The assessments in this section measure the following psychosocial and cognitive factors related to youth violence:

A. Aggressive Fantasies
B. Attachment to Role Models
C. Attributional Bias
D. Depression
E. Emotional or Psychological Distress
F. Ethnic Identity
G. Fatalism
H. Future Aspirations
I. Hopelessness
J. Hostility
K. Moral Reasoning
L. Perceived Likelihood of Involvement in Violence
M. Perceptions of Self
N. Personal Safety
O. Responsibility and Citizenship
P. Self-Efficacy, Impulse Control, Desire of Control, and Coping
Q. Self-Esteem
R. Sense of Caring and Support
S. Social Consciousness
<table>
<thead>
<tr>
<th>Construct</th>
<th>Scale/Assessment</th>
<th>Characteristics</th>
<th>Target Groups</th>
<th>Reliability/Validity</th>
<th>Developer</th>
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<tbody>
<tr>
<td>A. Aggressive Fantasies</td>
<td>A1. Fantasy Measure; 17 items</td>
<td>Measures the types and frequency of the fantasy behavior in which children engage. Can be used to construct 3 scales: aggressive fantasy, active-heroic fantasy, and prosocial fantasy.</td>
<td>Urban elementary school children, grades 2-6.</td>
<td>Internal consistency: .64. One-year stability: .41.</td>
<td>Rosenfeld, Huesmann, Eron et al, 1982</td>
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<td></td>
<td>A2. Aggressive Fantasies; 7 items</td>
<td>Measures levels of internal aggressive fantasy, validated against peer nominations of aggression.</td>
<td>Middle school students, grades 6-8.</td>
<td>Internal consistency: .69 (Nadel, Spellmann, Alvarez-Canino et al., 1996).</td>
<td>Huesmann &amp; Eron, 1986</td>
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<tr>
<td>B. Attachment to Role Models</td>
<td>B1. Rutgers Teenage Risk and Prevention Questionnaire; 5 items</td>
<td>Measures the extent to which there are adults in the home or community whom the youth admires and goes to for guidance.</td>
<td>African-American males aged 12-16.</td>
<td>Not available.</td>
<td>Nakula et al., 1990</td>
</tr>
<tr>
<td>C. Attributional Bias</td>
<td>C1. Peer Relations Assessment; 8 items per vignette</td>
<td>Measures attributional bias and preference for reactive aggression. Is administered in small groups (2-3) or individually for younger children and those with reading difficulties.</td>
<td>Students in grades 3-6.</td>
<td>Six-week test-retest correlations: .68 for bias subscale; .74 for anger subscale; .71 for preferred behavior subscale.</td>
<td>Hudley &amp; Graham, 1993</td>
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<tr>
<td>E. Emotional or Psychological Distress</td>
<td>E1. Distress—Weinberger Adjustment Inventory; 12 items</td>
<td>Measures global psychological distress including anxiety, depression, low self-esteem, and low well-being.</td>
<td>Sixth grade students in an urban setting.</td>
<td>Internal consistency: .77, .68, and .73 (Feldman &amp; Weinberger, 1994).</td>
<td>Weinberger &amp; Schwartz, 1990</td>
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<td>Adapted by Aber, Brown, Jones &amp; Samples, 1995.</td>
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<tr>
<td>E. Emotional or Psychological Distress (Continued)</td>
<td>E3. PTSD Interview (PTSD-I); 22 items</td>
<td>Composed of 17 items written to follow the DMS-III-R version of PTSD symptoms, a summary section, and 3 introductory/filter questions.</td>
<td>Wide variety of populations spanning many age groups.</td>
<td>Internal consistency: .92. Test-retest reliability: .95.</td>
<td>Watson, Juba, Manifold et al., 1991</td>
</tr>
<tr>
<td>F. Ethnic Identity</td>
<td>F1. Multigroup Ethnic Identity; 20 items</td>
<td>Measures aspects of ethnic identification, ethnic practices, and belonging.</td>
<td>High school and college students (Asian, Black, Hispanic); also pilot tested in middle schools.</td>
<td>Internal consistency: .81 to .90.</td>
<td>Phinney, 1992</td>
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</table>

Watson, Juba, Manifold et al., 1991
Phinney, 1992
Additional items developed by Flewelling, Paschall, & Ringwalt, 1993
Bosworth & Espelage, 1995
Cummings, 1977
Additional items developed by Flewelling, Paschall, & Ringwalt, 1993
Center for Urban Affairs and Policy Research, 1995
Adapted by Houston Community Demonstration Project, 1993
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<td></td>
<td>I2. Children's Hopelessness (Modified Version); 6 items</td>
<td>Measures negative (hopeless) future expectations. Is a subset of the 17-item hopelessness scale, with one additional item.</td>
<td>African-American males aged 12-16.</td>
<td>Internal consistency: .55.</td>
<td>Kazdin, Rodgers &amp; Colbus, 1986</td>
</tr>
<tr>
<td>K. Moral Reasoning</td>
<td>K1. Sociomoral Reflection Measure, Short Form (SRM-SF); 11 items</td>
<td>Measures moral reasoning and moral judgement. Conducted during a one-on-one interview.</td>
<td>Students in grades 4 and 6, and in high school.</td>
<td>Internal consistency: .93 (Basinger, Gibbs &amp; Fuller, 1995).</td>
<td>Gibbs, Basinger, &amp; Fuller, 1992 Copyright 1992</td>
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<td>L2. Violent Intentions—Teen Conflict Survey; 8 items</td>
<td>Measures intentions to use nonviolent strategies to control anger and conflict.</td>
<td>Middle school students, grades 6-8.</td>
<td>Internal consistency: .84.</td>
<td>Bosworth &amp; Espelage, 1995</td>
</tr>
<tr>
<td><strong>N. Personal Safety</strong></td>
<td>N1. Personal Safety—Joyce Foundation Youth Survey; 5 items</td>
<td>Measures how safe a youth feels in his or her neighborhood and school, and going to and from school.</td>
<td>Middle school students, grades 6-8.</td>
<td>Internal consistency: .63.</td>
<td>L'H Research, Inc., 1993</td>
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### PSYCHOSOCIAL AND COGNITIVE ASSESSMENTS

<table>
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<tr>
<th>DESCRIPION OF MEASURES</th>
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<td>Q. Self-Esteem</td>
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<td>Q. Self-Esteem (Continued)</td>
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<td>R. Sense of Caring and Support (Continued)</td>
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II. Psychosocial and Cognitive Assessments

A1. Fantasy Measure

This scale measures the types and frequency of the fantasy behavior in which children engage. Respondents are asked how often they have pretend thoughts or daydreams that just “pop into their heads.”

1. Do you sometimes daydream about helping other kids in trouble?
   - No
   - A Little
   - A Lot

2. Do you sometimes daydream that you enter a burning building to save somebody in a fire?
   - No
   - A Little
   - A Lot

3. When you get mad, sometimes, do you think about the things you would like to do to the person you’re made at—like hitting, or breaking his toys, or telling on him?
   - No
   - A Little
   - A Lot

4. Do you sometimes pretend that you are a brave hero who saves somebody or who captures a bad guy?
   - No
   - A Little
   - A Lot

5. Do you play games where you pretend to fight with somebody?
   - No
   - A Little
   - A Lot

6. Do you play scary pretend games like ghost or monsters or something like that?
   - No
   - A Little
   - A Lot

7. Do you sometimes dream about accidents or fires or crashes?
   - No
   - A Little
   - A Lot

8. Do you sometimes have daydreams or night dreams about running away from somebody who is trying to catch you and punish you—even when you weren’t really bad?
   - No
   - A Little
   - A Lot

9. Do you ever think about doing nice things for other people?
   - No
   - A Little
   - A Lot

10. When you are daydreaming, do you think about being the winner in a game that you like to play?
    - No
    - A Little
    - A Lot

11. Do you ever daydream about helping your mother get something she wants?
    - No
    - A Little
    - A Lot
12. Do you sometimes think about something bad that you did, that nobody knows about but you?

☐ No   ☐ A Little   ☐ A Lot

13. Do you sometimes daydream about what would happen if you did real bad in school even when this didn’t really happen?

☐ No   ☐ A Little   ☐ A Lot

14. Have you ever daydreamed about being an important person who helps poor people?

☐ No   ☐ A Little   ☐ A Lot

15. When you are daydreaming, do you think about being a great astronaut, or scientist, or singer, or somebody like that who is very famous?

☐ No   ☐ A Little   ☐ A Lot

16. Do you sometimes have daydreams about hitting or hurting somebody that you don’t like?

☐ No   ☐ A Little   ☐ A Lot

17. Have you ever daydreamed about saving a kid who fell in the lake?

☐ No   ☐ A Little   ☐ A Lot

**Scoring and Analysis**

This scale is composed of three subscales. They are all scored using a 3-point scale:

- No = 1
- A Little = 2
- A Lot = 3

The first subscale, *Aggressive Fantasies*, is scored by summing responses to six items (3, 5, 8, 12, 13, 16) and dividing by the total number of items. A maximum score of 3 indicates that the respondent has frequent fantasies about committing aggressive acts. A minimum score of 1 indicates that the respondent does not have fantasies about committing aggressive acts.

The second subscale, *Active-Heroic Fantasies*, is calculated by summing responses to six items (2, 4, 6, 7, 10, 15) and dividing by the total number of items. A maximum score of 3 indicates that the respondent frequently has fantasies about active or heroic actions. A minimum score of 1 indicates that the respondent does not have fantasies about active or heroic actions.

The final subscale, *Prosocial Fantasies*, is calculated by summing responses to 5 items (1, 9, 11, 14, 17) and dividing by the total number of items. A maximum score of 3 indicates that the respondent often has fantasies about prosocial behaviors. A minimum score of 1 indicates that the respondent does not have such fantasies.
A2. Aggressive Fantasies

This scale measures levels of aggressive fantasy, validated against peer nominations of aggression. It was originally constructed for elementary school children, but modified for adolescents.

<table>
<thead>
<tr>
<th></th>
<th>Never</th>
<th>A Little</th>
<th>A Lot</th>
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<tbody>
<tr>
<td>1. When you get mad, do you sometimes imagine hitting or hurting the other person?</td>
<td>0</td>
<td>1</td>
<td>2</td>
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<tr>
<td>2. Do you sometimes imagine or daydream about what would happen if you did something real bad in school, or got arrested for something, even when this did not really happen?</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>3. Do you sometimes imagine or have daydreams about hitting or hurting somebody that you don’t like?</td>
<td>0</td>
<td>1</td>
<td>2</td>
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<tr>
<td>4. Do you sometimes have daydreams or nightmares about running away from someone who is trying to catch you and hurt you, or do something bad to you?</td>
<td>0</td>
<td>1</td>
<td>2</td>
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<td>5. Do you sometimes imagine or daydream about using powerful weapons to destroy your enemies?</td>
<td>0</td>
<td>1</td>
<td>2</td>
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<tr>
<td>6. Do you sometimes daydream or imagine rape scenes, or forcing someone to have sex?</td>
<td>0</td>
<td>1</td>
<td>2</td>
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<tr>
<td>7. Do you ever daydream about people getting killed?</td>
<td>0</td>
<td>1</td>
<td>2</td>
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</table>

(All items were either added or modified by Nadel, Spellmann, Alvarez-Canino et al., 1996)

Scoring and Analysis

Point values for all items are added, with totals ranging from 0 to 14. A high score indicates a high level of aggressive fantasies. A low score indicates a low level of aggressive fantasies.
B1. Rutgers Teenage Risk and Prevention Questionnaire

These items measure the extent to which there are adults in the home or community that the youth admires and goes to for guidance. Youths are asked to check the response that corresponds to their beliefs.

1a. Are there any adults who you admire and would want to be like?
   - [ ] Yes  [ ] No

1b. If yes, please check any of the following categories that include adults you admire.
   - [ ] Mother or stepmother
   - [ ] Father or stepfather
   - [ ] Older sister
   - [ ] Older brother
   - [ ] Other female relative
   - [ ] Other male relative
   - [ ] Other female adult in community
   - [ ] Other male adult in community
   - [ ] Sports or entertainment star
   - [ ] Other _______________________

2a. If you needed some information or advice about something, is there someone you could talk with?
   - [ ] Yes  [ ] No

2b. If yes, please check any of the categories that include persons you could go to for advice.
   - [ ] Mother or stepmother
   - [ ] Father or stepfather
   - [ ] Older sister
   - [ ] Older brother
   - [ ] Other female relative
   - [ ] Other male relative
   - [ ] Other female adult in community
   - [ ] Other male adult in community
   - [ ] Sports or entertainment star
   - [ ] Other ________________________
3a. If you were having trouble at home, is there someone you could talk to?
   □ Yes  □ No

3b. If yes, please check any of the categories that include persons you could talk to.
   □ Mother or stepmother
   □ Father or stepfather
   □ Older sister
   □ Older brother
   □ Other female relative
   □ Other male relative
   □ Other female adult in community
   □ Other male adult in community
   □ Sports or entertainment star
   □ Other _______________________

4a. If you got an award or did something well, is there someone you would tell?
   □ Yes  □ No

4b. If yes, please check any of the categories that include persons you would tell.
   □ Mother or stepmother
   □ Father or stepfather
   □ Older sister
   □ Older brother
   □ Other female relative
   □ Other male relative
   □ Other female adult in community
   □ Other male adult in community
   □ Sports or entertainment star
   □ Other _______________________

5. Of all the teachers you have known, how many have you liked?
   a. none of them
   b. a few
   c. half of them
   d. most of them
   e. all of them

(Items 2-5 were added by the Institute of Behavioral Science, 1990.)

