

Things That Happen to Me

Grade 3 /Year 4

Fast Track Project Technical Report

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Citation

Instrument

Conduct Problems Prevention Research Group (CPPRG). (1995). *Things That Happen to Me*. Available from the Fast Track Project Web site, <http://www.fasttrackproject.org>

Reports

Valente, E. (1995). *Things That Happen to Me* (Fast Track Project Technical Report). Nashville, TN: Vanderbilt University.

Corrigan, A. (2003). *Things That Happen to Me, Grade 3 /Year 4* (Fast Track Project Technical Report). Available from the Fast Track Project Web site, <http://www.fasttrackproject.org>

Data Sources

Unscored: C4F

Scored: THM4

I. Scale Description

Things That Happen to Me explores how a child might interact with other children in social situations. An interviewer reads descriptions of eight scenarios. The child is asked to imagine that he/she is present in each scenario, and wants to achieve a goal that another child is blocking. Here is a sample scenario:

Tyrone brought his collection of neat rocks to school, and you see some kids you know looking at them. You would like to look at them too. You ask a kid named Antoine/Tanya if you can look at the rocks, and he/she says "No."

The respondent is asked six yes/no questions about the scenario. "Yes" responses are coded as 1; "no" and missing responses are coded as 0. The questions explore whether the child thinks that an assertive approach or an aggressive approach would work better in achieving different outcomes. The outcomes are:

- the goal outlined in the scenario (instrumental)
- friendship with the child (and/or children) in the scenario
- general social acceptance (to be liked).

As an example, assertive questions for the rock collection scenario are:

Let's say you said to Antoine/Tanya, "It's not fair if you don't let me see the rocks."

1. *Would Antoine/Tanya let you see the rocks?*

2. *Would Antoine/Tanya still want to be your friend?*
3. *Would other kids like you if you said that?*

Aggressive questions include:

Let's say you said to Antoine/Tonya, "If you don't let me see them, I am going to hit you."

1. *Would Antoine/Tanya let you see the rocks?*
2. *Would Antoine/Tanya still want to be your friend?*
3. *Would other kids like you if you said that?*

The final question for each scenario asks which outcome is more important to the respondent – achieving the goal or social acceptance; for example:

What's more important to you?

- To get to look at the rocks

OR

- To have the other kids like you?

Things That Happen to Me has a group of seven similar items for each of the eight scenarios. Six of the items in each group concern the three outcomes (instrumental, friendship, and "liking") using an assertive response and an aggressive response. One item in each group concerns what the child sees as the social objective of the scenario.

II. Report Sample

This report contains data collected on Cohort 1, Year 4. The data include a high-risk control sample (n=155) and a normative sample (n = 387) for a total N = 463, including overlap. Of the 463 subjects, 71 are missing all responses, including 50 from the normative group (9 from Durham, 16 from Washington, 12 from Pennsylvania, and 13 from Nashville), and 21 from the control group (5 from Durham, 4 from Nashville, 4 from Pennsylvania, and 8 from Washington), with overlap between the normative and control groups. None of these measures was used in the analyses.

III. Scaling

Things That Happen to Me contains several types of subscales.

First, six scores are calculated by summing the point values of items in each category across the scenarios. The resulting sum scores are:

- Assertive Instrumental
- Aggressive Instrumental
- Assertive Friendship
- Aggressive Friendship
- Assertive Liking
- Aggressive Liking.

A second set of scores is calculated by adding two or more of the sum scores. The additive subscales are:

- Assertive Endorsement (adds the three assertive sum scores)
- Aggressive Endorsement (adds the three aggressive sum scores)
- Instrumental Self Efficacy (adds the two instrumental sum scores)
- Friendship Confidence (adds the two friendship sum scores)
- Liking Confidence (adds the two liking sum scores)
- Goal Optimism (adds all the assertive and aggressive sum scores).

