

Preschool Social and Emotional Development Study

Child-level Codebook

Connecticut Dataset

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Project:

Bailey, C. S., Brackett, M., Tominey, S., Mashburn, A., Elbertson, N., Banerjee, R., Elliott, K., & Korucu, İrem. (2023). *Preschool Social and Emotional Development Study*. LDbase. <https://doi.org/10.33009/ldbase.1680211347.20a0>

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3. Portland State University
4. University of Denver

Project Period: 07/01/2018–06/30/2023

Project Overview: The purpose of this IES-funded project (#R305A180293, PI = Bailey) was to evaluate the efficacy of Preschool RULER, an approach to social and emotional learning focused on young children and the key adults in their lives (<https://rulerapproach.org>). The goal was to offer access to Preschool RULER to participating preschools and investigate the impact of RULER access on children’s academic and social-emotional skills, the social-emotional skills, and practices of school leaders and teachers, and school and classroom climate. The study is pre-

registered via the Registry of Efficacy and Effectiveness Studies, study ID 1708 (<https://sreereg.icpsr.umich.edu/>). In Year 1 (2018–2019), we recruited 71 preschools across Connecticut, and in Year 2 (2019–2020), we conducted baseline data collection along with access to RULER training with sites randomized to RULER. But preschools closed in Spring of 2020, and even as they reopened Summer of 2020, our ability to implement RULER and collect data was significantly hampered. We paused in Year 3 (2020–2021) and in Year 4 (2021–2022) but began the process of shifting the study site from Connecticut to Colorado by developing new partners. In Year 5 (2022–2023), we resumed our plan of conducting an efficacy trial of Preschool RULER in Colorado preschools by recruiting, enrolling, and randomly assigning 72 early childhood programs across 12 counties in the Denver Metro.

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Note: Missing data will be blank.

Note: Multiple responses for continuous data will be averaged together.

Note: ERC question #7 was skipped in error.

Measures

Measure	Description	Source
Patient Health Questionnaire-4 (PHQ-4)	The Patient Health Questionnaire-4 (PHQ-4) is a 4-item survey that consists of two core anxiety items and two core depression items used as an ultra-brief tool for identifying individuals who may be suffering from one of both mental disorders.	Kroenke, K., Spitzer, R. L., Williams, J. B., & Löwe, B. (2009). An ultra-brief screening scale for anxiety and depression: The PHQ-4. <i>Psychosomatics</i> , 50(6), 613-621.
Home Executive Function Environment (HEFE)	The Home Executive Function Environment (HEFE) scale is a 5-item survey measuring parents' specific executive function practices at home.	Korucu, I., Rolan, E., Napoli, A. R., Purpura, D. J., & Schmitt, S. A. (2019). Development of the Home Executive Function Environment (HEFE) Scale: Assessing its relation to preschoolers' executive function. <i>Early Childhood Research Quarterly</i> , 47, 9-19.
PreLAS	The preLAS tests receptive language, listening comprehension, and expressive language. Two subsets were used: Simon Says and Art Show.	Duncan, S. E., & De Avila, E. A. (1998). PreLAS 2000.
WoodCock-Johnson IV (WJ)	The WoodCock-Johnson IV (WJ) tests children's ability to decode, recode, and label words and analyze/solve math problems. Two subtests were used: Letter-word Identification (LW) and	Schrank, F. A., & Wendling, B. J. (2018). The Woodcock-Johnson IV: Tests of cognitive abilities, tests of oral language, tests of achievement. In <i>Contemporary intellectual</i>

Measure	Description	Source
	Applied Problems (AP). Children assessed in Spanish using the Bateria III Woodcock-Muñoz	<i>assessment: Theories, tests, and issues, 4th ed.</i> (pp. 383–451). Retrieved from https://psycnet.apa.org/record/2018-36604-014
Day–Night Task (DN)	The Day–Night (DN) measures children’s interference control, which is their ability to ignore an internal or an external prompt, and to perform an alternative action.	Gerstadt, C. L., Hong, Y. J., & Diamond, A. (1994). The relationship between cognition and action: performance of children 312–7 years old on a stroop-like day-night test. <i>Cognition</i> , 53(2), 129-153.
Head-Toes-Knees-Shoulders (HTKS)	The Head-Toes-Knees-Shoulders (HTKS) measures children’s inhibitory control, attention, and working memory.	McClelland, M. M., Cameron, C. E., Duncan, R., Bowles, R. P., Acock, A. C., Miao, A., & Pratt, M. E. (2014). Predictors of early growth in academic achievement: The head-toes-knees-shoulders task. <i>Frontiers in Psychology</i> , 5(JUN). https://doi.org/10.3389/fpsyg.2014.00599
Emotion Matching Task (EMT)	The Emotion Matching Task (EMT) measures children’s ability to recognize others’ emotions using photographs of young children displaying overt facial expressions of happy, sad, angry, fear, and calm.	Morgan, J. K., Izard, C. E., & King, K. A. (2010). Construct validity of the emotion matching task: Preliminary evidence for convergent and criterion validity of a new emotion knowledge measure for young children. <i>Social Development</i> , 19(1), 52–70. https://doi.org/10.1111/j.1467-9507.2008.00529.x

Measure	Description	Source
Affect Knowledge Test-Shortened (AKT-S)	The Affect Knowledge Test - Shortened (AKT-S) measures children's abilities to recognize, understand, and regulate emotions.	Denham, S. A., Bassett, H. H., Brown, C., Way, E., & Steed, J. (2015). "I Know How You Feel": Preschoolers' emotion knowledge contributes to early school success. <i>Journal of Early Childhood Research</i> , 13(3), 252–262. https://doi.org/10.1177/1476718X13497354
Adapted Box Task	The Adapted Box Task is an adapted version of the label-only emotion categorization task from Russell and Widen (2002). In their task, they used happy, angry, fear, discussed, and sad as the criterion. In the Adapted Box Task, we used scared, angry, happy, and sad in the first box and calm, curious, left-out and bored in the second box.	Russell, J. A., & Widen, S. C. (2002). A Label Superiority Effect in Children's Categorization of Facial Expressions. <i>Social Development</i> , 11(1), 30–52. https://doi.org/10.1111/1467-9507.00185
Emotion Regulation Checklist (ERC)	The Emotion Regulation Checklist (ERC) is a 24-item questionnaire that measures teachers' perceptions of the child's pathological and nonpathological processes in the school environment. Two subscales were used: emotion regulation and lability/negativity.	Shields, A. & Cicchetti, D. (1997). Emotion Regulation among School-Age Children: The Development and Validation of a New Criterion Q-Sort Scale. <i>Developmental Psychology</i> , 33(6), 906-916. doi:0012-1649/97/53.00
Preschool Learning Behaviors Scale (PLBS)	The Preschool Learning Behaviors Scale (PLBS) is a 29-item survey that measures teachers' perceptions about the frequency of children's positive and negative behaviors on a 4- point Likert-type scale.	McDermott, P., Leigh, N. M., & Perry, M. A. (2002). Development and Validation of the Preschool Learning Behaviors Scale. <i>Psychology in the Schools</i> , 39(4), 353-365. doi:10.1002/pits/10036

Measure	Description	Source
Social Competence and Behavior-30 (SCBE-30)	The Social Competence and Behavior-30 (SCBE-30) is a 30-item questionnaire that measures teachers' perceptions of children's patterns of social and emotional behaviour using a 6-point Likert-type scale.	LaFreniere, P.J. & Dumas, J.E. , "Social Competence and Behavior Evaluation in children aged three to six: The short form (SCBE-30)," <i>Psychological Assessment</i> , 8 (4), 1996, pp. 369-377.
Social Skills Improvement System - Rating Scale (SSIS-RS)	The Social Skills Improvement System - Rating Scale (SSIS-RS) is a 75-item questionnaire evaluating teachers' perceptions of children's social skills, problem behaviours, and academic competence using a 4-point Likert-type scale.	Gresham, F.M., Elliott, S.N., Cook, C.R., Vance, M.J., Kettler, R. (2010). Cross-Informant Agreement for Ratings for Social Skill and Problem Behavior Ratings: An Investigation of the Social Skills Improvement System-Rating Scales. <i>Psychological Assessment</i> , 22, 157-166.
Child Behavior Rating Scale (CBRS-CSR)	The Child Behavior Rating Scale - Classroom Self-regulation (CBRS-CRS) is comprised of 10 items that assess teachers' perceptions of children's behavioral regulation during academic tasks on a 5-point Likert-type scale.	Bronson, M. B., Goodson, B. D., Layzer, J. I., & Love, J. M. (1990). Child Behavior Rating Scale. Cambridge, MA: Abt Associates.

IDs

Variable Name	Variable Label	Anchors
regionid	School's Region ID	1 = New Haven, Hamden, Milford, West Haven, Branford 2 = Stamford, Fairfield, Westport, Trumbull, Brookfield 3 = Hartford, East Hartford, Wethersfield, Newington 4 = Meriden, New Britain, Wallingford, Middletown, Cheshire, Waterbury 5 = Norwich, Groton, New London, Manchester, Storrs, Willimantic
schoolid	School ID	
directorid	Director ID	
classroomid	Classroom ID	
childid	Child ID Number	Entered as [School ID] 1920 [1....2....3..etc]
teacherid_t1	Primary Teacher ID T1	
teacherid_t2	Teacher ID T2	

Preschool Demographics

Variable Name	Variable Label	Anchors
zipcode	School Zip Code	
zipcode_meanincome	Town Income Mean	
zipcode_meansnap	Town SNAP Rates Mean	
zipcode_meanenglish	Town English Speaking Mean	
zipcode_meancrime	Town Crime Rates Mean	
zipcode_meandeducation	Town Educational Attainment Mean	
condition	RULER vs Control Group	1 = RULER 0 = Control
centerfunding	Center Funding	1 = For Profit Only 2 = Federal Only 3 = State Only 4 = Both Federal and State 5 = Other
naeyc	NAEYC Accredited	0 = No 1 = Yes
headst	Head Start	0 = No 1 = Yes

Child Demographics

Variable Name	Variable Label	Anchors
cgender	Child's Gender	0 = Male 1 = Female 2 = Other
cethnic	Child's Ethnicity	0 = Not Hispanic/Latinx 1 = Hispanic/Latinx
crace	Child's Racial Identity	1 = American Indian or Alaskan Native 2 = Asian 3 = Black or African American 4 = Native Hawaiian or Other Pacific Islander 5 = White 6 = multiracial
cracemul	Child Multi-race combination	7 = American Indian or Alaskan Native + Black or African American 8 = American Indian or Alaskan Native + White 9 = Asian + White 10 = Black or African American + White 11 = Asian + Native Hawaiian or Pacific Islander 12 = Asian + Black or African American 13 = Other 0 = Single Race
clang	Child's Speaking Language	1 = English 2 = Spanish 3 = English and Spanish 4 = English + Other 5 = Spanish + Other 6 = English + Spanish + Other 7 = Other
clangother	Child's Other Primary	Entered as String

Variable Name	Variable Label	Anchors
	Language	
tcage_t1	Child Age	3 = 3 years old 4 = 4 years old 5 = 5 years old
tcgender_t1	Child Gender	0 = Male 1 = Female
tcethnicity_t1	Child Ethnicity	0 = Hispanic/Latinx 1 = Not Hispanic/Latinx
tcrace_t1	Child Race	1 = American Indian or Alaska Native 2 = Asian 3 = Black or African American 4 = Native Hawaiian or Pacific Islander 5 = White 6 = Multiracial
tcrace_mul_t1	Child's Multirace combination, if applicable (Collected by Teacher)	7 = American Indian or Alaskan Native + Black or African American 8 = American Indian or Alaskan Native + White 9 = Asian + White 10 = Black or African American + White 11 = Asian + Native Hawaiian or Pacific Islander 12 = American Indian or Alaskan Native + Black or African American + White (Note: New category) 0 = Single Race
cggender_t1	Child's Gender (recorded by data collector)	0= Male 1= Female
cdob_t1	Child's Date of Birth	Entered as mm/dd/yyyy
cage_t1	Child Age at First Contact	Entered as String
lang_t1	Language of Assessment	0 = English 1 = Spanish

Family Demographics

Variable Name	Variable Label	Anchors
prelation	Relationship to the Child	1 = Biological Mother 2 = Biological Father 3 = Legal Guardian 4 = Primary Caregiver 5 = Biological Mother + Father
plang	Parent's Primary Language	1 = English 2 = Spanish 3 = English and Spanish 4 = English + Other 5 = Spanish + Other 6 = English + Spanish + Other 7 = Other
plangotherr	Parent's Other Primary Language	Entered as String
pethnic	Parent's Ethnicity	0 = Not Hispanic/Latinx 1 = Hispanic/Latinx
prace	Parent's Racial Identity	1 = American Indian or Alaskan Native 2 = Asian 3 = Black or African American 4 = Native Hawaiian or Other Pacific Islander 5 = White 6 = multiracial
pracemul	Parent's Multi-race combination	0 = Single Race 7 = American Indian or Alaskan Native + Black or African American 8 = American Indian or Alaskan Native + White 9 = Asian + White 10 = Black or African American + White 11 = Asian + Native Hawaiian or Pacific Islander 12 = Asian + Black or African American

Variable Name	Variable Label	Anchors
		13 = American Indian or Alaskan Native + Black or African American + Asian + White
pschool	Adult's Years of Schooling Completed	1 = 8 th grade or less 2 = Some high school 3 = GED 4 = High school diploma 5 = Some college (no degree) 6 = Associate's degree (AA/AS) 7 = Bachelor's degree (BA/BS) 8 = Master's degree (MA/MS) or Postgraduate degree (MA/MS) 9 = Doctoral degree
pincome	Family Income	Entered as string
pincometoneeds	Income to Needs Ratio	
phousehold	Total People Living in Household	Numeric
pchildren	Total Children Living in Household	Numeric

4-Item Patient Health Questionnaire (PHQ)

Variable Name	Variable Label	Anchors
phq_1_t1	Little interest or pleasure in doing things.	0= Not at all 1= Several Days 2= More than Half the Days 3= Nearly Every Day
phq_2_t1	Feeling down, depressed or hopeless.	0= Not at all 1= Several Days 2= More than Half the Days 3= Nearly Every Day
phq_3_t1	Feeling nervous, anxious, or on edge.	0= Not at all 1= Several Days 2= More than Half the Days 3= Nearly Every Day
phq_4_t1	Not being able to stop or control worrying.	0= Not at all 1= Several Days 2= More than Half the Days 3= Nearly Every Day
phq_composite_t1	Composite Score for Depress Questions	(phq_1_t1) + (phq_2_t1) + (phq_3_t1) + (phq_4_t1)

Home Executive Function Environment Scale (HEFE)

Variable Name	Variable Label	Anchors
hefe_1_t1	I play games that require my child to stop, think, then act (e.g., Red Light, Green Light).	1= Never 2= Once in a while 3= About half of the time 4= Very often 5= Always
hefe_2_t1	I play memory games with my child.	1= Never 2= Once in a while 3= About half of the time 4= Very often 5= Always
hefe_3_t1	I play games with my child that require concentration and attention (e.g., puzzles).	1= Never 2= Once in a while 3= About half of the time 4= Very often 5= Always
hefe_4_t1	I sing songs with my child that repeat or add on to earlier sections with words or motions (e.g., <i>She'll be coming around the mountain when she comes</i>).	1= Never 2= Once in a while 3= About half of the time 4= Very often 5= Always
hefe_5_t1	I encourage my child to engage in physical activity at least 30 min per day.	1= Never 2= Once in a while 3= About half of the time 4= Very often 5= Always
hefe_composite_t1	Composite Score for HEFE Questions	(hefe_1_t1) + (hefe_2_t1) + (hefe_3_t1) + (hefe_4_t1) + (hefe_5_t1)

