Appendix 2

このゲームでは、この画面にお姉さんが出てきて，ある人のお話をします。お姉さんがお話をした後、4つの写真がでてきます。そしたら，お姉さんがお話をしていた人を、4つの写真のなかから選んでください。それでは、お姉さんのことをよくみて，お姉さんのお話をよく聞いてくださいね。準備はいいですか？

Appendix 3

Mean proportion of each target chosen in the V (verbal) condition for each age group and the standard deviations in parentheses

Target type	3 years	5 years	Adults	3 years in Ex2
Verbal match	0.48 (0.16)	0.40 (0.23)	0.32 (0.17)	0.40 (0.22)
Gesture match	0.02 (0.07)	0.02 (0.06)	0.01 (0.04)	0.06 (0.09)
Integration match	0.47 (0.14)	0.58 (0.25)	0.67 (0.19)	0.53 (0.23)
Unrelated foil	0.03 (0.07)	0.00 (0.00)	0.00 (0.00)	0.02 (0.06)

Mean proportion of each target chosen in the G (gestural) condition for each age group and the standard deviations in parentheses

Target type	3 years	5 years	Adults	3 years in Ex2
Verbal match	0.17 (0.16)	0.07 (0.10)	0.01 (0.04)	0.19 (0.14)
Gesture match	0.38 (0.19)	0.40 (0.26)	0.24 (0.17)	0.44 (0.19)
Integration match	0.36 (0.17)	0.53 (0.28)	0.76 (0.17)	0.28 (0.19)
Unrelated foil	0.10 (0.13)	0.01 (0.03)	0.00 (0.00)	0.06 (0.10)

Table 1

Mean proportion of correct choices chosen in each of the three conditions (V = verbal only, G = gesture only, VG = verbal gesture combined) and the standard deviations in parentheses.

Condition	3 years	5 years	Adults	3 years in Ex 2
V	0.95 (0.08)	0.98 (0.06)	0.99(0.04)	0.94 (0.08)
G	0.74 (0.19)	0.92 (0.11)	1 (0.00)	0.73 (0.13)
VG	0.51(0.22)	0.87 (0.14)	0.95 (0.10)	0.65 (021)

Table 2

Mean proportion of participants who picked correct choice in the G condition (within each age group) and the absolute number of participant in parentheses.

	3 years	5 years	Adults
Riding	0.63 (15)	1.0 (24)	1.0 (18)
Reading	0.83 (20)	0.96 (23)	1.0 (18)
Drinking	0.83 (20)	0.83 (20)	0.94 (17)
Opening	0.63 (15)	0.92 (22)	1.0 (18)
Eating	0.75 (18)	0.92 (22)	1.0 (18)
Climbing	0.71 (17)	0.92 (22)	1.0 (18)

Table 3

Item analysis of the VG (verbal gesture combined) condition, focusing on cases in which participants correctly responded to the G (gesture only) condition. Out of the participants who picked correct choice (gesture match or integration match) in the G condition, the proportion of participants who picked integration match in the VG condition (absolute number of participant is in the parentheses) for each target action.

	3 years	5 years	Adults
Riding	0.40 (6)	0.83 (20)	0.94 (17)
Reading	0.75 (15)	0.91 (21)	0.94 (17)
Drinking	0.35 (7)	0.70 (14)	1.0 (17)
Opening	0.40 (6)	0.77 (17)	1.0 (18)
Eating	0.66 (12)	0.95 (21)	0.94 (17)
Climbing	0.53 (9)	1.0 (22)	1.0 (18)

Table 4

Mean proportion of each target chosen in the VG (verbal + gestural) condition for each age group and the standard deviations in parentheses.

Target type	3 years	5 years	Adults	3 years Ex 2
Verbal match	0.40 (0.20)	0.12 (0.12)	0.03 (0.06)	0.31 (0.20)
Gesture match	0.05 (0.09)	0.014 (0.05)	0.01 (0.04)	0.04 (0.10)
Integration target	0.51 (0.22)	0.87 (0.14)	0.95 (0.10)	0.65 (0.21)
Unrelated foil	0.02 (0.07)	0 (0)	0 (0)	0 (0)