The third set of subscales estimates the respondent's preference for an aggressive or an assertive approach to each goal type. These subscales are subtractive and include:

- Nonaggressive Instrumental Endorsement (Assertive Instrumental score – Aggressive Instrumental score)
- Nonaggressive Friendship Endorsement (Assertive Friendship score – Aggressive Friendship score)
- Nonaggressive Liking Endorsement (Assertive Liking score– Aggressive Liking score).
- Endorsement of NonAggression (sum of Assertive Scores – sum of Aggressive scores).

A final score – Relationship Goals Instrumental/Social score – estimates the importance to the respondent of instrumental goals, as opposed to social acceptance. This score is generated using the 7th item for each scenario: “What is more important to you?” (instrumental goal or social acceptance). Points are tallied for this score: when a respondent chooses social acceptance (“liking”), one point is added; when the respondent chooses instrumental goal, one point is subtracted.

The alpha coefficients of sum scores and additive scores for the normative sample and control samples are:

	Normative Sample	Control Sample
Assertive Instrumental score	0.62	0.64
Aggressive Instrumental score	0.59	0.63
Assertive Friendship score	0.64	0.66
Aggressive Friendship score	0.76	0.77
Assertive Liking score	0.71	0.73
Aggressive Liking score	0.82	0.79
Assertive Endorsement score	0.82	0.83
Aggressive Endorsement score	0.85	0.85
Instrumental Self Efficacy score	0.57	0.64
Friendship Confidence score	0.76	0.77
Liking Confidence score	0.79	0.77
Goal Optimism score	0.85	0.86

IV. Differences Between Groups

T-tests of means on the subscores between the normative and control samples yielded the following results:

	Normative Sample		Control Sample		DF	t Value	Pr > t
	Mean	SD	Mean	SD			
Assertive Instrumental score	5.31	1.82	5.22	1.84	400	-0.48	0.6292
Aggressive Instrumental score	2.99	1.85	3.16	1.88	400	0.85	0.3942
Assertive Friendship score	5.91	1.68	5.90	1.71	400	-0.08	0.9336
Aggressive Friendship score	1.89	1.84	2.06	1.99	400	0.86	0.3918
Assertive Liking score	6.62	1.68	6.34	1.85	400	-1.52	0.1290
Aggressive Liking score	1.89	2.30	1.96	2.17	400	0.31	0.7552
Assertive Endorsement score	17.50	4.35	17.15	4.45	400	-0.76	0.4451
Aggressive Endorsement score	6.76	4.95	7.18	4.92	400	0.79	0.4289

(Continued)

	Normative Sample		Control Sample		DF	t Value	Pr > t
	Mean	SD	Mean	SD			
Instrumental Self Efficacy score	8.30	2.61	8.37	2.78	400	0.26	0.7918
Friendship Confidence score	7.80	2.87	7.96	3.02	400	0.51	0.6124
Liking Confidence score	8.50	3.18	8.30	3.14	400	-0.61	0.5405
Goal Optimism score	24.73	7.22	24.63	7.44	393	-0.13	0.8963
Nonaggressive Instrumental Endorsement	2.32	2.58	2.06	2.45	400	-0.97	0.3318
Nonaggressive Friendship Endorsement	4.02	2.05	3.84	2.17	400	-0.84	0.3989
Nonaggressive Liking Endorsement	4.73	2.49	4.37	2.52	400	-1.34	0.1805
Relationship Goals Instrumental/Social	5.25	4.32	4.60	4.51	399	-1.42	0.1571
Endorsement of Nonaggression	11.04	5.99	10.27	5.78	393	-1.23	0.2197

V. Recommendations for Use

T-tests of means for scores do not show a significant difference between the normative and control samples on any of the subscales for Things That Happen To Me. The Assertive Liking score is slightly negatively skewed for both the normative and control samples, with a ceiling effect in the normative group (41% of the scores are at the maximum of 8). Aggressive Friendship, Aggressive Liking, and Aggressive Endorsement scores are slightly positively skewed for both samples. The Relationship Goals score is slightly negatively skewed in both samples, with a ceiling effect in both samples (55% of scores are at the maximum of 8 in the normative group, and 51% in the control group). The Nonaggressive Friendship Endorsement score is slightly negatively skewed for the control group.

