DESCRIPTION OF ONLINE TOOLBOX OUTCOME MEASURES
SCALES AND ITEMS

STUDENT SELF-REPORTS

Skill Development (4 scales; 18 items)
- Work Habits—The student self-report of Work Habits has six items that are assessed on 4-point scales (1 = not at all true, 4 = really true). A sample item includes: “I finish my work on time.”
- Reading Efficacy—Reading Efficacy includes four items, such as “I expect to do well in reading.” The response scale is a 4-point scale (1 = not at all true, 4 = really true).
- Math Efficacy—Math Efficacy includes four items, such as “I am interested in math.” The response scale is a 4-point scale (1 = not at all true, 4 = really true).
- Science Efficacy—Science Efficacy includes four items such as “I am interested in Science.” The response scale is a 4-point scale (1 = not at all true, 4 = really true).

Attitudes and Beliefs (3 scales; 35 items) "STEM Battery"
- Science Interest—Science Interest assesses 24 items such as “I get excited about learning about new discoveries or inventions,” These attitudes are rated on a 4-point scale (1 = strongly disagree, 4 = strongly agree).
- Science Career—Science Career assesses twelve items such as “I will get a job in a science-related area.” These beliefs are rated on a 4-point scale (1 = strongly disagree, 4 = strongly agree).
- View of Future—View of Future assesses seven items such as “I will go to college.” These beliefs are rated on a 4-point scale (1 = strongly disagree, 4 = strongly agree).

Positive Behavior (2 scales; 16 items)
- Social Competencies—Social Competencies assesses seven items such as “I work well with other kids.” These skills are rated on a 4-point scale (1 = not at all true, 4 = really true).
- Misconduct—The nine items of the Reductions in Misconduct Scale are rated on a 4-point scale (0 = never, 3 = more than once a week). A sample item includes “I have gotten into a fight at school.” These items are reverse coded so that higher scores indicate less misconduct.

Program Experience (3 subscales; 16 items)
- Relationships with Staff, Program Activities, and Peer Affiliation—The Student Self-Report of Program Experiences consists of 16 items, which are rated using 4-point rating response: 1 = not at all true; 4 = really true. A sample item from Relationships with Staff is “I trust the teachers here”. A sample item from Program Activities is “I like the activities here”. The Peer Affiliation subscale measures students’ experiences with other students in the afterschool program with items such as “I get to know other kids really well here”.

afterschool@uci.edu
Program Staff & Classroom Teacher Reports on Students

Skill Development (2-3 scales; 12-20 items)
- **Work Habits**—Students’ Work Habits are rated by program staff and/or classroom teachers using 4-point scales (1 = *poor*, 4 = *excellent*). An example of one of the six items of the work habits scale is “uses time wisely.”
- **Task Persistence**—Task Persistence assesses six items such as “If this student can’t do a job the first time, he/she keeps trying until he/she can.” Items are rated on 4-point scales (1 = *not at all true*, 4 = *really true*).
- **Mock Report Card: Academic Performance (Teachers only)**—Classroom teachers rate students on six academic subject areas on a 4-point scale (1= performing below grade lever, 4=excellent (performing beyond grade level).

Positive Behavior (3 scales; 24 items)
- **Social Skills**—Students’ social skills are assessed by program staff and teacher ratings of seven items such as “understands others’ feelings.” These skills are rated on a 4-point scale (1 = *poor*, 4 = *excellent*).
- **Prosocial Behaviors**—Prosocial Behavior is measured by staff and teacher reports of eight items such as “offers help or comfort when classmates are upset”, which are rated on a 4-point scale (1 = *not at all true*, 4 = *really true*).
- **Aggressive Behaviors**—Aggressive Behavior is measured by staff and teacher reports of nine items such as “taunts and teases classmates,” which are rated using a 4-point scale (1 = *not at all true*, 4 = *really true*). In the report, these items are reverse coded so that a high scores means less aggressive behavior.