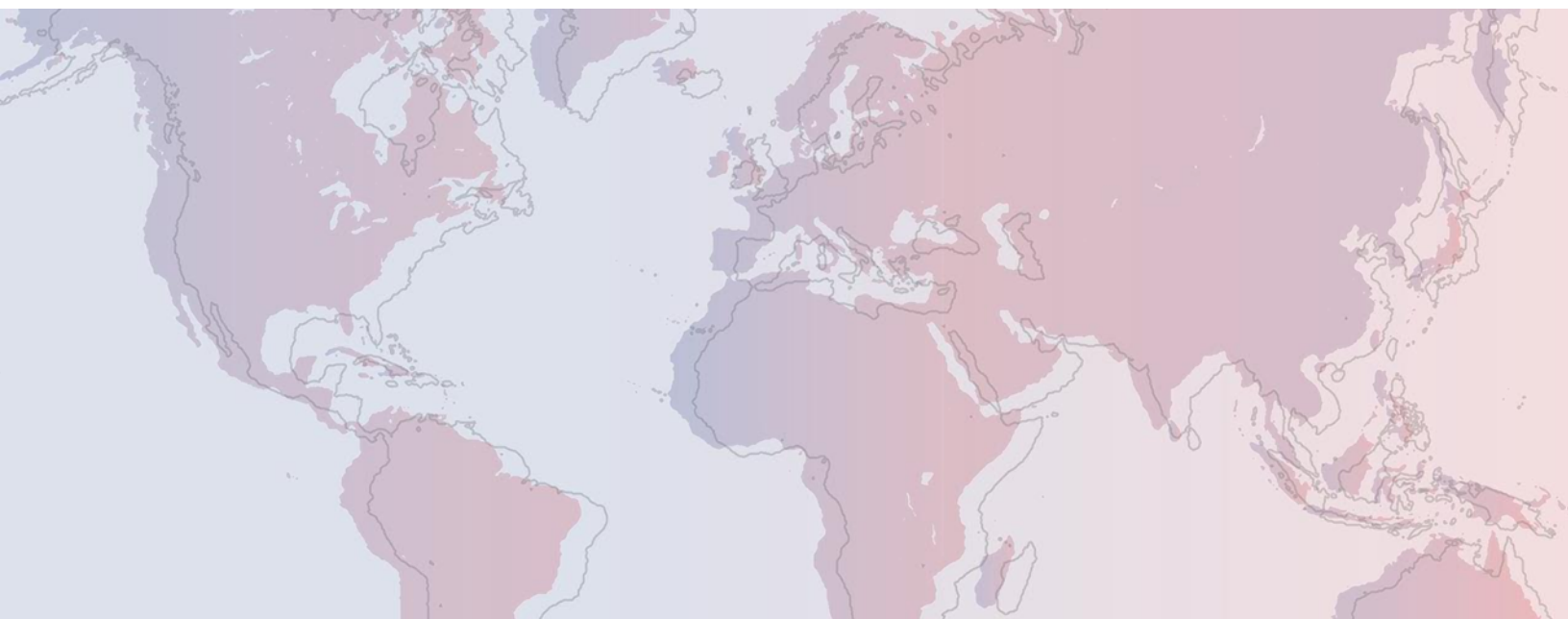


# Play Every Day Global Impact Evaluation

Sesame Workshop (Mexico, India, South Africa)



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DESIGNS



DATA



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*Play Every Day Mexico Field Team, November 2018*





*Play Every Day South Africa Field Team, August 2018*





## EXECUTIVE SUMMARY

*Play Every Day* is a Sesame Workshop program designed to help vulnerable communities understand the importance of learning through play by building community organizations' capacity to unlock the power of play to support learning and child development outcomes. D3 Systems conducted a quasi-experimental impact evaluation to measure changes, if any, between baseline and endline in both treatment and control samples of primary caregivers and their children between the ages of 3-6 for the *Play Every Day* in Mexico, South Africa, and India.

Difference-in-difference (DiD) modeling was used to measure the treatment effect for select key indices capturing Play including Types of Play Activities with Child at Home, Perceptions of Importance of Play, Perceptions of Importance of Play for a Child's Academic Success, Primary Caregiver Confidence as Play Mentor, and Child's Favorite Types of Play Activities.

Results from the impact evaluation show a statistically significant average treatment effect on the treated (ATT) in India across three of the four indices and in South Africa for the Q20 Index. In Mexico, the results do not show evidence of effect on any of the four key indices. Based on these findings, the *Play Every Day* program changed perceptions of play, play-related behavior, and confidence of caregivers as play mentors for their child in India. In South Africa, the results demonstrate a statistically significant ATT for caregiver confidence as a play mentor as measure by the Q20 Index. For child outcomes, results show a statistically significant ATT in India. The results from this impact evaluation show promising results for Sesame Workshop's Play Workshops in resource-limited settings on improving knowledge about play and changing play related behavior among caregivers and children. Based on significant changes in outcomes in primary caregivers and children, the results of this evaluation affirm potential for further program success in India and South Africa.



## INTRODUCTION

Funded by the LEGO Foundation, *Play Every Day* is a Sesame Workshop program designed to help vulnerable communities understand the importance of learning through play by building community organizations' capacity to unlock the power of play to support learning and child development outcomes. Research demonstrates that learning through playful experiences helps children develop a broad range of skills.<sup>1234</sup> *Play Every Day* was implemented in disadvantaged urban and peri-urban communities in Mexico, India, and South Africa and consists of a 12-session, weekly Play workshop intervention between August and December 2018.

The program was designed with four key objectives. First, the program aims to shift caregiver's perceptions around play and its role in child development learning. Second, the program seeks to empower caregivers to become effective play mentors for their children through quality play time. Another key objective is to help inspire both caregivers and their children to incorporate play-based activities into their daily lives by using common household materials. Finally, *Play Every Day* also aims to contribute to global literature for playful learning best practices which today, is predominantly focused on research in western developed countries.

To ensure a contextually relevant and effective play workshop format for each country, Sesame Workshop tested a variety of play activities, materials, and methods of facilitation in each country. This testing period was implemented between November 2016 and May 2018 and included three pilot phases before the complete rollout of the 12 Play workshop intervention. These three pilot phases, Prototype, Alpha, and Beta play workshops invited primary caregivers and their children to participate in different types of play activities.

In each country, *Play Every Day* was implemented between September-December 2018 with local community partners who had an established presence in each community. In partnership with Sesame Workshop country teams, each implementing partner(s)

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<sup>1</sup> Fisher, K. R., Hirsh-Pasek, K., Newcombe, N., & Golinkoff, R. M. (2013). Taking shape: Supporting preschoolers' acquisition of geometric knowledge through guided play. *Child Development*, 84, 1872-1878. doi:10.1111/cdev.12091.

<sup>2</sup> Gray, P., (2013). *Free to learn: Why unleashing the instinct to play will make our children happier, more self-reliant, and better students for life*. New York, NY: Basic Books.

<sup>3</sup> Holmes, R. M., Romeo, L., Ciraola, S., & Grushko, M. (2015). The relationship between creativity, social play, and children's language abilities. *Early Child Development and Care*, 185(7), 1180-1197.

<sup>4</sup> Lillard, A. S., Lerner, M. D., Hopkins, E. J., Dore, R. A., Smith, E. D., & Palmquist, C. M. (2013). The impact of pretend play on children's development: A review of the evidence. *Psychological Bulletin*, 139, 1-34.



identified and trained facilitators who guided each Play workshop by using videos and other supplemental play materials provided by Sesame Workshop.

Sesame Workshop commissioned D3 Systems for the *Play Every Day* Global Impact Evaluation in Mexico, South Africa, and India using quantitative surveys and ethnographic home observations of free play sessions between primary caregivers and their children. D3 designed a quasi-experimental impact evaluation to measure changes, if any, between baseline and endline in both treatment and control samples of primary caregivers and their children between the ages of 3-6.





## EVALUATION DESIGN

### IMPACT EVALUATION RESEARCH QUESTIONS

The primary objective of the impact evaluation is to measure the effectiveness of *Play Every Day* in generating knowledge and corresponding behavior changes in both caregivers and children between the ages of 3-6 years old. The primary research questions include:

#### CAREGIVER

1. How does participating in the *Play Every Day* program change caregivers' knowledge, behavior, and attitude regarding the value of and benefits from play in their child's development?
2. How does participating in the *Play Every Day* program change caregivers' time spent engaging with their child through different guided play activities using different materials?
3. How does participating in the *Play Every Day* program affect the quality of the caregiver-child interaction during play activities, specifically in the context of using feeling words, joy, affection, and warmth?
4. How does participating in the *Play Every Day* program affect caregivers' confidence as a play mentor for their child?

#### CHILD

- 1) How does participating in the *Play Every Day* program change children's creative, imaginative, and flexible thinking skills?
- 2) How does participating in the *Play Every Day* program increase children's use of more and varied language and/or expression?

The analysis for the evaluation is guided by each impact evaluation research questions to identify changes, if any, in these global indicators between baseline and endline among the target populations. Due to the lack of randomization at the implementation level and small sample sizes, the impact evaluation does not have statistically sufficient power to prove any causal associations between the program and global outcome indicators.





## METHODOLOGY

### GLOBAL

The *Play Every Day* global impact evaluation includes both global and country-specific methodology. The global methodology included formative discussions with Sesame Workshop country teams, an evaluation planning meeting, and a mixed-methods quasi-experimental impact evaluation design.

The D3 Project Manager, Samera Zaidi and Chief Statistician, David Peng, attended the *Play Every Day* Global Meeting in New York City in June 2018 to meet with all three Sesame Workshop country teams and learn more about country specific implementation. During this meeting, D3 staff also presented preliminary evaluation methodology to Sesame Workshop staff which included a delineation of roles and responsibilities for all parties involved, evaluation objectives, research questions, evaluation methodology, and a tentative work plan. D3 Project Managers also traveled to each country prior to baseline and endline data collection to lead interviewer trainings, as well as to oversee the start of data collection.

A core impact evaluation design applies to all three countries. Due to logistical and resource constraints, an experimental impact evaluation with sufficient statistical power (at least 90%) was not possible. Subsequently, a quasi-experimental impact evaluation was designed, including a quantitative and qualitative research component. The quantitative component includes data from beneficiary and control caregivers and children at selected levels of the implementation pipeline, baseline and endline. The quantitative data speaks to the impact evaluation research questions related to the global outcomes. The target quantitative baseline sample in each country included: 125 treatment caregivers, 125 control caregivers, 125 treatment children, and 125 control children for a total quantitative baseline sample size of 500 per country.

To place the quantitative data in a situational and cultural observable context, the impact evaluation includes ten (10) semi-structured ethnographic observations with treatment caregiver-child pairs in each country documenting caregiver-child play interactions at the same data points as the quantitative research (baseline and endline). After country-specific program implementation was shared with D3, country-specific evaluation designs were modified using the core quasi-experimental impact evaluation design. Baseline data collection occurred from August – September 2018 and endline data collection occurred from November 2018 – February 2019 (Table 1 and 2).





TABLE 1: BASELINE RESEARCH TIMELINE

Country	Field Staff Training	Data Collection Start Date	Data Collection End Date
India	August 16-17 (New Delhi)	August 22	September 2
Mexico	August 21-22, 24, 28-29 (Mexico City)	August 30	October 10
South Africa	August 14-15, 27-28 (Pretoria)	September 4	September 25

TABLE 2: ENDLINE RESEARCH TIMELINE

Country	Field Staff Training	Data Collection Start Date	Data Collection End Date
India	December 1-2 (New Delhi)	December 3	January 4
Mexico	November 22-23 (Mexico City)	November 24	February 12
South Africa	November 23-24 (Pretoria)	November 26	December 5

As mentioned above, the target quantitative baseline sample in each country included 125 treatment caregivers, 125 control caregivers, 125 treatment children, and 125 control children for a total quantitative target sample size of 1,000 per country (baseline and endline).

Due to differences in program implementation across the three program countries, loss to follow-up between baseline and endline, and other country-specific changes that could not be controlled for in the evaluation, the final baseline and endline samples deviated from the target samples (Table 3 and 4). Loss to follow-up (LTF) between baseline and endline varied by country and across treatment and control groups. On average, LTF by country included: Mexico (39%), South Africa (30%), and India (5%).<sup>5</sup>

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<sup>5</sup> Loss to follow-up for the Play Every Day Impact Evaluation is defined as (number of all endline participants/number of all baseline participants) \* 100. This rate includes treatment respondents who may have been interviewed at baseline and endline but did not attend any Play Workshops.



TABLE 3: FINAL BASELINE SAMPLE DISTRIBUTIONS

Country	Primary Caregiver (Treatment)	Primary Caregiver (Control)	Child (Treatment)	Child (Control)	Total
Mexico	137	148	132	136	553
India	126	128	124	127	505
South Africa	111	126	115	140	493
<b>Total</b>	<b>375</b>	<b>402</b>	<b>371</b>	<b>403</b>	<b>1,551</b>

TABLE 4: FINAL ENDLINE SAMPLE DISTRIBUTIONS

Country	Primary Caregiver (Treatment)	Primary Caregiver (Control)	Child (Treatment)	Child (Control)	Total
Mexico	98	76	94	72	340
India	118	122	120	120	480
South Africa	79	94	79	92	344
<b>Total</b>	<b>295</b>	<b>292</b>	<b>293</b>	<b>284</b>	<b>1,164</b>

## SAMPLING METHODOLOGY

### MEXICO

From a list of treatment ECD centers provided by Sesame Workshop Mexico in partnership with the national network Desarrollo Integral de la Familia (DIF), D3 selected ECD centers with the largest populations of enrollees. For control ECD centers, D3 visited all centers that were provided by DIF and that had already agreed to participate in the study. A total of seven treatment ECD centers and 12 control centers were included in the evaluation.

In each treatment and control ECD center, caregivers and their children were interviewed once the interviewer gained informed consent. The number of caregiver-child pairs attending the ECD centers varied significantly by center. As a result, D3 interviewed as many caregiver-child pairs in each ECD center until the target sample was reached at baseline. Per standard sampling procedures, interviewers also conducted extra interviews at baseline to ensure the final number of completed interviews matched the target sample



while accounting for potential case removal due to inconsistencies in data cleaning. The same ECD centers were visited at endline.

Caregiver and child interviews occurred at separate times and days since caregivers did not have enough time to complete the interview when dropping their child off at the ECD center in the mornings. As a result, caregivers were asked to complete the interview once they returned to pick up their child, and children were interviewed the next morning during daycare hours.

Caregiver and child pairs were linked through two unique numeric identification codes, a 'Match ID' (5-digit) and 'Key ID' (3-digit). These unique identification codes were randomly produced by RCS<sup>6</sup> and interviewers were required to enter both IDs for each completed interview for validation and linking purposes.

Loss to follow-up was significantly higher in Mexico compared to the other two program countries due to a change in government structure in December 2018 and subsequent funding policies of ECD centers. ECD cooperation was reduced during endline data collection due to changes in staffing at ECD centers and ECD centers closing permanently.<sup>7</sup> As a result, more time and resources were allocated to endline data collection in Mexico to achieve as many endline interviews as possible given limited access to ECD centers beginning in 2019.

Ten home ethnographic observations were conducted with treatment caregiver-child pairs randomly selected from the treatment sample frame at baseline. At endline, six of the 10 pairs participated in the home ethnographic observation.

## **SOUTH AFRICA**

In South Africa, treatment respondents included all caregiver-child pairs from all four Play workshop communities in Gauteng including Orange Farm, Alexandra, Diepsloot and Braamfontein. Quantitative treatment interviews were distributed disproportionately between the two key implementing partners in Gauteng: Afrika Tikkun (~80% of the sample) and Hope World Wide (~20% of the sample).

Given the low number of caregiver-child pairs enrolled in the four workshop locations, D3 did not use simple random sample to select treatment participants. Rather, all willing caregiver-child pairs enrolled at baseline were interviewed. The number of caregiver-child

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<sup>6</sup> Research Control Solutions (RCS): <http://www.researchcontrolsolutions.com/>

<sup>7</sup> 'Educadoras de estancias infantiles protestan frente a Palacio Nacional.' El Sol de Mexico. February 2019. <<https://www.elsoldemexico.com.mx/metropoli/cdmx/educadoras-de-estancias-infantiles-protestan-frente-a-palacio-nacional-3048392.html>>



pairs attending the four workshop locations varied by workshop. As a result, D3 interviewed as many caregiver-child pairs in each Play workshop community until the target baseline sample was reached. Endline interviews were conducted during the final Play Workshops or at the respondent's home.

Control respondents were sampled via random walk and snowball sampling in Olievenhoutbosch, a socio-economically similar, geographically adjacent community to Diepsloot. Control respondents were also administered a brief screener to ensure there was a child currently living in the household who was between the ages of 3-6 years old. In each treatment and control community, caregivers and children were interviewed once the interviewer gained informed consent.

Caregiver and child pairs were linked through two unique numeric identification codes, a 'Match ID' (5-digit) and 'Key ID' (3-digit). These unique identification codes were randomly produced by RCS and interviewers were required to enter both IDs for each completed interview for validation and linking purposes. Per standard sampling procedures, interviewers also conducted extra control interviews at baseline to ensure the final number of complete interviews matched the target sample while accounting for potential case removal due to inconsistencies in data cleaning. Interviewers were unable to oversample in the treatment sample due to low baseline enrollment in Play workshop communities in Gauteng.

Ten home ethnographic observations were conducted with treatment caregiver-child pairs randomly selected from the treatment sample frames in each of the four Play workshop communities at baseline. At endline, seven of the 10 pairs participated in the home ethnographic observation.

## INDIA

Treatment respondents included randomly selected caregiver-child pairs in Jahangirpuri drawn from the Play Workshop registration frame provided by Sesame Workshop India and implementing partner, Saarthi. Control respondents were sampled via snowball sampling in Shakurpur, a socio-economically similar community to Jahangirpuri.

From a list of Play workshop enrollees (parents who agreed they would participate in workshops once they started), provided by Sesame Workshop India in partnership with Saarthi, D3 randomly selected primary and replacement caregiver-child pairs. Due to operational constraints and a lack of a 'Play workshop o' in India, all treatment interviews occurred at respondent homes rather than at a Play Workshop.



Control respondents were sampled via random walk and snowball sampling in the control community. Control respondents were also administered a brief screener to ensure there was a child currently living in the household who was between the ages of 3-6 years old. In the treatment and control community, caregivers and children were interviewed once the interviewer gained informed consent.

Caregiver and child pairs were linked through two unique numeric identification codes, 'Match ID' (5-digit) and 'Key ID' (3-digit). These unique identification codes were randomly produced by RCS and interviewers were required to enter both IDs for each completed interview for validation and linking purposes. Per standard sampling procedures, interviewers also conducted extra control interviews at baseline to ensure the final number of complete interviews matched the target sample while accounting for potential case removal due to inconsistencies in data cleaning.

Ten home ethnographic observations were conducted with treatment caregiver-child pairs randomly selected from the treatment sample frame at baseline. At endline, all ten pairs participated in the home ethnographic observation.

## SURVEY DESIGN

### QUANTITATIVE

The caregiver and child quantitative surveys were administered to caregiver-child pairs, starting with the primary caregiver. The primary objective of the caregiver survey was to gauge the caregivers' knowledge, behavior, and attitude regarding the value of and benefits from play in their child's development.

The **caregiver survey** included the following sections:

1. Caregiver demographics
2. Frequency and type of play in household
3. Perceptions and value of play
4. Caregiver confidence in being a play mentor

The primary objective of the child survey was to measure the child's creativity, imagination, and flexible thinking skills along with their preferences for different play-based activities. The child survey was designed to be primarily open-ended as a proxy measure of type and variation in language use when expressing themselves.





The **child survey** included the following sections:

1. Play knowledge and attitudes
2. Play behavior and preferences
3. Knowledge of Sesame Street
4. Preference of Sesame Street characters
5. Playing ideas and imagination

Both quantitative instruments were pre-tested in all three countries prior to implementation. The pre-tests were conducted in each country on the second day of field staff training where every interviewer was required to conduct at least one caregiver and one child test survey. A total of 15 caregiver and 15 child surveys were piloted in each country. Instruments were then modified based on pre-test findings both related to survey content and survey programming. Both instruments were translated into the following languages for each country and review by Sesame Workshop country teams for final approval:

1. Mexico: Spanish
2. India: Hindi
3. South Africa: Zulu, Xhosa, and Sotho

Identical instruments were administered at baseline and endline, with the exception of the caregiver survey where they were asked an additional question about workshop attendance.

## QUALITATIVE

The ethnographic home observation guides collected data on several key topics related to the caregiver-child play interaction which were unable to be captured through the quantitative instruments. Each ethnography included a 15-20-minute free play observation where the caregiver and child were given a box of common household items and were instructed to play together. The ethnography guide included measures on each of the following **play-related themes**:

1. Caregivers' time spent engaging with their child through different guided play activities using different common household materials.
2. The quality of the caregiver-child interaction during play activities, specifically in the context of using feeling words, joy, affection, and warmth.
3. Caregivers' confidence as a play mentor for their child.
4. Child's creative, imaginative, and flexible thinking skills.
5. Child's use of language and expression.



The ethnographic home observation guides were translated into the following languages for each country and reviewed by Sesame Workshop country teams for final approval.

1. Mexico: Spanish
2. India: Hindi
3. South Africa: Zulu, Xhosa, and Sotho

Identical instruments were administered at baseline and endline for all ethnographic home observations.

## QUALITY CONTROL

### FIELD STAFF

In each country, data collection staff included a team of interviewers and supervisors. Supervisors were responsible for in-field quality control and oversight for a team of no more than eight interviewers each. Interviewers were selected based on overall quantitative research experience as well as prior research with young children. A description of each country field team for the quantitative baseline and endline surveys is described below (Table 5 and 6).

TABLE 5: BASELINE FIELD TEAM

Country	Male Interviewers	Female Interviewers	Total
Mexico	3	12	15
South Africa	1	9	10
India	1	15	16

TABLE 6: ENDLINE FIELD TEAM

Country	Male Interviewers	Female Interviewers	Total
Mexico	2	6	8
South Africa	1	7	8
India	0	6	6

For the qualitative research, moderators were vetted and interviewed prior to being approved to work on the project. The CVs of all moderators can be shared upon request.

A two-day training was held in each country prior to baseline and endline data collection. Each training was led by the country research team Project Manager and the D3 Project Manager. In Mexico and South Africa, additional training days were held after the initial two-day baseline training to ensure field staff met all of D3's standards prior to data collection. Table 7 provides more information on training dates and locations in each program country for baseline and endline research.

TABLE 7: BASELINE AND ENDLINE TRAININGS

Country	Baseline Field Staff Training	Endline Field Staff Training
India	August 16-17 (New Delhi)	December 1-2 (New Delhi)
Mexico	August 21-22, 24, 28-29 (Mexico City)	November 22-23 (Mexico City)
South Africa	August 14-15, 27-28 (Pretoria)	November 23-24 (Pretoria)

The following topics were covered in each training:

1. Project overview and impact evaluation design
2. Impact evaluation timeline
3. Roles and responsibilities
4. Quantitative and qualitative sampling overview
5. Respondent selection and call-backs
6. Interviewing logistics with local implementing partner
7. Best practices for interviewing children
8. Review of survey instruments
9. Research Control Solutions (RCS) overview
10. RCS training
11. Pilot testing (quantitative)
12. Ethnography training (moderators only)

## QUALITY CONTROL METHODS

D3's pre-field quality control measures included independent translation review of all research instruments, a quantitative and qualitative training manual, questionnaire



programming and testing, and instrument pre-test. By using electronic data capture through RCS, other pre-field quality control measures were also implemented. Quality control procedures were enforced throughout the baseline survey, disallowing illogical responses based on provided specifications. Using RCS allowed for integral quality control procedures on the tablets when interviewers entered in responses. This included the following controls:

- Automatically filling out management or sample variables based on input.
- “Filters” or the logic by which questions are skipped are automatically implemented.
- When numeric entry fields are opened only the number pad of the keyboard appears, blocking entry of non-numeric characters entirely.
- Specified ranges prompt errors in numeric variables when an out-of-bounds response is given.



Quality control measures were also implemented during fieldwork. Field supervisors were assigned to monitor interviewer teams of no more than eight interviewers to ensure they had sufficient time to monitor each interviewer’s performance in field. In addition to field supervisors, each country research team was monitored in-field by the D3 Project Manager to ensure proper fieldwork procedures were being followed in field at baseline and endline.

As fieldwork progressed, interviewers were instructed to synchronize their tablets daily to upload data stored onto the RCS server. Field progress, including the number of completed interviews and refusals were monitored on a regular basis throughout the data collection period in each country and regularly reported to Sesame Workshop.



Post-field quality control measures included multiple quality checks for both the caregiver and child interviews. D3 requires a minimum of 15% of interviews to be subject to some form of quality control. For the *Play Every Day* baseline survey, D3 purposely implemented a low supervisor to interviewer ratio to ensure a higher proportion of child interviews were directly supervised since calling back the respondent was not feasible. Two types of quality control methods were used for this project (Table 8):

1. *Direct Supervision*: This type of back-check is direct supervision of the interview by the supervisor. The supervisor notes what interviewers and interviews they observed. The following proportion of interviews were directly supervised in each country at baseline: Mexico (53%), India (19%), South Africa (17%). A higher proportion of interviews were directly supervised in Mexico since interviews were conducted in one central location (the treatment or control ECD center). Please note that these proportions do not include interviews directly supervised by D3 Project Managers.
2. *Back-check by telephone through the central office*: Caregivers were also randomly selected for back-check by the central office or supervisor by phone. During the back-check, respondents were asked if they had participated, the age of the child, whether they received an incentive, the value of the incentive, and the professionalism of the interviewer. In India, 20% of caregivers were back-checked by phone and in South Africa, 14% of caregiver interviews were back-checked by phone. No interviews were rejected as a result of telephone back checks.

TABLE 8: PROPORTION AND TYPE OF QUALITY CONTROL METHOD

Country	Direct Supervision	Back-check by telephone
Mexico	53%	Not applicable
India	19%	20%
South Africa <sup>8</sup>	17%	14%

For post-field quality control measures, caregiver and child pairs were linked through separate datasets via two unique numeric identification codes, a 'Match ID' (5-digit) and 'Key ID' (3-digit). Caregiver-child pairs were also matched through variables M1c (Caregiver Name) and M1d (Child Name). These unique identification codes were

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<sup>8</sup> In South Africa, only control respondents were subject to telephonic back-checks since D3 was requested not to contact treatment caregivers during the Play workshop intervention period.





randomly produced by RCS and interviewers were required to enter both IDs for each completed interview for validation and linking purposes.

## RESULTS

### QUANTITATIVE

#### KEY FINDINGS

D3 used difference-in-difference (DiD) modeling to measure the treatment effect for select key indices capturing Play. Four indices were created using principal component factor analysis from the primary caregiver questionnaire including Q14 (Types of Play Activities with Child at Home), Q18 (Perceptions of Importance of Play), Q19 (Perceptions of Importance of Play for a Child's Academic Success) and Q20 (Primary Caregiver Confidence as Play Mentor) to estimate causal effects. Once index was created using the same method for Q3 (Types of Favorite Play Activities).

Under the common assumptions of DiD analysis, the results show a statistically significant average treatment effect on the treated (ATT) in India across three of the four indices and in South Africa for the Q20 Index. In Mexico, the results do not show evidence of effect on any of the four key indices. Based on these findings, the *Play Every Day* program changed perceptions of play, play-related behavior, and confidence of caregivers as play mentors for their child in India. In South Africa, the results demonstrate a statistically significant ATT for caregiver confidence as a play mentor as measure by the Q20 Index. For the child analysis, the results show a statistically significant average treatment effect on the treated (ATT) in India.

#### WORKSHOP ATTENDANCE

At endline, primary caregivers were asked an additional question in the questionnaire regarding how many of the 12 Play workshops they attended with their child over the entire intervention period. Play workshop attendance varied by country. The number of self-reported Play workshop attendance of treatment primary caregiver-child pairs is presented below in Table 9.



TABLE 9: NUMBER OF PLAY WORKSHOPS ATTENDED BY COUNTRY

Number of Play Workshops attended	Mexico	South Africa	India
0	6	7	29
1	5	24	9
2	4	5	14
3	3	3	6
4	12	0	3
5	3	2	6
6	5	1	7
7	8	0	5
8	13	1	3
9	8	3	4
10	12	3	3
11	6	5	5
12	13	25	23
<b>Total</b>	<b>98</b>	<b>79</b>	<b>117<sup>9</sup></b>

Given the substantial number of caregiver-child pairs who registered for Play workshops in India but did not attend any of the sessions, D3 and Sesame Workshop determined that although there were caregivers interviewed as part of the treatment group that reported they did not attend any of the 12 Play workshops (Q2a=0) at endline India, they did in fact receive other sources of Play messaging as a result of registration and may have also been subject to *Play Every Day* encouragement through community paintings. As a result, these individuals were retained in analysis for India.

<sup>9</sup> Sum is not equal to n=118 as one treatment interview was miscoded as a 'Control' interview and this variable was subsequently not captured.



In the case of Mexico and South Africa, it was determined that if an individual reported they did not attend any Play workshop (Q2a=0), they did not receive any form of treatment. Therefore, those cases are not included in the analysis.

## DIFFERENCE-IN-DIFFERENCE ANALYSIS

For both caregiver and child analysis, D3 used difference-in-difference (DiD) modeling to measure the treatment effect for select key indices capturing Play. Given the lack of randomization in treatment and control groups at the implementation level in all three program countries, and the differences between groups that already exist at baseline potentially leading to trend over time being different, D3 used DiD combined with propensity score weighting (of select demographic<sup>10</sup> variables as discussed in the planning phase) as described in Stuart *et al.*<sup>11</sup>

## ASSUMPTIONS

Difference-in-difference is a quasi-experimental research design. It suited the data collected for the *Play Every Day* Global Impact Evaluation not only because it fit the classic example of two groups measured at two time periods, but as seen during baseline data collection, the control and treatment groups differed. In practice, this is likely due to how treatment respondents were recruited by implementing partners in each program country. Given the lack of randomization of Play workshop participants, we cannot rely on random assignment to avoid bias from possible confounders that were not observed. Wing *et al.* summarize what is arguably the most critical assumption of DiD analysis:

*Specifically, DID designs assume that confounders varying across the groups are time invariant, and time-varying confounders are group invariant. Researchers refer to these twin claims as a common trend assumption (p.455).<sup>12</sup>*

This assumption is commonly illustrated graphically, as is presented in the Columbia University Population Health Methods Difference-in-Difference Estimation Overview:

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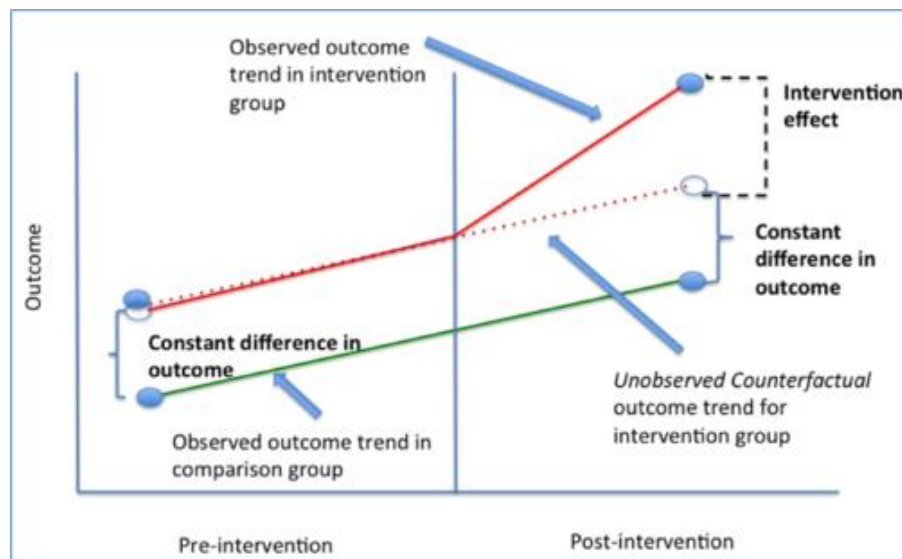
<sup>10</sup> Caregiver: gender, age, education (initial weighting leads to unbalanced educational categories in SA as certain categories with 0 cell counts. Our initial thought is to leave this as-is since additional collapsing of response categories may lead to a loss of information). Child: gender, age.

<sup>11</sup> Stuart E et al. Using propensity scores in difference-in-differences models to estimate the effects of a policy change. *Health Serv Outcomes Res Methodology*. 2014 December 1; 14(4): 166–182. doi:10.1007/s10742-014-0123-z

<sup>12</sup>Bello-Gomez R et al. Designing Difference in Difference Studies: Best Practices for Public Health Policy Research. *Annual Review Public Health*. 2018. 39:453-69  
<<https://www.annualreviews.org/doi/pdf/10.1146/annurev-publhealth-040617-013507>>



FIGURE 1: DIFFERENCE-IN-DIFFERENCE ESTIMATION, GRAPHICAL EXPLANATION  
(COLUMBIA UNIVERSITY POPULATION HEALTH METHODS<sup>13</sup>)



Since the *Play Every Day* Impact Evaluation does not have more than two data observation points, this assumption cannot be validated graphically. Subsequently, we rely on it as an assumption and note that the estimates we present of causal effect could be biased if this common trend assumption were not true.

## WEIGHTING

The data collected allows for the classic DiD design with two groups (treatment and control) observed over two time periods (pre and post-intervention). We define the four resulting categories in the GROUP variable within datasets:

- Group 1 = Pre-treatment (reference group)
- Group 2 = Pre-control
- Group 3 = Post-treatment
- Group 4 = Post-control

As suggested by Stuart *et al.*, a weighting approach is used to adjust Groups 2, 3, and 4 to be similar across a set of key demographic variables identified in the pre-analysis plan as

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<sup>13</sup> 'Difference-in-Difference Estimation'. *Population Health Methods*, Columbia University Mailman School of Public Health. <https://www.mailman.columbia.edu/research/population-health-methods/difference-difference-estimation>



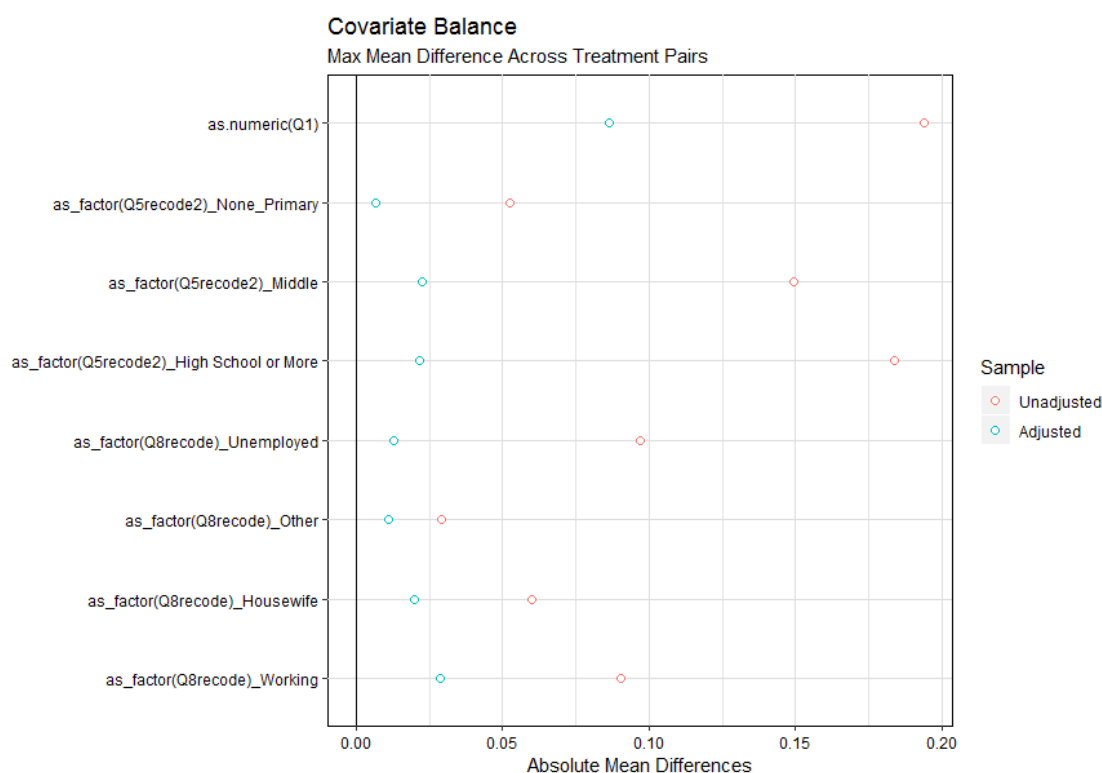
suggested by prior LEGO Foundation research: gender, age and education for the caregiver datasets<sup>14</sup> and gender and age for the child datasets.

The propensity score is defined as the probability of being in Group 1 (the treatment group during the pre-intervention time period) and generated using a generalized boosted model-based approach in R using the *WeightIt*<sup>15</sup> package. This approach relies on the *twang*<sup>16</sup> package developed by researchers at RAND. For detailed output of each model by country, see Annex 1. All subsequent analysis presented in this reported uses weighted data.

## LOVE PLOTS

To visualize the effect of the propensity score weights on covariate balancing across the groups we present an example Love plot for South Africa<sup>17</sup>

FIGURE 2: LOVE PLOT - SOUTH AFRICA



<sup>14</sup> Due to low cell counts and differing scales in each country, education and employment were collapsed differently for each country.

<sup>15</sup> <https://cran.r-project.org/web/packages/WeightIt/WeightIt.pdf>

<sup>16</sup> <https://cran.r-project.org/web/packages/twang/vignettes/twang.pdf>

<sup>17</sup> Love plots for all datasets can be found in the Appendix





Figure 2 illustrates how covariates were balanced for all variable, resulting in a threshold of below 0.1 for absolute mean differences. After recoding education and employment variables in the primary caregiver datasets, the Love plots confirm that balance was achieved for the selected covariates.

## PRIMARY CAREGIVER INDICES

D3 opted to create four key indices from the primary caregiver survey including Q14, Q18, Q19 and Q20 to estimate causal effects using regression, as opposed to attempting to model categorical response variables as directly captured in the questionnaire due to complexities in estimating DiD with non-linear models and interpretability of results (Table 10).<sup>18</sup>

To create the indices, principal component factor analysis was used with polychoric<sup>19</sup> correlation matrices for binary or ordinal response scales while setting ‘Refused’ or ‘Don’t Know’ responses to items in each battery to ‘missing’ in STATA 14. Factor loadings were used as weights when creating each battery’s index when extracting one factor or construct. Please see Annex 2 for more information.

TABLE 10: PRIMARY CAREGIVER INDICES<sup>20</sup>

Index	Number of items	Items
Q14 Types of Play Activities with Child at Home	5	<ol style="list-style-type: none"><li>1. Physical play [Soccer; cricket; dancing; rugby; netball; riding a bike; jungle gym/ tree climbing]</li><li>2. Pretend play (dressing up, playing roles of doctors, teachers etc)</li><li>3. Social play (playing in a group, sharing, interacting with others)</li><li>4. Play activities with rules [Hide and seek; jump rope; hop scotch; Rotten egg; musical chairs; running red rovers]</li><li>5. Play activities involving singing and dancing with music or musical instruments</li></ol>
Q18 Perceptions of Importance of Play	7	<ol style="list-style-type: none"><li>1. Play is important in the development of intellectual skills (like memory, attention, reasoning skills) in children.</li></ol>

<sup>18</sup> Norton, Wang, Ai (2004), Computing interaction effects and standard errors in logit and probit models. The Stata Journal 4, Number 2, pp 154-167.

<sup>19</sup> Additional source: Kolenikov and Angeles (2004), Use of Discrete Data in PCA Theory, Simulations, and Applications to Socioeconomic Indices.

<sup>20</sup> Example items are displayed for South Africa. Item wording and example varies by country to include country-relevant play references.



		<ol style="list-style-type: none"> <li>2. Play activities support children’s creativity and imagination.</li> <li>3. Play is important in the emotional development of children.</li> <li>4. Play activities support children’s preparation for future roles.</li> <li>5. Children benefit academically from play activities.</li> <li>6. Studying is more important than play.</li> <li>7. Children learn valuable social skills during play activities.</li> </ol>
Q19 Perceptions of Importance of Play for Child’s Academic Success	9 (11 in Mexico)	<ol style="list-style-type: none"> <li>1. Using child-size play sets (like pretend food sets, cleaning sets)</li> <li>2. Going outside to run around or use playground/yard equipment</li> <li>3. Throwing or rolling a ball or using other kinds of age-appropriate sports equipment (jumping rope, tennis racket, cricket bat, miniature golf; swing ball)</li> <li>4. Using play sets (like Little People and Polly Pocket) or figures (like rescue heroes)</li> <li>5. Using toy vehicles</li> <li>6. Using common household items (e.g., clay, paper, cloth, buckets, plastic utensils or cardboard) to build objects</li> <li>7. Playing with a peer or sibling at home</li> <li>8. Playing to pretend to be someone else</li> <li>9. Playing to pretend one thing is something else, like a bottle is a train</li> <li>10. Sing or dance to videos on TV or mobile device (MX)</li> <li>11. Play video games on TV or mobile device (MX)</li> </ol>
Q20 Primary Caregiver Confidence as Play Mentor	5	<ol style="list-style-type: none"> <li>1. I don’t know how to play with my child.</li> <li>2. It’s ok for me to have fun and be silly with my child during play time.</li> <li>3. I have the knowledge and skills to be a play mentor for my child.</li> <li>4. I can make everyday activities fun and playful for my child.</li> <li>5. I can use common household items to play with my child</li> </ol>



## PRIMARY CAREGIVER OUTCOMES

### FREQUENCY OF PLAY

Primary caregivers were asked how often they play with their child at home during the past week. In South Africa, frequency of any play during the last week increased by 15% in the treatment group and by 2% in the control group between baseline and endline.