Among the subscales, several have mid to high alpha coefficients, and should be useful. They are: Goal Optimism, Aggressive Endorsement, Assertive Endorsement, and Aggressive Liking. Other subscales are in the low to middle range, and may be useful in some studies, depending on the construct of interest. Alpha coefficients were not calculated for the Nonaggressive Endorsement scores, the Relationship Goals Instrumental/Social score, and the Endorsement of Nonaggression score.

VI. Item and Scale Means and SDs

Means and Standard Deviations for Things That Happen to Me Cohort 1, Year 4, Control Sample Items

Variable	Label	N	Mean	Std Dev	Minimum	Maximum
C4FTH1	Story 1, Assert1-say: go to line end	134	0.31	0.46	0.00	1.00
C4FTH2	Story 1, Assert2-be your friend	134	0.33	0.47	0.00	1.00
C4FTH3	Story 1, Assert3-others like you	134	0.69	0.46	0.00	1.00
C4FTH4	Story 1, Aggres1-push out of line	134	0.67	0.47	0.00	1.00
C4FTH5	Story 1, Aggres2-be your friend	134	0.15	0.36	0.00	1.00
C4FTH6	Story 1, Aggres3-others like you	134	0.33	0.47	0.00	1.00
C4FTH7	Story 1, Outcome Import	134	1.74	0.44	1.00	2.00
C4FTH8	Story 2, Assert1-say: don't change channel	134	0.49	0.50	0.00	1.00
C4FTH9	Story 2, Assert2-be your friend	134	0.60	0.49	0.00	1.00
C4FTH10	Story 2, Assert3-others like you	134	0.63	0.49	0.00	1.00
C4FTH11	Story 2, Aggres1-say: Ill hit you	134	0.71	0.46	0.00	1.00
C4FTH12	Story 2, Aggres2-be your friend	134	0.17	0.38	0.00	1.00
C4FTH13	Story 2, Aggres3-others like you	134	0.28	0.45	0.00	1.00
C4FTH14	Story 2, Outcome Import	134	1.78	0.41	1.00	2.00
C4FTH15	Story 3, Assert1-say: can I play	134	0.84	0.36	0.00	1.00
C4FTH16	Story 3, Assert2-be your friend	134	0.94	0.24	0.00	1.00
C4FTH17	Story 3, Assert3-others like you	134	0.95	0.22	0.00	1.00
C4FTH18	Story 3, Aggres1-say: you better let me	134	0.17	0.38	0.00	1.00
C4FTH19	Story 3, Aggres2-be your friend	134	0.18	0.38	0.00	1.00
C4FTH20	Story 3, Aggres3-others like you	134	0.22	0.42	0.00	1.00
C4FTH21	Story 3, Outcome Import	134	1.81	0.39	1.00	2.00
C4FTH22	Story 4, Assert1-say: not fair	134	0.48	0.50	0.00	1.00
C4FTH23	Story 4, Assert2-be your friend	134	0.63	0.49	0.00	1.00
C4FTH24	Story 4, Assert3-others like you	134	0.71	0.46	0.00	1.00
C4FTH25	Story 4, Aggres1-say: Ill hit you	134	0.29	0.46	0.00	1.00
C4FTH26	Story 4, Aggres2-be your friend	134	0.13	0.33	0.00	1.00
C4FTH27	Story 4, Aggres3-others like you	134	0.19	0.40	0.00	1.00
C4FTH28	Story 4, Outcome Import	134	1.81	0.39	1.00	2.00
C4FTH29	Story 5, Assert1-say: not fair.	134	0.55	0.50	0.00	1.00
C4FTH30	Story 5, Assert2-be your friend	134	0.70	0.46	0.00	1.00
C4FTH31	Story 5, Assert3-others like you	134	0.77	0.42	0.00	1.00
C4FTH32	Story 5, Aggres1-push, grab ball	134	0.43	0.50	0.00	1.00
C4FTH33	Story 5, Aggres2-be your friend	134	0.23	0.42	0.00	1.00
C4FTH34	Story 5, Aggres3-others like you	134	0.22	0.41	0.00	1.00
C4FTH35	Story 5, Outcome Import	134	1.72	0.45	1.00	2.00
C4FTH36	Story 6, Aggres1-move game piece ahead	134	0.50	0.50	0.00	1.00
C4FTH37	Story 6, Aggres2-be your friend	134	0.33	0.47	0.00	1.00
C4FTH38	Story 6, Aggres3-others like you	134	0.28	0.45	0.00	1.00
C4FTH39	Story 6, Assert1-say: Ill get lucky	134	0.80	0.40	0.00	1.00
C4FTH40	Story 6, Assert2-be your friend	134	0.86	0.35	0.00	1.00