Research Assistant and Assessment

Variable Name	Variable Label	Anchors
ra1_t1	Research Assistant for Session 1	Abi Eveleigh = 1 Alison Fennell = 2 Anna Kane = 3 Arlene Valero = 4 Ashlin Ondrusek = 5 Cazima Velic = 6 Cheyenne Tillman = 7 Colleen Cassidy = 8 Danielle Collins = 9 Deanna Jacobs = 10 Dhalma Austin = 11 Emily Tan = 12 Evan Duval = 13 Gaelin Kingston = 14 Gina Schnur = 15 Grace Ege = 16 Idalis Cooper = 17 Isabela Rodrigues = 18 Jake Gluckman = 19 Julia Eldridge = 20 Kadiatou Keita = 21 Laila McGeorge = 22 Lauren Berberich = 23 Lauren Costello = 24 Meghan Tuttle = 25 Pascale Bradley = 26 Sammy Grob = 27 Sarah Valeika = 28 Shannon Han = 29 Simon Whiteman = 30 Sydney Steans-Gail = 31 Terrance Lane = 32 Tessa McNaboe = 33 Whitney Bailey = 34 Adam Flores = 35
date_t1	Date of assessment	Entered as mm/dd/yyyy
order1_t1	Order number for Session 1	Orders 1-16
ra2_t1	Research Assistant for Session 2	Abi Eveleigh = 1 Alison Fennell = 2 Anna Kane = 3 Arlene Valero = 4

		Ashlin Ondrusek = 5 Cazima Velic = 6 Cheyenne Tillman = 7 Colleen Cassidy = 8 Danielle Collins = 9 Deanna Jacobs = 10 Dhalma Austin = 11 Emily Tan = 12 Evan Duval = 13 Gaelin Kingston = 14 Gina Schnur = 15 Grace Ege = 16 Idalis Cooper = 17 Isabela Rodrigues = 18 Jake Gluckman = 19 Julia Eldridge = 20 Kadiatou Keita = 21 Laila McGeorge = 22 Lauren Berberich = 23 Lauren Costello = 24 Meghan Tuttle = 25 Pascale Bradley = 26 Sammy Grob = 27 Sarah Valeika = 28 Shannon Han = 29 Simon Whiteman = 30 Sydney Steans-Gail = 31 Terrance Lane = 32 Tessa McNaboe = 33 Whitney Bailey = 34 Adam Flores = 35
date2_t1	Date of Session 2 Assessment	Entered as mm/dd/yyyy
dayspassed_t1	Days passed between session 1 and session 2	0-60 days
order2_t1	Order number for Session 2	Orders 1-16

PreLas 2000

Simon Says

Variable Name	Variable Label	Anchors
pl_ssas_t1	PreLas Assent for Simon Says	0 = No 1 = Yes
pl_ssp1_t1	Simon says look up (practice 1)	1= correct 0= incorrect
pl_ssp2_t1	Simon says look down (practice 2)	1= correct 0= incorrect
pl_ss1_t1	Simon says touch your ear	1= correct 0= incorrect
pl_ss2_t1	Simon says point to the door	1= correct 0= incorrect
pl_ss3_t1	Simon says lift one foot	1= correct 0= incorrect
pl_ss4_t1	Simon says open your hand	1= correct 0= incorrect
pl_ss5_t1	Simon says pick up the paper	1= correct 0= incorrect
pl_ss6_t1	Simon says turn the paper over	1= correct 0= incorrect
pl_ss7_t1	Simon says put one hand on top of the other	1= correct 0= incorrect
pl_ss8_t1	Simon says knock on the table	1= correct 0= incorrect
pl_ss9_t1	Simon says point to the middle of the paper	1= correct 0= incorrect
pl_ss10_t1	Simon says put your feet together	1= correct 0= incorrect
pl_sstotal_t1	Simon Says Total	Numeric
pl_ssnotes_t1	Simon says notes	

Art Show

Variable Name	Variable Label	Anchors
pl_asas_t1	Assent for Art Show	0 = No 1 = Yes
pl_asp1_t1	What is this? (Cat/kitty)	1= cat, kitty 0= other
pl_asp2_t1	What is this? (Dog/doggie/puppy)	1= dog, doggie, puppy 0= other
pl_as1_t1	What is this? (Apple)	1= apple 0= other
pl_as2_t1	What is this? (Frog/toad)	1= frog, toad 0= other
pl_as3_t1	What is this? (Pig)	1= pig 0=other
pl_as4_t1	What is this? (Bee)	1= bee 0= other
pl_as5_t1	What is this? (Book)	1= book 0= other
pl_as6_t1	What can you do with it? (Book)	1= read, look at it 0= other
pl_as7_t1	What is this? (Cup)	1= cup 0= other
pl_as8_t1	What can you do with it? (Drink)	1= drink 0= other
pl_as9_t1	What is this? (Knife)	1= knife 0= other
pl_as10_t1	What can you do with it? (Knife)	1= cut, eat 0= other
pl_asnotes_t1	Art Show Notes	
pl_astotal_t1	Art Show Final Score	

PreLAS Spanish

Variable Name	Variable Label	Anchors
pl_spanish_t1	Does the Child Need Spanish PreLas	0 = No 1 = Yes

A Simón Dice

Variable Name	Variable Label	Anchors
plsp_ssas_t1	Assent for Spanish Simon Says	0 = No 1 = Yes
plsp_ssnotes_t1	Simon Says Spanish Notes	
plsp_ss1_t1	Simón dice tócate la cara	1= toca la cara 0= otro
plsp_ss2_t1	Simón dice baja la mano	1= baja la mano 0= otro
plsp_ss3_t1	Simón dice dame el lápiz	1= dale el lápiz 0= otro
plsp_ss4_t1	Simón dice esconde el lápiz debajo del papel	1= esconde el lápiz debajo del papel 0= otro
plsp_ss5_t1	Simón dice levanta la mano	1= levanta la mano 0= otro
plsp_ss6_t1	Simón dice mueve la mano	1= mueve la mano 0= otro
plsp_ss7_t1	Simón dice muéstrame una cara alegre	1= te muestra una cara alegre 0= otro
plsp_ss8_t1	Simón dice muéstrame una cara triste	1= te muestra una cara triste 0= otro
plsp_ss9_t1	Simón dice levántate	1= él/ella se levanta 0= otro
plsp_ss10_t1	Simón dice siéntate	1= él/ella se sienta 0 = otro
plsp_sstotal_t1	Simon Says Score	(ss_1_t1+ ss_2_t1 + ss_3_t1 + ... + ss_9_t1 + ss_10_t1)

Muestra de Arte

Variable Name	Variable Label	Anchors
plsp_asas_t1	Assent for Spanish Art Show	0 = No 1 = Yes
plsp_asp1_t1	¿Qué es esto? (gata, gatito) Practice	1 = gata, gatito 0=otro
plsp_asp2_t1	¿Qué es esto? (perro, perrito) Practice	1 = perro, perrito 0=otro
plsp_as1_t1	¿Qué es esto? (mariposa)	1= mariposa 0=otro
plsp_as2_t1	¿Qué es esto? (rana, sapo, coquí)	1= rana 0=otro
plsp_as3_t1	¿Qué es esto? (libro)	1=libro 0=otro
plsp_as4_t1	¿Qué puedes hacer con esto? (leer, mirar)	1=leer, mirar 0=otro
plsp_as5_t1	¿Qué es esto? (lápiz)	1=lapíz 0=otro
plsp_as6_t1	¿Qué puedes hacer con esto? (escribir, dibujar)	1=escribir, dibujar 0=otro
plsp_as7_t1	¿Qué es esto? (mesa)	1=mesa 0=otro
plsp_as8_t1	¿Qué puedes hacer con esto? (poner(la), comer, escribir, sentar(me), etc.	1= (poner(la), comer, escribir, sentar(me), etc. 0=otro
plsp_as9_t1	¿Qué es esto? (taza, vaso, pocilla)	1= taza, vaso, pocillo 0=otro
plsp_as10_t1	¿Qué puedes hacer con esto? (tomar, beber)	1= tomar, beber 0=otro
plsp_astotal_t1	Art Show Score	(as_1_t1 + as_2_t1 + as_3_t1 + ... as_9_t1 + as_10_t1)

PreLas Scoring

Variable Name	Variable Label	Instructions for Computing in SPSS
pl_total_t1	PreLas Combined Total (English and Spanish combined)	(pl_sstotal_t1+pl_astotal_t1+plsp_sstotal_t1+plsp_astotal_t)

Woodcock-Johnson (WJ) IV

WJ AKT Assent, Session, and Version Variables

Variable Name	Variable Label	Anchors
wj_session_t1	Session	0 = no assent 1 = Session 1 2 = Session 2 3 = Master Survey
wj_as_t1	WJ Assent	0 = no 1 = yes
wj_lwnotes_t1	WJ Letter Word Notes	
wj_apnotes_t1	WJ Applied Problems Notes	

Letter Word Identification

Variable Name	Variable Label	Anchors
wj_lw1_t1	Find the L down here	1= L 0= other
wj_lw2_t1	Point to the A	1= A 0 = other
wj_lw3_t1	Point to the S	1= S 0 = other
wj_lw4_t1	Point to the W	1= W 0 = other
wj_lw5_t1	Point to the k	1= k 0 = other
wj_lw6_t1	Point to the y	1= y 0 = other
wj_lw7_t1	What's the name of this letter? (R)	1= R 0 = other
wj_lw8_t1	What's the name of this letter? (F)	1= F 0 = other
wj_lw9_t1	What's the name of this letter? (P)	1= P 0 = other

Variable Name	Variable Label	Anchors
wj_lw10_t1	What's the name of this letter? (J)	1= J 0 = other
wj_lw11_t1	Point to the word car	1= car 0 = other
wj_lw12_t1	Point to the word sun	1= sun 0 = other
wj_lw13_t1	Point to the word dog	1= dog 0 = other
wj_lw14_t1	What is this word? (the)	1= the 0 = other
wj_lw15_t1	What is this word? (at)	1= at 0 = other
wj_lw16_t1	What is this word? (and)	1= and 0 = other
wj_lw17_t1	What is this word? (no)	1= no 0 = other
wj_lw18_t1	What is this word? (man)	1= man 0 = other
wj_lw19_t1	What is this word? (she)	1= she 0 = other
wj_lw20_t1	What is this word? (cup)	1= cup 0 = other
wj_lw21_t1	What is this word? (fish)	1= fish 0 = other
wj_lw22_t1	What is this word? (have)	1= have 0 = other
wj_lw23_t1	What is this word? (into)	1= into 0 = other
wj_lw24_t1	What is this word? (keep)	1= keep 0 = other
wj_lw25_t1	What is this word? (them)	1= them 0 = other

Variable Name	Variable Label	Anchors
wj_lw26_t1	What is this word? (must)	1= must 0 = other
wj_lw27_t1	What is this word? (going)	1= going 0 = other
wj_lw28_t1	What is this word? (people)	1= people; 0 = other
wj_lw29_t1	What is this word? (light)	1= light 0 = other
wj_lw30_t1	What is this word? (morning)	1= morning 0 = other
wj_lw31_t1	What is this word? (animal)	1= animal 0 = other
wj_lw32_t1	What is this word? (could)	1= could 0 = other
wj_lw33_t1	What is this word? (garden)	1= garden 0 = other
wj_lw34_t1	What is this word? (become)	1= become 0 = other
wj_lw35_t1	What is this word? (knew)	1= knew 0 = other
wj_lw36_t1	What is this word? (library)	1= library 0 = other
wj_lw37_t1	What is this word? (point)	1= point 0 = other
wj_lw38_t1	What is this word? (often)	1= often 0 = other
wj_lw39_t1	What is this word? (special)	1= special 0 = other
wj_lw40_t1	What is this word? (however)	1= however 0 = other
wj_lw41_t1	What is this word? (brought)	1= brought 0 = other

Variable Name	Variable Label	Anchors
wj_lw42_t1	What is this word? (jewel)	1= jewel 0 = other
wj_lw43_t1	What is this word? (whose)	1= whose 0 = other
wj_lw44_t1	What is this word? (natural)	1= natural 0 = other
wj_lw45_t1	What is this word? (distance)	1= distance 0 = other
wj_lw46_t1	What is this word? (overwhelm)	1= overwhelm 0 = other
wj_lw47_t1	What is this word? (signal)	1= signal 0 = other
wj_lw48_t1	What is this word? (imagine)	1= imagine 0 = other
wj_lw49_t1	What is this word? (investigative)	1= investigative 0 = other
wj_lw50_t1	What is this word? (reverse)	1= reverse 0 = other
wj_lw51_t1	What is this word? (doubtful)	1= doubtful 0 = other
wj_lw52_t1	What is this word? (guarantee)	1= guarantee 0 = other
wj_lw53_t1	What is this word? (knead)	1= knead 0 = other
wj_lw54_t1	What is this word? (veteran)	1= veteran 0 = other
wj_lw55_t1	What is this word? (sphere)	1= sphere 0 = other
wj_lw56_t1	What is this word? (accustomed)	1= accustomed 0 = other
wj_lw57_t1	What is this word? (contrary)	1= contrary 0 = other
wj_lw58_t1	What is this word? (cologne)	1= cologne

Variable Name	Variable Label	Anchors
		0 = other
wj_lw59_t1	What is this word? (stamina)	1= stamina 0 = other
wj_lw60_t1	What is this word? (ferocious)	1= ferocious 0 = other
wj_lw61_t1	What is this word? (breathless)	1= breathless 0 = other
wj_lw62_t1	What is this word? (silhouette)	1= silhouette 0 = other
wj_lw63_t1	What is this word? (thoroughfare)	1= thoroughfare 0 = other
wj_lw64_t1	What is this word? (staunchest)	1= staunchest 0 = other
wj_lw65_t1	What is this word? (millinery)	1= millinery 0 = other
wj_lw66_t1	What is this word? (heuristic)	1= heuristic 0 = other
wj_lw67_t1	What is this word? (scepter)	1= scepter 0 = other
wj_lw68_t1	What is this word? (municipality)	1= municipality 0 = other
wj_lw69_t1	What is this word? (idiosyncrasy)	1= idiosyncrasy 0 = other
wj_lw70_t1	What is this word? (minuend)	1= minuend 0 = other
wj_lw71_t1	What is this word? (rhetoric)	1= rhetoric 0 = other
wj_lw72_t1	What is this word? (aggrandizement)	1= aggrandizement 0 = other
wj_lw73_t1	What is this word? (milieu)	1= milieu 0 = other
wj_lw74_t1	What is this word? (tertiary)	1= tertiary 0 = other

Variable Name	Variable Label	Anchors
wj_lw75_t1	What is this word? (septuagenarian)	1= septuagenarian 0 = other
wj_lw76_t1	What is this word? (echelon)	1= echelon 0 = other
wj_lw77_t1	What is this word? (coiffure)	1= coiffure 0 = other
wj_lw78_t1	What is this word? (macaque)	1= macaque 0 = other

Applied Problems

Variable Name	Variable Label	Anchors
wj_ap1_t1	Show me just one finger	1= indicates just one finger 0 = other
wj_ap2_t1	Show me two hands	1= indicates 2 hands 0 = other
wj_ap3_t1	Put your finger on the bowl with two bananas	1= indicates bowl with two bananas 0 = other
wj_ap4_t1	How many boats are there in this picture	1= 2 0 = other
wj_ap5_t1	How many birds are there in this picture	1= 1 0 = other
wj_ap6_t1	How many apples are there	1= 3 0 = other
wj_ap7_t1	How many children do not have balloons?	1= 2 0 = other
wj_ap8_t1	How many dogs are there?	1= 1 0 = other
wj_ap9_t1	How many apples have not been eaten	1= 3 0 = other
wj_ap10_t1	Show the number that tells how many dogs there are	1= indicates number 2 0 = other

