APPENDIX A

CHILD QUESTIONNAIRE

Early Childhood Longitudinal Study, Kindergarten Class of 2010-11 (ECLS-K:2011)

Spring Third-Grade National Data Collection, Fourth-Grade Recruitment, and Fifth-Grade Tracking

**OMB Clearance Package
1850-0750 v.15**

This appendix includes the programmer specifications for the audio-CASI child questionnaire, which indicate the exact instructions to be provided to the child and the items that will be administered.

Social Distress

The child questionnaire to be fielded in the spring third-grade data collection will include three items (CLQ205, CLQ220, and CLQ235) used to evaluate children's social anxiety, specifically their fear of negative evaluation by their peers. The exact wording of these items is not included here because they are copyright protected.

Source: *Social anxiety scale for children-revised: Factor structure and concurrent validity*. © 1993 A.M. La Greca and W.L. Stone. Used with permission.

Section	CLQOPEN	[CQ OPEN in CAPI]	Sequence: 2

CLQ005

QUESTION TEXT:

PLUG HEADPHONES INTO THE COMPUTER. POSITION LAPTOP IN FRONT OF THE CHILD.

SAY: Now you are going to use the computer to tell us a little more about yourself. The computer will read some sentences and questions to you while you listen on the headphones [HOLD UP HEADPHONES].

SAY: Then you will pick the answer that best describes you by touching your answer on the computer screen [TOUCH THE MIDDLE OF THE COMPUTER SCREEN WITH ONE FINGER]. If you don't want to pick an answer, you don't have to.

PRESS 1 AND ENTER TO CONTINUE.

CLQ006

QUESTION TEXT:

POINT TO THE VOLUME CONTROL BUTTONS, ABOVE THE STICKER, ON THE BOTTOM RIGHT CORNER OF THE COMPUTER SCREEN.

SAY: You can change the volume by pressing either button above the sticker.

SAY: To make the sound louder, press the right button above the sticker. [POINT TO THE RIGHT BUTTON ABOVE STICKER.] To make the sound softer, press the left button above the sticker. [POINT TO THE LEFT BUTTON ABOVE STICKER.] If you want to turn the sound off, just turn the volume all the way down.

SHOW THE CHILD HOW TO ADJUST THE SIZE OF THE HEADPHONES.

SAY: Once you put the headphones on, you will hear directions about what to do. Do you have any questions? [PAUSE 2-3 SECONDS AND ANSWER ANY QUESTIONS.]

SAY: Okay, go ahead and put these headphones on now. [HAND THE CHILD THE HEADPHONES.] Do the headphones fit okay? [ADJUST HEADPHONES IF NECESSARY.]

[TURN LAPTOP AROUND. ROTATE LAPTOP SCREEN TO FACE THE CHILD.]

PRESS 1 AND ENTER TO CONTINUE.

CLQBox1

GO TO CLQ012.

CLQGLB005

RAPID RESPONSE

IF A CHILD SELECTS A COMMAND BUTTON (NEXT, BACK) OR A RESPONSE BEFORE ACASI HAS READ THE ENTIRE CONTENTS OF THE SCREEN, PROGRAM SHOULD ACCEPT THE CHILD'S SELECTION BY FOLLOWING THE COMMAND OR ACCEPTING THE ANSWER.

CLQGLB010

INACTIVITY SETTINGS

FOR SCREENS CLQ012, CLQ015, AND CLQ028:

AFTER 15 SECONDS OF IDLE TIME [FROM WHEN THE LAST WORD HAS BEEN READ], THE FOLLOWING MESSAGE SHOULD BE READ ON AUDIO.

Please touch the "NEXT" button to move to the next screen.

FOR SCREENS CLQ025, CLQ030-CLQ275:

AFTER 15 SECONDS OF IDLE TIME ON ONE SCREEN [FROM WHEN THE LAST RESPONSE CATEGORY HAS BEEN READ], THE FOLLOWING MESSAGE SHOULD BE READ ON AUDIO.