Variable	Label	N	Mean	Std Dev	Minimum	Maximum
C4FTH41	Story 6, Assert3-others like you	134	0.81	0.39	0.00	1.00
C4FTH42	Story 6, Outcome Import	134	1.69	0.46	1.00	2.00
C4FTH43	Story 7, Assert1-say: we both play	134	0.84	0.36	0.00	1.00
C4FTH44	Story 7, Assert2-be your friend	134	0.89	0.32	0.00	1.00
C4FTH45	Story 7, Assert3-others like you	134	0.87	0.33	0.00	1.00
C4FTH46	Story 7, Aggres1-grab Nintendo	134	0.13	0.33	0.00	1.00
C4FTH47	Story 7, Aggres2-be your friend	134	0.11	0.32	0.00	1.00
C4FTH48	Story 7, Aggres3-others like you	134	0.14	0.35	0.00	1.00
C4FTH49	Story 7, Outcome Import	134	1.84	0.36	1.00	2.00
C4FTH50	Story 8, Assert1-say: sit there tomorrow	134	0.90	0.30	0.00	1.00
C4FTH51	Story 8, Assert2-be your friend	134	0.96	0.21	0.00	1.00
C4FTH52	Story 8, Assert3-others like you	134	0.90	0.30	0.00	1.00
C4FTH53	Story 8, Aggres1-push to get seat	134	0.25	0.44	0.00	1.00
C4FTH54	Story 8, Aggres2-be your friend	134	0.18	0.38	0.00	1.00
C4FTH55	Story 8, Aggres3-others like you	134	0.20	0.40	0.00	1.00
C4FTH56	Story 8, Outcome Import	134	1.90	0.31	1.00	2.00