Variable Name	Variable Label	Anchors
wj_ap11_t1	How many birds were left	1= 2 0 = other
wj_ap12_t1	Point to the group with five dots	1= indicates group with five dots 0 = other
wj_ap13_t1	If Jessica ate three of these cookies, how many cookies would be left	1= 3 0 = other
wj_ap14_t1	If you took away two buttons, how many would you have left	1= 4 0 = other
wj_ap15_t1	If you had two books and got two more, how many books would you have	1= 4 0 = other
wj_ap16_t1	Show me the clock that says seven o'clock and two o'clock	1= indicates clock at seven and clock at two 0 = other
wj_ap17_t1	If you had three cars and someone gave you two more, how many would you have altogether	1= 5 0 = other
wj_ap18_t1	If you had these balloons and someone gave you two more, how many balloons would you have	1= 7 0 = other
wj_ap19_t1	How many dishes were still on the table	1= 4 0 = other
wj_ap20_t1	Listen. If you had ten dollars and you spent five of them, how many dollars would you have left?	1= 5 0 = other
wj_ap21_t1	Point to two things you could buy if you had fifty cents.	1= indicates both pencil and candy 0 = other
wj_ap22_t1	A candy bar costs fifty cents. How many quarters would you need to buy it?	1= 2 0 = other

Variable Name	Variable Label	Anchors
wj_ap23_t1	When added together, how much money is this?	1= 10 cents 0 = other
wj_ap24_t1	The Gregg family is having a cookout at the park. Mr. Gregg cooked ten hot dogs. If the hot dogs are shared evenly among five people, how many hot dogs will each person get?	1= 2 0 = other
wj_ap25_t1	There are three eggs in each of four baskets. How many eggs are there in all?	1= 12 0 = other
wj_ap26_t1	Jay's car holds fifteen gallons of gas, Ana's car holds ten gallons of gas, and Ellen's car holds twenty gallons of gas. How many more gallons does Jay's car hold than Ana's car?	1= 5 0 = other
wj_ap27_t1	While working on an art project, Deena takes one piece of paper and cuts it in half. She then cuts each piece in half again. How many pieces of paper does she have now?	1= 4 0 = other
wj_ap28_t1	At the snack bar, George can buy a sandwich and drink for three dollars and fifty cents. If George gave the cashier four dollars, how much change would he get?	1= 50 cents 0 = other
wj_ap29_t1	On his first try, Kim did fourteen sit-ups. On his second try, he did eighteen. On his third try the next day, he did twenty. How many more sit-ups did he do on this third try than on his first try?	1= 6 0 = other
wj_ap30_t1	Carrie has thirty-two comic books. She read eighteen of them. How many comic books does she still have left to read?	1= 14 0 = other

Variable Name	Variable Label	Anchors
wj_ap31_t1	The Roberts have four people in their family. For breakfast they each eat three muffins. If the muffins come in packages of six, how many packages do they need each morning?	1= 2 0 = other
wj_ap32_t1	Jamaar can pedal a bicycle at forty-five revolutions per minute. How many revolutions can he pedal in two minutes?	1= 90 0 = other
wj_ap33_t1	Leela is on page two hundred fifty of a book that has four hundred pages. She is going to read thirty more pages before she goes to bed. What is the last page she will have read before going to bed?	1= 280 0 = other
wj_ap34_t1	John works at night. He went to sleep at four o'clock Tuesday morning and woke up at one o'clock Tuesday morning and woke up at one o'clock Tuesday afternoon. How many hours did he sleep?	1= 9 0 = other
wj_ap35_t1	Many maps have a scale that shows miles in inches. If one inch represents fifty miles, and you traveled two hundred fifty miles, how many inches on the map would represent your trip?	1= 5 0 = other
wj_ap36_t1	If the probability of rain tomorrow is two-fifths, what is the probability of no rain?	1= $\frac{3}{5}$ 0 = other
wj_ap37_t1	A dance is being held at the Eagles Club on Saturday, December fifteenth from eight thirty p.m. to twelve thirty a.m. How many hours is the dance?	1= 4 0 = other
wj_ap38_t1	Lynne multiplied a number by fourteen. Then she added eight,	1= 3 0 = other

Variable Name	Variable Label	Anchors
	and the total was fifty. What number did she start with?	
wj_ap39_t1	Sabrina and Amy are playing a board game. There are two sections on the spinner; one is blue and one is green. The probability that the spinner will land on the blue is four-ninths. What is the probability that the spinner will land on the green section?	1= 5/9 0 = other
wj_ap40_t1	Five students take an exam that has twenty-five possible points. They obtain the following scores: twelve, fifteen, sixteen, seventeen, and twenty-two. What is the median score?	1= 16 0 = other
wj_ap41_t1	An employee wanted to buy a book that cost seven dollars and fifty cents. She received a discount of ten percent. How did she have to pay for the book?	1= \$6.75 0 = other
wj_ap42_t1	Rosa's favorite cake was a large chocolate layer cake. She decided she would make one-third of the recipe because she was the only one at home to eat it. The recipe called for two and one-fourths cups of flour. How much flour should she use?	1= $\frac{3}{4}$ cup 0 = other
wj_ap43_t1	Ben watched a movie two more times than Dan. Altogether, they watched the movie a total of ten times. How many times has Dan watched the movie?	1= 4 0 = other
wj_ap44_t1	If sixty feet of wire weighs eighty pounds, and you had one hundred fifty feet of this wire, how many pounds of	1= 200 0 = other

Variable Name	Variable Label	Anchors
	wire would you have?	
wj_ap45_t1	A television set costs six hundred dollars cash or two hundred dollars down and twenty-five dollars a month for twenty months. What would the interest cost be if the television set were purchased on the monthly installment plan?	1= 100 dollars 0 = other
wj_ap46_t1	At the local sandwich shop, they offer four kinds of cheese and two kinds of meat. Each sandwich is made with one kind of cheese and one kind of meat. How many different meat-and-cheese combinations can be chosen for a sandwich?	1= 8 0 = other
wj_ap47_t1	A marble is taken from a bowl containing blue marbles, red marbles, and green marbles. If the probability of getting a blue marble is one-half, and the probability of getting a red marble is one third, find the probability of getting a marble that is either blue or red?	1= 5/6; 0 = other
wj_ap48_t1	What is the length of the red side of this triangle?	1= 6.4 0 = other
wj_ap49_t1	If the perimeter of a rectangular garden is sixty-eight meters and the length is fourteen more meters than the width, what is the length?	1=24 0 = other
wj_ap50_t1	When Dave walks to school, he averages ninety steps per minute. Each of his steps is eighty centimeters long. It takes him ten minutes to get to school. His brother Jack, going to the same school by the same	1=12 0 = other

Variable Name	Variable Label	Anchors
	route averages on hundred steps per minute. Jack's steps are sixty centimeters long. How long does it take Jack to get school?	
wj_ap51_t1	The committee voted to approve the new bill on a three hundred eighty-one to forty-one vote. What percentage of the people voted to pass the bill?	1=90.3 0 = other
wj_ap52_t1	Given this set of points, tell the slope of the line passing through them.	1= $-\frac{2}{3}$ 0 = other
wj_ap53_t1	A commercial airline carries one hundred seventy-five passengers who have paid an average of four hundred dollars for the flight. If the twenty-five passengers in the first class section paid an average of five hundred ninety dollars for their tickets, what is the average ticket price for the remaining passengers?	1=415 dollars 0 = other
wj_ap54_t1	What is the equation of a line passing through the points (one, two) and (zero, four)?	1= $y=4-2x$ 0 = other
wj_ap55_t1	If a chord eight inches long is four inches from the center of a circle, what is the radius of the circle?	1= between $5\frac{1}{2}$ and 6 inches 0 = other
wj_ap56_t1	All six edges of a triangular pyramid are four inches long. Find the total surface area of the pyramid.	1= $16\sqrt{3}$ square inches 0 = other

WJ Scoring

Variable Name	Variable Label	Calculation
wj_lww_t1	Letter Word W Score	Calculated on WJ Scoring website
wj_lwss_t1	Letter Word Standardized Score* *scores <40 are represented as 888 and scores >160 are represented as 999	Calculated on WJ Scoring website
wj_apw_t1	Applied Problems W Score	Calculated on WJ Scoring website
wj_apss_t1	Applied Problems Standardized Score* *scores <40 are represented as 888 and scores >160 are represented as 999	Calculated on WJ Scoring website

Day & Night (DN) Stroop

Variable Name	Variable Label	Anchors
dn_assent_t1	Day & Night Assent	0 = No 1 = Yes
dn_session_t1	Day & Night Session	1 = Session 1 2 = Session 2
dn_p11_t1	Trial 1, Question 1: What do you say for this one? (sun card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_p12_t1	Trial 1, Question 2: What do you say for this one? (moon card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_p21_t1	Trial 2, Question 1: What do you say for this one? (sun card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_p22_t1	Trial 2, Question 2: What do you say for this one? (moon card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_p31_t1	Trial 3, Question 1: What do you say for this one? (sun card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_p32_t1	Trial 3, Question 2: What do you say for this one? (moon card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_1_t1	What do you say for this one? (moon card)	0 = Incorrect response 0 = No response 1 = Similar word

Variable Name	Variable Label	Anchors
		1 = Self-correct 2 = Correct
dn_2_t1	What do you say for this one? (sun card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_3_t1	What do you say for this one? (moon card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_4_t1	What do you say for this one? (sun card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_5_t1	What do you say for this one? (sun card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_6_t1	What do you say for this one? (moon card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_7_t1	What do you say for this one? (moon card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_8_t1	What do you say for this one? (sun card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_9_t1	What do you say for this one? (moon card)	0 = Incorrect response 0 = No response

Variable Name	Variable Label	Anchors
		1 = Similar word 1 = Self-correct 2 = Correct
dn_10_t1	What do you say for this one? (sun card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_11_t1	What do you say for this one? (sun card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_12_t1	What do you say for this one? (moon card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_13_t1	What do you say for this one? (sun card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct
dn_14_t1	What do you say for this one? (moon card)	0 = Incorrect response 0 = No response 1 = Similar word 1 = Self-correct 2 = Correct

Day & Night Scoring

Variable Name	Variable Label	Instructions for SPSS
dn_final_t1	Day/Night Final Score (Session 1 and 2 Combined)	= SUM(dn_1_t1, dn_2_t1, dn_3_t1, dn_4_t1, dn_5_t1, dn_6_t1, dn_7_t1, dn_8_t1, dn_9_t1, dn_10_t1, dn_11_t1, dn_12_t1, dn_13_t1, dn_14_t1).
dn_notes_t1	Day and Night Notes	

Emotion Matching Task (EMT)

EMT Assent, Session, and Version Variables

Variable Name	Variable Label	Anchors
emt_session_t1	EMT Session 1 or 2	1 = session 1 2 = session 2 3 = Master Survey
emt_version_t1	EMT Version A or B	0 = A 1 = B
emt_assent_t1	Assent for EMT	0 = No 1 = Yes

EMT Version A Variables

Variable Name	Variable Label	Anchors
emta1_p_t1	Part 1 Practice: Show me the one that feels the same way as this one	Practice
emta1_1_t1	Show me which one of these feels the same as this one (Mad)	0 = Don't know 1 = Mad 2 = Calm 3 = Happy 4 = Sad
emta1_1s_t1	Part 1 Item 1 Score	0 = 3,0 1 = 2,4 2 = 1
emta1_2_t1	Show me which one of these feels the same as this one (Calm)	0 = Don't know 1 = Sad 2 = Mad 3 = Scared/Surprised 4 = Calm
emta1_2s_t1	Accuracy Score	0 = 1,2,3,0 2 = 4
emta1_3_t1	Show me which one of these feels the same as this one	0 = Don't know 1 = Sad

Variable Name	Variable Label	Anchors
	(Happy)	2 = Mad 3 = Calm 4 = Happy
emta1_3s_t1	Accuracy Score	0 = 1,2,0 1 = 3 2 = 4
emta1_4_t1	Show me which one of these feels the same as this one (Sad)	0 = Don't know 1 = Calm 2 = Sad 3 = Mad 4 = Happy
emta1_4s_t1	Accuracy Score	0 = 4,0 1 = 1,3 2 = 2
emta1_5_t1	Show me which one of these feels the same as this one (Mad)	0 = Don't know 1 = Happy 2 = Sad 3 = Mad 4 = Calm
emta1_5s_t1	Accuracy Score	0 = 1,0 1 = 2,4 2 = 3
emta1_6_t1	Show me which one of these feels the same as this one (Scared/Surprised) Top Left = Scared/Surprised Top Right = Sad Bottom Left = Mad Bottom Right = Calm	0 = Don't know 1 = Scared/Surprised 2 = Sad 3 = Mad 4 = Calm
emta1_6s_t1	Accuracy Score	0 = 4,0 1 = 2,3 2 = 1
emta1_notes_t1	EMT A1 Notes	
emta2_p_t1	Show me the one who just got a nice new toy, just what they wanted Top Left = Happy	Practice

Variable Name	Variable Label	Anchors
	Top Right = Sad Bottom Left = Mad Bottom Right = Calm	
emta2_1_t1	Raw Score Show me the one whose nice drawing just got torn up by a mean kid	0 = Don't know 1 = Mad 2 = Calm 3 = Happy 4 = Sad
emta2_1s_t1	Accuracy Score	0 = 3,0 1 = 2 2 = 4,1
emta2_2_t1	Raw Score Show me the one who just got invited to a party to play games with friends	0 = Don't know 1 = Sad 2 = Mad 3 = Calm 4 = Happy
emta2_2s_t1	Accuracy Score	0 = 1,2,0 1 = 3 2 = 4
emta2_3_t1	Raw Score Show me the one whose puppy just got lost and did not come home	0 = Don't know 1 = Calm 2 = Sad 3 = Mad 4 = Happy
emta2_3s_t1	Accuracy Score	0 = 1,4,0 1 = 3 2 = 2
emta2_4_t1	Raw Score Show me the one whose nice drawing was just torn up by a mean kid	0 = Don't know 1 = Happy 2 = Sad 3 = Mad 4 = Calm
emta2_4s_t1	Accuracy Score	0 = 1,0 1 = 4 2 = 2,3
emta2_5_t1	Raw Score Show me the one who just saw a large dog running up and barking loud	0 = Don't know 1 = Calm 2 = Scared/Surprised 3 = Calm 4 = Mad
emta2_5s_t1	Accuracy Score	0 = 1,0

Variable Name	Variable Label	Anchors
		1 = 4 2 = 2,3
emta2_6_t1	Raw Score Show me the one who got a pretty puppy for a birthday present	0 = Don't know 1 = Scared/Surprised 2 = Mad 3 = Happy 4 = Sad
emta2_6s_t1	Accuracy Score	0 = 2,4,0 1 = 1 2 = 3
emta2_notes_t1	EMT A2 Notes	
emta3_p_t1	EMT A4 Practice: Can you say a word that tells me how he feels?	Practice
emta3_1_t1	Raw Score Look at his/her face. How does he/she feel?	Frequencies: Happy=277 dk=27 Good=22 Excited=10 Feliz=5 Angry=4 Funny=4 Mad=4 Silly=4 Sad=3 Better=2 Scared=2 Smile=2 Asi=1 Dog=1 Él=1 Esto=1 Eyes=1 Fea=1 Feel=1 Feelsbetter=1 Four=1 Fun=1 Glad=1 Hefeels=1 Hisfeel=1 Idon'twannago=1 Laughing=1

Variable Name	Variable Label	Anchors
		Mal=1 Manita=1 Niño=1 No=1 NotHappy=1 Regular=1 Sick=1 Smileface=1 Smiley=1 Soft=1 Surprised=1 Teeth=1 Thisone=1 Tired=1
emta3_1s_t1	Accuracy Score	0 = Incorrect 1 = Same Valence 2 = Correct
emta3_2_t1	Raw Score Look at his/her face. How does he/she feel?	Frequencies: Mad=137 Sad=84 Angry=69 dk=30 Bad=9 Good=9 Happy=8 Grumpy=7 Mean=3 Triste=2 Angryface=1 Blue=1 Confused=1 Cry=1 Crying=1 Disappointed=1 Dog=1 Don'tknow=1 Ella=1 Enojada=1 Fea=1 Feel=1 Feelsbetter=1 Frustrated=1 Fun=1 Funny=1

