

Supplementary Materials to:
“Does informal risk sharing induce lower efforts? Evidence from
lab-in-the-field experiments in rural Mexico”

Ingela Alger* Laura Juarez† Miriam Juarez-Torres‡ Josepa Miquel-Florensa§

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Abstract

In the paper entitled “Does informal risk sharing induce lower efforts? Evidence from lab-in-the-field experiments in rural Mexico,” we analyze data that was collected by means of a lab-in-the-field experiment. Here we present the visual materials and the protocol (translated from Spanish) that were used in the experiment.

*Toulouse School of Economics (CNRS) and Institute for Advanced Study in Toulouse. ingela.alger@tse-fr.eu

†Banco de México. ljuarezg@banxico.org.mx

‡Banco de México. mjuarez@banxico.org.mx

§Toulouse School of Economics (Université Toulouse 1 Capitole). pepita.miquel@tse-fr.eu

1 Visual materials

Figures 1-12 show the pictures that were handed out to each subject to explain the consequences of threading nuts, for all the games that were played in the experiment. Figure 13 shows the picture that was used to explain how threading nuts determined the number of balls obtained in the lottery.

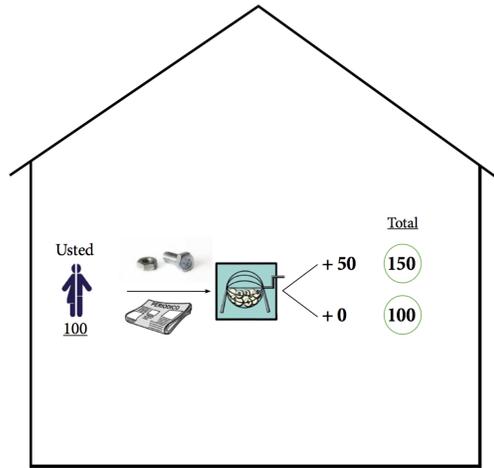


Figure 1. Autarky low

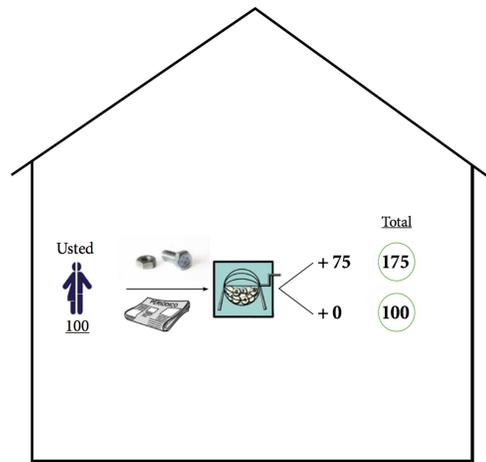


Figure 2. Autarky high

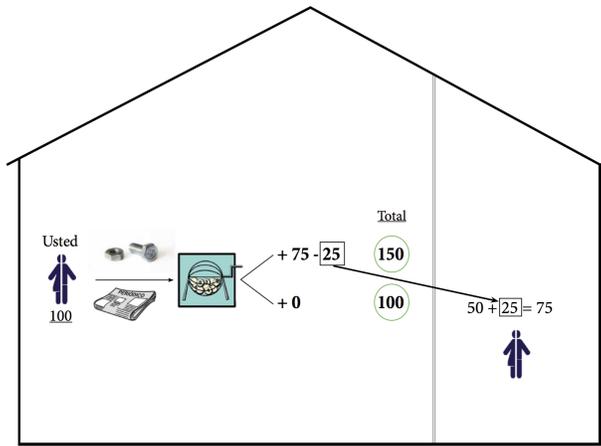


Figure 3. Donor Partial, One-to-one

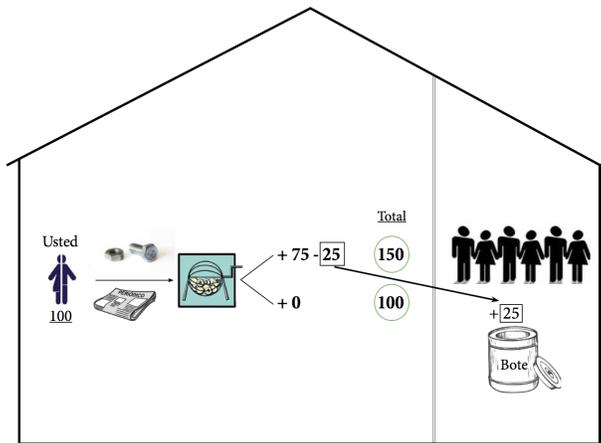


Figure 4. Donor Partial, Pool

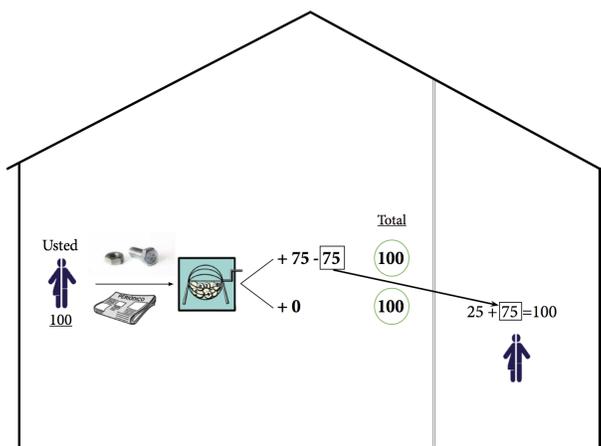


Figure 5. Donor Full, One-to-one

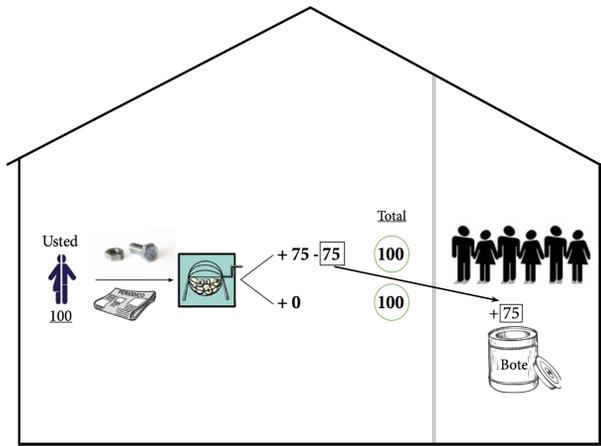


Figure 6. Donor Full, Pool

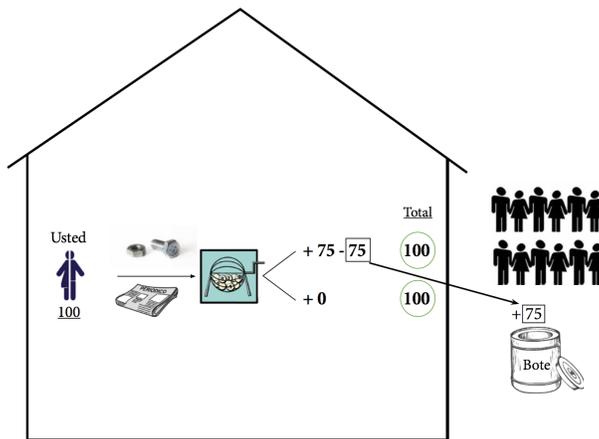


Figure 7. Donor Full, Public good

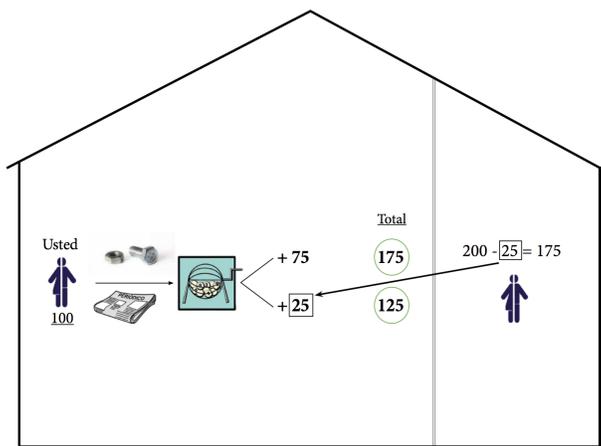


Figure 8. Recipient Partial, One-to-one

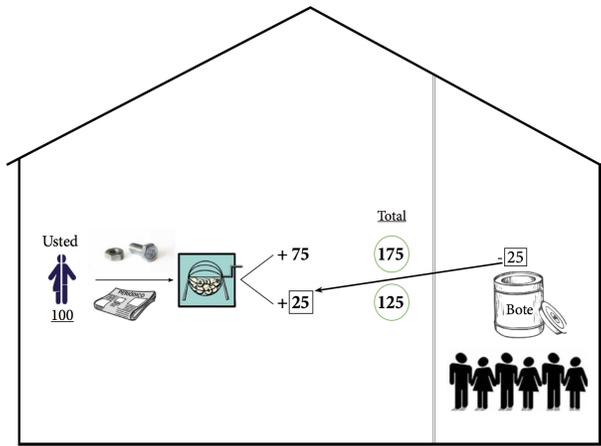


Figure 9. Recipient Partial, Pool

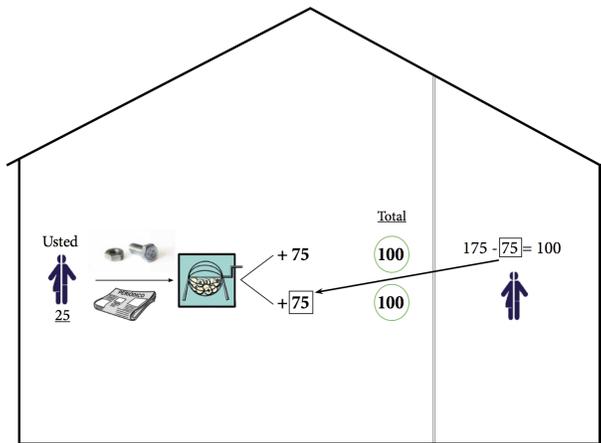


Figure 10. Recipient Full, One-to-one

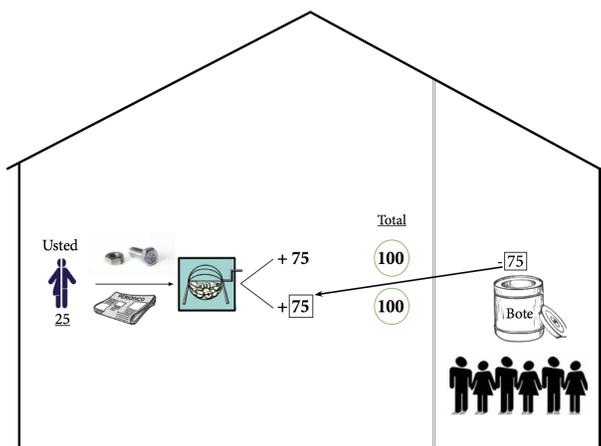


Figure 11. Recipient Full, Pool

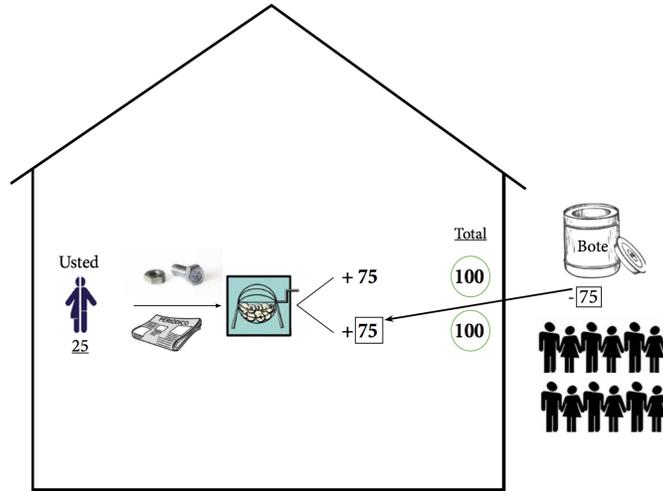