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

FOR SCREENS CLQ012-CLQ275:

AFTER THE INACTIVITY MESSAGE HAS BEEN READ THREE TIMES, REPEAT THE SCREEN TEXT.

FOR SCREEN CLQ280:

ACASI SHOULD REPEAT THE SCREEN TEXT EVERY 15 SECONDS.

CLQGLB015

CONFIRMATION SCREEN

IF THE CHILD TOUCHES THE NEXT BUTTON BEFORE TOUCHING AN ANSWER TO A QUESTION, THEN PROGRAM SHOULD MOVE TO THE CONFIRMATION SCREEN.

DISPLAY PREVIOUS ITEM TEXT AND CONFIRMATION QUESTION AT THE TOP OF THE SCREEN. DISPLAY RESPONSE OPTIONS IN THE MIDDLE OF THE SCREEN BELOW THE QUESTION.

PROGRAM READS CONFIRMATION QUESTION: Do you want to skip this question?

PROGRAM READS RESPONSE OPTIONS:

Yes. (1)
No. (2)

IF THE CHILD CHOOSES 1, THEN PROGRAM MOVES TO THE NEXT SCREEN WITHOUT NEEDING TO PRESS ANY OTHER BUTTONS. 1 = REFUSED.

IF THE CHILD CHOOSES 2, THEN PROGRAM MOVES TO THE PREVIOUS SCREEN WITHOUT NEEDING TO PRESS ANY OTHER BUTTONS.

CLQGLB020

CHANGE RESPONSE PROCEDURE

THE CHILD'S ANSWER SELECTION SHOULD ALWAYS BE READ ON AUDIO, AND THE SELECTED BUTTON SHOULD BE VISUALLY EMPHASIZED.

IF THE CHILD WANTS TO CHANGE AN ANSWER, HE OR SHE CAN TOUCH THE "ERASE" BUTTON AND THEN TOUCH HIS/HER NEW ANSWER. ACASI SHOULD DO THE FOLLOWING:

REMOVE THE VISUAL EMPHASIS FROM THE OLD ANSWER BUTTON

VISUALLY EMPHASIZE THE NEW RESPONSE BUTTON

READ THE NEW RESPONSE

THE CHILD CAN CHANGE AN ANSWER MULTIPLE TIMES. ACASI SHOULD ACCEPT THE LAST ANSWER.

CLQGLB025

CLQGLB030

AUDIO INSTRUCTIONS

WORDS IN ALL CAPS SHOULD BE EMPHASIZED WHEN READ OVER AUDIO.

THE PHRASE "Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question" IS DISPLAYED BUT SHOULD NOT BE READ ON AUDIO FOR ITEMS CLQ030-CLQ275.

CLQGBL035

ADMINISTRATION TIMING

FOR CQ ENTIRE ADMINISTRATION TIMINGS, BEGIN TIMING WHEN THE OPENING SCREEN FOR THE ASSESSOR APPEARS (CLQ005) AND END TIMING WHEN THE ASSESSOR PRESSES 1 & ENTER TO LEAVE THE CLOSING SCREEN (CLQ285).

CLQGLB040

RESPONSE BUTTON DISPLAY CHARACTERISTICS

Vertical spacing: 15 pixels
Button height: 50 pixels
Button width: 200 pixels

BUTTON DISPLAY

PLACE A "NEXT" BUTTON AT THE BOTTOM RIGHT OF EACH SCREEN.

CLQGLB045

BREAKOFF

ADD CTRL-B AS A KEY COMBINATION TO BREAKOFF THE INTERVIEW.

THE FIELD AT WHICH THE BREAKOFF OCCURS IS STORED IN THE WBA AUDIT TRAIL.

CLQ012

QUESTION TEXT:

Hello. Before we begin, let's make sure the volume on the headphones is right for you. This is how loud it will be when the sentences are read to you. If it is too loud or too soft please change the volume now or ask for help.