Variable Name	Variable Label	Anchors
		Girl=1 Hefeels=1 Hisfeel=1 Hulksmash=1 Ice=1 Malo=1 Niño=1 No=1 Notgood=1 NotHappy=1 Outerschool=1 Quiet=1 Rude=1 Sadandangry=1 Scared=1 Shewantstogooutside=1 Si=1 Sick=1 Soft=1 Uno=1 Weird=1
emta3_2s_t1	Accuracy Score	0 = Incorrect 1 = Same Valence 2 = Correct
emta3_3_t1	Raw Score Look at his/her face. How does he/she feel?	Frequencies: Sad=140 Mad=96 Angry=43 dk=33 Happy=9 Good=8 Bad=5 Grumpy=5 Crying=4 Scared=4 Disappointed=3 Enojada=2 NotHappy=2 Triste=2 Angryorsad=1 Bebe=1 Better=1 Boo=1 Boy=1

Variable Name	Variable Label	Anchors
		Cranky=1 Cry=1 Different=1 Ella=1 Esto=1 Feel=1 Feeling=1 Feo=1 Frustrated=1 Fun=1 Funny=1 Girl=1 Hefeels=1 Hisfeel=1 Mal=1 Mean=1 Nice=1 Niño=1 Nope.That'syou=1 Nose=1 Notgood=1 Rude=1 Shewantstogooutside=1 Sick=1 Sleep=1 Sleepy=1 Soft=1 Surprised=1 Thisone=1 Tired=1 UnHappy=1
emta3_3s_t1	Accuracy Score	0 = Incorrect 1 = Same Valence 2 = Correct
emta3_4_t1	Raw Score Look at his/her face. How does he/she feel?	Frequencies: Sad=224 Mad=43 Angry=26 dk=26 Happy=10 Bad=6 Good=6 Triste=4 Crying=3 NotHappy=3

Variable Name	Variable Label	Anchors
		Ella=2 Feel=2 Grumpy=2 Quiet=2 Scared=2 Surprised=2 Afraid=1 Blue=1 Boo=1 Disappointed=1 Dog=1 Excited=1 Feeling=1 Feo=1 Fun=1 Funny=1 Girl=1 Hisfeel=1 Itfeels=1 Makessadface=1 Mal=1 Me=1 Nice=1 Niña=1 Nothat'syou=1 Pouty=1 Rude=1 Shewantstogooutside=1 Siente=1 Thisone=1 Tired=1 Upset=1 Warm=1
emta3_4s_t1	Accuracy Score	0 = Incorrect 1 = Same Valence 2 = Correct
emta3_5_t1	Raw Score Look at his/her face. How does he/she feel?	Frequencies: Mad=150 Angry=69 Sad=69 dk=27 Grumpy=9 Bad=8 Happy=8

Variable Name	Variable Label	Anchors
		Good=7 Mean=3 Enojado=2 Mal=2 Scared=2 Better=1 Boo=1 Boring=1 Boy=1 Crying=1 Dada=1 Disappointed=1 Dog=1 Down=1 Fea=1 Feel=1 Frustrated=1 Fun=1 Funny=1 Gruntsangrily=1 Hefeels=1 Hisfeel=1 Hot=1 Hungry=1 mad=1 Made/Sad=1 Malo=1 Maytriste=1 Niño=1 Nope=1 Nose=1 NotHappy=1 Rude=1 Sadangry=1 Sick=1 Siente=1 Thisone=1 Wantstogooutside=1 Warm=1 Weneedtolistentomommyanddaddy=1
emta3_5s_t1	Accuracy Score	0 = Incorrect 1 = Same Valence 2 = Correct

Variable Name	Variable Label	Anchors
emta3_6_t1	Raw Score Look at his/her face. How does he/she feel?	Frequencies: Scared=120 dk=60 Happy=33 Surprised=28 Sad=22 Mad=13 Scary=9 Good=7 Silly=6 Angry=5 Bad=4 Crazy=4 Worried=4 Asustado=3 Funny=3 Afraid=2 Excited=2 Nervous=2 “Helooksweird”=1 Afarid=1 Amgry=1 Asusto=1 Better=1 Boo=1 Boy=1 Childgasps=1 Curious=1 Dientes=1 Disappointed=1 Doesn'tknow=1 Dog=1 Feel=1 Frightened=1 Frustrated=1 Fun=1 Funnyface=1 Gooutside=1 Gracioso=1 Grumpy=1 He'sleftalonebyhismommy=1 Hefeels=1 Hisfeel=1 Hungry=1 Iwanttogooutsidewithmymomandd.

Variable Name	Variable Label	Anchors
		Laugh=1 Lookingatthesky=1 Manito=1 Niño=1 NoHappynosad=1 Nose=1 NotHappy=1 Notsad=1 Ohmygosh=1 Playingwithhiseyes=1 Proud=1 Rude=1 Sad/Excited=1 Scaredy-cat=1 Screaming=1 Screams=1 She'sunsure=1 Shocked=1 Sick=1 Siente=1 Soft=1 Sucio=1 Superaggressive=1 That'syou=1 Thatfeel=1 Thisone=1 Upset=1 Wantsmommyanddaddy=1 Worried/Scared=1 Wow=1
emta3_6s_t1	Accuracy Score	0 = Incorrect 1 = Same Valence 2 = Correct
emta3_notes_t1	A3 Notes	
emta4_p_t1	Show me the one who feels happy Top Left = Sad Top Right = Scared/Surprised Bottom Left = Mad Bottom Right = Happy	Practice
emta4_1_t1	Raw Score	0 = Don't know 1 = Sad

Variable Name	Variable Label	Anchors
	Show me the one who feels happy	2 = Mad 3 = Scared/Surprised 4 = Happy
emta4_1s_t1	Accuracy Score	0 = 1,2,3,0 2 = 4
emta4_2_t1	Raw Score Show me the one who feels scared or surprised	0 = Don't know 1 = Mad 2 = Scared/Surprised 3 = Happy 4 = Sad
emta4_2s_t1	Accuracy Score	0 = 3,0 1 = 1,4 2 = 2
emta4_3_t1	Raw Score Show me the one who feels sad	0 = Don't know 1 = Surprised 2 = Sad 3 = Happy 4 = Mad
emta4_3s_t1	Accuracy Score	0 = 3,0 1 = 1,4 2 = 2
emta4_4_t1	Raw Score Show me the one who feels mad	0 = Don't know 1 = Happy 2 = Sad 3 = Scared/Surprised 4 = Mad
emta4_4s_t1	Accuracy Score	0 = 1,0 1 = 2,3 2 = 4
emta4_5_t1	Raw Score Show me the one who feels happy	0 = Don't know 1 = Sad 2 = Happy 3 = Mad 4 = Scared/Surprised
emta4_5s_t1	Accuracy Score	0 = 1,3,4,0 2 = 2
emta4_6_t1	Raw Score	0 = Don't know 1 = Mad

Variable Name	Variable Label	Anchors
	Show me the one who feels happy	2 = Scared/Surprised 3 = Sad 4 = Happy
emta4_6s_t1	Accuracy Score	0 = 1,2,3,0 2 = 4
emta4_notes_t1	EMT A4 Notes	

EMT Version B Variables

Variable Name	Variable Label	Anchors
emtb1_p_t1	Show me the one that feels the same way as this one (Happy) Top Left = Happy Top Right = Sad Bottom Left = Mad Bottom Right = Calm	Practice
emtb1_1_t1	Raw Score Show me which one of these feels the same as this one (Calm)	0 = Don't know 1 = Scared/Surprised 2 = Calm 3 = Sad 4 = Mad
emtb1_1s_t1	Accuracy Score	0 = 1,3,4,0 2 = 2
emtb1_2_t1	Raw Score Show me which one of these feels the same as this one (Scared/Surprised)	0 = Don't know 1 = Happy 2 = Scared/Surprised 3 = Calm 4 = Mad
emtb1_2s_t1	Accuracy Score	0 = 1,3,0 1 = 4 2 = 2
emtb1_3_t1	Raw Score Show me which one of these feels the same as this one (Sad/Mad)	0 = Don't know 1 = Sad 2 = Mad 3 = Scared/Surprised 4 = Mad
emtb1_3s_t1	Accuracy Score	0 = 4,0 1 = 3 2 = 1,2

Variable Name	Variable Label	Anchors
emb1_4_t1	Raw Score Show me which one of these feels the same as this one (Sad)	0 = Don't know 1 = Mad 2 = Calm 3 = Happy 4 = Sad
emb1_4s_t1	Accuracy Score	0 = 2,3,0 1 = 1 2 = 4
emb1_5_t1	Raw Score Show me which one of these feels the same as this one (Mad/Sad)	0 = Don't know 1 = Mad 2 = Scared/Surprised 3 = Happy 4 = Sad
emb1_5s_t1	Accuracy Score	0 = 3,0 1 = 2 2 = 4,1
emb1_6_t1	Raw Score Show me which one of these feels the same as this one (Happy)	0 = Don't know 1 = Scared/Surprised 2 = Mad 3 = Happy 4 = Sad
emb1_6s_t1	Accuracy Score	0 = 2,4,0 1 = 1 2 = 3
emb1_notes_t1	B1 notes	
emb2_p_t1	Show me the one who just got a nice new toy, just what they wanted Top Left = Happy Top Right = Sad Bottom Left = Mad Bottom Right = Calm	Practice
emb2_1_t1	Raw Score Show me the one who is all alone and has no one to play with	0 = Don't know 1 = Mad 2 = Calm 3 = Happy 4 = Sad
emb2_1s_t1	Accuracy Score	0 = 2,3,0 1 = 1

Variable Name	Variable Label	Anchors
		2 = 4
emb2_2_t1	Raw Score Show me the one who woke up one night and thought a monster was in the room	0 = Don't know 1 = Scared/Surprised 2 = Sad 3 = Mad 4 = Calm
emb2_2s_t1	Accuracy Score	0 = 4,0 1 = 2,3 2 = 1
emb2_3_t1	Raw Score Show me the one who just got pushed away from the table by another kid	0 = Don't know 1 = Mad 2 = Sad 3 = Happy 4 = Scared/Surprised
emb2_3s_t1	Accuracy Score	0 = 3,0 1 = 4 2 = 1,2
emb2_4_t1	Raw Score Show me the one who is in the doctor's office about to get a shot	0 = Don't know 1 = Happy 2 = Mad 3 = Scared/Surprised 4 = Calm
emb2_4s_t1	Accuracy Score	0 = 1,0 1 = 2,4 2 = 3
emb2_5_t1	Raw Score Show me the one whose mom is sick and has to go to the hospital	0 = Don't know 1 = Sad 2 = Mad 3 = Happy 4 = Scared/Surprised
emb2_5s_t1	Accuracy Score	0 = 3,0 1 = 2 2 = 1,4
emb2_6_t1	Raw Score Show me the one who did a puzzle faster than anyone else	0 = Don't know 1 = Happy 2 = Sad 3 = Scared/Surprised 4 = Mad

Variable Name	Variable Label	Anchors
emt2_6s_t1	Accuracy Score	0 = 2,3,4,0 2= 1
emt2_notes_t1	B2 Notes	
emt3_p_t1	Can you say a word that tells me how he feels?	Practice
emt3_1_t1	Raw Score Look at his/her face. How does he/she feel?	Frequencies: Mad=110 Happy=98 Angry=96 dk=49 Good=21 Sad=20 Silly=7 Frustrated=5 Enojado=4 Bad=3 Funny=3 Funnyface=3 Grumpy=3 Mal=3 Scared=3 Bien=2 Cranky=2 Great=2 Notgood=2 Sick=2 "Howdoesfeel?"=1 Afeeling=1 Afraid=1 AngryandHappy=1 Badder=1 Better=1 Bored=1 Cool=1 Crying=1 Doctor=1 Enfermo=1 Enojada=1 Estajugando=1 Excited=1 Eyes=1 Feliz=1 Fierce=1

Variable Name	Variable Label	Anchors
		Friend=1 Grey=1 Grown=1 Hair=1 Halloween=1 Hungry=1 Idea=1 Jealous=1 Kindoffunny=1 Laugh=1 Listen=1 Listeningears=1 Mad/bad=1 Mean=1 Meior=1 MickeyMousedonuts.? =1 Mirroredface=1 molestado=1 Notbetter=1 NotHappy=1 Notme=1 Nowords;pointedtoface=1 Poopoopoo=1 Rockingout=1 Scary=1 Seething=1 Tired=1 Weird=1 Wrinkly=1
emt3_1s_t1	Accuracy Score	0 = Incorrect 1 = Same Valence 2 = Correct
emt3_2_t1	Raw Score Look at his/her face. How does he/she feel?	Frequencies: Sad=307 dk=37 Mad=27 Happy=23 Good=17 Triste=7 Angry=4 Bad=4 Better=3 Worried=3 Bien=2 Cry=2

Variable Name	Variable Label	Anchors
		Meior=2 Notgood=2 Sick=2 Tired=2 “Howdoesfeel?”=1 Adoctor=1 Ah=1 Bonita=1 Booboo(hardtounderstand)=1 Bored=1 Cabeza=1 Complato(?)=1 Confused=1 Cries=1 Crying=1 Dintknow=1 Disappointed=1 Doctor=1 Enfermo=1 Eyes=1 Feel=1 Feliz=1 Fortaleza=1 Friend=1 Frustrated=1 Ghosty=1 Girl=1 Great=1 Grumpy=1 Halloween=1 Happyandsad=1 Ire=1 Jibberish=1 Milk=1 Needshelp=1 Notbetter=1 Notfeelingbetter=1 NotHappy=1 Nowords;pointedtoface=1 Red=1 Sadscary=1 Scary=1 Silla=1 Sleepy=1
emt3_2s_t1	Accuracy Score	0 = Incorrect

Variable Name	Variable Label	Anchors
		1 = Same Valence 2 = Correct
emt3_3_t1	Raw Score Look at his/her face. How does he/she feel?	Frequencies: Sad=150 Mad=104 Angry=50 dk=49 Good=17 Happy=13 Grumpy=7 Scared=7 Sick=5 Bad=3 Bien=3 Enojado=3 Notgood=3 Better=2 Confused=2 Cry=2 Frustrated=2 Mean=2 Mejor=2 Tired=2 “Howdoesfeel?”=1 Afraid=1 Alittlesad=1 Anxious=1 Asustada=1 Azul=1 Babytalk*=1 Booboo(hardtounderstand)=1 Bored=1 Cabeza=1 Crying=1 Disappointed=1 Doctor=1 Doesn’tfeelgood=1 Drink=1 Enojada=1 Eyes=1 Face=1 Fast=1 Fea=1 Fonado=1 Goface=1

Variable Name	Variable Label	Anchors
		Great=1 Green=1 Grounded=1 Halloween=1 Hewantshismommy=1 Hotlikethesun=1 Idk=1 Inthedark=1 Llorando=1 Lonely=1 MAd=1 Needsahaircut=1 Nice=1 Noanswer=1 NotHappy=1 Notnice=1 Nowords;pointedtoface=1 Ow=1 Pain=1 Pushedaway=1 Rough=1 Shy=1 Sleepy=1 Spider-Man=1 Strange=1 Surprised=1 Thinking=1 ThinkingwhatthewantsforChri stmas=1 Tiredorscared=1 Triste=1 Upset=1
emb3_3s_t1	Accuracy Score	0 = Incorrect 1 = Same Valence 2 = Correct
emb3_4_t1	Raw Score Look at his/her face. How does he/she feel?	Frequencies: Happy=97 Scared=82 dk=64 Sad=57 Good=23 Surprised=19 Mad=12 Scary=8