**Scoring and Analysis**

Items should be considered separately, since they do not constitute a scale.
C1. Peer Relations Assessment

This assessment measures attributional bias and preference for reactive aggression. It is administered in small groups (2-3) or individually for younger children and those with reading difficulties. Students are asked to read along as several short stories are read aloud. They then must answer several questions about how they would think or feel if the stories had truly happened to them.

Six of the short stories are presented below, followed by a standard set of eight questions.

**Recess Line**
Your teacher has asked the class to line up quietly to go out for recess. As you are standing in the line waiting to go, the student behind you bumps you so hard that you almost fall down.

Now imagine that you really are standing in the line and another student bumps into you really hard from behind.

**Playing Baseball on the Yard**
You are on the playground at recess. Some of the other students have started to play baseball. You are standing by third base just watching the game. Suddenly the third base player runs into you, knocking you back so hard that you almost fall down. Just as you get your balance back the bell rings to end recess.

Now imagine that you really were watching the game and a player almost knocked you down.

**Making Plans on the Weekend**
Suppose you and another kid in your class make plans to meet on a Saturday afternoon to do something fun, like go to a movie or to the mall or a video arcade—anything that you think would be fun. The two of you agree to meet at the playground at noon. You’re there right on time, but the other kid is not. You wait a long time. You look at your watch and see that it is two o’clock. You decide to leave. As you are walking off the yard, the other kid comes running around the corner and comes up to you. The kid says, “I’m sorry to be so late. When I was on my way here I passed the record store, and they’re having a raffle today at three o’clock. The prize is two free tickets to that concert we really want to go hear. I stood in line for almost two hours to get us two free chances for the drawing. Let’s go back over there and see if we win.”

Now imagine that you really had waited to meet someone who was late for almost two hours.

**Homework Paper**
One morning you are coming to school. As you come into the gate and onto the schoolyard, you happen to look down and see that your shoelace is untied. You set your notebook down on the ground so that you can tie your shoelace. While your notebook is sitting on the ground, an important homework paper that you worked on for a long time flies out. Just then another student from your class walks by and stomps on your homework paper, leaving a muddy footprint right in the middle. The other student laughs really hard and says, “Too bad for your homework.”

Now imagine that someone really stomped on your homework and laughed about it.
Cassette Tape

Imagine that you lent your favorite cassette tape to someone you know at school. You told the person to bring it back the next day, but they were not in school. Then school let out for Christmas vacation, and you didn’t see the tape or the person for the whole two weeks of vacation. You really needed the tape to practice your routine for the school talent show. On the first day back at school after vacation you see the person with your tape. The students walks up to you, hands you the tape, and says, “I’m very sorry that I kept the tape. We went away on vacation, and my parents didn’t give me a chance to come over to your house before we left.”

Now imagine that someone really kept your favorite tape over the Christmas vacation, even though you asked them to return it.

Lunchtime

Imagine that you are in the lunch line. When you get to the window, you pick up a tray with food for your lunch. When you are turning around to look for your friends, another student walks up from behind. The student bumps into the edge of your tray, and part of your lunch spills on the ground.

Now imagine that someone really bumped into the edge of your tray as you turned around, and your lunch spilled.

Standard Set of Questions Corresponding to Each Vignette

1. Do you think the other kid meant to do that to you?

   □ 1 for sure no □ 2 □ 3 □ 4 maybe □ 5 □ 6 □ 7 for sure yes

2. Do you think the other kid did it on purpose?

   □ 1 for sure no □ 2 □ 3 □ 4 maybe □ 5 □ 6 □ 7 for sure yes

3. Do you think it’s the other kid’s fault that this happened?

   □ 1 for sure no □ 2 □ 3 □ 4 maybe □ 5 □ 6 □ 7 for sure yes

4. Would you feel mad at this other kid?

   □ 1 for sure no □ 2 □ 3 □ 4 maybe □ 5 □ 6 □ 7 for sure yes

5. Would you want to say thank you to this other kid?

   □ 1 for sure no □ 2 □ 3 □ 4 maybe □ 5 □ 6 □ 7 for sure yes
6. Would you feel angry toward this other kid?

☐ 1  ☐ 2  ☐ 3  ☐ 4  ☐ 5  ☐ 6  ☐ 7
for sure no  maybe  for sure yes

7. Would you blame the other kid for what happened to you?

☐ 1  ☐ 2  ☐ 3  ☐ 4  ☐ 5  ☐ 6  ☐ 7
for sure no  maybe  for sure yes

8. In the list below are some things other kids have said they would do if this story happened to them. Think about what you would do. Put an X next to the one statement that tells the first thing you would do.

☐ Do something nice for the other kid.
☐ Tell an adult.
☐ Just forget it and do nothing at all.
☐ Do something to get even.
☐ Have it out with the other kid right then and there.
☐ Ask the other kid why he did that.

Scoring and Analysis

This instrument has three subscales. The Bias subscale (items 1, 2, 3 and 7) is scored by summing the individual scores for each item and deriving a mean. The range is 1-7, with a high score indicating a high level of bias. The Anger subscale (items 4 and 6) is also scored by summing the individual scores for each item and deriving a mean. Again, a high score (in the range of 1-7) indicates a high level of anger. The score for the Behavior subscale (item 8) is scored as follows:

Do something nice for the other kid = 1
Tell an adult = 2
Just forget it and do nothing at all = 3
Do something to get even = 4
Have it out with the other kid right then and there = 5
Ask the other kid why he did that = 6

A high score (6) indicates a high level of aggressiveness, while a low score (1) indicates a low level of aggressiveness (and a high prosocial attitude).
C2. Home Interview (Vignettes)

This scale measures children’s attributions of hostile or benign intent to the provocateur in hypothetical vignettes. Children are shown some pictures (pages 69-74) that correspond to each vignette. The vignette is read to the child and then the child is asked to select only one answer to each question.

I. Imagine that you are sitting at the lunch table at school, eating lunch. You look up and see another child coming over to your table with a carton of milk. You turn around to eat your lunch, and the next thing that happens is that the child spills milk all over your back. The milk gets your shirt all wet.

A. Why did the child get milk all over your back?
   1. The child slipped on something.
   2. The child just does stupid things like that to you.
   3. The child wanted to make fun of you.
   4. The child wasn’t looking and didn’t see you.

B. Do you think the child:
   1. Tried to pour milk on you?
   2. Poured milk on you by accident?

C. What would you do next after the child poured milk on you?
   1. Ignore it.
   2. Leave the lunchroom.
   3. Ask the teacher to get a towel or something.
   4. Pour milk on the child’s back the next day.

D. Do you think the child should be:
   1. Punished a lot?
   2. Punished a little?
   3. Not punished?

II. Imagine that you are standing on the playground, playing catch with a lot of other kids. You throw the ball to another child and the child catches it. You turn around, and the next thing you know the child has thrown the ball and hit you in the middle of your back. The ball hits you hard, and it hurts a lot.

A. Why did the child hit you in the back?
   1. The ball slipped and hit you.
   2. The child was being mean.
   3. The child was mad at you for something.
   4. You shouldn’t have turned around.
B. Do you think the child hit you:
   1. On purpose?
   2. By accident?

C. What would you do next after the child hit you?
   1. Do nothing.
   2. Quit playing.
   3. Hit the child with the ball.
   4. Get some ice for the pain.

D. Do you think the child should be:
   1. Punished a lot?
   2. Punished a little?
   3. Not punished?

III. Imagine that you are walking to school and you’re wearing your brand new sneakers. You really like your new sneakers and this is the first day you have worn them. All of a sudden, you are bumped from behind by another child. You stumble and fall into a mud puddle and your new sneakers get muddy.

A. Why did the child bump you from behind?
   1. The child was being mean.
   2. The child was fooling around and pushed too hard by accident.
   3. The child was running down the street and didn’t see you.
   4. The child was trying to push you down.

B. Do you think the child:
   1. Bumped you on purpose?
   2. Bumped you by accident?

C. What would you do next after the child bumped you?
   1. Clean up your sneakers.
   2. Run away.
   3. Forget about it.
   4. Push the child in the mud.

D. Do you think the child should be:
   1. Punished a lot?
   2. Punished a little?
   3. Not punished?
IV. Imagine that you have finished an art project for school. You’ve worked on it for a long time and you’re really proud of it. Another child comes over to look at your project. The child is holding a jar of paint. You turn away for a minute and when you look back the child has spilled paint all over your art project. You worked on the project for a long time and now it’s messed up.

A. Why did the child spill paint on your project?
   1. The child is mean.
   2. The child dropped the paint by accident.
   3. The child is kind of clumsy.
   4. The child wanted to mess up your project.

B. Do you think the child spilled the paint:
   1. On purpose?
   2. By accident?

C. What would you do next after the child spilled paint on your project?
   1. Try to fix the project.
   2. Act like nothing happened.
   3. Spill paint on the child.
   4. Avoid being near the child in the future.

D. Do you think the child should be:
   1. Punished a lot?
   2. Punished a little?
   3. Not punished?

V. Imagine that you are on the playground. You and some other kids are having a race. Another child is standing on the side, bouncing a basketball. The next thing you know the child has bounced the ball and it rolled under your feet, making you fall. You skin your knee and someone else wins the race.

A. Why did the child bounce the ball under your feet?
   1. The child wanted to get back at you for something.
   2. The child didn’t see you coming.
   3. It accidentally got away from the child.
   4. The child wanted you to lose the race.

B. Do you think the child:
   1. Made you fall on purpose?
   2. Made you fall by accident?
C. What would you do next after the child made you fall?
   1. Go off by yourself and probably cry.
   2. Try to forget it.
   3. Get back at the child because you’d be really mad.
   4. Take care of your knee.

D. Do you think the child should be:
   1. Punished a lot?
   2. Punished a little?
   3. Not punished?

VI. Imagine that you brought your new toy to school today. You saved up your money to buy the toy and you want to show it to the other kids at school. You let another child play with it for a few minutes while you go get a drink of water. When you get back you see that the child has broken your brand new toy.

A. Why did the child break your toy?
   1. The toy wasn’t made well.
   2. It was an accident.
   3. The child was mad at you.
   4. The child was jealous of you.

B. Do you think the child broke it:
   1. On purpose?
   2. By accident?

C. What would you do next after the child broke your toy?
   1. Not play with the child again.
   2. Try to figure out what’s wrong with the toy.
   3. Break something that belongs to that child.
   4. Do nothing.

D. Do you think the child should be:
   1. Punished a lot?
   2. Punished a little?
   3. Not punished?

(Fitzgerald & Asher, 1987, added the graphics presentation and modified the wording for sensitive and effective use with multiracial/multiethnic populations.)
**Scoring and Analysis**

For each vignette, only the “why” questions (I-A, II-A, III-A, etc.) are scored. The child’s response to the “why” questions are coded to either a hostile (1) or non-hostile (0) response, and then averaged. Hostile and non-hostile responses are coded as follows:

Vignette I:
A: 1,4 = non-hostile  
2,3 = hostile

Vignette II:
A: 1,4 = non-hostile  
2,3 = hostile

Vignette III:
A: 2,3 = non-hostile  
1,4 = hostile

Vignette IV:
A: 2,3 = non-hostile  
1,4 = hostile

Vignette V:
A: 2,3 = non-hostile  
1,4 = hostile

Vignette VI:
A: 1,2 = non-hostile  
3,4 = hostile
II. Psychosocial and Cognitive Assessments
II. Psychosocial and Cognitive Assessments

[Image of two people standing, one holding the other's hand, and the other person looking down]

III
II. Psychosocial and Cognitive Assessments

VI
## D1. DSM Screener for Depression

This scale measures depression, incorporating diagnostic criteria for DSM disorders for children and adolescents. It can be analyzed as either depression “caseness,” using DSM III-R criteria, or as a scale. Respondents are asked to mark the response that best describes them during the past two weeks.