In a minute, sentences will appear on the screen, and they will be read to you along with a list of answers.

Think about each sentence and decide how well it describes you. Once you've decided, touch your answer on the computer screen. You can touch your answer even if the computer is still reading to you.

For these questions, there are no right or wrong answers, and all your answers are private. No one will be told the answers that you pick. And remember, be sure your answers tell me about YOU.

Please touch the "NEXT" button to move to the next screen.

ENTER TEXT

 PROGRAMMER INSTRUCTIONS:

   TURN OFF CONFIRMATION SCREEN.

CLQ015

DISPLAY INSTRUCTIONS:

   MARIA'S ANSWER SELECTION "A LITTLE BIT TRUE" SHOULD BE HIGHLIGHTED.

QUESTION TEXT:

For each sentence, decide how well it describes you. Is the sentence "Not at all true; A little bit true; Mostly true; or Very true" for you?

A student, Maria, has already given an answer for one sentence to show you how to do it. The sentence read to Maria was

I am neat and tidy.

Maria touched the button on the screen with the answer "A little bit true" because she is not very neat, but she is not very messy either.

Please touch the "NEXT" button to move to the next screen.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true

PROGRAMMER INSTRUCTIONS:

TURN OFF CONFIRMATION SCREEN.

RESPONSE OPTIONS SHOULD BE DISPLAYED, BUT SHOULD NOT BE READ OVER AUDIO.

IF USER CHANGES MARIA'S ANSWER, PROGRAM SHOULD RE-SELECT MARIA'S ANSWER AND REPEAT SCREEN TEXT.

CLQ025

QUESTION TEXT:

If you want to change an answer, touch the "ERASE" button and then touch the new answer you want to pick.

If you want to go back and change any of the answers you already gave, touch the "BACK" button to move to the past screen. Once there, touch the "ERASE" button and then touch the new answer you want to pick.

Now, let's practice. Listen to the following statement. Choose the answer that best describes you. After you choose your answer, remember to touch the "NEXT" button.

<confirm>I like to watch TV.</confirm>

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY EXAMPLE ITEM AND RESPONSE OPTIONS.

CLQ028

QUESTION TEXT:

> Great, thank you for practicing with me.
>
> One last thing before we begin: If there is a question that you do not want to answer, just touch the "NEXT" button to skip over it. When you touch the "NEXT" button without answering, the computer will ask you if you want to skip the question, just to make sure you didn't skip the question by accident.
>
> Please touch the "NEXT" button to move to the next screen.

ENTER TEXT

PROGRAMMER INSTRUCTIONS:

TURN OFF CONFIRMATION SCREEN.

CLQ030

QUESTION TEXT:

> Let's begin.
>
> <confirm>I have lots of friends.</confirm>
>
> Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ035

QUESTION TEXT:

> <confirm>I am good at SCIENCE.</confirm>
>
> Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true

3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ050

QUESTION TEXT:

<confirm>I enjoy doing work in SCIENCE.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ055

QUESTION TEXT:

<confirm>I like READING.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ060

QUESTION TEXT:

<confirm>I make friends easily.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ065

QUESTION TEXT:

<confirm>I cannot wait to do MATH each day.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ075

QUESTION TEXT:

<confirm>I like SCIENCE.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true

4   Very true

              REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ085

QUESTION TEXT:

<confirm>I am interested in READING.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ090

QUESTION TEXT:

<confirm>I get along with kids easily.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ095

QUESTION TEXT:

<confirm>I cannot wait to READ each day.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ100

QUESTION TEXT:

<confirm>I am interested in MATH.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ105

QUESTION TEXT:

<confirm>I am easy to like.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true

REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ120

QUESTION TEXT:

<confirm>Other kids want me to be their friend.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ130

QUESTION TEXT:

<confirm>I like MATH.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ135

QUESTION TEXT:

<confirm>I have more friends than most other kids.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ140

QUESTION TEXT:

<confirm>I am good at READING.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ145

QUESTION TEXT:

<confirm>I am interested in SCIENCE.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

CLQ155

QUESTION TEXT:

<confirm>I enjoy doing work in MATH.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ160

QUESTION TEXT:

<confirm>I cannot wait to do SCIENCE.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ165

QUESTION TEXT:

I enjoy doing work in READING.

