

PROCEDURE FOR OBSERVATIONAL DATA COLLECTION

1. Start the videotape for entry 1.
2. The moment you see the entry boy enter the room, start the MotivAider (slide button to RUN).
3. The MotivAider will vibrate every 5 seconds.
4. When the MotivAider vibrates, code which, if any, of the 8 entry behaviors the entry boy displayed at that moment.
5. Continue coding entry behaviors every 5 seconds for 120 intervals (10 minutes).
6. Immediately after coding entry behaviors for entry 1, complete the 3 frame-of-reference molar ratings for entry 1.
7. Complete steps 1 through 6 for entry 2.

OBSERVED ENTRY BEHAVIORS

Target Behavior	Definition	Example
Wait-and-hover	Entry boy approaches physical proximity of hosts, observes the hosts' activity for 3 or more seconds, but does not speak to the hosts	Watches hosts play the game; Slowly walks over; Sits quietly at table
Attention Getting	Use of verbal or nonverbal non-aversive means to gain the attention of hosts and to interrupt their play	Bouncing a ball on the table where hosts are playing; annoying noises; humming; victory dance
Group-Oriented Statement	A verbal statement directed toward the hosts or the play activity	"That looks like a fun game." "It's your turn." "It's raining outside."
Question	A question directed toward the hosts, requiring a response from them	"What's your name?" "Can I play?" "Am I blue?" "Who's next?"
Self-statement	Statement made by the entry boy referring to or describing himself	"I'm 9." "I have 3 cats." "I like games."
Self-Aggrandizing Statement	Boasting statement made by the entry boy referring to or describing his competencies	"I'm the best at this game." "Sweet! A 6 again, I rule!" "I throw the best curve ball."
Disruption	Verbal or nonverbal behavior that is aversive and interrupts or disrupts the hosts' play	Throws game pieces; shakes the game board; teases, dares, pushes, "Don't even think about touching my piece."
Synchronous Behavior	Entry boy approaches the hosts and engages in the same activity as the hosts without verbalizing or actually playing with the hosts	Sits next to peers and selects a game piece.

PEER ENTRY BEHAVIOR OBSERVATIONAL CODING

Participant Number: _____ Session Number: _____ Entry Number: 1 or 2

	Peer Entry Behavior							
1	WH	AG	GOS	Q	SS	SAS	D	SB
2	WH	AG	GOS	Q	SS	SAS	D	SB
3	WH	AG	GOS	Q	SS	SAS	D	SB
4	WH	AG	GOS	Q	SS	SAS	D	SB
5	WH	AG	GOS	Q	SS	SAS	D	SB
6	WH	AG	GOS	Q	SS	SAS	D	SB
7	WH	AG	GOS	Q	SS	SAS	D	SB
8	WH	AG	GOS	Q	SS	SAS	D	SB
9	WH	AG	GOS	Q	SS	SAS	D	SB
10	WH	AG	GOS	Q	SS	SAS	D	SB
11	WH	AG	GOS	Q	SS	SAS	D	SB
12	WH	AG	GOS	Q	SS	SAS	D	SB
13	WH	AG	GOS	Q	SS	SAS	D	SB
14	WH	AG	GOS	Q	SS	SAS	D	SB
15	WH	AG	GOS	Q	SS	SAS	D	SB
16	WH	AG	GOS	Q	SS	SAS	D	SB
17	WH	AG	GOS	Q	SS	SAS	D	SB
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117	WH	AG	GOS	Q	SS	SAS	D	SB
118	WH	AG	GOS	Q	SS	SAS	D	SB
119	WH	AG	GOS	Q	SS	SAS	D	SB
120	WH	AG	GOS	Q	SS	SAS	D	SB

DATA SUMMARY

PEER ENTRY BEHAVIOR TOTALS

WH _____
 AG _____
 GOS _____
 Q _____
 SS _____
 SAS _____
 D _____
 SB _____

MOLAR RATINGS

Participant Number: Session Number: Entry Number: **1** or 2

Frame-of-Reference Ratings

1. What percent of the time did the entry boy's conversation and behavior appear to be relevant (i.e., directly related) to the hosts' activities?

None of the Time Half of the Time The Entire Time
0 10 20 30 40 50 60 70 80 90 100

2. What percent of the time did the entry boy's conversation and behavior appear to be irrelevant (i.e., unrelated) to the hosts' activities?

None of the Time Half of the Time The Entire Time
0 10 20 30 40 50 60 70 80 90 100

3. What percent of the time did the entry boy's conversation and behavior appear to be tangential (i.e., indirectly related, but not pertinent) to the hosts' activities?

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