Variable Name	Variable Label	Anchors
		Angry=7 Worried=6 Nervous=5 Asustada=4 Bien=4 Better=3 Bored=3 Great=3 Nice=3 Silly=3 Tired=3 Afraid=2 Crazy=2 Disappointed=2 Excited=2 Grumpy=2 Mejor=2 Notgood=2 Sick=2 Upset=2 "Cared"=1 "Howdoesfeel?"=1 Adoctor=1 Alone=1 Asustado=1 Babysounds=1 Bad=1 Black=1 Cabeza=1 Calm=1 Comenosanenada=1 Confused=1 Confusedormaybescared=1 Crying=1 Didn'tgiveaword=1 Distracted=1 Eyes=1 Feelsbyherself=1 Feliz=1 Fright=1 Frustrated=1 Funny=1 Girl=1 Goface=1 Halloween=1

Variable Name	Variable Label	Anchors
		Incoherent=1 Jibberish=1 Likeamonster=1 Messy=1 Milk=1 Missingteeth=1 Mommy=1 No=1 Noestabien=1 Noresponse=1 Notbetter=1 Notgreat=1 Nowords;pointedtoface=1 Old=1 Proud=1 Sayingrandomwords=1 Sheisunsure=1 Shy=1 Sleepy=1 Smile=1 So-so=1 Sorprendida=1 Soso=1 Tired*=1 Uhohmonsters=1 Wantsmom=1 Weird=1 Wondering=1 Yes=1
emb3_4s_t1	Accuracy Score	0 = Incorrect 1 = Same Valence 2 = Correct
emb3_5_t1	Raw Score Look at his/her face. How does he/she feel?	Frequencies: Sad=162 Mad=99 Angry=50 dk=39 Good=14 Happy=13 Bad=6 Scared=5 Triste=5 Grumpy=4 Lonely=4

Variable Name	Variable Label	Anchors
		Bien=3 Crying=3 Frustrated=3 Notgood=3 Sick=3 Bored=2 Mejour=2 Scary=2 Sleepy=2 Thinking=2 “Howdoesfeel?”=1 Alone=1 Alotmad=1 Apple=1 Better=1 Boring=1 Cabeza=1 Calm=1 Confused=1 Cranky=1 Cry=1 Daddy=1 Doctor=1 Don’tfeelgood=1 Down=1 Enfermo=1 Enojada=1 Ew=1 Eyes=1 Feel=1 Fonado=1 Freezing=1 Friend=1 Funny=1 Great=1 Halloween=1 He’smybrother=1 Hemakesmad=1 Hewantsmom=1 Hopeful*=1 Hurt=1 Jibberish=1 Leftout=1 Likehe’sgoingtothedentist=1 Love=1

Variable Name	Variable Label	Anchors
		Mal=1 Molesto=1 Nada=1 No=1 Notbetter=1 NotHappy=1 Notsure=1 Nowords;pointedtoface=1 Puthiseyesdown=1 Rough=1 Sadthatnooneplayedwithhim=1 Sayingrandomwords=1 Scaews=1 Tintin(?)=1 Tired=1 Weird=1 White=1
emt3_5s_t1	Accuracy Score	0 = Incorrect 1 = Same Valence 2 = Correct
emt3_6_t1	Raw Score Look at his/her face. How does he/she feel?	Frequencies: Happy=325 dk=36 Good=23 Sad=10 Scared=9 Feliz=8 Better=4 Bien=4 Funny=4 Angry=3 Bad=3 Excited=3 Brave=2 Great=2 Mejor=2 Silly=2 Surprised=2 “Howdoesfeel?”=1 Aceto=1 Black=1 Cabeza=1 Calm=1 Crazy=1

Variable Name	Variable Label	Anchors
		Crying=1 Don'tknow=1 Eggs=1 Eyes=1 Feel=1 Feelsgood=1 Fine=1 Friend=1 Ghost=1 Goof=1 Guilty*=1 Halloween=1 Hapy=1 Herbrother=1 Hungry=1 Inciherent=1 Incoherent=1 Jibberish=1 Mad=1 Mal=1 Mean=1 MickeyMouse=1 Nice=1 Nowords;pointedtoface=1 Shefeels=1 Siege=1 Sleepy=1 Tired=1 Worried=1 You=1
emt3_6s_t1	Accuracy Score	0 = Incorrect 1 = Same Valence 2 = Correct
emt3_notes_t1	B3 Notes	
emt4_p_t1	Show me the one who feels happy Top Left = Sad Top Right = Scared/Surprised Bottom Left = Mad Bottom Right = Happy	Practice
emt4_1_t1	Raw Score	0 = Don't know

Variable Name	Variable Label	Anchors
	Show me the one who feels scared or surprised	1 = Scared/Surprised 2 = Sad 3 = Happy 4 = Mad
emb4_1s_t1	Accuracy Score	0 = 3,0 1 = 2,4 2 = 1
emb4_2_t1	Raw Score Show me the one who feels mad	0 = Don't know 1 = Happy 2 = Mad 3 = Sad 4 = Scared/Surprised
emb4_2s_t1	Accuracy Score	0 = 1,0 1 = 3,4 2 = 2
emb4_3_t1	Raw Score Show me the one who feels scared or surprised	0 = Don't know 1 = Mad 2 = Sad 3 = Scared/Surprised 4 = Happy
emb4_3s_t1	Accuracy Score	0 = 4,0 1 = 1,2 2 = 3
emb4_4_t1	Raw Score Show me the one who feels mad	0 = Don't know 1 = Mad 2 = Surprised 3 = Happy 4 = Sad
emb4_4s_t1	Accuracy Score	0 = 3,0 1 = 2,4 2 = 1
emb4_5_t1	Raw Score Show me the one who feels happy	0 = Don't know 1 = Happy 2 = Scared/Surprised 3 = Sad 4 = Mad
emb4_5s_t1	Accuracy Score	0 = 2,3,4,0 2 = 1

Variable Name	Variable Label	Anchors
emt4_6_t1	Raw Score Show me the one who feels sad	0 = Don't know 1 = Sad 2 = Mad 3 = Scared/Surprised 4 = Happy
emt4_6s_t1	Accuracy Score	0 = 4,0 1 = 2,3 2 = 1
emt4_notes_t1	B4 Notes	
emt1_1s_t1	emt 1_1 combined score	
emt1_2s_t1	emt 1_2 combined score	
emt1_3s_t1	emt 1_3 combined score	
emt1_4s_t1	emt 1_4 combined score	
emt1_5s_t1	emt 1_5 combined score	
emt2_1s_t1	emt 2_1 combined score	
emt2_2s_t1	emt 2_2 combined score	
emt2_3s_t1	emt 2_3 combined score	
emt2_4s_t1	emt 2_4 combined score	
emt3_1s_t1	emt 3_1 combined score	
emt3_2s_t1	emt 3_2 combined score	
emt3_3s_t1	emt 3_3 combined score	
emt3_4s_t1	emt 3_4 combined score	
emt3_5s_t1	emt 3_5 combined score	
emt3_6s_t1	emt 3_6 combined score	
emt4_1s_t1	emt 4_1 combined score	
emt4_2s_t1	emt 4_2 combined score	
emt4_3s_t1	emt 4_3 combined score	
emt4_4s_t1	emt 4_4 combined score	

Affect Knowledge Test (AKT)

AKT Assent, Session, and Version Variables

Variable Name	Variable Label	Anchors
akt_as_t1	Assent for AKT	0 = No 1 = Yes
akt_session_t1	AKT Session	0 = 1 1 = 2
akt_version_t1	AKT Version	0 = A 1 = B

AKT Teacher Questionnaire Variables

Variable Name	Variable Label	Anchors
akt_tq1_t1	Going to Preschool	0 = Child likes school 1 = Child dislikes school
akt_tq2_t1	Going on a class trip, but Mommy can't come	0 = Happy 1 = Sad
akt_tq3_t1	Does he/she like pizza?	0 = Yes 1 = No
akt_tq4_t1	Leaving a favorite activity to do something new and fun	0 = Happy 1 = Angry
akt_tq5_t1	A clown coming into the classroom	0 = Happy 1 = Scared/Afraid
akt_tq6_t1	Playing on the jungle gym	0 = Happy 1 = Scared/Afraid
akt_tq7_t1	Some kids don't let the child play a game with them	0 = Angry 1 = Sad
akt_tq8_t1	He/she has to stay inside the classroom to finish work while the other kids go play outside	0 = Angry 1 = Sad
akt_tq9_t1	A child hits them, and says if they tell the teacher, they will hit them again, harder	0 = Angry 1 = Scared/Afraid

Variable Name	Variable Label	Anchors
akt_tq10_t1	Getting reprimanded	0 = Angry 1 = Scared/Afraid
akt_tq11_t1	After not following the class rules, the teacher says if they do it again they will have to be punished	0 = Sad 1 = Scared/Afraid
akt_tq12_t1	Experiencing the death of the class pet	0 = Sad 1 = Scared/Afraid

AKT Variables

Variable Name	Variable Label	Anchors
akt1_1_t1	How does he/she feel? (Sad) Raw	Entered as String
akt1_2_t1	How does he/she feel? (Angry)	Entered as String
akt1_3_t1	How does he/she feel? (Happy)	Entered as String
akt1_4_t1	How does he/she feel? (Afraid)	Entered as String
akt2_1_t1	(Sad) Receptive raw	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt2_2_t1	(Angry) Receptive raw	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt2_3_t1	(Happy) Receptive raw	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt2_4_t1	(Afraid) Receptive raw	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt3_1_t1	<u>Version A:</u>	1 = Afraid/Scared face

Variable Name	Variable Label	Anchors
	<p>NANCY/JOHNNY: "We are walking home." SIB: "I am going to push you down!!" NANCY/JOHNNY: "Ow!! It hurts!! OWW!!" (SAD) <u>Version B:</u> NANCY/JOHNNY: "I am going to go ride my Big Wheel. Where is it? Someone took it! It's gone! Someone stole it." (Behavioral expression of SAD)</p>	
akt3_2_t1	<p><u>Version A:</u> NANCY/JOHNNY: "I just finished building this tower, and I feel really good about it. Doesn't it look good?" SIB: "No! I think it looks yucky. I'm going to knock it down!" CRASH!! NANCY/JOHNNY: (MAD) <u>Version B:</u> Nancy/Johnny is all alone. NANCY/JOHNNY: "It's really dark in here. There's no one around. OOOOOO." (Behavioral expression of SCARED)</p>	<p>1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face</p>
akt3_3_t1	<p><u>Version A:</u> Shhhh!! Nancy/Johnny is asleep. NANCY/JOHNNY: "Ooh, I am dreaming. There is a tiger chasing after me!! OH NO!!" (SCARED) <u>Version B:</u> NANCY/JOHNNY: "I don't like to eat cabbage!" Teacher: "You have to eat it, and that's that!" NANCY/JOHNNY: "UGH! NO! NO!" (Behavioral</p>	<p>1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face</p>

Variable Name	Variable Label	Anchors
	expression of ANGRY)	
akt4_1_t1_hapb	B2. HAPPY: Nancy/Johnny: "We're going to the pumpkin patch on a class trip. I'm excited to show mommy my pumpkin when I get home!"	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_1s_t1_hapb	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_1_t1_sadb	B2. SAD: Nancy/Johnny: "We're going to the pumpkin patch on a class trip. Mommy isn't going with me. I don't want to go without mommy! I won't go!!"	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_1s_t1_sadb	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_2_t1_hapb	B4. HAPPY: Nancy/Johnny: "I am swinging but I want to paint a picture. I will go in. Okay, teacher."	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_2s_t1_hapb	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_2_t1_angb	B4. MAD: Nancy/Johnny: "I am swinging. I wanna play on the swings. I wanna stay outside!! No, no I won't come in!"	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_2s_t1_angb	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_3_t1_hapb	B6. HAPPY: Nancy/Johnny: "I am going to climb to the top of the jungle gym. It is so much fun! I feel like a monkey!"	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face

Variable Name	Variable Label	Anchors
akt4_3s_t1_hapb	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_3_t1_afrb	B6. SCARED: Nancy/Johnny: I don't like this jungle gym! It's too high! I don't want to climb it!"	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_3s_t1_afrb	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_4_t1_angb	B8. MAD: "The class is going outside now to play on the playground but you have to stay inside with Miss Linda to finish your work." (Nancy/Johnny behaviorally expresses the emotion)	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_4s_t1_angb	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_4_t1_sadb	B8. SAD: "The class is going outside now to play on the playground but you have to stay inside with Miss Linda to finish your work." (Nancy/Johnny behaviorally expresses the emotion)	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_4s_t1_sadb	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_5_t1_afrb	B10. SCARED: "You did a bad thing, I'm very disappointed in you." Have the teacher turn her back	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_5s_t1_afrb	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct

Variable Name	Variable Label	Anchors
akt4_5_t1_angb	B10. ANGRY: “You did a bad thing, I’m very disappointed in you.” Have the teacher turn her back	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_5s_t1_angb	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_6_t1_sadb	B12. SAD: (Nancy/Johnny behaviorally expresses the emotion)	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_6s_t1_sadb	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_6_t1_afrb	B12. SCARED: (Nancy/Johnny behaviorally expresses the emotion)	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_6s_t1_afrb	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_1_t1_hapa	A1. HAPPY: Nancy/Johnny: “We are coming to school I like it here – We have so much fun!”	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_1s_t1_hapa	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_1_t1_sada	A1. SAD: Nancy/Johnny: “We are coming to school I don’t like it here. I miss my mommy. Don’t go, Mommy!”	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_1s_t1_sada	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_2_t1_anga	A3. MAD: Nancy/Johnny: “Ugh! Yuck! I won’t eat it!”	1 = Afraid/Scared face 2 = Angry face

Variable Name	Variable Label	Anchors
		3 = Happy face 4 = Sad face
akt4_2s_t1_anga	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_2_t1_hapa	A3. HAPPY: Nancy/Johnny: “Yum, yum. That sounds great!”	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_2s_t1_hapa	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_3_t1_hapa	A5. HAPPY: Nancy/Johnny: “Here comes a clown. He looks nice; his big red lips are smiling at me.”	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_3s_t1_hapa	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_3_t1_afra	A5. SCARED: Nancy/Johnny: “Here comes a clown! He looks mean; his red lips are too big!”	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_3s_t1_afra	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_4_t1_anga	A7. MAD: (Nancy/Johnny behaviorally expresses the emotion)	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_4s_t1_anga	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_4_t1_sada	A7. SAD: (Nancy/Johnny behaviorally expresses the emotion)	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face

Variable Name	Variable Label	Anchors
akt4_4s_t1_sada	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_5_t1_afra	A9. SCARED: (Nancy/Johnny behaviorally expresses the emotion)	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_5s_t1_afra	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_5_t1_anga	A9. ANGRY: (Nancy/Johnny behaviorally expresses the emotion)	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_5s_t1_anga	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_6_t1_sada	A11. SAD: (Nancy/Johnny behaviorally expresses the emotion)	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_6s_t1_sada	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_6_t1_afra	A11. SCARED: (Nancy/Johnny behaviorally expresses the emotion)	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt4_6s_t1_afra	How does he/she feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_1_t1	A1. HAPPY: Nancy/Johnny: “We are coming to school I like it here – We have so much fun!” A1. SAD: Nancy/Johnny: “We are coming to school I don’t	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face

Variable Name	Variable Label	Anchors
	<p>like it here. I miss my mommy. Don't go, Mommy!"</p> <p>B2. HAPPY: Nancy/Johnny: "We're going to the pumpkin patch on a class trip. I'm excited to show mommy my pumpkin when I get home!"</p> <p>B2. SAD: Nancy/Johnny: "We're going to the pumpkin patch on a class trip. Mommy isn't going with me. I don't want to go without mommy! I won't go!!"</p>	
akt4_2_t1	<p>A3. MAD: Nancy/Johnny: "Ugh! Yuck! I won't eat it!"</p> <p>A3. HAPPY: Nancy/Johnny: "Yum, yum. That sounds great!"</p> <p>B4. HAPPY: Nancy/Johnny: "I am swinging but I want to paint a picture. I will go in. Okay, teacher."</p> <p>B4. MAD: Nancy/Johnny: "I am swinging. I wanna play on the swings. I wanna stay outside!! No, no I won't come in!"</p>	<p>1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face</p>
akt4_3_t1	<p>A5. HAPPY: Nancy/Johnny: "Here comes a clown. He looks nice; his big red lips are smiling at me."</p> <p>A5. SCARED: Nancy/Johnny: "Here comes a clown! He looks mean; his red lips are too big!"</p> <p>B6. HAPPY: Nancy/Johnny: "I am going to climb to the top of</p>	<p>1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face</p>