Figure 12. Recipient Full, Public good

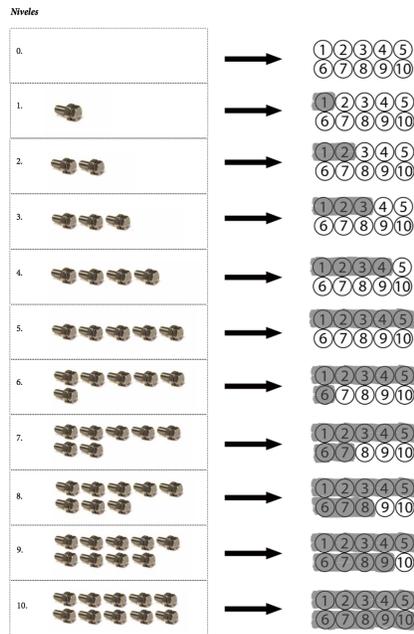


Figure 13. Picture explaining how the number of threaded nuts determined the balls obtained in the lottery

Protocol for the experimental sessions of the project about transfers and efforts in production (FULL)

Ingela Alger, Josepa Miquel-Florensa, Miriam Juárez Torres y Laura Juárez

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The present protocol is the script which the person in charge of the experiment will follow during the entire session.

Script of the session

1. Presentation : joint group, common room.	
2 A : RECIPIENTS_ Laboratory	2 B : HELPERS_ Common room
3 A : RECIPIENTS _ Common room: Questionnaire	3 B : HELPERS_ Laboratory
4 A : RECIPIENTS_ Common room: Payments	4 B : HELPERS_ Laboratory: Questionnaire, payments.
5. Snack and farewell: joint group, common room	

Note: Upon arrival all the participants will be together, the activity will be presented and cards will be randomly distributed in order to assign the participants to the group of DONORS or RECIPIENTS. The cards will be numbered from 1 to 40 and at the end of the presentation participants with the full red dot will be asked to stay in the room while the participants with half red dot (odd) will be ask to go to the room fitted as laboratory.

Good morning /Good afternoon. We are researchers from the Banco de México and from Toulouse School of Economics. First of all, we will like to thank you for voluntarily assisting to this meeting.

Today we will do a decision-making activity and you will be asked to answer a questionnaire. We will explain you each step of every activity, and we will make all the pauses needed to answer all the questions you may have.

1 Rules of the activity

Before we start, we want to explain three very important points:

1. Anonymity : All the decisions and all the answers will be completely anonymous. We will never tell no one what you did or answered. Each one of you has an identifying number and from this moment on all of what you do will be registered to that number, never with your name; therefore, there will be no connection between your name and the decisions you take.