TABLE 11: FREQUENCY OF PLAY - SOUTH AFRICA

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q12. In the past week, did you play (engage in activity for enjoyment and recreation) with your child at home?	Yes	87.44% (0.0189)	<b>78.10%</b> (0.0404)	88.15% (0.0366)	<b>93.94%</b> (0.0375)	90.39% (0.0340)
		345	82	86	92	84
	No	12.56% (0.0189)	21.90% (0.0404)	11.85% (0.0366)	6.06% (0.0375)	9.61% (0.0340)
		50	23	12	6	9



In Mexico, frequency of any play during the last week increased by about 3% in the treatment group and about 2% in the control group between baseline and endline. Frequency of any play was high at baseline in Mexico for both treatment and control caregivers.

TABLE 12: FREQUENCY OF PLAY - MEXICO

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q12. In the past week, did you play (engage in activity for enjoyment and recreation) with your child at home?	Yes	96.44% (0.0086)	<b>93.89%</b> (0.0209)	96.52% (0.0158)	<b>97.16%</b> (0.0174)	98.64% (0.0103)
		460	123	114	119	104
	No	3.56% (0.0086)	6.11% (0.0209)	3.48% (0.0158)	2.84% (0.0174)	1.36% (0.0103)
		17	8	4	3	1

In India, frequency of any play during the last week increased by 23% in the treatment group and about 3% in the control group between baseline and endline.

TABLE 13: FREQUENCY OF PLAY - INDIA

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q12. In the past week, did you play (engage in activity for enjoyment and recreation) with your child at home?	Yes	71.37% (0.0221)	<b>65.08%</b> (0.0425)	64.58% (0.0469)	<b>88.00%</b> (0.0338)	67.89% (0.0490)
		334	82	78	104	70
	No	28.17% (0.0220)	34.13% (0.0423)	34.46% (0.0467)	12.00% (0.0338)	32.11% (0.0490)
		132	43	41	14	33

## TYPES OF STRUCTURED AND UNSTRUCTURED PLAY

Primary caregivers were asked about types of play activities they do with their child at home. The questionnaire captured all types of play activities mentioned including physical play, pretend play, social play, play activities with rules, and play activities involving singing and dancing. The Q14 Index (Types of Play Activities with Child at Home) quantifies how many types of play activities were mentioned by the caregiver where higher numeric values indicate more types of play activities mentioned.

DiD models were used to compare the difference in Q14 Index scores between treatment and control caregivers at baseline and endline. Figure 3 provides an example output of a



DiD model (for the South Africa Q14 Index) including the total number of observations by group, Q14 Index score, standard error, the DiD coefficient (interaction term), and model significance.

FIGURE 3: Q14 INDEX TYPES OF PLAY ACTIVITIES WITH CHILD AT HOME, COMPLETE DIFFERENCE-IN-DIFFERENCE MODEL (SOUTH AFRICA) EXAMPLE

```
. diff Q14Index [pweight=wg1], t(treatment) p(time)
```

DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS				
Number of observations in the DIFF-IN-DIFF: 398				
	Before	After		
Control:	126	94		220
Treated:	105	73		178
	231	167		

Outcome var.	Q14In~x	S. Err.	t	P> t
Before				
Control	1.476			
Treated	1.437			
Diff (T-C)	-0.039	0.176	-0.22	0.823
After				
Control	1.580			
Treated	1.639			
Diff (T-C)	0.060	0.196	0.31	0.760
Diff-in-Diff	0.099	0.264	0.38	0.706

R-square: 0.00  
\* Means and Standard Errors are estimated by linear regression  
\*\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1

The DiD models for all primary caregiver analysis can be found in Annex 3. For the purpose of presenting key findings, we report the DiD coefficient, standard error, and p-value of the overall model.

TABLE 14: TYPES OF PLAY ACTIVITIES WITH CHILD AT HOME (DID)

Country	n	DiD coefficient	Standard Error	p-value
Mexico	448	-0.159	0.152	0.294
India	494	1.467	0.316	<0.001***
South Africa	398	0.099	0.264	0.706





In Mexico, the negative coefficient reflects a decrease in the Q14 Index in the pre and post-treatment scores indicating that caregivers may have decreased the frequency of different play activities they do with their child at home. However, this is not statistically significant. In South Africa, the Q14 Index scores increased in the pre and post-treatment groups as well as in the control groups, resulting in a non-significant DiD coefficient. In India, there was a significant and positive change in the treatment group for the Q14 Index ( $p < 0.001$ ).

## PERCEPTIONS OF IMPORTANCE OF PLAY

Primary caregivers were asked several questions regarding how they perceive the importance of play for several child developmental outcomes including socio-emotional skills, academic success, and creativity and imagination. The Q18 Index (Perceptions of Importance of Play) and Q19 Index (Perception of Play for Child's Academic Success) were constructed to measure two constructs related to the caregiver's perceptions at baseline and endline. For both indices, higher index scores indicate the caregiver agreed that more items in each index were important.

For caregiver's perception of the importance of play, there was a significant and positive change in perceptions in India where treatment caregivers were more likely to express agreement with the importance of play compared to their control counterparts between baseline and endline.

TABLE 15: PERCEPTIONS OF IMPORTANCE OF PLAY (DID)

Country	n	DiD coefficient	Standard Error	p-value
Mexico	444	-0.147	0.196	0.453
India	480	0.664	0.328	0.044**
South Africa	395	-0.056	0.144	0.695

Although caregivers in the treatment group in South Africa expressed more agreement with statements related to the importance of play at endline, there was a significant difference in perceptions at baseline between the treatment and control, where treatment caregivers had more positive baseline perceptions. Subsequently, the resulting DiD model does not demonstrate significant change between the two groups in South Africa. Treatment caregivers in Mexico expressed less agreement with statements related to the importance of play at endline compared to baseline and with their control counterparts at endline.





Perceptions of importance of play activities for their child's academic success (Q19 Index) changed similarly to the Q18 Index. In Mexico, Q19 Index scores decreased for treatment caregivers between baseline and endline, but not significantly. Perceptions changed positively in India in the treatment and control group between baseline and endline, but at a greater magnitude for the treatment group. In South Africa, treatment caregivers also demonstrated an increase in agreement about the importance of play activities for their child's academic success but had significantly more positive perceptions as baseline compared to their control counterparts at baseline resulting in a non-significant DiD coefficient.

TABLE 16: PERCEPTIONS OF PLAY FOR CHILD'S ACADEMIC SUCCESS (DID)

Country	n	DiD coefficient	Standard Error	p-value
Mexico	436	-0.946	0.596	0.113
India	425	0.884	0.603	0.143
South Africa	380	-0.255	0.430	0.553

## CAREGIVER CONFIDENCE

The primary caregiver questionnaire asked several questions related to how confident the primary caregiver was in being a play mentor to their child. Table 17, 18, and 19 show the change in knowledge and skills to be a play mentor between baseline and endline treatment and control caregivers. In all three countries, caregivers in the treatment group were more likely to agree that they had the knowledge and skills necessary to be a play mentor for their child.

TABLE 17: CAREGIVER CONFIDENCE TO BE A PLAY MENTOR – SOUTH AFRICA

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q20_3. I have the knowledge and skills to be a play mentor for my child.	Strongly Disagree	3.13% (0.0091)	5.71% (0.0227)	5.31% (0.0240)	0.00% (0.0000)	1.22% (0.0122)
		12	6	5	0	1
	Somewhat Disagree	2.33% (0.0075)	3.81% (0.0187)	1.70% (0.0134)	1.06% (0.0106)	2.65% (0.0151)
		9	4	2	1	2
	Somewhat Agree	7.52% (0.0138)	10.48% (0.0299)	10.42% (0.0325)	1.93% (0.0136)	7.07% (0.0283)
		30	11	10	2	7
	Strongly Agree	86.77% (0.0178)	<b>79.05%</b> (0.0398)	82.57% (0.0405)	<b>97.02%</b> (0.0172)	89.06% (0.0340)



342

83

81

95

83

TABLE 18: CAREGIVER CONFIDENCE TO BE A PLAY MENTOR – MEXICO

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q20_3. I have the knowledge and skills to be a play mentor for my child.	Strongly Disagree	1.43% (0.0058)	2.29% (0.0131)	1.63% (0.0088)	1.57% (0.0156)	0.00% (0.0000)
		7	3	2	2	0
	Somewhat Disagree	9.03% (0.0139)	18.32% (0.0338)	7.90% (0.0240)	6.48% (0.0282)	1.73% (0.0125)
		43	24	9	8	2
	Somewhat Agree	33.53% (0.0244)	39.69% (0.0428)	28.56% (0.0411)	41.85% (0.0540)	21.79% (0.0528)
		160	52	34	51	23
	Strongly Agree	55.80% (0.0257)	<b>38.93%</b> (0.0426)	61.91% (0.0442)	<b>50.10%</b> (0.0547)	76.48% (0.0537)
		266	51	73	61	81

TABLE 19: CAREGIVER CONFIDENCE TO BE A PLAY MENTOR – INDIA

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q20_3. I have the knowledge and skills to be a play mentor for my child.	Strongly Disagree	0.31% (0.0022)	0.00% (0.0000)	0.51% (0.0051)	0.70% (0.0070)	0.00% (0.0000)
		1	0	1	1	0
	Somewhat Disagree	2.23% (0.0074)	4.92% (0.0196)	0.60% (0.0060)	1.70% (0.0168)	1.58% (0.0123)
		10	6	1	2	2
	Somewhat Agree	20.04% (0.0202)	18.85% (0.0354)	24.34% (0.0432)	13.51% (0.0348)	23.90% (0.0471)
		93	23	29	16	25
	Strongly Agree	77.42% (0.0210)	<b>76.23%</b> (0.0386)	74.56% (0.0435)	<b>84.10%</b> (0.0380)	74.51% (0.0478)
		360	93	90	100	77

The Q20 Index was constructed to measure the caregiver's confidence as a play mentor but incorporating their level of agreement with all five statements in Q20. Across all three program countries, treatment caregivers expressed more confidence as play mentors for their child at endline. Caregiver's in India and South Africa expressed significantly more confidence between baseline and endline compared to control caregivers.



TABLE 20: PRIMARY CAREGIVER CONFIDENCE AS PLAY MENTOR (DID)

Country	n	DiD coefficient	Standard Error	p-value
Mexico	446	0.016	0.221	0.942
India	477	0.663	0.332	0.046**
South Africa	395	0.506	0.256	0.048**





A key aspect of the Play workshops was to help parents understand that play activities do not require toys and spending money. Play workshops emphasized that common household materials could be used to play with children. Table 21-Table 23 display more detailed results about treatment and control caregiver's agreeability with this statement between baseline and endline.

TABLE 21: CAREGIVER CONFIDENCE IN USING COMMON HOUSEHOLD MATERIALS  
FOR PLAY – MEXICO

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q20_5. I can use common household items to play with my child.	Strongly Disagree	1.43% (0.0058)	2.29% (0.0131)	3.27% (0.0181)	0.00% (0.0000)	0.00% (0.0000)
		7	3	4	0	0
	Somewhat Disagree	3.19% (0.0086)	3.82% (0.0168)	4.51% (0.0183)	1.84% (0.0182)	2.50% (0.0147)
		15	5	5	2	3
	Somewhat Agree	8.90% (0.0157)	10.69% (0.0270)	8.28% (0.0243)	6.21% (0.0269)	10.49% (0.0460)
		42	14	10	8	11
	Strongly Agree	86.16% (0.0183)	<b>83.21%</b> (0.0327)	83.94% (0.0335)	<b>90.72%</b> (0.0337)	87.01% (0.0475)
		411	109	99	111	92

TABLE 22: CAREGIVER CONFIDENCE IN USING COMMON HOUSEHOLD MATERIALS  
FOR PLAY – SOUTH AFRICA

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q20_5. I can use common household items to play with my child.	Strongly Disagree	10.56% (0.0178)	13.33% (0.0332)	20.01% (0.0485)	1.74% (0.0172)	6.81% (0.0296)
		42	14	20	2	6
	Somewhat Disagree	2.73% (0.0087)	3.81% (0.0187)	2.72% (0.0134)	1.04% (0.0104)	3.32% (0.0239)
		11	4	3	1	3
	Somewhat Agree	10.61% (0.0212)	12.38% (0.0322)	7.81% (0.0249)	7.75% (0.0366)	14.59% (0.0653)
		42	13	8	8	14
	Strongly Agree	75.78% (0.0264)	<b>69.52%</b> (0.0450)	69.20% (0.0516)	<b>89.47%</b> (0.0409)	75.28% (0.0679)
		299	73	68	88	70



TABLE 23: CAREGIVER CONFIDENCE IN USING COMMON HOUSEHOLD MATERIALS  
FOR PLAY – INDIA

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q20_5. I can use common household items to play with my child.	Strongly Disagree	2.89% (0.0082)	4.80% (0.0191)	4.37% (0.0203)	1.90% (0.0138)	0.00% (0.0000)
		13	6	5	2	0
	Somewhat Disagree	1.45% (0.0054)	3.20% (0.0158)	2.29% (0.0130)	0.00% (0.0000)	0.00% (0.0000)
		7	4	3	0	0
	Somewhat Agree	31.41% (0.0233)	38.40% (0.0435)	33.61% (0.0475)	19.91% (0.0434)	33.34% (0.0511)
		146	48	40	23	35
	Strongly Agree	64.24% (0.0239)	<b>53.60%</b> (0.0447)	59.73% (0.0486)	<b>78.18%</b> (0.0445)	66.66% (0.0511)
		299	67	72	91	69





## CHILD INDICES

Similar to the methodology used to analyze primary caregiver outcomes, D3 created an index from the child survey for Q3 to estimate causal effects using regression, as opposed to attempting to model categorical response variables as directly captured in the questionnaire due to complexities in estimating DiD with non-linear models and interpretability of results (Table 24).<sup>21</sup>

For the child data, the Q3 Index was created using principal component factor analysis using polychoric correlation matrices for binary or ordinal response scales while setting ‘Refused’ or ‘Don’t Know’ responses to items in the battery to ‘Missing’ in STATA 14. Factor loadings were used as weights when extracting one factor or construct in the index.

TABLE 24: CHILD INDICES<sup>22</sup>

Index	Number of items	Items
Q3 What do you like to play?	6 (India, South Africa), 7 (Mexico)	<ol style="list-style-type: none"><li>1. Play sets, tools, kits (like kitchen sets, work benches, doctor's kits, or tools)</li><li>2. Be outside (playground, yard, street)</li><li>3. Sports (throwing/catching a ball)</li><li>4. Playing with toys like cars, dolls</li><li>5. Pretend roles or that a thing is something else (imaginary play)</li><li>6. Using common materials like clay, paper, cloth or cardboard to build and create things</li><li>7. Videogames, games on tablet or another mobile device (Mexico only)</li></ol>

<sup>21</sup> Norton, Wang, Ai (2004), Computing interaction effects and standard errors in logit and probit models. The Stata Journal 4, Number 2, pp 154-167.

<sup>22</sup> Example items are displayed for South Africa. Item wording and example varies by country to include country-relevant play references.



### PLAY KNOWLEDGE AND BEHAVIORS

The child survey measured the child's knowledge of and play related behaviors at baseline and endline. To measure play related behaviors, the survey asked each child what they like to play from a list of six to seven play activities (six activities in India and South Africa, seven activities in Mexico).

The child could mention as many play activities that they liked to play. To capture the frequency of different types of play activities mentioned by a child, the Q3 Index was created. A higher (or positive increase) in Q3 Index coefficients represents a higher frequency of different types of play activities mentioned by the child.

TABLE 25: Q3 INDEX TYPES AND FREQUENCY OF PLAY ACTIVITIES MENTIONED (DID)

Country	n	DiD coefficient	Standard Error	p-value
Mexico	434	-0.744	0.335	0.027*
India	479	0.709	0.222	0.001**
South Africa	395	-0.274	0.256	0.286

Treatment children in India expressed significantly more interest or liking in more types of play activities between baseline and endline compared to control children. There was no significant difference in expressed interest or liking in more types of play activities between baseline and endline in treatment and control children in Mexico or South Africa. Please see Annex 3 for the complete Q3 Index DiD models.

Play related behavior was further investigated by asking children where and with whom they liked playing the most. Children across all three countries expressed slightly different preferences for play locations. Detailed results of all child outcomes are presented in Annex 4.



In Mexico, children in both treatment and control groups expressed a preference for playing at home. After participating in the Play Workshops, preference for playing at home increased in treatment children by 12% compared to a 6% increase in control children.

TABLE 26: CHILDS FAVORITE PLACE TO PLAY - MEXICO

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q4. Where do you like to play the most?	At my home	44.12% (0.0299)	38.93% (0.0427)	40.38% (0.0445)	50.62% (0.0532)	46.56% (0.0888)
		231	51	53	66	61
	Outside	18.61% (0.0199)	23.66% (0.0372)	28.78% (0.0415)	12.01% (0.0351)	9.98% (0.0351)
		97	31	38	16	13
	At school	17.97% (0.0325)	16.79% (0.0327)	17.88% (0.0336)	12.73% (0.0334)	24.49% (0.1094)
		94	22	23	17	32
	At a family member's home	9.50% (0.0154)	7.63% (0.0232)	6.77% (0.0265)	14.85% (0.0378)	8.72% (0.0324)
		50	10	9	19	11
	Other	8.01% (0.0142)	9.92% (0.0262)	2.06% (0.0118)	9.79% (0.0339)	10.24% (0.0359)
		42	13	3	13	13

In India, children expressed preference for playing outside followed by at their homes. Among all play locations, preference for playing at school increased the most among treatment children while there was a slight increase in preference for playing at home among the same group.

TABLE 27: CHILDS FAVORITE PLACE TO PLAY - INDIA

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q4. Where do you like to play the most?	At my home	38.53% (0.0235)	34.75% (0.0439)	46.17% (0.0484)	39.40% (0.0457)	33.81% (0.0492)
		182	41	54	46	40
	Outside	46.50% (0.0240)	55.08% (0.0458)	38.25% (0.0469)	40.21% (0.0463)	52.46% (0.0512)
		219	65	45	47	62
	At school	12.55% (0.0156)	6.78% (0.0232)	15.58% (0.0340)	15.41% (0.0333)	12.45% (0.0326)
		59	8	18	18	15
	At a family members home	0.85% (0.0042)	3.39% (0.0167)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		4	4	0	0	0
	Other	1.56% (0.0057)	0.00% (0.0000)	0.00% (0.0000)	4.98% (0.0203)	1.27% (0.0100)
		7	0	0	6	2



In South Africa, children in both treatment and control groups expressed preference for playing outside first, followed by at their homes. After participating in *Play Every Day*, treatment children did not express an increased preference for playing at home between baseline and endline.

TABLE 28: CHILDS FAVORITE PLACE TO PLAY – SOUTH AFRICA

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q4. Where do you like to play the most?	At my home	36.47% (0.0262)	41.23% (0.0462)	39.03% (0.0506)	32.15% (0.0554)	33.46% (0.0565)
		166	47	44	37	38
	Outside	48.46% (0.0274)	34.21% (0.0445)	47.62% (0.0518)	50.36% (0.0593)	61.66% (0.0576)
		221	39	54	57	70
	At school	5.86% (0.0123)	8.77% (0.0265)	2.87% (0.0156)	10.77% (0.0360)	1.04% (0.0104)
		27	10	3	12	1
	At a family members home	3.61% (0.0089)	6.14% (0.0225)	3.95% (0.0185)	0.88% (0.0088)	3.47% (0.0176)
		16	7	4	1	4
	Other	4.81% (0.0115)	8.77% (0.0265)	6.18% (0.0279)	3.93% (0.0240)	0.36% (0.0036)
		22	10	7	4	0

## SESAME STREET VIEWERSHIP

The child survey asked children about their Sesame Street viewing habits, if any. Sesame Street viewership varied between baseline and endline across treatment and control children. In India, viewership of Galli Galli Sim Sim on TV increased from baseline to endline in both treatment children (22%) and control children (26%).

TABLE 29: GALLI GALLI SIM SIM CHILD VIEWERSHIP INDIA

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q6. Do you watch Galli Galli Sim Sim on TV?	Yes	37.42% (0.0233)	31.36% (0.0428)	19.10% (0.0371)	53.67% (0.0467)	45.55% (0.0509)
		177	37	23	63	54
	No	60.58% (0.0236)	68.64% (0.0428)	73.92% (0.0423)	46.33% (0.0467)	53.41% (0.0510)
		286	81	87	55	63
	Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol)	2.00% (0.0071)	0.00% (0.0000)	6.98% (0.0259)	0.00% (0.0000)	1.04% (0.0103)
		9	0	8	0	1



Television viewership of Plaza Sesamo increased by 12% in treatment children in Mexico between baseline and endline, while viewership in control children slightly decreased between baseline and endline (-3%).

TABLE 30: PLAZA SESAMO CHILD VIEWERSHIP MEXICO

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q6. Do you watch Plaza Sesamo on TV?	Yes	85.06% (0.0237)	80.92% (0.0344)	84.97% (0.0342)	92.45% (0.0311)	81.92% (0.0745)
		445	106	111	121	107
	No	14.74% (0.0237)	18.32% (0.0338)	15.03% (0.0342)	7.55% (0.0311)	18.08% (0.0745)
		77	24	20	10	24
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.19% (0.0019)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0

Takalani viewership among children in South Africa decreased in both the treatment and control group between baseline and endline by approximately 2% and 4% respectively.

TABLE 31: TAKALANI CHILD VIEWERSHIP SOUTH AFRICA

		Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q6. Do you watch Takalani on TV?	Yes	81.38% (0.0218)	84.21% (0.0342)	81.80% (0.0389)	81.90% (0.0438)	77.62% (0.0540)
		371	96	93	93	88
	No	18.40% (0.0217)	14.91% (0.0334)	18.20% (0.0389)	18.10% (0.0438)	22.38% (0.0540)
		84	17	21	21	26
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.22% (0.0022)	0.88% (0.0087)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0



## SESAME STREET VIEWERSHIP AND PLAY

The child analysis also tested whether there was a relationship between Sesame Street viewership and child outcomes in each country, specifically in the Q3 Index (Types and Frequency of Play Activities). The comparisons revealed that there is no relationship between watching Sesame Street and the types and frequency of play activities. Complete results from all three countries can be found in Annex 3.

## PLAYING IDEAS AND IMAGINATION

The child survey included several questions designed to measure changes in creative and flexible thinking skills along with capturing the use of more varied language. Children were shown a variety of images including a toy kitchen set, plastic containers, sand and clay, stationary items including paper and pens, and recyclable items including plastic bottles, cans, and cardboard rolls (Q8-Q12). Once they saw the image on the data collection tablet, they were asked what they could do or play with the items. Interviewers did not explicitly state what the items were to prevent biasing the child's response. Given the open-ended structure of these questions, response categories vary by country based on response patterns identified in the data.

Complete results from all three countries for each image can be found in Annex 4. This section highlights results from Q12 for measuring playing ideas and imagination given that the use of common household and recyclable items were part of the *Play Every Day* key messaging.

In India, there was a significant amount of non-response among children at baseline compared to endline. Both treatment and control children were more likely to identify the 'proper' or expected use of the items at endline. However, treatment children were more likely to mention that the items could be used to build or create something *after* they identified to 'proper' or expected use of the items between baseline and endline compared to their control counterparts.

TABLE 32: PLAY IDEAS FOR RECYCLABLE ITEMS (PLASTIC BOTTLES, CANS, CARDBOARD ROLLS) - INDIA

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q12a. Can you tell me all of the things you could do or play with these things? First response	For drinking/storing (water, juice, cold drinks)	43.92% (0.0240)	27.12% (0.0410)	25.52% (0.0421)	64.09% (0.0445)	58.95% (0.0504)
	<b>Build/create something (boat, train, car, trumpet)</b>	27.38% (0.0214)	<b>33.05%</b> (0.0433)	27.87% (0.0432)	<b>17.40%</b> (0.0338)	31.21% (0.0479)
		129	39	33	21	37





	2.30% (0.0070)	5.08% (0.0202)	2.65% (0.0158)	0.67% (0.0067)	0.81% (0.0081)
Play (general)	11	6	3	1	1
Don't Know	25.63% (0.0209)	34.75% (0.0439)	43.97% (0.0481)	17.84% (0.0363)	5.98% (0.0243)
	121	41	52	21	7

Q12b. Is there anything else you can do or play with these things? Second response	For drinking/storing (water, juice, cold drinks)	21.98% (0.0206)	15.25% (0.0331)	14.43% (0.0344)	24.87% (0.0404)	33.35% (0.0503)
		104	18	17	29	39
	<b>Build/create something (boat, train, car, trumpet)</b>	22.53% (0.0196)	<b>11.86%</b> (0.0298)	10.61% (0.0300)	<b>44.69%</b> (0.0466)	22.97% (0.0394)
		106	14	13	53	27
	Play (general)	3.44% (0.0086)	5.93% (0.0218)	6.13% (0.0231)	0.76% (0.0076)	0.95% (0.0095)
		16	7	7	1	1
	Don't Know	46.66% (0.0240)	66.95% (0.0433)	68.83% (0.0450)	29.69% (0.0431)	21.16% (0.0444)
		220	79	81	35	25

In Mexico, children were more likely to mention play ideas first for the recyclable items rather than the proper use of them. Treatment children in Mexico were more likely to mention they would build or create something using the items between baseline and endline. However, this positive shift in demonstrating more play ideas between baseline and endline was also visible in control children.

TABLE 33: PLAY IDEAS FOR RECYCLABLE ITEMS (PLASTIC BOTTLES, CANS, CARDBOARD ROLLS) - MEXICO<sup>23</sup>

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q12a. Can you tell me all of the things you could do or play with these things? First response		23.84%				
	For drinking/storing/pouring (water, juice, cold drinks)	(0.0221)	29.01% (0.0397)	23.58% (0.0361)	25.05% (0.0445)	17.71% (0.0482)
		125	38	31	33	23
	<b>Build/create something (binoculars, train, car, mix sand)</b>	31.08% (0.0344)	<b>14.50%</b> (0.0308)	19.35% (0.0373)	<b>40.00%</b> (0.0523)	50.51% (0.0904)
		163	19	25	52	66
	Play (general, pretend)	19.12% (0.0211)	16.79% (0.0327)	21.60% (0.0391)	18.32% (0.0430)	19.75% (0.0520)
		100	22	28	24	26

<sup>23</sup> Full category results are available in Annex 4. This table presents categories with the highest percentages.



Q12b. Is there anything else you can do or play with these things? Second response	Identifies object (but not use)	8.40% (0.0135)	14.50% (0.0308)	15.92% (0.0356)	1.93% (0.0136)	1.25% (0.0126)
		44	19	21	3	2
	For drinking/storing/pouring (water, juice, cold drinks)	8.61% (0.0138)	14.17% (0.0310)	11.17% (0.0302)	4.89% (0.0215)	4.49% (0.0231)
		44	18	14	6	6
	<b>Build/create something (binoculars, train, car, mix sand)</b>	17.39% (0.0214)	<b>7.87%</b> (0.0239)	7.13% (0.0264)	<b>34.78%</b> (0.0526)	18.96% (0.0503)
		89	10	9	46	25
	Play (general, pretend)	6.29% (0.0118)	11.02% (0.0278)	3.51% (0.0155)	5.12% (0.0224)	5.48% (0.0254)
		32	14	4	7	7
	Identifies object (but not use)	2.77% (0.0075)	3.15% (0.0155)	6.62% (0.0205)	1.53% (0.0151)	0.00% (0.0000)
		14	4	8	2	0
	Nothing/doesn't play/no	20.51% (0.0207)	27.56% (0.0397)	35.88% (0.0452)	19.54% (0.0400)	0.00% (0.0000)
		105	35	45	26	0

In South Africa, there were no identifiable changes in play ideas demonstrated by treatment or control children between baseline and endline. Similar to India, children in South Africa were more likely to first mention the 'proper' or expected use of the items rather than a play activity.

TABLE 34: PLAY IDEAS FOR RECYCLABLE ITEMS (PLASTIC BOTTLES, CANS, CARDBOARD ROLLS) – SOUTH AFRICA<sup>24</sup>

Question	Response	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q12a. Can you tell me all of the things you could do or play with these things? First response	Drinking/storing water, juice, cold drinks	61.73% (0.0264)	64.04% (0.0450)	53.79% (0.0518)	53.31% (0.0592)	75.77% (0.0482)
		281	73	61	61	86
	Drinking/storing alcohol (beer)	5.55% (0.0125)	3.51% (0.0173)	9.65% (0.0308)	3.20% (0.0231)	5.85% (0.0263)
		25	4	11	4	7
	<b>Build or create something (binoculars, train, car, mixing sand)</b>	13.22% (0.0178)	<b>17.54%</b> (0.0357)	11.08% (0.0318)	<b>16.31%</b> (0.0400)	7.95% (0.0340)
		60	20	13	19	9
Q12b. Is there anything else		32.62% (0.0257)	26.79% (0.0419)	37.40% (0.0507)	27.92% (0.0523)	38.27% (0.0576)

<sup>24</sup> Full category results are available in Annex 4. This table presents categories with the highest percentages.



you can do or  
play with these  
things? Second  
response

Drinking/storing water, juice, cold drinks	148	30	43	32	44
	2.28% (0.0086)	1.79% (0.0125)	1.11% (0.0111)	3.07% (0.0220)	3.16% (0.0204)
Drinking/storing alcohol (beer)	10	2	1	3	4
	18.12% (0.0205)	<b>26.79%</b> (0.0419)	8.14% (0.0280)	<b>25.24%</b> (0.0501)	12.46% (0.0371)
<b>Build or create something (binoculars, train, car, mixing sand)</b>	82	30	9	29	14
	32.69% (0.0261)	33.04% (0.0445)	38.85% (0.0504)	25.49% (0.0531)	33.39% (0.0588)
Don't Know (vol.)	148	37	44	29	38

## STRUCTURED PLAY

A key section of the child instrument included asking children about different types of structured play activities and how much they enjoy activity. Types of structured play activities mentioned in the survey included reading a book, doing chores around the house, using flash cards, watching TV and videos, singing and dancing, and using a mobile phone. In India, the most common types of structured play activities mentioned by children included watching TV or videos (95%), using a mobile phone (94%), and singing or dancing to videos on TV or on a mobile phone (92%). The least mentioned structured play activity was using flash cards with words, pictures or math (64%).

In South Africa, the most common types of structured play activities mentioned by children included watching TV or videos (96%), using a mobile phone (91%), and singing or dancing to videos on TV or on a mobile phone (89%). The least mentioned structured play activity using flash cards with words, pictures or math (68%). In Mexico, the most common types of structured play activities mentioned by children included watching TV or videos (95%), using a mobile phone (83%), looking at or reading a book (83%). The least mentioned structured play activity was singing or dancing to videos on TV or on a mobile phone (76%).

## STRENGTHS AND LIMITATIONS

This impact evaluation provides critical insight into perceptions and knowledge of play in resource-limited settings, where limited rigorous data exists. The data collected at baseline and endline in all three program countries was subject to stringent quality control measures prior to data collection, during data collection, and throughout analysis.

Pre-field quality control measures included pre-testing survey instruments, programming the surveys into Research Control Solutions (RCS) to ensure logic and skip



patterns, and pre-field evaluation of all data collectors. Project managers from D3 were also in-country to oversee interviewer training as well as to observe the launch of fieldwork at baseline and endline. Interviewers that did not meet D3 quality standards were replaced.

During data collection, all data collectors had at least one caregiver-child pair interview directly observed by their field supervisor. Data collection teams in each country were purposely structured with a low supervisor to interviewer ratio to facilitate a high level of oversight in field where one supervisor was assigned to manage no more than a team of five interviewers. Along with direct supervision, a subset of primary caregiver interviews was subject to telephonic back-checks in each country where caregivers were contacted and asked about their interview including confirmation of their age. Post-field quality control measures did not result in any cases being removed for failing standard D3 quality control tests which is likely a result of stringent pre and in-field quality control.

There are limitations to this evaluation and the inferences which can be made from the results. The primary limitation is a lack of randomization at the implementation level in Play Workshops resulting in the presence of self-selection bias. This led to a quasi-experimental design which attempts to account for this, but ultimately has various assumptions.

Along with the moderate to low sample power in each country, the aforementioned limitation of the evaluation design led to control communities being selected by country research teams based on observable similarities to the treatment locations, primarily based on socio-economic status. Subsequently, there is potential for other unobserved differences to exist between the treatment and control communities. During analysis, control respondents were matched on a limited number of demographic variables resulting in the potential for other non-observed characteristics of caregivers and children to confound changes in outcomes.

The difference-in-difference models presented in the analysis were not tested for parallel trend assumption which states that in the absence of the treatment, the difference between the treatment and control group is constant. The data would require more data points to test this assumption.

At a country level, several factors may have influenced outcomes in Mexico. First, treatment and control ECD centers were randomly selected from a list but were not matched on ECD center characteristics given the lack of this information. Furthermore, during endline data collection (December 2018), access to and cooperation from ECD centers changed as a result of bureaucratic changes at the government level and



subsequent changes in policies related to ECD centers in Mexico. ECD cooperation was reduced during endline data collection due to changes in staffing at ECD centers and ECD centers closing permanently.<sup>25</sup> This contributed to a higher loss to follow-up in Mexico compared to the other two program countries.

## RECOMMENDATIONS FOR PROGRAM SCALING

The results from this impact evaluation show promising results for Sesame Workshop's Play Workshops in resource-limited settings on improving knowledge about play and changing play related behavior among caregivers and children. Based on significant changes in outcomes in primary caregivers and children, the results of this evaluation affirm potential for further program success in India and South Africa. The impact evaluation also identified positive caregiver and child outcomes in Mexico, although not statistically significant, but may have potential for greater success if Play Workshops were implemented in locations other than early-childhood development centers.

However, the program (treatment) was implemented differently in each country and implementing partner. While this may be unavoidable, there are aspects of how each country recruited participants and how implementing partners performed the treatments that may have led to differing results across the three countries. For example, in India, the treatment included IVR and community-level artwork while in South Africa the treatment included free meals and in Mexico, the recruitment was completed at ECD schools. As a result, there were three types of treatment in three different environments. These differences should be referenced when interpreting results from the evaluation and when scaling to new countries or modifying dosage.

The results from this impact evaluation also provide important insight into future Play Workshop implementation related to dosage and message delivery locations. Workshop attendance varied by country where most families in South Africa and India either attended 0-2 workshops or all 12. There was greater attendance variation in Mexico with families attending in clusters for 0-4, 5-8, 9-10, and 11-12 workshops. Specific recommendations about ideal Play Workshop dosage were not inferred from this impact evaluation as dosage could not be directly controlled for and was a product of the unique treatments implemented in each country. Additional research would be required where Play Workshop dosage is tested in a controlled environment.

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<sup>25</sup> 'Educadoras de estancias infantiles protestan frente a Palacio Nacional.' El Sol de Mexico. February 2019. <<https://www.elsoldemexico.com.mx/metropoli/cdmx/educadoras-de-estancias-infantiles-protestan-frente-a-palacio-nacional-3048392.html>>



The results also provide insights into the role of locations of the Play Workshops. Across the three program countries, multiple locations were used for Play Workshop messaging including at participants homes, community centers, and at ECD centers. Based on field observations throughout the evaluation and results from the evaluation, disseminating messaging at home or at a community centers allowed for more facilitator control. Implementation at ECD centers was effective from a cost-savings perspective of not having to travel to individual homes or rent additional space, but using ECD centers as the primary location also resulted in challenges primarily related to the fact that implementation of the Play Workshops was contingent upon cooperation and adequate staffing within ECD centers.