Variable Name	Variable Label	Anchors
	<p>the jungle gym. It is so much fun! I feel like a monkey!”</p> <p>B6. SCARED: Nancy/Johnny: I don’t like this jungle gym! It’s too high! I don’t want to climb it!”</p>	
akt4_4_t1	<p>A7. MAD: (Nancy/Johnny behaviorally expresses the emotion)</p> <p>A7. SAD: (Nancy/Johnny behaviorally expresses the emotion)</p> <p>B8. MAD: “The class is going outside now to play on the playground but you have to stay inside with Miss Linda to finish your work.” (Nancy/Johnny behaviorally expresses the emotion)</p> <p>B8. SAD: “The class is going outside now to play on the playground but you have to stay inside with Miss Linda to finish your work.” (Nancy/Johnny behaviorally expresses the emotion)</p>	<p>1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face</p>
akt4_5_t1	<p>A9. SCARED: (Nancy/Johnny behaviorally expresses the emotion)</p> <p>A9. ANGRY: (Nancy/Johnny behaviorally expresses the emotion)</p> <p>B10. SCARED: “You did a bad thing, I’m very disappointed in you.” Have the teacher turn her back</p>	<p>1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face</p>

Variable Name	Variable Label	Anchors
	B10. ANGRY: “You did a bad thing, I’m very disappointed in you.” Have the teacher turn her back	
akt4_6_t1	A11. SAD: (Nancy/Johnny behaviorally expresses the emotion) A11. SCARED: (Nancy/Johnny behaviorally expresses the emotion) B12. SAD: (Nancy/Johnny behaviorally expresses the emotion) B12. SCARED: (Nancy/Johnny behaviorally expresses the emotion)	1 = Afraid/Scared face 2 = Angry face 3 = Happy face 4 = Sad face
akt1_1s_t1	How does he/she feel? (Sad) Scored	0= Incorrect 1= Same Valence 2= Correct
akt1_2s_t1	How does he/she feel? (Angry) Scored	0= Incorrect 1= Same Valence 2= Correct
akt1_3s_t1	How does he/she feel? (Happy) Scored	0= Incorrect 1= Same Valence 2= Correct
akt1_4s_t1	How does he/she feel? (Afraid) Scored	0= Incorrect 1= Same Valence 2= Correct
akt2_1s_t1	Point to the Sad face Scored	0= Incorrect 1= Same Valence 2= Correct
akt2_2s_t1	Point to the Angry face Scored	0= Incorrect 1= Same Valence 2= Correct
akt2_3s_t1	Point to the Happy face Scored	0= Incorrect 1= Same Valence

Variable Name	Variable Label	Anchors
		2= Correct
akt2_4s_t1	Point to the Afraid face Scored	0= Incorrect 1= Same Valence 2= Correct
akt3_1s_t1	How does she/he feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt3_2s_t1	How does she/he feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt3_3s_t1	How does she/he feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_1s_t1	How does she/he feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_2s_t1	How does she/he feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_3s_t1	How does she/he feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_4s_t1	How does she/he feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_5s_t1	How does she/he feel? Scored	0= Incorrect 1= Same Valence 2= Correct
akt4_6s_t1	How does she/he feel? Scored	0= Incorrect 1= Same Valence 2= Correct

Adapted Box Task (ABT)

ABT Assent, Session, and Version Variables

Variable Name	Variable Label	Anchors
box_assent_t1	Adapted Box Assent	0 = No 1 = Yes
box_number_t1	Emotion Box	0 = tested in 2 emotion boxes 1 = tested in 4 emotion boxes
box_session_t1	Box Session	0 = Session 1 1 = Session 2
box_version_t1	Box Version	1 = Version A 2 = Version B

ABT Variables

Variable Name	Variable Label	Anchors
box1_1_t1	SCARED: Scared 1 ANGRY: Angry 1 HAPPY: Happy 1 SAD: Sad 1	0 = Incorrect 1 = Correct
box1_2_t1	SCARED: Scared 2 ANGRY: Angry 2 HAPPY: Happy 2 SAD: Sad 2	0 = Incorrect 1 = Correct
box1_3_t1	SCARED: Curious 1 ANGRY: Curious 1 HAPPY: Brave 1 SAD: Brave 1	0 = Incorrect 1 = Correct
box1_4_t1	SCARED: Curious 2 ANGRY: Curious 2 HAPPY: Brave 2 SAD: Brave 2	0 = Incorrect 1 = Correct
box1_5_t1	SCARED: Left-out 1 ANGRY: Left-out 1 HAPPY: Sad 1 SAD: Happy 1	0 = Incorrect 1 = Correct

Variable Name	Variable Label	Anchors
box1_6_t1	SCARED: Left-out 2 ANGRY: Left-out 2 HAPPY: Sad 2 SAD: Happy 2	0 = Incorrect 1 = Correct
box1_7_t1	SCARED: Calm 1 ANGRY: Calm 1 HAPPY: Bored 1 SAD: Bored 1	0 = Incorrect 1 = Correct
box1_8_t1	SCARED: Calm 2 ANGRY: Calm 2 HAPPY: Bored 2 SAD: Bored 2	0 = Incorrect 1 = Correct
box1_9_t1	SCARED: Angry 1 ANGRY: Scared 1 HAPPY: Frustrated 1 SAD: Frustrated 1	0 = Incorrect 1 = Correct
box1_10_t1	SCARED: Angry 2 ANGRY: Scared 2 HAPPY: Frustrated 2 SAD: Frustrated 2	0 = Incorrect 1 = Correct
box2_1_t1	CALM: Calm 1 LEFT-OUT: Left-Out 1 CURIOUS: Curious 1 FRUSTRATED: Frustrated 1 BORED: Bored 1	0 = Incorrect 1 = Correct
box2_2_t1	CALM: Calm 2 LEFT-OUT: Left-Out 2 CURIOUS: Curious 2 FRUSTRATED: Frustrated 2 BORED: Bored 2	0 = Incorrect 1 = Correct
box2_3_t1	CALM: Angry 1 LEFT-OUT: Angry 1 CURIOUS: Angry 1 FRUSTRATED: Bored 1 BORED: Frustrated 1	0 = Incorrect 1 = Correct
box2_4_t1	CALM: Angry 2 LEFT-OUT: Angry 2 CURIOUS: Angry 2 FRUSTRATED: Bored 2	0 = Incorrect 1 = Correct

Variable Name	Variable Label	Anchors
	BORED: Frustrated 2	
box2_5_t1	CALM: Left-Out 1 LEFT-OUT: Calm 1 CURIIOUS: Left-Out 1 FRUSTRATED: Sad 1 BORED: Sad 1	0 = Incorrect 1 = Correct
box2_6_t1	CALM: Left-Out 2 LEFT-OUT: Calm 2 CURIIOUS: Left-Out 2 FRUSTRATED: Sad 2 BORED: Sad 2	0 = Incorrect 1 = Correct
box2_7_t1	CALM: Scared 1 LEFT-OUT: Scared 1 CURIIOUS: Scared 1 FRUSTRATED: Brave 1 BORED: Brave 1	0 = Incorrect 1 = Correct
box2_8_t1	CALM: Scared 2 LEFT-OUT: Scared 2 CURIIOUS: Scared 2 FRUSTRATED: Brave 2 BORED: Brave 2	0 = Incorrect 1 = Correct
box2_9_t1	CALM: Curious 1 LEFT-OUT: Curious 1 CURIIOUS: Calm 1 FRUSTRATED: Happy 1 BORED: Happy 1	0 = Incorrect 1 = Correct
box2_10_t1	CALM: Curious 2 LEFT-OUT: Curious 2 CURIIOUS: Calm 2 FRUSTRATED: Happy 2 BORED: Happy 2	0 = Incorrect 1 = Correct

Target Emotion Variables

These variables can be used to confirm which emotion the child was tested on.

Variable Name	Variable Label	Anchors
box_calm_t1	Box Target Emotion: Calm	1 = tested
box_leftout_t1	Box Target Emotion: Left Out	1 = tested
box_scared_t1	Box Target Emotion: Scared	1 = tested
box_curious_t1	Box Target Emotion: Curious	1 = tested
box_angry_t1	Box Target Emotion: Angry	1 = tested
box_brave_t1	Box Target Emotion: Brave	1 = tested
box_frustrated_t1	Box Target Emotion: Frustrated	1 = tested
box_happy_t1	Box Target Emotion: Happy	1 = tested
box_sad_t1	Box Target Emotion: Sad	1 = tested
box_bored_t1	Box Target Emotion: Bored	1 = tested

Head-Toes-Knees-Shoulders (HTKS)

HTKS Assent, Session, and Version Variables

Variable Name	Variable Label	Anchors
htks_version_t1	HTKS Version	1 = Version A 2 = Version B
htks_session_t1	HTKS Session	1 = Session 1 2 = Session 2
htks_as_t1	HTKS Assent	0 = No 1 = Yes
htks_notes_t1	HTKS Notes	
htks_total_t1	HTKS Total Score	

HTKS Variables

Variable Name	Variable Label	Anchors
htks1_p1_t1	What do you do if I say “touch your head?” (Practice 1)	0= incorrect 1= self-correct 2= correct
htks1_p2_t1	What do you do if I say “touch your toes?” (Practice 2)	0= incorrect 1= self-correct 2= correct
htks1_p3_t1	Touch your head (Practice 3)	0= incorrect 1= self-correct 2= correct
htks1_p4_t1	Touch your toes (Practice 4)	0= incorrect 1= self-correct 2= correct
htks1_p5_t1	Touch your head (Practice 5)	0= incorrect 1= self-correct 2= correct
htks1_p6_t1	Touch your toes (Practice 6)	0= incorrect 1= self-correct 2= correct

Variable Name	Variable Label	Anchors
htks1_1_t1	Touch your head	0= incorrect 1= self-correct 2= correct
htks1_2_t1	Touch your toes	0= incorrect 1= self-correct 2= correct
htks1_3_t1	Touch your toes	0= incorrect 1= self-correct 2= correct
htks1_4_t1	Touch your head	0= incorrect 1= self-correct 2= correct
htks1_5_t1	Touch your toes	0= incorrect 1= self-correct 2= correct
htks1_6_t1	Touch your head	0= incorrect 1= self-correct 2= correct
htks1_7_t1	Touch your head	0= incorrect 1= self-correct 2= correct
htks1_8_t1	Touch your toes	0= incorrect 1= self-correct 2= correct
htks1_9_t1	Touch your head	0= incorrect 1= self-correct 2= correct
htks1_10_t1	Touch your toes	0= incorrect 1= self-correct 2= correct
htks2_p1_t1	What do you do if I say “touch your knees?”	0= incorrect 1= self-correct 2= correct
htks2_p2_t1	Touch your knees	0= incorrect 1= self-correct 2= correct

Variable Name	Variable Label	Anchors
htks2_p3_t1	Touch your shoulders	0= incorrect 1= self-correct 2= correct
htks2_p4_t1	Touch your knees	0= incorrect 1= self-correct 2= correct
htks2_p5_t1	Touch your shoulders	0= incorrect 1= self-correct 2= correct
htks2_1_t1	Touch your head	0= incorrect 1= self-correct 2= correct
htks2_2_t1	Touch your toes	0= incorrect 1= self-correct 2= correct
htks2_3_t1	Touch your knees	0= incorrect 1= self-correct 2= correct
htks2_4_t1	Touch your toes	0= incorrect 1= self-correct 2= correct
htks2_5_t1	Touch your shoulders	0= incorrect 1= self-correct 2= correct
htks2_6_t1	Touch your head	0= incorrect 1= self-correct 2= correct
htks2_7_t1	Touch your knees	0= incorrect 1= self-correct 2= correct
htks2_8_t1	Touch your knees	0= incorrect 1= self-correct 2= correct
htks2_9_t1	Touch your shoulders	0= incorrect 1= self-correct 2= correct

Variable Name	Variable Label	Anchors
htks2_10_t1	Touch your toes	0= incorrect 1= self-correct 2= correct
htks3_p1_t1	What do you do if I say “touch your head?”	0= incorrect 1= self-correct 2= correct
htks3_p2_t1	What do you do if I say “touch your shoulders?”	0= incorrect 1= self-correct 2= correct
htks3_p3_t1	Touch your head	0= incorrect 1= self-correct 2= correct
htks3_p4_t1	Touch your shoulders	0= incorrect 1= self-correct 2= correct
htks3_p5_t1	Touch your toes	0= incorrect 1= self-correct 2= correct
htks3_p6_t1	Touch your knees	0= incorrect 1= self-correct 2= correct
htks3_1_t1	Touch your shoulders	0= incorrect 1= self-correct 2= correct
htks3_2_t1	Touch your head	0= incorrect 1= self-correct 2= correct
htks3_3_t1	Touch your knees	0= incorrect 1= self-correct 2= correct
htks3_4_t1	Touch your toes	0= incorrect 1= self-correct 2= correct
htks3_5_t1	Touch your toes	0= incorrect 1= self-correct 2= correct

Variable Name	Variable Label	Anchors
htks3_6_t1	Touch your knees	0= incorrect 1= self-correct 2= correct
htks3_7_t1	Touch your shoulders	0= incorrect 1= self-correct 2= correct
htks3_8_t1	Touch your head	0= incorrect 1= self-correct 2= correct
htks3_9_t1	Touch your head	0= incorrect 1= self-correct 2= correct
htks3_10_t1	Touch your shoulders	0= incorrect 1= self-correct 2= correct

PSRA Assessor Report

PSRA AR Session 1 Variables

Variable Name	Variable Label	Anchors
ar1_1_t1	A3. Sustains concentration while doing task: willing to try repetitive tasks.	0 = child not able to concentrate or persist on much of the assessment 1 = child frequently distracted, requires prompts from assessor 2 = child occasionally distracted by generally persistent, but does not require prompt from assessor 3 = child able to concentrate and persist with task, even toward end of tasks and with distractions
ar1_2_t1	A5. Distracted by sights and sounds throughout the assessment period.*	0 = child does not become distracted by sounds and sights in the room. 1 = child distracted but refocuses attention without prompt 2 = child becomes distracted but returns to task with prompts 3 = child is distracted by nearby noises or materials, and has trouble focusing even with assessor help
ar1_3_t1	B4. Lets examiner finish before starting task; does not interrupt.	0 = child impulsive throughout assessment, needing lots of boundary-setting 1 = child is often impulsive across multiple tasks or highly impulsive during one activity 2 = a few instances of impulsive behavior 3 = child waits before pointing to materials, reaching for blocks, etc.; is not impulsive
ar1_4_t1	C3. Actively attempts to engage interviewer.	0 = child ignores assessor's conversational remarks (social bids), even during positive tasks 1 = child does not initiate conversation, is slow to warm up 2 = Child initiates conversation on occasion and is responsive to interviewer through eye-contact,