<table>
<thead>
<tr>
<th>In the past two weeks...</th>
<th>Hardly Ever or Never</th>
<th>Sometimes</th>
<th>Often</th>
<th>Almost Every Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Have you been very sad?</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>2. Have you been grouchy or irritable, or in a bad mood, so that even little things would make you mad?</td>
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<tr>
<td>3. Were there times when nothing was fun for you, even things you used to like?</td>
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<td>4. Were there times when you just weren’t interested in anything and felt bored or just sat around most of the time?</td>
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<td>5. Have you felt like not eating?</td>
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<tr>
<td>6. Have you wanted to eat more than usual?</td>
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<tr>
<td>7. Have you had more trouble sleeping than usual (falling asleep or staying asleep or waking up too early)?</td>
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<tr>
<td>8. Have you slept a lot more than usual?</td>
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<td>9. Have you talked or moved around a lot less than usual?</td>
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<td>10. Have you been very restless, when you just had to keep walking around?</td>
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<tr>
<td>11. Have you been so down that it was hard for you to do your schoolwork?</td>
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<tr>
<td>12. Have you had trouble looking after yourself or your things, like keeping yourself clean or picking up after yourself?</td>
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<td>13. Have you felt more tired than usual, so that you sat around and didn’t do much of anything?</td>
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<tr>
<td>14. Have you felt like you had much less energy than usual, so that it was a big effort to do anything?</td>
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<tr>
<td>15. Have you felt less good about yourself than usual and blamed yourself a lot for things that happened in the past?</td>
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<td>16. Have you been more down on yourself than usual, when you felt that you couldn’t do anything right?</td>
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<tr>
<td>17. Have you felt bad about the way you look?</td>
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<tr>
<td>18. Have you felt like you were about to cry or were in tears?</td>
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<tr>
<td>19. Have you had more trouble than usual paying attention to your schoolwork, or keeping your mind on other things you were doing?</td>
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<tr>
<td>20. Have you been unable to concentrate or to think as clearly or as quickly as usual?</td>
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<tr>
<td>21. Have you felt that things never seem to work out all right for you?</td>
<td></td>
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<tr>
<td>22. Were there times it was harder for you to make up your mind about things or to make decisions?</td>
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<tr>
<td>23. Have you felt that life was hopeless and that there was nothing good for you in the future?</td>
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<tr>
<td>24. Have you thought more than usual about death or dying?</td>
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<tr>
<td>25. Did you wish you were dead?</td>
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<tr>
<td>26. Have you thought about suicide or killing yourself?</td>
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</tbody>
</table>
**Scoring and Analysis**

The assessment can be scored as a summated scale. Point values are assigned as follows:

- Hardly Ever or Never = 0
- Sometimes = 1
- Often = 2
- Almost Every Day = 3

Scores will range from 0 to 78, with a high score indicating severe depression.
D2. Modified Depression Scale

This scale measures the frequency of depressive symptoms. Respondents are asked to indicate how they have been feeling during the past 30 days.

In the last 30 days, how often...  

<table>
<thead>
<tr>
<th></th>
<th>Never</th>
<th>Seldom</th>
<th>Sometimes</th>
<th>Often</th>
<th>Always</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. were you very sad?</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>2. were you grouchy or irritable, or in a bad mood?</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>3. did you feel hopeless about the future?</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>4. did you feel like not eating or eating more than usual?</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>5. did you sleep a lot more or a lot less than usual?</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>6. did you have difficulty concentrating on your school work?</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
</tbody>
</table>

Scoring and Analysis

Point values are assigned as follows:

- Never = 1
- Seldom = 2
- Sometimes = 3
- Often = 4
- Always = 5

Scores are calculated by summing all responses, with a possible range of 6 to 30. Higher scores indicate more depressive symptoms.
E1. Distress—Weinberger Adjustment Inventory

These items measure global psychological distress including anxiety, depression, low self-esteem, and low well-being. Respondents are asked to indicate the extent to which each statement reflects their current feelings.

<table>
<thead>
<tr>
<th>Statement</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. I’m not very sure of myself.</td>
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<tr>
<td>2. I usually think of myself as a happy person.</td>
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<td>3. I really don’t like myself very much.</td>
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<td>4. I’m the kind of person who has a lot of fun.</td>
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<td>5. I worry too much about things that aren’t important.</td>
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<td>6. I often feel sad or unhappy.</td>
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<td>7. I usually feel I’m the kind of person I want to be.</td>
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<tr>
<td>8. I get into such a bad mood that I feel like just sitting around and doing nothing.</td>
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<tr>
<td>9. I feel very happy.</td>
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<tr>
<td>10. In recent years, I have felt more nervous or worried about things than I have needed to.</td>
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<tr>
<td>11. I feel nervous or afraid that things won’t work out the way I would like them to.</td>
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<tr>
<td>12. I feel lonely.</td>
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</tbody>
</table>
Scoring and Analysis

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P.O. Box 22807
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Tel: (216) 295-1391

or

Family Achievement Clinic
Metro Health Medical Center
Tel: (440) 808-1500
Fax: (440) 808-1503

Items 1-7 are scored on the following 5-point scale, with items 2, 4 and 7 reverse coded:

False = 1
Somewhat False = 2
Not Sure = 3
Somewhat True = 4
True = 5

Items 8-12 are scored on the following 5-point scale, with item 9 reverse coded:

Never = 1
Not Often = 2
Sometimes = 3
Often = 4
Almost Always = 5

This inventory can be scored by summing the point values of the responses from a participant. If between one and four responses are left blank, the average of the point values for the remaining items should be multiplied by 12 to calculate a pro-rated score. The inventory should generally not be scored if more than four responses are left blank. The maximum obtainable score of 60 indicates a high level of emotional distress. A minimum score of 12 indicates a low level.
E2. Seattle Personality Questionnaire

This assessment measures self-reported psychological symptomatology. Respondents are asked to indicate the extent to which each statement reflects their current feelings.

1. Do you talk in class a lot when you are not supposed to? □ No □ Yes □ Don’t Know
2. Do you feel afraid a lot of the time? □ No □ Yes □ Don’t Know
3. Do you worry about what other kids might be saying about you? □ No □ Yes □ Don’t Know
4. Is it easy for you to express your feelings? □ No □ Yes □ Don’t Know
5. Are you afraid to try new things? □ No □ Yes □ Don’t Know
6. Do you get a lot of pains in your body? □ No □ Yes □ Don’t Know
7. Do you worry a lot that other people might not like you? □ No □ Yes □ Don’t Know
8. Is it easy for you to solve problems with friends on your own? □ No □ Yes □ Don’t Know
9. Do you like everyone you know? □ No □ Yes □ Don’t Know
10. Do you often take things that aren’t yours? □ No □ Yes □ Don’t Know
11. Would it be hard for you to ask kids you didn’t know to join them in a game? □ No □ Yes □ Don’t Know
12. Is it easy for you to understand other people’s feelings? □ No □ Yes □ Don’t Know
13. Do you have a lot of scary dreams or nightmares? □ No □ Yes □ Don’t Know
14. Do you get a lot of headaches? □ No □ Yes □ Don’t Know
15. Are you always good? □ No □ Yes □ Don’t Know
16. Do you worry what others think about how you behave? □ No □ Yes □ Don’t Know
17. Do you get a lot of tummy aches? □ No □ Yes □ Don’t Know
18. Do you get into a lot of fights? □ No □ Yes □ Don’t Know
19. Do you ever feel mad? □ No □ Yes □ Don’t Know
20. Do you work well with other kids? □ No □ Yes □ Don’t Know
21. Is it hard for you to listen and follow directions? □ No □ Yes □ Don’t Know
22. Do you tell a lot of lies? □ No □ Yes □ Don’t Know
23. Do you feel like throwing up a lot? □ No □ Yes □ Don’t Know
24. Is it easy for you to share with others? □ No □ Yes □ Don’t Know
25. Do you argue a lot with other people? □ No □ Yes □ Don’t Know
26. Do you worry about what other people think of you? □ No □ Yes □ Don’t Know
27. Do you often tease or make fun of other kids? □ No □ Yes □ Don’t Know
28. Do you like working together with your friends? □ No □ Yes □ Don’t Know
29. Do you worry about being teased? □ No □ Yes □ Don’t Know
30. Do you sometimes break things on purpose? □ No □ Yes □ Don’t Know
31. Do you feel unhappy a lot of the time? □ No □ Yes □ Don’t Know
32. Are you helpful to others? □ No □ Yes □ Don’t Know
33. Do you feel like crying a lot of the time? □ No □ Yes □ Don’t Know
34. Do you feel upset about things? □ No □ Yes □ Don’t Know
35. Do you have trouble paying attention in class? □ No □ Yes □ Don’t Know
36. Do you listen to what other people think? □ No □ Yes □ Don’t Know
37. Do you feel that you do things wrong a lot? □ No □ Yes □ Don’t Know
38. Do you feel that most things are not that much fun? □ No □ Yes □ Don’t Know
39. Do you feel sorry for yourself? □ No □ Yes □ Don’t Know
40. Can you tell other people what you think without being bossy? ☐ No ☐ Yes ☐ Don’t Know

41. Do you have trouble falling or staying asleep? ☐ No ☐ Yes ☐ Don’t Know

42. Do you feel tired a lot of the time? ☐ No ☐ Yes ☐ Don’t Know

43. Do you often feel like not eating even though it is meal time? ☐ No ☐ Yes ☐ Don’t Know

44. Are you friendly towards others? ☐ No ☐ Yes ☐ Don’t Know

45. Do you want to be by yourself a lot? ☐ No ☐ Yes ☐ Don’t Know

(Items 4, 8, 12, 16, 20, 24, 28, 32, 36, 40 and 44 were added by Aber et al., 1995, for use in a self-report format. Items 1, 6, 10, and 12 were modified to aid administration.)

**Scoring and Analysis**

Point values are assigned as follows:

- No = 1
- Yes = 2
- Don’t know = 3

Four subscales are used: Anxiety (items 2, 3, 5, 7, 11, 26, 29); Conduct Problems (items 1, 10, 18, 21, 22, 27, 30); Somatization (items 6, 13, 14, 17, 23); and Depression (items 31, 33, 34, 35, 37, 38, 39, 41, 42, 43, 45). Items for each subscale are averaged to derive an overall score. A high number indicates a high level of personality disorder.
E3. PTSD Interview (PTSD-I)

These items measure post-traumatic stress disorder symptoms. Three introductory and filter questions are used to assess symptomatology.

Instructions

The examiner should read question A-1 (and A-2, if necessary) to the interviewee and fill in the appropriate blanks. The examiner also completes A-3. He should then give the interviewee a copy of the rating key. The examiner should read each B, C, D, and E item to the interviewee verbatim and ask him to rate himself, using the key. The examiner then records each response before reading the next item. Finally, the examiner completes the Summary Section.

A-1. Have you ever experienced something that is both very uncommon and so horrible that would be very distressing to almost anyone—such as substantial military combat, rape, seeing someone killed, etc.?

Interviewee says “yes.”

If “yes,” what was it?

If interviewee answers “yes” to A-1, skip A-2 and go to A-3.

A-2. Interviewee says “no.”

Then ask,

“What was the most horrible or frightening thing that you have experienced?”

If interviewee answers “yes” to A-2, go to A-3.

A-3. If an event listed in either A-1 or A-2 is both unusual (“outside the range of usual human experience”) and severe (“likely to evoke significant stress symptoms in almost anyone”), it is defined as a trauma. If either or both criteria cannot be met, assume that the interviewee has not experienced a trauma.

Has the interviewee experienced a trauma? Yes ____ No ____

How old was the interviewee when the event happened? Age _____ Date _____

(Now give the interviewee a copy of the rating key. Read him/her the questions and ask him/her to choose the correct response.)
**Rating Key**
1 = No or Never
2 = Very little or Very rarely
3 = A little or Sometimes
4 = Somewhat or Commonly
5 = Quite a bit or Often
6 = Very much or Very often
7 = Extremely or Always

B-1. Have upsetting memories of (cite the stressor listed in A-1 or A-2) frequently pushed themselves into your mind at times?

B-2. Have you had recurring unpleasant dreams about (the stressor)?

B-3. Have you ever suddenly acted or felt as if (the stressor) were happening again? This includes flashbacks, illusions, hallucinations or other “re-livings” of the event, even if they occur when you are intoxicated or just waking up.

B-4. Have things that reminded you of (the stressor) sometimes upset you a great deal?

C-1. Have you ever tried to avoid thinking about (the stressor) or feelings you associate with it?

C-2. Have you sometimes avoided activities or situations that remind you of (the stressor)?

C-3. Have you found you sometimes couldn’t remember important things about (the stressor)?

C-4. Have you lost a lot of interest in things that were very important to you before (the stressor)?

C-5. Have you felt more cut off emotionally from other people at some period than you did before (the stressor)?

C-6. Have there been periods since (the stressor) when you felt that you won’t have much of a future—that you may not have a rewarding career, a happy family, or a long, good life?

C-7. Have there been periods since (the stressor) when you felt that you won’t have much of a future—that you may not have a rewarding career, a happy family, or a long, good life?

D-1. Have you had more difficulty falling asleep or staying asleep at times than you did before (the stressor)?