**Means and Standard Deviations for Things That Happen to Me
Cohort 1, Year 4, Normative Sample**

Variable	Label	N	Mean	Std Dev	Minimum	Maximum
C4FTH1	Story 1, Assert1-say: go to line end	337	0.33	0.47	0.00	1.00
C4FTH2	Story 1, Assert2-be your friend	336	0.33	0.47	0.00	1.00
C4FTH3	Story 1, Assert3-others like you	337	0.72	0.45	0.00	1.00
C4FTH4	Story 1, Aggres1-push out of line	336	0.64	0.48	0.00	1.00
C4FTH5	Story 1, Aggres2-be your friend	337	0.14	0.35	0.00	1.00
C4FTH6	Story 1, Aggres3-others like you	337	0.30	0.46	0.00	1.00
C4FTH7	Story 1, Outcome Import	337	1.78	0.41	1.00	2.00
C4FTH8	Story 2, Assert1-say: don't change channel	337	0.55	0.50	0.00	1.00
C4FTH9	Story 2, Assert2-be your friend	335	0.65	0.48	0.00	1.00
C4FTH10	Story 2, Assert3-others like you	337	0.70	0.46	0.00	1.00
C4FTH11	Story 2, Aggres1-say: Ill hit you	337	0.63	0.48	0.00	1.00
C4FTH12	Story 2, Aggres2-be your friend	337	0.15	0.36	0.00	1.00
C4FTH13	Story 2, Aggres3-others like you	336	0.26	0.44	0.00	1.00
C4FTH14	Story 2, Outcome Import	336	1.83	0.38	1.00	2.00
C4FTH15	Story 3, Assert1-say: can I play	336	0.87	0.34	0.00	1.00
C4FTH16	Story 3, Assert2-be your friend	337	0.94	0.24	0.00	1.00
C4FTH17	Story 3, Assert3-others like you	337	0.94	0.23	0.00	1.00
C4FTH18	Story 3, Aggres1-say: you better let me	337	0.20	0.40	0.00	1.00
C4FTH19	Story 3, Aggres2-be your friend	336	0.19	0.40	0.00	1.00
C4FTH20	Story 3, Aggres3-others like you	336	0.21	0.41	0.00	1.00
C4FTH21	Story 3, Outcome Import	337	1.82	0.39	1.00	2.00
C4FTH22	Story 4, Assert1-say: not fair	337	0.46	0.50	0.00	1.00
C4FTH23	Story 4, Assert2-be your friend	335	0.61	0.49	0.00	1.00
C4FTH24	Story 4, Assert3-others like you	336	0.74	0.44	0.00	1.00
C4FTH25	Story 4, Aggres1-say: Ill hit you	337	0.31	0.46	0.00	1.00
C4FTH26	Story 4, Aggres2-be your friend	337	0.11	0.31	0.00	1.00
C4FTH27	Story 4, Aggres3-others like you	336	0.17	0.38	0.00	1.00
C4FTH28	Story 4, Outcome Import	337	1.82	0.38	1.00	2.00
C4FTH29	Story 5, Assert1-say: not fair.	335	0.62	0.49	0.00	1.00
C4FTH30	Story 5, Assert2-be your friend	336	0.70	0.46	0.00	1.00
C4FTH31	Story 5, Assert3-others like you	336	0.80	0.40	0.00	1.00
C4FTH32	Story 5, Aggres1-push, grab ball	337	0.35	0.48	0.00	1.00
C4FTH33	Story 5, Aggres2-be your friend	336	0.17	0.38	0.00	1.00
C4FTH34	Story 5, Aggres3-others like you	334	0.22	0.41	0.00	1.00
C4FTH35	Story 5, Outcome Import	336	1.80	0.40	1.00	2.00
C4FTH36	Story 6, Aggres1-move game piece ahead	337	0.48	0.50	0.00	1.00
C4FTH37	Story 6, Aggres2-be your friend	336	0.28	0.45	0.00	1.00
C4FTH38	Story 6, Aggres3-others like you	335	0.24	0.43	0.00	1.00
C4FTH39	Story 6, Assert1-say: Ill get lucky	335	0.80	0.40	0.00	1.00
C4FTH40	Story 6, Assert2-be your friend	336	0.86	0.34	0.00	1.00

Variable	Label	N	Mean	Std Dev	Minimum	Maximum
C4FTH41	Story 6, Assert3-others like you	336	0.82	0.39	0.00	1.00
C4FTH42	Story 6, Outcome Import	336	1.72	0.45	1.00	2.00
C4FTH43	Story 7, Assert1-say: we both play	335	0.85	0.36	0.00	1.00
C4FTH44	Story 7, Assert2-be your friend	335	0.90	0.30	0.00	1.00
C4FTH45	Story 7, Assert3-others like you	336	0.91	0.28	0.00	1.00
C4FTH46	Story 7, Aggres1-grab Nintendo	337	0.17	0.38	0.00	1.00
C4FTH47	Story 7, Aggres2-be your friend	336	0.11	0.32	0.00	1.00
C4FTH48	Story 7, Aggres3-others like you	336	0.16	0.37	0.00	1.00
C4FTH49	Story 7, Outcome Import	336	1.85	0.36	1.00	2.00
C4FTH50	Story 8, Assert1-say: sit there tomorrow	336	0.90	0.31	0.00	1.00
C4FTH51	Story 8, Assert2-be your friend	336	0.95	0.23	0.00	1.00
C4FTH52	Story 8, Assert3-others like you	335	0.93	0.26	0.00	1.00
C4FTH53	Story 8, Aggres1-push to get seat	336	0.27	0.44	0.00	1.00
C4FTH54	Story 8, Aggres2-be your friend	336	0.16	0.37	0.00	1.00
C4FTH55	Story 8, Aggres3-others like you	335	0.19	0.39	0.00	1.00
C4FTH56	Story 8, Outcome Import	335	1.90	0.31	1.00	2.00