2. Privacy: All participants will avoid to turn around and watch the movements of other participants in the activity or to speak to them.
3. Yours decisions are worth money: During this morning/afternoon, you will have to make decisions and you will win points. Be a little patient, we will explain later how you can win points. The important thing for you to know is that each point is worth fifty cents.

Let me remind you the rules of the activity:

1. Anonymity
2. Privacy
3. 1 point = 50 cents

Your participation is completely voluntary. You may leave the room at any time you want. This activity will last around two hours. Unfortunately, if you decide to leave the activity before the end of the session we won't be able to calculate your points and, therefore, your payment.

The payments will be made at the end of the session after you answer a questionnaire.

Are there any questions?

Very well, let's begin then. We now please ask to the participants with half red dot filled (odd) to go into the room. The participants with the full red dot (even) will remain in this room.

When entering the room we ask the participants with half red dot (odd) to search for the table with your number and to take a seat.

Please do it quietly.

Note: Try to make this process as organized as possible.

Take the participants to the room. Help the participants to find their table.

2 Room: Group A (RECIPIENTS)

Thanks again for your participation. Please sit down in the table with your number so that we can start with the activity. Let me remind you that the rules of the activity are ANONYMITY, PRIVACY, and that the decisions are worth MONEY (1 point = 50 cents).

{Write on the blackboard the three rules}

Let me remind you that your participation is completely voluntary. You can leave the room anytime you want. The activity will last around two hours. Unfortunately if you decide to leave the activity before the end of the session we won't be able to calculate your points, and therefore, your payment.