D-2. Have you gotten irritated or lost your temper more at times than you did before (the stressor)?

D-3. Have there been periods since (the stressor) when you had more trouble concentrating than you had before it?
D-4. Have there been times when you were more overly alert, watchful, or super-aware of menacing noises or other stimuli than you were before (the stressor)?

D-5. Have there been times since (the stressor) when unexpected noise, movement, or touch startled you more than they did before?

D-6. Have things which reminded you of (the stressor) made you sweat, tense up, breathe hard, tremble, or overrespond in some other physical way?

E-1. Have you had these problems at least a few times a week for at least a month sometime since (the stressor)?

E-2. Have you had these problems at least a few times each week over the past month?

When did these feelings or problems first occur (month and year)? __________

**Scoring and Analysis**

Does the interviewee meet the DSM-III-R criteria for:

**Section A. History of trauma (“yes” response to item A-3)?**

□ Yes  □ No

**Section B. Trauma reexperiencing (at least one “4” or higher response to items B-1, B-2, B-3, and/or B-4)?**

□ Yes  □ No

**Section C. Avoidance of stimuli associated with trauma (at least three “4” or higher responses to items C-1, C-2, C-3, C-4, C-5, C-6, and/or C-7)?**

□ Yes  □ No

**Section D. Increased arousal (at least two “4” or higher responses to items D-1, D-2, D-3, D-4, D-5, and/or D-6)?**

□ Yes  □ No

A lifetime PTSD diagnosis (“yes” responses to Summary Sections A, B, C, and D, and to item E-1).

□ Yes  □ No

A current PTSD diagnosis (“yes” responses to Summary Sections A, B, C, D, and to item E-2).

□ Yes  □ No

PTSD-I Overall Frequency/Severity score (sum of items B-1 through D-6).

Score: __________
F1. Multigroup Ethnic Identity

This assessment measures aspects of ethnic identification, ethnic practices, and belonging. Respondents are asked to indicate how they feel about or react to their ethnicity or their ethnic group.

1. I have spent time trying to find out more about my own ethnic group, such as its history, traditions, and customs.
   - [ ] Strongly agree    - [ ] Somewhat agree    - [ ] Somewhat disagree    - [ ] Strongly disagree

2. I am active in organizations or social groups that include mostly members of my own ethnic group.
   - [ ] Strongly agree    - [ ] Somewhat agree    - [ ] Somewhat disagree    - [ ] Strongly disagree

3. I have a clear sense of my ethnic background and what it means for me.
   - [ ] Strongly agree    - [ ] Somewhat agree    - [ ] Somewhat disagree    - [ ] Strongly disagree

4. I like meeting and getting to know people from ethnic groups other than my own.
   - [ ] Strongly agree    - [ ] Somewhat agree    - [ ] Somewhat disagree    - [ ] Strongly disagree

5. I think a lot about how my life will be affected by the ethnic group I belong to.
   - [ ] Strongly agree    - [ ] Somewhat agree    - [ ] Somewhat disagree    - [ ] Strongly disagree

6. I am happy that I am a member of the group I belong to.
   - [ ] Strongly agree    - [ ] Somewhat agree    - [ ] Somewhat disagree    - [ ] Strongly disagree

7. I sometimes feel it would be better if different ethnic groups didn’t try to mix together.
   - [ ] Strongly agree    - [ ] Somewhat agree    - [ ] Somewhat disagree    - [ ] Strongly disagree

8. I am not very clear about the role of my ethnicity in my life.
   - [ ] Strongly agree    - [ ] Somewhat agree    - [ ] Somewhat disagree    - [ ] Strongly disagree

9. I often spend time with people from ethnic groups other than my own.
   - [ ] Strongly agree    - [ ] Somewhat agree    - [ ] Somewhat disagree    - [ ] Strongly disagree

10. I really have not spent much time trying to learn more about the culture and history of my ethnic group.
    - [ ] Strongly agree    - [ ] Somewhat agree    - [ ] Somewhat disagree    - [ ] Strongly disagree

11. I have a strong sense of belonging to my own ethnic group.
    - [ ] Strongly agree    - [ ] Somewhat agree    - [ ] Somewhat disagree    - [ ] Strongly disagree
12. I understand pretty well what my ethnic group membership means to me, in terms of how to relate to my own group and other groups.

- [ ] Strongly agree  - [ ] Somewhat agree  - [ ] Somewhat disagree  - [ ] Strongly disagree

13. In order to learn more about my ethnic background, I have often talked to other people about my culture.

- [ ] Strongly agree  - [ ] Somewhat agree  - [ ] Somewhat disagree  - [ ] Strongly disagree

14. I have a lot of pride in my ethnic group and its accomplishments.

- [ ] Strongly agree  - [ ] Somewhat agree  - [ ] Somewhat disagree  - [ ] Strongly disagree

15. I don’t try to become friends with people from other ethnic groups.

- [ ] Strongly agree  - [ ] Somewhat agree  - [ ] Somewhat disagree  - [ ] Strongly disagree

16. I participate in cultural practices of my own group, such as special food, music, or customs.

- [ ] Strongly agree  - [ ] Somewhat agree  - [ ] Somewhat disagree  - [ ] Strongly disagree

17. I am involved in activities with people from other ethnic groups.

- [ ] Strongly agree  - [ ] Somewhat agree  - [ ] Somewhat disagree  - [ ] Strongly disagree

18. I feel a strong attachment towards my own ethnic group.

- [ ] Strongly agree  - [ ] Somewhat agree  - [ ] Somewhat disagree  - [ ] Strongly disagree

19. I enjoy being around people from ethnic groups other than my own.

- [ ] Strongly agree  - [ ] Somewhat agree  - [ ] Somewhat disagree  - [ ] Strongly disagree

20. I feel good about my cultural or ethnic background.

- [ ] Strongly agree  - [ ] Somewhat agree  - [ ] Somewhat disagree  - [ ] Strongly disagree

**Scoring and Analysis**

Point values are assigned as follows:

- Strongly agree = 4
- Somewhat agree = 3
- Somewhat disagree = 2
- Strongly disagree = 1

The total score is derived by reversing the negative items (8 and 10), summing across items, and obtaining a mean. Subscales are as follows: **Affirmation and Belonging** (items 6, 11, 14, 18, 20), **Ethnic Identity Achievement** (items 1, 3, 5, 8, 10, 12, 13), and **Ethnic Behaviors** (items 2 and 16). A high score indicates a strong level of ethnic identity; a low score indicates a weak level of ethnic identity.
F2. Ethnic Identity

This assessment measures the importance of African-American ethnic pride. Respondents are presented with questions about their ethnicity and asked how they feel about it or react to it.

1. I have spent time trying to find out more about my own ethnic group, such as its history, traditions, and customs.
   - [ ] Strongly agree
   - [ ] Somewhat agree
   - [ ] Somewhat disagree
   - [ ] Strongly disagree

2. I have a clear sense of my ethnic background and what it means for me.
   - [ ] Strongly agree
   - [ ] Somewhat agree
   - [ ] Somewhat disagree
   - [ ] Strongly disagree

3. I like meeting and getting to know people from ethnic groups other than my own.
   - [ ] Strongly agree
   - [ ] Somewhat agree
   - [ ] Somewhat disagree
   - [ ] Strongly disagree

4. I think a lot about how my life will be affected by the ethnic group I belong to.
   - [ ] Strongly agree
   - [ ] Somewhat agree
   - [ ] Somewhat disagree
   - [ ] Strongly disagree

5. I am happy that I am a member of the group I belong to.
   - [ ] Strongly agree
   - [ ] Somewhat agree
   - [ ] Somewhat disagree
   - [ ] Strongly disagree

6. I sometimes feel it would be better if different ethnic groups didn’t try to mix together.
   - [ ] Strongly agree
   - [ ] Somewhat agree
   - [ ] Somewhat disagree
   - [ ] Strongly disagree

7. In order to learn more about my ethnic background, I have often talked to other people about my African-American culture.
   - [ ] Strongly agree
   - [ ] Somewhat agree
   - [ ] Somewhat disagree
   - [ ] Strongly disagree

8. I have a lot of pride in my ethnic group and its accomplishments.
   - [ ] Strongly agree
   - [ ] Somewhat agree
   - [ ] Somewhat disagree
   - [ ] Strongly disagree

9. I don’t try to become friends with people from other ethnic groups.
   - [ ] Strongly agree
   - [ ] Somewhat agree
   - [ ] Somewhat disagree
   - [ ] Strongly disagree

10. I feel good about my cultural or ethnic background.
    - [ ] Strongly agree
    - [ ] Somewhat agree
    - [ ] Somewhat disagree
    - [ ] Strongly disagree

11. I feel anger towards many white people.
    - [ ] Strongly agree
    - [ ] Somewhat agree
    - [ ] Somewhat disagree
    - [ ] Strongly disagree
12. It is so hard for African-Americans to succeed in this country that I sometimes wonder what is the use in even trying.

☐ Strongly agree  ☐ Somewhat agree  ☐ Somewhat disagree  ☐ Strongly disagree

13. Whites are usually fair to people regardless of race.

☐ Strongly agree  ☐ Somewhat agree  ☐ Somewhat disagree  ☐ Strongly disagree

14. I have a strong commitment to improve life in my ethnic community.

☐ Strongly agree  ☐ Somewhat agree  ☐ Somewhat disagree  ☐ Strongly disagree

15. African-Americans have the opportunity to succeed in this society.

☐ Strongly agree  ☐ Somewhat agree  ☐ Somewhat disagree  ☐ Strongly disagree

(Items 11-15 were developed by Flewelling et al., 1993.)

**Scoring and Analysis**

Point values for items 1-5, 7, 8, 10, and 13-15 are assigned as follows:

- Strongly agree = 4
- Agree = 3
- Disagree = 2
- Strongly disagree = 1

Items 6, 9, 11 and 12 are reverse coded. Point values are summed for each respondent and divided by the number of items. The intended range of scores is 1-4, with a higher score indicating a greater sense of ethnic pride and a positive outlook on one’s future in a multiracial society.
F3. Ethnic Identity—Teen Conflict Survey

These items measure ethnic pride and respect for differences. Respondents are asked to indicate how often they would make each statement.

How often would you make the following statements?

<table>
<thead>
<tr>
<th>Statement</th>
<th>Never</th>
<th>Seldom</th>
<th>Sometimes</th>
<th>Often</th>
<th>Always</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. I am proud to be a member of my racial/cultural group.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>2. I am accepting of others regardless of their race, culture, or religion.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>3. I would help someone regardless of their race.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>4. I can get along well with most people.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
</tbody>
</table>

**Scoring and Analysis**

Point values are assigned as follows:

- Never = 1
- Seldom = 2
- Sometimes = 3
- Often = 4
- Always = 5

Scores are calculated by summing all responses, with a possible range of 4 to 20. Higher scores indicate higher respect for diversity and higher self-ethnic pride.
**G1. Fatalism**

These items measure confidence in one’s ability to influence the future. Respondents are asked the extent to which they agree or disagree with the following statements.

1. If a person is not a success in life, it is his own fault.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

2. Even with a good education, I’ll have a hard time getting the right kind of job.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

3. People like me don’t have much of a chance in life.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

4. Whether I get into trouble is just a matter of chance.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

5. I can pretty much decide what will happen in my life.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

(Items 4 and 5 were added by Flewelling et al., 1993.)

**Scoring and Analysis**

Point values for items 1, 3 and 4 are assigned as follows:

- Strongly agree = 4
- Agree = 3
- Disagree = 2
- Strongly disagree = 1

Items 2 and 5 are reverse coded. Point values are summed for each respondent and divided by the number of items. The intended range of scores is 1-4, with a higher score indicating a more fatalistic view of one’s future (i.e., less control over that future).
## H1. Future Aspirations—Peer Leader Survey

These items measure future and career orientation and aspirations. Respondents are asked to indicate how important it is that they achieve six future goals.

How important is it to you that in the future:

<table>
<thead>
<tr>
<th>Item</th>
<th>Very Important</th>
<th>Important</th>
<th>Somewhat Important</th>
<th>Not At All Important</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. You will graduate from high school?</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>2. You will go to college?</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>3. You will have a job that pays well?</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>4. You will stay in good health?</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>5. You will do community work or volunteer work?</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>6. You will have good friends you can count on?</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

### Scoring and Analysis

Point values are summed for each respondent, then divided by the total number of responses. Blank items should not be counted in the number of responses. Higher mean scores (ranging from 1 to 4) indicate stronger aspirations in a variety of education, career, and social domains. Lower mean scores indicate lower and less diverse future aspirations.
H2. Positive Outlook—Individual Protective Factors Index

These items measure one’s outlook for the future. Students are asked to indicate how closely several statements match their feelings. A “YES!” is checked if the statement is very true for them; “yes” if it is somewhat true; “no” if it is somewhat false; and “NO!” if it is very false.