**Means and Standard Deviations for Things That Happen to Me Subscales
Cohort 1, Year 4, Control Sample**

Variable	Label	N	Mean	Std Dev	Minimum	Maximum
thm4ena	Endorsement of nonaggression Y4	134	10.27	5.78	-11.00	20.00
thm4fcn	Friendship Confidence Y4	134	7.96	3.02	1.00	16.00
thm4gen	Aggressive Endorsement Y4	134	7.18	4.92	0.00	22.00
thm4gfr	Aggressive Friendship Y4	134	2.06	1.99	0.00	8.00
thm4gin	Aggressive Instrumental Y4	134	3.16	1.88	0.00	8.00
thm4glk	Aggressive Liking Y4	134	1.96	2.17	0.00	8.00
thm4gol	Relationship Goals Y4	134	4.60	4.51	-8.00	8.00
thm4gop	Goal Optimism Sum Score Y4	134	24.63	7.44	7.00	43.00
thm4ise	Instrumental Self-Efficacy Y4	134	8.37	2.78	1.00	15.00
thm4lcn	Liking Confidence Y4	134	8.30	3.14	2.00	16.00
thm4nfe	nonaggressive Friendship Endorsement Y4	134	3.84	2.17	-4.00	7.00
thm4nie	nonaggress. Instrumental Endorsement Y4	134	2.06	2.45	-5.00	7.00
thm4nle	nonaggressive Liking Endorsement Y4	134	4.37	2.52	-5.00	8.00
thm4sen	Assertive Endorsement Y4	134	17.15	4.45	5.00	24.00
thm4sfr	Assertive Friendship Y4	134	5.90	1.71	1.00	8.00
thm4sin	Assertive Instrumental Y4	134	5.22	1.84	0.00	8.00
thm4slk	Assertive Liking Y4	134	6.34	1.85	1.00	8.00

**Means and Standard Deviations for Things That Happen to Me Subscales
Cohort 1, Year 4, Normative Sample**

Variable	Label	N	Mean	Std Dev	Minimum	Maximum
thm4ena	Endorsement of nonaggression Y4	330	10.94	5.95	-11.00	22.00
thm4fcn	Friendship Confidence Y4	337	7.86	2.87	1.00	16.00
thm4gen	Aggressive Endorsement Y4	337	6.87	4.91	1.00	23.00
thm4gfr	Aggressive Friendship Y4	337	1.94	1.87	0.00	8.00
thm4gin	Aggressive Instrumental Y4	337	3.05	1.86	0.00	8.00
thm4glk	Aggressive Liking Y4	337	1.88	2.25	0.00	8.00
thm4gol	Relationship Goals Y4	336	5.04	4.44	-8.00	8.00
thm4gop	Goal Optimism Sum Score Y4	330	24.80	7.14	5.00	47.00
thm4ise	Instrumental Self-Efficacy Y4	337	8.41	2.59	2.00	15.00
thm4lcn	Liking Confidence Y4	337	8.42	3.12	1.00	16.00
thm4nfe	nonaggressive Friendship Endorsement Y4	337	3.99	2.07	-2.00	8.00
thm4nie	nonaggress. Instrumental Endorsement Y4	337	2.31	2.56	-6.00	8.00
thm4nle	nonaggressive Liking Endorsement Y4	337	4.66	2.51	-5.00	8.00
thm4sen	Assertive Endorsement Y4	337	17.51	4.29	2.00	24.00
thm4sfr	Assertive Friendship Y4	337	5.93	1.66	1.00	8.00
thm4sin	Assertive Instrumental Y4	337	5.36	1.78	1.00	8.00
thm4slk	Assertive Liking Y4	337	6.54	1.72	0.00	8.00

