**PARENTING PHYSICAL ACTIVITY PRACTICES QUESTIONNAIRE**

**Calculation of Scales: 6-factor Model around Controlling Practices**

* *Factor 1* = rules around active play indoors (higher score indicates more rules that restrict active play indoors)
  + Includes 13 items: ppa2.1A\_Q.19, ppa2.1B+C\_Q.19 (derived variable, combination of ppa2.1b and ppa2.1c), ppa2.1D\_Q.19, ppa2.1E\_Q.19, ppa2.1F\_Q.19, ppa2.1G\_Q.19, ppa2.1H\_Q.19, ppa2.1I\_Q.19, ppa2.1J\_Q.19, ppa2.1K\_Q.19, ppa2.2A\_\_Q.20, ppa2.3B\_R\_Q.20, ppa2.4\_Q.21
* *Factor 2* = rules around active play outdoors (higher score indicates greater rules around staying calm and clean during outside play)
  + Includes 3 items: ppa2.5A\_Q.22, ppa2.6B\_ppa2.10f\_Q.22 (derived variable, average of ppa2.6 and ppa2.10), ppa2.9E\_Q.22
* *Factor 3* = use of PA to reward/control child behavior (higher score indicates greater use of PA opportunities to reward/control child behavior)
  + Includes 5 items: ppa2.22C\_Q.31, ppa2.23D\_Q.31, ppa2.31B\_Q.35, ppa2.33D\_Q.35, ppa2.34E\_Q.35
* *Factor 4* = limiting or monitoring of screen time (higher score indicates greater control over TV)
  + Includes 6 items: ppa2.13\_R\_Q.24, ppa2.15\_R\_Q.26, ppa2.17R\_Q.28+19R\_Q.30 (derived variable, average of ppa2.17 and ppa2.19, both items reverse scored), ppa2.24A+25B+26C+27D (derived variable, average of ppa2.24, ppa2.25, ppa2.26, and ppa2.27), ppa3.3A\_Q.36, ppa3.22A\_Q.47
* *Factor 5* = use of screen time to reward/control child behavior (higher score indicates greater use of screen time to reward/control child behavior)
  + Includes 4 items: ppa2.20A\_Q.31, ppa2.21B\_Q.31, ppa2.30A\_Q.35, ppa2.32C\_Q.35
* *Factor 6* = limiting outdoor play due to weather (higher score indicates greater rules restricting outdoor play)
  + Includes 2 items: ppa2.7C\_R\_Q.22, ppa2.8D\_R\_Q.22

**Notes:** R indicates item was reverse scored.

**PARENTING PHYSICAL ACTIVITY PRACTICES QUESTIONNAIRE**

**Calculation of Scales: 8-factor Model around Supportive Parenting Practices**

* *Factor 1* = explicit modeling and enjoyment of PA (higher scores indicates greater modeling and enjoyment of PA or lower modeling and enjoyment of sedentary by parent)
  + Includes 10 items: ppa3.6C\_Q.36, ppa3.10\_Q.37, ppa3.12\_Q.39, ppa3.17\_Q.44, ppa3.28D\_Q.47, ppa4.11B\_R\_Q.49, ppa4.16A\_R\_Q.50, ppa4.18C\_Q.50, ppa4.22A\_Q.51, ppa4.23B\_Q.51
* *Factor 2* = verbal encouragement for physical activity (higher scores indicate greater encouragement for physical activity)
  + Includes 7 items: ppa4.3A\_Q.48, ppa4.5C\_Q.48, ppa4.10A\_Q.49, ppa4.12\_Q.49, ppa4.14\_Q.49, ppa4.25D\_Q.51, ppa4.26E\_Q.51
* *Factor 3* = logistic support for sports (higher scores indicates greater logistic support)
  + Includes 3 items: ppa3.13\_Q.40, ppa3.16\_CAT\_Q.43 (derived variable, see categories below), ppa3.19\_Q.45
* *Factor 4* = logistic support for active play (higher scores indicate greater logistic support)
  + Includes 4 items: ppa3.20\_CAT\_Q.46 (derived variable, see categories below), ppa4.6\_Q.48, ppa4.19D\_Q.50, ppa4.20E\_Q.50
* *Factor 5* = importance and value of PA (higher scores indicate greater value for PA)
  + Includes 3 items: ppa3.14\_Q.41, ppa4.27A\_Q.52, ppa4.28B\_Q.52
* *Factor 6* = support/reinforcement from other adults (higher score indicates greater support from other adults in household)
  + Includes 3 items: ppa3.4B\_R\_Q.36, ppa3.26B\_Q.47, ppa3.27C\_R\_Q.47
* *Factor 7* = exposure to TV (higher scores indicates higher exposure to TV)
  + Includes 3 items: ppa1.6\_Q.18, ppa2.28\_Q.33, ppa2.29\_Q.34
* *Factor 8* = explicit modeling and enjoyment of screen time (higher scores indicates greater modeling of screen time)
  + Includes 6 items: ppa3.7D\_Q.36, ppa3.11\_Q.38, ppa4.4B\_Q.48, ppa4.13D\_Q.49, ppa4.17B\_Q.50, ppa4.24C\_Q.51