1. I will probably die before I am thirty. YES! yes no NO!
2. I think I will have a nice family when I get older. YES! yes no NO!
3. I am afraid my life will be unhappy. YES! yes no NO!
4. Bad things happen to people like me. YES! yes no NO!
5. I think I can have a nice house when I grow up. YES! yes no NO!
6. I will probably never have enough money. YES! yes no NO!

Scoring and Analysis
Items 1, 3, 4 and 6 are scored as follows:
- YES! = 1
- yes = 2
- no = 3
- NO! = 4

Items 2 and 5 are reverse coded. To score, point values for all six items are added. Blank items are excluded, with the score adjusted for the number of items completed when two or few items are blank. The maximum obtainable score of 24 indicates a high positive outlook. A minimum score of 6 indicates a relatively negative outlook.
H3. Achievement Motivation—Denver Youth Survey

These items measure motivation to achieve future outcomes associated with job, family, and community. Youths are asked to indicate the extent to which each statement reflects their current feelings.

How important is it to...

1. have a college education?
   - [ ] Very important
   - [ ] Quite important
   - [ ] Somewhat important
   - [ ] Not too important
   - [ ] Not at all important

2. own your own home?
   - [ ] Very important
   - [ ] Quite important
   - [ ] Somewhat important
   - [ ] Not too important
   - [ ] Not at all important

3. have a great deal of money?
   - [ ] Very important
   - [ ] Quite important
   - [ ] Somewhat important
   - [ ] Not too important
   - [ ] Not at all important

4. have a good paying job?
   - [ ] Very important
   - [ ] Quite important
   - [ ] Somewhat important
   - [ ] Not too important
   - [ ] Not at all important

5. have a good reputation in the community?
   - [ ] Very important
   - [ ] Quite important
   - [ ] Somewhat important
   - [ ] Not too important
   - [ ] Not at all important

6. have a happy family life?
   - [ ] Very important
   - [ ] Quite important
   - [ ] Somewhat important
   - [ ] Not too important
   - [ ] Not at all important

7. study hard for good grades?
   - [ ] Very important
   - [ ] Quite important
   - [ ] Somewhat important
   - [ ] Not too important
   - [ ] Not at all important

8. work hard to get ahead?
   - [ ] Very important
   - [ ] Quite important
   - [ ] Somewhat important
   - [ ] Not too important
   - [ ] Not at all important
9. save money for the future?
☐ Very important  ☐ Quite important  ☐ Somewhat important  ☐ Not too important  ☐ Not at all important

10. be careful what you spend?
☐ Very important  ☐ Quite important  ☐ Somewhat important  ☐ Not too important  ☐ Not at all important

11. be popular?
☐ Very important  ☐ Quite important  ☐ Somewhat important  ☐ Not too important  ☐ Not at all important

12. get a job to help out your family?
☐ Very important  ☐ Quite important  ☐ Somewhat important  ☐ Not too important  ☐ Not at all important

13. help out around the house?
☐ Very important  ☐ Quite important  ☐ Somewhat important  ☐ Not too important  ☐ Not at all important

**Scoring and Analysis**

Point values are assigned as follows:

- Very important = 5
- Quite important = 4
- Somewhat important = 3
- Not too important = 2
- Not at all important = 1

Point values are summed for each respondent and divided by the number of items. The intended range of scores is 1-5, with a higher score indicating greater motivation to achieve in conventional areas (home, school, community).
## 11. Children’s Hopelessness

This assessment measures a child’s negative (hopeless) expectations for the future. “No” responses indicate hopelessness; “yes” responses indicate lack of hopelessness.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1. I want to grow up because I think things will be better.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>2. I might as well give up because I can’t make things better for myself.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>3. When things are going badly, I know that they won’t be bad all of the time.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>4. I can imagine what my life will be like when I’m grown up.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>5. I have enough time to finish the things I really want to do.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>6. Someday, I will be good at doing the things that I really care about.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>7. I will get more of the good things in life than most other kids.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>8. I don’t have good luck and there’s no reason to think I will when I grow up.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>9. All I can see ahead of me are bad things, not good things.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>10. I don’t think I will get what I really want.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>11. When I grow up, I think I will be happier than I am now.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>12. Things just won’t work out the way I want them to.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>13. I never get what I want, so it’s dumb to want anything.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>14. I don’t think I will have any real fun when I grow up.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>15. Tomorrow seems unclear and confusing to me.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>16. I will have more good times than bad times.</td>
<td>□ YES □ NO</td>
</tr>
<tr>
<td>17. There’s no use in really trying to get something I want because I probably won’t get it.</td>
<td>□ YES □ NO</td>
</tr>
</tbody>
</table>
Scoring and Analysis

Point values for most of the items in this scale are assigned as follows: Yes = 1; No = 0. Eight positively-worded items are reverse coded: 1, 3, 5, 6, 7, 11 and 16. Responses are added to derive an overall score. A maximum score of 17 indicates high hopelessness. A minimum score of 0 indicates low hopelessness.
II. Children’s Hopelessness (Modified Version)

This modified version of the Children’s Hopelessness scale measures negative future expectations. It is a subset of the items in the previous scale, with one additional item. Youths are asked the extent to which they agree or disagree with the following statements.

1. I have enough time to finish the things I really want to do.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

2. All I can see ahead of me are bad things, not good things.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

3. When I grow up, I think I will be happier than I am now.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

4. I don’t think I will have any real fun when I grow up.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

5. I will have more good times than bad times.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

6. There’s no use in really trying to get something I want because I probably won’t get it.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

Scoring and Analysis

Point values for items 2, 4 and 6 are assigned as follows:

- Strongly agree = 4
- Agree = 3
- Disagree = 2
- Strongly disagree = 1

Items 1, 3 and 5 are reverse coded. Point values are summed for each respondent and divided by the number of items. The intended range of scores is 1-4, with a higher score indicating more hopelessness.
## J1. Hostility—SCL-90

These items measure symptoms of underlying hostility, reflecting qualities such as aggression, irritability, rage, and resentment. Youths are asked to indicate how often they feel irritable or engage in the following behaviors.

How often do you:

<table>
<thead>
<tr>
<th></th>
<th>Never</th>
<th>Once in a While</th>
<th>Fairly Often</th>
<th>Most of the Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Feel easily annoyed or irritated</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>2. Have temper outbursts you cannot control</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>3. Have urges to beat, injure, or harm someone</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>4. Have urges to break or smash things</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>5. Get into frequent arguments</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>6. Shout or throw things</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
</tbody>
</table>

### Scoring and Analysis

Point values are assigned as indicated above. Values are summed for each respondent and divided by the number of items. The intended range of scores is 1-4, with a higher score indicating more hostility.
K1. Sociomoral Reflection Measure, Short Form (SRM-SF)

This assessment measures moral reasoning and moral judgement. It is conducted in a one-on-one interview. Respondents are to identify things they think are important for people to do, and explain why they think these things are important.

1. Think about when you’ve made a promise to a friend of yours. How important is it for people to keep promises, if they can, to friends?

Circle one: very important important not important

Why is that very important/important/not important (whichever one you circled)?
____________________________________________________________________________________
____________________________________________________________________________________
____________________________________________________________________________________

2. What about keeping a promise to anyone? How important is it for people to keep promises, if they can, even to someone they hardly know?

Circle one: very important important not important

Why is that very important/important/not important (whichever one you circled)?
____________________________________________________________________________________
____________________________________________________________________________________
____________________________________________________________________________________

3. What about keeping a promise to a child? How important is it for parents to keep promises to their children?

Circle one: very important important not important

Why is that very important/important/not important (whichever one you circled)?
____________________________________________________________________________________
____________________________________________________________________________________
____________________________________________________________________________________

4. In general, how important is it to tell the truth?

Circle one: very important important not important

Why is that very important/important/not important (whichever one you circled)?
____________________________________________________________________________________
____________________________________________________________________________________
____________________________________________________________________________________
5. Think about when you’ve helped your mother or father. How important is it for children to help their parents?

<table>
<thead>
<tr>
<th>Circle one:</th>
<th>very important</th>
<th>important</th>
<th>not important</th>
</tr>
</thead>
</table>

**Why is that very important/important/not important (whichever one you circled)?**

____________________________________________________________________________________
____________________________________________________________________________________

6. Let’s say a friend of yours needs help and may even die, and you’re the only person who can save him or her. How important is it for a person (without losing his or her own life) to save the life of a friend?

<table>
<thead>
<tr>
<th>Circle one:</th>
<th>very important</th>
<th>important</th>
<th>not important</th>
</tr>
</thead>
</table>

**Why is that very important/important/not important (whichever one you circled)?**

____________________________________________________________________________________
____________________________________________________________________________________

7. What about saving the life of anyone? How important is it for a person (without losing his or her own life) to save the life of a stranger?

<table>
<thead>
<tr>
<th>Circle one:</th>
<th>very important</th>
<th>important</th>
<th>not important</th>
</tr>
</thead>
</table>

**Why is that very important/important/not important (whichever one you circled)?**

____________________________________________________________________________________
____________________________________________________________________________________

8. How important is it for a person to live even if that person doesn’t want to?

<table>
<thead>
<tr>
<th>Circle one:</th>
<th>very important</th>
<th>important</th>
<th>not important</th>
</tr>
</thead>
</table>

**Why is that very important/important/not important (whichever one you circled)?**

____________________________________________________________________________________
____________________________________________________________________________________

9. How important is it for people not to take things that belong to other people?

<table>
<thead>
<tr>
<th>Circle one:</th>
<th>very important</th>
<th>important</th>
<th>not important</th>
</tr>
</thead>
</table>

**Why is that very important/important/not important (whichever one you circled)?**

____________________________________________________________________________________
____________________________________________________________________________________
10. How important is it for people to obey the law?

Circle one: very important important not important

Why is that very important/important/not important (whichever one you circled)?

____________________________________________________________________________________

____________________________________________________________________________________

11. How important is it for judges to send people who break the law to jail?

Circle one: very important important not important

Why is that very important/important/not important (whichever one you circled)?

____________________________________________________________________________________

____________________________________________________________________________________

Scoring and Analysis
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L1. Likelihood of Violence and Delinquency

These items measure perceived likelihood of engaging in violence and other high risk behaviors. Youths are asked to indicate how likely they are to engage in various behaviors over the next 30 days.

Within the next month, how likely is it that you will...

1. get into a physical fight?
   □ Very likely □ Somewhat likely □ Not very likely □ Not at all likely

2. carry a gun?
   □ Very likely □ Somewhat likely □ Not very likely □ Not at all likely

3. carry a knife?
   □ Very likely □ Somewhat likely □ Not very likely □ Not at all likely

4. get injured in a fight?
   □ Very likely □ Somewhat likely □ Not very likely □ Not at all likely

5. injure someone else in a fight?
   □ Very likely □ Somewhat likely □ Not very likely □ Not at all likely

6. drink an alcoholic beverage?
   □ Very likely □ Somewhat likely □ Not very likely □ Not at all likely

7. get drunk?
   □ Very likely □ Somewhat likely □ Not very likely □ Not at all likely

8. get high on drugs?
   □ Very likely □ Somewhat likely □ Not very likely □ Not at all likely

9. have sexual intercourse?
   □ Very likely □ Somewhat likely □ Not very likely □ Not at all likely
Scoring and Analysis

Point values are assigned as follows:

- Very likely = 4
- Somewhat likely = 3
- Not very likely = 2
- Not at all likely = 1

Point values are summed for each respondent and divided by the number of items. The intended range of scores is 1-4, with a higher score indicating a greater likelihood for violent or other delinquent behaviors.
L2. Violent Intentions—Teen Conflict Survey

These items measure intentions to use nonviolent strategies to control anger and conflict. Respondents are asked to indicate how likely they would be to adopt certain nonviolent behaviors the next time they get angry.

The next time you find yourself really angry at someone or something, how likely is it that you would...

<table>
<thead>
<tr>
<th>Item</th>
<th>Very Likely</th>
<th>Likely</th>
<th>Unlikely</th>
<th>Very Unlikely</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. ignore the situation.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
</tr>
<tr>
<td>2. ignore the situation and get the person later.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
</tr>
<tr>
<td>3. try to talk it out.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
</tr>
<tr>
<td>4. suggest peer mediation.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
</tr>
<tr>
<td>5. channel your anger into something constructive.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
</tr>
<tr>
<td>6. laugh it off.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
</tr>
<tr>
<td>7. try to reduce your anger.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
</tr>
<tr>
<td>8. try to see the other person’s point of view.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
</tr>
</tbody>
</table>

**Scoring and Analysis**

Point values are assigned as follows:

- Very Likely = 4
- Likely = 3
- Unlikely = 2
- Very Unlikely = 1

Item 2 is reverse scored. Responses are summed, with a possible range of 8 to 32. High scores indicate a stronger intention to use non-violent strategies.
M1. Twenty Statements

This scale measures an individual’s concept of self. Each respondent is asked to list 20 statements that describe himself or herself; responses are coded by complexity and consensual/subconsensual statements.