Variable Name	Variable Label	Anchors
		talking, or smiling 3 = child frequently initiates conversation by asking questions, sharing information
ar1_5_t1	D1. Shows pleasure in accomplishment and active task mastery.	0 = child makes negative comment or negative expression when completing task 1 = child is neutral when getting task right 2 = child appears pleased in completing tasks 3 = Child appears actively happy after completing task; may show excited body movements (e.g. “alright!” clapping)
ar1_6_t1	D2. Confident	0 = if a child shows marked hesitation or reluctance even on easy items, gives up easily (e.g. “I can’t do this”). Session is slowed or must be ceased. 1 = less confident child shows repeated hesitation or asks questions that indicate a lack of confidence 2 = child is diligent, straightforward in answering assessor’s questions; may seem like “work” 3 = Child shows confidence by comments such as “I know this one; child is eager, energetic
ar1_7_t1	E1. Reluctance*	0 = child never exhibits active reluctance to do the tasks 1 = child says “no” or “I don’t want to do this; I want to go back”, but then follows examiner’s initial request; assessor does not have to “say it again” 2 = child tests limits but responds to examiner’s prompt or restatement of request; obviously reluctant, and tester has to coax more than once 3 = child actively, directly refuses to do one or more task
ar1_8_t1	E2. Passively noncompliant*	0 = child hears requests and responds

Variable Name	Variable Label	Anchors
		<p>appropriately 1 = child seems slow to comply. Assessor does not restate request, but wonders if child heard 2 = child ignores examiner but responds to prompt when assessor repeats request/directive 3 = child appears not to hear instruction, even when assessor repeats request</p>
ar1_9_t1	E3. Modulates and regulates arousal level in self-keeps “an even keel”	<p>0 = child becomes very sad, frustrated OR silly, and has difficulty regaining self-control 1 = child becomes sad, frustrated, OR silly and need prompt from assessor but is able to calm down 2 = child becomes briefly sad, frustrated, OR silly, but quickly calms without help from adult assessor 3 = child highly regulated. Never becomes sad, frustrated, or silly</p>
ar1_10_t1	E5. Child shows <u>frequent</u> feelings of anger/irritation*	<p>0 = child shows no evidence of anger, irritation 1 = child shows anger, irritation only once during testing 2 = child shows anger, irritation, even if mild forms, on more than one occasion 3 = child shows anger, irritation throughout the tasks</p>
ar1_11_t1	E7. Child <u>frequently</u> shows feelings sadness, worry	<p>0 = Child does not appear sad or worried 1 = Child is initially sad or worried but warms up 2 = Child appears sad or worried during more than one task 3 = Child appears sad or worried throughout assessment</p>
ar1_12_t1	E9. Child shows <u>frequent</u> positive emotions and behavior*	<p>0 = Child does not express positive emotions 1 = Child expresses positive feelings</p>

Variable Name	Variable Label	Anchors
		only once 2 = Child occasionally expresses positive feelings 3 = Child frequently expresses positive feelings (laughter, smiles)
ar_notes_t1	Additional Comments	

PSRA AR Session 2 Variables

Variable Name	Variable Label	Anchors
ar2_1_t1	A3. Sustains concentration while doing task: willing to try repetitive tasks.	0 = child not able to concentrate or persist on much of the assessment 1 = child frequently distracted, requires prompts from assessor 2 = child occasionally distracted by generally persistent, but does not require prompt from assessor 3 = child able to concentrate and persist with task, even toward end of tasks and with distractions
ar2_2_t1	A5. Distracted by sights and sounds throughout the assessment period.*	0 = child does not become distracted by sounds and sights in the room. 1 = child distracted but refocuses attention without prompt 2 = child becomes distracted but returns to task with prompts 3 = child is distracted by nearby noises or materials, and has trouble focusing even with assessor help
ar2_3_t1	B4. Lets examiner finish before starting task; does not interrupt.	0 = child impulsive throughout assessment, needing lots of boundary-setting 1 = child is often impulsive across multiple tasks or highly impulsive during one activity 2 = a few instances of impulsive behavior 3 = child waits before pointing to materials, reaching for blocks, etc.; is

Variable Name	Variable Label	Anchors
		not impulsive
ar2_4_t1	C3. Actively attempts to engage interviewer.	<p>0 = child ignores assessor's conversational remarks (social bids), even during positive tasks</p> <p>1 = child does not initiate conversation, is slow to warm up</p> <p>2 = Child initiates conversation on occasion and is responsive to interviewer through eye-contact, talking, or smiling</p> <p>3 = child frequently initiates conversation by asking questions, sharing information</p>
ar2_5_t1	D1. Shows pleasure in accomplishment and active task mastery.	<p>0 = child makes negative comment or negative expression when completing task</p> <p>1 = child is neutral when getting task right</p> <p>2 = child appears pleased in completing tasks</p> <p>3 = Child appears actively happy after completing task; may show excited body movements (e.g. "alright!" clapping)</p>
ar2_6_t1	D2. Confident	<p>0 = if a child shows marked hesitation or reluctance even on easy items, gives up easily (e.g. "I can't do this"). Session is slowed or must be ceased.</p> <p>1 = less confident child shows repeated hesitation or asks questions that indicate a lack of confidence</p> <p>2 = child is diligent, straightforward in answering assessor's questions; may seem like "work"</p> <p>3 = Child shows confidence by comments such as "I know this one; child is eager, energetic</p>
ar2_7_t1	E1. Reluctance*	<p>0 = child never exhibits active reluctance to do the tasks</p> <p>1 = child says "no" or "I don't want to do this; I want to go back", but then follows examiner's initial request;</p>

Variable Name	Variable Label	Anchors
		<p>assessor does not have to “say it again”</p> <p>2 = child tests limits but responds to examiner’s prompt or restatement of request; obviously reluctant, and tester has to coax more than once</p> <p>3 = child actively, directly refuses to do one or more task</p>
ar2_8_t1	E2. Passively noncompliant*	<p>0 = child hears requests and responds appropriately</p> <p>1 = child seems slow to comply. Assessor does not restate request, but wonders if child heard</p> <p>2 = child ignores examiner but responds to prompt when assessor repeats request/directive</p> <p>3 = child appears not to hear instruction, even when assessor repeats request</p>
ar2_9_t1	E3. Modulates and regulates arousal level in self-keeps “an even keel”	<p>0 = child becomes very sad, frustrated OR silly, and has difficulty regaining self-control</p> <p>1 = child becomes sad, frustrated, OR silly and need prompt from assessor but is able to calm down</p> <p>2 = child becomes briefly sad, frustrated, OR silly, but quickly calms without help from adult assessor</p> <p>3 = child highly regulated. Never becomes sad, frustrated, or silly</p>
ar2_10_t1	E5. Child shows <u>frequent</u> feelings of anger/irritation*	<p>0 = child shows no evidence of anger, irritation</p> <p>1 = child shows anger, irritation only once during testing</p> <p>2 = child shows anger, irritation, even if mild forms, on more than one occasion</p> <p>3 = child shows anger, irritation throughout the tasks</p>
ar2_11_t1	E7. Child <u>frequently</u> shows feelings sadness, worry	<p>0 = Child does not appear sad or worried</p> <p>1 = Child is initially sad or worried but</p>

Variable Name	Variable Label	Anchors
		warms up 2 = Child appears sad or worried during more than one task 3 = Child appears sad or worried throughout assessment
ar2_12_t1	E9. Child shows <u>frequent</u> positive emotions and behavior*	0 = Child does not express positive emotions 1 = Child expresses positive feelings only once 2 = Child occasionally expresses positive feelings 3 = Child frequently expresses positive feelings (laughter, smiles)
ar_notes_t1	Additional Comments	

Teacher-Child Demographic Variables - T1

Variable Name	Variable Label	Anchors
tc_date_t1	Date of Questionnaire Completion	Entered as Date
tc_enroll_t1	Mark whether this child is in half-day (7:30-5:30 or 12-5:30) or full-time (7:30-5:30) classroom	1 = Half-day (AM) 2 = Half-day (PM) 3 = Full-Time 4 = Half-day (AM) and Half-day (PM) (Note: New category)
tc_attendance_t1	Mark the days of the week the child typically attends preschool	1 = 1 day a week 2 = 2 days a week 3 = 3 days a week 4 = 4 days a week 5 = 5 days a week

Emotion Regulation Checklist (ERC) - T1

Variable Name	Variable Label	Anchor
erc_1_t1	Is a cheerful child.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_2_t1	Exhibits wide mood swings (child's emotional state is difficult to anticipate because s/he moves quickly from positive to negative moods)	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_3_t1	Responds positively to neutral or friendly approaches by adults.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_4_t1	Transitions well from one activity to another; does not become anxious, angry, distressed or overly excited when moving from one activity to another.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_5_t1	Can recover quickly from episodes of upset or distress (e.g., does not pout or remain sullen, anxious or sad after emotionally distressing events)	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_6_t1	Is easily frustrated.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_7_t1	Responds positively to neutral or friendly approaches by peers. Note: ERC question #7 was skipped in the paper packet that was distributed during t1.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_8_t1	Is prone to angry outbursts / tantrums easily	1 = Never 2 = Sometimes 3 = Often

Variable Name	Variable Label	Anchor
		4 = Almost Always
erc_9_t1	Is able to delay gratification (wait for good things)	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_10_t1	Takes pleasure in the distress of others (e.g., laughs when another person gets hurt or punished; enjoys teasing others)	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_11_t1	Can modulate excitement in emotionally arousing situations (e.g.. does not get 'carried away' in high- energy situations, or overly excited in inappropriate contexts.)	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_12_t1	Is whiny or clingy with adults.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_13_t1	Is prone to disruptive outbursts of energy and exuberance.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_14_t1	Responds angrily to limit-setting by adults.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_15_t1	Can say when s/he is feeling sad, angry or mad, fearful or afraid.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_16_t1	Seems sad or listless.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always

Variable Name	Variable Label	Anchor
erc_17_t1	Is overly exuberant when attempting to engage others in play.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_18_t1	Displays flat affect (expression is vacant and inexpressive; child seems emotionally absent).	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_19_t1	Responds negatively to neutral or friendly approaches by peers (eg. may speak in an angry tone of voice or respond fearfully).	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_20_t1	Is impulsive.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_21_t1	Is empathetic towards others; shows concern when others are upset or distressed.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_22_t1	Displays exuberance that others find intrusive or disruptive.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_23_t1	Displays appropriate negative emotions (anger, fear, frustration, distress) in response to hostile, aggressive or intrusive acts by peers.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_24_t1	Displays negative emotions when attempting to engage others in play.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always

Preschool Learning Behaviors Scale (PLBS) - T1

Variable Name	Variable Label	Anchor
plbs_1_t1	Pays attention to what you say.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_2_t1	Says task is too hard without making much effort to attempt it.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_3_t1	Is reluctant to tackle a new activity.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_4_t1	Sticks to an activity for as long as can be expected for a child of this age.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_5_t1	Adopts a don't-care attitude to success or failure.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_6_t1	Seems to take refuge in helplessness.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_7_t1	Follows peculiar and inflexible procedures in tackling activities.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_8_t1	Shows little desire to please you.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_9_t1	Is unwilling to accept help even when an activity proves too difficult.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_10_t1	Acts without taking sufficient time to look at the problem or work out a solution.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_11_t1	Cooperates in group activities.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies

Variable Name	Variable Label	Anchor
plbs_12_t1	Bursts into tears when faced with a difficulty.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_13_t1	Has enterprising ideas which often don't work out.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_14_t1	Is distracted too easily by what is going on in the room, or seeks distractions.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_15_t1	Cannot settle into an activity.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_16_t1	Gets aggressive or hostile when frustrated.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_17_t1	Is very hesitant in talking about his or her activity.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_18_t1	Shows little determination to complete an activity, gives up easily.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_19_t1	Uses headaches or other pains as a means of avoiding participation.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_20_t1	Is willing to be helped.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_21_t1	Is too lacking in energy to be interested in anything or to make much effort.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_22_t1	Relies on personal charm to get others to find solutions to the problems he or she meets.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_23_t1	Invents silly ways of doing things.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies

Variable Name	Variable Label	Anchor
plbs_24_t1	Doesn't achieve anything constructive when in a mooney or sully mood.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_25_t1	Shows a lively interest in the activities.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_26_t1	Tries hard but concentration soon fades and performance deteriorates.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_27_t1	Carries out tasks according to own ideas rather than in the accepted way.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_28_t1	Accepts new activities without fear or resistance.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_29_t1	Is dependent on adults for what to do, and takes few initiatives.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies

Social Competence and Behavior Evaluation-30 (SCBE-30) - T1

Variable Name	Variable Label	Anchors
scbe_1_t1	Irritable, gets mad easily.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_2_t1	Negotiates solutions to conflicts with other children.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_3_t1	Remains apart, isolated from the group.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_4_t1	Easily frustrated.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_5_t1	Comforts or assists another child in difficulty.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_6_t1	Inactive, watches the other children play.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_7_t1	Defiant when reprimanded.	1 = 1 (Never) 2 = 2 (Sometimes)

Variable Name	Variable Label	Anchors
		3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_8_t1	Takes other children and their point of view into account.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_9_t1	Sad, unhappy, or depressed.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_10_t1	Gets into conflict with other children.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_11_t1	Works easily in groups.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_12_t1	Inhibited or uneasy in the group.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_13_t1	Screams or yells easily.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)

Variable Name	Variable Label	Anchors
scbe_14_t1	Cooperates with other children in group activities.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_15_t1	Doesn't talk or interact during group activities.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_16_t1	Gets angry when interrupted.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_17_t1	Takes pleasure in own accomplishments.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_18_t1	Timid, afraid (e.g., avoids new situations).	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_19_t1	Hits, bites or kicks other children.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_20_t1	Accepts compromises when reasons are given.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often)

Variable Name	Variable Label	Anchors
		6 = 6 (Always)
scbe_21_t1	Goes unnoticed in a group.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_22_t1	Hits teacher or destroys things when angry with teacher.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_23_t1	Attentive towards younger children.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_24_t1	Worries.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_25_t1	Forces other children to do things they don't want to do.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_26_t1	Takes care of toys.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_27_t1	Tired.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes)

Variable Name	Variable Label	Anchors
		4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_28_t1	Opposes the teacher's suggestions.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_29_t1	Helps with everyday tasks (e.g., distributes snacks).	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_30_t1	Maintains neutral facial expression (doesn't smile or laugh).	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)

Social Skills Improvement System (SSIS) - T1

Variable Name	Variable Label	Anchor
ssis_1_t1	Asks for help from adults.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_2_t1	Follows your directions.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_3_t1	Tries to comfort others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_4_t1	Says “please.”	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_5_t1	Questions rules that may be unfair.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_6_t1	Is well-behaved when unsupervised.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_7_t1	Completes tasks without bothering others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_8_t1	Forgives others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_9_t1	Makes friends easily.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always

Variable Name	Variable Label	Anchor
ssis_10_t1	Responds well when others start a conversation or activity.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_11_t1	Stands up for herself/himself when treated unfairly.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_12_t1	Participates appropriately in class.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_13_t1	Feels bad when others are sad.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_14_t1	Speaks in appropriate tone of voice.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_15_t1	Says when there is a problem.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_16_t1	Takes responsibility for her/his own actions.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_17_t1	Pays attention to your instructions.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_18_t1	Shows kindness to others when they are upset.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always

Variable Name	Variable Label	Anchor
ssis_19_t1	Interacts well with other children.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_20_t1	Takes turns in conversations.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_21_t1	Stays calm when teased.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_22_t1	Acts responsibly when with others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_23_t1	Joins activities that have already started.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_24_t1	Says “thank you.”	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_25_t1	Expresses feelings when wronged.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_26_t1	Takes care when using other people’s things.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_27_t1	Ignores classmates when they are distracting.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_28_t1	Is nice to others when they are feeling bad.	0 = Never 1 = Seldom

Variable Name	Variable Label	Anchor
		2 = Often 3 = Almost Always
ssis_29_t1	Invites others to join in activities.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_30_t1	Makes eye contact when talking.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_31_t1	Takes criticism without getting upset.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_32_t1	Respects the property of others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_33_t1	Participates in games or group activities.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_34_t1	Uses appropriate language when upset.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_35_t1	Stands up for others who are treated unfairly.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_36_t1	Resolves disagreements with you calmly.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_37_t1	Follows classroom rules.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always