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ170

QUESTION TEXT:

<confirm>I am good at MATH.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all true
2	A little bit true
3	Mostly true
4	Very true
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ180

QUESTION TEXT:

The next set of questions and sentences are about how often things happen to you. Think about the question or sentence and decide if these things happen "Never; Rarely; Sometimes; Often; or Very often."

<confirm>During this school year, how often have other students teased you, made fun of you, or called you names?</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Never
2	Rarely
3	Sometimes

4	Often
5	Very often
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ185

QUESTION TEXT:

<confirm>During this school year, how often have other students told lies or untrue stories about you?</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Never
2	Rarely
3	Sometimes
4	Often
5	Very often
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ190

QUESTION TEXT:

<confirm>During this school year, how often have other students pushed, shoved, slapped, hit, or kicked you?</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Never
2	Rarely
3	Sometimes
4	Often
5	Very often
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ200

QUESTION TEXT:

<confirm>During this school year, how often have other students left you out from playing with them on purpose?</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Never
2	Rarely
3	Sometimes
4	Often
5	Very often
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ215

QUESTION TEXT:

<confirm>I try to cheer up other classmates who are upset or sad about something.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Never
2	Rarely
3	Sometimes
4	Often
5	Very often
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ230

QUESTION TEXT:

<confirm>I help out other kids when they need it.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Never
2	Rarely
3	Sometimes
4	Often

5   Very often
           REFUSED

PROGRAMMER INSTRUCTIONS:
    DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ245

QUESTION TEXT:

<confirm>I say or do nice things for other classmates.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Never
2	Rarely
3	Sometimes
4	Often
5	Very often
	REFUSED

PROGRAMMER INSTRUCTIONS:
    DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ250

QUESTION TEXT:

The next set of sentences are about how you feel about your life. Think about the sentence and decide how well it describes you. Does the sentence describe you "Not at all; A little bit; Somewhat; Quite a bit; or Very much"?

<confirm>I am happy with my hobbies and free time activities.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all
2	A little bit
3	Somewhat
4	Quite a bit
5	Very much
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ255

QUESTION TEXT:

<confirm>I am happy with the clothes, games, toys, and other things I have.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all
2	A little bit
3	Somewhat
4	Quite a bit
5	Very much
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ260

QUESTION TEXT:

<confirm>I am happy with how much attention I get from my parents.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all
2	A little bit
3	Somewhat
4	Quite a bit
5	Very much
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ265

QUESTION TEXT:

<confirm>I am happy with the friends I have.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all
2	A little bit
3	Somewhat
4	Quite a bit
5	Very much
	REFUSED

PROGRAMMER INSTRUCTIONS:

DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ270

QUESTION TEXT:

<confirm>I am happy with my skills and talents.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES

1	Not at all
2	A little bit
3	Somewhat
4	Quite a bit

5   Very much
                    REFUSED
    PROGRAMMER INSTRUCTIONS:
        DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ275

QUESTION TEXT:

<confirm>I am happy with the neighborhood and community in which I live.</confirm>

Please pick an answer and then touch the "NEXT" button or just touch the "NEXT" button to skip this question.

CODES
    1   Not at all
    2   A little bit
    3   Somewhat
    4   Quite a bit
    5   Very much
                REFUSED
PROGRAMMER INSTRUCTIONS:
    DISPLAY ITEM AND RESPONSE OPTIONS.

CLQ280

QUESTION TEXT:

Thank you for working with me. You are done answering questions on the computer. Please take off the headphones now.

ENTER TEXT

CLQBox1

GO TO CLQ285 IN CLQCLOSE.