## ANNEX 1

### MEXICO

#### PRIMARY CAREGIVER PROPENSITY SCORE WEIGHTING

##### Call

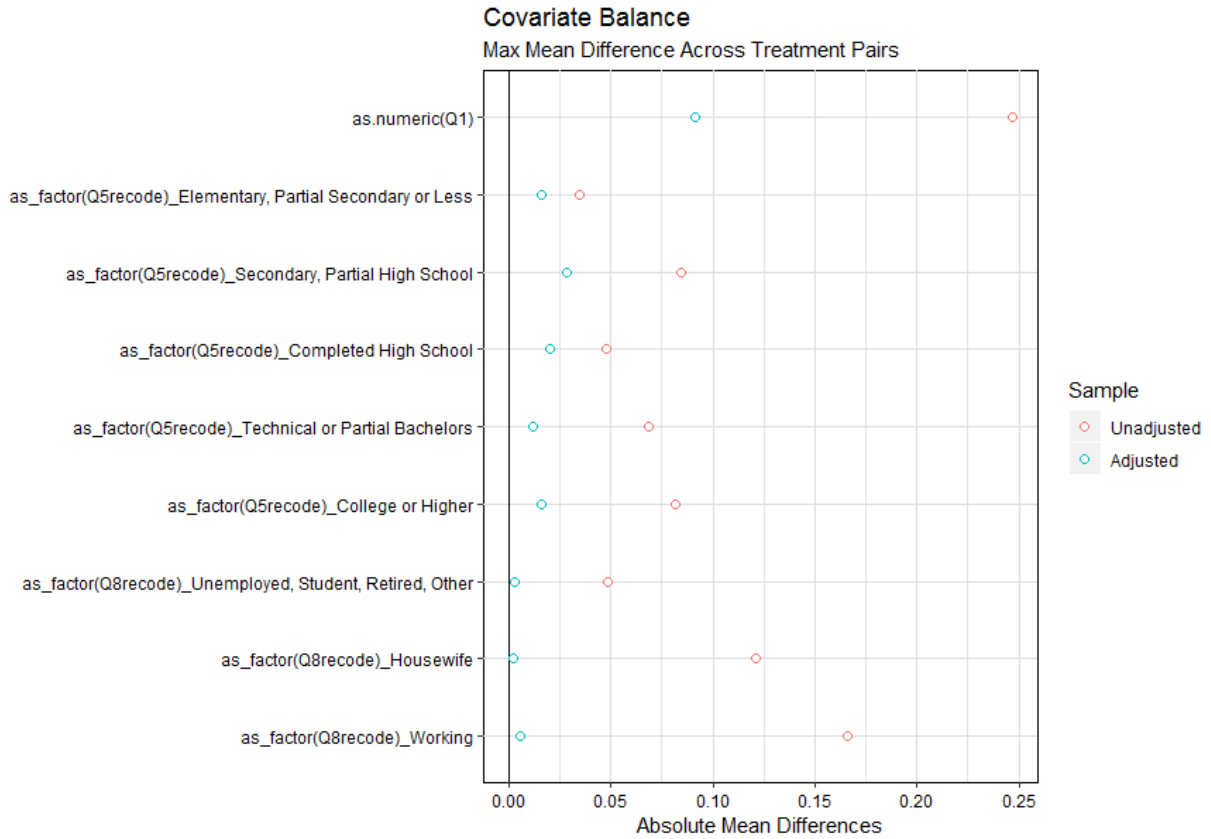
```
weightit(formula = as.factor(GROUP) ~ as.numeric(Q1) + as_factor(Q5recode) +
  as_factor(Q8recode), data = caregiver4, method = "gbm", estimand = "ATT",
  focal = 1, stop.method = "ks.mean")
```

##### Balance summary across all treatment pairs

	Type	Max.Diff.Adj
M.Threshold		
as.numeric(Q1)	Contin.	0.0913 Balance
d, <0.1		
as_factor(Q5recode)_Elementary, Partial Secondary or Less	Binary	0.0161 Balance
d, <0.1		
as_factor(Q5recode)_Secondary, Partial High School	Binary	0.0286 Balance
d, <0.1		
as_factor(Q5recode)_Completed High School	Binary	0.0198 Balance
d, <0.1		
as_factor(Q5recode)_Technical or Partial Bachelors	Binary	0.0120 Balance
d, <0.1		
as_factor(Q5recode)_College or Higher	Binary	0.0157 Balance
d, <0.1		
as_factor(Q8recode)_Unemployed, Student, Retired, Other	Binary	0.0032 Balance
d, <0.1		
as_factor(Q8recode)_Housewife	Binary	0.0022 Balance
d, <0.1		
as_factor(Q8recode)_Working	Binary	0.0053 Balance
d, <0.1		
	Max.V.Ratio.Adj	1.2109
as.numeric(Q1)		
as_factor(Q5recode)_Elementary, Partial Secondary or Less		
as_factor(Q5recode)_Secondary, Partial High School		
as_factor(Q5recode)_Completed High School		
as_factor(Q5recode)_Technical or Partial Bachelors		
as_factor(Q5recode)_College or Higher		
as_factor(Q8recode)_Unemployed, Student, Retired, Other		
as_factor(Q8recode)_Housewife		
as_factor(Q8recode)_Working		

##### Effective sample sizes

	2	3	4	1
Unadjusted	149.000	92.000	76.000	131
Adjusted	117.432	83.685	58.927	131



## CHILD PROPENSITY SCORE WEIGHTING

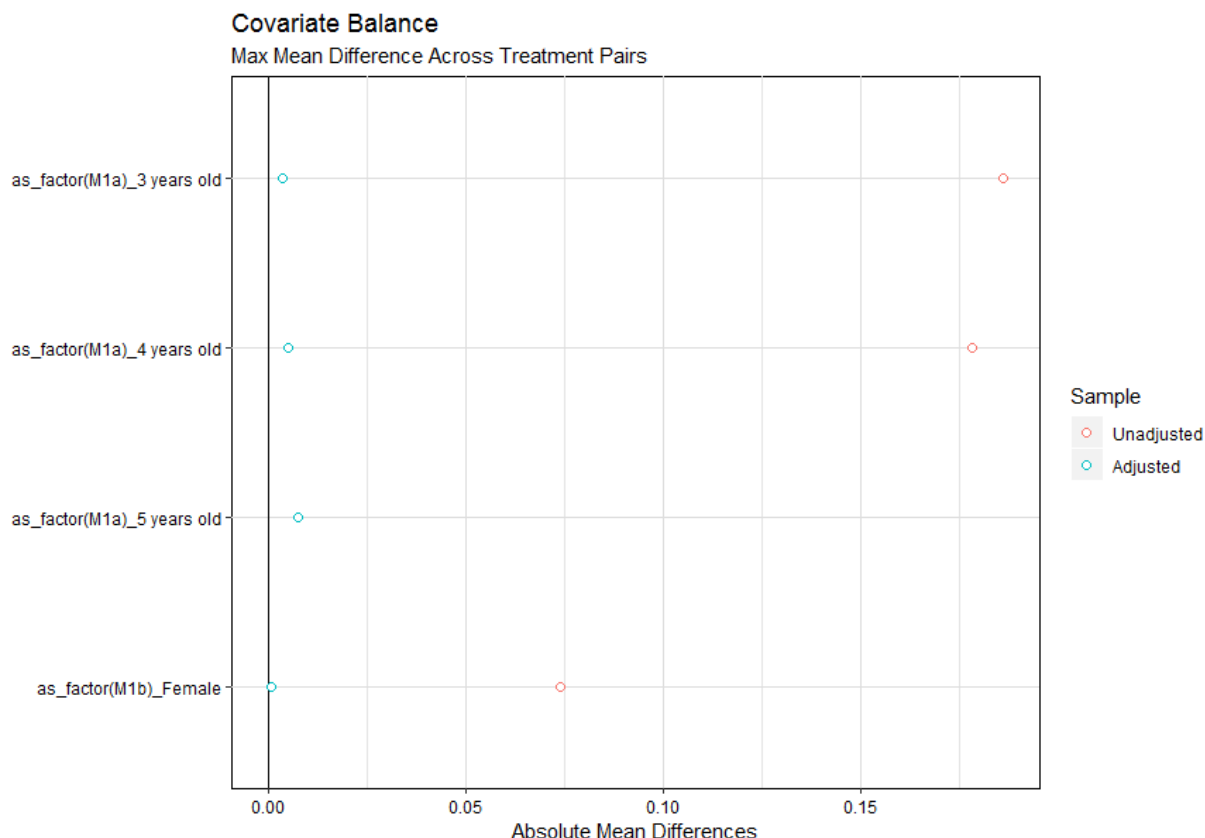
```
call  
weightit(formula = as.factor(GROUP) ~ as_factor(M1a) + as_factor(M1b),  
data = child2, method = "gbm", estimand = "ATT", focal = 1,  
stop.method = "ks.mean")
```

### Balance summary across all treatment pairs

	Type	Max.Diff.Adj	M.Threshold	Max.V.Ratio.Adj
as_factor(M1a)_3 years old	Binary	0.0036	Balanced, <0.1	
as_factor(M1a)_4 years old	Binary	0.0049	Balanced, <0.1	
as_factor(M1a)_5 years old	Binary	0.0076	Balanced, <0.1	
as_factor(M1b)_Female	Binary	0.0008	Balanced, <0.1	

### Effective sample sizes

	2	3	4	1
Unadjusted	137.000	94.000	72.000	131
Adjusted	120.345	88.606	30.259	131



## SOUTH AFRICA

### PRIMARY CAREGIVER PROPENSITY SCORE WEIGHTING

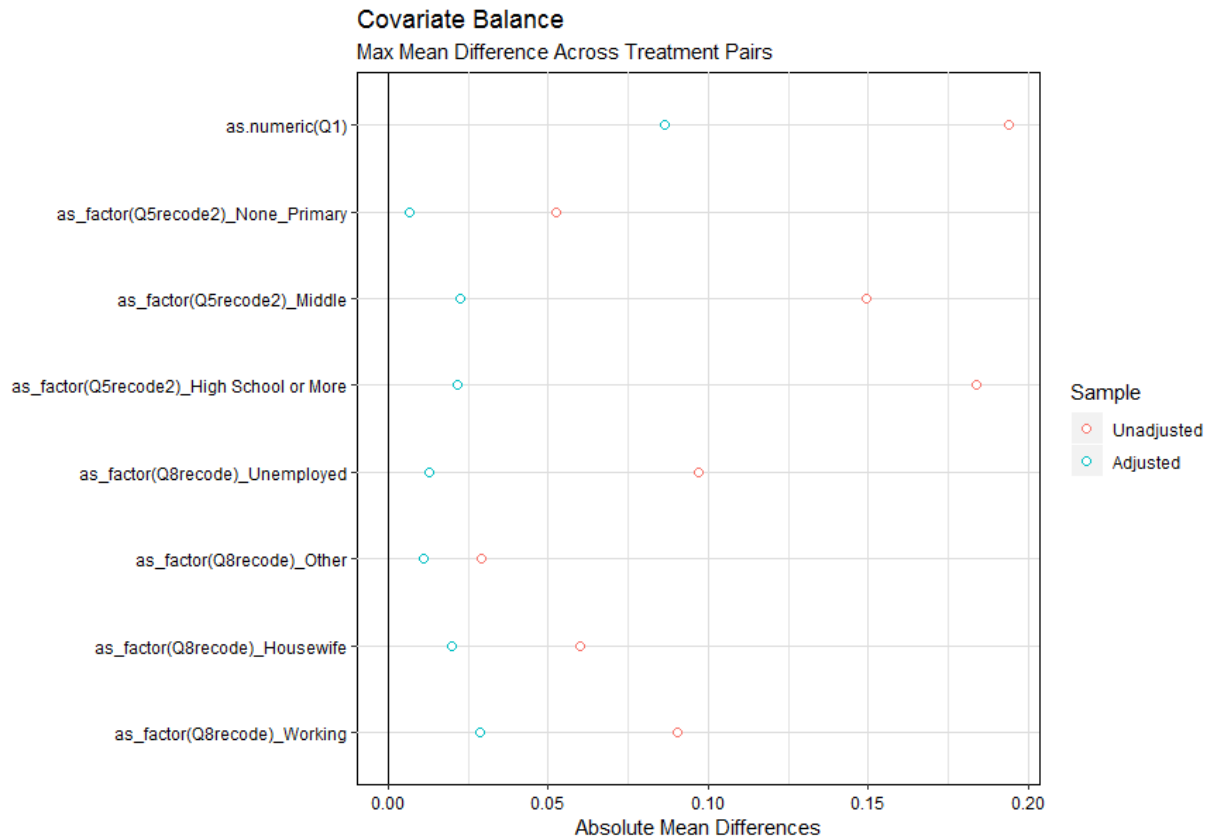
```
weightit(formula = as.factor(GROUP) ~ as.numeric(Q1) + as_factor(Q5recode2) +  
  as_factor(Q8recode), data = caregiver4, method = "gbm", estimand = "ATT",  
  focal = 1, stop.method = "ks.mean")
```

#### Balance summary across all treatment pairs

	Type	Max.Diff.Adj	M.Threshold	Max.V.Rat
io.Adj				
as.numeric(Q1)	Contin.	0.0864	Balanced, <0.1	
1.1716				
as_factor(Q5recode2)_None_Primary	Binary	0.0068	Balanced, <0.1	
as_factor(Q5recode2)_Middle	Binary	0.0225	Balanced, <0.1	
as_factor(Q5recode2)_High School or More	Binary	0.0214	Balanced, <0.1	
as_factor(Q8recode)_Unemployed	Binary	0.0130	Balanced, <0.1	
as_factor(Q8recode)_Other	Binary	0.0111	Balanced, <0.1	
as_factor(Q8recode)_Housewife	Binary	0.0198	Balanced, <0.1	
as_factor(Q8recode)_Working	Binary	0.0285	Balanced, <0.1	

#### Effective sample sizes

	2	3	4	1
Unadjusted	126.000	73.000	94.000	105
Adjusted	83.455	59.174	57.222	105



## CHILD PROPENSITY SCORE WEIGHTING

### Call

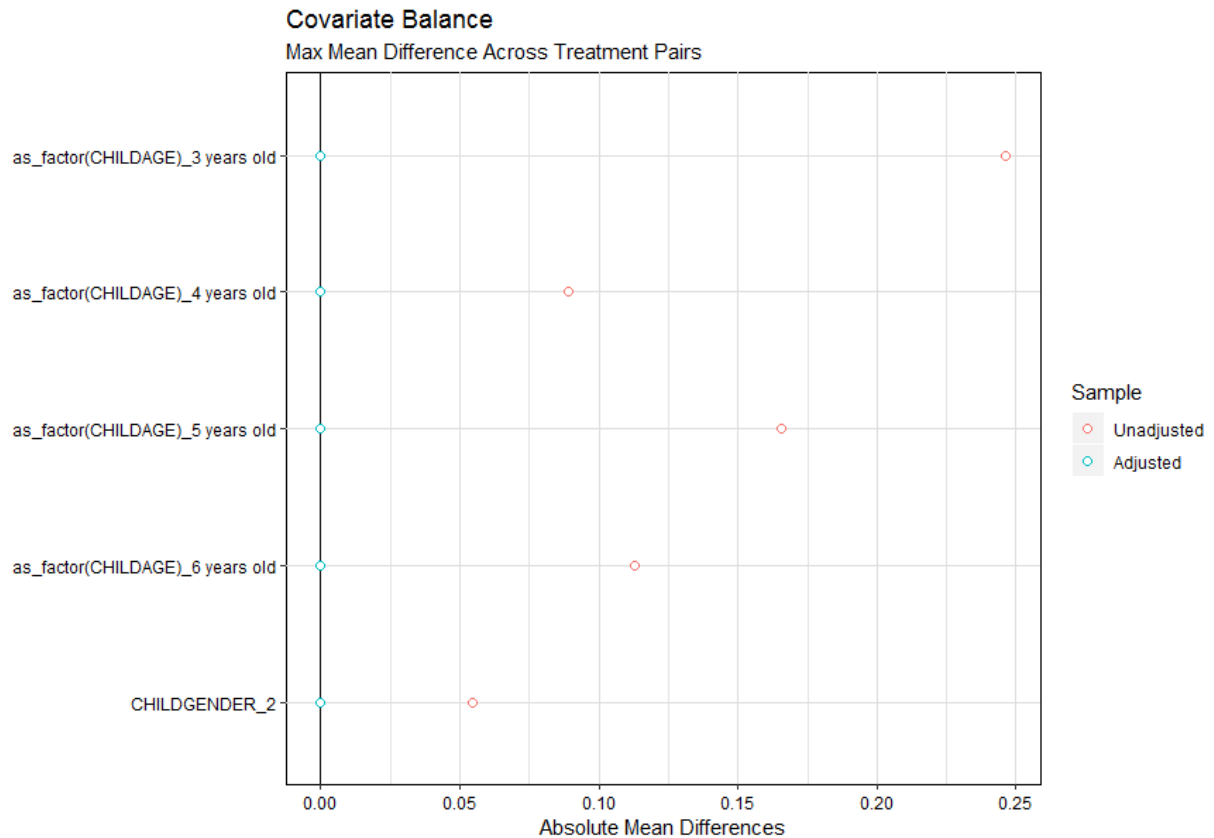
```
weightit(formula = as.factor(GROUP) ~ as_factor(CHILDAGE) + CHILDGENDER,  
data = child2, method = "gbm", estimand = "ATT", focal = 1,  
stop.method = "ks.mean")
```

### Balance summary across all treatment pairs

	Type	Max.Diff.Adj	M.Threshold	Max.v.Ratio.Adj
as_factor(CHILDAGE)_3 years old	Binary	0	Balanced, <0.1	
as_factor(CHILDAGE)_4 years old	Binary	0	Balanced, <0.1	
as_factor(CHILDAGE)_5 years old	Binary	0	Balanced, <0.1	
as_factor(CHILDAGE)_6 years old	Binary	0	Balanced, <0.1	
CHILDGENDER_2	Binary	0	Balanced, <0.1	

### Effective sample sizes

	2	3	4	1
Unadjusted	127.000	79.000	92.000	114
Adjusted	93.138	71.166	70.518	114



## INDIA

### PRIMARY CAREGIVER PROPENSITY SCORE WEIGHTING

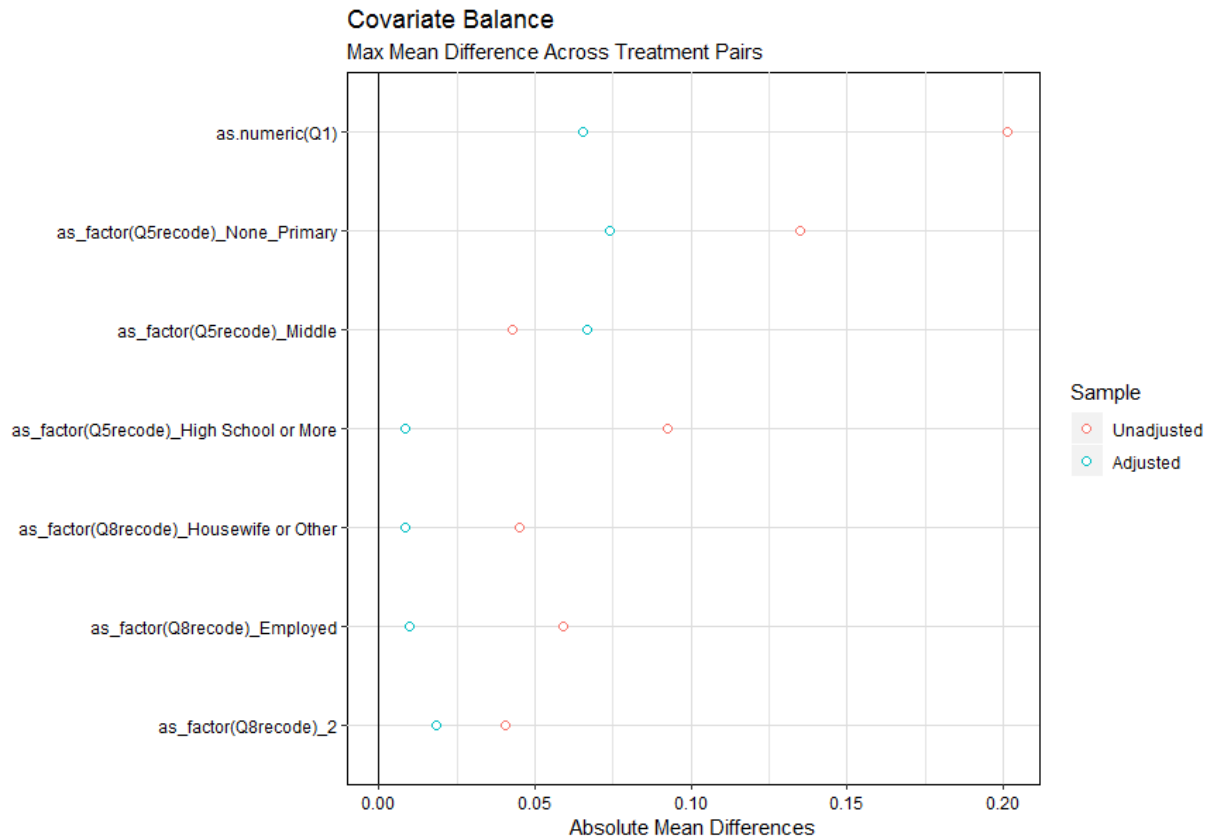
```
call  
weightit(formula = as.factor(GROUP) ~ as.numeric(Q1) + as_factor(Q5recode) +  
  as_factor(Q8recode), data = caregiver2, method = "gbm", estimand = "ATT",  
  focal = 1, stop.method = "ks.mean")
```

#### Balance summary across all treatment pairs

	Type	Max.Diff.Adj	M.Threshold	Max.v.Rati
o.Adj				
as.numeric(Q1)	Contin.	0.0653	Balanced, <0.1	
1.402				
as_factor(Q5recode)_None_Primary	Binary	0.0738	Balanced, <0.1	
as_factor(Q5recode)_Middle	Binary	0.0667	Balanced, <0.1	
as_factor(Q5recode)_High School or More	Binary	0.0084	Balanced, <0.1	
as_factor(Q8recode)_Housewife or Other	Binary	0.0083	Balanced, <0.1	
as_factor(Q8recode)_Employed	Binary	0.0100	Balanced, <0.1	
as_factor(Q8recode)_2	Binary	0.0184	Balanced, <0.1	

#### Effective sample sizes

	2	3	4	1
Unadjusted	128.000	118.000	122.000	126
Adjusted	105.012	97.515	91.139	126



## CHILD PROPENSITY SCORE WEIGHTING

```
weightit(formula = as.factor(GROUP) ~ as_factor(CHILDAGE) + CHILDGENDER,  
data = child2, method = "gbm", estimand = "ATT", focal = 1,  
stop.method = "ks.mean")
```

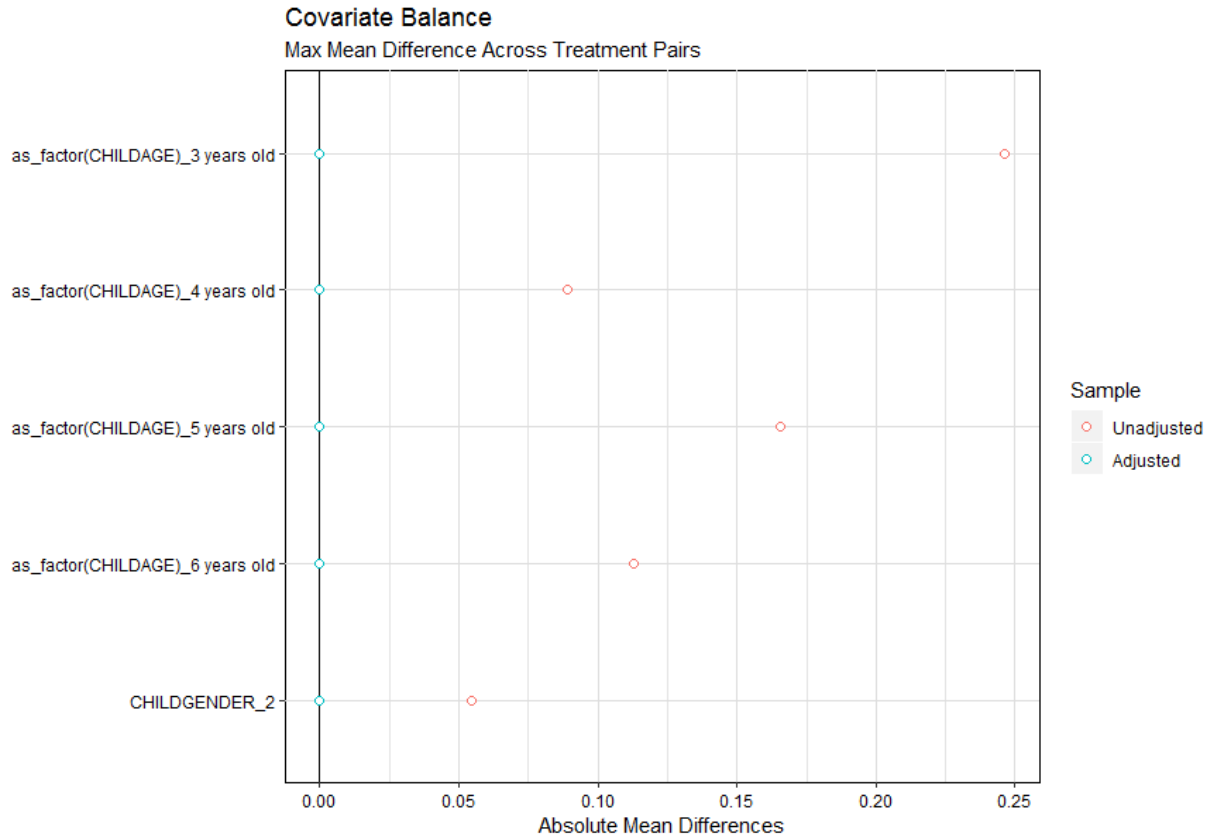
### Balance summary across all treatment pairs

	Type	Max.Diff.Adj	M.Threshold	Max.v.Ratio.Adj
as_factor(CHILDAGE)_3 years old	Binary	0	Balanced, <0.1	
as_factor(CHILDAGE)_4 years old	Binary	0	Balanced, <0.1	
as_factor(CHILDAGE)_5 years old	Binary	0	Balanced, <0.1	
as_factor(CHILDAGE)_6 years old	Binary	0	Balanced, <0.1	
CHILDGENDER_2	Binary	0	Balanced, <0.1	

### Effective sample sizes

	2	3	4	1
Unadjusted	127.000	79.000	92.000	114
Adjusted	93.138	71.166	70.518	114





## ANNEX 2

### PRIMARY CAREGIVER INDEX EXAMPLE CODE

```
***Q14Index - What types of play activities do you do with your child at home?
polychoric Q14_1-Q14_5
display r(sum_w)
global N=r(sum_w)
matrix r=r(R)
factormat r, n($N) pcf

generate Q14Index=(Q14_1*0.3668) + (Q14_2*0.6969) + (Q14_3*0.7326) + (Q14_4*0.4333) +
(Q14_5*0.7253)

***Q18 Index - Importance of play (academic, creativity, social skills)

*recode Q18_1R Q18_2R Q18_3R Q18_4R Q18_5R Q18_7R (998 999 = .)
*egen nmis = rmiss2(Q18_1R Q18_2R Q18_3R Q18_4R Q18_5R Q18_7R)
*keep if (nmis == 0)
*polychoric Q18_1R Q18_2R Q18_3R Q18_4R Q18_5R Q18_7R

*polychoric supports ordinal data, so using the pre-recodes with rf/dk case-wise
deletions
recode Q18_1 Q18_2 Q18_3 Q18_4 Q18_5 Q18_6 Q18_7 (97 98 99 = .)
egen nmisQ18 = rmiss2(Q18_1 Q18_2 Q18_3 Q18_4 Q18_5 Q18_6 Q18_7)

polychoric Q18_1 Q18_2 Q18_3 Q18_4 Q18_5 Q18_6 Q18_7 if nmisQ18==0
display r(sum_w)
global N=r(sum_w)
matrix r=r(R)
```



```
factormat r, n($N) pcf factors(1)
*If you want to force 1 factor, add "factors(1)"
*rotate,varimax only if >1 factor being incorporated
screepplot

generate Q18Index=(Q18_1*0.7848) + (Q18_2*0.7092) + (Q18_3*0.7302) + (Q18_4*0.6853) +
(Q18_5*0.7189) + (Q18_6*0.0445) + (Q18_7*0.7374)

***Q19 Index - Importance of play for child's academic learning

*recode Q19_1R Q19_2R Q19_3R Q19_4R Q19_5R Q19_6R Q19_7R Q19_8R Q19_9R (998 999 = .)
*egen nmisQ19 = rmiss2(Q19_1R Q19_2R Q19_3R Q19_4R Q19_5R Q19_6R Q19_7R Q19_8R Q19_9R)
*polychoric Q19_1R Q19_2R Q19_3R Q19_4R Q19_5R Q19_6R Q19_7R Q19_8R Q19_9R if
nmisQ19==0

*polychoric supports ordinal data, so using the pre-recodes with rf/dk case-wise
deletions
recode Q19_1 Q19_2 Q19_3 Q19_4 Q19_5 Q19_6 Q19_7 Q19_8 Q19_9 (98 99 = .)
egen nmisQ19 = rmiss2(Q19_1 Q19_2 Q19_3 Q19_4 Q19_5 Q19_6 Q19_7 Q19_8 Q19_9)
polychoric Q19_1 Q19_2 Q19_3 Q19_4 Q19_5 Q19_6 Q19_7 Q19_8 Q19_9 if nmisQ19==0

display r(sum_w)
global N=r(sum_w)
matrix r=r(R)
factormat r, n($N) pcf factors(1)
*If you want to force 1 factor, add "factors(1)"
*rotate,varimax only if >1 factor being incorporated
screepplot

generate Q19Index=(Q19_1*0.6794) + (Q19_2*0.7628) + (Q19_3*0.7358)
+ (Q19_4*0.7399)+ (Q19_5*0.8262) + (Q19_6*0.7070) + (Q19_7*0.7155)+ (Q19_8*(-0.6746))
+ (Q19_9*(-0.6564))

***Q20 Index - Caregiver confidence as play mentor

recode Q20_2 Q20_3 Q20_4 Q20_5 (98 99 = .)
egen nmisQ20 = rmiss2(Q20_2 Q20_3 Q20_4 Q20_5)
polychoric Q20_2 Q20_3 Q20_4 Q20_5 if nmisQ20==0

display r(sum_w)
global N=r(sum_w)
matrix r=r(R)
factormat r, n($N) pcf

generate Q20Index=(Q20_2*0.6085) + (Q20_3*0.7417) + (Q20_4*0.7837) + (Q20_5*0.7668)
```



## ANNEX 3

### PRIMARY CAREGIVER DIFFERENCE-IN-DIFFERENCE MODELS

#### Q14 TYPES OF PLAY ACTIVITIES WITH CHILD AT HOME

##### MEXICO

```
. diff Q14Index [pweight=wtg1], t(treatment) p(time)
```

#### DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS

Number of observations in the DIFF-IN-DIFF: 448

	Before	After		
Control:	149	76	225	
Treated:	131	92	223	
	280	168		

Outcome var.	Q14In~x	S. Err.	t	P> t
Before				
Control	0.664			
Treated	0.812			
Diff (T-C)	0.147	0.080	1.85	0.065*
After				
Control	0.820			
Treated	0.808			
Diff (T-C)	-0.012	0.129	0.09	0.928
Diff-in-Diff	-0.159	0.152	1.05	0.294

R-square: 0.01

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1

```
. diff Q14Index [pweight=wgt], t(treatment) p(time)
```

#### **DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 494

	Before	After	
Control:	128	122	250
Treated:	126	118	244
	254	240	

Outcome var.	Q14In~x	S. Err.	t	P> t
Before				
Control	1.576			
Treated	1.867			
Diff (T-C)	0.291	0.217	1.34	0.180
After				
Control	1.814			
Treated	3.572			
Diff (T-C)	1.758	0.230	7.63	0.000***
Diff-in-Diff	1.467	0.316	4.64	0.000***

R-square: 0.20

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1



## SOUTH AFRICA

```
. diff Q14Index [pweight=wgt1], t(treatment) p(time)
```

### **DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 398

	Before	After	
Control:	126	94	220
Treated:	105	73	178
	231	167	

Outcome var.	Q14In~x	S. Err.	t	P> t
Before				
Control	1.476			
Treated	1.437			
Diff (T-C)	-0.039	0.176	-0.22	0.823
After				
Control	1.580			
Treated	1.639			
Diff (T-C)	0.060	0.196	0.31	0.760
Diff-in-Diff	0.099	0.264	0.38	0.706

R-square: 0.00

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1



## Q18 PERCEPTIONS OF IMPORTANCE OF PLAY

### MEXICO

```
. diff Q18Index [pweight=wgt1], t(treatment) p(time)
```

#### **DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 444

	Before	After		
Control:	148	74	222	
Treated:	130	92	222	
	278	166		

Outcome var.	Q18In~x	S. Err.	t	P> t
Before				
Control	17.004			
Treated	16.890			
Diff (T-C)	-0.114	0.124	-0.92	0.358
After				
Control	17.126			
Treated	16.865			
Diff (T-C)	-0.261	0.151	1.72	0.085*
Diff-in-Diff	-0.147	0.196	0.75	0.453

R-square: 0.01

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1



```
. diff Q18Index [pweight=wgt], t(treatment) p(time)
```

#### **DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 480

	Before	After	
Control:	124	119	243
Treated:	120	117	237
	244	236	

Outcome var.	Q18In~x	S. Err.	t	P> t
Before				
Control	17.228			
Treated	16.535			
Diff (T-C)	-0.693	0.220	-3.14	0.002***
After				
Control	17.600			
Treated	17.572			
Diff (T-C)	-0.028	0.243	0.12	0.907
Diff-in-Diff	0.664	0.328	2.02	0.044**

R-square: 0.07

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1



## SOUTH AFRICA

```
. diff Q18Index [pweight=wgt1], t(treatment) p(time)
```

### **DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 395

	Before	After	
Control:	124	93	217
Treated:	105	73	178
	229	166	

Outcome var.	Q18In~x	S. Err.	t	P> t
Before				
Control	9.434			
Treated	9.658			
Diff (T-C)	0.224	0.099	2.26	0.025**
After				
Control	9.629			
Treated	9.796			
Diff (T-C)	0.167	0.104	1.60	0.110
Diff-in-Diff	-0.056	0.144	0.39	0.695

R-square: 0.03

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1



## Q19 PERCEPTIONS OF PLAY FOR CHILD'S ACADEMIC SUCCESS

### MEXICO

```
. diff Q19Index [pweight=wgt1], t(treatment) p(time)
```

#### **DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 436

	Before	After		
Control:	143	75	218	
Treated:	128	90	218	
	271	165		

Outcome var.	Q19In~x	S. Err.	t	P> t
Before				
Control	15.716			
Treated	16.023			
Diff (T-C)	0.307	0.369	0.83	0.406
After				
Control	16.301			
Treated	15.661			
Diff (T-C)	-0.639	0.468	1.37	0.172
Diff-in-Diff	-0.946	0.596	1.59	0.113

R-square: 0.01

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1

```
. diff Q19Index [pweight=wgt], t(treatment) p(time)
```

**DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 425

	Before	After	
Control:	102	108	210
Treated:	108	107	215
	210	215	

Outcome var.	Q19In~x	S. Err.	t	P> t
Before				
Control	21.127			
Treated	20.429			
Diff (T-C)	-0.698	0.469	-1.49	0.138
After				
Control	23.037			
Treated	23.223			
Diff (T-C)	0.186	0.378	0.49	0.623
Diff-in-Diff	0.884	0.603	1.47	0.143

R-square: 0.16

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1



## SOUTH AFRICA

```
. diff Q19Index [pweight=wgt1], t(treatment) p(time)
```

### **DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 380

	Before	After	
Control:	118	90	208
Treated:	99	73	172
	217	163	

Outcome var.	Q19In~x	S. Err.	t	P> t
Before				
Control	19.878			
Treated	20.353			
Diff (T-C)	0.475	0.339	1.40	0.162
After				
Control	21.006			
Treated	21.226			
Diff (T-C)	0.220	0.264	0.83	0.407
Diff-in-Diff	-0.255	0.430	0.59	0.553

R-square: 0.07

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1



## Q20 PRIMARY CAREGIVER CONFIDENCE AS PLAY MENTOR

### MEXICO

```
. diff Q20Index [pweight=wgt1], t(treatment) p(time)
```

#### **DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 446

	Before	After		
Control:	149	76	225	
Treated:	130	91	221	
	279	167		

Outcome var.	Q20In~x	S. Err.	t	P> t
Before				
Control	10.694			
Treated	10.411			
Diff (T-C)	-0.283	0.151	-1.88	0.061*
After				
Control	11.067			
Treated	10.800			
Diff (T-C)	-0.267	0.162	1.65	0.100*
Diff-in-Diff	0.016	0.221	0.07	0.942

R-square: 0.05

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1



```
. diff Q20Index [pweight=wt], t(treatment) p(time)
```

#### **DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 477

	Before	After	
Control:	123	121	244
Treated:	117	116	233
	240	237	

Outcome var.	Q20In~x	S. Err.	t	P> t
Before				
Control	17.404			
Treated	17.036			
Diff (T-C)	-0.368	0.239	-1.54	0.123
After				
Control	17.898			
Treated	18.192			
Diff (T-C)	0.295	0.231	1.28	0.202
Diff-in-Diff	0.663	0.332	2.00	0.046**

R-square: 0.07

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1



## SOUTH AFRICA

```
. diff Q20Index [pweight=wgt1], t(treatment) p(time)
```

### **DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 395

	Before	After	
Control:	125	94	219
Treated:	103	73	176
	228	167	

Outcome var.	Q20In~x	S. Err.	t	P> t
Before				
Control	8.572			
Treated	8.493			
Diff (T-C)	-0.079	0.219	-0.36	0.720
After				
Control	8.879			
Treated	9.307			
Diff (T-C)	0.428	0.132	3.23	0.001***
Diff-in-Diff	0.506	0.256	1.98	0.048**

R-square: 0.07

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1



## CHILD DIFFERENCE-IN-DIFFERENCE MODELS

### Q3 TYPES AND FREQUENCY OF PLAY ACTIVITIES

#### MEXICO

```
. diff Q3Index [pweight=wgt], t(treatment) p(time)
```

#### **DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 434

	Before	After		
Control:	137	72	209	
Treated:	131	94	225	
	268	166		

---

Outcome var.	Q3Index	S. Err.	t	P> t
Before				
Control	0.540			
Treated	1.022			
Diff (T-C)	0.482	0.101	4.76	0.000***
After				
Control	1.730			
Treated	1.468			
Diff (T-C)	-0.262	0.319	0.82	0.412
Diff-in-Diff	-0.744	0.335	2.22	0.027**

R-square: 0.10

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1

```
. diff Q3Index [pweight=wgt], t(treatment) p(time)
```

#### **DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 479

	Before	After	
Control:	121	120	241
Treated:	118	120	238
	239	240	

Outcome var.	Q3Index	S. Err.	t	P> t
Before				
Control	2.774			
Treated	2.876			
Diff (T-C)	0.102	0.172	0.59	0.556
After				
Control	3.357			
Treated	4.167			
Diff (T-C)	0.810	0.142	5.71	0.000***
Diff-in-Diff	0.709	0.223	3.17	0.002***

R-square: 0.19

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1

```
. diff Q3Index [pweight=wt], t(treatment) p(time)
```

#### **DIFFERENCE-IN-DIFFERENCES ESTIMATION RESULTS**

Number of observations in the DIFF-IN-DIFF: 412

	Before	After	
Control:	127	92	219
Treated:	114	79	193
	241	171	

Outcome var.	Q3Index	S. Err.	t	P> t
Before				
Control	1.558			
Treated	1.632			
Diff (T-C)	0.074	0.170	0.44	0.664
After				
Control	1.738			
Treated	1.539			
Diff (T-C)	-0.200	0.192	1.04	0.299
Diff-in-Diff	-0.274	0.256	1.07	0.286

R-square: 0.00

\* Means and Standard Errors are estimated by linear regression

\*\*Inference: \*\*\* p<0.01; \*\* p<0.05; \* p<0.1



## SESAME STREET VIEWERSHIP AND PLAY (Q3 INDEX)

### INDIA

```
. svy: mean Q3Index, over(Q6)
(running mean on estimation sample)
```

Survey: Mean estimation

```
Number of strata =      1      Number of obs   =      231
Number of PSUs   =     231      Population size = 227.762494
Design df        =           230
```

```
Yes: Q6 = Yes
No:  Q6 = No
```

Over	Linearized			
	Mean	Std. Err.	[95% Conf. Interval]	
Q3Index				
Yes	2.586749	.1994083	2.193848	2.97965
No	2.841408	.0940686	2.656061	3.026754

```
. test [Q3Index]Yes = [Q3Index]No
```

Adjusted Wald test

```
( 1)  [Q3Index]Yes - [Q3Index]No = 0
```

```
F( 1, 230) = 1.33
Prob > F = 0.2493
```

```
.
```



```
. svy: mean Q3Index, over(Q6)
(running mean on estimation sample)
```

Survey: Mean estimation

```
Number of strata =      1      Number of obs   =      267
Number of PSUs   =     267      Population size = 260.769337
Design df        =      266
```

Yes: Q6 = Yes

No: Q6 = No

Over	Linearized			
	Mean	Std. Err.	[95% Conf. Interval]	
Q3Index				
Yes	.7871377	.0597514	.6694917	.9047836
No	.7713166	.1088114	.5570755	.9855578

```
. test [Q3Index]Yes = [Q3Index]No
```

Adjusted Wald test

```
( 1)  [Q3Index]Yes - [Q3Index]No = 0
```

```
F( 1, 266) = 0.02
Prob > F = 0.8987
```



## SOUTH AFRICA

```
. svy: mean Q3Index, over(Q6)
(running mean on estimation sample)
```

Survey: Mean estimation

```
Number of strata =      1      Number of obs   =      240
Number of PSUs   =     240      Population size = 226.998781
Design df       =           Design df    =      239
```

```
Yes: Q6 = Yes
No: Q6 = No
```

Over	Linearized			
	Mean	Std. Err.	[95% Conf. Interval]	
Q3Index				
Yes	1.574916	.089031	1.39953	1.750302
No	1.706471	.2496327	1.21471	2.198233

```
. test [Q3Index]Yes = [Q3Index]No
```

Adjusted Wald test

```
( 1)  [Q3Index]Yes - [Q3Index]No = 0
```

```
F( 1, 239) = 0.25
Prob > F = 0.6201
```

.



