



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*).
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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”.

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.