**Directions**

Think about the words you might use if you had to talk about yourself to someone who had never met you before. Imagine someone came from a foreign country and wanted to learn about what you are like. What would you tell that person about yourself? What kinds of things would you say about yourself so that the other person would know about you? How would you describe yourself? Write only one thing on each line. You don’t have to spell these right. Write something different on each line that tells what you are like. Don’t write your name on any of the lines. You do not have to fill all the lines, just fill as many as you think are right with words that you might use to tell someone about yourself.

**Coding Instructions**

**STEP 1**

Read all the statements. Then, decide whether the statements are either codable or uncodable as defined below. Put a “U” next to each uncodable response.

1. ** Codable responses** are those that are legible, understandable, relevant statement. Examples of codable responses are: “I am smart,” “I like baseball.” Even statements that use an assumed subject and verb are codable such as “boy,” “nice,” or “Mexican.”

2. **Uncodable responses** are those that are not understandable. Examples of uncodable responses are:
   i) isolated word or words out of context (e.g., entire response consists of “while,” “stick up for,” “or “I am”)
   ii) response is about someone else (e.g., “you are nice,” “my cousin lives with me”)
   iii) response is a question posed to another (e.g., “Do you like me?”)
   iv) response is unreadable, usually because of spelling errors or handwriting (e.g., “I am peute”)
   v) response duplicates another (e.g., “I am nice,” “I am nice”)

Do not give any codes to uncodable responses.

Evaluate the responses using the following coding scheme.

A. Decide in which of these three categories the response fits:

1. **External**

   Responses that reference physical characteristics such as name, hair color, age, etc. Possessions and general information are included. Examples are: “I have a doll,” “I am a Boy Scout,” or “I was born in Chicago.” Descriptions of one’s appearance are included (e.g., “I am pretty” or “I am fat”).
II. Psychosocial and Cognitive Assessments

2. Behavioral*
   Responses that reference behavior. The behavior refers to one in a specific context or in general (e.g., “I like to swim” or “I play”). These should NOT refer to a global context or behavioral trait (e.g., “playful” or “helpful”). Trait names are included if they are discussed in behavioral terms.

3. Internal*
   Responses that reference feelings, beliefs, thoughts, or knowledge (e.g., “I am sad” or “I know my division”). Personality traits and temperament are included (e.g., “care,” “share,” “angry,” “careful,” and “smart”) as well as any behavior expressed in terms of a trait (e.g., “I am good at basketball” or “I am fun to be with”).

B. Within each of the above categories, decide whether the response is:

1. Non-evaluative—These responses include no descriptors and require no interpretation. They indicate common knowledge. (Code as 0 in the Evaluative category.)

2. Evaluative—These responses are ambiguous, and therefore require interpretation. They are often in the form of a judgement and may include a descriptor such as “a lot,” “very,” or “good.” Evaluative statements are responses which have a range of meanings (e.g., sad, mad, or hurt). (Code as 1 in the Evaluative category.)

3. Preferential—Responses that reference likes and dislikes (e.g., “I like rollerblading”). Note: Both “love” and “hate” should be evaluated in terms of reference and context. For example, “I hate my sister” is not a preference, whereas “I hate chocolate pudding” seems to be a statement which refers not to preferring chocolate pudding. These responses are also evaluative.

4. Comparative-Evaluative—These responses are an evaluation of a comparative statement. They must state a clear comparison; do NOT include implied comparisons. They are statements requiring interpretation and may include a descriptor or modifier. Examples are “I am the prettiest girl in my class,” “I have more friends than my brother,” or “I like playing cards the best.” These responses are often evaluative.

5. Qualified-Evaluative—These responses include a qualifier, modifier, or descriptor that refers to variability in time, situation, or quantity (e.g., “sometimes I get mad at people,” “I am kinda tall,” or “I have a lot of dolls”). These responses are often evaluative.

6. Speculative—These responses include a speculation about why something is the way it is. They tend to speculate about the causes of stated strengths or weaknesses. A clear reason for a response must be stated (e.g., “I help people because I am nice” or “I get mad when I’m pushed”).

C. Record the code (0=No or 1=Yes) for each child’s response on a coding worksheet. For example, if the first statement is speculative, code it as “1” on the coding worksheet underneath the speculative heading. If a statement is NOT speculative, then code as “0” underneath the speculative heading. All spaces must be filled with either a 0 or 1.

STEP 2

Count the number of codable statements which reference group affiliation and put the total number in Section II on the worksheet.* These responses refer to organized activities and those pertaining to groups. Examples are “Boy Scout,” “I play softball,” “I’m on the track team,” or “I’m in a gang.”
STEP 3

Count the number of codable statements that fall into the following defined categories. These statements must refer to aggressive or pro-social personality traits or behaviors which inhibit or promote interaction with others. Be careful not to assume the converse is true for a statement (e.g., if it is not aggressive, don’t assume it’s automatically pro-social). Record the totals in Section III on the worksheet.* Note that many statements will NOT fall into either category; also, do NOT include general preferential statements.

AGGRESSIVE responses refer to aggressive personality traits or behaviors. These statements specify hostile, injurious, or destructive behavior. They will tend to inhibit satisfactory relations with others. Examples are “I get into a lot of fights,” “hateful,” “mean,” “tough,” and “I hurt people.” Responses referencing emotional states are NOT aggressive (e.g., “angry” or “mad”). Aggressive responses do NOT include statements about NOT being aggressive (e.g., “I don’t get into fights” or “I don’t hit people”).

PRO-SOCIAL responses refer to pro-social personality traits or behavior promoting interaction which benefits others (e.g., “I am helpful,” “I’m considerate,” “I share,” or “I am nice to other people”). Responses such as “thankful,” “I am fun to be with,” and “I am not bossy” are NOT pro-social.

STEP 4

Count the number of codable statements that fall into the following categories. Record the totals in Section IV on the worksheet.* Many statements will not fall into either category. POSITIVE responses are those that are generally positive in nature (e.g., “a good person,” “friendly,” “nice,” and “smart”). NEGATIVE responses are those that are generally negative in nature (e.g., “mean,” “ugly,” “fat,” and “stupid”).

STEP 5

Count the total number of codable responses and record in Section V on the worksheet.*

STEP 6

Count the total number of uncodable responses and record in Section VI on the worksheet.*

STEP 7

Add the numbers from step 6 and step 7 and record the total in Section VII on the worksheet.*

* On your worksheet, include the following sections:
I. External, Behavioral, and Internal (with responses in each of these three categories designated as nonevaluative, evaluative, preferential, comparative-evaluative, qualified-evaluative, or speculative).
II. Co-curricular
III. Aggressive and Prosocial
IV. Positive and Negative
V. Number of codable responses
VI. Number of uncodable responses
VII. Total number of responses

For more information, see Kuhn & McPartland, 1954.
Example Coding Sheet

Code the following responses as: I=Internal E=External B=Behavioral

<table>
<thead>
<tr>
<th>Evaluative</th>
<th>Nonevaluative</th>
</tr>
</thead>
<tbody>
<tr>
<td>nice I likeable I</td>
<td>on the track team E</td>
</tr>
<tr>
<td>mad I fat E</td>
<td>boyscout E</td>
</tr>
<tr>
<td>sharing I bossy I</td>
<td>play softball B</td>
</tr>
<tr>
<td>pretty E good I</td>
<td>pick fights B</td>
</tr>
<tr>
<td>Christian E kind I</td>
<td>know my division I</td>
</tr>
<tr>
<td>dark E protector I</td>
<td>play B</td>
</tr>
<tr>
<td>light E shareful I</td>
<td>work B</td>
</tr>
<tr>
<td>playful I thankful I</td>
<td>watch TV B</td>
</tr>
<tr>
<td>stingy I wavy E</td>
<td>slanted eyes E</td>
</tr>
<tr>
<td>dark skinned E small E</td>
<td>brown hair E</td>
</tr>
<tr>
<td>fair B big E</td>
<td>black (race) E</td>
</tr>
<tr>
<td>not mean I rude I</td>
<td>white (race) E</td>
</tr>
<tr>
<td>wishful I cute E</td>
<td>collect cards B</td>
</tr>
<tr>
<td>fat E weird I</td>
<td>ride a bike B</td>
</tr>
<tr>
<td>bad I fun I</td>
<td>5’5” E</td>
</tr>
<tr>
<td>undangerous I lovely I</td>
<td>110 pounds E</td>
</tr>
<tr>
<td>dangerous I helpful I</td>
<td>play baseball B</td>
</tr>
<tr>
<td>cool I angry I</td>
<td>dance B</td>
</tr>
<tr>
<td>mean I crazy I</td>
<td></td>
</tr>
<tr>
<td>hateful I strong E</td>
<td></td>
</tr>
<tr>
<td>bad I</td>
<td></td>
</tr>
</tbody>
</table>

* All responses referencing a preference are EVALUATIVE.

* All responses with “very,” “a lot,” “sometimes,” “sorta,” “some,” “mostly,” etc. are EVALUATIVE/QUALIFIED.

* Behaviors expressed as INTERNAL traits include: “good reader,” “bike rider,” “card collector,” and “drawer.”

* Examples of PROSOCIAL responses are: “considerate,” “share,” “helpful,” “caring,” and “I am nice to people.”

* AGGRESSIVE responses include: “hateful,” “mean,” “tough,” “I pick fights,” “dangerous.”
N1. Personal Safety—Joyce Foundation Youth Survey

These items measure how safe a youth feels in his or her neighborhood and school, and going to and from school. Students are asked to think about themselves and circle the answer that best reflects their opinion or feelings about each statement.

How often would you say the following statements about yourself?

<table>
<thead>
<tr>
<th>Statement</th>
<th>Never</th>
<th>Seldom</th>
<th>Sometimes</th>
<th>Often</th>
<th>Always</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. I have been affected personally by violence.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>2. I live in a safe neighborhood.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>3. I worry about my safety getting to and from school.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>4. I worry about my safety in school.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>5. I see gang activity in my neighborhood.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
</tbody>
</table>

Scoring and Analysis

Point values are assigned as follows:

- Never = 1
- Seldom = 2
- Sometimes = 3
- Often = 4
- Always = 5

Item 2 is reverse coded, then scores are calculated by summing all responses. Possible range is 5 to 25, with higher scores indicating more concern for personal safety, or the student’s perception that his or her personal safety is at risk.
01. Social Responsibility

These items measure civic responsibility and awareness. Youths are asked the extent to which they agree or disagree with the following statements.

1. It is hard to get ahead without breaking the law now and then.
   - [ ] Strongly agree   - [ ] Agree   - [ ] Disagree   - [ ] Strongly disagree

2. If I want to risk getting into trouble, that is my business and nobody else's.
   - [ ] Strongly agree   - [ ] Agree   - [ ] Disagree   - [ ] Strongly disagree

3. I don't owe the world anything.
   - [ ] Strongly agree   - [ ] Agree   - [ ] Disagree   - [ ] Strongly disagree

4. What I do with my life won't make much difference one way or another.
   - [ ] Strongly agree   - [ ] Agree   - [ ] Disagree   - [ ] Strongly disagree

5. I really care about how my actions might affect others.
   - [ ] Strongly agree   - [ ] Agree   - [ ] Disagree   - [ ] Strongly disagree

6. I have a responsibility to make the world a better place.
   - [ ] Strongly agree   - [ ] Agree   - [ ] Disagree   - [ ] Strongly disagree

(Items 2-6 were added by Flewelling et al., 1993.)

Scoring and Analysis

Point values are assigned as follows:

<table>
<thead>
<tr>
<th>Response</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strongly agree</td>
<td>1</td>
</tr>
<tr>
<td>Agree</td>
<td>2</td>
</tr>
<tr>
<td>Disagree</td>
<td>3</td>
</tr>
<tr>
<td>Strongly disagree</td>
<td>4</td>
</tr>
</tbody>
</table>

Items 5 and 6 are reverse coded. Point values are summed for each respondent and divided by the number of items. The intended range of scores is 1-4, with a higher score indicating a greater sense of social responsibility.
**P1. Self-Efficacy**

These items measure one’s confidence in attaining educational and career goals and in avoiding fights. Youths are asked to indicate the extent to which they agree or disagree with the following statements.

<table>
<thead>
<tr>
<th>Statement</th>
<th>Strongly Disagree</th>
<th>Disagree</th>
<th>Agree</th>
<th>Strongly Agree</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. I will graduate from high school.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>2. I will finish college.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>3. I will get a job I really want.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>4. I am confident in my ability to stay out of fights.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>5. If someone called me a bad name, I would ignore them or walk away.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>6. I don’t need to fight because there are other ways to deal with anger.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>7. I can get along well with most people.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
</tbody>
</table>

(Item 7 was added by DeJong et al., 1992.)