Very important: The points you will gain depend only of your own decisions, and not on the decision made by others. From this moment on, you are on your own.

You have on your table:

1. Your number.
2. Two little jars : one with nuts and the other one with screws, I will soon explain what for.
3. And one newspaper that you will be able to use when I tell you so. You may also take the newspaper with you when you finish this session.

Do you have all these items on the table?

2.1 Ability test

Before we start this activity, we are going to propose you a first way to gain points. I will now explain the purpose of the nuts and screws jars. We are going to ask you that in one minute you screw in the nuts and the screws in the way I am showing you: you screw in one nut in the screw until the end like I am doing. To be valid it has to be like this, as I am showing you.

For every screw completed, screwed in until the end, you will get one point. Remember, each point at the end of the session will be converted to fifty cents.

Are there any questions?

If there are no questions, we will start counting the time for screw in the screws. During this time you can look at the newspaper if you wish to do so. Time will start running when I blow my whistle and it will stop when I blow it for the second time. Please, when I blow the whistle for the second time stop screwing the nuts in the screws or stop reading the newspaper. Is it clear?

Blow the whistle – 1min- blow the whistle. Stop please. My colleagues are going to write down how many screws you have completed.

1. Take the form of the ability test.
2. Mark the form with the number of screws completed in each table.

2.2 Recipients full: effort activities

Thank you. We will now propose you four activities to win points.

My colleagues will hand you an instruction template and four cards with different colors. Please don't touch the materials until we say so.

1. Hand out the instruction template and the cards.

Let's look the instruction template that my colleague handed you.

We will propose you a way to win points by completing different levels. The level you reach will depend of how many nuts and screws you have completed. Look carefully at the white template, what happens if you don't screw in any screw? you complete the level zero. If you screw in one screw, you complete level one. If you screw in two screws, you complete level two. If you screw in three screws, you complete level three. If you screw in four screws, you complete level four. If you screw in five screws, you complete level five. If you screw in six screws, you complete level six. If you screw in seven screws, you complete level seven. If you screw in eight screws, you complete level eight. If you screw in nine screws, you complete level nine and finally, if you screw in ten screws, you complete level ten.

Please pay attention to screw in the nuts to the screw until the end. If they are not completely screwed in it does not count!

You have on top of your table 4 cards with different colors. Do you have the cards? As you can see, there is one card for each activity, the pink one, the green one, the yellow one and the blue one.

{Write the four activities with their respective colors }

In these cards we are going to write down the number of screws you screwed in during that activity. For example, in the yellow card we will write down the number of screws you screwed in during the yellow activity, and the same for the blue, green and pink. Can you see that the cards are the same as this part of the white template? In each card we will write down the levels you have completed as it is shown on the white template. If you did not screw in any screw, you completed level zero, so your card will look like this. If you screw in one screw, you complete level one so your card will look like this. If you screw in two screws, you complete level two so your card will look like this. If you screw in three screws you complete level three so your card will look like this. If you screw in four screws, you complete level four so your card will look like this. If you screw in five screws, you complete level five so your card will look like this. If you screw in six screws, you complete level six so your card will look like this. If you screw in seven screws, you complete level seven so your card will look like this. If you screw in eight screws, you will complete level eight so your card will look like this. If you screw in nine screws, you complete level nine so your card will look like this and finally, if you screw in ten screws, you complete level ten so your card will look like this.

Is it clear?

So what is purpose of completing levels?

Do you see this raffle box that I have on the table (point at it)? In this raffle box

there are balls numbered from 1 to 10, just like the design on your template and on the cards. Meaning that, each circle in the template and in the cards represents one ball in the raffle box. As you can see in the template, for each additional screw correctly screwed you complete one level and therefore you get one additional ball. Can you see that the more screws you screw in, the more levels you complete and therefore the more balls you get?

Okay, so what is the point of getting additional balls?

At the end of the session, we will make a draw with the raffle box. From the raffle box we will take out only one ball. With that ball number we will calculate your payments. But be patient, we will explain later how the payments work.

What happens from now on? We will explain in detail each one of the activities: the pink, the green, the blue and the yellow one. I will now put the cards of all four colors in this bag. At the end of the session, we will choose a helper to randomly pick one card from the bag. The color of the card drawn will represent the color of the activity that will be used to determine your payments.

Are there any question so far? Very well, let's begin then.

I will briefly summarize what I just said: you will screw in the screws to complete levels, by doing this you will acquire balls for the draw that will be held at the end of the session. Keep in mind that only one of the four color cards will be chosen by the helper and that this card together with the number in the ball drawn is what we will use to calculate your payments.

Any question so far?

2.2.1 Recipients full: autarky

Let's begin then with our first activity. My colleague will hand out a pink template.

1. Hand out the pink templates.

Does anyone don't have the pink template yet?

In the pink template we can see that you already have 25 points. What happens if you screw in the screws? You will complete levels and therefore acquire balls for the raffle draw, just like we saw in the white template. If after the raffle draw one of the balls that you acquire by screwing in screws is drawn, as you can see in the upper line, you will get 75 additional points to the 25 points you already have, that is, 100 in total. If the ball drawn is not one of the balls you acquired by completing levels screwing in screws, as you can see in the bottom line, you will get zero extra points, keeping the original 25 points.

Is it clear?

In the pink card, we will write down the levels you completed by screwing screws. Remember, the pink card is in this bag, and at the end of the activity it may or not be chosen by the helper. Are we clear?

Remember, the nut must be screwed up to the very end, if not, it doesn't count!