CLQBox1

GO TO CLQ012.

CLQ285

QUESTION TEXT:

TAKE THE HEADPHONES FROM THE CHILD. UNPLUG HEADPHONES FROM COMPUTER.

TAKE THE LAPTOP FROM THE CHILD AND PLACE THE LAPTOP DIRECTLY IN FRONT OF YOU.

SAY: Thank you. Now we are going to do something else.

PRESS 1 AND ENTER TO CONTINUE.

Box1

GO TO R3001.

APPENDIX B

CHILD QUESTIONS FOR HEARING EVALUATIONS

Early Childhood Longitudinal Study, Kindergarten Class of 2010-11 (ECLS-K:2011)

Spring Third-Grade National Data Collection, Fourth-Grade Recruitment, and Fifth-Grade Tracking

OMB Clearance Package # 1850-0750 v.15

This appendix includes the programmer specifications for the CAPI child questions for the hearing evaluations, which indicate the exact instructions to be provided to the child and the items that will be administered.

Child Hearing Evaluation Questionnaire 3rd Grade: ECLS-K:2011

Section	PTQ	[Pre-Test Questionnaire]	Sequence: 0

PTQ001

DISPLAY INSTRUCTIONS:

AT THE TOP OF THE SCREEN, DISPLAY:
"{NAME OF CHILD}, {CASE ID}"
FOR "NAME OF CHILD", DISPLAY THE FIRST AND LAST NAME OF THE CHILD. FOR "CASE ID", DISPLAY THE CASE ID OF THE CHILD.

QUESTION TEXT:

Do you have a cold or a runny nose today?

HELP:
A COLD REFERS TO A DISORDER IN THE @UUPPER@U RESPIRATORY TRACT. IF THE CHILD IS NOT SURE IF HE HAS/HAD A COLD, PROBE FOR SYMPTOMS FROM THE @UNECK UP@U, SUCH AS:
•STUFFY NOSE OR HEAD
•SORE THROAT
•COUGH
•ALLERGIES SHOULD BE CODED AS A @UYES@U RESPONSE IF THEY INCLUDE ANY OF THESE SYMPTOMS.

CODES

1	YES	PTQ003
2	NO	PTQ002
	REFUSED	PTQ002
	DON'T KNOW	PTQ002

PTQ002

DISPLAY INSTRUCTIONS:

AT THE TOP OF THE SCREEN, DISPLAY:
"{NAME OF CHILD}, {CASE ID}"
FOR "NAME OF CHILD", DISPLAY THE FIRST AND LAST NAME OF THE CHILD. FOR "CASE ID", DISPLAY THE CASE ID OF THE CHILD.

QUESTION TEXT:

Did you have a cold or a runny nose yesterday?

HELP:
A COLD REFERS TO A DISORDER IN THE @UUPPER@U RESPIRATORY TRACT. IF THE CHILD IS NOT SURE IF HE HAS/HAD A COLD, PROBE FOR SYMPTOMS FROM THE @UNECK UP@U, SUCH AS:
•STUFFY NOSE OR HEAD
•SORE THROAT
•COUGH
•ALLERGIES SHOULD BE CODED AS A @UYES@U RESPONSE IF THEY INCLUDE ANY OF THESE SYMPTOMS.

CODES

1	YES
2	NO
	REFUSED
	DON'T KNOW

PTQ003

DISPLAY INSTRUCTIONS:

AT THE TOP OF THE SCREEN, DISPLAY:
"{NAME OF CHILD}, {CASE ID}"
FOR "NAME OF CHILD", DISPLAY THE FIRST AND LAST NAME OF THE CHILD. FOR "CASE ID", DISPLAY THE CASE ID OF THE CHILD.

QUESTION TEXT:

Have you had an earache today?

HELP TEXT:
Earache refers to any pain WITHIN the ear. It does not include pain on the external ear (e.g., recently pierced ears, cuts or sores on the external ear).