## ANNEX 4

### TABLES

Play Every Day Global Impact Evaluation Results (Primary Caregiver, India)			Analysis Group			
Question	Response Options	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q4. What is your marital status?	Never married	0.67% (0.0033)	0.00% (0.0000)	1.86% (0.0113)	0.00% (0.0000)	0.87% (0.0072)
		3	0	2	0	1
	Married	96.64% (0.0093)	97.62% (0.0136)	94.62% (0.0228)	100.00% (0.0000)	93.94% (0.0275)
		453	123	114	118	97
	Association (civil union)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Divorced or separated	0.21% (0.0021)	0.79% (0.0079)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	Widowed	2.39% (0.0084)	1.59% (0.0111)	3.17% (0.0198)	0.00% (0.0000)	5.19% (0.0267)
		11	2	4	0	5
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.09% (0.0009)	0.00% (0.0000)	0.35% (0.0036)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5. What is the highest level of education you have completed?	None/Illiterate	16.08% (0.0183)	18.25% (0.0344)	19.55% (0.0405)	16.23% (0.0363)	9.25% (0.0333)
		75	23	24	19	10
	Master's Degree/ Professional qualification	1.18% (0.0044)	1.59% (0.0111)	1.23% (0.0065)	1.31% (0.0108)	0.47% (0.0033)
		6	2	1	2	0
	PhD/ Doctorate Degree	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Other (Please specify; record verbatim)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Literate but no formal schooling	2.32% (0.0076)	2.38% (0.0136)	0.88% (0.0064)	0.29% (0.0029)	6.25% (0.0283)
		11	3	1	0	6



	Primary Education (Up to 5th standard)	17.63% (0.0195)	17.46% (0.0339)	17.44% (0.0416)	20.12% (0.0406)	15.22% (0.0393)
		83	22	21	24	16
	Upper Primary (Upper Primary Certificate, up to 8th standard)	25.80% (0.0212)	26.19% (0.0392)	26.11% (0.0408)	19.78% (0.0397)	31.84% (0.0498)
		121	33	31	23	33
	High School; Industrial Training Institute (matriculation certificate or ITI certificate, up to 10th standard)	17.79% (0.0188)	17.46% (0.0339)	16.46% (0.0369)	18.35% (0.0408)	19.09% (0.0386)
		83	22	20	22	20
	Senior Secondary / intermediate (Senior Secondary School Leaving Certificate)	12.92% (0.0162)	11.11% (0.0280)	12.64% (0.0302)	17.26% (0.0390)	10.51% (0.0309)
		61	14	15	20	11
	Technical Education Training/ Diploma	0.56% (0.0031)	0.00% (0.0000)	0.98% (0.0097)	0.00% (0.0000)	1.38% (0.0086)
		3	0	1	0	1
	Nursing, General nursing and Midwifery (GNM); Junior teachers training (diploma)	0.20% (0.0015)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.89% (0.0067)
		1	0	0	0	1
	Bachelor's Degree	5.52% (0.0102)	5.56% (0.0204)	4.72% (0.0165)	6.66% (0.0249)	5.12% (0.0175)
		26	7	6	8	5
Q6. [Ask if Q4=2 or 3] What is the highest level of education your spouse/partner has completed?	None/Illiterate	8.86% (0.0146)	13.82% (0.0312)	7.08% (0.0281)	11.54% (0.0343)	1.40% (0.0107)
		40	17	8	14	1
	Master's Degree/ Professional qualification	0.06% (0.0006)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.28% (0.0028)
		0	0	0	0	0
	PhD/ Doctorate Degree	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Other (Please specify; record verbatim)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.24% (0.0017)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	1.10% (0.0079)
		1	0	0	0	1
	Literate but no formal schooling	1.98% (0.0074)	4.07% (0.0178)	0.00% (0.0000)	0.00% (0.0000)	4.06% (0.0253)
		9	5	0	0	4
	Primary Education (Up to 5th standard)	15.15% (0.0176)	15.45% (0.0326)	14.15% (0.0349)	17.63% (0.0365)	12.94% (0.0368)
		69	19	16	21	13
	Upper Primary (Upper Primary Certificate, up to 8th standard)	18.72% (0.0197)	20.33% (0.0363)	21.27% (0.0412)	12.81% (0.0350)	20.92% (0.0452)
		85	25	24	15	20



	High School; Industrial Training Institute (matriculation certificate or ITI certificate, up to 10th standard)	27.29% (0.0222)	26.02% (0.0396)	24.51% (0.0433)	33.19% (0.0483)	24.96% (0.0456)
		124	32	28	39	24
	Senior Secondary / intermediate (Senior Secondary School Leaving Certificate)	14.20% (0.0172)	10.57% (0.0278)	19.02% (0.0397)	14.02% (0.0351)	13.36% (0.0335)
		64	13	22	17	13
	Technical Education Training/ Diploma	0.83% (0.0041)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	3.87% (0.0187)
		4	0	0	0	4
	Nursing, General nursing and Midwifery (GNM); Junior teachers training (diploma)	10.67% (0.0151)	4.88% (0.0194)	12.49% (0.0304)	9.85% (0.0284)	16.85% (0.0418)
		48	6	14	12	16
	Bachelor's Degree	2.00% (0.0064)	4.88% (0.0194)	1.48% (0.0110)	0.96% (0.0074)	0.25% (0.0025)
		9	6	2	1	0
Q7. Do you consider the households in your neighborhood to be poorer, about the same or wealthier compared to yours?	Poorer	1.51% (0.0054)	4.00% (0.0175)	0.00% (0.0000)	0.77% (0.0077)	1.09% (0.0076)
		7	5	0	1	1
	About the same	81.17% (0.0196)	82.40% (0.0341)	77.01% (0.0426)	92.48% (0.0232)	71.55% (0.0500)
		379	103	92	110	74
	Wealthier	17.27% (0.0192)	13.60% (0.0307)	22.99% (0.0426)	6.76% (0.0220)	27.10% (0.0499)
		81	17	27	8	28
	Refused	0.06% (0.0006)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.26% (0.0026)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q8. Are you currently working, unemployed, a housewife (ASK ONLY WOMEN), a student, retired, or disabled and unable to work?	Working full-time	6.94% (0.0136)	7.94% (0.0241)	7.03% (0.0317)	6.50% (0.0279)	6.10% (0.0233)
		32	10	8	8	6
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Working part-time	5.29% (0.0105)	4.76% (0.0190)	5.20% (0.0179)	5.51% (0.0251)	5.76% (0.0213)
		25	6	6	7	6
	Unemployed	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Housewife	87.46% (0.0167)	87.30% (0.0297)	86.71% (0.0357)	87.98% (0.0361)	87.91% (0.0309)
		410	110	104	104	91
	Student	0.05% (0.0005)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.23% (0.0023)
		0	0	0	0	0



	Retired	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Disabled and unable to work	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Other (vol.)	0.27% (0.0019)	0.00% (0.0000)	1.05% (0.0075)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q9. [Ask if I1=1] What is your relationship to the child participating in the workshop?	Parent	95.30% (0.0145)	96.80% (0.0158)	0.00% (0.0000)	93.69% (0.0248)	0.00% (0.0000)
		232	121	0	111	0
	Grandparent	2.44% (0.0107)	2.40% (0.0137)	0.00% (0.0000)	2.50% (0.0167)	0.00% (0.0000)
		6	3	0	3	0
	Aunt or Uncle	0.46% (0.0046)	0.00% (0.0000)	0.00% (0.0000)	0.96% (0.0095)	0.00% (0.0000)
		1	0	0	1	0
	Sibling	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Other	0.41% (0.0041)	0.80% (0.0080)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	Refused	1.38% (0.0081)	0.00% (0.0000)	0.00% (0.0000)	2.85% (0.0165)	0.00% (0.0000)
		3	0	0	3	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q10. [Ask if I1=1] What is the gender of the child participating in the workshop?	Male	42.49% (0.0332)	41.27% (0.0439)	0.00% (0.0000)	43.52% (0.0502)	0.00% (0.0000)
		104	52	0	52	0
	Female	56.49% (0.0333)	58.73% (0.0439)	0.00% (0.0000)	54.37% (0.0505)	0.00% (0.0000)
		138	74	0	64	0
	Refused	1.02% (0.0072)	0.00% (0.0000)	0.00% (0.0000)	2.11% (0.0149)	0.00% (0.0000)
		3	0	0	3	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q11. [Ask if I1=1] What is the age of the child participating in the workshop?	3 years old	19.36% (0.0259)	23.81% (0.0380)	0.00% (0.0000)	14.26% (0.0339)	0.00% (0.0000)
		47	30	0	17	0
	4 years old	27.80% (0.0300)	27.78% (0.0400)	0.00% (0.0000)	27.94% (0.0452)	0.00% (0.0000)
		68	35	0	33	0
	5 years old	32.91% (0.0315)	31.75% (0.0416)	0.00% (0.0000)	34.30% (0.0479)	0.00% (0.0000)



		81	40	0	41	0
	6 years old	19.52% (0.0276)	15.87% (0.0326)	0.00% (0.0000)	23.49% (0.0448)	0.00% (0.0000)
		48	20	0	28	0
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.41% (0.0041)	0.79% (0.0079)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
Q12. In the past week, did you play (engage in activity for enjoyment and recreation) with your child at home?	Yes	71.37% (0.0221)	65.08% (0.0425)	64.58% (0.0469)	88.00% (0.0338)	67.89% (0.0490)
		334	82	78	104	70
	No	28.17% (0.0220)	34.13% (0.0423)	34.46% (0.0467)	12.00% (0.0338)	32.11% (0.0490)
		132	43	41	14	33
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.46% (0.0033)	0.79% (0.0079)	0.97% (0.0096)	0.00% (0.0000)	0.00% (0.0000)
		2	1	1	0	0
Q13. (If Yes in Q12) In the past week, about how much time in total have you spent playing together with your child?	Less than 1 hour	4.86% (0.0116)	16.67% (0.0407)	0.53% (0.0054)	0.90% (0.0089)	1.44% (0.0122)
		16	14	0	1	1
	1-4 hours	31.40% (0.0271)	44.05% (0.0542)	62.14% (0.0574)	8.92% (0.0367)	15.65% (0.0441)
		106	37	48	9	11
	5-7 hours	21.31% (0.0237)	11.90% (0.0354)	10.63% (0.0357)	37.47% (0.0521)	20.42% (0.0501)
		72	10	8	39	14
	More than 7 hours	41.68% (0.0285)	25.00% (0.0473)	26.70% (0.0517)	52.71% (0.0540)	61.78% (0.0606)
		140	21	21	55	43
	Refused	0.74% (0.0045)	2.38% (0.0167)	0.00% (0.0000)	0.00% (0.0000)	0.71% (0.0071)
		3	2	0	0	1
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q14_1. What types of play activities do you do with your child at home? Physical play (ring a ring roses, pakdam pakdai poshampa, blindfold games etc.)	Not Mentioned	47.56% (0.0245)	48.41% (0.0446)	61.75% (0.0475)	22.57% (0.0447)	58.58% (0.0517)
		223	61	74	27	61
	Mentioned	52.44% (0.0245)	51.59% (0.0446)	38.25% (0.0475)	77.43% (0.0447)	41.42% (0.0517)
		246	65	46	92	43
Q14_2. What types of play activities do you do with your child at home? Pretend play (dressing up, playing ghar ghar, playing	Not Mentioned	49.73% (0.0245)	53.97% (0.0444)	62.83% (0.0467)	21.29% (0.0425)	61.87% (0.0503)
		233	68	76	25	64
	Mentioned	50.27% (0.0245)	46.03% (0.0444)	37.17% (0.0467)	78.71% (0.0425)	38.13% (0.0503)
		236	58	45	93	40





roles of doctors, teachers etc)						
Q14_3. What types of play activities do you do with your child at home? Social play (playing in a group, sharing, interacting with others)	Not Mentioned	58.18% (0.0241)	68.25% (0.0415)	74.39% (0.0407)	23.84% (0.0454)	66.32% (0.0502)
		273	86	90	28	69
	Mentioned	41.82% (0.0241)	31.75% (0.0415)	25.61% (0.0407)	76.16% (0.0454)	33.68% (0.0502)
		196	40	31	90	35
Q14_4. What types of play activities do you do with your child at home? Play activities with rules (e.g hide and seek, stapoo, marbles, carom, ludo, Gutte etc.)	Not Mentioned	42.39% (0.0242)	52.38% (0.0445)	51.64% (0.0488)	17.34% (0.0403)	48.12% (0.0523)
		199	66	62	21	50
	Mentioned	57.61% (0.0242)	47.62% (0.0445)	48.36% (0.0488)	82.66% (0.0403)	51.88% (0.0523)
		270	60	58	98	54
Q14_5. What types of play activities do you do with your child at home? Play activities involving singing and dancing with music or musical instruments	Not Mentioned	58.84% (0.0241)	71.43% (0.0403)	75.99% (0.0394)	22.18% (0.0443)	65.49% (0.0506)
		276	90	91	26	68
	Mentioned	41.16% (0.0241)	28.57% (0.0403)	24.01% (0.0394)	77.82% (0.0443)	34.51% (0.0506)
		193	36	29	92	36
Q14_97. What types of play activities do you do with your child at home? Not Asked	Not Mentioned	71.37% (0.0221)	65.08% (0.0425)	64.58% (0.0469)	88.00% (0.0338)	67.89% (0.0490)
		334	82	78	104	70
	Mentioned	28.63% (0.0221)	34.92% (0.0425)	35.42% (0.0469)	12.00% (0.0338)	32.11% (0.0490)
		134	44	43	14	33
Q14_98. What types of play activities do you do with your child at home? Refused (vol.)	Not Mentioned	98.93% (0.0053)	100.00% (0.0000)	95.82% (0.0203)	100.00% (0.0000)	100.00% (0.0000)
		463	126	115	118	104
	Mentioned	1.07% (0.0053)	0.00% (0.0000)	4.18% (0.0203)	0.00% (0.0000)	0.00% (0.0000)
		5	0	5	0	0
Q14_99. What types of play activities do you do with your child at home? Dont Know (vol.)	Not Mentioned	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)
		469	126	120	118	104
	Mentioned	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q15. Do you read story books, tell stories or rhymes with your child at home?	Yes	71.00% (0.0224)	68.25% (0.0415)	64.60% (0.0478)	81.67% (0.0378)	69.57% (0.0493)
		333	86	78	97	72
	No	29.00% (0.0224)	31.75% (0.0415)	35.40% (0.0478)	18.33% (0.0378)	30.43% (0.0493)
		136	40	43	22	32
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)



		o	o	o	o	o
Q16. Do you teach or encourage learning colors and shapes to your child at home?	Yes	87.02% (0.0169)	81.75% (0.0344)	85.06% (0.0379)	90.34% (0.0312)	91.88% (0.0278)
		407	103	102	107	95
	No	12.98% (0.0169)	18.25% (0.0344)	14.94% (0.0379)	9.66% (0.0312)	8.12% (0.0278)
		61	23	18	11	8
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_1. How often does your child do each of the following things, if at all? a) Use child-size play sets (like kitchen sets, doctors kits, dolls, teddy bears, animal set, train, bus, car, scooter, lattoo etc)	Never	6.09% (0.0121)	4.10% (0.0180)	9.76% (0.0292)	2.72% (0.0176)	8.06% (0.0302)
		28	5	12	3	8
	Once a month	3.98% (0.0097)	7.38% (0.0237)	5.79% (0.0242)	0.00% (0.0000)	2.38% (0.0171)
		18	9	7	0	2
	A few times per month	2.98% (0.0083)	5.74% (0.0211)	3.86% (0.0197)	0.00% (0.0000)	2.09% (0.0153)
		14	7	5	0	2
	Once a week	8.87% (0.0134)	15.57% (0.0329)	9.32% (0.0259)	2.21% (0.0140)	8.07% (0.0284)
		41	19	11	3	8
	2-4 times a week	25.35% (0.0217)	24.59% (0.0390)	22.90% (0.0413)	26.89% (0.0461)	27.36% (0.0473)
		117	30	28	32	28
	Every day/almost every day	52.73% (0.0246)	42.62% (0.0448)	48.37% (0.0488)	68.18% (0.0481)	52.04% (0.0529)
		244	52	58	81	53
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_2. How often does your child do each of the following things, if at all? b) Go outside to run around (may include the use of playground/yard equipment)	Never	5.45% (0.0105)	11.11% (0.0280)	5.75% (0.0197)	2.38% (0.0160)	1.73% (0.0122)
		26	14	7	3	2
	Once a month	2.42% (0.0079)	5.56% (0.0204)	2.45% (0.0184)	0.00% (0.0000)	1.34% (0.0133)
		11	7	3	0	1
	A few times per month	1.63% (0.0058)	2.38% (0.0136)	3.23% (0.0163)	0.00% (0.0000)	0.71% (0.0070)
		8	3	4	0	1
	Once a week	5.12% (0.0113)	4.76% (0.0190)	13.02% (0.0357)	0.00% (0.0000)	2.22% (0.0120)
		24	6	16	0	2
	2-4 times a week	11.44% (0.0152)	16.67% (0.0332)	13.24% (0.0320)	4.36% (0.0196)	11.09% (0.0327)
		54	21	16	5	11



	Every day/almost every day	73.94% (0.0213)	59.52% (0.0438)	62.30% (0.0476)	93.26% (0.0249)	82.92% (0.0382)
		346	75	75	110	86
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_3. How often does your child do each of the following things, if at all? c) Throw or roll a ball or using other kinds of balloon, rings	Never	4.13% (0.0092)	4.92% (0.0196)	5.87% (0.0201)	2.45% (0.0163)	3.11% (0.0165)
		19	6	7	3	3
	Once a month	2.98% (0.0082)	7.38% (0.0237)	1.73% (0.0122)	0.00% (0.0000)	2.66% (0.0186)
		14	9	2	0	3
	A few times per month	4.07% (0.0097)	6.56% (0.0224)	7.37% (0.0265)	0.00% (0.0000)	1.97% (0.0139)
		19	8	9	0	2
	Once a week	11.11% (0.0158)	12.30% (0.0298)	13.63% (0.0358)	11.08% (0.0323)	6.83% (0.0250)
		51	15	16	13	7
	2-4 times a week	19.59% (0.0199)	23.77% (0.0386)	20.23% (0.0393)	17.96% (0.0404)	15.76% (0.0406)
		91	29	24	21	16
	Every day/almost every day	58.11% (0.0244)	45.08% (0.0451)	51.17% (0.0490)	68.50% (0.0480)	69.67% (0.0490)
		269	55	61	81	72
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_4. How often does your child do each of the following things, if at all? d) Use figures like chhota bheem, doraemon, or dolls.)	Never	10.73% (0.0154)	8.06% (0.0245)	13.15% (0.0320)	8.70% (0.0309)	13.44% (0.0360)
		50	10	16	10	14
	Once a month	1.82% (0.0060)	4.84% (0.0193)	1.30% (0.0087)	0.00% (0.0000)	0.88% (0.0088)
		8	6	2	0	1
	A few times per month	2.49% (0.0077)	5.65% (0.0207)	2.73% (0.0191)	0.29% (0.0029)	0.93% (0.0075)
		12	7	3	0	1
	Once a week	10.90% (0.0159)	6.45% (0.0221)	19.67% (0.0413)	7.96% (0.0269)	9.37% (0.0308)
		51	8	24	9	10
	2-4 times a week	19.03% (0.0188)	20.97% (0.0366)	22.26% (0.0393)	15.86% (0.0360)	16.58% (0.0374)
		89	26	27	19	17
	Every day/almost every day	55.03% (0.0244)	54.03% (0.0448)	40.88% (0.0478)	67.20% (0.0476)	58.79% (0.0515)
		256	67	49	80	60
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0



	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_5. How often does your child do each of the following things, if at all? e) Use toy vehicles	Never	12.75% (0.0166)	10.00% (0.0274)	16.50% (0.0360)	9.54% (0.0303)	15.27% (0.0383)
		59	12	20	11	16
	Once a month	1.33% (0.0056)	1.67% (0.0117)	1.40% (0.0103)	0.00% (0.0000)	2.37% (0.0171)
		6	2	2	0	2
	A few times per month	4.08% (0.0100)	5.83% (0.0214)	6.08% (0.0247)	1.47% (0.0146)	2.70% (0.0164)
		19	7	7	2	3
	Once a week	10.45% (0.0153)	17.50% (0.0347)	7.92% (0.0290)	10.96% (0.0323)	4.59% (0.0209)
		48	21	10	13	5
	2-4 times a week	19.31% (0.0198)	16.67% (0.0341)	22.64% (0.0413)	16.14% (0.0375)	22.14% (0.0456)
		89	20	27	19	23
	Every day/almost every day	52.09% (0.0247)	48.33% (0.0457)	45.46% (0.0484)	61.89% (0.0497)	52.94% (0.0528)
		240	58	55	73	54
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_6. How often does your child do each of the following things, if at all? f) Use common household items (e.g., clay, paper, cloth, buckets, plastic utensils or cardboard) to build objects	Never	13.36% (0.0165)	20.00% (0.0366)	13.51% (0.0324)	6.97% (0.0269)	12.71% (0.0342)
		61	24	16	8	13
	Once a month	1.88% (0.0065)	2.50% (0.0143)	2.19% (0.0129)	0.00% (0.0000)	2.94% (0.0188)
		9	3	3	0	3
	A few times per month	2.11% (0.0074)	2.50% (0.0143)	5.58% (0.0242)	0.00% (0.0000)	0.00% (0.0000)
		10	3	7	0	0
	Once a week	11.47% (0.0158)	15.83% (0.0334)	9.87% (0.0299)	5.83% (0.0227)	14.72% (0.0393)
		52	19	12	7	15
	2-4 times a week	29.81% (0.0225)	27.50% (0.0408)	29.66% (0.0446)	27.61% (0.0444)	35.28% (0.0509)
		136	33	35	32	36
	Every day/almost every day	41.39% (0.0246)	31.67% (0.0425)	39.18% (0.0480)	59.59% (0.0495)	34.35% (0.0504)
		189	38	47	70	35
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_7. How often does your child do each of the	Never	1.38% (0.0051)	2.40% (0.0137)	2.90% (0.0135)	0.00% (0.0000)	0.00% (0.0000)



<p>following things, if at all? g) Play with a peer(s) or sibling(s) at home</p>		6	3	3	0	0
	Once a month	0.43% (0.0030)	1.60% (0.0112)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		2	2	0	0	0
	A few times per month	0.90% (0.0045)	1.60% (0.0112)	1.83% (0.0131)	0.00% (0.0000)	0.00% (0.0000)
		4	2	2	0	0
	Once a week	2.14% (0.0072)	3.20% (0.0158)	5.01% (0.0222)	0.00% (0.0000)	0.00% (0.0000)
		10	4	6	0	0
	2-4 times a week	3.53% (0.0099)	2.40% (0.0137)	5.18% (0.0218)	2.73% (0.0159)	3.90% (0.0271)
		16	3	6	3	4
	Every day/almost every day	91.62% (0.0139)	88.80% (0.0282)	85.08% (0.0344)	97.27% (0.0159)	96.10% (0.0271)
		427	111	101	115	100
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
<p>Q17_8. How often does your child do each of the following things, if at all? h) Play to pretend to be someone else</p>	Never	14.87% (0.0178)	18.03% (0.0348)	17.07% (0.0383)	10.96% (0.0316)	13.12% (0.0365)
		69	22	20	13	14
	Once a month	1.24% (0.0051)	0.00% (0.0000)	0.75% (0.0075)	3.27% (0.0172)	0.95% (0.0068)
		6	0	1	4	1
	A few times per month	5.21% (0.0110)	6.56% (0.0224)	11.42% (0.0320)	1.97% (0.0144)	0.22% (0.0022)
		24	8	14	2	0
	Once a week	13.89% (0.0171)	15.57% (0.0329)	16.68% (0.0370)	11.12% (0.0338)	11.89% (0.0323)
		64	19	20	13	12
	2-4 times a week	25.48% (0.0212)	22.13% (0.0376)	22.34% (0.0403)	33.13% (0.0480)	24.27% (0.0418)
		118	27	26	39	25
	Every day/almost every day	39.29% (0.0242)	37.70% (0.0439)	31.73% (0.0453)	39.55% (0.0491)	49.56% (0.0527)
		182	46	38	47	51
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
<p>Q17_9. How often does your child do each of the following things, if at all?: i) Play to pretend one thing is something else, like a bottle is a train</p>	Never	27.82% (0.0222)	26.23% (0.0399)	34.73% (0.0474)	29.99% (0.0463)	19.13% (0.0406)
		129	32	42	36	20
	Once a month	1.84% (0.0066)	4.10% (0.0180)	0.00% (0.0000)	1.06% (0.0105)	2.21% (0.0163)
		9	5	0	1	2
	A few times per month	3.81% (0.0094)	6.56% (0.0224)	6.13% (0.0243)	1.18% (0.0117)	0.89% (0.0089)



		18	8	7	1	1
	Once a week	8.44% (0.0136)	5.74% (0.0211)	7.68% (0.0239)	10.08% (0.0315)	10.66% (0.0317)
		39	7	9	12	11
	2-4 times a week	25.07% (0.0210)	27.87% (0.0406)	23.47% (0.0387)	19.71% (0.0400)	29.81% (0.0486)
		116	34	28	23	31
	Every day/almost every day	33.01% (0.0234)	29.51% (0.0413)	27.99% (0.0455)	37.98% (0.0492)	37.31% (0.0515)
		153	36	34	45	38
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
0		0	0	0	0	
Q18_1. Do you agree or disagree with the following statement? a) Play is important in the development of skills (like memory, attention, reasoning skills) in children.	Strongly Disagree	0.55% (0.0037)	0.00% (0.0000)	0.88% (0.0063)	0.00% (0.0000)	1.48% (0.0147)
		3	0	1	0	2
	Somewhat Disagree	0.74% (0.0043)	1.61% (0.0113)	1.19% (0.0119)	0.00% (0.0000)	0.00% (0.0000)
		3	2	1	0	0
	Somewhat Agree	12.49% (0.0161)	21.77% (0.0371)	12.40% (0.0306)	9.22% (0.0302)	5.19% (0.0263)
		58	27	15	11	5
	Strongly Agree	86.22% (0.0169)	76.61% (0.0381)	85.53% (0.0328)	90.78% (0.0302)	93.33% (0.0297)
		401	95	102	108	96
Q18_2. Do you agree or disagree with the following statement? b) Play activities support childrens creativity and imagination.	Strongly Disagree	1.28% (0.0056)	1.63% (0.0114)	2.04% (0.0132)	0.00% (0.0000)	1.47% (0.0146)
		6	2	2	0	2
	Somewhat Disagree	2.37% (0.0075)	6.50% (0.0223)	0.84% (0.0061)	1.70% (0.0168)	0.00% (0.0000)
		11	8	1	2	0
	Somewhat Agree	16.97% (0.0179)	25.20% (0.0392)	18.88% (0.0381)	10.75% (0.0289)	12.10% (0.0319)
		79	31	23	13	13
	Strongly Agree	79.38% (0.0194)	66.67% (0.0425)	78.24% (0.0398)	87.55% (0.0326)	86.43% (0.0344)
		369	82	94	104	90
Q18_3. Do you agree or disagree with the following statement? c) Play is important in the emotional development of children.	Strongly Disagree	0.81% (0.0039)	0.80% (0.0080)	0.95% (0.0070)	0.00% (0.0000)	1.58% (0.0123)
		4	1	1	0	2
	Somewhat Disagree	1.49% (0.0062)	0.80% (0.0080)	3.29% (0.0153)	1.70% (0.0168)	0.00% (0.0000)
		7	1	4	2	0
	Somewhat Agree	18.49% (0.0191)	25.60% (0.0391)	17.84% (0.0387)	19.58% (0.0409)	9.45% (0.0287)
		86	32	21	23	10
	Strongly Agree	79.21% (0.0200)	72.80% (0.0398)	77.93% (0.0408)	78.72% (0.0429)	88.96% (0.0308)
		370	91	94	93	92



Q18_4. Do you agree or disagree with the following statement? d) Play activities support childrens preparation for future roles.	Strongly Disagree	1.27% (0.0057)	0.81% (0.0080)	1.94% (0.0148)	0.00% (0.0000)	2.51% (0.0163)
		6	1	2	0	3
	Somewhat Disagree	1.72% (0.0069)	1.61% (0.0113)	1.18% (0.0117)	1.70% (0.0168)	2.51% (0.0153)
		8	2	1	2	3
	Somewhat Agree	19.58% (0.0195)	28.23% (0.0405)	20.73% (0.0411)	17.47% (0.0380)	10.29% (0.0316)
		91	35	25	21	11
	Strongly Agree	77.43% (0.0207)	69.35% (0.0414)	76.15% (0.0433)	80.83% (0.0403)	84.69% (0.0372)
361		86	92	96	88	
Q18_5. Do you agree or disagree with the following statement? e) Children benefit academically from play activities.	Strongly Disagree	3.34% (0.0097)	5.60% (0.0206)	3.66% (0.0222)	1.68% (0.0166)	2.12% (0.0166)
		16	7	4	2	2
	Somewhat Disagree	1.51% (0.0060)	1.60% (0.0112)	4.02% (0.0198)	0.00% (0.0000)	0.22% (0.0022)
		7	2	5	0	0
	Somewhat Agree	27.21% (0.0216)	38.40% (0.0435)	19.80% (0.0380)	20.65% (0.0419)	29.84% (0.0470)
		127	48	24	24	31
	Strongly Agree	67.94% (0.0229)	54.40% (0.0446)	72.52% (0.0440)	77.67% (0.0437)	67.83% (0.0483)
318		68	87	92	70	
Q18_6. Do you agree or disagree with the following statement? f) Studying is more important than play.	Strongly Disagree	5.06% (0.0110)	7.94% (0.0241)	1.75% (0.0173)	3.34% (0.0202)	7.37% (0.0259)
		24	10	2	4	8
	Somewhat Disagree	5.30% (0.0104)	11.11% (0.0280)	8.00% (0.0255)	0.00% (0.0000)	1.14% (0.0081)
		25	14	10	0	1
	Somewhat Agree	31.57% (0.0226)	28.57% (0.0403)	27.47% (0.0435)	46.33% (0.0504)	23.12% (0.0418)
		148	36	33	55	24
	Strongly Agree	58.07% (0.0241)	52.38% (0.0445)	62.77% (0.0474)	50.33% (0.0507)	68.37% (0.0467)
272		66	76	60	71	
Q18_7. Do you agree or disagree with the following statement? g) Children learn valuable social skills during play activities.	Strongly Disagree	1.71% (0.0061)	3.28% (0.0161)	0.84% (0.0061)	0.75% (0.0075)	1.94% (0.0155)
		8	4	1	1	2
	Somewhat Disagree	2.26% (0.0072)	6.56% (0.0224)	1.99% (0.0144)	0.00% (0.0000)	0.00% (0.0000)
		10	8	2	0	0
	Somewhat Agree	22.30% (0.0209)	35.25% (0.0433)	20.27% (0.0422)	19.60% (0.0426)	12.15% (0.0333)
		102	43	24	23	12
	Strongly Agree	73.73% (0.0220)	54.92% (0.0451)	76.90% (0.0436)	79.65% (0.0429)	85.91% (0.0360)
338		67	91	93	87	
Q19_1. Important in setting a foundation for your childs academic	Strongly Disagree	3.36% (0.0085)	3.25% (0.0160)	9.52% (0.0282)	0.00% (0.0000)	0.42% (0.0043)
		15	4	11	0	0



learning? a) Using child-size play sets kitchen sets, doctors kits, dolls, teddy bears, animal sets, train, bus, car, scooter, lattoo etc	Somewhat Disagree	2.55% (0.0089)	3.25% (0.0160)	3.87% (0.0235)	1.72% (0.0170)	1.17% (0.0116)
		12	4	4	2	1
	Somewhat Agree	22.22% (0.0205)	28.46% (0.0407)	24.23% (0.0431)	14.24% (0.0362)	21.60% (0.0426)
		102	35	28	17	22
	Strongly Agree	71.87% (0.0223)	65.04% (0.0430)	62.39% (0.0488)	84.03% (0.0389)	76.81% (0.0436)
		329	80	72	98	79
Q19_2. Important in setting a foundation for your childs academic learning? b) Going outside to run around or use playground/yard equipment	Strongly Disagree	4.62% (0.0101)	6.50% (0.0223)	9.22% (0.0290)	0.94% (0.0071)	1.37% (0.0103)
		21	8	11	1	1
	Somewhat Disagree	2.77% (0.0082)	5.69% (0.0209)	3.46% (0.0190)	0.00% (0.0000)	1.66% (0.0148)
		13	7	4	0	2
	Somewhat Agree	27.78% (0.0221)	34.96% (0.0430)	31.38% (0.0459)	15.50% (0.0377)	29.07% (0.0480)
		127	43	36	18	30
Q19_3. Important in setting a foundation for your childs academic learning? c) Throw or roll a ball or using other kinds of balloon, rings or frisbee.	Strongly Disagree	4.90% (0.0106)	8.26% (0.0251)	5.74% (0.0231)	2.69% (0.0157)	2.48% (0.0174)
		22	10	7	3	3
	Somewhat Disagree	6.42% (0.0127)	10.74% (0.0282)	7.36% (0.0251)	5.15% (0.0287)	1.67% (0.0127)
		29	13	9	6	2
	Somewhat Agree	26.19% (0.0214)	34.71% (0.0433)	34.94% (0.0475)	10.10% (0.0289)	24.48% (0.0435)
		119	42	41	12	25
Q19_4. Important in setting a foundation for your childs academic learning? d) Using play sets (like chhota bheem, doraemon, or dolls).	Strongly Disagree	11.19% (0.0156)	18.03% (0.0348)	18.72% (0.0397)	3.59% (0.0192)	3.16% (0.0178)
		51	22	21	4	3
	Somewhat Disagree	5.11% (0.0109)	8.20% (0.0249)	5.44% (0.0223)	1.76% (0.0174)	4.83% (0.0207)
		23	10	6	2	5
	Somewhat Agree	28.07% (0.0221)	35.25% (0.0433)	36.23% (0.0483)	16.28% (0.0383)	23.66% (0.0420)
		127	43	41	19	24
Q19_5. Important in setting a foundation for your childs academic learning? e) Using toy vehicles	Strongly Disagree	10.73% (0.0155)	14.88% (0.0324)	20.04% (0.0414)	3.85% (0.0182)	2.50% (0.0140)
		48	18	23	4	2
	Somewhat Disagree	5.54% (0.0117)	8.26% (0.0251)	5.05% (0.0200)	3.59% (0.0248)	4.98% (0.0232)
		25	10	6	4	5





	Somewhat Agree	27.27% (0.0221)	37.19% (0.0440)	29.81% (0.0464)	18.05% (0.0398)	22.55% (0.0425)
		122	45	34	20	22
	Strongly Agree	56.46% (0.0248)	39.67% (0.0445)	45.11% (0.0493)	74.51% (0.0462)	69.97% (0.0473)
		252	48	52	83	69
Q19_6. Important in setting a foundation for your child's academic learning? f) Using common household items (e.g., clay, paper, cloth, buckets, plastic utensils or cardboard) to build objects	Strongly Disagree	5.65% (0.0112)	8.13% (0.0247)	9.68% (0.0279)	3.03% (0.0186)	1.18% (0.0117)
		26	10	11	4	1
	Somewhat Disagree	3.13% (0.0082)	6.50% (0.0223)	4.93% (0.0207)	0.00% (0.0000)	0.63% (0.0063)
		14	8	6	0	1
	Somewhat Agree	31.07% (0.0231)	39.84% (0.0442)	34.98% (0.0481)	17.57% (0.0401)	31.52% (0.0495)
		143	49	40	20	33
	Strongly Agree	60.15% (0.0242)	45.53% (0.0449)	50.42% (0.0497)	79.40% (0.0427)	66.67% (0.0500)
		276	56	58	93	69
Q19_7. Important in setting a foundation for your child's academic learning? g) Playing with a peer or sibling at home	Strongly Disagree	1.19% (0.0047)	2.40% (0.0137)	1.76% (0.0109)	0.00% (0.0000)	0.42% (0.0042)
		6	3	2	0	0
	Somewhat Disagree	1.29% (0.0052)	4.80% (0.0191)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		6	6	0	0	0
	Somewhat Agree	12.15% (0.0161)	16.80% (0.0335)	14.38% (0.0341)	7.59% (0.0313)	9.20% (0.0277)
		57	21	17	9	10
	Strongly Agree	85.37% (0.0172)	76.00% (0.0382)	83.86% (0.0353)	92.41% (0.0313)	90.38% (0.0280)
		398	95	100	109	94
Q19_8. Important in setting a foundation for your child's academic learning? h) Playing pretend to be someone else	Strongly Disagree	7.35% (0.0124)	10.92% (0.0286)	9.25% (0.0267)	6.90% (0.0250)	1.55% (0.0119)
		33	13	11	8	2
	Somewhat Disagree	2.28% (0.0067)	4.20% (0.0184)	4.46% (0.0177)	0.00% (0.0000)	0.18% (0.0018)
		10	5	5	0	0
	Somewhat Agree	21.32% (0.0207)	29.41% (0.0418)	24.22% (0.0439)	10.07% (0.0352)	21.37% (0.0425)
		96	35	28	12	22
	Strongly Agree	69.05% (0.0230)	55.46% (0.0456)	62.06% (0.0481)	83.03% (0.0410)	76.91% (0.0435)
		312	66	71	96	78
Q19_9. Important in setting a foundation for your child's academic learning? i) Playing to pretend one thing is something else, like a bottle is a train	Strongly Disagree	17.20% (0.0191)	22.22% (0.0385)	15.61% (0.0377)	21.13% (0.0424)	8.46% (0.0288)
		75	26	17	24	8
	Somewhat Disagree	3.43% (0.0090)	5.13% (0.0204)	4.76% (0.0210)	0.00% (0.0000)	3.90% (0.0215)
		15	6	5	0	4
	Somewhat Agree	26.83% (0.0225)	35.04% (0.0442)	29.70% (0.0470)	22.55% (0.0448)	18.90% (0.0411)
		117	41	32	26	19



	Strongly Agree	52.54% (0.0253)	37.61% (0.0448)	49.93% (0.0512)	56.32% (0.0518)	68.74% (0.0491)
		230	44	54	64	68
Q20_1. Do you agree or disagree with the following statement? a) I dont know how to play with my child.	Strongly Disagree	59.60% (0.0244)	42.06% (0.0440)	42.29% (0.0489)	93.47% (0.0285)	63.19% (0.0520)
		273	53	49	106	65
	Somewhat Disagree	6.41% (0.0124)	4.76% (0.0190)	8.33% (0.0292)	3.30% (0.0213)	9.68% (0.0291)
		29	6	10	4	10
	Somewhat Agree	8.70% (0.0142)	12.70% (0.0297)	6.07% (0.0214)	2.07% (0.0178)	14.01% (0.0395)
		40	16	7	2	14
	Strongly Agree	25.29% (0.0216)	40.48% (0.0438)	43.31% (0.0497)	1.15% (0.0090)	13.12% (0.0390)
		116	51	50	1	14
Q20_2. Do you agree or disagree with the following statement? b) Its okay for me to have fun and be silly with my child during play time.	Strongly Disagree	2.83% (0.0082)	4.88% (0.0194)	3.32% (0.0170)	2.69% (0.0183)	0.00% (0.0000)
		13	6	4	3	0
	Somewhat Disagree	2.38% (0.0073)	5.69% (0.0209)	2.41% (0.0168)	0.00% (0.0000)	1.13% (0.0082)
		11	7	3	0	1
	Somewhat Agree	15.34% (0.0181)	25.20% (0.0392)	13.33% (0.0330)	10.19% (0.0351)	11.68% (0.0347)
		70	31	15	12	12
	Strongly Agree	79.45% (0.0201)	64.23% (0.0433)	80.93% (0.0387)	87.12% (0.0384)	87.20% (0.0354)
		365	79	94	102	90
Q20_3. Do you agree or disagree with the following statement? c) I have the knowledge and skills to be a play mentor for my child.	Strongly Disagree	0.31% (0.0022)	0.00% (0.0000)	0.51% (0.0051)	0.70% (0.0070)	0.00% (0.0000)
		1	0	1	1	0
	Somewhat Disagree	2.23% (0.0074)	4.92% (0.0196)	0.60% (0.0060)	1.70% (0.0168)	1.58% (0.0123)
		10	6	1	2	2
	Somewhat Agree	20.04% (0.0202)	18.85% (0.0354)	24.34% (0.0432)	13.51% (0.0348)	23.90% (0.0471)
		93	23	29	16	25
	Strongly Agree	77.42% (0.0210)	76.23% (0.0386)	74.56% (0.0435)	84.10% (0.0380)	74.51% (0.0478)
		360	93	90	100	77
Q20_4. Do you agree or disagree with the following statement? d) I can make everyday activities fun and playful for my child.	Strongly Disagree	3.08% (0.0091)	3.33% (0.0164)	4.06% (0.0209)	1.95% (0.0142)	2.94% (0.0205)
		14	4	5	2	3
	Somewhat Disagree	2.76% (0.0078)	5.83% (0.0214)	4.46% (0.0200)	0.00% (0.0000)	0.42% (0.0043)
		13	7	5	0	0
	Somewhat Agree	22.77% (0.0214)	26.67% (0.0404)	30.44% (0.0461)	13.39% (0.0371)	20.19% (0.0464)
		105	32	36	16	21
	Strongly Agree	71.38% (0.0229)	64.17% (0.0438)	61.04% (0.0486)	84.65% (0.0389)	76.44% (0.0486)
		329	77	72	100	79



Q20_5. Do you agree or disagree with the following statement? e) I can use common household items to play with my child.	Strongly Disagree	2.89% (0.0082)	4.80% (0.0191)	4.37% (0.0203)	1.90% (0.0138)	0.00% (0.0000)
		13	6	5	2	0
	Somewhat Disagree	1.45% (0.0054)	3.20% (0.0158)	2.29% (0.0130)	0.00% (0.0000)	0.00% (0.0000)
		7	4	3	0	0
	Somewhat Agree	31.41% (0.0233)	38.40% (0.0435)	33.61% (0.0475)	19.91% (0.0434)	33.34% (0.0511)
		146	48	40	23	35
Q20_6. Do you agree or disagree with the following statement? f) I can teach my child good values through play	Strongly Agree	64.24% (0.0239)	53.60% (0.0447)	59.73% (0.0486)	78.18% (0.0445)	66.66% (0.0511)
		299	67	72	91	69
	Strongly Disagree	0.66% (0.0040)	0.80% (0.0080)	1.72% (0.0131)	0.00% (0.0000)	0.00% (0.0000)
		3	1	2	0	0
	Somewhat Disagree	1.03% (0.0048)	1.60% (0.0112)	1.96% (0.0141)	0.00% (0.0000)	0.42% (0.0042)
		5	2	2	0	0
Q20_7. Do you agree or disagree with the following statement? g) I am confident in my ability to teach my child numbers and letters through play	Somewhat Agree	13.41% (0.0168)	23.20% (0.0378)	17.80% (0.0388)	3.57% (0.0213)	7.76% (0.0274)
		63	29	21	4	8
	Strongly Agree	84.90% (0.0176)	74.40% (0.0391)	78.52% (0.0415)	96.43% (0.0213)	91.81% (0.0277)
		397	93	95	114	95
	Strongly Disagree	1.43% (0.0054)	1.60% (0.0112)	0.83% (0.0060)	0.98% (0.0075)	2.45% (0.0169)
		7	2	1	1	3
Q21_1. What are some of the reasons parents may not play with their child? (First Response)	Somewhat Disagree	1.50% (0.0063)	2.40% (0.0137)	3.34% (0.0195)	0.00% (0.0000)	0.00% (0.0000)
		7	3	4	0	0
	Somewhat Agree	14.12% (0.0177)	24.00% (0.0382)	13.58% (0.0345)	8.12% (0.0302)	9.68% (0.0363)
		66	30	16	10	10
	Strongly Agree	82.95% (0.0189)	72.00% (0.0402)	82.25% (0.0384)	90.90% (0.0309)	87.88% (0.0390)
		387	90	99	108	91
Q21_1. What are some of the reasons parents may not play with their child? (First Response)	Because of job	38.40% (0.0238)	27.78% (0.0399)	27.32% (0.0430)	60.33% (0.0506)	39.11% (0.0515)
		180	35	33	71	41
	Do not have time	42.66% (0.0243)	50.00% (0.0446)	52.78% (0.0487)	26.13% (0.0481)	40.87% (0.0509)
		200	63	64	31	42
	Don't feel like playing with kids	5.72% (0.0121)	4.76% (0.0190)	6.25% (0.0235)	4.17% (0.0208)	8.06% (0.0336)
		27	6	8	5	8
Q21_1. What are some of the reasons parents may not play with their child? (First Response)	Other	6.96% (0.0116)	6.35% (0.0217)	3.34% (0.0155)	7.61% (0.0233)	11.16% (0.0314)
		33	8	4	9	12
	Don't Know	6.26% (0.0119)	11.11% (0.0280)	10.31% (0.0317)	1.76% (0.0126)	0.79% (0.0064)
		29	14	12	2	1