If there are no questions, we will start counting the time for screwing the screws. During this time you may look at the newspaper if you wish to do so. Time starts running when I blow the whistle and it will end when I blow the whistle for the second time. Please, when I blow the whistle for the second time stop screwing the nuts in the screws or looking at the newspaper. Is it clear?

blow the whistle – 1min- blow the whistle. Please stop.

My colleague will pass by the tables and write down in the pink card the levels you have completed, he will also collect the nuts screwed and refill your jars with nuts and screws.

Please remain silent.

1. Collect the pink templates.
2. Write down in the pink template the number of screws completed in each table.
3. Refill the jars with nuts and screws.

2.2.2 Recipients full: transfer from one individual

Excellent, now we will move to the second activity. My colleague will hand out a green template.

1. Hand out the green templates.

In the green template we can see you already have 25 points.

What happens if you screw in the screws? You will complete levels and therefore acquire balls for the raffle draw, just like we saw in the white template. If after the raffle draw one of the balls that you acquire by screwing in screws is drawn, as you can see in the upper line, you will get 75 additional points to the 25 points you already have, that is, 100 in total. If the ball drawn is not one of the balls you acquired by completing levels screwing in screws, as you can see in the bottom line, you will get the 25 points you already had plus 75 points of one of the participants of the other group, that at the beginning when they arrived, had a full red dot (even).

Do you remember the participants that were assigned to the other room? You have been randomly matched with a participant of the other group. The person with whom you have been matched has received 175 points. If none of the balls you have acquired is drawn, that person will have to give you 75 points of the 175 he received. Keeping the anonymity, neither you nor the person you have been matched with will know to whom you have been matched.

Is it clear?

In the green card, we will write down the levels you completed by screwing screws. Remember, the green card is in this bag, and at the end of the activity it may or not be chosen by the helper. Are we clear?

If there are no questions, we will start counting the time for screwing the screws. During this time you may look at the newspaper if you wish to do so. Time starts running when I blow the whistle and it will end when I blow the whistle for the second time. Please, when I blow the whistle for the second time stop screwing the nuts in the screws or looking at the newspaper. Is it clear?

blow the whistle – 1min- blow the whistle. Please stop. My colleagues will write down how many screws you have completed.

My colleague will pass by the tables and write down in the green card the levels you have completed, he will collect the nuts screwed and refill your jars with nuts and screws.

Please remain silent.

1. Collect the pink templates.
2. Write down in the green card the number of screws completed in each table.
3. Refill the jars with nuts and screws.

2.2.3 Recipients full: pool public good

Thank you. We will now move to the third activity. Let me first remind you the rules of the game: anonymous, private, and for each point you get we will give you 50 cents.

I remind you as well that at the end of all activities the color that will be chosen at random from a helper will be used to determine your payments.

We will now present you the third activity. My colleague will hand out the blue templates.

1. Hand out the blue templates.

Does anyone don't have the blue template?

In the blue template we can see that you already have 25 points. What happens if you screw in the screws? You will complete levels and therefore acquire balls for the raffle draw, just like we saw in the white template. If after the raffle draw one of the balls that you acquire by screwing in screws is drawn, as you can see in the upper line, you will get 75 additional points to the 25 points you already had, that is, 100 in total. But, what happens if the ball drawn is not one of the balls you acquired? Please read carefully the bottom line of the blue template. We have here a jackpot of $175N$ points.

{Write on the blackboard the multiplication of $175 \cdot N$ equal to ... with a design of a jackpot } In this activity, if the ball drawn is not one of those you have acquired, you will get 75 points that we will take out from this jackpot. The points that remain in the jackpot after the draw will be given to one association of the community.

Is it clear?

In the blue card, we will write down the levels you have completed by screwing screws. Remember, the blue card is in this bag, and at the end of the activity it may or not be chosen by the helper. Are we clear?

If there are no questions, we will start counting the time for screwing the screws. During this time you may look at the newspaper if you wish to do so. Time starts running when I blow the whistle and it will end when I blow the whistle for the second time. Please, when I blow the whistle for the second time stop screwing the nuts in the screws or looking at the newspaper. Is it clear?

blow the whistle – 1min- blow the whistle. Please stop.

Thank you. My colleague will pass now to write down the blue card and to collect the nuts screwed. We will also refill again your jars with nuts and screws.

Remember that you must remain silent. Thank you.

1. Collect the blue templates.
2. Write down in the blue card the number of screws completed in each table.
3. Refill the jars with nuts and screws.

2.2.4 Recipients full: transfer from pool

We will now move to the forth and last activity. My colleague will hand out the yellow template.

1. Hand out the yellow templates.

Does anyone don't have the yellow template?

In the yellow template we can see that you already have 25 points. What happens if you screw in the screws? You will complete levels and therefore acquire balls for the raffle draw, just like we saw in the white template. If after the raffle draw one of the balls that you acquire by screwing in screws is drawn, as you can see in the upper line, you will get 75 additional points to the 25 points you already had. But, what happens if the ball drawn is not one of the balls you acquired?

Please read carefully the bottom line of the yellow template. We have here a jackpot of $175N$ points.

{Write on the blackboard the multiplication of $175*N$ equal to ... with the design of a jackpot } In this activity, if the ball drawn is not one of those you have acquired, you will get 75 points that we will take out from this jackpot. The points that remain in the jackpot after the draw, there will be distributed among the N persons that are in the other room. Do you remember the participants that went to the other room?

Is it clear?