**Scoring and Analysis**

Point values are assigned as indicated above. Values are summed for each respondent and divided by the number of items. The intended range of scores is 1-4, with a higher score indicating a greater confidence in one’s ability to finish school, get a job, and avoid violent encounters. Items 4-7 can be treated as a separate scale.
P2. Control—Individual Protective Factors Index

This assessment measures sense of control and has two subscales: self-efficacy and self-control. Students are asked to indicate how closely several statements match their feelings. A “YES!” is checked if the statement is very true for them; “yes” if it is somewhat true; “no” if it is somewhat false; and “NO!” if it is very false.

Self-Efficacy

1. Other people decide what happens to me.  □ YES!  □ yes  □ no  □ NO!
2. It is important to think before you act.  □ YES!  □ yes  □ no  □ NO!
3. If I study hard, I will get better grades.  □ YES!  □ yes  □ no  □ NO!
4. When I try to be nice, people notice.  □ YES!  □ yes  □ no  □ NO!
5. If you work hard, you will get what you want.  □ YES!  □ yes  □ no  □ NO!
6. To make a good decision, it is important to think.  □ YES!  □ yes  □ no  □ NO!
7. I am responsible for what happens to me.  □ YES!  □ yes  □ no  □ NO!

Self-Control

8. Sometimes you have to physically fight to get what you want.  □ YES!  □ yes  □ no  □ NO!
9. I get mad easy.  □ YES!  □ yes  □ no  □ NO!
10. I do whatever I feel like doing.  □ YES!  □ yes  □ no  □ NO!
11. When I am mad, I yell at people.  □ YES!  □ yes  □ no  □ NO!
12. Sometimes I break things on purpose.  □ YES!  □ yes  □ no  □ NO!
13. If I feel like it, I hit people.  □ YES!  □ yes  □ no  □ NO!
Scoring and Analysis

Items 1, 8, 9, 10, 11, 12 and 13 are scored as follows:

YES! = 1
yes = 2
no = 3
NO! = 4

All other items are reverse coded. To score the scale, point values for all 13 items are added. Blank items are excluded, with the scale score adjusted for the number of items completed when two or few items are blank. The maximum obtainable score of 52 indicates a high sense of self-control. A minimum score of 13 indicates a relatively low sense of control.
## P3. Restraint—Weinberger Adjustment Inventory

This inventory measures self-restraint. It includes items pertaining to suppression of aggression, consideration of others, impulse control, and responsibility. It can be administered in classrooms to groups of students.

<table>
<thead>
<tr>
<th></th>
<th>Question</th>
<th>False</th>
<th>Somewhat False</th>
<th>Not Sure</th>
<th>Somewhat True</th>
<th>True</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Doing things to help other people is more important to me than almost anything else.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>2</td>
<td>I’m the kind of person who will try anything once, even if it’s not that safe.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>3</td>
<td>I should try harder to control myself when I’m having fun.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>4</td>
<td>I do things that are against the law more often than most people.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>5</td>
<td>I often go out of my way to do things for other people.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>People who get me angry better watch out.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>I think about other people’s feelings before I do something they might not like.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>8</td>
<td>I do things without giving them enough thought.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>9</td>
<td>When I have the chance, I take things I want that don’t really belong to me.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>10</td>
<td>If someone tries to hurt me, I make sure I get even with them.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11. I enjoy doing things for other people, even when I don’t receive anything in return.</td>
<td>Never</td>
<td>Not Often</td>
<td>Sometimes</td>
<td>Often</td>
<td>Almost Always</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>12. I become “wild and crazy” and do things other people might not like.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>13. I do things that are really not fair to people I don’t care about.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>14. I will cheat on something if I know no one will find out.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>15. When I’m doing something for fun (for example, partying, acting silly), I tend to get carried away and go too far.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>16. I make sure that doing what I want will not cause problems for other people.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>17. I break laws and rules I don’t agree with.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>18. I like to do new and different things that many people would consider weird or not really safe.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>19. Before I do something, I think about how it will affect the people around me.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>20. If someone does something I really don’t like, I yell at them about it.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>21. People can depend on me to do what I know I should.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>22. I lose my temper and “let people have it” when I’m angry.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>23. I do things that I know really aren’t right.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
</tbody>
</table>
II. Psychosocial and Cognitive Assessments

Not Almost
Never 1 2 3 4 5
Often
Sometimes
Often
Almost
Always

24. I say the first thing that comes into my mind without thinking enough about it. 1 2 3 4 5
25. I pick on people I don’t like. 1 2 3 4 5
26. I try very hard not to hurt other people’s feelings. 1 2 3 4 5
27. I stop and think things through before I act. 1 2 3 4 5
28. I say something mean to someone who has upset me. 1 2 3 4 5
29. I make sure I stay out of trouble. 1 2 3 4 5
30. When someone tries to start a fight with me, I fight back. 1 2 3 4 5

Scoring and Analysis
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  P.O. Box 22807
  Beachwood, OH 44122
  Tel: (216) 295-1391
  or
  Family Achievement Clinic
  Metro Health Medical Center
  Tel: (440) 808-1500
  Fax: (440) 808-1503

Items 1 and 5 are scored on the following 5-point scale:
False = 1
Somewhat False = 2
Not Sure = 3
Somewhat True = 4
True = 5
Items 2, 3, 4 and 6 are recoded as follows:
- False = 5
- Somewhat False = 4
- Not Sure = 3
- Somewhat True = 2
- True = 1

Items 7, 11, 16, 19, 21, 26, 27 and 29 are scored on the following 5-point scale:
- Never = 1
- Not Often = 2
- Sometimes = 3
- Often = 4
- Almost Always = 5

Items 8, 9, 10, 12, 13, 14, 15, 17, 18, 20, 22, 23, 24, 25, 28 and 30 are recoded as follows:
- Never = 5
- Not Often = 4
- Sometimes = 3
- Often = 2
- Almost Always = 1

Within each subscale the score is calculated by summing the point values of the responses from a participant. If 25% or less of the responses are left blank, the average of the point values for the remaining items should be multiplied by the total number of items in the scale to calculate a pro-rated score. The scale should generally not be scored if more than 25% of the responses are left blank.

The maximum obtainable score of 150 indicates a high level of emotional restraint. A minimum score of 30 indicates a low level.

A short version of the restraint scale is based on the sum of the following 12 items: 6, 7, 8, 9, 10, 12, 14, 15, 16, 19, 22 and 23. The maximum obtainable score of 60 indicates a high level of emotional restraint. A minimum score of 12 indicates a low level.

Four subscales are based on the following items:
- Suppression of Aggression—6, 10, 20, 22, 25, 28 and 30
- Impulse Control—2, 3, 8, 12, 15, 18, 24 and 27
- Consideration of Others—1, 5, 7, 11, 16, 19 and 26
- Responsibility—4, 9, 13, 14, 17, 21, 23 and 29

In each case, the maximum obtainable score (of 35 or 40) indicates a high level of suppression of aggression. A minimum score of 7 or 8 indicates a low level.
P4. Children’s Desire for Control

This scale measures the desire for control and endorsement of aggressive strategies for gaining control. Respondents are asked to indicate the extent to which they feel certain statements about controlling behavior are true for them.

1. I’d rather give orders than receive orders.
   - [ ] Not at all true
   - [ ] Not very true
   - [ ] Sort of true
   - [ ] Very true

2. When it comes to watching TV, I want to choose the shows I watch.
   - [ ] Not at all true
   - [ ] Not very true
   - [ ] Sort of true
   - [ ] Very true

3. It’s important to me that I can have my friends over whenever I want.
   - [ ] Not at all true
   - [ ] Not very true
   - [ ] Sort of true
   - [ ] Very true

4. I like to be the boss when I am with my friends.
   - [ ] Not at all true
   - [ ] Not very true
   - [ ] Sort of true
   - [ ] Very true

5. If people at home would listen to me more, things would be better.
   - [ ] Not at all true
   - [ ] Not very true
   - [ ] Sort of true
   - [ ] Very true

6. I like it when my parents let me decide what to do.
   - [ ] Not at all true
   - [ ] Not very true
   - [ ] Sort of true
   - [ ] Very true

7. My parents should decide what I get to eat for snacks.
   - [ ] Not at all true
   - [ ] Not very true
   - [ ] Sort of true
   - [ ] Very true

8. My parents should check my homework to make sure it’s done.
   - [ ] Not at all true
   - [ ] Not very true
   - [ ] Sort of true
   - [ ] Very true

9. I like it when my parents tell me what clothes to wear.
   - [ ] Not at all true
   - [ ] Not very true
   - [ ] Sort of true
   - [ ] Very true

10. I like it when the gym teacher picks the teams for the games.
    - [ ] Not at all true
    - [ ] Not very true
    - [ ] Sort of true
    - [ ] Very true

11. It’s okay when other people boss me around.
    - [ ] Not at all true
    - [ ] Not very true
    - [ ] Sort of true
    - [ ] Very true

12. I like it when other kids tell me what to do.
    - [ ] Not at all true
    - [ ] Not very true
    - [ ] Sort of true
    - [ ] Very true
13. I’d rather be a follower than a leader.
   □ Not at all true    □ Not very true    □ Sort of true    □ Very true

14. My friends usually know what’s best for me.
   □ Not at all true    □ Not very true    □ Sort of true    □ Very true

15. I’d rather do my own homework and make mistakes than listen to someone else’s ideas.
   □ Not at all true    □ Not very true    □ Sort of true    □ Very true

16. I try to avoid situations where someone else tells me what to do.
   □ Not at all true    □ Not very true    □ Sort of true    □ Very true

**Scoring and Analysis**

This measure produces a Total Desire for Control scale. Point values are assigned as follows:

- Not at all true = 1
- Not very true = 2
- Sort of true = 3
- Very true = 4

Items signifying desire to be controlled by others are reverse scored (4, 8, 10, 11, 12, 14, 16). The final scale is created by averaging responses to 16 items. A maximum score of 4 indicates increased desire for self-control. A minimum score of 1 indicates decreased desire for self-control.
P5. Self-Efficacy—Teen Conflict Survey

These items measure an individual’s confidence in his or her ability to control anger and resolve conflicts nonviolently. Respondents are asked to indicate how likely they would be to use certain nonviolent strategies.

<table>
<thead>
<tr>
<th></th>
<th>Very Confident</th>
<th>Somewhat Confident</th>
<th>Unsure</th>
<th>Not Very Confident</th>
<th>Not At All Confident</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. stay out of fights?</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>2. understand another person’s point of view?</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>3. calm down when you are mad?</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>4. talk out a disagreement?</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>5. learn to stay out of fights?</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
</tbody>
</table>

**Scoring and Analysis**

Point values are assigned as follows:

- Very Confident = 5
- Somewhat Confident = 4
- Unsure = 3
- Not Very Confident = 2
- Not At All Confident = 1

Scores are calculated by summing all responses. Possible range is 5 to 25, with higher scores indicating more confidence.
**P6. Minimization**

These items measure the use of minimization as a coping strategy. Respondents are asked to indicate the extent to which certain statements describe them.

<table>
<thead>
<tr>
<th></th>
<th>Not Like Me</th>
<th>Like Me</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. I don’t worry ahead of time about problems that are probably going to happen.</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>2. I feel that things are not as bad as they seem to others.</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>3. When I get angry, I try to hide my feelings.</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>4. I feel that problems have a way of taking care of themselves.</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>5. I have to be very sick to see a doctor.</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>6. I do not worry about things in the future because I am sure that everything will turn out all right.</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>7. When something bothers me, I can ignore it.</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>8. I feel there is very little that is worth worrying about.</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>9. No matter how bad things seem, I do not let it upset me.</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>10. I’m not afraid to take risks, because when your number’s up, it’s up.</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Scoring and Analysis**

Point values are as indicated above. Responses are summed to derive a total score, with possible scores ranging from 0 to 10. A higher score indicates a high use of minimization as a coping strategy. A lower score indicates less frequent use of minimization.
## Q1. Low Self-Esteem—Weinberger Adjustment Inventory

This subscale measures an individual’s perception of his or her value. Some of the items are from Weinberger's Distress Scale. Youths are asked to indicate how true various statements are for them.

<table>
<thead>
<tr>
<th>Statement</th>
<th>Never</th>
<th>Often</th>
<th>Sometimes</th>
<th>Often</th>
<th>Almost Always</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. I’m not very sure of myself.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>2. I really don’t like myself very much.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>3. I sometimes feel so bad about myself that I wish I were somebody else.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>4. I usually feel I’m the kind of person I want to be.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>5. I feel I can do things as well as other people can.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>6. I feel that I am a special or important person.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>7. I feel that I am really good at things I try to do.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

### Scoring and Analysis

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Tel: (440) 808-1500
Fax: (440) 808-1503
Items 1-3 are scored as indicated above. Items 4-7 are reverse coded. The scale can be scored by sum-
mring the point values of the responses from a participant. If one or two responses are left blank, the average
of the point values for the remaining items should be multiplied by 7 to calculate a pro-rated score. The scale
should generally not be scored if more than two responses are left blank. The maximum obtainable score of
35 indicates a low level of self-esteem. A minimum score of 7 indicates a high level.
### Q2. Hare Area-Specific Self-Esteem Scale

This scale measures adolescents’ feelings about their worth and importance among peers, as students, and as family members. Students are asked to indicate the extent to which they agree or disagree with 10 statements.