Play Every Day Global Impact Evaluation Results (Child, India)			Analysis Group			
Question	Response Options	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q1. What is your favorite thing to do at home?		Base	25.00% (0.0203)	25.00% (0.0209)	25.00% (0.0205)	25.00% (0.0217)
		118	118	118	118	118
	Playing (dolls, cars, balls, jump rope, toys etc)	51.49% (0.0241)	62.71% (0.0446)	64.02% (0.0461)	51.81% (0.0469)	27.41% (0.0438)
		243	74	76	61	32
	Refused (vol.)	0.64% (0.0037)	2.54% (0.0145)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		3	3	0	0	0
	Don't Know (vol)	0.34% (0.0025)	0.85% (0.0084)	0.52% (0.0052)	0.00% (0.0000)	0.00% (0.0000)
		2	1	1	0	0
	Play (General)	10.12% (0.0160)	0.00% (0.0000)	0.00% (0.0000)	16.56% (0.0356)	23.94% (0.0472)
		48	0	0	20	28
	Eating	4.63% (0.0102)	0.00% (0.0000)	2.33% (0.0163)	0.69% (0.0069)	15.49% (0.0351)
		22	0	3	1	18
	Watching TV, cartoons	11.82% (0.0151)	16.95% (0.0346)	18.37% (0.0366)	5.25% (0.0214)	6.72% (0.0228)
		56	20	22	6	8
	Cook and Clean	2.74% (0.0080)	1.69% (0.0119)	3.30% (0.0158)	1.94% (0.0138)	4.02% (0.0208)
		13	2	4	2	5
	Read, write, colour	2.92% (0.0083)	1.69% (0.0119)	1.47% (0.0108)	6.09% (0.0229)	2.41% (0.0177)
		14	2	2	7	3
	Playing (singing, dancing, listening to music)	4.98% (0.0105)	1.69% (0.0119)	1.98% (0.0139)	10.20% (0.0288)	6.04% (0.0233)
		24	2	2	12	7
	Studying	9.26% (0.0136)	11.86% (0.0298)	8.01% (0.0267)	6.15% (0.0212)	11.02% (0.0296)
		44	14	9	7	13
	Other	1.06% (0.0068)	0.00% (0.0000)	0.00% (0.0000)	1.31% (0.0130)	2.95% (0.0236)
		5	0	0	2	3
Q2. What do you like to do before you go to sleep?	Bath, brush teeth	1.50% (0.0064)	0.85% (0.0084)	5.15% (0.0235)	0.00% (0.0000)	0.00% (0.0000)
		7	1	6	0	0
	Don't Know	1.30% (0.0053)	4.24% (0.0186)	0.95% (0.0095)	0.00% (0.0000)	0.00% (0.0000)
		6	5	1	0	0
	Refused	1.48% (0.0055)	2.54% (0.0145)	3.38% (0.0162)	0.00% (0.0000)	0.00% (0.0000)
		7	3	4	0	0
	Eat or drink	11.45% (0.0162)	1.69% (0.0119)	4.95% (0.0208)	13.43% (0.0319)	25.74% (0.0466)



		54	2	6	16	30
	Watch TV	33.57% (0.0225)	36.44% (0.0444)	25.70% (0.0412)	46.75% (0.0468)	25.40% (0.0436)
		158	43	30	55	30
	Playing (dolls, cars, singing, etc)	29.10% (0.0217)	37.29% (0.0446)	46.63% (0.0484)	15.22% (0.0339)	17.26% (0.0352)
		137	44	55	18	20
	Praying	4.84% (0.0105)	0.00% (0.0000)	0.00% (0.0000)	7.47% (0.0246)	11.91% (0.0327)
		23	0	0	9	14
	Routine bed-time activities (change clothes, turn off lights etc)	3.00% (0.0078)	2.54% (0.0145)	2.24% (0.0135)	3.72% (0.0164)	3.49% (0.0175)
		14	3	3	4	4
	Reading, writing	4.69% (0.0107)	1.69% (0.0119)	3.68% (0.0173)	6.72% (0.0236)	6.68% (0.0284)
		22	2	4	8	8
	Studying	8.30% (0.0136)	10.17% (0.0279)	6.80% (0.0243)	6.69% (0.0234)	9.53% (0.0318)
		39	12	8	8	11
	Other	0.77% (0.0039)	2.54% (0.0145)	0.52% (0.0052)	0.00% (0.0000)	0.00% (0.0000)
		4	3	1	0	0
Q3_1. What do you like to play?...Play sets, tools, kits (like kitchen sets, work benches, doctors kits, or tools)	Not Mentioned	29.97% (0.0227)	29.66% (0.0421)	45.37% (0.0485)	12.71% (0.0306)	32.15% (0.0505)
		141	35	54	15	38
	Mentioned	70.03% (0.0227)	70.34% (0.0421)	54.63% (0.0485)	87.29% (0.0306)	67.85% (0.0505)
		331	83	64	103	80
Q3_2. What do you like to play?...Be outside (playground, yard, street)	Not Mentioned	20.05% (0.0193)	29.66% (0.0421)	28.95% (0.0438)	1.53% (0.0108)	20.05% (0.0409)
		95	35	34	2	24
	Mentioned	79.95% (0.0193)	70.34% (0.0421)	71.05% (0.0438)	98.47% (0.0108)	79.95% (0.0409)
		377	83	84	116	94
Q3_3. What do you like to play?...Sports (throwing/catching a ball)	Not Mentioned	20.90% (0.0196)	31.36% (0.0428)	28.45% (0.0440)	7.29% (0.0238)	16.48% (0.0386)
		99	37	34	9	19
	Mentioned	79.10% (0.0196)	68.64% (0.0428)	71.55% (0.0440)	92.71% (0.0238)	83.52% (0.0386)
		373	81	84	109	99
Q3_4. What do you like to play?...Playing with toys like cars, dolls	Not Mentioned	16.99% (0.0175)	23.73% (0.0392)	21.68% (0.0389)	4.29% (0.0173)	18.26% (0.0366)
		80	28	26	5	22
	Mentioned	83.01% (0.0175)	76.27% (0.0392)	78.32% (0.0389)	95.71% (0.0173)	81.74% (0.0366)
		392	90	92	113	96
Q3_5. What do you like to play?...Pretend roles or that	Not Mentioned	37.34% (0.0235)	55.08% (0.0458)	49.51% (0.0484)	13.31% (0.0310)	31.44% (0.0491)
		176	65	58	16	37



a thing is something else (imaginary play)	Mentioned	62.66% (0.0235)	44.92% (0.0458)	50.49% (0.0484)	86.69% (0.0310)	68.56% (0.0491)
		296	53	60	102	81
Q3_6. What do you like to play?...Using common materials like clay, paper, cloth or cardboard to build and create things	Not Mentioned	36.67% (0.0234)	48.31% (0.0461)	55.73% (0.0478)	8.07% (0.0236)	34.57% (0.0501)
		173	57	66	10	41
	Mentioned	63.33% (0.0234)	51.69% (0.0461)	44.27% (0.0478)	91.93% (0.0236)	65.43% (0.0501)
		299	61	52	108	77
Q3_7. What do you like to play?...Other (specify)	Not Mentioned	83.63% (0.0245)	86.44% (0.0316)	83.08% (0.0359)	0.00% (0.0000)	0.00% (0.0000)
		200	102	98	0	0
	Riding my bike	2.07% (0.0094)	1.69% (0.0119)	1.55% (0.0115)	35.06% (0.2797)	0.00% (0.0000)
		5	2	2	1	0
	Playing board games	3.18% (0.0113)	2.54% (0.0145)	2.95% (0.0152)	35.06% (0.2797)	0.00% (0.0000)
		8	3	3	1	0
	Playing on mobile phone	2.85% (0.0108)	2.54% (0.0145)	2.44% (0.0144)	29.88% (0.2571)	0.00% (0.0000)
		7	3	3	1	0
	Watching TV	5.40% (0.0154)	4.24% (0.0186)	6.71% (0.0250)	0.00% (0.0000)	0.00% (0.0000)
		13	5	8	0	0
	Playing with my family	1.42% (0.0082)	0.00% (0.0000)	2.87% (0.0164)	0.00% (0.0000)	0.00% (0.0000)
		3	0	3	0	0
	Play hide and seek	1.25% (0.0072)	2.54% (0.0145)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		3	3	0	0	0
	Draw	0.20% (0.0020)	0.00% (0.0000)	0.40% (0.0040)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q3_98. Refused (vol.)	Not Mentioned	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)
		472	118	118	118	118
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q3_99. Dont Know (vol.)	Not Mentioned	99.79% (0.0021)	99.15% (0.0084)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)
		471	117	118	118	118
	Don't Know (vol)	0.21% (0.0021)	0.85% (0.0084)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
Q4. Where do you like to play the most?	At my home	38.53% (0.0235)	34.75% (0.0439)	46.17% (0.0484)	39.40% (0.0457)	33.81% (0.0492)



			182	41	54	46	40
		Outside	46.50% (0.0240)	55.08% (0.0458)	38.25% (0.0469)	40.21% (0.0463)	52.46% (0.0512)
			219	65	45	47	62
		At school	12.55% (0.0156)	6.78% (0.0232)	15.58% (0.0340)	15.41% (0.0333)	12.45% (0.0326)
			59	8	18	18	15
		At a family members home	0.85% (0.0042)	3.39% (0.0167)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
			4	4	0	0	0
		Other location (where exactly?)	1.56% (0.0057)	0.00% (0.0000)	0.00% (0.0000)	4.98% (0.0203)	1.27% (0.0100)
			7	0	0	6	2
		Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
			0	0	0	0	0
		Don't Know (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
			0	0	0	0	0
Q5. Do you like playing by yourself, or playing with others?	By myself		11.73% (0.0164)	11.02% (0.0289)	20.64% (0.0395)	0.77% (0.0077)	14.51% (0.0406)
			55	13	24	1	17
	With parents		11.07% (0.0155)	12.71% (0.0307)	7.51% (0.0257)	14.72% (0.0345)	9.35% (0.0320)
			52	15	9	17	11
	With siblings		44.21% (0.0239)	48.31% (0.0461)	42.21% (0.0476)	47.91% (0.0470)	38.42% (0.0501)
			209	57	50	57	45
	With friends		32.25% (0.0221)	27.97% (0.0414)	29.65% (0.0445)	35.91% (0.0440)	35.48% (0.0469)
			152	33	35	42	42
	Other		0.73% (0.0037)	0.00% (0.0000)	0.00% (0.0000)	0.69% (0.0069)	2.24% (0.0129)
			3	0	0	1	3
	Refused (vol)		0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
			0	0	0	0	0
	Don't Know (vol)		0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
			0	0	0	0	0
Q5a. Can you tell me who you like to play with the most?	Myself (alone)		4.37% (0.0095)	9.32% (0.0268)	6.43% (0.0229)	0.77% (0.0077)	0.95% (0.0095)
			21	11	8	1	1
	Don't Know (vol)		0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
			0	0	0	0	0
	Friend(s)		33.16% (0.0225)	28.81% (0.0417)	32.93% (0.0463)	31.06% (0.0423)	39.83% (0.0492)
			157	34	39	37	47
	Mom/Dad (parent)		11.45% (0.0156)	8.47% (0.0257)	13.15% (0.0335)	13.03% (0.0332)	11.16% (0.0318)
			54	10	16	15	13
	Grandparent(s)		1.94% (0.0065)	3.39% (0.0167)	0.95% (0.0095)	3.43% (0.0173)	0.00% (0.0000)



		9	4	1	4	0
	Sibling(s) (brother/sister)	46.62% (0.0241)	49.15% (0.0461)	42.77% (0.0475)	50.32% (0.0469)	44.22% (0.0514)
		220	58	50	59	52
	Uncle or aunt	0.80% (0.0040)	0.00% (0.0000)	0.89% (0.0089)	0.69% (0.0069)	1.62% (0.0114)
		4	0	1	1	2
	Cousin(s)	1.26% (0.0052)	0.85% (0.0084)	2.87% (0.0164)	0.69% (0.0069)	0.62% (0.0062)
		6	1	3	1	1
	Other	0.40% (0.0040)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	1.60% (0.0159)
		2	0	0	0	2
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5ba. Have you ...[Had someone read you a book]?	Yes	86.02% (0.0166)	77.97% (0.0382)	80.74% (0.0382)	94.20% (0.0201)	91.17% (0.0298)
		406	92	95	111	108
	No	13.32% (0.0162)	20.34% (0.0371)	18.31% (0.0374)	5.80% (0.0201)	8.83% (0.0298)
		63	24	22	7	10
	Refused (vol)	0.42% (0.0030)	1.69% (0.0119)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		2	2	0	0	0
	Don't Know (vol)	0.24% (0.0024)	0.00% (0.0000)	0.95% (0.0095)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
Q5bb. Have you ...[Looked at or read a book]?	Yes	87.26% (0.0159)	78.81% (0.0377)	76.02% (0.0419)	97.57% (0.0139)	96.65% (0.0154)
		412	93	90	115	114
	No	11.64% (0.0153)	18.64% (0.0359)	22.14% (0.0409)	2.43% (0.0139)	3.35% (0.0154)
		55	22	26	3	4
	Refused (vol)	0.86% (0.0043)	2.54% (0.0145)	0.89% (0.0089)	0.00% (0.0000)	0.00% (0.0000)
		4	3	1	0	0
	Don't Know (vol)	0.24% (0.0024)	0.00% (0.0000)	0.95% (0.0095)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
Q5bc. Have you ...[Done chores around the house]?	Yes	83.57% (0.0184)	85.59% (0.0324)	76.60% (0.0413)	89.32% (0.0274)	82.78% (0.0425)
		394	101	90	105	98
	No	13.73% (0.0164)	10.17% (0.0279)	21.50% (0.0401)	10.68% (0.0274)	12.56% (0.0325)
		65	12	25	13	15
	Refused (vol)	2.46% (0.0096)	4.24% (0.0186)	0.95% (0.0095)	0.00% (0.0000)	4.66% (0.0318)
		12	5	1	0	6
	Don't Know (vol)	0.24% (0.0024)	0.00% (0.0000)	0.95% (0.0095)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0





Q5bd. Have you ...[Used flash cards with words/ pictures or math]?	Yes	63.70% (0.0232)	55.93% (0.0458)	43.19% (0.0474)	69.36% (0.0435)	86.33% (0.0337)
		301	66	51	82	102
	No	33.70% (0.0228)	36.44% (0.0444)	54.04% (0.0479)	30.64% (0.0435)	13.67% (0.0337)
		159	43	64	36	16
	Refused (vol)	1.69% (0.0060)	6.78% (0.0232)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		8	8	0	0	0
	Don't Know (vol)	0.90% (0.0042)	0.85% (0.0084)	2.77% (0.0145)	0.00% (0.0000)	0.00% (0.0000)
		4	1	3	0	0
Q5be. Have you ...[Watched TV or videos]?	Yes	95.64% (0.0101)	90.68% (0.0268)	95.06% (0.0226)	100.00% (0.0000)	96.83% (0.0193)
		451	107	112	118	114
	No	3.70% (0.0094)	7.63% (0.0245)	3.99% (0.0208)	0.00% (0.0000)	3.17% (0.0193)
		17	9	5	0	4
	Refused (vol)	0.42% (0.0030)	1.69% (0.0119)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		2	2	0	0	0
	Don't Know (vol)	0.24% (0.0024)	0.00% (0.0000)	0.95% (0.0095)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
Q5bf. Have you ...[Sung or danced to videos on TV or a mobile phone]?	Yes	92.22% (0.0141)	92.37% (0.0245)	90.69% (0.0309)	96.51% (0.0154)	89.31% (0.0365)
		435	109	107	114	105
	No	7.54% (0.0139)	7.63% (0.0245)	8.35% (0.0298)	3.49% (0.0154)	10.69% (0.0365)
		36	9	10	4	13
	Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol)	0.24% (0.0024)	0.00% (0.0000)	0.95% (0.0095)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
Q5bg. Have you ...[Used a mobile phone]?	Yes	93.69% (0.0115)	90.68% (0.0268)	91.91% (0.0272)	95.18% (0.0196)	96.98% (0.0158)
		442	107	108	112	114
	No	6.07% (0.0113)	9.32% (0.0268)	7.13% (0.0258)	4.82% (0.0196)	3.02% (0.0158)
		29	11	8	6	4
	Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol)	0.24% (0.0024)	0.00% (0.0000)	0.95% (0.0095)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
	Like	99.10% (0.0055)	98.91% (0.0108)	98.08% (0.0190)	99.26% (0.0073)	100.00% (0.0000)



Q5ca. (If Q5b=1) How do you like it? Had someone read you a book?		402	91	93	110	108
	Neutral	0.25% (0.0025)	1.09% (0.0108)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	Dislike	0.65% (0.0049)	0.00% (0.0000)	1.92% (0.0190)	0.74% (0.0073)	0.00% (0.0000)
		3	0	2	1	0
	Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5cb. (If Q5b=1) How do you like it? Looked at or read a book?	Like	98.05% (0.0069)	95.70% (0.0211)	96.89% (0.0183)	100.00% (0.0000)	98.93% (0.0107)
		404	89	87	115	113
	Neutral	1.15% (0.0052)	3.23% (0.0183)	1.94% (0.0142)	0.00% (0.0000)	0.00% (0.0000)
		5	3	2	0	0
	Dislike	0.80% (0.0046)	1.08% (0.0107)	1.17% (0.0117)	0.00% (0.0000)	1.07% (0.0107)
		3	1	1	0	1
	Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5cc. (If Q5b=1) How do you like it? Done chores around the house?	Like	96.74% (0.0095)	97.03% (0.0169)	92.96% (0.0309)	96.67% (0.0164)	100.00% (0.0000)
		382	98	84	102	98
	Neutral	1.74% (0.0066)	1.98% (0.0139)	2.42% (0.0169)	2.55% (0.0146)	0.00% (0.0000)
		7	2	2	3	0
	Dislike	0.93% (0.0057)	0.99% (0.0099)	2.03% (0.0200)	0.78% (0.0078)	0.00% (0.0000)
		4	1	2	1	0
	Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol)	0.60% (0.0042)	0.00% (0.0000)	2.60% (0.0181)	0.00% (0.0000)	0.00% (0.0000)
		2	0	2	0	0
Q5cd. (If Q5b=1) How do you like it? Used flash cards with words/ pictures or math?	Like	99.29% (0.0050)	98.48% (0.0151)	97.78% (0.0220)	100.00% (0.0000)	100.00% (0.0000)
		299	65	50	82	102
	Neutral	0.71% (0.0050)	1.52% (0.0151)	2.22% (0.0220)	0.00% (0.0000)	0.00% (0.0000)
		2	1	1	0	0
	Dislike	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0



	Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5ce. (If Q5b=1) How do you like it? Watched TV or videos?	Like	99.60% (0.0029)	99.07% (0.0093)	100.00% (0.0000)	99.31% (0.0069)	100.00% (0.0000)
		450	106	112	117	114
	Neutral	0.40% (0.0029)	0.93% (0.0093)	0.00% (0.0000)	0.69% (0.0069)	0.00% (0.0000)
		2	1	0	1	0
	Dislike	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5cf. (If Q5b=1) How do you like it? Sung or danced to videos on TV or a mobile phone?	Like	98.48% (0.0058)	99.08% (0.0091)	96.26% (0.0188)	99.21% (0.0078)	99.31% (0.0069)
		429	108	103	113	105
	Neutral	1.38% (0.0057)	0.92% (0.0091)	3.17% (0.0180)	0.79% (0.0078)	0.69% (0.0069)
		6	1	3	1	1
	Dislike	0.14% (0.0014)	0.00% (0.0000)	0.58% (0.0058)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
	Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5cg. (If Q5b=1) How do you like it? Used a mobile phone?	Like	99.77% (0.0023)	99.07% (0.0093)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)
		441	106	108	112	114
	Neutral	0.23% (0.0023)	0.93% (0.0093)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	Dislike	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0



Q6. Do you watch Galli Galli Sim Sim on TV?	Yes	37.42% (0.0233)	31.36% (0.0428)	19.10% (0.0371)	53.67% (0.0467)	45.55% (0.0509)
		177	37	23	63	54
	No	60.58% (0.0236)	68.64% (0.0428)	73.92% (0.0423)	46.33% (0.0467)	53.41% (0.0510)
		286	81	87	55	63
	Refused (vol)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol)	2.00% (0.0071)	0.00% (0.0000)	6.98% (0.0259)	0.00% (0.0000)	1.04% (0.0103)
		9	0	8	0	1
Q7_1. (If Q6=1) Who is your favorite character on Sesame Street? ...Chamki	Not Mentioned	79.99% (0.0192)	83.90% (0.0339)	88.29% (0.0301)	67.91% (0.0443)	79.86% (0.0402)
		378	99	104	80	94
	Mentioned	20.01% (0.0192)	16.10% (0.0339)	11.71% (0.0301)	32.09% (0.0443)	20.14% (0.0402)
		94	19	14	38	24
Q7_2. (If Q6=1) Who is your favorite character on Sesame Street?... Googly	Not Mentioned	82.39% (0.0180)	78.81% (0.0377)	88.50% (0.0302)	77.57% (0.0399)	84.67% (0.0343)
		389	93	104	92	100
	Mentioned	17.61% (0.0180)	21.19% (0.0377)	11.50% (0.0302)	22.43% (0.0399)	15.33% (0.0343)
		83	25	14	26	18
Q7_3. (If Q6=1) Who is your favorite character on Sesame Street?...Elmo	Not Mentioned	78.95% (0.0198)	82.20% (0.0352)	86.50% (0.0328)	68.55% (0.0444)	78.56% (0.0423)
		373	97	102	81	93
	Mentioned	21.05% (0.0198)	17.80% (0.0352)	13.50% (0.0328)	31.45% (0.0444)	21.44% (0.0423)
		99	21	16	37	25
Q7_97. Not Asked	Not Mentioned	28.38% (0.0235)	0.00% (0.0000)	0.00% (0.0000)	53.67% (0.0467)	45.55% (0.0509)
		117	0	0	63	54
	Mentioned	71.62% (0.0235)	100.00% (0.0000)	100.00% (0.0000)	46.33% (0.0467)	54.45% (0.0509)
		295	81	95	55	64
Q7_98. Refused (vol.)	Not Mentioned	98.10% (0.0086)	0.00% (0.0000)	0.00% (0.0000)	99.31% (0.0069)	100.00% (0.0000)
		235	0	0	117	118
	Refused (vol.)	1.90% (0.0086)	100.00% (0.0000)	100.00% (0.0000)	0.69% (0.0069)	0.00% (0.0000)
		5	2	2	1	0
Q7_99. Dont Know (vol.)	Not Mentioned	99.16% (0.0059)	0.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	0.00% (0.0000)
		236	0	118	118	0
	Don't Know (vol)	0.84% (0.0059)	100.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		2	2	0	0	0



Q8a. [Image 1 - Kitchen set] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response	Cooking	67.00% (0.0231)	76.27% (0.0392)	56.82% (0.0480)	75.33% (0.0397)	59.57% (0.0519)
		316	90	67	89	70
	Drinking (tea, water, juice)	5.00% (0.0122)	0.85% (0.0084)	6.29% (0.0241)	3.58% (0.0158)	9.30% (0.0371)
		24	1	7	4	11
	Playing (make tea, cook)	10.00% (0.0137)	5.93% (0.0218)	8.63% (0.0255)	13.11% (0.0303)	12.32% (0.0306)
		47	7	10	15	15
	Other	3.21% (0.0094)	0.85% (0.0084)	0.00% (0.0000)	2.21% (0.0157)	9.78% (0.0319)
		15	1	0	3	12
	Refused (vol.)	1.26% (0.0070)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	5.03% (0.0271)
		6	0	0	0	6
Q8b. [Image 1 - Kitchen set] Interviewer Probe: Is there anything else you can do or play with these things? Second response	Cooking	31.53% (0.0222)	28.81% (0.0417)	11.52% (0.0308)	48.66% (0.0469)	37.15% (0.0492)
		149	34	14	57	44
	Drinking (tea, water, juice)	10.82% (0.0145)	0.00% (0.0000)	2.51% (0.0148)	25.25% (0.0403)	15.50% (0.0343)
		51	0	3	30	18
	Playing (make tea, cook)	14.17% (0.0166)	22.88% (0.0387)	30.13% (0.0447)	1.57% (0.0112)	2.08% (0.0128)
		67	27	36	2	2
	Other	5.06% (0.0113)	0.85% (0.0084)	1.04% (0.0074)	4.70% (0.0212)	13.66% (0.0366)
		24	1	1	6	16
	Refused (vol)	5.61% (0.0124)	0.00% (0.0000)	0.00% (0.0000)	2.22% (0.0127)	20.23% (0.0436)
		26	0	0	3	24
Q9a. [Image 2 - Plastic containers] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response	Use for storage	37.23% (0.0234)	14.41% (0.0324)	5.07% (0.0247)	69.08% (0.0428)	60.38% (0.0507)
		176	17	6	82	71
	I use as a piggybank	2.00% (0.0064)	3.39% (0.0167)	4.62% (0.0192)	0.00% (0.0000)	0.00% (0.0000)
		9	4	5	0	0
	I will build something	2.43% (0.0073)	3.39% (0.0167)	6.35% (0.0236)	0.00% (0.0000)	0.00% (0.0000)
		11	4	7	0	0
	I will play with my kitchen set	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused	0.75% (0.0036)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	3.01% (0.0145)
		4	0	0	0	4



	Don't Know (vol)	16.25% (0.0176)	22.03% (0.0382)	30.75% (0.0445)	8.85% (0.0277)	3.37% (0.0184)
		77	26	36	10	4
	By making car	2.60% (0.0075)	5.08% (0.0202)	3.34% (0.0172)	0.00% (0.0000)	1.99% (0.0139)
		12	6	4	0	2
	By making a train	1.50% (0.0052)	2.54% (0.0145)	3.44% (0.0146)	0.00% (0.0000)	0.00% (0.0000)
		7	3	4	0	0
	By making an airplane	1.30% (0.0057)	0.85% (0.0084)	0.00% (0.0000)	2.13% (0.0122)	2.22% (0.0169)
		6	1	0	3	3
	I play with the box	2.01% (0.0067)	2.54% (0.0145)	2.87% (0.0164)	2.63% (0.0154)	0.00% (0.0000)
		9	3	3	3	0
	I use it for spices/ sugar/ salt	14.09% (0.0172)	14.41% (0.0324)	14.11% (0.0322)	9.73% (0.0265)	18.13% (0.0430)
		67	17	17	11	21
	I take food in lunch for school	7.50% (0.0126)	7.63% (0.0245)	7.15% (0.0255)	4.64% (0.0187)	10.58% (0.0302)
		35	9	8	5	12
	I will keep food in it	11.01% (0.0149)	21.19% (0.0377)	19.59% (0.0392)	2.93% (0.0145)	0.32% (0.0032)
		52	25	23	3	0
	I will use it as a drum	1.31% (0.0055)	2.54% (0.0145)	2.72% (0.0162)	0.00% (0.0000)	0.00% (0.0000)
		6	3	3	0	0
Q9b. [Image 2 - Plastic containers] Interviewer Probe: Is there anything else you can do or play with these things? Second response	Use for storage	23.46% (0.0203)	9.32% (0.0268)	2.50% (0.0148)	41.99% (0.0464)	40.01% (0.0495)
		111	11	3	50	47
	I use as a piggybank	4.38% (0.0093)	10.17% (0.0279)	7.33% (0.0234)	0.00% (0.0000)	0.00% (0.0000)
		21	12	9	0	0
	I will build something	1.00% (0.0054)	0.00% (0.0000)	4.01% (0.0212)	0.00% (0.0000)	0.00% (0.0000)
		5	0	5	0	0
	I will play with my kitchen set	2.36% (0.0077)	1.69% (0.0119)	7.73% (0.0276)	0.00% (0.0000)	0.00% (0.0000)
		11	2	9	0	0
	Refused	3.52% (0.0100)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	14.09% (0.0376)
		17	0	0	0	17
	Don't Know (vol)	33.25% (0.0227)	46.61% (0.0460)	53.94% (0.0483)	19.16% (0.0371)	13.27% (0.0374)
		157	55	64	23	16
	Making a car	0.95% (0.0043)	1.69% (0.0119)	0.52% (0.0052)	0.77% (0.0077)	0.81% (0.0081)
		4	2	1	1	1
	Making a train	0.66% (0.0038)	1.69% (0.0119)	0.95% (0.0095)	0.00% (0.0000)	0.00% (0.0000)
		3	2	1	0	0
	Making an airplane	1.04% (0.0047)	0.00% (0.0000)	0.00% (0.0000)	3.11% (0.0154)	1.04% (0.0103)
		5	0	0	4	1



	I play with the box	2.80% (0.0079)	3.39% (0.0167)	0.52% (0.0052)	5.30% (0.0219)	1.99% (0.0139)
		13	4	1	6	2
	I use it for spices/ sugar/ salt	11.98% (0.0154)	6.78% (0.0232)	4.50% (0.0190)	24.78% (0.0403)	11.86% (0.0328)
		57	8	5	29	14
	I take food in lunch for school	7.20% (0.0128)	3.39% (0.0167)	4.56% (0.0205)	4.88% (0.0199)	15.99% (0.0375)
		34	4	5	6	19
	I will keep food in it	7.30% (0.0125)	15.25% (0.0331)	13.02% (0.0338)	0.00% (0.0000)	0.94% (0.0070)
		34	18	15	0	1
	I will use it as a drum	0.10% (0.0010)	0.00% (0.0000)	0.40% (0.0040)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q10a. [Image 3 - Sand or clay] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response	Coloring or drawing	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Writing	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Pretend cooking (eating, drinking)	2.92% (0.0080)	7.63% (0.0245)	4.04% (0.0199)	0.00% (0.0000)	0.00% (0.0000)
		14	9	5	0	0
	Play (general)	0.87% (0.0044)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	3.50% (0.0173)
		4	0	0	0	4
	Build an object (house, airplane, car)	83.03% (0.0184)	78.81% (0.0377)	80.16% (0.0390)	89.57% (0.0292)	83.59% (0.0394)
		392	93	95	106	99
	Other	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused	1.65% (0.0075)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	6.60% (0.0290)
		8	0	0	0	8
	Don't Know	11.53% (0.0154)	13.56% (0.0315)	15.81% (0.0355)	10.43% (0.0292)	6.31% (0.0248)
		54	16	19	12	7
Q10b. [Image 3 - Sand or clay] Interviewer Probe: Is there anything else you can do or play with these things? Second response	Coloring or drawing	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Writing	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Pretend cooking (eating, drinking)	3.43% (0.0088)	7.63% (0.0245)	6.11% (0.0242)	0.00% (0.0000)	0.00% (0.0000)
		16	9	7	0	0
	Play (general)	0.60% (0.0036)	0.00% (0.0000)	0.00% (0.0000)	0.76% (0.0076)	1.65% (0.0120)
		3	0	0	1	2
	Build an object (house, airplane, car)	61.70% (0.0236)	53.39% (0.0460)	51.98% (0.0484)	74.69% (0.0415)	66.74% (0.0500)
		291	63	61	88	79



	Other	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused	4.18% (0.0112)	0.00% (0.0000)	0.00% (0.0000)	1.46% (0.0103)	15.26% (0.0406)
		20	0	0	2	18
	Don't Know	30.08% (0.0222)	38.98% (0.0449)	41.91% (0.0478)	23.09% (0.0405)	16.35% (0.0389)
		142	46	49	27	19
Q11a. [Image 4 - Stationary items including paper, pens, paper and crayons] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response	Writing	11.01% (0.0147)	16.10% (0.0339)	15.54% (0.0347)	8.64% (0.0266)	3.78% (0.0170)
		52	19	18	10	4
	Coloring	27.20% (0.0221)	27.12% (0.0410)	21.32% (0.0405)	3.80% (0.0168)	56.57% (0.0502)
		128	32	25	4	67
	Drawing	53.35% (0.0241)	49.15% (0.0461)	49.16% (0.0484)	84.92% (0.0336)	30.17% (0.0446)
		252	58	58	100	36
	Studying	2.70% (0.0090)	0.00% (0.0000)	0.00% (0.0000)	1.33% (0.0094)	9.49% (0.0333)
		13	0	0	2	11
	Other	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	5.73% (0.0113)	7.63% (0.0245)	13.98% (0.0339)	1.31% (0.0130)	0.00% (0.0000)
		27	9	16	2	0
Q11b. [Image 4 - Stationary items including paper, pens, paper and crayons] Interviewer Probe: Is there anything else you can do or play with these things? Second response	Writing	30.71% (0.0223)	39.83% (0.0451)	36.09% (0.0467)	31.25% (0.0447)	15.68% (0.0376)
		145	47	43	37	19
	Coloring	5.65% (0.0119)	4.24% (0.0186)	5.84% (0.0239)	3.37% (0.0170)	9.15% (0.0322)
		27	5	7	4	11
	Drawing	24.76% (0.0206)	7.63% (0.0245)	7.03% (0.0241)	33.11% (0.0434)	51.26% (0.0513)
		117	9	8	39	60
	Study	9.69% (0.0134)	3.39% (0.0167)	4.45% (0.0203)	22.69% (0.0383)	8.24% (0.0235)
		46	4	5	27	10
	Play	0.24% (0.0024)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.95% (0.0095)
		1	0	0	0	1
	Other	0.19% (0.0019)	0.00% (0.0000)	0.00% (0.0000)	0.76% (0.0076)	0.00% (0.0000)
		1	0	0	1	0
	Refused (vol)	3.66% (0.0110)	0.00% (0.0000)	0.00% (0.0000)	0.69% (0.0069)	13.93% (0.0404)
		17	0	0	1	16
	Don't Know (vol)	25.11% (0.0206)	44.92% (0.0458)	46.60% (0.0482)	8.12% (0.0269)	0.80% (0.0080)
		119	53	55	10	1





Q12a. [Image 5 - Recyclable items including plastic bottle, cans, and cardboard] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response	For drinking/storing (water, juice, cold drinks)	43.92% (0.0240)	27.12% (0.0410)	25.52% (0.0421)	64.09% (0.0445)	58.95% (0.0504)
		207	32	30	76	70
	Build/create something (boat, train, car, trumpet)	27.38% (0.0214)	33.05% (0.0433)	27.87% (0.0432)	17.40% (0.0338)	31.21% (0.0479)
		129	39	33	21	37
	Play (general)	2.30% (0.0070)	5.08% (0.0202)	2.65% (0.0158)	0.67% (0.0067)	0.81% (0.0081)
		11	6	3	1	1
	Other	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused	0.76% (0.0036)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	3.05% (0.0145)
		4	0	0	0	4
Q12b. [Image 5 - Recyclable items including plastic bottle, cans, and cardboard] Interviewer Probe: Is there anything else you can do or play with these things? Second response	For drinking/storing (water, juice, cold drinks)	21.98% (0.0206)	15.25% (0.0331)	14.43% (0.0344)	24.87% (0.0404)	33.35% (0.0503)
		104	18	17	29	39
	Build/create something (boat, train, car, trumpet)	22.53% (0.0196)	11.86% (0.0298)	10.61% (0.0300)	44.69% (0.0466)	22.97% (0.0394)
		106	14	13	53	27
	Play (general)	3.44% (0.0086)	5.93% (0.0218)	6.13% (0.0231)	0.76% (0.0076)	0.95% (0.0095)
		16	7	7	1	1
	Other	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused	5.39% (0.0105)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	21.58% (0.0393)
		25	0	0	0	25
	Don't Know	46.66% (0.0240)	66.95% (0.0433)	68.83% (0.0450)	29.69% (0.0431)	21.16% (0.0444)
		220	79	81	35	25

Play Every Day Global Impact Evaluation Results (Primary Caregiver, Mexico)			Analysis Group			
Question	Response Options	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q4. What is your marital status?		Base	27.45% (0.0216)	24.67% (0.0207)	25.69% (0.0238)	22.19% (0.0245)
			131	118	123	106



Q5. What is the highest level of education you have completed?	Never married	25.54% (0.0237)	21.37% (0.0359)	27.32% (0.0415)	24.37% (0.0475)	30.08% (0.0640)
		122	28	32	30	32
	Married	34.58% (0.0248)	28.24% (0.0394)	36.43% (0.0450)	31.40% (0.0500)	44.03% (0.0642)
		165	37	43	39	47
	Association (civil union)	4.42% (0.0114)	0.00% (0.0000)	1.68% (0.0126)	14.17% (0.0393)	1.65% (0.0117)
		21	0	2	17	2
	Free union (not married)	26.76% (0.0223)	34.35% (0.0415)	29.92% (0.0414)	20.79% (0.0434)	20.77% (0.0502)
		128	45	35	26	22
	Divorced or separated	7.79% (0.0136)	14.50% (0.0308)	4.52% (0.0178)	7.93% (0.0316)	2.97% (0.0208)
		37	19	5	10	3
	Widowed	0.91% (0.0047)	1.53% (0.0107)	0.13% (0.0013)	1.35% (0.0134)	0.50% (0.0050)
		4	2	0	2	1
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	None (illiterate)	0.11% (0.0008)	0.00% (0.0000)	0.15% (0.0015)	0.00% (0.0000)	0.34% (0.0034)
		1	0	0	0	0
	Completed college	24.06% (0.0226)	22.14% (0.0363)	23.83% (0.0402)	26.00% (0.0445)	24.43% (0.0610)
		115	29	28	32	26
	Master's degree	0.63% (0.0036)	2.29% (0.0131)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		3	3	0	0	0
	Doctorate	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Incomplete elementary school	0.76% (0.0042)	1.53% (0.0107)	0.15% (0.0015)	1.18% (0.0117)	0.00% (0.0000)
		4	2	0	1	0
	Complete elementary school	1.66% (0.0058)	0.76% (0.0076)	4.12% (0.0180)	0.00% (0.0000)	1.94% (0.0138)
		8	1	5	0	2
	Incomplete secondary school	1.95% (0.0069)	2.29% (0.0131)	0.83% (0.0064)	3.74% (0.0212)	0.69% (0.0069)
		9	3	1	5	1
	Complete secondary school	17.22% (0.0197)	16.03% (0.0321)	21.53% (0.0380)	14.08% (0.0416)	17.54% (0.0474)
		82	21	25	17	19



	Incomplete high school	13.68% (0.0185)	15.27% (0.0315)	9.00% (0.0258)	14.35% (0.0399)	16.15% (0.0492)
		65	20	11	18	17
	Complete high school	29.31% (0.0240)	29.77% (0.0400)	29.65% (0.0438)	29.82% (0.0516)	27.79% (0.0574)
		140	39	35	37	29
	Technical Career Degree	5.50% (0.0108)	4.58% (0.0183)	5.93% (0.0178)	4.10% (0.0182)	7.79% (0.0317)
		26	6	7	5	8
	Incomplete Bachelor's Degree	5.12% (0.0102)	5.34% (0.0197)	4.81% (0.0156)	6.74% (0.0252)	3.33% (0.0193)
		24	7	6	8	4
Q6. [Ask if Q4=2 or 3] What is the highest level of education your spouse/partner has completed?	None (illiterate)	0.31% (0.0019)	0.00% (0.0000)	0.22% (0.0022)	0.00% (0.0000)	1.15% (0.0083)
		1	0	0	0	1
	Completed college	22.71% (0.0266)	24.39% (0.0475)	19.94% (0.0450)	20.79% (0.0501)	26.12% (0.0698)
		71	20	16	17	18
	Master's degree	0.69% (0.0049)	1.22% (0.0121)	0.00% (0.0000)	1.45% (0.0144)	0.00% (0.0000)
		2	1	0	1	0
	Doctorate	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.80% (0.0048)	2.44% (0.0171)	0.00% (0.0000)	0.64% (0.0064)	0.00% (0.0000)
		3	2	0	1	0
	Incomplete elementary school	0.64% (0.0041)	1.22% (0.0121)	1.24% (0.0099)	0.00% (0.0000)	0.00% (0.0000)
		2	1	1	0	0
	Complete elementary school	5.49% (0.0136)	7.32% (0.0288)	2.79% (0.0134)	7.63% (0.0366)	3.98% (0.0215)
		17	6	2	6	3
	Incomplete secondary school	3.53% (0.0123)	3.66% (0.0208)	2.32% (0.0153)	3.71% (0.0258)	4.55% (0.0350)
		11	3	2	3	3
	Complete secondary school	21.77% (0.0265)	14.63% (0.0391)	24.75% (0.0487)	22.79% (0.0569)	25.52% (0.0658)
		68	12	20	19	18
	Incomplete high school	9.39% (0.0187)	8.54% (0.0309)	8.49% (0.0322)	17.07% (0.0520)	2.54% (0.0181)
		29	7	7	14	2
	Complete high school	24.27% (0.0274)	25.61% (0.0483)	24.73% (0.0492)	17.28% (0.0513)	30.25% (0.0701)
		76	21	20	14	21
	Technical Career Degree	5.15% (0.0127)	6.10% (0.0265)	9.60% (0.0339)	1.53% (0.0111)	3.16% (0.0222)
		16	5	8	1	2
	Incomplete Bachelor's Degree	5.24% (0.0131)	4.88% (0.0238)	5.92% (0.0245)	7.11% (0.0323)	2.73% (0.0217)
		16	4	5	6	2