In the yellow card, we will write down the levels you completed by screwing screws. Remember, the yellow card is in this bag, and at the end of the activity it may or not be chosen by the helper. Are we clear?

If there are no questions, we will start counting the time for screwing the screws. During this time you may look at the newspaper if you wish to do so. Time starts running when I blow the whistle and it will end when I blow the whistle for the second time. Please, when I blow the whistle for the second time stop screwing the nuts in the screws or looking at the newspaper. Is it clear?

blow the whistle – 1min- blow the whistle. Please stop. My colleagues will write down how many screws you have completed.

Thank you. My colleague will pass now to write down the yellow card and to collect the nuts screwed. We will also refill again your jars with nuts and screws.

Remember that you must remain silent. Thank you.

1. Collect the yellow templates.
2. Write down in the yellow card the number of screws completed in each table.
3. Refill the jars with nuts and screws.

2.3 Second ability test

Thanks very much for your participation. We will give you a last chance to accumulate points.

We will propose to you that for one minute you screw in nuts and screws. For each screw completed, screwed until the end, we will give you one point. Each point in the end will be converted into 50 cents.

Any questions?

If there are no questions, we will start counting the time for screwing the screws. During this time you may look at the newspaper if you wish to do so. Time starts running when I blow the whistle and it will end when I blow the whistle for the second time. Please, when I blow the whistle for the second time stop screwing the nuts in the screws or looking at the newspaper. Is it clear?

blow the whistle – 1min- blow the whistle. Please stop. My colleagues will write down how many screws you have completed.

Collect the jars, write down the screws completed.

2.4 Questionnaire

Thank you for your participation. My colleague will now hand out an answer sheet with one question. Let me read it out loud.

1. Hand out the questionnaires. 2. Hand out once more the green template.

As you were told during the green activity, you were randomly matched with a participant of the other room. That participant has not received any information about the screws you have screwed in.

Question	Yes	No
If we were to give you the possibility to tell to the other participant how many screws and nuts you screwed in during the green activity, will you accept?	<input type="checkbox"/>	<input type="checkbox"/>

Please, mark yes or no in the answer sheet, according to what you think best. Thank you, my colleagues will now collect the answer sheets and the 4 cards of the previous activities. Collect the answer sheets and cards.

We will keep all the cards and the questionnaires in this transparent box. This box will be closed here with me at all times. After the other participants that are in the other room have passed through here, we will make the draw with the raffle draw, we will choose the helper and calculate your payments. We ask you now to go to the room that my colleague is going to show you. Take the participants to the room.

3 Room: Group B (Donors)

Thank you again for your participation and for your patience in waiting. Please take a seat in the table that has your number in order to start with the activity. Let me remind you that the rules of the activity are ANONYMITY, PRIVACY, and that your decisions are worth MONEY (1 point = 50 cents).

{Write on the blackboard the three rules}

I remind you that your participation is completely voluntary. You may leave the room at any time you want. This activity will last around two hours. Unfortunately, if you decide to leave the activity before the end of the session we won't be able to calculate your points and, therefore, your payment.

Very important: The points you will gain depend only of your own decisions, and not the decision made by others. From this moment on, you are on your own.

You have on your table:

1. Your number.
2. Two little jars : one with nuts and the other one with screws, I will soon explain what for.
3. And one newspaper that you will be able to use when I tell you so. You may also take the newspaper with you when you finish this session.

Do you have all these items on the table?

3.1 Ability test

Before we start this activity, we are going to propose you a first way to gain points. Now I will explain the purpose of the nuts and screws jars. We are going to ask you that in one minute you screw in the nuts and the screws in the way I am showing you: you screw in one nut in the screw until the end like I am doing. To be valid it has to be like this, as I am showing you.

For every screw complete, screwed in until the end, you will get one point. Remember, each point at the end of the session will be converted into fifty cents. Are there any questions?

If there are no questions, we will start counting the time for screw in the screws. During this time you can look at the newspaper if you wish to do so. Time will start running when I blow my whistle and it will stop when I blow it for the second time. Please, when I blow the whistle for the second time stop screwing the nuts in the screws or stop reading the newspaper. Is it clear?

Blow the whistle – 1min- blow the whistle. Stop please. My colleagues are going to write down how many screws you have completed.

1. Mark the card with the number of screws completed in each table.

3.2 Donors: Effort Activities

Thank you. We will now propose you four activities to get points.

{Write on the blackboard the four activities with their respective colors.}

My colleagues will now hand you an instruction template and four cards with different colors. Please don't touch the materials until we say so.

1. Hand out the instruction template and the cards.

Let's look the instruction template that my colleague handed you.

We will propose you a way to win points by completing different levels. The level you reach will depend of how many nuts and screws you have completed. Look carefully at the white template, what happens if you don't screw in any screw? you complete the level zero. If you screw in one screw, you complete level one. If you screw in two screws, you complete level two. If you screw in three screws, you complete level three. If you screw in four screws, you complete level four. If you screw in five screws, you complete level five. If you screw in six screws, you complete level six. If you screw in seven screws, you complete level seven. If you screw in eight screws, you complete level eight. If you screw in nine screws, you complete level nine and finally, if you screw in ten screws, you complete level ten.

Please pay attention to screw in the nuts to the screw until the end. If they are not completely screwed in it does not count!

