

Test or task	Description of the test/task	Studies
Visuo-spatial memory tests		
ASRM	Augmented reality game using a tablet. The child had to find and remember objects arranged in boxes	(Mendez-Lopez et al., 2016) (Juan et al., 2014)
Floor matrix task	A 4×4 matrix on the floor with 16 squares. Two conditions: showing and reproducing the sequence, reading a map	(Meneghetti et al., 2020)
WalCT	A carpet was placed on the floor with nine square tiles. The examiner demonstrated a sequence and the child had to reproduce it by walking on the layout. In the supra-span learning test, children had to learn a +2 span sequence and recall it after a delay of 5 minutes. With and without landmarks (three pictures) until the children were able to repeat it three times consecutively for a maximum of 18 trials.	(Piccardi et al., 2014) (Piccardi et al., 2015) (Bartonek et al., 2022) (Bartonek, Guariglia & Piccardi., 2021) (Bartonek, Piccardi & Guariglia., 2021) (Bartonek et al., 2020) (Faedda et al., 2021)
AWalCT TWalCT	Two adapted versions of the WALCT. In the AWalCT size and instructions were made easier and in the TWalCT rewards were hidden under the squares.	(Martín-Pozuelo et al., 2023)
MC	A grey carpet with ten square tiles with pressure sensors and blue LEDs. LED switching shows a sequence of blocks to reproduce by walking.	(Belmonti, Berthoz, et al., 2015) (Belmonti, Cioni, et al., 2015) (Belmonti, Fiori, et al., 2015)
Spatial memory task	Nine target fields were positioned on a carpet in a standard random configuration. The target is illuminated by a projector on the ceiling. Participants had to reproduce a path by pointing a laser or walking.	(Amico & Schaefer, 2021)
VC_TM	An immersive virtual tool with a projected virtual town on the floor.	(Del Lucchese et al., 2021)

Spatial memory (location reward) task	A 4 × 4 arena with 12 symmetrically positioned white paper plates and inverted white plastic cups with rewards in specific locations.	(Ribordy et al., 2013) (Lavenex et al., 2015)
KLM	A round experimental chamber with a double wooden floor and with proximal and distal cues. Underneath the floor there were 20 detectors. The child reproduced a path, stepping on "positive locations" and receiving feedback (sound).	(Lehning et al., 2003) (Lepow et al., 2003) (Lehning et al., 1998)
RAM or Version of RAM	Eight arms arranged in a circle in a large garden with a central platform. Rewards were placed at the ends of the arms. Eight chairs were arranged in a circle with eight identical cardboard cutouts on the back. Rewards were placed at the end in a cup. Two choices to make: use exploratory abilities to avoid repeating places and forced choice or memorise some locations and reproduce them.	(Foti et al., 2011) (Mandolesi et al., 2009) (Foreman et al., 1984) (Foreman et al., 1990) (Foreman et al., 1994)
Ofmr task	Open-air square matrix (3 × 3 m) containing nine orange plastic buckets. Six of them contained a coin. Three landmarks. Three experimental procedures: trial and error, observation of an actor exploring, and a testing phase with two tasks related to knowledge of the environment.	(Foti et al., 2023)
Spatial memory (location reward) task	Grey carpet with a brown bottomless structure as an isosceles triangle. Three identical opaque containers are in the corners and a small toy is hidden in one. Two tasks: rotating the viewer or moving the space.	(Lourenco & Huttenlocher, 2006)

Morris Water Maze (adapted)	Octagonal arena with two types of curtains where children could see their mothers outside the test area and had to approach them.	(Clearfield, 2004)
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Visuo-spatial orientation tests		
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Environmental geometry or landmark orientation tests		
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	Two chambers: one small and the other larger. Four reorientation conditions where the walls were of different colours. Four opaque white plastic containers to hide stickers.	(Ferrara & Landau, 2015)
	A transparent rectangle with one cup at each of the four corners. Blindfolded children had to find a sticker hidden in a cup. Then, orientation is tested by opaque rectangles and changing the environment.	(Gianni et al., 2018)
	Circular testing room with two large 3D columns. After being disorientated, children had to find a hidden sticker.	(Lee & Spelke, 2010)
	Different colourful geometric features were arranged around a room. A hidden toy is in one of two boxes symmetrically placed on either side.	(Nardini et al., 2009)
	Changing geometric area, children had to find the centre regardless of the shape.	(Tommasi & Giuliano, 2014)
Immersive reality task	Immersive virtual reality task. Participants recall locations after changing viewpoints without physically moving.	(Negen et al., 2018) (Negen et al., 2021)
Y-maze	School gymnasium immersive virtual task. After disorientation, participants were placed into the Y-maze. Two tasks: landmark-based equiangular and a new geometrically polarised one.	(Bécu et al., 2023)
Egocentric and allocentric tests	Egocentric test: nine small squares surrounded by opaque panels in a checked floor. Children had to put two cards back in a previously shown position and then repeat after being disorientated. Allocentric test: eight squares in a circular template on a room floor. Same procedure as before.	(Fernandez-Baizan, Nuñez, et al., 2020) (Fernandez-Baizan et al., 2021) (Fernandez-Baizan, Alcántara-Canabal, et al., 2020)

Self-reference orientation tests		
	Landmarks in a dark room. Participants had to put them in the original position. Landmarks can be switched on and off.	(Nardini et al., 2008)
	Participants had to reproduce a two-legged path with a turning angle in three conditions: visual, self-motion, visual+self motion.	(Petrini et al., 2016)
Triangle completion task	A triangle marked out with tape in a room. Blindfolded participants must find the initial starting point by the most direct route. Trajectory, distance and heading errors were measured.	(Smith et al., 2013) (Cuturi et al., 2021)
VHLM	Immersive virtual reality task based on Virtual Carpet. A virtual maze is projected on the floor. Children had to find the shortest trajectory to reach some houses.	(Castilla et al., 2021)
Auditory spatial memory test		
Karotz Rabbits test	5 Karotz Rabbits game produces auditory stimuli on a smart device. Blindfolded children had to remember the spatial location.	(Loachamín-Valencia et al., 2018)
	Free landmark room with eight identical opaque windows, one of them set to open automatically when touched. Children had to remember and find the opened window after being disorientated (rotations).	(Rieser & Heiman, 1982)

Comentado [REV1]: Room free from landmarks?