Q7. Do you consider the households in your neighborhood to be poorer, about the same or wealthier compared to yours?	Poorer	3.86% (0.0099)	2.29% (0.0131)	2.59% (0.0135)	5.51% (0.0242)	5.29% (0.0267)
		18	3	3	7	6
	About the same	91.97% (0.0131)	91.60% (0.0243)	94.52% (0.0176)	91.23% (0.0292)	90.45% (0.0326)
		439	120	111	112	96
	Wealthier	4.14% (0.0089)	6.11% (0.0209)	2.76% (0.0115)	3.26% (0.0172)	4.26% (0.0195)
		20	8	3	4	5
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.03% (0.0003)	0.00% (0.0000)	0.13% (0.0013)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q8. Are you currently working, unemployed, a housewife (ASK ONLY WOMEN), a student, retired, or disabled and unable to work?	Working full-time	36.51% (0.0258)	35.88% (0.0420)	32.61% (0.0449)	40.17% (0.0541)	37.38% (0.0658)
		174	47	38	49	40
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Working part-time	31.34% (0.0247)	32.06% (0.0408)	35.29% (0.0459)	27.89% (0.0489)	30.03% (0.0627)
		150	42	42	34	32
	Unemployed	4.78% (0.0095)	3.82% (0.0168)	6.69% (0.0201)	2.74% (0.0150)	6.20% (0.0242)
		23	5	8	3	7
	Housewife	22.10% (0.0200)	22.14% (0.0363)	21.92% (0.0329)	22.03% (0.0449)	22.35% (0.0454)
		105	29	26	27	24
	Student	3.74% (0.0093)	3.82% (0.0168)	2.81% (0.0124)	4.64% (0.0230)	3.64% (0.0210)
		18	5	3	6	4
	Retired	0.49% (0.0026)	0.76% (0.0076)	0.36% (0.0027)	0.41% (0.0041)	0.40% (0.0041)
		2	1	0	1	0
	Disabled and unable to work	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Other	1.04% (0.0049)	1.53% (0.0107)	0.32% (0.0032)	2.13% (0.0150)	0.00% (0.0000)
		5	2	0	3	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q9. [Ask if I1=1] What is your relationship to the child participating in the workshop?	Parent	93.34% (0.0167)	90.84% (0.0253)		96.01% (0.0211)	
		237	119		118	
	Grandparent	4.49% (0.0143)	5.34% (0.0197)		3.58% (0.0207)	
		11	7		4	
	Aunt or Uncle	1.58% (0.0079)	3.05% (0.0151)		0.00% (0.0000)	
		4	4		0	



	Sibling	0.39% (0.0039)	0.76% (0.0076)		0.00% (0.0000)	
		1	1		0	
	Other	0.20% (0.0020)	0.00% (0.0000)		0.41% (0.0042)	
		1	0		1	
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)		0.00% (0.0000)	
		0	0		0	
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)		0.00% (0.0000)	
		0	0		0	
Q10. [Ask if I1=1] What is the gender of the child participating in the workshop?	Male	57.16% (0.0345)	59.54% (0.0430)		54.62% (0.0546)	
		145	78		67	
	Female	42.84% (0.0345)	40.46% (0.0430)		45.38% (0.0546)	
		109	53		56	
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)		0.00% (0.0000)	
		0	0		0	
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)		0.00% (0.0000)	
		0	0		0	
Q11. [Ask if I1=1] What is the age of the child participating in the workshop?	3 years old	74.22% (0.0306)	79.39% (0.0354)		68.69% (0.0504)	
		188	104		84	
	4 years old	23.18% (0.0296)	18.32% (0.0339)		28.38% (0.0489)	
		59	24		35	
	5 years old	2.60% (0.0110)	2.29% (0.0131)		2.93% (0.0181)	
		7	3		4	
	6 years old	0.00% (0.0000)	0.00% (0.0000)		0.00% (0.0000)	
		0	0		0	
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)		0.00% (0.0000)	
		0	0		0	
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)		0.00% (0.0000)	
		0	0		0	
Q12. In the past week, did you play with your child at home?	Yes	96.44% (0.0086)	93.89% (0.0209)	96.52% (0.0158)	97.16% (0.0174)	98.64% (0.0103)
		460	123	114	119	104
	No	3.56% (0.0086)	6.11% (0.0209)	3.48% (0.0158)	2.84% (0.0174)	1.36% (0.0103)
		17	8	4	3	1
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0



		o	o	o	o	o
Q13. (If Yes in Q12) In the past week, about how much time in total have you spent playing together with your child?	Less than 1 hour	2.43% (0.0086)	0.81% (0.0081)	3.22% (0.0169)	1.37% (0.0136)	4.68% (0.0273)
		11	1	4	2	5
	1-4 hours	31.00% (0.0253)	26.83% (0.0400)	20.73% (0.0389)	25.77% (0.0477)	53.05% (0.0656)
		143	33	24	31	55
	5-7 hours	23.52% (0.0223)	24.39% (0.0388)	28.19% (0.0448)	28.61% (0.0506)	11.61% (0.0373)
		108	30	32	34	12
	More than 7 hours	43.05% (0.0262)	47.97% (0.0451)	47.86% (0.0468)	44.25% (0.0553)	30.66% (0.0613)
		198	59	54	53	32
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q14_1. What types of play activities do you do with your child at home? Physical play (soccer, baseball, basketball, American football, ping pong, boxing, lasso, cycling, jumping the rope, wrestling, etc.)	Not Mentioned	60.92% (0.0252)	54.96% (0.0435)	60.99% (0.0451)	66.20% (0.0516)	62.10% (0.0621)
		291	72	72	81	66
	Mentioned	39.08% (0.0252)	45.04% (0.0435)	39.01% (0.0451)	33.80% (0.0516)	37.90% (0.0621)
		187	59	46	41	40
	Not Mentioned	69.79% (0.0246)	78.63% (0.0359)	83.83% (0.0344)	49.16% (0.0547)	67.12% (0.0617)
		333	103	99	60	71
	Mentioned	30.21% (0.0246)	21.37% (0.0359)	16.17% (0.0344)	50.84% (0.0547)	32.88% (0.0617)
		144	28	19	62	35
Q14_3. What types of play activities do you do with your child at home? Social play (playing in a group, sharing, interacting with others)	Not Mentioned	89.60% (0.0151)	83.21% (0.0327)	90.50% (0.0276)	92.20% (0.0278)	93.50% (0.0305)
		428	109	107	113	99
	Mentioned	10.40% (0.0151)	16.79% (0.0327)	9.50% (0.0276)	7.80% (0.0278)	6.50% (0.0305)
		50	22	11	10	7
Q14_4. What types of play activities do you do with your child at home? Play activities with rules (DoC1a Blanca, encantados, escondidillas, telC)fono descompuesto, bote pateado, avioncito, canicas, matatena, La VC-bora de la Mar, Juego de las Sillas)	Not Mentioned	60.95% (0.0258)	67.18% (0.0411)	55.80% (0.0461)	68.47% (0.0504)	50.28% (0.0652)
		291	88	66	84	53
	Mentioned	39.05% (0.0258)	32.82% (0.0411)	44.20% (0.0461)	31.53% (0.0504)	49.72% (0.0652)
		186	43	52	39	53
Q14_5. What types of play activities do you do with your child at home? Play	Not Mentioned	75.57% (0.0222)	67.94% (0.0408)	79.64% (0.0381)	81.21% (0.0426)	73.96% (0.0558)
		361	89	94	100	78



activities involving singing and dancing with music or musical instruments	Mentioned	24.43% (0.0222)	32.06% (0.0408)	20.36% (0.0381)	18.79% (0.0426)	26.04% (0.0558)
		117	42	24	23	28
Q14_97. What types of play activities do you do with your child at home? Not Asked	Not Mentioned	96.44% (0.0086)	93.89% (0.0209)	96.52% (0.0158)	97.16% (0.0174)	98.64% (0.0103)
		460	123	114	119	104
	Mentioned	3.56% (0.0086)	6.11% (0.0209)	3.48% (0.0158)	2.84% (0.0174)	1.36% (0.0103)
		17	8	4	3	1
Q14_98. What types of play activities do you do with your child at home? Refused (vol.)	Not Mentioned	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)
		477	131	118	123	106
	Mentioned	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q14_99. What types of play activities do you do with your child at home? Dont Know (vol.)	Not Mentioned	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)
		477	131	118	123	106
	Mentioned	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q15. Do you read story books, tell stories or rhymes with your child at home?	Yes	79.06% (0.0204)	75.57% (0.0376)	74.17% (0.0403)	85.79% (0.0377)	81.01% (0.0475)
		377	99	87	105	86
	No	20.94% (0.0204)	24.43% (0.0376)	25.83% (0.0403)	14.21% (0.0377)	18.99% (0.0475)
		100	32	30	17	20
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q16. Do you teach or encourage learning colors and shapes to your child at home?	Yes	98.59% (0.0054)	96.95% (0.0150)	98.58% (0.0105)	99.12% (0.0088)	100.00% (0.0000)
		471	127	116	122	106
	No	1.41% (0.0054)	3.05% (0.0150)	1.42% (0.0105)	0.88% (0.0088)	0.00% (0.0000)
		7	4	2	1	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_1. How often does your child do each of the following things, if at all? a. Use child-size play sets (like kitchen sets, work	Never	1.58% (0.0055)	3.82% (0.0168)	2.16% (0.0121)	0.00% (0.0000)	0.00% (0.0000)
		8	5	3	0	0
	Once a month	3.72% (0.0097)	6.87% (0.0221)	2.35% (0.0125)	2.54% (0.0177)	2.71% (0.0229)



benches, doctors kits, LEGOs, Play Mobile, arts & crafts, tools)		18	9	3	3	3
	A few times per month	5.69% (0.0124)	3.05% (0.0150)	6.26% (0.0258)	8.43% (0.0301)	5.14% (0.0264)
		27	4	7	10	5
	Once a week	9.84% (0.0147)	7.63% (0.0232)	10.97% (0.0276)	9.59% (0.0330)	11.59% (0.0341)
		47	10	13	12	12
	2-4 times a week	18.82% (0.0202)	25.95% (0.0383)	21.87% (0.0386)	11.38% (0.0352)	15.22% (0.0492)
		90	34	26	14	16
	Every day/almost every day	60.36% (0.0253)	52.67% (0.0437)	56.39% (0.0459)	68.05% (0.0514)	65.35% (0.0608)
		288	69	66	83	69
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_2. How often does your child do each of the following things, if at all? b. Go outside to run around (may include the use of playground/yard equipment)	Never	1.62% (0.0062)	3.82% (0.0168)	0.94% (0.0093)	1.33% (0.0132)	0.00% (0.0000)
		8	5	1	2	0
	Once a month	5.30% (0.0119)	6.87% (0.0221)	2.34% (0.0156)	9.39% (0.0335)	1.93% (0.0148)
		25	9	3	12	2
	A few times per month	7.33% (0.0135)	7.63% (0.0232)	3.91% (0.0162)	11.78% (0.0354)	5.59% (0.0287)
		35	10	5	14	6
	Once a week	19.53% (0.0200)	17.56% (0.0333)	23.41% (0.0371)	25.77% (0.0481)	10.43% (0.0364)
		93	23	28	32	11
	2-4 times a week	27.84% (0.0235)	26.72% (0.0387)	32.78% (0.0442)	27.02% (0.0479)	24.68% (0.0578)
		133	35	39	33	26
	Every day/almost every day	38.38% (0.0256)	37.40% (0.0423)	36.63% (0.0448)	24.70% (0.0468)	57.37% (0.0643)
		183	49	43	30	61
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_3. How often does your child do each of the following things, if at all? c. Throw or roll a ball or using other kinds of age-appropriate sports equipment (e.g., soccer, baseball, basketball, American football, ping pong, boxing, lasso, cycling, jumping rope)	Never	5.82% (0.0119)	7.63% (0.0232)	4.52% (0.0203)	5.71% (0.0255)	5.16% (0.0256)
		28	10	5	7	5
	Once a month	7.59% (0.0138)	10.69% (0.0270)	6.25% (0.0239)	11.75% (0.0374)	0.43% (0.0043)
		36	14	7	14	0
	A few times per month	8.75% (0.0143)	13.74% (0.0301)	4.35% (0.0180)	9.64% (0.0315)	6.44% (0.0308)
		42	18	5	12	7
	Once a week	18.68% (0.0195)	17.56% (0.0333)	22.59% (0.0369)	20.32% (0.0449)	13.80% (0.0389)





		89	23	27	25	15
	2-4 times a week	25.61% (0.0232)	23.66% (0.0372)	28.84% (0.0418)	18.19% (0.0399)	33.03% (0.0639)
		122	31	34	22	35
	Every day/almost every day	33.55% (0.0249)	26.72% (0.0387)	33.44% (0.0442)	34.39% (0.0521)	41.13% (0.0643)
		160	35	39	42	44
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_4. How often does your child do each of the following things, if at all? d. Use figures like Little People and Polly Pocket) or figures (like rescue heroes or dolls): superheroes, The Avengers, Barbie, princesses de Disney.	Never	6.91% (0.0140)	5.34% (0.0197)	8.05% (0.0249)	7.13% (0.0277)	7.32% (0.0401)
		33	7	9	9	8
	Once a month	4.39% (0.0104)	6.11% (0.0209)	3.81% (0.0178)	3.06% (0.0179)	4.43% (0.0266)
		21	8	4	4	5
	A few times per month	4.21% (0.0107)	2.29% (0.0131)	7.05% (0.0265)	3.93% (0.0203)	3.78% (0.0251)
		20	3	8	5	4
	Once a week	6.71% (0.0119)	9.16% (0.0252)	5.91% (0.0201)	9.33% (0.0306)	1.52% (0.0094)
		32	12	7	11	2
	2-4 times a week	15.94% (0.0199)	15.27% (0.0315)	14.31% (0.0331)	14.12% (0.0416)	20.70% (0.0533)
		76	20	17	17	22
	Every day/almost every day	61.84% (0.0255)	61.83% (0.0425)	60.87% (0.0454)	62.43% (0.0534)	62.25% (0.0641)
		295	81	72	77	66
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_5. How often does your child do each of the following things, if at all? : e) Use toy vehicles	Never	6.04% (0.0132)	5.34% (0.0197)	7.33% (0.0223)	3.64% (0.0208)	8.24% (0.0411)
		29	7	9	4	9
	Once a month	5.74% (0.0119)	8.40% (0.0243)	2.89% (0.0140)	7.82% (0.0291)	3.20% (0.0241)
		27	11	3	10	3
	A few times per month	3.76% (0.0106)	2.29% (0.0131)	3.04% (0.0158)	7.15% (0.0287)	2.46% (0.0243)
		18	3	4	9	3
	Once a week	10.79% (0.0161)	9.92% (0.0262)	11.00% (0.0287)	16.76% (0.0393)	4.69% (0.0334)
		51	13	13	21	5
	2-4 times a week	18.19% (0.0200)	16.79% (0.0327)	22.95% (0.0398)	14.87% (0.0388)	18.45% (0.0496)
		87	22	27	18	20
	Every day/almost every day	55.49% (0.0260)	57.25% (0.0433)	52.79% (0.0461)	49.76% (0.0547)	62.96% (0.0649)



		265	75	62	61	67
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_6. How often does your child do each of the following things, if at all? f) Use common household items (e.g., clay, paper, cloth, buckets, plastic utensils or cardboard) to build objects	Never	15.55% (0.0196)	17.56% (0.0333)	20.14% (0.0377)	5.17% (0.0254)	19.99% (0.0566)
		74	23	24	6	21
	Once a month	9.62% (0.0140)	19.85% (0.0349)	6.95% (0.0203)	7.41% (0.0292)	2.51% (0.0147)
		46	26	8	9	3
	A few times per month	8.15% (0.0144)	6.11% (0.0209)	8.37% (0.0277)	13.98% (0.0384)	3.70% (0.0223)
		39	8	10	17	4
	Once a week	11.14% (0.0157)	8.40% (0.0243)	8.71% (0.0231)	14.52% (0.0379)	13.34% (0.0386)
		53	11	10	18	14
	2-4 times a week	24.10% (0.0216)	25.19% (0.0380)	26.10% (0.0399)	24.00% (0.0458)	20.66% (0.0488)
		115	33	31	29	22
	Every day/almost every day	31.42% (0.0250)	22.90% (0.0368)	29.74% (0.0433)	34.91% (0.0524)	39.80% (0.0652)
		150	30	35	43	42
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_7. How often does your child do each of the following things, if at all? g) Play with a peer(s) or sibling(s) at home	Never	17.66% (0.0201)	12.98% (0.0294)	20.66% (0.0400)	23.04% (0.0461)	13.88% (0.0436)
		84	17	24	28	15
	Once a month	4.97% (0.0127)	4.58% (0.0183)	2.23% (0.0141)	8.15% (0.0298)	4.80% (0.0359)
		24	6	3	10	5
	A few times per month	6.09% (0.0121)	8.40% (0.0243)	3.81% (0.0174)	7.25% (0.0286)	4.45% (0.0242)
		29	11	4	9	5
	Once a week	10.09% (0.0168)	7.63% (0.0232)	9.52% (0.0269)	9.63% (0.0332)	14.30% (0.0496)
		48	10	11	12	15
	2-4 times a week	11.23% (0.0158)	14.50% (0.0308)	16.94% (0.0341)	6.89% (0.0311)	5.86% (0.0275)
		54	19	20	8	6
	Every day/almost every day	49.96% (0.0261)	51.91% (0.0437)	46.84% (0.0459)	45.04% (0.0542)	56.72% (0.0652)
		238	68	55	55	60
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0



		o	o	o	o	o
Q17_8. How often does your child do each of the following things, if at all? h) Play to pretend to be someone else	Never	10.81% (0.0147)	12.21% (0.0286)	19.80% (0.0361)	4.24% (0.0210)	6.68% (0.0263)
		52	16	23	5	7
	Once a month	3.76% (0.0097)	3.82% (0.0168)	2.10% (0.0102)	3.68% (0.0192)	5.64% (0.0292)
		18	5	2	5	6
	A few times per month	5.80% (0.0126)	6.11% (0.0209)	5.98% (0.0272)	8.10% (0.0300)	2.55% (0.0205)
		28	8	7	10	3
	Once a week	6.14% (0.0113)	9.92% (0.0262)	5.95% (0.0205)	5.00% (0.0226)	2.97% (0.0173)
		29	13	7	6	3
	2-4 times a week	20.45% (0.0212)	20.61% (0.0354)	21.40% (0.0382)	17.56% (0.0421)	22.51% (0.0550)
		98	27	25	22	24
	Every day/almost every day	52.82% (0.0260)	47.33% (0.0437)	43.83% (0.0457)	61.43% (0.0531)	59.64% (0.0631)
		252	62	52	75	63
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.23% (0.0023)	0.00% (0.0000)	0.94% (0.0093)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
Q17_9. How often does your child do each of the following things, if at all? i) Play to pretend one thing is something else, like a bottle is a train.	Never	14.37% (0.0171)	21.37% (0.0359)	21.31% (0.0378)	4.70% (0.0238)	9.20% (0.0335)
		69	28	25	6	10
	Once a month	5.78% (0.0131)	7.63% (0.0232)	4.86% (0.0197)	2.03% (0.0144)	8.87% (0.0427)
		28	10	6	2	9
	A few times per month	6.84% (0.0138)	5.34% (0.0197)	8.83% (0.0305)	10.34% (0.0346)	2.42% (0.0202)
		33	7	10	13	3
	Once a week	8.89% (0.0140)	12.98% (0.0294)	5.41% (0.0196)	10.48% (0.0336)	5.88% (0.0241)
		42	17	6	13	6
	2-4 times a week	17.74% (0.0203)	13.74% (0.0301)	20.46% (0.0373)	14.77% (0.0375)	23.11% (0.0566)
		85	18	24	18	24
	Every day/almost every day	46.37% (0.0261)	38.93% (0.0426)	39.14% (0.0445)	57.68% (0.0540)	50.53% (0.0652)
		221	51	46	71	54
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_10. How often does your child do each of the following things, if at all?	Never	2.08% (0.0080)	0.76% (0.0076)	0.39% (0.0028)	4.58% (0.0226)	2.70% (0.0227)
		10	1	0	6	3



j) Sing or dance to videos on TV or mobile device.	Once a month	2.20% (0.0083)	0.76% (0.0076)	2.11% (0.0125)	2.54% (0.0178)	3.66% (0.0261)
		10	1	2	3	4
	A few times per month	4.60% (0.0123)	3.05% (0.0150)	4.43% (0.0258)	6.18% (0.0307)	4.86% (0.0255)
		22	4	5	8	5
	Once a week	3.95% (0.0091)	6.11% (0.0209)	4.34% (0.0184)	2.96% (0.0154)	2.00% (0.0162)
		19	8	5	4	2
	2-4 times a week	18.45% (0.0200)	16.03% (0.0321)	22.51% (0.0384)	9.78% (0.0312)	26.97% (0.0566)
		88	21	27	12	29
	Every day/almost every day	68.72% (0.0244)	73.28% (0.0387)	66.22% (0.0446)	73.96% (0.0484)	59.81% (0.0634)
		328	96	78	91	63
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_11. How often does your child do each of the following things, if at all? k) Play video games on TV or mobile device.	Never	54.89% (0.0259)	43.51% (0.0434)	67.64% (0.0422)	57.40% (0.0538)	51.87% (0.0650)
		262	57	80	70	55
	Once a month	9.27% (0.0160)	8.40% (0.0243)	5.81% (0.0209)	13.79% (0.0372)	8.99% (0.0429)
		44	11	7	17	10
	A few times per month	3.35% (0.0092)	4.58% (0.0183)	0.94% (0.0094)	3.54% (0.0202)	4.28% (0.0233)
		16	6	1	4	5
	Once a week	6.37% (0.0116)	9.16% (0.0252)	4.10% (0.0163)	8.03% (0.0283)	3.52% (0.0177)
		30	12	5	10	4
	2-4 times a week	11.72% (0.0168)	15.27% (0.0315)	8.40% (0.0254)	7.19% (0.0273)	16.28% (0.0480)
		56	20	10	9	17
	Every day/almost every day	14.40% (0.0175)	19.08% (0.0344)	13.12% (0.0295)	10.05% (0.0328)	15.07% (0.0427)
		69	25	15	12	16
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q18_1. Do you agree or disagree with the following statement? a) Play is important in the development of intellectual skills (like memory, attention, reasoning skills) in children.	Strongly Disagree	0.33% (0.0024)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	0.55% (0.0055)
		2	1	0	0	1
	Somewhat Disagree	0.29% (0.0029)	0.00% (0.0000)	1.18% (0.0118)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
	Somewhat Agree	5.09% (0.0115)	6.11% (0.0209)	4.61% (0.0190)	3.73% (0.0212)	5.92% (0.0313)
		24	8	5	5	6



	Strongly Agree	94.29% (0.0121)	93.13% (0.0221)	94.20% (0.0221)	96.27% (0.0212)	93.53% (0.0317)
		450	122	111	118	99
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q18_2. Do you agree or disagree with the following statement? b) Play activities support childrens creativity and imagination.	Strongly Disagree	0.58% (0.0038)	0.76% (0.0076)	0.24% (0.0024)	1.22% (0.0121)	0.00% (0.0000)
		3	1	0	1	0
	Somewhat Disagree	0.32% (0.0032)	0.00% (0.0000)	1.29% (0.0129)	0.00% (0.0000)	0.00% (0.0000)
		2	0	2	0	0
	Somewhat Agree	3.23% (0.0086)	4.58% (0.0183)	3.17% (0.0136)	1.15% (0.0114)	4.03% (0.0241)
		15	6	4	1	4
	Strongly Agree	95.87% (0.0099)	94.66% (0.0197)	95.30% (0.0186)	97.63% (0.0166)	95.97% (0.0241)
		458	124	112	120	102
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q18_3. Do you agree or disagree with the following statement? c) Play is important in the emotional development of children.	Strongly Disagree	0.21% (0.0021)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	Somewhat Disagree	0.13% (0.0013)	0.00% (0.0000)	0.51% (0.0051)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
	Somewhat Agree	5.85% (0.0115)	8.40% (0.0243)	5.19% (0.0190)	7.02% (0.0284)	2.07% (0.0146)
		28	11	6	9	2
	Strongly Agree	93.61% (0.0119)	90.08% (0.0262)	94.31% (0.0197)	92.98% (0.0284)	97.93% (0.0146)
		447	118	111	114	104
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.21% (0.0021)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
Q18_4. Do you agree or disagree with the following statement? d) Play activities support childrens preparation for future roles.	Strongly Disagree	0.12% (0.0012)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.55% (0.0055)
		1	0	0	0	1
	Somewhat Disagree	1.17% (0.0057)	0.76% (0.0076)	0.99% (0.0070)	2.77% (0.0193)	0.00% (0.0000)
		6	1	1	3	0
	Somewhat Agree	21.96% (0.0217)	21.37% (0.0359)	20.03% (0.0361)	29.05% (0.0502)	16.62% (0.0499)



		105	28	24	36	18
	Strongly Agree	76.75% (0.0222)	77.86% (0.0363)	78.98% (0.0365)	68.18% (0.0516)	82.83% (0.0501)
		366	102	93	84	88
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q18_5. Do you agree or disagree with the following statement? e) Children benefit academically from play activities.	Strongly Disagree	0.12% (0.0012)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.55% (0.0055)
		1	0	0	0	1
	Somewhat Disagree	1.69% (0.0060)	0.76% (0.0076)	4.53% (0.0172)	1.42% (0.0141)	0.00% (0.0000)
		8	1	5	2	0
	Somewhat Agree	24.27% (0.0223)	29.01% (0.0397)	20.70% (0.0379)	28.10% (0.0497)	17.94% (0.0491)
		116	38	24	34	19
	Strongly Agree	73.76% (0.0227)	70.23% (0.0400)	74.76% (0.0400)	70.48% (0.0505)	80.82% (0.0497)
		352	92	88	86	86
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.15% (0.0015)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.69% (0.0069)
		1	0	0	0	1
Q18_6. Do you agree or disagree with the following statement? f) Studying is more important than play.	Strongly Disagree	10.65% (0.0173)	9.92% (0.0262)	11.24% (0.0320)	8.75% (0.0318)	13.11% (0.0484)
		51	13	13	11	14
	Somewhat Disagree	28.73% (0.0237)	26.72% (0.0387)	23.58% (0.0382)	40.27% (0.0539)	23.59% (0.0554)
		137	35	28	49	25
	Somewhat Agree	43.16% (0.0258)	48.85% (0.0437)	45.44% (0.0459)	34.01% (0.0514)	44.17% (0.0648)
		206	64	54	42	47
	Strongly Agree	17.16% (0.0192)	14.50% (0.0308)	19.22% (0.0366)	16.97% (0.0405)	18.39% (0.0470)
		82	19	23	21	19
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.29% (0.0021)	0.00% (0.0000)	0.51% (0.0051)	0.00% (0.0000)	0.75% (0.0075)
		1	0	1	0	1
Q18_7. Do you agree or disagree with the following statement? g) Children learn valuable social skills during play activities.	Strongly Disagree	0.25% (0.0018)	0.00% (0.0000)	0.51% (0.0051)	0.00% (0.0000)	0.55% (0.0055)
		1	0	1	0	1
	Somewhat Disagree	0.21% (0.0021)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0



	Somewhat Agree	13.17% (0.0178)	14.50% (0.0308)	8.56% (0.0249)	18.84% (0.0437)	10.08% (0.0390)
		63	19	10	23	11
	Strongly Agree	86.37% (0.0179)	84.73% (0.0315)	90.93% (0.0254)	81.16% (0.0437)	89.37% (0.0393)
		412	111	107	100	95
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_1. Important in setting a foundation for your child's academic learning? a. Using child-size play sets (like kitchen sets, work benches, doctors kits, LEGOs, Play Mobile, art crafts, tools) is important in setting a foundation for your child's academic	Strongly Disagree	0.56% (0.0041)	0.76% (0.0076)	0.00% (0.0000)	1.36% (0.0135)	0.00% (0.0000)
		3	1	0	2	0
	Somewhat Disagree	2.68% (0.0082)	1.53% (0.0107)	3.54% (0.0177)	5.41% (0.0240)	0.00% (0.0000)
		13	2	4	7	0
	Somewhat Agree	22.08% (0.0221)	19.85% (0.0349)	17.72% (0.0329)	29.22% (0.0508)	21.42% (0.0555)
		105	26	21	36	23
	Strongly Agree	74.53% (0.0230)	77.86% (0.0363)	78.13% (0.0363)	64.01% (0.0531)	78.58% (0.0555)
		356	102	92	79	83
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_2. Important in setting a foundation for your child's academic learning? b. Going outside to run around or use playground/yard equipment is important in setting a foundation for your child's academic learning.	Strongly Disagree	0.21% (0.0021)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	Somewhat Disagree	2.32% (0.0072)	3.82% (0.0168)	2.46% (0.0121)	2.58% (0.0180)	0.00% (0.0000)
		11	5	3	3	0
	Somewhat Agree	25.43% (0.0230)	19.08% (0.0344)	26.54% (0.0410)	27.96% (0.0501)	29.10% (0.0587)
		121	25	31	34	31
	Strongly Agree	71.77% (0.0237)	76.34% (0.0372)	71.01% (0.0418)	68.37% (0.0517)	70.90% (0.0587)
		343	100	84	84	75
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_3. Important in setting a foundation for your child's academic learning? c. Throwing or rolling a ball or using other	Strongly Disagree	0.61% (0.0045)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	1.81% (0.0179)
		3	1	0	0	2
	Somewhat Disagree	4.84% (0.0110)	3.05% (0.0150)	5.56% (0.0200)	7.11% (0.0284)	3.62% (0.0226)



sports equipment (e.g., soccer, baseball, basketball, American football, ping pong, boxing, lasso, cycling, jumping the rope, etc.) is imp		23	4	7	9	4
	Somewhat Agree	24.32% (0.0224)	22.14% (0.0363)	20.23% (0.0367)	35.43% (0.0525)	18.69% (0.0504)
		116	29	24	43	20
	Strongly Agree	70.23% (0.0239)	74.05% (0.0383)	74.21% (0.0398)	57.46% (0.0542)	75.87% (0.0552)
		335	97	87	70	80
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_4. Important in setting a foundation for your childs academic learning? d. Using play sets (like Little People and Polly Pocket) or figures (like dolls or rescue heroes) is important in setting a foundation for your childs academic learning.	Strongly Disagree	5.79% (0.0119)	5.34% (0.0197)	6.66% (0.0230)	7.87% (0.0280)	2.99% (0.0235)
		28	7	8	10	3
	Somewhat Disagree	20.20% (0.0209)	19.85% (0.0349)	22.51% (0.0377)	20.79% (0.0441)	17.39% (0.0511)
		96	26	27	25	18
	Somewhat Agree	40.70% (0.0256)	43.51% (0.0434)	34.81% (0.0441)	45.10% (0.0545)	38.66% (0.0631)
		194	57	41	55	41
	Strongly Agree	33.31% (0.0247)	31.30% (0.0406)	36.02% (0.0447)	26.25% (0.0486)	40.96% (0.0640)
		159	41	42	32	43
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_5. Important in setting a foundation for your childs academic learning? e. Using toy vehicles is important in setting a foundation for your childs academic learning.	Strongly Disagree	4.40% (0.0105)	3.82% (0.0168)	5.87% (0.0225)	4.13% (0.0209)	3.81% (0.0248)
		21	5	7	5	4
	Somewhat Disagree	18.40% (0.0196)	19.08% (0.0344)	22.01% (0.0365)	19.01% (0.0428)	12.82% (0.0427)
		88	25	26	23	14
	Somewhat Agree	42.75% (0.0260)	45.04% (0.0435)	33.35% (0.0433)	46.73% (0.0547)	45.75% (0.0654)
		204	59	39	57	48
	Strongly Agree	34.17% (0.0247)	31.30% (0.0406)	38.46% (0.0456)	30.13% (0.0501)	37.62% (0.0622)
		163	41	45	37	40
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.29% (0.0022)	0.76% (0.0076)	0.32% (0.0032)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
Q19_6. Important in setting a foundation for your childs academic	Strongly Disagree	1.46% (0.0059)	0.00% (0.0000)	5.90% (0.0233)	0.00% (0.0000)	0.00% (0.0000)
		7	0	7	0	0





learning? f. Using common household items (e.g., clay, paper, cloth, buckets, plastic utensils or cardboard) to build objects is important in setting a foundation for your child's academic learning.	Somewhat Disagree	3.34% (0.0095)	2.29% (0.0131)	4.18% (0.0176)	3.68% (0.0210)	3.31% (0.0246)
		16	3	5	5	4
	Somewhat Agree	27.97% (0.0237)	22.14% (0.0363)	24.38% (0.0384)	36.18% (0.0529)	29.67% (0.0602)
		133	29	29	44	31
	Strongly Agree	67.23% (0.0247)	75.57% (0.0376)	65.54% (0.0434)	60.14% (0.0538)	67.02% (0.0620)
		321	99	77	74	71
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_7. Important in setting a foundation for your child's academic learning? g. Playing with a peer or sibling at home is important in setting a foundation for your child's academic learning.	Strongly Disagree	0.49% (0.0030)	1.53% (0.0107)	0.27% (0.0027)	0.00% (0.0000)	0.00% (0.0000)
		2	2	0	0	0
	Somewhat Disagree	2.24% (0.0076)	0.76% (0.0076)	2.26% (0.0121)	4.36% (0.0220)	1.58% (0.0157)
		11	1	3	5	2
	Somewhat Agree	21.10% (0.0215)	19.08% (0.0344)	17.71% (0.0345)	27.28% (0.0486)	20.19% (0.0536)
		101	25	21	33	21
	Strongly Agree	75.87% (0.0224)	77.86% (0.0363)	79.37% (0.0361)	68.36% (0.0507)	78.23% (0.0549)
		362	102	93	84	83
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_8. Important in setting a foundation for your child's academic learning? h. Playing pretend to be someone else is important in setting a foundation for your child's academic learning.	Strongly Disagree	4.35% (0.0097)	3.82% (0.0168)	8.96% (0.0259)	2.58% (0.0180)	1.93% (0.0138)
		21	5	11	3	2
	Somewhat Disagree	8.90% (0.0142)	8.40% (0.0243)	11.89% (0.0295)	5.13% (0.0235)	10.58% (0.0367)
		42	11	14	6	11
	Somewhat Agree	33.68% (0.0249)	35.11% (0.0418)	29.04% (0.0412)	36.24% (0.0529)	34.10% (0.0637)
		161	46	34	44	36
	Strongly Agree	52.32% (0.0261)	51.15% (0.0437)	49.42% (0.0462)	56.06% (0.0544)	52.65% (0.0652)
		250	67	58	69	56
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_9. Important in setting a foundation for	Strongly Disagree	0.75% (0.0037)	1.53% (0.0107)	0.68% (0.0055)	0.00% (0.0000)	0.75% (0.0075)
		4	2	1	0	1
	Strongly Disagree	3.19% (0.0087)	1.53% (0.0107)	8.53% (0.0247)	0.00% (0.0000)	2.99% (0.0235)
	Strongly Disagree					
	Strongly Disagree					
	Strongly Disagree					
	Strongly Disagree					



your childs academic learning? i. Playing to pretend one thing is something else, like a bottle is a train is important in setting a foundation for your childs academic learning.		15	2	10	0	3
	Somewhat Disagree	5.34% (0.0113)	9.16% (0.0252)	4.44% (0.0177)	4.17% (0.0241)	3.00% (0.0210)
		26	12	5	5	3
	Somewhat Agree	30.60% (0.0235)	34.35% (0.0415)	27.99% (0.0400)	31.07% (0.0506)	28.35% (0.0557)
		146	45	33	38	30
	Strongly Agree	60.15% (0.0252)	54.20% (0.0436)	58.89% (0.0447)	63.59% (0.0529)	64.92% (0.0601)
		287	71	69	78	69
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.72% (0.0040)	0.76% (0.0076)	0.15% (0.0015)	1.18% (0.0117)	0.75% (0.0075)
		3	1	0	1	1
Q19_10. Important in setting a foundation for your childs academic learning? j. Singing or dancing to videos on TV or mobile device is important in setting a foundation for your childs academic learning.	Strongly Disagree	41.45% (0.0258)	35.88% (0.0420)	51.03% (0.0461)	38.38% (0.0531)	41.24% (0.0645)
		198	47	60	47	44
	Somewhat Disagree	40.81% (0.0256)	50.38% (0.0437)	34.25% (0.0432)	38.30% (0.0528)	39.17% (0.0643)
		195	66	40	47	41
	Somewhat Agree	12.56% (0.0172)	9.92% (0.0262)	10.96% (0.0275)	14.55% (0.0387)	15.29% (0.0451)
		60	13	13	18	16
	Strongly Agree	5.18% (0.0115)	3.82% (0.0168)	3.76% (0.0156)	8.77% (0.0333)	4.30% (0.0201)
		25	5	4	11	5
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_11. Important in setting a foundation for your childs academic learning? k. Playing video games on TV or mobile device is important in setting a foundation for your childs academic learning.	Strongly Disagree	5.53% (0.0108)	3.82% (0.0168)	6.35% (0.0203)	7.10% (0.0286)	4.91% (0.0184)
		26	5	7	9	5
	Somewhat Disagree	26.16% (0.0229)	28.24% (0.0394)	22.42% (0.0378)	24.25% (0.0457)	29.95% (0.0601)
		125	37	26	30	32
	Somewhat Agree	30.84% (0.0243)	38.17% (0.0425)	21.88% (0.0399)	27.27% (0.0482)	35.88% (0.0632)
		147	50	26	33	38
	Strongly Agree	37.00% (0.0252)	29.77% (0.0400)	49.36% (0.0462)	39.55% (0.0539)	29.26% (0.0597)
		177	39	58	48	31
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.47% (0.0047)	0.00% (0.0000)	0.00% (0.0000)	1.84% (0.0182)	0.00% (0.0000)
		2	0	0	2	0



Q20_1. Do you agree or disagree with the following statement? a) I dont know how to play with my child.	Strongly Disagree	61.21% (0.0252)	54.20% (0.0436)	66.78% (0.0425)	56.59% (0.0544)	69.06% (0.0581)
		292	71	79	69	73
	Somewhat Disagree	17.38% (0.0198)	19.08% (0.0344)	11.66% (0.0284)	22.97% (0.0464)	15.14% (0.0462)
		83	25	14	28	16
	Somewhat Agree	16.30% (0.0188)	18.32% (0.0338)	18.59% (0.0347)	17.54% (0.0426)	9.83% (0.0375)
		78	24	22	22	10
	Strongly Agree	5.01% (0.0102)	8.40% (0.0243)	2.97% (0.0149)	2.90% (0.0178)	5.54% (0.0225)
		24	11	3	4	6
	Refused	0.10% (0.0010)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.44% (0.0044)
		0	0	0	0	0
Q20_2. Do you agree or disagree with the following statement? b) Its okay for me to have fun and be silly with my child during play time.	Strongly Disagree	0.53% (0.0038)	0.76% (0.0076)	1.29% (0.0129)	0.00% (0.0000)	0.00% (0.0000)
		3	1	2	0	0
	Somewhat Disagree	3.37% (0.0095)	3.05% (0.0150)	3.79% (0.0169)	4.64% (0.0264)	1.81% (0.0129)
		16	4	4	6	2
	Somewhat Agree	12.24% (0.0175)	12.98% (0.0294)	11.40% (0.0269)	11.12% (0.0348)	13.55% (0.0488)
		58	17	13	14	14
	Strongly Agree	83.86% (0.0196)	83.21% (0.0327)	83.51% (0.0328)	84.24% (0.0417)	84.63% (0.0499)
		400	109	98	103	90
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q20_3. Do you agree or disagree with the following statement? c) I have the knowledge and skills to be a play mentor for my child.	Strongly Disagree	1.43% (0.0058)	2.29% (0.0131)	1.63% (0.0088)	1.57% (0.0156)	0.00% (0.0000)
		7	3	2	2	0
	Somewhat Disagree	9.03% (0.0139)	18.32% (0.0338)	7.90% (0.0240)	6.48% (0.0282)	1.73% (0.0125)
		43	24	9	8	2
	Somewhat Agree	33.53% (0.0244)	39.69% (0.0428)	28.56% (0.0411)	41.85% (0.0540)	21.79% (0.0528)
		160	52	34	51	23
	Strongly Agree	55.80% (0.0257)	38.93% (0.0426)	61.91% (0.0442)	50.10% (0.0547)	76.48% (0.0537)
		266	51	73	61	81
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.21% (0.0021)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0



Q20_4. Do you agree or disagree with the following statement? d) I can make everyday activities fun and playful for my child.	Strongly Disagree	0.34% (0.0025)	0.76% (0.0076)	0.53% (0.0053)	0.00% (0.0000)	0.00% (0.0000)
		2	1	1	0	0
	Somewhat Disagree	2.60% (0.0071)	3.82% (0.0168)	4.45% (0.0170)	1.18% (0.0118)	0.69% (0.0069)
		12	5	5	1	1
	Somewhat Agree	19.11% (0.0211)	23.66% (0.0372)	14.61% (0.0319)	22.42% (0.0468)	14.65% (0.0518)
		91	31	17	27	16
	Strongly Agree	77.95% (0.0219)	71.76% (0.0394)	80.41% (0.0353)	76.39% (0.0475)	84.66% (0.0520)
		372	94	95	94	90
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q20_5. Do you agree or disagree with the following statement? e) I can use common household items to play with my child.	Strongly Disagree	1.43% (0.0058)	2.29% (0.0131)	3.27% (0.0181)	0.00% (0.0000)	0.00% (0.0000)
		7	3	4	0	0
	Somewhat Disagree	3.19% (0.0086)	3.82% (0.0168)	4.51% (0.0183)	1.84% (0.0182)	2.50% (0.0147)
		15	5	5	2	3
	Somewhat Agree	8.90% (0.0157)	10.69% (0.0270)	8.28% (0.0243)	6.21% (0.0269)	10.49% (0.0460)
		42	14	10	8	11
	Strongly Agree	86.16% (0.0183)	83.21% (0.0327)	83.94% (0.0335)	90.72% (0.0337)	87.01% (0.0475)
		411	109	99	111	92
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q21_1. What are some of the reasons parents may not play with their child? First mention: (specify)	Gender norms (adult women only play with girls and adult men only play with boys)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Home responsibilities	1.01% (0.0045)	3.05% (0.0150)	0.72% (0.0072)	0.00% (0.0000)	0.00% (0.0000)
		5	4	1	0	0
	Other	1.37% (0.0064)	0.00% (0.0000)	0.00% (0.0000)	4.19% (0.0217)	1.34% (0.0133)
		7	0	0	5	1
	Missing	0.57% (0.0034)	0.00% (0.0000)	2.32% (0.0137)	0.00% (0.0000)	0.00% (0.0000)
		3	0	3	0	0
	Lack of time	33.60% (0.0248)	42.75% (0.0433)	29.65% (0.0412)	39.56% (0.0539)	19.75% (0.0582)
		160	56	35	49	21