VII. Item and Subscale Correlations

**Things That Happen to Me – Subscale Correlations
Combined Normative and Control Sample**

Pearson Correlation Coefficients, N = 395 Prob > r under H0: Rho=0																	
	thm4sin	thm4sfr	thm4slk	thm4gin	thm4gfr	thm4glk	thm4sen	thm4gen	thm4ise	thm4fcn	thm4lcn	thm4nie	thm4nfe	thm4nle	thm4ena	thm4gop	thm4gol
thm4sin Assertive Instrumental Y4	1.000	0.593 0.000	0.504 0.000	0.047 0.346	0.121 0.017	-0.008 0.877	0.824 0.000	0.060 0.230	0.718 0.000	0.423 0.000	0.271 0.000	0.683 0.000	0.369 0.000	0.357 0.000	0.576 0.000	0.551 0.000	0.191 0.000
thm4sfr Assertive Friendship Y4	0.593 0.000	1.000	0.577 0.000	0.065 0.196	0.319 0.000	0.126 0.013	0.855 0.000	0.204 0.000	0.452 0.000	0.788 0.000	0.406 0.000	0.378 0.000	0.518 0.000	0.287 0.000	0.468 0.000	0.658 0.000	0.273 0.000
thm4slk Assertive Liking Y4	0.504 0.000	0.577 0.000	1.000	0.125 0.013	0.264 0.000	0.239 0.000	0.815 0.000	0.258 0.000	0.432 0.000	0.507 0.000	0.720 0.000	0.271 0.000	0.226 0.000	0.478 0.000	0.399 0.000	0.675 0.000	0.262 0.000
thm4gin Aggressive Instrumental Y4	0.047 0.346	0.065 0.196	0.125 0.013	1.000	0.362 0.000	0.533 0.000	0.152 0.003	0.759 0.000	0.730 0.000	0.273 0.000	0.450 0.000	-0.697 0.000	-0.274 0.000	-0.395 0.000	-0.564 0.000	0.573 0.000	-0.117 0.020
thm4gfr Aggressive Friendship Y4	0.121 0.017	0.319 0.000	0.264 0.000	0.362 0.000	1.000	0.610 0.000	0.306 0.000	0.799 0.000	0.335 0.000	0.835 0.000	0.581 0.000	-0.178 0.000	-0.646 0.000	-0.368 0.000	-0.461 0.000	0.711 0.000	-0.097 0.054
thm4glk Aggressive Liking Y4	-0.008 0.877	0.126 0.013	0.239 0.000	0.533 0.000	0.610 0.000	1.000	0.173 0.001	0.892 0.000	0.366 0.000	0.469 0.000	0.846 0.000	-0.395 0.000	-0.449 0.000	-0.739 0.000	-0.642 0.000	0.691 0.000	-0.170 0.001
thm4sen Assertive Endorsement Y4	0.824 0.000	0.855 0.000	0.815 0.000	0.152 0.003	0.306 0.000	0.173 0.001	1.000	0.254 0.000	0.670 0.000	0.695 0.000	0.571 0.000	0.481 0.000	0.413 0.000	0.409 0.000	0.527 0.000	0.773 0.000	0.265 0.000
thm4gen Aggressive Endorsement Y4	0.060 0.230	0.204 0.000	0.258 0.000	0.759 0.000	0.799 0.000	0.892 0.000	0.254 0.000	1.000	0.570 0.000	0.638 0.000	0.779 0.000	-0.511 0.000	-0.556 0.000	-0.628 0.000	-0.683 0.000	0.804 0.000	-0.159 0.001
thm4ise Instrumental Self- Efficacy Y4	0.718 0.000	0.452 0.000	0.432 0.000	0.730 0.000	0.335 0.000	0.366 0.000	0.670 0.000	0.570 0.000	1.000	0.480 0.000	0.499 0.000	-0.018 0.721	0.062 0.222	-0.031 0.537	0.001 0.986	0.777 0.000	0.049 0.334
thm4fcn Friendship Confidence Y4	0.423 0.000	0.788 0.000	0.507 0.000	0.273 0.000	0.835 0.000	0.469 0.000	0.695 0.000	0.638 0.000	0.480 0.000	1.000	0.613 0.000	0.104 0.039	-0.120 0.017	-0.073 0.149	-0.029 0.571	0.844 0.000	0.095 0.059
thm4lcn Liking Confidence Y4	0.271 0.000	0.406 0.000	0.720 0.000	0.450 0.000	0.581 0.000	0.846 0.000	0.571 0.000	0.779 0.000	0.499 0.000	0.613 0.000	1.000	-0.134 0.008	-0.197 0.000	-0.266 0.000	-0.240 0.000	0.865 0.000	0.022 0.665

