

Preschool Social and Emotional Development Study

Child-level Codebook

Connecticut Dataset

Suggested Citation

Mazhar, A., Xie, F., Bailey, C. S., Eveleigh, A., Korucu, İrem, Schnur, G., & Sanders, W.
(2023). *Preschool Social and Emotional Development Study—Connecticut Codebook*.
LDbase. <http://www.ldbase.org/documents/50e6e8ba-78ff-4f85-a3eb-a1e0c56ddda8>

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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>

Data:

Bailey, C. S., Korucu, İrem, Eveleigh, A., Schnur, G., Costello, L., Tuttle, M., Knox-Lane, T., Cassidy, C., Ondrusek, A., McNaboe, T., Mazhar, A., & Xie, F. (2023). *Preschool Social and Emotional Development Study—Connecticut Dataset*. LDbase. <https://doi.org/10.33009/ldbase.1680213217.8ed0>

Funding: Institute of Education Sciences, #R305A180293

Principal Investigator: Dr. Craig Bailey¹

Co-Principal Investigators: Dr. Marc Brackett¹, Dr. Shauna Tominey², Dr. Andrew Mashburn³, Nicole Elbertson¹, Dr. Rashida Banerjee⁴, Dr. Kelly Elliot⁴, Dr. Irem Korucu¹

1. Yale Child Study Center
2. Oregon State University
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_meaneducation | 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 |
| cgender_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 |
| plangothor | 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=lápiz 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 = $\frac{5}{9}$ 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 Outherschool=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 Shewantstogoooutside=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 |
|----------------|---|---|
| emtb1_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 |
| emtb1_4s_t1 | Accuracy Score | 0 = 2,3,0 1 = 1 2 = 4 |
| emtb1_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 |
| emtb1_5s_t1 | Accuracy Score | 0 = 3,0 1 = 2 2 = 4,1 |
| emtb1_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 |
| emtb1_6s_t1 | Accuracy Score | 0 = 2,4,0 1 = 1 2 = 3 |
| emtb1_notes_t1 | B1 notes | |
| emtb2_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 |
| emtb2_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 |
| emtb2_1s_t1 | Accuracy Score | 0 = 2,3,0 1 = 1 |

| Variable Name | Variable Label | Anchors |
|---------------|--|--|
| | | 2 = 4 |
| emtb2_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 |
| emtb2_2s_t1 | Accuracy Score | 0 = 4,0 1 = 2,3 2 = 1 |
| emtb2_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 |
| emtb2_3s_t1 | Accuracy Score | 0 = 3,0 1 = 4 2 = 1,2 |
| emtb2_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 |
| emtb2_4s_t1 | Accuracy Score | 0 = 1,0 1 = 2,4 2 = 3 |
| emtb2_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 |
| emtb2_5s_t1 | Accuracy Score | 0 = 3,0 1 = 2 2 = 1,4 |
| emtb2_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 |
|----------------|--|--|
| emt看2_6s_t1 | Accuracy Score | 0 = 2,3,4,0 2= 1 |
| emt看2_notes_t1 | B2 Notes | |
| emt看3_p_t1 | Can you say a word that tells me how he feels? | Practice |
| emt看3_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 |
| emtb3_1s_t1 | Accuracy Score | 0 = Incorrect 1 = Same Valence 2 = Correct |
| emtb3_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 |
|---------------|----------------|---|
| | | Mejor=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 |
| emb3_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 |
| emt3_3s_t1 | Accuracy Score | 0 = Incorrect 1 = Same Valence 2 = Correct |
| emt3_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 Noreponse=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 |
| emtb3_4s_t1 | Accuracy Score | 0 = Incorrect 1 = Same Valence 2 = Correct |
| emtb3_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 |
|---------------|----------------|--|
| | | <p> Bien=3 Crying=3 Frustrated=3 Notgood=3 Sick=3 Bored=2 Meior=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 </p> |

