems to answer the second set of comprehension questions play the games with her/him but tick the box in the answer-sheet.

Finally, before we play the game ask the following:

Do you have any questions? …

Alright, now you can choose a cardboard.

Tick in the answer-sheet which of the two options the child chose.

Tick in the answer-sheet how many seconds it took the child to decide.

Once the child has chosen a cardboard say:

OK, then the other kid from your kindergarten/school class gets one (*or zero*, *depending on the child's choice*) token and you get one token (*or two tokens*, *depending on the child's choice*). Put tokens in the child's paperbag and the other child's paperbag.

After this ask the child: Why did you choose this cardboard?

Record the answer in the answer-sheet.

After all four games have been completed

OK, you have X tokens. The other kid has Y tokens. Do you think the other kid is happy?

Record the answer in the answer-sheet.

Do you think he or she would have been happier if you had chosen differently?

Record the answer in the answer-sheet.

Saying good-bye

OK, we're done with the games. Thanks a lot for playing with us! You did a super job! The assistant will now take you to the shop so you can buy your prizes!

Now you can go back into class to Mrs. X. Please remember not to talk to the others about the game until all the kids have played. That's really important for us! Thanks!

Bye-bye!