<table>
<thead>
<tr>
<th>Strongly Disagree</th>
<th>Disagree</th>
<th>Agree</th>
<th>Strongly Agree</th>
</tr>
</thead>
</table>

#### Peer

1. I am *not* as popular as other people my age.  
   - 1
   - 2
   - 3
   - 4

2. Other people think I am a lot of fun to be with.  
   - 1
   - 2
   - 3
   - 4

3. I wish I were a different kind of person because I’d have more friends.  
   - 1
   - 2
   - 3
   - 4

#### Home

4. My parents are proud of the kind of person I am.  
   - 1
   - 2
   - 3
   - 4

5. No one pays much attention to me at home.  
   - 1
   - 2
   - 3
   - 4

6. I often feel unwanted at home.  
   - 1
   - 2
   - 3
   - 4

7. My parents believe that I will be a success in the future.  
   - 1
   - 2
   - 3
   - 4

#### School

8. In the kinds of things we do in school, I am at least as good as other people in my classes.  
   - 1
   - 2
   - 3
   - 4

9. I often feel worthless in school.  
   - 1
   - 2
   - 3
   - 4

10. I am an important person in my classes.  
    - 1
    - 2
    - 3
    - 4
Scoring and Analysis

Point values are assigned as follows:

- Strongly Agree = 4
- Agree = 3
- Disagree = 2
- Strongly Disagree = 1

Items 1, 3, 5, 6 and 9 are reverse coded. Values are summed and divided by the total number of items (10) for each respondent. The intended range is 1-4, with a high score indicating a greater feeling of self-worth.
Q3. How I Think Questionnaire

This scale measures an adolescent's cognitive distortions with respect to the social world. It can be administered quickly despite the large number of items. Respondents are asked to read a statement, then ask themselves, "Is it fair to say that this statement describes how I think about things?"

The How I Think Questionnaire is copyrighted. For permission to use and scoring information, contact:
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Fax: (614) 292-4537

A few sample items are provided below in four categories of cognitive distortion.

Self-centered
If I see something I like, I take it.
If I lie to people, that’s nobody’s business but my own.
If I really want to do something, I don’t care if it’s legal or not.
When I get mad, I don’t care who gets hurt.

Minimizing/Mislabeling
If you know you can get away with it, only a fool wouldn’t steal.
Everybody lies. It’s no big deal.
You have to get even with people who don’t show you respect.
People need to be roughed up once in a while.

Assuming the Worst
You might as well steal. If you don’t take it, somebody else will.
I might as well lie—when I tell the truth, people don’t believe me anyway.
People are always trying to hassle me.
You should hurt people first, before they hurt you.

Blaming Others
If somebody is careless enough to lose a wallet, they deserve to have it stolen.
People force me to lie when they ask me too many questions.
When I lose my temper, it’s because people try to make me mad.
If people don’t cooperate with me, it’s not my fault if someone gets hurt.
Q4. Modified Rosenberg’s Self-Esteem Inventory (a)

This scale measures an individual's perception of self-worth, ability, self-satisfaction, and self-respect. Respondents are asked to indicate how strongly they agree or disagree with several statements.

<table>
<thead>
<tr>
<th></th>
<th>Strongly Agree</th>
<th>Agree Somewhat</th>
<th>Disagree Somewhat</th>
<th>Strongly Disagree</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>I feel that I’m a person of worth, at least on an equal par with others.</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>2.</td>
<td>I feel that I have a number of good qualities.</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>3.</td>
<td>All in all, I am inclined to feel that I’m a failure.</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>4.</td>
<td>I am able to do things as well as most other people.</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>5.</td>
<td>I feel I do not have much to be proud of.</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>6.</td>
<td>I take a positive attitude toward myself.</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>7.</td>
<td>On the whole, I am satisfied with myself.</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>8.</td>
<td>I wish I could have more respect for myself.</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>9.</td>
<td>I certainly feel useless at times.</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>10.</td>
<td>At times I think that I am no good at all.</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

**Scoring and Analysis**

Point values are as indicated above, with the exception of items 3, 5, 8, 9 and 10. These items should be reverse coded so that a higher score indicates a greater self-esteem. To score this scale, the point values of the responses from a participant should be summed. Alternatively, the score could be calculated by summing the responses and dividing by the total number of responses. A high score indicates a high level of self-esteem; a low score indicates a low level of self-esteem.
### Q5. Modified Rosenberg Self-Esteem Inventory (b)

These items measure an individual's perception of self. Respondents are asked to indicate how often the following statements are true for them.

<table>
<thead>
<tr>
<th>Statement</th>
<th>Never</th>
<th>Seldom</th>
<th>Sometimes</th>
<th>Often</th>
<th>Always</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. I am popular as other people my age.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>2. I wish I were a different person.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>3. I feel like people pay attention to me at home.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>4. After high school, I will get a job I really want.</td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
</tbody>
</table>

**Scoring and Analysis**

Point values are assigned as follows:

- Never = 1
- Seldom = 2
- Sometimes = 3
- Often = 4
- Always = 5

Item 2 is reverse coded. Scores are calculated by summing all responses, with a possible range of 4 to 20. Higher scores indicate higher self-esteem.
Q6. Self-Concept—Individual Protective Factors Index

These items measure an individual’s sense of self-concept and self-confidence. Students are asked to indicate how closely several statements match their feelings. A “YES!” is checked if the statement is very true for them; “yes” if it is somewhat true; “no” if it is somewhat false; and “NO!” if it is very false.

Self-Concept

1. I like the way I act.                   YES! yes no NO!
2. People usually like me.               YES! yes no NO!
3. I can be trusted.                     YES! yes no NO!
4. My life is all mixed up.              YES! yes no NO!
5. I can do most things I try.           YES! yes no NO!
6. I like the way I look.                YES! yes no NO!

Self-Confidence

7. I will always have friends.           YES! yes no NO!
8. I get along well with other people.   YES! yes no NO!
9. I like being around people.           YES! yes no NO!
10. It is hard for me to make friends.   YES! yes no NO!
11. My friends respect me.               YES! yes no NO!
12. I often feel lonely.                 YES! yes no NO!

Scoring and Analysis

Items 1, 2, 3, 5, 6, 7, 8, 9 and 11 are scored as follows:

<table>
<thead>
<tr>
<th>Score</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>YES!</td>
<td>4</td>
</tr>
<tr>
<td>yes</td>
<td>3</td>
</tr>
<tr>
<td>no</td>
<td>2</td>
</tr>
<tr>
<td>NO!</td>
<td>1</td>
</tr>
</tbody>
</table>

All other items are reverse coded. To score, point values for all 12 items are added. Blank items are excluded, with the score adjusted for the number of items completed when two or few items are blank. The maximum obtainable score of 48 indicates a strong self-concept. A minimum score of 12 indicates a weak self-concept.
R1. Presence of Caring—Individual Protective Factors Index

These items measure an individual’s sense of support from an adult. Respondents are asked to indicate how closely several statements match their feelings. A “YES!” is checked if the statement is very true for them; “yes” if it is somewhat true; “no” if it is somewhat false; and “NO!” if it is very false.

1. There are people I can depend on to help me if I really need it.

2. There is not an adult I can turn to for guidance in times of stress.

3. If something went wrong, no one would come to my assistance.

4. There is an adult I could talk to about important decisions in my life.

5. There is a trustworthy adult I could turn to for advice if I were having problems.

6. There is no one I can depend on for help if I really need it.

7. There is no adult I can feel comfortable talking about my problems with.

8. There are people I can count on in an emergency.

9. There is a special person in my life who cares about my feelings.

Scoring and Analysis

Items 1, 4, 5, 8 and 9 are scored as follows:

<table>
<thead>
<tr>
<th>Response</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>YES!</td>
<td>4</td>
</tr>
<tr>
<td>yes</td>
<td>3</td>
</tr>
<tr>
<td>no</td>
<td>2</td>
</tr>
<tr>
<td>NO!</td>
<td>1</td>
</tr>
</tbody>
</table>

All other items are reverse coded. To score, point values for all 9 items are added. Blank items are excluded, with the score adjusted for the number of items completed when two or few items are blank. The maximum obtainable score of 36 indicates a strong presence of caring. A minimum score of 9 indicates a weak presence.
R2. Vaux Social Support Record

These items measure satisfaction with perceived emotional advice, guidance, and practical social support. Youths are asked to indicate how much they agree or disagree with a series of statements.

<table>
<thead>
<tr>
<th></th>
<th>Not At All</th>
<th>Some</th>
<th>A Lot</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. At school, there are adults I can talk to, who care about my feelings and what happens to me.</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>2. At school, there are adults I can talk to, who give good suggestions and advice about my problems.</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>3. At school, there are adults who help me with practical problems, like helping me get somewhere or helping with a project.</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>4. There are people in my family I can talk to, who care about my feelings and what happens to me.</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>5. There are people in my family I can talk to, who give good suggestions and advice about my problems.</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>6. There are people in my family who help me with practical problems, like helping me get somewhere or help me with a job or project.</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>7. I have friends I can talk to, who care about my feelings and what happens to me.</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>8. I have friends I can talk to, who give good suggestions and advice about my problems.</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>9. I have friends who help me with practical problems, like how to get somewhere, or help me with a job.</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

**Scoring and Analysis**

Point values, as indicated above, are summed. A high score indicates a high level of social support. A low score indicates a low level of social support.
R3. Sense of School Membership

These items measure a student’s sense of belonging to his or her middle school. Youths are asked to indicate how much they agree or disagree with a series of statements.

How much do you agree or disagree with the following statements?

1. I feel proud of belonging to my middle school.
   - [ ] Strongly agree  [ ] Agree  [ ] Neither  [ ] Disagree  [ ] Strongly disagree

2. I am treated with as much respect as other students.
   - [ ] Strongly agree  [ ] Agree  [ ] Neither  [ ] Disagree  [ ] Strongly disagree

3. I feel very different from most other students here.
   - [ ] Strongly agree  [ ] Agree  [ ] Neither  [ ] Disagree  [ ] Strongly disagree

4. The teachers here respect me.
   - [ ] Strongly agree  [ ] Agree  [ ] Neither  [ ] Disagree  [ ] Strongly disagree

5. There’s at least one teacher or other adult in this school I can talk to if I have a problem.
   - [ ] Strongly agree  [ ] Agree  [ ] Neither  [ ] Disagree  [ ] Strongly disagree

Scoring and Analysis

Point values are assigned as follows:

   - Strongly agree  =  5
   - Agree  =  4
   - Neither  =  3
   - Disagree  =  2
   - Strongly disagree  =  1

Item 3 is reverse coded. Scores are derived by summing across all items, with a possible range from 5 to 25. Higher scores indicate a higher sense of belonging.
R4. Empathy—Teen Conflict Survey

These items measure an individual’s ability to listen, care, and trust others. Youths are asked to indicate how often they would make several statements.

How often would you make the following statements?

1. I can listen to others.
   - Never
   - Seldom
   - Sometimes
   - Often
   - Always

2. Kids I don’t like can have good ideas.
   - Never
   - Seldom
   - Sometimes
   - Often
   - Always

3. I get upset when my friends are sad.
   - Never
   - Seldom
   - Sometimes
   - Often
   - Always

4. I trust people who are not my friends.
   - Never
   - Seldom
   - Sometimes
   - Often
   - Always

5. I am sensitive to other people’s feelings, even if they are not my friends.
   - Never
   - Seldom
   - Sometimes
   - Often
   - Always

Scoring and Analysis

Point values are assigned as follows:

- Never = 1
- Seldom = 2
- Sometimes = 3
- Often = 4
- Always = 5

Scores are derived by summing all responses, with possible scores ranging from 5 to 25. Higher scores indicate higher empathy.
S1. Social Consciousness

These items measure perceptions of how one’s behavior affects others. Youths are asked to indicate the extent to which they agree or disagree with the following statements.

1. The problems of other people don’t really bother me.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

2. If I was mean to someone, I would feel bad about it later.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

3. If I knew for sure I wouldn’t get caught, I would probably steal something that I really wanted.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

4. People usually have a good reason for fighting.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

5. Telling a lie makes me feel uncomfortable.
   - [ ] Strongly agree
   - [ ] Agree
   - [ ] Disagree
   - [ ] Strongly disagree

Scoring and Analysis

Point values are assigned as follows:
- Strongly agree = 1
- Agree = 2
- Disagree = 3
- Strongly disagree = 4

Items 2 and 5 are reverse coded. Values are summed and divided by the total number of items (5) for each respondent. The intended range is 1-4, with a high score indicating a greater sense of how one’s behavior may affect others.
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