| 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 |
| emtb3_6s_t1 | Accuracy Score | 0 = Incorrect 1 = Same Valence 2 = Correct |
| emtb3_notes_t1 | B3 Notes | |
| emtb4_p_t1 | Show me the one who feels happy Top Left = Sad Top Right = Scared/Surprised Bottom Left = Mad Bottom Right = Happy | Practice |
| emtb4_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 |
|----------------|--|--|
| emtb4_6_t1 | Raw Score Show me the one who feels sad | 0 = Don't know 1 = Sad 2 = Mad 3 = Scared/Surprised 4 =Happy |
| emtb4_6s_t1 | Accuracy Score | 0 = 4,0 1 = 2,3 2 = 1 |
| emtb4_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."</p> <p>SIB: "I am going to push you down!!"</p> <p>NANCY/JOHNNY: "Ow!! It hurts!! OWW!!" (SAD)</p> <p><u>Version B:</u></p> <p>NANCY/JOHNNY:</p> <p>"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></p> <p>NANCY/JOHNNY: "I just finished building this tower, and I feel really good about it. Doesn't it look good?"</p> <p>SIB: "No! I think it looks yucky. I'm going to knock it down!" CRASH!!</p> <p>NANCY/JOHNNY: (MAD)</p> <p><u>Version B:</u></p> <p>Nancy/Johnny is all alone.</p> <p>NANCY/JOHNNY:</p> <p>"It's really dark in here. There's no one around. OOOOOO."</p> <p>(Behavioral expression of SCARED)</p> | <p>1 = Afraid/Scared face</p> <p>2 = Angry face</p> <p>3 = Happy face</p> <p>4 = Sad face</p> |
| akt3_3_t1 | <p><u>Version A:</u></p> <p>Shhhh!! Nancy/Johnny is asleep.</p> <p>NANCY/JOHNNY: "Ooh, I am dreaming. There is a tiger chasing after me!!</p> <p>OH NO!!" (SCARED)</p> <p><u>Version B:</u></p> <p>NANCY/JOHNNY:</p> <p>"I don't like to eat cabbage!"</p> <p>Teacher:</p> <p>"You have to eat it, and that's that!"</p> <p>NANCY/JOHNNY:</p> <p>"UGH! NO! NO!" (Behavioral</p> | <p>1 = Afraid/Scared face</p> <p>2 = Angry face</p> <p>3 = Happy face</p> <p>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</p> <p>2 = Angry face</p> <p>3 = Happy face</p> <p>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</p> <p>2 = Angry face</p> <p>3 = Happy face</p> <p>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</p> <p>2 = Angry face</p> <p>3 = Happy face</p> <p>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</p> <p>2 = Angry face</p> <p>3 = Happy face</p> <p>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 | <p>A11. SAD: (Nancy/Johnny behaviorally expresses the emotion)</p> <p>A11. SCARED: (Nancy/Johnny behaviorally expresses the emotion)</p> <p>B12. SAD: (Nancy/Johnny behaviorally expresses the emotion)</p> <p>B12. SCARED: (Nancy/Johnny behaviorally expresses the emotion)</p> | <p>1 = Afraid/Scared face</p> <p>2 = Angry face</p> <p>3 = Happy face</p> <p>4 = Sad face</p> |
| akt1_1s_t1 | How does he/she feel? (Sad) Scored | <p>0= Incorrect</p> <p>1= Same Valence</p> <p>2= Correct</p> |
| akt1_2s_t1 | How does he/she feel? (Angry) Scored | <p>0= Incorrect</p> <p>1= Same Valence</p> <p>2= Correct</p> |
| akt1_3s_t1 | How does he/she feel? (Happy) Scored | <p>0= Incorrect</p> <p>1= Same Valence</p> <p>2= Correct</p> |
| akt1_4s_t1 | How does he/she feel? (Afraid) Scored | <p>0= Incorrect</p> <p>1= Same Valence</p> <p>2= Correct</p> |
| akt2_1s_t1 | Point to the Sad face Scored | <p>0= Incorrect</p> <p>1= Same Valence</p> <p>2= Correct</p> |
| akt2_2s_t1 | Point to the Angry face Scored | <p>0= Incorrect</p> <p>1= Same Valence</p> <p>2= Correct</p> |
| akt2_3s_t1 | Point to the Happy face Scored | <p>0= Incorrect</p> <p>1= Same Valence</p> |

| 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 CURIOUS: Left-Out 1 FRUSTRATED: Sad 1 BORED: Sad 1 | 0 = Incorrect 1 = Correct |
| box2_6_t1 | CALM: Left-Out 2 LEFT-OUT: Calm 2 CURIOUS: Left-Out 2 FRUSTRATED: Sad 2 BORED: Sad 2 | 0 = Incorrect 1 = Correct |
| box2_7_t1 | CALM: Scared 1 LEFT-OUT: Scared 1 CURIOUS: Scared 1 FRUSTRATED: Brave 1 BORED: Brave 1 | 0 = Incorrect 1 = Correct |
| box2_8_t1 | CALM: Scared 2 LEFT-OUT: Scared 2 CURIOUS: Scared 2 FRUSTRATED: Brave 2 BORED: Brave 2 | 0 = Incorrect 1 = Correct |
| box2_9_t1 | CALM: Curious 1 LEFT-OUT: Curious 1 CURIOUS: Calm 1 FRUSTRATED: Happy 1 BORED: Happy 1 | 0 = Incorrect 1 = Correct |
| box2_10_t1 | CALM: Curious 2 LEFT-OUT: Curious 2 CURIOUS: 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 |
|---------------|---|---|
| | | <p>talking, or smiling</p> <p>3 = child frequently initiates conversation by asking questions, sharing information</p> |
| ar1_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> |
| ar1_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> |
| ar1_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; 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> |
| ar1_8_t1 | E2. Passively noncompliant* | <p>0 = child hears requests and responds</p> |

| Variable Name | Variable Label | Anchors |
|---------------|--|---|
| | | <p>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> |
| 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</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> |
| ar1_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> |
| ar1_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 warms up</p> <p>2 = Child appears sad or worried during more than one task</p> <p>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</p> <p>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. | 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, talking, or smiling 3 = child frequently initiates conversation by asking questions, sharing information |
| ar2_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) |
| ar2_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 |
| ar2_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; |

| 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 mokey 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 mokey 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 |