CODES

1	YES	PTQ005
2	NO	PTQ004
	REFUSED	PTQ004
	DON'T KNOW	PTQ004

PTQ004

DISPLAY INSTRUCTIONS:

AT THE TOP OF THE SCREEN, DISPLAY:
"{NAME OF CHILD}, {CASE ID}"
FOR "NAME OF CHILD", DISPLAY THE FIRST AND LAST NAME OF THE CHILD. FOR "CASE ID", DISPLAY THE CASE ID OF THE CHILD.

QUESTION TEXT:

Did you have an earache yesterday?

HELP TEXT:
Earache refers to any pain WITHIN the ear. It does not include pain on the external ear (e.g., recently pierced ears, cuts or sores on the external ear).

CODES

1	YES	PTQ005

2	NO	PTQ006
	REFUSED	PTQ006
	DON'T KNOW	PTQ006

PTQ005

DISPLAY INSTRUCTIONS:

AT THE TOP OF THE SCREEN, DISPLAY:
"{NAME OF CHILD}, {CASE ID}"
FOR "NAME OF CHILD", DISPLAY THE FIRST AND LAST NAME OF THE CHILD. FOR "CASE ID", DISPLAY THE CASE ID OF THE CHILD.

DISPLAY "LEFT" IN BOLD AND BLUE TEXT. DISPLAY "RIGHT" IN BOLD AND RED TEXT.

QUESTION TEXT:

Which ear(s) hurt?

CODES

1	LEFT
2	RIGHT
3	BOTH
	REFUSED
	DON'T KNOW

PTQ006   **HELP AVAILABLE**

DISPLAY INSTRUCTIONS:

AT THE TOP OF THE SCREEN, DISPLAY:
"{NAME OF CHILD}, {CASE ID}"
FOR "NAME OF CHILD", DISPLAY THE FIRST AND LAST NAME OF THE CHILD. FOR "CASE ID", DISPLAY THE CASE ID OF THE CHILD.

QUESTION TEXT:

Have you listened to sounds today that were so loud you would have to shout so someone close by could hear you?

HELP TEXT:
Sounds are considered "very loud" if either
1) The child would have had to raise his voice to speak to someone an arm's length away, or
2) The child's ears were ringing or felt "funny" afterwards.
3) Examples of sounds that do NOT count: parents/teachers/children yelling, dogs barking, recess, school bells, sounds that last less than five minutes EXCEPT for firecrackers, gunfire, or other "impulse" type noises.
4) Examples of sounds that DO count: loud TV or radio, loud music, sporting events, motorbikes, lawnmowers, firecrackers, gunfire, or any "impulse" type noise.

CODES

1	YES	PTQ008
2	NO	PTQ007
	REFUSED	PTQ007
	DON'T KNOW	PTQ007

PTQ007

DISPLAY INSTRUCTIONS:

AT THE TOP OF THE SCREEN, DISPLAY:
"{NAME OF CHILD}, {CASE ID}"
FOR "NAME OF CHILD", DISPLAY THE FIRST AND LAST NAME OF THE CHILD. FOR "CASE ID", DISPLAY THE CASE ID OF THE CHILD.

QUESTION TEXT:

Did you listen to any sounds that were that loud yesterday? [Did you listen to any sounds yesterday that were so loud you would have to shout so someone close by could hear you?]

HELP TEXT:
Sounds are considered "very loud" if either
1) The child would have had to raise his voice to speak to someone an arm's length away, or
2) The child's ears were ringing or felt "funny" afterwards.
3) Examples of sounds that do NOT count: parents/teachers/children yelling, dogs barking, recess, school bells, sounds that last less than five minutes EXCEPT for firecrackers, gunfire, or other "impulse" type noises.
4) Examples of sounds that DO count: loud TV or radio, loud music, sporting events, motorbikes, lawnmowers, firecrackers, gunfire, or any "impulse" type noise.