	They do not know how	0.58% (0.0033)	0.00% (0.0000)	1.30% (0.0080)	1.03% (0.0103)	0.00% (0.0000)
		3	0	2	1	0
	They were not raised that way by their own parents	0.48% (0.0047)	0.00% (0.0000)	1.93% (0.0190)	0.00% (0.0000)	0.00% (0.0000)
		2	0	2	0	0
	Lack of interest	2.44% (0.0077)	3.82% (0.0168)	2.88% (0.0157)	1.22% (0.0121)	1.67% (0.0166)
		12	5	3	1	2
	Playing is not important/viewed as a waste of time	1.00% (0.0080)	0.00% (0.0000)	0.00% (0.0000)	0.88% (0.0088)	3.46% (0.0337)
		5	0	0	1	4
	Too tired or sick	3.17% (0.0085)	1.53% (0.0107)	4.49% (0.0156)	4.82% (0.0238)	1.81% (0.0144)
		15	2	5	6	2
	Work responsibilities	52.63% (0.0261)	44.27% (0.0434)	52.90% (0.0462)	45.21% (0.0542)	71.26% (0.0643)
		251	58	62	55	75
	Distracted by technology or other things	3.15% (0.0096)	4.58% (0.0183)	3.83% (0.0227)	3.10% (0.0219)	0.71% (0.0071)
		15	6	4	4	1
Q21_2. What are some of the reasons parents may not play with their child? Second mention: (specify)	Gender norms (adult women only play with girls and adult men only play with boys)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Home responsibilities	7.00% (0.0142)	9.47% (0.0301)	3.81% (0.0163)	6.10% (0.0300)	8.77% (0.0341)
		25	9	3	6	7
	Other	9.53% (0.0195)	0.00% (0.0000)	0.00% (0.0000)	16.50% (0.0443)	23.95% (0.0663)
		34	0	0	16	18
	Missing	2.29% (0.0080)	2.11% (0.0148)	6.89% (0.0270)	0.00% (0.0000)	0.00% (0.0000)
		8	2	6	0	0
	Lack of time	14.24% (0.0198)	13.68% (0.0353)	19.02% (0.0380)	16.56% (0.0470)	6.35% (0.0304)
		51	13	17	16	5
	They do not know how	7.33% (0.0158)	7.37% (0.0268)	2.68% (0.0187)	10.94% (0.0364)	8.19% (0.0414)
		26	7	2	10	6
	They were not raised that way by their own parents	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Lack of interest	21.18% (0.0248)	23.16% (0.0433)	25.56% (0.0453)	13.82% (0.0404)	22.83% (0.0703)
		75	22	23	13	17
	Playing is not important/viewed as a waste of time	1.65% (0.0087)	1.05% (0.0105)	3.78% (0.0277)	1.57% (0.0156)	0.00% (0.0000)
		6	1	3	2	0
	Too tired or sick	18.34% (0.0244)	22.11% (0.0426)	16.93% (0.0450)	16.71% (0.0460)	17.34% (0.0643)
		65	21	15	16	13
	Work responsibilities	10.63% (0.0181)	13.68% (0.0353)	15.37% (0.0385)	10.32% (0.0419)	1.57% (0.0115)
		38	13	14	10	1



	Distracted by technology or other things	7.81% (0.0163)	7.37% (0.0268)	5.96% (0.0229)	7.47% (0.0323)	11.00% (0.0477)
		28	7	5	7	8

Play Every Day Global Impact Evaluation Results (Child, Mexico)			Analysis Group			
Question	Response Options	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q1. What is your favorite thing to do at home? (other)		Base	25.03% (0.0218)	24.98% (0.0223)	25.03% (0.0243)	24.96% (0.0356)
			131	131	131	131
	Playing (dolls, cars, balls, jump rope, toys etc)	40.80% (0.0327)	37.40% (0.0423)	22.98% (0.0380)	45.27% (0.0531)	57.58% (0.0818)
		214	49	30	59	75
	Refused	0.64% (0.0037)	1.53% (0.0107)	0.00% (0.0000)	1.02% (0.0102)	0.00% (0.0000)
		3	2	0	1	0
	Dont know	1.44% (0.0059)	1.53% (0.0107)	4.23% (0.0205)	0.00% (0.0000)	0.00% (0.0000)
		8	2	6	0	0
	Play (General)	15.13% (0.0175)	16.03% (0.0321)	35.85% (0.0435)	4.89% (0.0215)	3.76% (0.0220)
		79	21	47	6	5
	Eating	4.08% (0.0099)	3.05% (0.0150)	4.02% (0.0162)	4.48% (0.0224)	4.76% (0.0243)
		21	4	5	6	6
	Watching TV, cartoons	3.87% (0.0106)	3.05% (0.0150)	0.00% (0.0000)	5.43% (0.0271)	7.00% (0.0296)
		20	4	0	7	9
	Cook and Clean	1.74% (0.0062)	1.53% (0.0107)	0.69% (0.0069)	3.75% (0.0185)	0.99% (0.0100)
		9	2	1	5	1
	Read, write, colour, art	6.43% (0.0115)	11.45% (0.0279)	10.42% (0.0285)	2.84% (0.0162)	0.99% (0.0100)
		34	15	14	4	1
	Playing (singing, dancing, listening to music, play pretend)	12.41% (0.0174)	6.11% (0.0209)	5.60% (0.0225)	20.74% (0.0429)	17.18% (0.0470)
		65	8	7	27	22
	Play or spend time with family and friends	10.60% (0.0152)	13.74% (0.0301)	12.28% (0.0310)	8.63% (0.0278)	7.73% (0.0305)
		55	18	16	11	10
	Other	2.87% (0.0075)	4.58% (0.0183)	3.93% (0.0159)	2.95% (0.0169)	0.00% (0.0000)



		15	6	5	4	0
Q2. What do you like to do before you go to sleep? (other)	Bath, brush teeth	5.20% (0.0112)	5.34% (0.0197)	6.49% (0.0231)	6.97% (0.0283)	1.98% (0.0142)
		27	7	8	9	3
	Other	3.82% (0.0089)	8.40% (0.0243)	6.88% (0.0240)	0.00% (0.0000)	0.00% (0.0000)
		20	11	9	0	0
	Refused	2.65% (0.0079)	4.58% (0.0183)	1.28% (0.0090)	0.00% (0.0000)	4.76% (0.0243)
		14	6	2	0	6
	Dont know	5.45% (0.0105)	6.87% (0.0221)	11.99% (0.0290)	1.93% (0.0136)	0.99% (0.0100)
		28	9	16	3	1
	Eat or drink	11.63% (0.0227)	8.40% (0.0243)	11.39% (0.0296)	11.43% (0.0355)	15.31% (0.0733)
		61	11	15	15	20
	Watch TV	7.89% (0.0138)	8.40% (0.0243)	5.99% (0.0242)	10.16% (0.0311)	7.00% (0.0296)
		41	11	8	13	9
	Playing (dolls, cars, singing, etc)	32.79% (0.0261)	28.24% (0.0394)	21.90% (0.0361)	43.79% (0.0526)	37.20% (0.0753)
		172	37	29	57	49
	Praying	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Routine bed-time activities (change clothes, turn off lights etc)	17.22% (0.0327)	12.21% (0.0286)	19.74% (0.0354)	16.67% (0.0393)	20.26% (0.1128)
		90	16	26	22	26
	Reading, writing, homework	6.67% (0.0129)	6.87% (0.0221)	9.23% (0.0287)	6.10% (0.0277)	4.49% (0.0231)
		35	9	12	8	6
	Spend time with family/share stories	5.45% (0.0111)	8.40% (0.0243)	4.42% (0.0186)	2.95% (0.0169)	6.01% (0.0276)
		29	11	6	4	8
	Clean	1.24% (0.0051)	2.29% (0.0131)	0.69% (0.0069)	0.00% (0.0000)	1.98% (0.0142)
		6	3	1	0	3
Q3_1. What do you like to play?... Play sets, tools, kits (like kitchen sets, work benches, doctors kits, or tools)	Not Mentioned	74.85% (0.0268)	81.68% (0.0338)	87.81% (0.0299)	68.67% (0.0502)	61.23% (0.0841)
		392	107	115	90	80
	Mentioned	25.15% (0.0268)	18.32% (0.0338)	12.19% (0.0299)	31.33% (0.0502)	38.77% (0.0841)
		132	24	16	41	51
Q3_2. What do you like to play?... Be outside (playground, yard, street)	Not Mentioned	82.41% (0.0201)	81.68% (0.0338)	92.44% (0.0243)	77.71% (0.0441)	77.80% (0.0550)
		431	107	121	102	102
	Mentioned	17.59% (0.0201)	18.32% (0.0338)	7.56% (0.0243)	22.29% (0.0441)	22.20% (0.0550)
		92	24	10	29	29
Q3_3. What do you like to play?... Sports	Not Mentioned	73.15% (0.0272)	77.86% (0.0363)	83.70% (0.0357)	72.29% (0.0483)	58.72% (0.0856)



(throwing/catching a ball)		383	102	109	95	77
	Mentioned	26.85% (0.0272)	22.14% (0.0363)	16.30% (0.0357)	27.71% (0.0483)	41.28% (0.0856)
		141	29	21	36	54
Q3_4. What do you like to play?... Playing with toys like cars, dolls	Not Mentioned	38.51% (0.0288)	45.04% (0.0435)	48.52% (0.0456)	29.70% (0.0470)	30.77% (0.0797)
		202	59	63	39	40
	Mentioned	61.49% (0.0288)	54.96% (0.0435)	51.48% (0.0456)	70.30% (0.0470)	69.23% (0.0797)
		322	72	67	92	90
Q3_5. What do you like to play?... Pretend roles or that a thing is something else (imaginary play)	Not Mentioned	76.60% (0.0233)	85.50% (0.0308)	95.29% (0.0175)	60.04% (0.0525)	65.57% (0.0717)
		401	112	125	79	86
	Mentioned	23.40% (0.0233)	14.50% (0.0308)	4.71% (0.0175)	39.96% (0.0525)	34.43% (0.0717)
		122	19	6	52	45
Q3_6. What do you like to play?... Using common materials like clay, paper, cloth or cardboard to build and create things	Not Mentioned	85.72% (0.0185)	85.50% (0.0308)	97.45% (0.0127)	84.37% (0.0397)	75.55% (0.0582)
		449	112	127	111	99
	Mentioned	14.28% (0.0185)	14.50% (0.0308)	2.55% (0.0127)	15.63% (0.0397)	24.45% (0.0582)
		75	19	3	20	32
Q3_7. What do you like to play?... Videogames, games on tablet or another mobile device	Not Mentioned	82.84% (0.0208)	88.55% (0.0279)	95.78% (0.0223)	73.00% (0.0491)	74.03% (0.0605)
		434	116	125	96	97
	Mentioned	17.16% (0.0208)	11.45% (0.0279)	4.22% (0.0223)	27.00% (0.0491)	25.97% (0.0605)
		90	15	6	35	34
Q3_98. What do you like to play?... Refused (vol.)	Not Mentioned	99.45% (0.0032)	98.47% (0.0107)	99.31% (0.0069)	100.00% (0.0000)	100.00% (0.0000)
		520	129	130	131	131
	Mentioned	0.55% (0.0032)	1.53% (0.0107)	0.69% (0.0069)	0.00% (0.0000)	0.00% (0.0000)
		3	2	1	0	0
Q3_99. What do you like to play?... Dont Know (vol.)	Not Mentioned	98.22% (0.0064)	98.47% (0.0107)	94.40% (0.0225)	100.00% (0.0000)	100.00% (0.0000)
		514	129	123	131	131
	Mentioned	1.78% (0.0064)	1.53% (0.0107)	5.60% (0.0225)	0.00% (0.0000)	0.00% (0.0000)
		9	2	7	0	0
Q4. Where do you like to play the most?	At my home	44.12% (0.0299)	38.93% (0.0427)	40.38% (0.0445)	50.62% (0.0532)	46.56% (0.0888)
		231	51	53	66	61
	Outside	18.61% (0.0199)	23.66% (0.0372)	28.78% (0.0415)	12.01% (0.0351)	9.98% (0.0351)
		97	31	38	16	13





	At school	17.97% (0.0325)	16.79% (0.0327)	17.88% (0.0336)	12.73% (0.0334)	24.49% (0.1094)
		94	22	23	17	32
	At a family member's home	9.50% (0.0154)	7.63% (0.0232)	6.77% (0.0265)	14.85% (0.0378)	8.72% (0.0324)
		50	10	9	19	11
	Other location (where exactly?):	8.01% (0.0142)	9.92% (0.0262)	2.06% (0.0118)	9.79% (0.0339)	10.24% (0.0359)
		42	13	3	13	13
	Refused (vol.)	0.57% (0.0033)	2.29% (0.0131)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		3	3	0	0	0
	Don't Know (vol.)	1.22% (0.0055)	0.76% (0.0076)	4.13% (0.0203)	0.00% (0.0000)	0.00% (0.0000)
		6	1	5	0	0
Q5. Do you like playing by yourself, or playing with others?	By myself	20.74% (0.0210)	24.43% (0.0376)	13.06% (0.0279)	25.94% (0.0450)	19.49% (0.0514)
		109	32	17	34	25
	With parents	16.00% (0.0195)	12.98% (0.0294)	17.49% (0.0360)	18.79% (0.0437)	14.73% (0.0438)
		84	17	23	25	19
	With siblings (brother/sister)	16.19% (0.0191)	17.56% (0.0333)	17.58% (0.0357)	16.15% (0.0395)	13.48% (0.0415)
		85	23	23	21	18
	With friends	45.97% (0.0315)	44.27% (0.0434)	48.23% (0.0456)	39.12% (0.0518)	52.29% (0.0883)
		241	58	63	51	68
	Refused (vol.)	0.36% (0.0026)	0.76% (0.0076)	0.69% (0.0069)	0.00% (0.0000)	0.00% (0.0000)
		2	1	1	0	0
	Don't Know (vol.)	0.74% (0.0047)	0.00% (0.0000)	2.95% (0.0187)	0.00% (0.0000)	0.00% (0.0000)
		4	0	4	0	0
Q5a. Can you tell me who you like to play with the most?	Myself (alone)	6.70% (0.0124)	6.11% (0.0209)	4.61% (0.0172)	8.07% (0.0276)	7.99% (0.0315)
		35	8	6	11	10
	Don't Know (vol.)	2.20% (0.0070)	2.29% (0.0131)	5.60% (0.0225)	0.91% (0.0091)	0.00% (0.0000)
		12	3	7	1	0
	Friend(s)	34.27% (0.0322)	26.72% (0.0387)	30.26% (0.0407)	31.92% (0.0496)	48.22% (0.0922)
		179	35	40	42	63
	Mom/Dad (parent)	22.04% (0.0222)	16.79% (0.0327)	26.43% (0.0412)	27.94% (0.0480)	16.98% (0.0474)
		115	22	35	37	22
	Grandparent(s)	2.86% (0.0079)	7.63% (0.0232)	1.37% (0.0097)	2.43% (0.0175)	0.00% (0.0000)
		15	10	2	3	0
	Sibling(s) (brother/sister)	14.34% (0.0179)	16.79% (0.0327)	15.81% (0.0329)	12.52% (0.0365)	12.22% (0.0392)
		75	22	21	16	16
	Uncle or aunt	1.56% (0.0063)	2.29% (0.0131)	3.05% (0.0190)	0.91% (0.0091)	0.00% (0.0000)
		8	3	4	1	0



	Cousin(s)	14.56% (0.0234)	17.56% (0.0333)	10.80% (0.0292)	15.30% (0.0374)	14.58% (0.0733)
		76	23	14	20	19
	Other (specify):	1.11% (0.0045)	3.05% (0.0150)	1.37% (0.0097)	0.00% (0.0000)	0.00% (0.0000)
		6	4	2	0	0
	Refused (vol.)	0.36% (0.0026)	0.76% (0.0076)	0.69% (0.0069)	0.00% (0.0000)	0.00% (0.0000)
		2	1	1	0	0
Q5b_2. Have you ...[Looked at or read a book]?	Yes	82.87% (0.0328)	83.97% (0.0321)	82.43% (0.0343)	86.86% (0.0365)	78.22% (0.1117)
		434	110	108	114	102
	No	16.75% (0.0328)	14.50% (0.0308)	17.57% (0.0343)	13.14% (0.0365)	21.78% (0.1117)
		88	19	23	17	28
	Refused (vol.)	0.19% (0.0019)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
Q5b_3. Have you ...[Done chores around the house]?	Yes	79.55% (0.0327)	77.10% (0.0368)	83.79% (0.0306)	81.58% (0.0426)	75.71% (0.1098)
		416	101	110	107	99
	No	19.12% (0.0327)	21.37% (0.0359)	14.24% (0.0289)	16.57% (0.0399)	24.29% (0.1098)
		100	28	19	22	32
	Refused (vol.)	0.65% (0.0050)	0.76% (0.0076)	0.00% (0.0000)	1.85% (0.0183)	0.00% (0.0000)
		3	1	0	2	0
Q5b_4. Have you ...[Used flash cards with words/ pictures or math]?	Yes	78.37% (0.0353)	79.39% (0.0354)	82.91% (0.0348)	85.26% (0.0372)	65.88% (0.1096)
		410	104	108	112	86
	No	21.30% (0.0354)	19.85% (0.0349)	16.50% (0.0344)	14.74% (0.0372)	34.12% (0.1096)
		111	26	22	19	45
	Refused (vol.)	0.15% (0.0015)	0.00% (0.0000)	0.59% (0.0059)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
Q5b_5. Have you ...[Watched TV or videos]?	Yes	95.47% (0.0097)	91.60% (0.0243)	94.79% (0.0181)	98.98% (0.0102)	96.50% (0.0206)
		500	120	124	130	126
	No	3.84% (0.0087)	6.87% (0.0221)	5.21% (0.0181)	1.02% (0.0102)	2.25% (0.0162)
		20	9	7	1	3



	Refused (vol.)	0.50% (0.0037)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	1.25% (0.0126)
		3	1	0	0	2
	Don't Know (vol.)	0.19% (0.0019)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
Q5b_6. Have you ...[Sung or danced to videos on TV or a mobile phone]?	Yes	76.30% (0.0351)	79.39% (0.0354)	85.37% (0.0295)	78.31% (0.0443)	62.12% (0.1053)
		399	104	112	103	81
	No	22.81% (0.0353)	18.32% (0.0338)	14.63% (0.0295)	21.69% (0.0443)	36.63% (0.1067)
		119	24	19	28	48
	Refused (vol.)	0.50% (0.0037)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	1.25% (0.0126)
		3	1	0	0	2
	Don't Know (vol.)	0.38% (0.0027)	1.53% (0.0107)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		2	2	0	0	0
Q5b_7. Have you ...[Used a mobile phone]?	Yes	82.96% (0.0238)	80.92% (0.0344)	79.47% (0.0359)	88.54% (0.0316)	82.91% (0.0742)
		434	106	104	116	108
	No	15.77% (0.0234)	17.56% (0.0333)	19.15% (0.0351)	10.55% (0.0305)	15.84% (0.0738)
		83	23	25	14	21
	Refused (vol.)	0.31% (0.0031)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	1.25% (0.0126)
		2	0	0	0	2
	Don't Know (vol.)	0.95% (0.0043)	1.53% (0.0107)	1.37% (0.0097)	0.91% (0.0091)	0.00% (0.0000)
		5	2	2	1	0
Q5c_1. (If Q5b=1) How do you like it? Had someone read you a book?	Like	95.34% (0.0109)	88.46% (0.0314)	94.29% (0.0249)	98.79% (0.0121)	100.00% (0.0000)
		404	92	106	109	97
	Neutral	3.32% (0.0095)	8.65% (0.0276)	3.31% (0.0213)	1.21% (0.0121)	0.00% (0.0000)
		14	9	4	1	0
	Dislike	0.90% (0.0045)	1.92% (0.0135)	1.60% (0.0112)	0.00% (0.0000)	0.00% (0.0000)
		4	2	2	0	0
	Refused (vol.)	0.24% (0.0024)	0.96% (0.0096)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	Don't Know (vol.)	0.21% (0.0021)	0.00% (0.0000)	0.80% (0.0080)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
Q5c_2. (If Q5b=1) How do you like it? Looked at or read a book?	Like	93.07% (0.0124)	83.64% (0.0353)	91.42% (0.0252)	98.95% (0.0104)	98.40% (0.0160)
		404	92	99	113	101
	Neutral	3.97% (0.0093)	10.00% (0.0286)	4.65% (0.0187)	1.05% (0.0104)	0.00% (0.0000)
		17	11	5	1	0



	Dislike	2.58% (0.0079)	6.36% (0.0233)	2.38% (0.0137)	0.00% (0.0000)	1.60% (0.0160)
		11	7	3	0	2
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.39% (0.0027)	0.00% (0.0000)	1.55% (0.0109)	0.00% (0.0000)	0.00% (0.0000)
		2	0	2	0	0
Q5c_3. (If Q5b=1) How do you like it? Done chores around the house?	Like	91.77% (0.0144)	80.20% (0.0397)	86.98% (0.0357)	100.00% (0.0000)	100.00% (0.0000)
		382	81	95	107	99
	Neutral	5.22% (0.0114)	12.87% (0.0334)	7.98% (0.0279)	0.00% (0.0000)	0.00% (0.0000)
		22	13	9	0	0
	Dislike	1.82% (0.0064)	4.95% (0.0216)	2.34% (0.0135)	0.00% (0.0000)	0.00% (0.0000)
		8	5	3	0	0
	Refused (vol.)	0.24% (0.0024)	0.99% (0.0099)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	Don't Know (vol.)	0.95% (0.0060)	0.99% (0.0099)	2.70% (0.0208)	0.00% (0.0000)	0.00% (0.0000)
		4	1	3	0	0
Q5c_4. (If Q5b=1) How do you like it? Used flash cards with words/ pictures or math?	Like	94.71% (0.0109)	91.35% (0.0276)	90.64% (0.0262)	97.73% (0.0159)	100.00% (0.0000)
		388	95	98	109	86
	Neutral	3.95% (0.0096)	6.73% (0.0246)	6.16% (0.0214)	2.27% (0.0159)	0.00% (0.0000)
		16	7	7	3	0
	Dislike	1.11% (0.0050)	1.92% (0.0135)	2.37% (0.0136)	0.00% (0.0000)	0.00% (0.0000)
		5	2	3	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.22% (0.0022)	0.00% (0.0000)	0.83% (0.0083)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
Q5c_5. (If Q5b=1) How do you like it? Watched TV or videos?	Like	94.88% (0.0100)	87.50% (0.0302)	92.54% (0.0220)	98.97% (0.0103)	100.00% (0.0000)
		474	105	115	128	126
	Neutral	4.34% (0.0092)	10.00% (0.0274)	6.74% (0.0209)	1.03% (0.0103)	0.00% (0.0000)
		22	12	8	1	0
	Dislike	0.78% (0.0039)	2.50% (0.0143)	0.72% (0.0072)	0.00% (0.0000)	0.00% (0.0000)
		4	3	1	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0



	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5c_6. (If Q5b=1) How do you like it? Sung or danced to videos on TV or a mobile phone?	Like	94.26% (0.0124)	88.46% (0.0314)	92.75% (0.0270)	98.84% (0.0116)	97.98% (0.0200)
		376	92	104	101	80
	Neutral	2.87% (0.0082)	8.65% (0.0276)	2.19% (0.0126)	0.00% (0.0000)	0.00% (0.0000)
		11	9	2	0	0
	Dislike	2.87% (0.0095)	2.88% (0.0164)	5.06% (0.0243)	1.16% (0.0116)	2.02% (0.0200)
		11	3	6	1	2
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5c_7. (If Q5b=1) How do you like it? Used a mobile phone?	Like	96.03% (0.0094)	89.62% (0.0297)	95.30% (0.0190)	98.84% (0.0115)	100.00% (0.0000)
		417	95	99	115	108
	Neutral	2.99% (0.0081)	8.49% (0.0271)	3.84% (0.0170)	0.00% (0.0000)	0.00% (0.0000)
		13	9	4	0	0
	Dislike	0.98% (0.0049)	1.89% (0.0132)	0.86% (0.0086)	1.16% (0.0115)	0.00% (0.0000)
		4	2	1	1	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q6. Do you watch Plaza Sesamo on TV?	Yes	85.06% (0.0237)	80.92% (0.0344)	84.97% (0.0342)	92.45% (0.0311)	81.92% (0.0745)
		445	106	111	121	107
	No	14.74% (0.0237)	18.32% (0.0338)	15.03% (0.0342)	7.55% (0.0311)	18.08% (0.0745)
		77	24	20	10	24
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.19% (0.0019)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
Q7_1. (If Q6=1) Who is your favorite character on Sesame Street? ...Lola	Not Mentioned	74.19% (0.0230)	76.34% (0.0372)	67.38% (0.0414)	71.41% (0.0472)	81.62% (0.0481)
		388	100	88	94	107
	Mentioned	25.81% (0.0230)	23.66% (0.0372)	32.62% (0.0414)	28.59% (0.0472)	18.38% (0.0481)
		135	31	43	37	24



Q7_2. (If Q6=1) Who is your favorite character on Sesame Street? ...Elmo	Not Mentioned	51.74% (0.0309)	48.85% (0.0437)	62.78% (0.0440)	46.12% (0.0530)	49.21% (0.0905)
		271	64	82	60	64
	Mentioned	48.26% (0.0309)	51.15% (0.0437)	37.22% (0.0440)	53.88% (0.0530)	50.79% (0.0905)
		253	67	49	71	66
Q7_3. (If Q6=1) Who is your favorite character on Sesame Street? ...Come Galletas	Not Mentioned	75.12% (0.0230)	67.94% (0.0408)	76.22% (0.0394)	75.82% (0.0450)	80.51% (0.0514)
		393	89	100	99	105
	Mentioned	24.88% (0.0230)	32.06% (0.0408)	23.78% (0.0394)	24.18% (0.0450)	19.49% (0.0514)
		130	42	31	32	25
Q7_97. Not Asked	Not Mentioned	85.06% (0.0237)	80.92% (0.0344)	84.97% (0.0342)	92.45% (0.0311)	81.92% (0.0745)
		445	106	111	121	107
	Mentioned	14.94% (0.0237)	19.08% (0.0344)	15.03% (0.0342)	7.55% (0.0311)	18.08% (0.0745)
		78	25	20	10	24
Q7_98. Refused (vol.)	Not Mentioned	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)
		523	131	131	131	131
	Mentioned	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q7_99. Dont Know (vol.)	Not Mentioned	99.66% (0.0024)	99.24% (0.0076)	99.41% (0.0059)	100.00% (0.0000)	100.00% (0.0000)
		522	130	130	131	131
	Mentioned	0.34% (0.0024)	0.76% (0.0076)	0.59% (0.0059)	0.00% (0.0000)	0.00% (0.0000)
		2	1	1	0	0
Q8a. [Image 1 - Kitchen set] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response	Cooking/eating/specific food	38.69% (0.0289)	56.49% (0.0434)	50.10% (0.0456)	23.05% (0.0456)	25.09% (0.0774)
		202	74	66	30	33
	Drinking (tea, water, juice)	4.02% (0.0101)	2.29% (0.0131)	2.46% (0.0122)	5.83% (0.0263)	5.48% (0.0254)
		21	3	3	8	7
	Playing	7.96% (0.0136)	7.63% (0.0232)	15.12% (0.0343)	3.07% (0.0175)	6.01% (0.0276)
		42	10	20	4	8
	Use specific item (cup, spoon, plate)	2.47% (0.0074)	2.29% (0.0131)	3.05% (0.0135)	2.05% (0.0144)	2.51% (0.0179)
		13	3	4	3	3
	Pretend play at specific location (restaurant, kitchen house)	34.19% (0.0325)	11.45% (0.0279)	6.78% (0.0201)	60.17% (0.0525)	58.40% (0.0859)
		179	15	9	79	76
	Does not play/Nothing	1.49% (0.0053)	2.29% (0.0131)	2.65% (0.0132)	1.02% (0.0102)	0.00% (0.0000)
		8	3	3	1	0



	Other	4.52% (0.0098)	7.63% (0.0232)	8.15% (0.0254)	1.02% (0.0102)	1.25% (0.0126)
		24	10	11	1	2
	Refused	1.51% (0.0054)	3.05% (0.0150)	1.96% (0.0113)	1.02% (0.0102)	0.00% (0.0000)
		8	4	3	1	0
	Don't Know	5.15% (0.0109)	6.87% (0.0221)	9.72% (0.0272)	2.76% (0.0203)	1.25% (0.0126)
		27	9	13	4	2
Q8b. [Image 1 - Kitchen set] Interviewer Probe: Is there anything else you can do or play with these things? Second response	Cooking/eating/specific food	19.38% (0.0332)	12.40% (0.0291)	19.29% (0.0374)	19.45% (0.0423)	26.28% (0.1082)
		101	16	25	25	34
	Drinking (tea, water, juice)	7.36% (0.0136)	3.88% (0.0170)	3.18% (0.0166)	12.30% (0.0344)	9.98% (0.0351)
		38	5	4	16	13
	Playing	6.83% (0.0129)	10.85% (0.0274)	5.07% (0.0197)	5.43% (0.0271)	6.01% (0.0276)
		36	14	7	7	8
	Use specific item (cup, spoon, plate)	3.77% (0.0091)	1.55% (0.0109)	4.48% (0.0167)	5.79% (0.0231)	3.24% (0.0192)
		20	2	6	8	4
	Pretend play at specific location (restaurant, kitchen house)	8.27% (0.0150)	1.55% (0.0109)	1.29% (0.0091)	18.35% (0.0427)	11.70% (0.0377)
		43	2	2	24	15
	Does not play/Nothing	17.02% (0.0186)	25.58% (0.0385)	35.78% (0.0442)	7.05% (0.0259)	0.00% (0.0000)
		88	33	46	9	0
	Other	3.48% (0.0083)	6.98% (0.0225)	3.98% (0.0160)	1.02% (0.0102)	1.98% (0.0142)
		18	9	5	1	3
	Refused	19.64% (0.0254)	8.53% (0.0246)	4.57% (0.0171)	26.83% (0.0458)	38.30% (0.0839)
		102	11	6	35	50
	Don't Know	14.26% (0.0174)	28.68% (0.0399)	22.37% (0.0392)	3.78% (0.0225)	2.51% (0.0179)
		74	37	29	5	3
Q9a. [Image 2 - Plastic containers] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response	Put/store food inside	21.22% (0.0254)	22.14% (0.0363)	15.33% (0.0342)	23.83% (0.0446)	23.57% (0.0766)
		111	29	20	31	31
	Refused	3.17% (0.0081)	7.63% (0.0232)	1.87% (0.0108)	1.93% (0.0136)	1.25% (0.0126)
		17	10	2	3	2
	Don't Know	13.06% (0.0167)	15.27% (0.0315)	22.59% (0.0365)	9.61% (0.0337)	4.76% (0.0243)
		68	20	30	13	6
	Pour/store liquids inside (water, tea)	0.65% (0.0037)	0.76% (0.0076)	0.00% (0.0000)	1.82% (0.0128)	0.00% (0.0000)
		3	1	0	2	0
	Wash the containers	2.46% (0.0075)	2.29% (0.0131)	1.37% (0.0097)	2.95% (0.0169)	3.24% (0.0192)
		13	3	2	4	4
	Put my toys/other stuff inside	6.98% (0.0131)	4.58% (0.0183)	6.19% (0.0192)	10.41% (0.0343)	6.74% (0.0286)
		37	6	8	14	9



	These are dishes to cook in or eat from	13.04% (0.0172)	12.21% (0.0286)	22.11% (0.0399)	7.87% (0.0275)	9.98% (0.0351)
		68	16	29	10	13
	I would play with these (build a house, pour sand, make a drum etc)	24.54% (0.0235)	12.98% (0.0294)	15.91% (0.0338)	34.88% (0.0509)	34.43% (0.0717)
		128	17	21	46	45
	For mom mom/dad/family member	2.19% (0.0063)	6.87% (0.0221)	1.87% (0.0108)	0.00% (0.0000)	0.00% (0.0000)
		11	9	2	0	0
	Does not play/Nothing	7.52% (0.0327)	5.34% (0.0197)	5.20% (0.0200)	4.77% (0.0210)	14.78% (0.1173)
		39	7	7	6	19
	Other	5.17% (0.0104)	9.92% (0.0262)	7.56% (0.0243)	1.93% (0.0136)	1.25% (0.0126)
		27	13	10	3	2
Q9b. [Image 2 - Plastic containers] Interviewer Probe: Is there anything else you can do or play with these things? Second response	Put/store food inside	4.79% (0.0112)	4.65% (0.0186)	5.02% (0.0221)	6.01% (0.0266)	3.50% (0.0206)
		25	6	6	8	5
	Refused	17.56% (0.0247)	13.95% (0.0305)	1.85% (0.0106)	17.25% (0.0378)	36.52% (0.0828)
		91	18	2	23	48
	Don't Know	23.72% (0.0224)	28.68% (0.0399)	38.79% (0.0451)	13.36% (0.0373)	14.73% (0.0438)
		122	37	49	18	19
	Pour/store liquids inside (water, tea)	1.46% (0.0060)	1.55% (0.0109)	0.00% (0.0000)	2.95% (0.0169)	1.25% (0.0126)
		8	2	0	4	2
	Wash the containers	0.32% (0.0032)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	1.25% (0.0126)
		2	0	0	0	2
	Put my toys/other stuff inside	2.07% (0.0071)	2.33% (0.0133)	2.76% (0.0164)	0.00% (0.0000)	3.24% (0.0192)
		11	3	3	0	4
	These are dishes to cook in or eat from	7.09% (0.0140)	4.65% (0.0186)	3.69% (0.0203)	12.84% (0.0376)	7.00% (0.0296)
		37	6	5	17	9
	I would play with these (build a house, pour sand, make a drum etc)	17.32% (0.0336)	11.63% (0.0283)	6.65% (0.0224)	19.29% (0.0445)	31.23% (0.1042)
		89	15	8	25	41
	For mom mom/dad/family member	0.39% (0.0027)	1.55% (0.0109)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		2	2	0	0	0
	Does not play/Nothing	22.20% (0.0213)	26.36% (0.0388)	35.61% (0.0441)	27.38% (0.0455)	0.00% (0.0000)
		115	34	45	36	0
	Other	3.08% (0.0084)	4.65% (0.0186)	5.63% (0.0229)	0.91% (0.0091)	1.25% (0.0126)
		16	6	7	1	2
Q10a. [Image 3 - Sand or clay] There are lots of things you do or play with these things. Can you tell me all of the things	Build/make something	58.07% (0.0314)	45.04% (0.0435)	53.25% (0.0453)	77.70% (0.0432)	56.28% (0.0952)
		304	59	70	102	74
	Don't Know	1.21% (0.0046)	2.29% (0.0131)	2.55% (0.0127)	0.00% (0.0000)	0.00% (0.0000)
		6	3	3	0	0





you could do or play  
with these things?  
First response

Play (general)	11.99% (0.0329)	9.92% (0.0262)	15.02% (0.0350)	0.00% (0.0000)	23.04% (0.1107)
	63	13	20	0	30
Mold/smash/arrange/break apart	13.49% (0.0169)	14.50% (0.0308)	15.03% (0.0297)	13.44% (0.0358)	10.97% (0.0368)
	71	19	20	18	14
Eat the sand or clay	4.36% (0.0103)	1.53% (0.0107)	1.28% (0.0090)	5.91% (0.0236)	8.72% (0.0324)
	23	2	2	8	11
Identified clay/play- doh/sand	4.23% (0.0089)	10.69% (0.0270)	5.21% (0.0181)	1.02% (0.0102)	0.00% (0.0000)
	22	14	7	1	0
Color/draw/art	0.88% (0.0040)	0.76% (0.0076)	1.87% (0.0108)	0.91% (0.0091)	0.00% (0.0000)
	5	1	2	1	0
Doesnt play	0.38% (0.0027)	1.53% (0.0107)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
	2	2	0	0	0
Other	4.12% (0.0089)	10.69% (0.0270)	5.79% (0.0208)	0.00% (0.0000)	0.00% (0.0000)
	22	14	8	0	0
Refused	1.27% (0.0052)	3.05% (0.0150)	0.00% (0.0000)	1.02% (0.0102)	0.99% (0.0100)
	7	4	0	1	1

Q10b. [Image 3 -  
Sand or clay]  
Interviewer Probe: Is  
there anything else  
you can do or play  
with these things?  
Second response

Build/make something	38.57% (0.0345)	22.94% (0.0403)	23.39% (0.0435)	53.30% (0.0528)	49.21% (0.0915)
	184	25	25	70	64
Don't Know	12.37% (0.0167)	22.94% (0.0403)	23.28% (0.0411)	4.81% (0.0245)	2.25% (0.0162)
	59	25	25	6	3
Play (general)	10.78% (0.0239)	9.17% (0.0277)	7.84% (0.0262)	8.46% (0.0291)	16.83% (0.0740)
	51	10	8	11	22
Mold/smash/arrange/break apart	6.84% (0.0136)	7.34% (0.0250)	11.34% (0.0365)	3.86% (0.0191)	5.75% (0.0265)
	33	8	12	5	8
Eat the sand or clay	0.19% (0.0019)	0.00% (0.0000)	0.84% (0.0084)	0.00% (0.0000)	0.00% (0.0000)
	1	0	1	0	0
Identified clay/play- doh/sand	0.81% (0.0042)	0.92% (0.0091)	1.45% (0.0102)	1.02% (0.0102)	0.00% (0.0000)
	4	1	2	1	0
Color/draw/art	0.96% (0.0050)	0.92% (0.0091)	0.73% (0.0072)	0.91% (0.0091)	1.25% (0.0126)
	5	1	1	1	2
Doesnt play	13.89% (0.0178)	23.85% (0.0409)	20.03% (0.0390)	13.46% (0.0353)	0.99% (0.0100)
	66	26	21	18	1
Other	2.41% (0.0083)	2.75% (0.0157)	7.97% (0.0321)	0.00% (0.0000)	0.00% (0.0000)
	11	3	8	0	0
Refused	13.18% (0.0185)	9.17% (0.0277)	3.14% (0.0156)	14.18% (0.0346)	23.72% (0.0574)
	63	10	3	19	31



Q11a. [Image 4 - Stationary items including paper, pens, paper and crayons] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response	Writing/homework	8.81% (0.0328)	6.11% (0.0209)	4.61% (0.0172)	3.75% (0.0185)	20.79% (0.1125)
		46	8	6	5	27
	Coloring	7.14% (0.0122)	10.69% (0.0270)	12.08% (0.0302)	5.79% (0.0231)	0.00% (0.0000)
		37	14	16	8	0
	Drawing	54.31% (0.0310)	27.48% (0.0390)	27.51% (0.0439)	86.56% (0.0358)	75.71% (0.1098)
		284	36	36	113	99
	Playing	1.60% (0.0068)	0.76% (0.0076)	2.36% (0.0178)	1.02% (0.0102)	2.25% (0.0162)
		8	1	3	1	3
	Paints	23.67% (0.0210)	45.04% (0.0435)	49.61% (0.0456)	0.00% (0.0000)	0.00% (0.0000)
		124	59	65	0	0
	No/doesn't play/doesn't draw	0.76% (0.0038)	3.05% (0.0150)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		4	4	0	0	0
	Other	3.52% (0.0090)	6.11% (0.0209)	3.83% (0.0155)	2.88% (0.0208)	1.25% (0.0126)
		18	8	5	4	2
Q11b. [Image 4 - Stationary items including paper, pens, paper and crayons] Interviewer Probe: Is there anything else you can do or play with these things? Second response	Refused	0.19% (0.0019)	0.76% (0.0076)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Writing/homework	5.78% (0.0329)	1.54% (0.0108)	1.38% (0.0097)	0.91% (0.0091)	19.27% (0.1136)
		30	2	2	1	25
	Coloring	3.56% (0.0094)	3.08% (0.0152)	4.65% (0.0173)	2.76% (0.0203)	3.76% (0.0220)
		19	4	6	4	5
	Drawing	38.00% (0.0294)	18.46% (0.0341)	29.28% (0.0431)	57.11% (0.0524)	46.97% (0.0890)
		198	24	38	75	61
	Playing	3.38% (0.0094)	3.08% (0.0152)	3.66% (0.0199)	4.25% (0.0215)	2.51% (0.0179)
		18	4	5	6	3
	Paints	7.77% (0.0123)	16.92% (0.0329)	14.25% (0.0316)	0.00% (0.0000)	0.00% (0.0000)
		41	22	19	0	0
	No/doesn't play/doesn't draw	16.64% (0.0185)	23.85% (0.0374)	29.77% (0.0422)	13.07% (0.0342)	0.00% (0.0000)
		87	31	39	17	0
	Other	3.69% (0.0086)	6.92% (0.0223)	3.96% (0.0160)	1.93% (0.0136)	1.98% (0.0142)
		19	9	5	3	3
	Refused	12.34% (0.0176)	7.69% (0.0234)	1.29% (0.0091)	17.01% (0.0399)	23.26% (0.0571)
		64	10	2	22	30
	Don't Know	8.84% (0.0131)	18.46% (0.0341)	11.77% (0.0266)	2.95% (0.0169)	2.25% (0.0162)
		46	24	15	4	3