Variable Name	Variable Label	Anchor
ssis_38_t1	Shows concern for others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_39_t1	Starts conversations with peers.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_40_t1	Uses gestures or body appropriately with others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_41_t1	Responds appropriately when pushed or hit.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_42_t1	Takes responsibility for part of a group activity.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_43_t1	Introduces himself/herself to others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_44_t1	Makes a compromise during a conflict.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_45_t1	Says nice things about herself/himself without bragging.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_46_t1	Stays calm when disagreeing with others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_47_t1	Acts without thinking.	0 = Never 1 = Seldom

Variable Name	Variable Label	Anchor
		2 = Often 3 = Almost Always
ssis_48_t1	Is preoccupied with object parts.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_49_t1	Bullies others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_50_t1	Becomes upset when routines change.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_51_t1	Has difficulty waiting for turn.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_52_t1	Does things to make others feel scared.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_53_t1	Fidgets or moves around too much.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_54_t1	Has stereotyped motor behaviors.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_55_t1	Forces others to act against their will.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_56_t1	Withdraws from others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always

Variable Name	Variable Label	Anchor
ssis_57_t1	Has temper tantrums.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_58_t1	Keeps others out of social circles.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_59_t1	Breaks into or stops group activities.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_60_t1	Repeats the same thing over and over.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_61_t1	Is aggressive towards people or objects.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_62_t1	Gets embarrassed easily.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_63_t1	Cheats in games or activities.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_64_t1	Acts lonely.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_65_t1	Is inattentive.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_66_t1	Has nonfunctional routines or rituals.	0 = Never 1 = Seldom

Variable Name	Variable Label	Anchor
		2 = Often 3 = Almost Always
ssis_67_t1	Fights with others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_68_t1	Says bad things about self.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_69_t1	Disobeys rules or requests.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_70_t1	Has low energy or is lethargic.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_71_t1	Gets distracted easily.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_72_t1	Uses odd physical gestures in interactions.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_73_t1	Talks back to adults.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_74_t1	Acts sad or depressed.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_75_t1	Lies or does not tell the truth.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always

Variable Name	Variable Label	Anchor
ssis_76_t1	Acts anxious with others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always

Child Behavior Rating Scale (CBRS) - T1

Variable Name	Variable Label	Anchor
cbrs_1_t1	Observes rules and follows directions without requiring repeated reminders.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_2_t1	Completes learning tasks involving two or more steps (e.g., cutting and pasting) in an organized way.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_3_t1	Completes tasks successfully.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_4_t1	Attempts new challenging tasks.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_5_t1	Concentrates when working on a task; is not easily distracted by surrounding activities.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_6_t1	Responds to instructions and then begins an appropriate task without being reminded.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_7_t1	Takes time to do his/her best on a task.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_8_t1	Finds and organizes materials and works in an appropriate	1 = Never 2 = Rarely

Variable Name	Variable Label	Anchor
	place when activities are initiated.	3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_9_t1	Sees own errors in a task and corrects them.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_10_t1	Returns to unfinished tasks after interruption.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always

Teacher-Child Demographic Variables – T2

Variable Name	Variable Label	Anchors
tc_date_t2	Date of Teacher-Child Questionnaire Completion	Entered as Date
tc_age_t2	Child's Age at T2	3 = 3 years old 4 = 4 years old 5 = 5 years old
tc_gender_t2	Child's Gender	0 = Male 1 = Female
tc_ethnicity_t2	Child's Ethnicity	0 = Hispanic/Latinx 1 = Not Hispanic/Latinx
tc_race_t2	Child's Race	1 = American Indian or Alaska Native 2 = Asian 3 = Black or African American 4 = Native Hawaiian or Pacific Islander 5 = White 6 = Multiracial
tc_race_mul_t2	Child's Multirace combination, if applicable (Collected by Teacher)	7 = American Indian or Alaskan Native + Black or African American 8 = American Indian or Alaskan Native + White 9 = Asian + White 10 = Black or African American + White 11 = Asian + Native Hawaiian or Pacific Islander 12 = American Indian or Alaskan Native + Black or African American + White (Note: New category) 0 = Single Race
tc_enroll_t2	Type of School enrollment. Mark whether this child is in half-day (7:30-5:30 or 12-5:30) or full-time (7:30-5:30) classroom	1 = Half-day (AM) 2 = Half-day (PM) 3 = Full-Time 4 = Half-day (AM) and Half-day (PM) (Note: New category)

Emotion Regulation Checklist (ERC) – T2

Variable Name	Variable Label	Anchor
erc_1_t2	1. Is a cheerful child.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_2_t2	2. Exhibits wide mood swings (child's emotional state is difficult to anticipate because s/he moves quickly from positive to negative moods)	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_3_t2	3. Responds positively to neutral or friendly approaches by adults.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_4_t2	4. Transitions well from one activity to another; does not become anxious, angry, distressed or overly excited when moving from one activity to another.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_5_t2	5. Can recover quickly from episodes of upset or distress (e.g., does not pout or remain sullen, anxious or sad after emotionally distressing events)	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_6_t2	6. Is easily frustrated.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_7_t2	7. Responds positively to neutral or friendly approaches by peers.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_8_t2	8. Is prone to angry outbursts / tantrums easily	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always

Variable Name	Variable Label	Anchor
erc_9_t2	9. Is able to delay gratification (wait for good things)	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_10_t2	10. Takes pleasure in the distress of others (e.g., laughs when another person gets hurt or punished; enjoys teasing others)	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_11_t2	11. Can modulate excitement in emotionally arousing situations (e.g., does not get 'carried away' in high-energy situations, or overly excited in inappropriate contexts.)	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_12_t2	12. Is whiny or clingy with adults.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_13_t2	13. Is prone to disruptive outbursts of energy and exuberance.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_14_t2	14. Responds angrily to limit-setting by adults.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_15_t2	15. Can say when s/he is feeling sad, angry or mad, fearful or afraid.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_16_t2	16. Seems sad or listless.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_17_t2	17. Is overly exuberant when attempting to engage others in play.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always

Variable Name	Variable Label	Anchor
erc_18_t2	18. Displays flat affect (expression is vacant and inexpressive; child seems emotionally absent).	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_19_t2	19. Responds negatively to neutral or friendly approaches by peers (eg. may speak in an angry tone of voice or respond fearfully).	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_20_t2	20. Is impulsive.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_21_t2	21. Is empathetic towards others; shows concern when others are upset or distressed.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_22_t2	22. Displays exuberance that others find intrusive or disruptive.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_23_t2	23. Displays appropriate negative emotions (anger, fear, frustration, distress) in response to hostile, aggressive or intrusive acts by peers.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always
erc_24_t2	24. Displays negative emotions when attempting to engage others in play.	1 = Never 2 = Sometimes 3 = Often 4 = Almost Always

Preschool Learning Behaviors Scale (PLBS) – T2

Variable Name	Variable Label	Anchor
plbs_1_t2	Pays attention to what you say.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_2_t2	Says task is too hard without making much effort to attempt it.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_3_t2	Is reluctant to tackle a new activity.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_4_t2	Sticks to an activity for as long as can be expected for a child of this age.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_5_t2	Adopts a don't-care attitude to success or failure.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_6_t2	Seems to take refuge in helplessness.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_7_t2	Follows peculiar and inflexible procedures in tackling activities.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_8_t2	Shows little desire to please you.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_9_t2	Is unwilling to accept help even when an activity proves too difficult.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_10_t2	Acts without taking sufficient time to look at the problem or work out a solution.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_11_t2	Cooperates in group activities.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies

Variable Name	Variable Label	Anchor
plbs_12_t2	Bursts into tears when faced with a difficulty.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_13_t2	Has enterprising ideas which often don't work out.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_14_t2	Is distracted too easily by what is going on in the room, or seeks distractions.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_15_t2	Cannot settle into an activity.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_16_t2	Gets aggressive or hostile when frustrated.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_17_t2	Is very hesitant in talking about his or her activity.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_18_t2	Shows little determination to complete an activity, gives up easily.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_19_t2	Uses headaches or other pains as a means of avoiding participation.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_20_t2	Is willing to be helped.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_21_t2	Is too lacking in energy to be interested in anything or to make much effort.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_22_t2	Relies on personal charm to get others to find solutions to the problems he or she meets.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_23_t2	Invents silly ways of doing things.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies

Variable Name	Variable Label	Anchor
plbs_24_t2	Doesn't achieve anything constructive when in a mooney or sully mood.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_25_t2	Shows a lively interest in the activities.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_26_t2	Tries hard but concentration soon fades and performance deteriorates.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_27_t2	Carries out tasks according to own ideas rather than in the accepted way.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_28_t2	Accepts new activities without fear or resistance.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies
plbs_29_t2	Is dependent on adults for what to do, and takes few initiatives.	0 = Does Not Apply 1 = Sometimes Applies 2 = Most Often Applies

Social Competence and Behavior Evaluation-30 (SCBE-30) – T2

Variable Name	Variable Label	Anchors
scbe_1_t2	Irritable, gets mad easily.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_2_t2	Negotiates solutions to conflicts with other children.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_3_t2	Remains apart, isolated from the group.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_4_t2	Easily frustrated.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_5_t2	Comforts or assists another child in difficulty.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_6_t2	Inactive, watches the other children play.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_7_t2	Defiant when reprimanded.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes)

Variable Name	Variable Label	Anchors
		4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_8_t2	Takes other children and their point of view into account.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_9_t2	Sad, unhappy, or depressed.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_10_t2	Gets into conflict with other children.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_11_t2	Works easily in groups.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_12_t2	Inhibited or uneasy in the group.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_13_t2	Screams or yells easily.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)

Variable Name	Variable Label	Anchors
scbe_14_t2	Cooperates with other children in group activities.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_15_t2	Doesn't talk or interact during group activities.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_16_t2	Gets angry when interrupted.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_17_t2	Takes pleasure in own accomplishments.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_18_t2	Timid, afraid (e.g., avoids new situations).	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_19_t2	Hits, bites or kicks other children.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_20_t2	Accepts compromises when reasons are given.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often)

Variable Name	Variable Label	Anchors
		6 = 6 (Always)
scbe_21_t2	Goes unnoticed in a group.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_22_t2	Hits teacher or destroys things when angry with teacher.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_23_t2	Attentive towards younger children.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_24_t2	Worries.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_25_t2	Forces other children to do things they don't want to do.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_26_t2	Takes care of toys.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_27_t2	Tired.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes)

Variable Name	Variable Label	Anchors
		4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_28_t2	Opposes the teacher's suggestions.	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_29_t2	Helps with everyday tasks (e.g., distributes snacks).	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)
scbe_30_t2	Maintains neutral facial expression (doesn't smile or laugh).	1 = 1 (Never) 2 = 2 (Sometimes) 3 = 3 (Sometimes) 4 = 4 (Often) 5 = 5 (Often) 6 = 6 (Always)

Social Skills Improvement System (SSIS) – T2

Variable Name	Variable Label	Anchor
ssis_1_t2	Asks for help from adults.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_2_t2	Follows your directions.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_3_t2	Tries to comfort others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_4_t2	Says “please.”	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_5_t2	Questions rules that may be unfair.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_6_t2	Is well-behaved when unsupervised.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_7_t2	Completes tasks without bothering others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_8_t2	Forgives others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_9_t2	Makes friends easily.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always

Variable Name	Variable Label	Anchor
ssis_10_t2	Responds well when others start a conversation or activity.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_11_t2	Stands up for herself/himself when treated unfairly.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_12_t2	Participates appropriately in class.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_13_t2	Feels bad when others are sad.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_14_t2	Speaks in appropriate tone of voice.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_15_t2	Says when there is a problem.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_16_t2	Takes responsibility for her/his own actions.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_17_t2	Pays attention to your instructions.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_18_t2	Shows kindness to others when they are upset.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always

Variable Name	Variable Label	Anchor
ssis_19_t2	Interacts well with other children.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_20_t2	Takes turns in conversations.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_21_t2	Stays calm when teased.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_22_t2	Acts responsibly when with others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_23_t2	Joins activities that have already started.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_24_t2	Says “thank you.”	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_25_t2	Expresses feelings when wronged.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_26_t2	Takes care when using other people’s things.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_27_t2	Ignores classmates when they are distracting.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_28_t2	Is nice to others when they are feeling bad.	0 = Never 1 = Seldom

Variable Name	Variable Label	Anchor
		2 = Often 3 = Almost Always
ssis_29_t2	Invites others to join in activities.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_30_t2	Makes eye contact when talking.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_31_t2	Takes criticism without getting upset.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_32_t2	Respects the property of others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_33_t2	Participates in games or group activities.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_34_t2	Uses appropriate language when upset.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_35_t2	Stands up for others who are treated unfairly.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_36_t2	Resolves disagreements with you calmly.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_37_t2	Follows classroom rules.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always

Variable Name	Variable Label	Anchor
ssis_38_t2	Shows concern for others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_39_t2	Starts conversations with peers.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_40_t2	Uses gestures or body appropriately with others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_41_t2	Responds appropriately when pushed or hit.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_42_t2	Takes responsibility for part of a group activity.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_43_t2	Introduces himself/herself to others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_44_t2	Makes a compromise during a conflict.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_45_t2	Says nice things about herself/himself without bragging.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_46_t2	Stays calm when disagreeing with others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_47_t2	Acts without thinking.	0 = Never 1 = Seldom

Variable Name	Variable Label	Anchor
		2 = Often 3 = Almost Always
ssis_48_t2	Is preoccupied with object parts.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_49_t2	Bullies others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_50_t2	Becomes upset when routines change.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_51_t2	Has difficulty waiting for turn.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_52_t2	Does things to make others feel scared.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_53_t2	Fidgets or moves around too much.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_54_t2	Has stereotyped motor behaviors.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_55_t2	Forces others to act against their will.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_56_t2	Withdraws from others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always

Variable Name	Variable Label	Anchor
ssis_57_t2	Has temper tantrums.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_58_t2	Keeps others out of social circles.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_59_t2	Breaks into or stops group activities.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_60_t2	Repeats the same thing over and over.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_61_t2	Is aggressive towards people or objects.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_62_t2	Gets embarrassed easily.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_63_t2	Cheats in games or activities.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_64_t2	Acts lonely.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_65_t2	Is inattentive.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_66_t2	Has nonfunctional routines or rituals.	0 = Never 1 = Seldom

Variable Name	Variable Label	Anchor
		2 = Often 3 = Almost Always
ssis_67_t2	Fights with others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_68_t2	Says bad things about self.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_69_t2	Disobeys rules or requests.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_70_t2	Has low energy or is lethargic.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_71_t2	Gets distracted easily.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_72_t2	Uses odd physical gestures in interactions.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_73_t2	Talks back to adults.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_74_t2	Acts sad or depressed.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always
ssis_75_t2	Lies or does not tell the truth.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always

Variable Name	Variable Label	Anchor
ssis_76_t2	Acts anxious with others.	0 = Never 1 = Seldom 2 = Often 3 = Almost Always

Child Behavior Rating Scale (CBRS) – T2

Variable Name	Variable Label	Anchor
cbrs_1_t2	Observes rules and follows directions without requiring repeated reminders.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_2_t2	Completes learning tasks involving two or more steps (e.g., cutting and pasting) in an organized way.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_3_t2	Completes tasks successfully.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_4_t2	Attempts new challenging tasks.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_5_t2	Concentrates when working on a task; is not easily distracted by surrounding activities.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_6_t2	Responds to instructions and then begins an appropriate task without being reminded.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_7_t2	Takes time to do his/her best on a task.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_8_t2	Finds and organizes materials and works in an appropriate	1 = Never 2 = Rarely

Variable Name	Variable Label	Anchor
	place when activities are initiated.	3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_9_t2	Sees own errors in a task and corrects them.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always
cbrs_10_t2	Returns to unfinished tasks after interruption.	1 = Never 2 = Rarely 3 = Sometimes 4 = Frequently/Usually 5 = Always