**Notes:** R indicates item was reverse scored; CAT indicates item was categorized.

I - Derived variable: PPA3.16\_CAT\_Q.43

* Category 0 = 0 activities (PPA3.15\_Q.42=0)
* Category 1 = 1 activity
* Category 2 = 2 activities
* Category 3 = 3 activities
* Category 4 = 4 activities
* Category 5 = 5 or more activities

II - Derived variable: PPA3.20\_CAT\_Q.46

* Category 0 = 0 trips in past month
* Category 1 = 1 trip in past month
* Category 2 = 2 trips in past month
* Category 3 = 3 trips in past month
* Category 4 = 4 trips in past month
* Category 5 = 5 trips in past month
* Category 6 = 6 trips in past month
* Category 7 = 7-8 trips in past month
* Category 8 = 9-10 trips in past month
* Category 9 = 11 or more trips in past month

III - Derived variable for PPA2.13\_CAT\_Q.24 (use as model for creating similar categories for PPA2.15\_CAT\_Q.26)

* Category 0 = 0 min/weekday
* Category 1 = 1-29 min/weekday
* Category 2 = 30-49 min/weekday
* Category 3 = 50-79 min/weekday
* Category 4 = 80-119 min/weekday
* Category 5 = 120-150 min/weekday
* Category 6 = 151-190 min/weekday
* Category 7 = 191 or more min/weekday
* Category 8 = no limits (PPA2.12\_Q.23=0, or similar lead in like PPA2.14\_Q.25)

\*\*Categories are then reverse coded so that higher scores indicate more control over TV time.

IV - Derived variable for PPA2.17\_CAT\_Q.28 (use as model for creating similar categories for, PPA2.19\_CAT\_Q.30)

* Category 0 = 0 min/weekday
* Category 1 = 1-29 min/weekday
* Category 2 = 30-59 min/weekday
* Category 3 = 60-119 min/weekday
* Category 4 = 120 or more min/weekday
* Category 5 = no limits (PPA2.16\_Q.27=0, or similar lead in like PPA2.18\_Q.29)

\*\*Categories are then reverse coded so that higher scores indicate more control over video games.

**BEDTIME ROUTINE QUESTIONNAIRE**

**Calculation of Scales: 5-factor Model around Bedtime Routine**

* *Factor 1* = consistency: routine behavior (higher score indicates greater routine behavior)
  + Includes 4 items: BRQ1.1A\_Q.53, BRQ1.2B\_Q.53, BRQ1.6A\_Q.54, BRQ1.7B\_Q.54
* *Factor 2* = consistency: routine environment (higher score indicates greater routine environment)
  + Includes 6 items: BRQ1.3C\_Q.53, BRQ1.4D\_Q.53, BRQ1.5E\_Q.53, BRQ1.8C\_Q.54, BRQ1.9D\_Q.54, BRQ1.10E\_Q.54
* *Factor 3* = reactivity (higher score indicates greater reactivity)
  + Includes 5 items: BRQ1.11A\_Q.55, BRQ1.12B\_Q.55, BRQ1.13C\_Q.55, BRQ1.14D\_Q.55, BRQ1.15E\_Q.55
* *Factor 4* = adaptive activities (higher score indicates greater adaptive activities)
  + Includes 10 items: BRQ1.16A\_Q.56, BRQ1.23H\_Q.56, BRQ1.24I\_Q.56, BRQ1.25J\_Q.56, BRQ126K\_Q.56, BRQ1.27L\_Q.56, BRQ1.28M\_Q.56, BRQ1.29N\_Q.56, BRQ1,30*O*\_Q.56, BRQ1.31P\_Q.56
* *Factor 5* = maladaptive activities (higher score indicates maladaptive activities)
  + Includes 6 items: BRQ1.17B\_Q.56, BRQ1.18C\_Q.56, BRQ1.19D\_Q.56, BRQ1.20E\_Q.56, BRQ1.21F\_Q.56, BRQ1.22G\_Q.56