CODES

1	YES
2	NO
	REFUSED
	DON'T KNOW

PTQ008

DISPLAY INSTRUCTIONS:

AT THE TOP OF THE SCREEN, DISPLAY:
"{NAME OF CHILD}, {CASE ID}"
FOR "NAME OF CHILD", DISPLAY THE FIRST AND LAST NAME OF THE CHILD. FOR "CASE ID", DISPLAY THE CASE ID OF THE CHILD.

QUESTION TEXT:

Do you have tubes in your ears now that a doctor put there [to keep you from getting earaches]?

PTQ009

DISPLAY INSTRUCTIONS:

AT THE TOP OF THE SCREEN, DISPLAY:
"{NAME OF CHILD}, {CASE ID}"
FOR "NAME OF CHILD", DISPLAY THE FIRST AND LAST NAME OF THE CHILD. FOR "CASE ID", DISPLAY THE CASE ID OF THE CHILD.

QUESTION TEXT:

Do you have to wear earplugs when you swim or take a bath or shower?

CODES

1	YES	PTQ011
2	NO	PTQ012
	REFUSED	PTQ012
	DON'T KNOW	PTQ012

PTQ010

DISPLAY INSTRUCTIONS:

AT THE TOP OF THE SCREEN, DISPLAY:
"{NAME OF CHILD}, {CASE ID}"
FOR "NAME OF CHILD", DISPLAY THE FIRST AND LAST NAME OF THE CHILD. FOR "CASE ID", DISPLAY THE CASE ID OF THE CHILD.

DISPLAY "LEFT" IN BOLD AND BLUE TEXT. DISPLAY "RIGHT" IN BOLD AND RED TEXT.

QUESTION TEXT:

In which ear do you have the tube(s)?

CODES

1	LEFT	PTQ012
2	RIGHT	PTQ012
3	BOTH	PTQ012
	REFUSED	PTQ012
	DON'T KNOW	PTQ012

PTQ011

DISPLAY INSTRUCTIONS:

AT THE TOP OF THE SCREEN, DISPLAY:
"{NAME OF CHILD}, {CASE ID}"
FOR "NAME OF CHILD", DISPLAY THE FIRST AND LAST NAME OF THE CHILD. FOR "CASE ID", DISPLAY THE CASE ID OF THE CHILD.

DISPLAY "LEFT" IN BOLD AND BLUE TEXT. DISPLAY "RIGHT" IN BOLD AND RED TEXT.

QUESTION TEXT:

In which ear do you wear the earplug(s)?

CODES

1	LEFT
2	RIGHT
3	BOTH
	REFUSED
	DON'T KNOW

PTQ012

DISPLAY INSTRUCTIONS:

AT THE TOP OF THE SCREEN, DISPLAY:
"{NAME OF CHILD}, {CASE ID}"
FOR "NAME OF CHILD", DISPLAY THE FIRST AND LAST NAME OF THE CHILD. FOR "CASE ID", DISPLAY THE CASE ID OF THE CHILD.

QUESTION TEXT:

Is it easier for you to hear out of one ear than the other?

CODES

1	YES	
2	NO	BOX1
	REFUSED	BOX1
	DON'T KNOW	BOX1

PTQ013

DISPLAY INSTRUCTIONS:

AT THE TOP OF THE SCREEN, DISPLAY:
"{NAME OF CHILD}, {CASE ID}"
FOR "NAME OF CHILD", DISPLAY THE FIRST AND LAST NAME OF THE CHILD. FOR "CASE ID", DISPLAY THE
CASE ID OF THE CHILD.

DISPLAY "LEFT" IN BOLD AND BLUE TEXT. DISPLAY "RIGHT" IN BOLD AND RED TEXT.

QUESTION TEXT:

Which ear is easier to hear with?

CODES

1	LEFT
2	RIGHT
	REFUSED
	DON'T KNOW

BOX1

GO TO OTOSCOPE EXAM RESULTS SECTION.