You have on top of your table 4 cards with different colors. Do you have the cards? As you can see, there is one card for each activity, the pink one, the green one, the yellow one and the blue one. In these cards we are going to write down the number of screws you screwed in during that activity. For example, in the yellow card we will write down the number of screws you screwed in during the yellow activity, and the same for the blue, green and pink. Can you see that the cards are the same as this part of the white template? In each card we will write down the levels you have completed as it is shown on the white template. If you did not screw in any screw, you completed level zero, so your card will look like this. If you screw in one screw, you complete level one so your card will look like this. If you screw in two screws, you complete level two so your card will look like this. If you screw in three screws you complete level three so your card will look like this. If you screw in four screws, you complete level four so your card will look like this. If you screw in five screws, you complete level five so your card will look like this. If you screw in six screws, you complete level six so your card will look like this. If you screw in seven screws, you complete level seven so your card will look like this. If you screw in eight screws, you will complete level eight so your card will look like this. If you screw in nine screws, you complete level nine so your card will look like this and finally, if you screw in ten screws, you complete level ten so your card will look like this.

Is it clear?

So what is purpose of completing levels?

Do you see this raffle box that I have on the table (point at it)? In this raffle box

there are balls numbered from 1 to 10, just like the design on your template and on the cards. Meaning that, each circle in the template and in the cards represents one ball in the raffle box. As you can see in the template, for each additional screw correctly screwed you complete one level and therefore you get one additional ball. Can you see that the more screws you screw in, the more levels you complete and therefore the more balls you get?

Okay, and what is the point of getting additional balls?

At the end of the session, we will make a draw with the raffle box. From the raffle box we will take out only one ball. With that ball number we will calculate your payments. But be patient, we will explain later how the payments work.

What happens from now on? We will explain in detail each one of the activities: the pink, the green, the blue and the yellow one. I will now put the cards of all four colors in this bag. At the end of the session, we will choose a helper to randomly pick one card from the bag. The color of the card drawn will represent the color of the activity that will be used to determine your payments.

Are there any question so far? Very well, let's begin then.

I will briefly summarize what I just said: you will screw in the screws to complete levels, by doing this you will acquire balls for the draw that will be held at the end of the session. Keep in mind that only one of the four color cards will be chosen by the helper and that this card together with the number in the ball drawn is what we will use to calculate your payments.

Any question so far?

3.2.1 Donors full: autarky

Let's begin then with our first activity. My colleague will hand out a pink template.

1. Hand out the pink templates.

Does anyone don't have the pink template?

In the pink template we can see that you already have 100 points. What happens if you screw in the screws? You will complete levels and therefore acquire balls for the raffle draw, just like we saw in the white template. If after the raffle draw the ball drawn does not correspond to one of the levels that you have completed, as you can see in the bottom line, you keep the 100 points you already had. If the ball drawn corresponds to one of the levels you have completed, as you can see in the upper line, you will get 75 extra points, keeping the original 100 points, that is, a total of 175 points.

Is it clear?

In the pink card, we will write down the levels you completed by screwing screws. Remember, the pink card is in this bag, and at the end of the activity it may or not be chosen by the helper. Are we clear?

Remember, the nut must be screwed up to the very end, if not, it does not count!

If there are no questions, we will start counting the time for screwing the screws. During this time you may look at the newspaper if you wish to do so. Time starts running when I blow the whistle and it will end when I blow the whistle for the second time. Please, when I blow the whistle for the second time stop screwing the nuts in the screws or looking at the newspaper. Is it clear?

blow the whistle – 1min- blow the whistle. Please stop. My colleagues will write down how many screws you have completed.

My colleague will pass by the tables and write down in the pink card the levels you have completed, he will also collect the nuts screwed and refill your jars with nuts and screws.

Please remain silent.

1. Collect the pink templates.
2. Write down in the pink card the number of screws completed in each table.
3. Refill the jars with nuts and screws.

3.2.2 Donors full: transfer to one individual

Excellent, now we will move to the second activity. My colleague will hand out a green template.

1. Hand out the green templates.

Does anyone don't have the green templates?

In the green template we can see you already have 100 points.

What happens if you screw in the screws? You will complete levels and therefore acquire balls for the raffle draw, just like we saw in the white template. As you can see in the bottom line, if after the raffle draw the ball drawn does not correspond to the levels you have completed, you will keep the 100 in total. If after the raffle draw the ball drawn corresponds to one of the levels you have completed, as you may see in the upper line, you will get 75 additional extra points to the 100 points you already had. However, of those 75 points you have acquired, you will give 75 points to one of the participants that were assigned to the other room, so that you will end up with 100 points in total.

Do you remember the participants that were assigned to the other room? Each one of you has been randomly matched with a participant of the other group. The person with whom you have been matched has received 25 points. Keeping the anonymity of the game, neither you nor the person you have been matched with will know to whom you have been matched.

Is it clear?

In the green card, we will write down the levels you completed by screwing screws. Remember, the green card is in this bag, and at the end of all the activities it may or not be chosen by the helper. Are we clear?

If there are no questions, we will start counting the time for screwing the screws. During this time you may look at the newspaper if you wish to do so. Time starts running when I blow the whistle and it will end when I blow the whistle for the second time. Please, when I blow the whistle for the second time stop screwing the nuts in the screws or looking at the newspaper. Is it clear?

blow the whistle – 1min- blow the whistle. Please stop. My colleagues will write down how many screws you have completed.

My colleague will pass by the tables and write down in the green card the levels you have completed, he will collect the nuts screwed and refill your jars with nuts and screws.

Please remain silent.

1. Collect the green templates.
2. Write down in the green card the number of screws completed in each table.
3. Refill the jars with nuts and screws.

