

Appendix 2 - Descriptive Statistics, Binomial analysis and Correlations

Descriptive Statistics on all continuous measures -Mean (Standard Deviation)

	Training group (N=55)	Control group (N=55)
Pre-test age in months	119.11 (10.59)	113.91 (9.8)
Socio-economic background (0-9)	6.29 (1.99)	6.33 (1.67)
Verbal ability (0-30)	25.14 (4.87)	26.98 (3.01)
Problems solving (0-2)	.49 (.66)	.71 (.79)
Judgment of numerosness (0-6)	5.89 (.31)	5.80 (.49)
Arrangement of series (0-12)	8.38 (1.86)	8.82 (1.32)
Inhibition	34.67 (7.81)	35.55 (7.74)
Pre-test DG	4.58 (1.19)	4.78(1.55)
Post-test DG	4.40 (1.48)	5.25 (1.57)
Pre-test DT	4.53 (2.20)	4.47 (2.35)
Post-test DT	4.35 (2.64)	4.93 (2.74)
Pre-test Investment task	4.93 (1.98)	4.95 (2.05)
Post-test Investment task	6.29 (2.3)	5.29 (2.22)

Binomial analysis of children's responses to the Ultimatum Game (UG) by type of proposal (hyperfair, fair, unfair) and group (control and trainings groups) at the pre-test and post-test

UG pre-test

Group	Response type	Unfair		Fair		Hyperfair	
		N	%	N	%	N	%
Control group	Accept	31	56	50	91	36	66
	Refuse	24	44	5	9	19	34
	Total	55	100	55	100	55	100

Training group	Accept	25	46	50	91	45	81
	Refuse	30	54	5	9	10	19
	Total	55	100	55	100	55	100
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UG post-test							
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Group	Response type	Unfair		Fair		Hyperfair	
		N	%	N	%	N	%
Control group	Accept	30	55	52	95	39	71
	Refuse	25	46	3	5	16	29
	Total	55	100	55	100	55	100
Training group	Accept	32	58	48	87	42	77
	Refuse	23	42	7	13	13	23
	Total	55	100	55	100	55	100

Binomial analysis of children who passed the Intertemporal Choice Task (ICT) at the pre-test and post-test

Intertemporal Choice Task					
		Pre-test		Post-test	
Group		N	%	N	%
Control group	Waiting for 4 weeks	26	47	40	73
	No waiting for 4 weeks	29	53	15	27
	Total	55	100	55	100
Training group	Waiting for 4 weeks	34	62	48	87
	No waiting for 4 weeks	21	38	7	13
	Total	55	100	55	100

Correlations between variables at pre-test

	SES	VA	PS	JN	AS	SH	DG	DT	ICT	IT	UGf	UGu
SES	-											
VA	.288**	-										
PS	.150	.416**	-									
JN	-.057	.269**	.197*	-								
AS	.135	.144	.272*	.106	-							
SH	.096	.361***	.091	.116	-.087	-						
DG	-.080	.242*	.169	.117	.008	.123	-					
DT	.017	.192*	-.024	.088	-.155	.229	.322***	-				
ICT	.117	.175	.002	.067	-.095	.181	.043	.392***	-			
IT	.034	.210*	.117	.055	-.185	.192*	.155	.182	.143	-		
UGf	-.057	.067	.041	-.035	.193*	-.129	-.053	-.165	.042	-.098	-	
UGu	.055	-.170	.026	-.080	-.086	-.110	-.100	.120	-.146	.007	-.151	-
UGh	-.038	-.179	-.058	-.179	.049	-.176	-.190*	-.266	-.206*	-.049	.098	-.264

Note. SES, Socio-Economic Status; VA, Verbal Ability; PS, Problem Solving; JN, Judgment of Numerousness; AS, Arrangement of Series; SH, Shifting; DG, Dictator Game; DT, Donation Task; ICT, Intertemporal Choice Task; IT, Investment Task; UGf, Ultimatum Game fair proposal; UGu, Ultimatum Game unfair proposal; Ugh, Ultimatum Game hyperfair proposal. * $p \leq .05$, ** $p \leq .01$, *** $p \leq .001$.