Pearson Correlation Coefficients, N = 395 Prob > r under H0: Rho=0																	
	thm4sin	thm4sfr	thm4slk	thm4gin	thm4gfr	thm4glk	thm4sen	thm4gen	thm4ise	thm4fcn	thm4lcn	thm4nie	thm4nfe	thm4nle	thm4ena	thm4gop	thm4gol
thm4nie NonAggressive Instrumental Endorsement Y4	0.683 0.000	0.378 0.000	0.271 0.000	-0.697 0.000	-0.178 0.000	-0.395 0.000	0.481 0.000	-0.511 0.000	-0.018 0.721	0.104 0.039	-0.134 0.008	1.000	0.466 0.000	0.545 0.000	0.826 0.000	-0.023 0.642	0.223 0.000
thm4nfe NonAggressive Friendship Endorsement Y4	0.369 0.000	0.518 0.000	0.226 0.000	-0.274 0.000	-0.646 0.000	-0.449 0.000	0.413 0.000	-0.556 0.000	0.062 0.222	-0.120 0.017	-0.197 0.000	0.466 0.000	1.000	0.563 0.000	0.793 0.000	-0.111 0.027	0.307 0.000
thm4nle NonAggressive Liking Endorsement Y4	0.357 0.000	0.287 0.000	0.478 0.000	-0.395 0.000	-0.368 0.000	-0.739 0.000	0.409 0.000	-0.628 0.000	-0.031 0.537	-0.073 0.149	-0.266 0.000	0.545 0.000	0.563 0.000	1.000	0.858 0.000	-0.156 0.002	0.336 0.000
thm4ena Endorsement of Nonaggression Y4	0.576 0.000	0.468 0.000	0.399 0.000	-0.564 0.000	-0.461 0.000	-0.642 0.000	0.527 0.000	-0.683 0.000	0.001 0.986	-0.029 0.571	-0.240 0.000	0.826 0.000	0.793 0.000	0.858 0.000	1.000	-0.116 0.021	0.347 0.000
thm4gop Goal Optimism Sum Score Y4	0.551 0.000	0.658 0.000	0.675 0.000	0.573 0.000	0.711 0.000	0.691 0.000	0.773 0.000	0.804 0.000	0.777 0.000	0.844 0.000	0.865 0.000	-0.023 0.642	-0.111 0.027	-0.156 0.002	-0.116 0.021	1.000	0.065 0.194
thm4gol Relationship Goals Y4	0.191 0.000	0.273 0.000	0.262 0.000	-0.117 0.020	-0.097 0.054	-0.170 0.001	0.265 0.000	-0.159 0.001	0.049 0.334	0.095 0.059	0.022 0.665	0.223 0.000	0.307 0.000	0.336 0.000	0.347 0.000	0.065 0.194	1.000