3.2.3 Donors full: pool public good

Thank you. We will now move to the third activity. Let me first remind you the rules of the game: anonymous, private, and for each point you get we will give you 50 cents.

I remind you as well that at the end of all activities the color that will be chosen at random from a helper will be used to determine your payments.

We will now present you the third activity. My colleague will hand out the blue templates.

1. Hand out the blue templates.

Does anyone don't have the blue template?

In the blue template we can see that you already have 100 points. What happens if you screw in the screws? You will complete levels and therefore acquire balls for the raffle draw, just like we saw in the white template. If after the raffle draw the ball drawn is not one of those you have acquired, as you can see in the bottom line, you will keep the original 100 points. If after the draw with the raffle draw one of the balls you have acquired is drawn, as you can see in the upper line, you will get 75 additional points to the 100 points you already had. However, of the 75 points you have acquired, we will take those 75 points to put them in the jackpot we see here, so that you end up with 100 points in total. In this jackpot we already have 25N points.

{Write on the blackboard the multiplication of $25 \cdot N$ equal to ... with a design of a jackpot }

The points collected through out this activity will go to this jar that we will **give to an association of the community**.

Is it clear?

In the blue card, we will write down the levels you have completed by screwing screws. Remember, the blue card is in this bag, and at the end of all the activities it may or not be chosen by the helper. Are we clear?

If there are no questions, we will start counting the time for screwing the screws. During this time you may look at the newspaper if you wish to do so. Time starts running when I blow the whistle and it will end when I blow the whistle for the second time. Please, when I blow the whistle for the second time stop screwing the nuts in the screws or looking at the newspaper. Is it clear?

blow the whistle – 1min- blow the whistle. Please stop. My colleagues will write down how many screws you have completed.

Thank you. My colleague will pass now to write down the blue card and to collect the nuts screwed. We will also refill again your jars with nuts and screws.

Remember that you must remain silent. Thank you.

1. Collect the blue templates.
2. Write down in the blue card the number of screws completed in each table.
3. Refill the jars with nuts and screws.

3.2.4 Donors full: transfer to pool

We will now move to the forth and last activity. My colleague will hand out the yellow template.

1. Hand out the yellow templates.

Does anyone don't have the yellow template?

In the yellow template we can see that you already have 100 points. What happens if you screw in the screws? You will complete levels and therefore acquire balls for the raffle draw, just like we saw in the white template. If after the raffle draw the ball drawn is not one of the balls you acquired, as you may see in the bottom line, you keep the 100 points. If after the draw with the raffle draw, one of the balls that you acquire is drawn, as you can see in the upper line, you will get 75 additional points to the 100 points you already had. However, of the 75 points you have acquired, we will take 75 points to put them in the jackpot we see here, so that you end up with 100 points in total. In this jackpot we already have 25N points.

{Write on the blackboard the multiplication of $25 \cdot N$ equal to ... with the design of a jackpot }

The points collected through out this activity will go to this jar that we will give to the participants of the other group. Do you remember the participants that went to the other room?

In the yellow card, we will write down the levels you completed by screwing screws. Remember, the yellow card is in this bag, and at the end of all the activities it may or not be chosen by the helper. Are we clear?

If there are no questions, we will start counting the time for screwing the screws. During this time you may look at the newspaper if you wish to do so. Time starts running when I blow the whistle and it will end when I blow the whistle for the second time. Please, when I blow the whistle for the second time stop screwing the nuts in the screws or looking at the newspaper. Is it clear?

blow the whistle – 1min- blow the whistle. Please stop. My colleagues will write down how many screws you have completed.

Thank you. My colleague will pass now to write down the yellow card and to collect the nuts screwed. We will also refill again your jars with nuts and screws.

Remember that you must remain silent. Thank you.

1. Collect the yellow templates.
2. Write down in the card the number of screws completed in each table.
3. Refill the jars with nuts and screws.

3.3 Second Ability Test

Thanks very much for your participation. We will give you a last chance to accumulate points.

We will propose to you that for one minute you screw in nuts and screws. For each screw completed, screwed until the end, we will give you one point. Each point in the end will be converted into 50 cents.

Any questions?

If there are no questions, we will start counting the time for screwing the screws. During this time you may look at the newspaper if you wish to do so. Time starts running when I blow the whistle and it will end when I blow the whistle for the second time. Please, when I blow the whistle for the second time stop screwing the nuts in the screws or looking at the newspaper. Is it clear?

blow the whistle – 1min- blow the whistle. Please stop. My colleagues will write down how many screws you have completed.

Collect the jars, write down the screws completed.

3.4 Questionnaire

My colleague will now hand out an answer sheet with some questions. Let's read it together.

1. Hand out the questionnaires.
2. Hand out once more the green template.

Allow me to make you some questions. My colleague hands out the green template once more. Remember that you were randomly matched with a participant of the other room. In the green template, we can see that you were to give 75 points of your profits to that person, in the case that one of the balls you acquired was drawn.

Question	Yes	No
Would you like to give him less than 75 points?		
If yes, How much less?		
Will you change your mind if that person had the chance to accumulate points by screwing screws?		

Please, choose the answer according to what you think best.

Thank you, my colleagues will now collect the materials and the answer sheets. We will calculate your payments and those of the person you have been matched with according to your answers.

We will keep all the cards and questionnaires in this transparent box. This box will be closed here with me at all times. We will now make the draw with the raffle draw, we will choose the helper and calculate your payments.

We ask you now to go to the room that my colleague is going to show you. We ask you to remain silent and not to talk to the other participants.