Table 1: Mean Saccade Latency (ms) and Omission Errors on Go trials and Commission Errors on No-Go trials in Children and Adults for each Cue Condition.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Children** | | |  | **Adults** | | |  | **All** | | |
|  | Latency | OE | CE |  | Latency | OE | CE |  | Latency | OE | CE |
| **Non-face** | 360.07 (134.81) | .04 (.21) | .56 (.50) |  | 304.01 (104.63) | .03 (.18) | .37 (.48) |  | 331.18 (123.42) | .04 (.19) | .46 (.50) |
| **Happy** | 448.67 (146.76) | .08 (.27) | .42 (.49) |  | 392.08 (118.97) | 0.5 (.21) | .30 (.46) |  | 419.74 (136.24) | .06 (.24) | .36 (.48) |
| **Angry** | 467.43 (154.13) | .09 (.28) | .37 (.48) |  | 398.78 (116.33) | .05 (.21) | .29 (.45) |  | 431.83 (140.11) | .07 (.25) | .33 (.47) |

*Note:* Latency reflects saccade latency, Commission Errors (CE), Omission Errors (OE). Standard deviations shown in parentheses.

Table 2: LMMs of Group, Cue Condition, ADHD and Anxiety, and Interactions on Saccade Latency and gLMMs on Saccade Accuracy of Commission Errors.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | **Saccade Latency** | | | | |  | **Saccade Accuracy** | | | |
|  |  | Hits | | | | |  | CE | | | |
|  |  | *β* | *SE* | *t* | | Sign*.* |  | *β* | *SE* | *z* | Sign*.* |
| Intercept | | 5.92 | .02 | 309.99 | \*\*\* | |  | -.52 | .09 | -5.74 | \*\*\* |
| Group | adults vs children | -.15 | .04 | -3.87 | | \*\*\* |  | -.56 | .18 | -3.09 | \*\* |
| Cue Condition |  |  |  |  | |  |  |  |  |  |  |
|  | angry vs happy | .03 | .01 | 2.79 | | \*\* |  | -.19 | .11 | -1.73 | **.** |
| happy vs non-face | .24 | .01 | 18.50 | | \*\*\* |  | -.50 | .10 | -4.88 | \*\*\* |
| angry vs non-face | .28 | .01 | 20.13 | | \*\*\* |  | -.69 | .10 | -6.74 | \*\*\* |
| Group \* Cue Condition |  |  |  |  | |  |  |  |  |  |  |
|  | angry vs happy | .03 | .02 | 1.21 | | ns |  | -.12 | .21 | -.56 | ns |
|  | happy vs non-face | -.02 | .03 | -.97 | | ns |  | -.24 | .20 | -1.20 | ns |
|  | angry vs non-face | .001 | .03 | .04 | | ns |  | -.36 | .19 | -1.87 | **.** |
|  |  |  |  |  | |  |  |  |  |  |  |
| Anxiety |  | .01 | .02 | .578 | | ns |  | -.06 | .09 | -.69 | ns |
| ADHD |  | .001 | .02 | .04 | | ns |  | .01 | .09 | .15 | ns |
| Anxiety \* Group |  | .05 | .04 | 1.33 | | ns |  | -.06 | .18 | .34 | ns |
| ADHD \* Group |  | .07 | .04 | 1.77 | | **.** |  | -.10 | .18 | .57 | ns |
| Anxiety \* ADHD \* Group |  | -.05 | .04 | 1.24 | | ns |  | .16 | .19 | .87 | ns |
| Anxiety \* Cue Condition |  |  |  |  | |  |  |  |  |  |  |
|  | Angry vs Happy | -.03 | .01 | -2.41 | | \* |  | -.08 | .10 | -.73 | ns |
|  | Happy vs non-face | .003 | .01 | .22 | ns | |  | .08 | .10 | .81 | ns |
|  | Angry vs non-face | -.02 | .01 | -1.75 | | **.** |  | .01 | .10 | .07 | ns |
| ADHD \* Cue Condition |  |  |  |  | |  |  |  |  |  |  |
|  | Angry vs Happy | .02 | .01 | 1.83 | | **.** |  | .26 | .11 | 2.48 | \* |
|  | Happy vs non-face | -.02 | .01 | -1.25 | | ns |  | -.10 | .10 | -.98 | ns |
|  | Angry vs non-face | .004 | .01 | .28 | | ns |  | .16 | .10 | 1.65 | ns |
| Anxiety \* ADHD \* Cue Condition |  |  |  |  | |  |  |  |  |  |  |
|  | Angry-Happy | -.02 | .01 | -2.09 | | \* |  | -.15 | .11 | -1.35 | ns |
|  | Happy vs non-face | .01 | .01 | .92 | | ns |  | -.01 | .11 | -.08 | ns |
|  | Angry vs non-face | -.01 | .01 | -.80 | | ns |  | -.16 | .10 | -1.57 | ns |

*Note:* Commission Errors (CE), Omission Errors (OE), *beta-*coefficients (*β),* Standard Errors of Estimates (SE), *p*<.001 (\*\*\*), *p*<.01 (\*\*), *p*<.05 (\*),  *p*<.1 (**.**), non-significant (ns)