Table S1. Description of CANTAB variables included in the confirmatory factorial analysis

	Variable number[†]	Test	Variable	Meaning
RTI	1	**RTIFMDMT**	**RTI Median Five-Choice Movement Time:** The median time taken for a subject to release the response button and select the target stimulus after it flashed yellow on screen. Calculated across correct, assessed trials in which the stimulus could appear in any one of five locations. Measured in milliseconds.	higher scores indicate worse performance
	2	**RTIFMDRT**	**RTI Median Five-Choice Reaction Time:** The median duration it took for a subject to release the response button after the presentation of a target stimulus. Calculated across correct, assessed trials in which the stimulus could appear in any one of five locations. Measured in milliseconds.	higher scores indicate worse performance
MTT	3	**MTTLMD**	**MTT Reaction latency** (median): The median latency of response (from stimulus appearance to button press). Calculated across all correct, assessed trials.	higher scores indicate worse performance
	4	**MTTMTCMD**	**MTT Multitasking cost** (median): The difference between the median latency of response (from stimulus appearance to button press) during assessed blocks in which both rules are used versus assessed blocks in which only a single rule is used. Calculated by subtracting the median latency of response during single task block(s) from the median latency of response during multitasking block(s). A positive score indicates that the subject responds more slowly during multitasking blocks, and indicates a higher cost of managing multiple sources of information.	mesure sense is complex_see description
RVP	5	**RVPMDL**	**RVP Median Response Latency**: The median response latency on trials where the subject responded correctly. Calculated across all assessed trials.	higher scores indicate worse performance
	6	**RVPA**	**RVP A prime**: is the signal detection measure of a subject's sensitivity to the target sequence (string of three numbers), regardless of response tendency (the expected range is 0.00 to 1.00; bad to good). In essence, this metric is a measure of how good the subject is at detecting target sequences.	higher scores indicate better performance
	7	**RVPPFA**	**RVP Probability of False Alarm:** The number of sequence presentations that were false alarms divided by the number of sequence presentations that were false alarms plus the number of sequence presentations that were correct rejections: (False Alarms ÷ (False Alarms + Correct Rejections))	higher scores indicate worse performance
SST	8	**SSTSSRT**	**SST Stop Signal Reaction Time**: The estimate of time where an individual can successfully inhibit their responses 50% of the time. This covert measurement is sampled from the length of time between the go stimulus and the stop stimulus at which the subject is able to successfully inhibit their response on 50% of the trials. We can infer that this is the time before which all actions become ballistic and the subject is no longer able to cancel their action selection.	higher scores indicate worse performance
SWM	9	**SWMBE4**	**SWM Between errors 4 boxes:** The number of times a subject revisits a box in which a token has previously been found. Calculated across all trials with 4 tokens only.	higher scores indicate worse performance
	10	**SWMBE6**	**SWM Between errors 6 boxes:** The number of times the subject revisits a box in which a token has previously been found. Calculated across all trials with 6 tokens only.	higher scores indicate worse performance
	11	**SWMBE8**	**SWM Between errors 8 boxes:** The number of times the subject revisits a box in which a token has previously been found. Calculated across all trials with 8 tokens only.	higher scores indicate worse performance
	12	**SWMS**	**SWM Strategy (6-8 boxes)**: The number of times a subject begins a new search pattern from the same box they started with previously. If they always begin a search from the same starting point we infer that the subject is employing a planned strategy for finding the tokens. Therefore a low score indicates high strategy use (1 = they always begin the search from the same box), a high score indicates that they are beginning their searches from many different boxes. Calculated across assessed trials with 6 tokens or more.	higher scores indicate worse performance
VRM	13	**VRMDRTC**	**VRM Delayed Recognition:** Total Correct: The total number of target words that the subject correctly recognises in the delayed recognition phase, plus the total number of distractor words that the subject correctly rejects.	higher scores indicate better performance
	14	**VRMFRDS**	**VRM Free Recall:** Distinct Stimuli: The total number of distinct words that are correctly recalled from the presentation phase by the subject during the immediate free recall stage.	higher scores indicate better performance
	15	**VRMIRTC**	**VRM Immediate Recognition:** Total Correct: The total number of target words that the subject correctly recognises, plus the total number of distractor words that the subject correctly rejects.	higher scores indicate better performance
OTS	16	**OTSPSFC**	**OTS Problems Solved on First Choice**: The total number of assessed trials where the subject chose the correct answer on their first attempt. Calculated across all assessed trials.	higher scores indicate better performance

[†]The number of variable refers to the confirmatory factor analysis (Figure 1).

Abbreviations: RTI= Reaction Time, MTT= Multitasking Test, RVP=Rapid Visual Information Processing, SST= Stop Signal Task, SWM= Spatial Working Memory, VRM= Verbal Recognition Memory, OTS= One Touch Stockings of Cambridge.