<p>Q12a. [Image 5 - Recyclable items including plastic bottle, cans, and cardboard] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response</p>	For drinking/storing/pouring (water, juice, cold drinks)	23.84% (0.0221)	29.01% (0.0397)	23.58% (0.0361)	25.05% (0.0445)	17.71% (0.0482)
		125	38	31	33	23
	Refused	1.02% (0.0046)	3.05% (0.0150)	0.00% (0.0000)	1.02% (0.0102)	0.00% (0.0000)
		5	4	0	1	0
	Don't Know	6.31% (0.0117)	6.11% (0.0209)	10.81% (0.0253)	5.83% (0.0263)	2.51% (0.0179)
		33	8	14	8	3
	For cleaning	0.51% (0.0030)	0.76% (0.0076)	1.28% (0.0090)	0.00% (0.0000)	0.00% (0.0000)
		3	1	2	0	0
	Build/create something (binoculars, train, car, mix sand)	31.08% (0.0344)	14.50% (0.0308)	19.35% (0.0373)	40.00% (0.0523)	50.51% (0.0904)
		163	19	25	52	66
	Use for going to the bathroom	1.20% (0.0054)	1.53% (0.0107)	0.00% (0.0000)	1.02% (0.0102)	2.25% (0.0162)
		6	2	0	1	3
	Play (general, pretend)	19.12% (0.0211)	16.79% (0.0327)	21.60% (0.0391)	18.32% (0.0430)	19.75% (0.0520)
		100	22	28	24	26
	Throw them away in the trash	0.31% (0.0031)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	1.25% (0.0126)
		2	0	0	0	2
	Identifies object (but not use)	8.40% (0.0135)	14.50% (0.0308)	15.92% (0.0356)	1.93% (0.0136)	1.25% (0.0126)
		44	19	21	3	2
	Nothing/doesn't play/no	4.03% (0.0096)	4.58% (0.0183)	5.50% (0.0222)	4.77% (0.0210)	1.25% (0.0126)
		21	6	7	6	2
	Other	4.17% (0.0095)	9.16% (0.0252)	1.96% (0.0113)	2.05% (0.0144)	3.50% (0.0206)
		22	12	3	3	5
<p>Q12b. [Image 5 - Recyclable items including plastic bottle, cans, and cardboard] Interviewer Probe: Is there anything else you can do or play with these things? Second response</p>	For drinking/storing/pouring (water, juice, cold drinks)	8.61% (0.0138)	14.17% (0.0310)	11.17% (0.0302)	4.89% (0.0215)	4.49% (0.0231)
		44	18	14	6	6
	Refused	21.67% (0.0362)	9.45% (0.0260)	0.62% (0.0062)	19.18% (0.0395)	56.06% (0.0837)
		111	12	1	25	73
	Don't Know	19.68% (0.0206)	22.05% (0.0368)	31.03% (0.0426)	12.53% (0.0349)	13.74% (0.0422)
		101	28	39	16	18
	For cleaning	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Build/create something (binoculars, train, car, mix sand)	17.39% (0.0214)	7.87% (0.0239)	7.13% (0.0264)	34.78% (0.0526)	18.96% (0.0503)
		89	10	9	46	25
	Use for going to the bathroom	0.70% (0.0035)	0.79% (0.0079)	2.07% (0.0119)	0.00% (0.0000)	0.00% (0.0000)
		4	1	3	0	0
	Play (general, pretend)	6.29% (0.0118)	11.02% (0.0278)	3.51% (0.0155)	5.12% (0.0224)	5.48% (0.0254)
		32	14	4	7	7



	Throw them away in the trash	0.55% (0.0039)	0.00% (0.0000)	0.00% (0.0000)	0.91% (0.0091)	1.25% (0.0126)
		3	0	0	1	2
	Identifies object (but not use)	2.77% (0.0075)	3.15% (0.0155)	6.62% (0.0205)	1.53% (0.0151)	0.00% (0.0000)
		14	4	8	2	0
	Nothing/doesn't play/no	20.51% (0.0207)	27.56% (0.0397)	35.88% (0.0452)	19.54% (0.0400)	0.00% (0.0000)
		105	35	45	26	0
	Other	1.84% (0.0065)	3.94% (0.0173)	1.97% (0.0113)	1.53% (0.0151)	0.00% (0.0000)
		9	5	2	2	0

Play Every Day Global Impact Evaluation Results (Primary Caregiver, South Africa)			Analysis Group			
Question	Response Options	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q4. What is your marital status?		Base	26.62% (0.0237)	24.85% (0.0242)	24.93% (0.0272)	23.60% (0.0266)
			105	98	98	93
	Never married	49.45% (0.0293)	55.24% (0.0486)	40.35% (0.0527)	60.07% (0.0629)	41.28% (0.0625)
		195	58	40	59	38
	Married	17.90% (0.0215)	20.00% (0.0391)	17.04% (0.0381)	20.12% (0.0512)	14.08% (0.0418)
		71	21	17	20	13
	Association (civil union)/living together	28.69% (0.0275)	21.90% (0.0404)	35.28% (0.0520)	17.35% (0.0476)	41.38% (0.0684)
		113	23	35	17	39
	Divorced or separated	3.48% (0.0131)	1.90% (0.0134)	6.55% (0.0416)	2.47% (0.0173)	3.08% (0.0229)
		14	2	6	2	3
	Widowed	0.49% (0.0030)	0.95% (0.0095)	0.78% (0.0064)	0.00% (0.0000)	0.18% (0.0018)
		2	1	1	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5. What is the highest level of education you have completed?	No formal schooling	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	No formal schooling	0.83% (0.0039)	0.95% (0.0095)	0.84% (0.0059)	0.89% (0.0089)	0.60% (0.0060)
		3	1	1	1	1
	Grade 12 (Matric)/ Standard 10	26.88% (0.0259)	32.38% (0.0457)	23.83% (0.0464)	37.28% (0.0645)	12.88% (0.0360)
		106	34	23	37	12
	Other school level (Example: Post-Matric, A Levels, O Levels, other	0.73% (0.0042)	1.90% (0.0134)	0.00% (0.0000)	0.89% (0.0089)	0.00% (0.0000)
		3	2	0	1	0



non-South African school level)					
Artisans	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
	0	0	0	0	0
College Diploma	7.43% (0.0164)	11.43% (0.0311)	0.00% (0.0000)	17.60% (0.0529)	0.00% (0.0000)
	29	12	0	17	0
Professional certification e.g. nurses, teachers, etc.	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
	0	0	0	0	0
Technikon diploma	0.76% (0.0075)	0.00% (0.0000)	0.00% (0.0000)	3.04% (0.0297)	0.00% (0.0000)
	3	0	0	3	0
University degree completed/Bachelor's Degree	0.72% (0.0042)	1.90% (0.0134)	0.00% (0.0000)	0.85% (0.0085)	0.00% (0.0000)
	3	2	0	1	0
Post-graduate degree completed/Honours	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
	0	0	0	0	0
Post-graduate degree completed/Masters	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
	0	0	0	0	0
MBA/MBL	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
	0	0	0	0	0
Grades 1 or 2 (Sub A/B)	0.06% (0.0006)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.23% (0.0024)
	0	0	0	0	0
Post-graduate degree complete/Doctorate	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
	0	0	0	0	0
Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
	0	0	0	0	0
Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
	0	0	0	0	0
Grade 3-5/Standard 1-3	1.26% (0.0046)	0.95% (0.0095)	1.74% (0.0077)	1.12% (0.0112)	1.24% (0.0078)
	5	1	2	1	1
Grade 6/Standard 4	0.61% (0.0031)	0.95% (0.0095)	0.41% (0.0030)	0.00% (0.0000)	1.08% (0.0067)
	2	1	0	0	1
Grade 7/Standard 5	4.17% (0.0088)	2.86% (0.0163)	6.69% (0.0192)	2.90% (0.0207)	4.32% (0.0139)
	16	3	7	3	4
Grade 8/Standard 6	3.88% (0.0098)	5.71% (0.0227)	1.77% (0.0105)	4.37% (0.0252)	3.50% (0.0145)
	15	6	2	4	3
Grade 9/Standard 7	6.69% (0.0137)	6.67% (0.0244)	9.15% (0.0333)	1.88% (0.0138)	9.22% (0.0332)
	26	7	9	2	9
Grade 10/Standard 8	15.66% (0.0249)	6.67% (0.0244)	20.34% (0.0497)	5.32% (0.0240)	31.79% (0.0707)
	62	7	20	5	30



	Grade 11/Standard 9	30.35% (0.0263)	27.62% (0.0437)	35.23% (0.0519)	23.85% (0.0511)	35.14% (0.0619)
		120	29	35	23	33
Q6. [Ask if Q4=2 or 3] What is the highest level of education your spouse/partner has completed?	No formal schooling	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Grade 12 (Matric)/ Standard 10	30.22% (0.0400)	31.82% (0.0704)	30.68% (0.0676)	33.43% (0.0971)	26.12% (0.0847)
		56	14	16	12	13
	Other school level (Example: Post-Matric, A Levels, O Levels, other non-South African school level)	1.80% (0.0091)	2.27% (0.0225)	1.28% (0.0128)	0.00% (0.0000)	3.21% (0.0229)
		3	1	1	0	2
	Artisans	0.45% (0.0045)	0.00% (0.0000)	1.61% (0.0160)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
	College Diploma	9.42% (0.0275)	11.36% (0.0480)	0.00% (0.0000)	33.39% (0.1025)	0.00% (0.0000)
		17	5	0	12	0
	Professional certification e.g. nurses, teachers, etc.	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Technikon diploma	0.54% (0.0054)	2.27% (0.0225)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	University degree completed/Bachelor's Degree	1.00% (0.0071)	2.27% (0.0225)	0.00% (0.0000)	2.28% (0.0228)	0.00% (0.0000)
		2	1	0	1	0
	Post-graduate degree completed/Honours	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Post-graduate degree completed/Masters	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	MBA/MBL	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Grades 1 or 2 (Sub A/B)	0.73% (0.0058)	2.27% (0.0225)	0.68% (0.0068)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	Post-graduate degree complete/Doctorate	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Not Asked	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	6.35% (0.0217)	4.55% (0.0315)	14.87% (0.0626)	0.00% (0.0000)	3.97% (0.0283)
		12	2	8	0	2
	Grade 3-5/Standard 1-3	0.64% (0.0036)	0.00% (0.0000)	0.97% (0.0074)	0.00% (0.0000)	1.33% (0.0107)
		1	0	0	0	1



	Grade 6/Standard 4	0.36% (0.0036)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	1.29% (0.0130)
		1	0	0	0	1
	Grade 7/Standard 5	7.28% (0.0188)	4.55% (0.0315)	5.22% (0.0237)	8.11% (0.0553)	11.08% (0.0417)
		13	2	3	3	6
	Grade 8/Standard 6	2.49% (0.0108)	2.27% (0.0225)	3.10% (0.0253)	2.28% (0.0228)	2.21% (0.0141)
		5	1	2	1	1
	Grade 9/Standard 7	3.44% (0.0116)	6.82% (0.0381)	4.43% (0.0206)	0.00% (0.0000)	2.02% (0.0128)
		6	3	2	0	1
	Grade 10/Standard 8	8.45% (0.0215)	9.09% (0.0435)	8.73% (0.0371)	6.75% (0.0468)	8.85% (0.0448)
		16	4	4	2	5
	Grade 11/Standard 9	26.80% (0.0425)	20.45% (0.0610)	28.42% (0.0651)	13.77% (0.0611)	39.90% (0.1036)
		49	9	15	5	21
Q7. Do you consider the households in your neighborhood to be poorer, about the same or wealthier compared to yours?	Poorer	9.01% (0.0151)	12.38% (0.0322)	7.37% (0.0253)	9.26% (0.0344)	6.66% (0.0263)
		36	13	7	9	6
	About the same	71.03% (0.0255)	64.76% (0.0467)	67.05% (0.0506)	74.03% (0.0558)	79.14% (0.0473)
		280	68	66	73	74
	Wealthier	19.96% (0.0226)	22.86% (0.0410)	25.58% (0.0474)	16.71% (0.0486)	14.20% (0.0408)
		79	24	25	16	13
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q8. Are you currently working, unemployed, a housewife (ASK ONLY WOMEN), a student, retired, or disabled and unable to work?	Working full-time	7.64% (0.0161)	12.38% (0.0322)	2.86% (0.0140)	9.74% (0.0473)	5.11% (0.0217)
		30	13	3	10	5
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Working part-time	12.83% (0.0243)	7.62% (0.0259)	17.09% (0.0496)	9.51% (0.0465)	17.74% (0.0650)
		51	8	17	9	17
	Unemployed	61.04% (0.0301)	60.95% (0.0477)	62.25% (0.0568)	60.82% (0.0664)	60.08% (0.0695)
		241	64	61	60	56
	Housewife	11.56% (0.0205)	12.38% (0.0322)	11.17% (0.0380)	12.15% (0.0439)	10.40% (0.0500)
		46	13	11	12	10
	Student	2.70% (0.0095)	4.76% (0.0208)	1.22% (0.0121)	3.24% (0.0254)	1.36% (0.0135)
		11	5	1	3	1
	Retired	0.25% (0.0025)	0.95% (0.0095)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0



	Disabled and unable to work	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Other	3.98% (0.0115)	0.95% (0.0095)	5.41% (0.0299)	4.54% (0.0206)	5.31% (0.0280)
		16	1	5	4	5
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q8a. Is your child currently enrolled in either pre-school/creche or Grade R?	Yes	19.34% (0.0321)	-	23.20% (0.0487)	-	14.35% (0.0383)
		37	0	23	0	13
	No	80.66% (0.0321)	-	76.80% (0.0487)	-	85.65% (0.0383)
		154	0	75	0	79
	Not Asked	0.00% (0.0000)	-	0.00% (0.0000)	-	0.00% (0.0000)
		0	0	0	0	0
	Refused (vol.)	0.00% (0.0000)	-	0.00% (0.0000)	-	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	-	0.00% (0.0000)	-	0.00% (0.0000)
		0	0	0	0	0
Q9. [Ask if I1=1] What is your relationship to the child participating in the workshop?	Parent	86.44% (0.0304)	88.57% (0.0311)	-	84.00% (0.0534)	-
		176	93	0	82	0
	Grandparent	3.70% (0.0131)	3.81% (0.0187)	-	3.63% (0.0186)	-
		8	4	0	4	0
	Aunt or Uncle	8.11% (0.0270)	5.71% (0.0227)	-	10.77% (0.0501)	-
		16	6	0	10	0
	Sibling	1.75% (0.0103)	1.90% (0.0134)	-	1.60% (0.0159)	-
		4	2	0	2	0
	Other	0.00% (0.0000)	0.00% (0.0000)	-	0.00% (0.0000)	-
		0	0	0	0	0
	Not Asked	0.00% (0.0000)	0.00% (0.0000)	-	0.00% (0.0000)	-
		0	0	0	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	-	0.00% (0.0000)	-
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	-	0.00% (0.0000)	-
		0	0	0	0	0
Q10. [Ask if I1=1] What is the gender of the child participating in the workshop?	Male	51.11% (0.0405)	54.29% (0.0488)	-	48.19% (0.0654)	-
		104	57	0	47	0
	Female	48.89% (0.0405)	45.71% (0.0488)	-	51.81% (0.0654)	-





		99	48	0	50	0
	Not Asked	0.00% (0.0000)	0.00% (0.0000)	-	0.00% (0.0000)	-
		0	0	0	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	-	0.00% (0.0000)	-
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	-	0.00% (0.0000)	-
		0	0	0	0	0
Q11. [Ask if I1=1] What is the age of the child participating in the workshop?	3 years old	11.31% (0.0245)	12.38% (0.0322)	-	10.27% (0.0375)	-
		23	13	0	10	0
	4 years old	32.90% (0.0385)	36.19% (0.0470)	-	29.67% (0.0625)	-
		67	38	0	29	0
	5 years old	38.18% (0.0393)	39.05% (0.0477)	-	37.61% (0.0637)	-
		78	41	0	37	0
	6 years old	17.62% (0.0302)	12.38% (0.0322)	-	22.45% (0.0518)	-
		36	13	0	22	0
	Not Asked	0.00% (0.0000)	0.00% (0.0000)	-	0.00% (0.0000)	-
		0	0	0	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	-	0.00% (0.0000)	-
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	-	0.00% (0.0000)	-
		0	0	0	0	0
Q12. In the past week, did you play (engage in activity for enjoyment and recreation) with your child at home?	Yes	87.44% (0.0189)	78.10% (0.0404)	88.15% (0.0366)	93.94% (0.0375)	90.39% (0.0340)
		345	82	86	92	84
	No	12.56% (0.0189)	21.90% (0.0404)	11.85% (0.0366)	6.06% (0.0375)	9.61% (0.0340)
		50	23	12	6	9
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q13. (If Yes in Q12) In the past week, about how much time in total have you spent playing together with your child?	Less than 1 hour	20.09% (0.0244)	21.95% (0.0458)	22.00% (0.0550)	15.44% (0.0433)	21.44% (0.0492)
		69	18	19	14	18
	1-4 hours	36.62% (0.0297)	35.37% (0.0529)	39.56% (0.0551)	39.26% (0.0647)	31.93% (0.0614)
		126	29	34	36	27
	5-7 hours	19.57% (0.0275)	14.63% (0.0391)	20.42% (0.0448)	18.81% (0.0508)	24.37% (0.0746)
		68	12	18	17	21



	More than 7 hours	23.20% (0.0267)	28.05% (0.0497)	16.01% (0.0412)	26.49% (0.0608)	22.26% (0.0565)
		80	23	14	24	19
	Not Asked	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.51% (0.0051)	0.00% (0.0000)	2.02% (0.0200)	0.00% (0.0000)	0.00% (0.0000)
		2	0	2	0	0
Q13_R. Frequency of Play_Recorded	0-4 hours	49.59% (0.0293)	44.76% (0.0486)	54.26% (0.0544)	51.38% (0.0652)	48.24% (0.0655)
		196	47	53	51	45
	5-7 hours	17.12% (0.0244)	11.43% (0.0311)	18.00% (0.0400)	17.67% (0.0482)	22.03% (0.0689)
		68	12	18	17	21
	More than 7 hours	20.29% (0.0238)	21.90% (0.0404)	14.11% (0.0367)	24.89% (0.0581)	20.12% (0.0515)
		80	23	14	24	19
	Not Asked	12.56% (0.0189)	21.90% (0.0404)	11.85% (0.0366)	6.06% (0.0375)	9.61% (0.0340)
		50	23	12	6	9
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.44% (0.0044)	0.00% (0.0000)	1.78% (0.0177)	0.00% (0.0000)	0.00% (0.0000)
		2	0	2	0	0
Q14_1. What types of play activities do you do with your child at home? Physical play (Soccer; cricket; dancing; rugby; netball; riding a bike; jungle gym/ tree climbing)	Not Mentioned	51.01% (0.0294)	51.43% (0.0488)	54.51% (0.0543)	60.65% (0.0629)	36.64% (0.0600)
		201	54	53	60	34
	Mentioned	48.99% (0.0294)	48.57% (0.0488)	45.49% (0.0543)	39.35% (0.0629)	63.36% (0.0600)
		193	51	45	39	59
Q14_2. What types of play activities do you do with your child at home? Pretend play (dressing up, playing roles of doctors, teachers etc)	Not Mentioned	68.68% (0.0269)	73.33% (0.0432)	67.91% (0.0514)	68.29% (0.0597)	64.67% (0.0610)
		271	77	67	67	60
	Mentioned	31.32% (0.0269)	26.67% (0.0432)	32.09% (0.0514)	31.71% (0.0597)	35.33% (0.0610)
		124	28	31	31	33
Q14_3. What types of play activities do you do with your child at home? Social play (playing in a group, sharing, interacting with others)	Not Mentioned	60.93% (0.0282)	64.76% (0.0467)	61.39% (0.0515)	50.58% (0.0651)	67.05% (0.0578)
		240	68	60	50	62
	Mentioned	39.07% (0.0282)	35.24% (0.0467)	38.61% (0.0515)	49.42% (0.0651)	32.95% (0.0578)
		154	37	38	49	31
Q14_4. What types of play activities do you do	Not Mentioned	63.49% (0.0279)	60.95% (0.0477)	68.11% (0.0492)	55.15% (0.0655)	70.29% (0.0538)



with your child at home? Play activities with rules (Hide and seek; jump rope; hop scotch; rotten egg; musical chairs; running red rovers)		250	64	67	54	65
	Mentioned	36.51% (0.0279)	39.05% (0.0477)	31.89% (0.0492)	44.85% (0.0655)	29.71% (0.0538)
		144	41	31	44	28
Q14_5. What types of play activities do you do with your child at home? Play activities involving singing and dancing with music or musical instruments	Not Mentioned	47.29% (0.0292)	53.33% (0.0487)	47.18% (0.0546)	43.58% (0.0648)	44.53% (0.0641)
		187	56	46	43	41
	Mentioned	52.71% (0.0292)	46.67% (0.0487)	52.82% (0.0546)	56.42% (0.0648)	55.47% (0.0641)
		208	49	52	55	52
Q14_97. What types of play activities do you do with your child at home? Not Asked	Not Mentioned	87.44% (0.0189)	78.10% (0.0404)	88.15% (0.0366)	93.94% (0.0375)	90.39% (0.0340)
		345	82	86	92	84
	Mentioned	12.56% (0.0189)	21.90% (0.0404)	11.85% (0.0366)	6.06% (0.0375)	9.61% (0.0340)
		50	23	12	6	9
Q14_98. What types of play activities do you do with your child at home? Refused (vol.)	Not Mentioned	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)
		394	105	98	98	93
	Mentioned	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q14_99. What types of play activities do you do with your child at home? Dont Know (vol.)	Not Mentioned	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)
		394	105	98	98	93
	Mentioned	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q15. Do you read story books, tell stories or rhymes with your child at home?	Yes	74.59% (0.0238)	69.52% (0.0450)	64.58% (0.0488)	96.33% (0.0218)	67.86% (0.0598)
		294	73	63	95	63
	No	25.41% (0.0238)	30.48% (0.0450)	35.42% (0.0488)	3.67% (0.0218)	32.14% (0.0598)
		100	32	35	4	30
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q16. Do you teach or encourage learning colors and shapes to your child at home?	Yes	89.38% (0.0159)	95.24% (0.0208)	75.12% (0.0456)	100.00% (0.0000)	86.54% (0.0363)
		353	100	74	98	81
	No	10.62% (0.0159)	4.76% (0.0208)	24.88% (0.0456)	0.00% (0.0000)	13.46% (0.0363)
		42	5	24	0	13
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)



		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_1. How often does your child do each of the following things, if at all? a) Use child-size play sets (like kitchen sets, pretend food sets, cleaning sets)	Never	24.33% (0.0273)	15.24% (0.0351)	33.57% (0.0530)	19.81% (0.0546)	29.65% (0.0687)
		96	16	33	19	28
	Once a month	5.13% (0.0117)	5.71% (0.0227)	4.62% (0.0190)	2.61% (0.0189)	7.66% (0.0316)
		20	6	5	3	7
	A few times per month	6.81% (0.0136)	7.62% (0.0259)	4.66% (0.0175)	9.94% (0.0376)	4.86% (0.0225)
		27	8	5	10	5
	Once a week	10.20% (0.0176)	10.48% (0.0299)	11.40% (0.0349)	9.85% (0.0390)	9.01% (0.0374)
		40	11	11	10	8
	2-4 times a week	18.57% (0.0216)	19.05% (0.0384)	15.92% (0.0363)	21.29% (0.0520)	17.96% (0.0443)
		73	20	16	21	17
	Every day/almost every day	34.84% (0.0277)	41.90% (0.0482)	29.40% (0.0519)	36.50% (0.0626)	30.86% (0.0580)
		137	44	29	36	29
	Refused (vol.)	0.06% (0.0006)	0.00% (0.0000)	0.25% (0.0026)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.05% (0.0005)	0.00% (0.0000)	0.19% (0.0019)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_2. How often does your child do each of the following things, if at all? b) Go outside to run around (may include the use of playground/yard equipment)	Never	2.59% (0.0107)	3.81% (0.0187)	0.79% (0.0079)	5.54% (0.0362)	0.00% (0.0000)
		10	4	1	5	0
	Once a month	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	A few times per month	1.01% (0.0051)	3.81% (0.0187)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		4	4	0	0	0
	Once a week	5.17% (0.0130)	6.67% (0.0244)	1.25% (0.0088)	10.91% (0.0417)	1.55% (0.0114)
		20	7	1	11	1
	2-4 times a week	8.25% (0.0167)	9.52% (0.0287)	7.29% (0.0283)	8.58% (0.0381)	7.45% (0.0381)
		33	10	7	8	7
	Every day/almost every day	82.78% (0.0227)	76.19% (0.0416)	90.67% (0.0304)	74.19% (0.0597)	91.00% (0.0394)
		327	80	89	73	85
	Refused (vol.)	0.19% (0.0019)	0.00% (0.0000)	0.00% (0.0000)	0.77% (0.0077)	0.00% (0.0000)
		1	0	0	1	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0



Q17_3. How often does your child do each of the following things, if at all? c) Throw or roll a ball or using other kinds of age-appropriate sports equipment (jumping rope, tennis racket, cricket bat)	Never	3.07% (0.0083)	4.76% (0.0208)	3.63% (0.0175)	0.89% (0.0089)	2.87% (0.0154)
		12	5	4	1	3
	Once a month	1.63% (0.0062)	0.95% (0.0095)	2.73% (0.0157)	1.25% (0.0125)	1.64% (0.0107)
		6	1	3	1	2
	A few times per month	4.43% (0.0106)	7.62% (0.0259)	4.40% (0.0197)	4.03% (0.0230)	1.30% (0.0098)
		17	8	4	4	1
	Once a week	7.78% (0.0162)	9.52% (0.0287)	4.66% (0.0190)	13.44% (0.0497)	3.13% (0.0171)
		31	10	5	13	3
	2-4 times a week	24.01% (0.0249)	21.90% (0.0404)	23.81% (0.0441)	35.43% (0.0640)	14.51% (0.0396)
		95	23	23	35	14
	Every day/almost every day	58.14% (0.0287)	55.24% (0.0486)	59.68% (0.0519)	44.96% (0.0638)	73.73% (0.0510)
		229	58	58	44	69
	Refused (vol.)	0.66% (0.0052)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	2.82% (0.0219)
		3	0	0	0	3
	Don't Know (vol.)	0.27% (0.0019)	0.00% (0.0000)	1.09% (0.0078)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
Q17_4. How often does your child do each of the following things, if at all? d) Use figures (Super heroes like the Batman; Transformers; Bratz; Ben Ten; Barbie; Frozen) or figures (like rescue heroes or dolls)	Never	18.87% (0.0211)	20.95% (0.0398)	28.17% (0.0476)	8.66% (0.0306)	17.53% (0.0455)
		74	22	28	9	16
	Once a month	3.30% (0.0112)	4.76% (0.0208)	1.73% (0.0111)	4.48% (0.0348)	2.08% (0.0126)
		13	5	2	4	2
	A few times per month	10.88% (0.0212)	13.33% (0.0332)	6.99% (0.0230)	5.26% (0.0246)	18.16% (0.0684)
		43	14	7	5	17
	Once a week	8.41% (0.0161)	9.52% (0.0287)	7.70% (0.0315)	7.79% (0.0314)	8.58% (0.0373)
		33	10	8	8	8
	2-4 times a week	11.52% (0.0175)	9.52% (0.0287)	13.40% (0.0364)	12.05% (0.0402)	11.24% (0.0340)
		45	10	13	12	10
	Every day/almost every day	46.14% (0.0293)	40.95% (0.0480)	39.56% (0.0548)	61.76% (0.0619)	42.42% (0.0635)
		182	43	39	61	39
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.86% (0.0052)	0.95% (0.0095)	2.46% (0.0183)	0.00% (0.0000)	0.00% (0.0000)
		3	1	2	0	0
Q17_5. How often does your child do each of the following things, if at all? e) Use toy vehicles	Never	16.49% (0.0213)	13.33% (0.0332)	21.79% (0.0460)	17.38% (0.0514)	13.52% (0.0364)
		65	14	21	17	13
	Once a month	4.56% (0.0173)	5.71% (0.0227)	2.94% (0.0170)	2.50% (0.0176)	7.12% (0.0622)
		18	6	3	2	7



	A few times per month	4.27% (0.0102)	7.62% (0.0259)	4.10% (0.0191)	1.51% (0.0108)	3.59% (0.0209)
		17	8	4	1	3
	Once a week	3.57% (0.0097)	3.81% (0.0187)	5.45% (0.0221)	3.68% (0.0220)	1.21% (0.0120)
		14	4	5	4	1
	2-4 times a week	13.44% (0.0199)	14.29% (0.0342)	14.10% (0.0375)	16.63% (0.0487)	8.43% (0.0373)
		53	15	14	16	8
	Every day/almost every day	56.68% (0.0292)	54.29% (0.0487)	50.29% (0.0548)	56.66% (0.0645)	66.13% (0.0675)
		224	57	49	56	62
	Refused (vol.)	0.99% (0.0058)	0.95% (0.0095)	1.32% (0.0131)	1.64% (0.0163)	0.00% (0.0000)
		4	1	1	2	0
Q17_6. How often does your child do each of the following things, if at all? f) Use common household items (e.g., clay, paper, cloth, buckets, plastic utensils or cardboard) to build objects	Never	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Once a month	11.67% (0.0180)	19.05% (0.0384)	15.12% (0.0357)	2.47% (0.0243)	9.46% (0.0412)
		46	20	15	2	9
	A few times per month	2.42% (0.0075)	2.86% (0.0163)	2.47% (0.0116)	2.55% (0.0187)	1.72% (0.0115)
		10	3	2	3	2
	Once a week	7.11% (0.0142)	10.48% (0.0299)	12.12% (0.0387)	1.79% (0.0130)	3.67% (0.0212)
		28	11	12	2	3
	2-4 times a week	7.24% (0.0148)	8.57% (0.0274)	7.41% (0.0259)	8.99% (0.0394)	3.71% (0.0209)
		29	9	7	9	3
Q17_7. How often does your child do each of the following things, if at all? g) Play with a peer(s) or sibling(s) at home	Never	25.47% (0.0263)	20.00% (0.0391)	20.90% (0.0491)	40.43% (0.0649)	20.64% (0.0478)
		100	21	20	40	19
	Once a month	44.87% (0.0293)	39.05% (0.0477)	40.32% (0.0533)	42.13% (0.0632)	59.14% (0.0632)
		177	41	40	41	55
	A few times per month	1.02% (0.0060)	0.00% (0.0000)	0.88% (0.0088)	1.64% (0.0163)	1.66% (0.0165)
		4	0	1	2	2
	Once a week	0.20% (0.0020)	0.00% (0.0000)	0.79% (0.0079)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
	2-4 times a week	0.87% (0.0044)	1.90% (0.0134)	0.58% (0.0058)	0.89% (0.0089)	0.00% (0.0000)
		3	2	1	1	0
Q17_7. How often does your child do each of the following things, if at all? g) Play with a peer(s) or sibling(s) at home	Never	0.22% (0.0022)	0.00% (0.0000)	0.88% (0.0088)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
	Once a month	0.44% (0.0031)	0.00% (0.0000)	0.79% (0.0079)	0.97% (0.0097)	0.00% (0.0000)
		2	0	1	1	0
	A few times per month	3.19% (0.0114)	4.76% (0.0208)	3.56% (0.0249)	2.96% (0.0290)	1.26% (0.0126)
		13	5	3	3	1
	Once a week					
	2-4 times a week					
	Every day/almost every day					



	2-4 times a week	7.85% (0.0183)	8.57% (0.0274)	8.27% (0.0418)	11.85% (0.0488)	2.38% (0.0169)
		31	9	8	12	2
	Every day/almost every day	87.43% (0.0215)	84.76% (0.0351)	85.93% (0.0475)	83.33% (0.0552)	96.36% (0.0209)
		345	89	84	82	90
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q17_8. How often does your child do each of the following things, if at all? h) Play to pretend to be someone else	Never	7.62% (0.0135)	8.57% (0.0274)	11.34% (0.0305)	5.27% (0.0264)	5.10% (0.0212)
		30	9	11	5	5
	Once a month	7.09% (0.0166)	10.48% (0.0299)	4.83% (0.0266)	8.77% (0.0464)	3.88% (0.0228)
		28	11	5	9	4
	A few times per month	10.09% (0.0160)	11.43% (0.0311)	12.70% (0.0351)	9.53% (0.0353)	6.45% (0.0229)
		40	12	12	9	6
	Once a week	11.00% (0.0175)	16.19% (0.0360)	10.76% (0.0336)	9.52% (0.0391)	6.98% (0.0279)
		43	17	11	9	6
	2-4 times a week	24.32% (0.0269)	16.19% (0.0360)	17.56% (0.0384)	28.65% (0.0581)	36.03% (0.0694)
		96	17	17	28	34
	Every day/almost every day	38.63% (0.0285)	34.29% (0.0464)	41.55% (0.0552)	38.26% (0.0625)	40.84% (0.0635)
		152	36	41	38	38
	Refused (vol.)	0.17% (0.0017)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.72% (0.0072)
		1	0	0	0	1
	Don't Know (vol.)	1.07% (0.0051)	2.86% (0.0163)	1.26% (0.0108)	0.00% (0.0000)	0.00% (0.0000)
		4	3	1	0	0
Q17_9. How often does your child do each of the following things, if at all?: i) Play to pretend one thing is something else, like a bottle is a train	Never	10.45% (0.0158)	20.00% (0.0391)	13.49% (0.0347)	3.48% (0.0211)	3.86% (0.0189)
		41	21	13	3	4
	Once a month	5.19% (0.0129)	1.90% (0.0134)	5.89% (0.0273)	2.17% (0.0159)	11.34% (0.0395)
		20	2	6	2	11
	A few times per month	6.46% (0.0146)	6.67% (0.0244)	7.77% (0.0277)	8.16% (0.0392)	3.07% (0.0217)
		25	7	8	8	3
	Once a week	14.84% (0.0210)	20.00% (0.0391)	13.86% (0.0475)	17.92% (0.0476)	6.78% (0.0272)
		59	21	14	18	6
	2-4 times a week	23.37% (0.0264)	11.43% (0.0311)	27.11% (0.0484)	22.06% (0.0501)	34.30% (0.0694)
		92	12	27	22	32
	Every day/almost every day	38.14% (0.0283)	35.24% (0.0467)	30.77% (0.0476)	46.22% (0.0655)	40.65% (0.0625)
		150	37	30	45	38



	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	1.54% (0.0063)	4.76% (0.0208)	1.11% (0.0111)	0.00% (0.0000)	0.00% (0.0000)
		6	5	1	0	0
Q18_1. Do you agree or disagree with the following statement? a) Play is important in the development of skills (like memory, attention, reasoning skills) in children.	Strongly Disagree	97.12% (0.0090)	97.14% (0.0163)	97.51% (0.0158)	97.17% (0.0199)	96.61% (0.0196)
		383	102	96	96	90
	Somewhat Disagree	2.30% (0.0080)	1.90% (0.0134)	1.15% (0.0087)	2.83% (0.0199)	3.39% (0.0196)
		9	2	1	3	3
	Somewhat Agree	0.59% (0.0042)	0.95% (0.0095)	1.34% (0.0133)	0.00% (0.0000)	0.00% (0.0000)
		2	1	1	0	0
	Strongly Agree	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q18_2. Do you agree or disagree with the following statement? b) Play activities support childrens creativity and imagination.	Strongly Disagree	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Somewhat Disagree	0.30% (0.0026)	0.00% (0.0000)	0.14% (0.0014)	0.00% (0.0000)	1.10% (0.0110)
		1	0	0	0	1
	Somewhat Agree	5.59% (0.0118)	5.71% (0.0227)	7.30% (0.0241)	4.21% (0.0242)	5.13% (0.0238)
		22	6	7	4	5
	Strongly Agree	94.11% (0.0121)	94.29% (0.0227)	92.56% (0.0242)	95.79% (0.0242)	93.77% (0.0261)
		371	99	91	94	87
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q18_3. Do you agree or disagree with the following statement? c) Play is important in the emotional development of children.	Strongly Disagree	0.84% (0.0041)	0.95% (0.0095)	0.79% (0.0079)	0.00% (0.0000)	1.64% (0.0107)
		3	1	1	0	2
	Somewhat Disagree	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Somewhat Agree	10.49% (0.0166)	11.43% (0.0311)	14.45% (0.0379)	8.17% (0.0328)	7.71% (0.0296)
		41	12	14	8	7
	Strongly Agree	88.67% (0.0171)	87.62% (0.0322)	84.76% (0.0385)	91.83% (0.0328)	90.65% (0.0315)





		350	92	83	90	84
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q18_4. Do you agree or disagree with the following statement? d) Play activities support childrens preparation for future roles.	Strongly Disagree	0.67% (0.0041)	0.00% (0.0000)	2.72% (0.0164)	0.00% (0.0000)	0.00% (0.0000)
		3	0	3	0	0
	Somewhat Disagree	0.66% (0.0040)	0.00% (0.0000)	0.88% (0.0088)	0.00% (0.0000)	1.86% (0.0141)
		3	0	1	0	2
	Somewhat Agree	7.37% (0.0141)	9.52% (0.0287)	5.35% (0.0204)	9.60% (0.0374)	4.72% (0.0211)
		29	10	5	9	4
	Strongly Agree	91.30% (0.0151)	90.48% (0.0287)	91.06% (0.0271)	90.40% (0.0374)	93.42% (0.0253)
		360	95	89	89	87
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q18_5. Do you agree or disagree with the following statement? e) Children benefit academically from play activities.	Strongly Disagree	0.82% (0.0052)	0.00% (0.0000)	1.54% (0.0116)	1.75% (0.0173)	0.00% (0.0000)
		3	0	2	2	0
	Somewhat Disagree	0.97% (0.0044)	0.95% (0.0095)	1.90% (0.0106)	0.97% (0.0097)	0.00% (0.0000)
		4	1	2	1	0
	Somewhat Agree	9.07% (0.0161)	10.48% (0.0299)	14.42% (0.0346)	3.84% (0.0227)	7.39% (0.0393)
		36	11	14	4	7
	Strongly Agree	88.61% (0.0176)	88.57% (0.0311)	81.26% (0.0382)	93.44% (0.0297)	91.30% (0.0409)
		350	93	80	92	85
	Refused	0.22% (0.0022)	0.00% (0.0000)	0.88% (0.0088)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
	Don't Know	0.31% (0.0031)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	1.30% (0.0130)
		1	0	0	0	1
Q18_6. Do you agree or disagree with the following statement? f) Studying is more important than play.	Strongly Disagree	10.67% (0.0186)	10.48% (0.0299)	1.86% (0.0105)	20.45% (0.0551)	9.85% (0.0332)
		42	11	2	20	9
	Somewhat Disagree	12.17% (0.0188)	20.95% (0.0398)	6.18% (0.0253)	17.50% (0.0512)	2.96% (0.0154)
		48	22	6	17	3
	Somewhat Agree	20.09% (0.0227)	21.90% (0.0404)	22.22% (0.0474)	23.55% (0.0518)	12.13% (0.0385)
		79	23	22	23	11



	Strongly Agree	56.69% (0.0289)	46.67% (0.0487)	68.23% (0.0517)	38.51% (0.0632)	75.06% (0.0510)
		224	49	67	38	70
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.38% (0.0037)	0.00% (0.0000)	1.51% (0.0150)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
Q18_7. Do you agree or disagree with the following statement? g) Children learn valuable social skills during play activities.	Strongly Disagree	1.04% (0.0055)	0.00% (0.0000)	1.07% (0.0106)	1.75% (0.0173)	1.43% (0.0086)
		4	0	1	2	1
	Somewhat Disagree	0.37% (0.0028)	0.95% (0.0095)	0.46% (0.0046)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	Somewhat Agree	8.56% (0.0141)	10.48% (0.0299)	11.78% (0.0314)	3.85% (0.0196)	8.00% (0.0291)
		34	11	12	4	7
	Strongly Agree	90.03% (0.0153)	88.57% (0.0311)	86.68% (0.0331)	94.40% (0.0259)	90.57% (0.0304)
		355	93	85	93	84
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_1. Important in setting a foundation for your child's academic learning? a) Using child-size play sets (like pretend food sets, cleaning sets)	Strongly Disagree	4.11% (0.0095)	5.71% (0.0227)	5.98% (0.0212)	3.03% (0.0177)	1.46% (0.0093)
		16	6	6	3	1
	Somewhat Disagree	1.67% (0.0065)	0.95% (0.0095)	3.37% (0.0195)	0.97% (0.0097)	1.44% (0.0105)
		7	1	3	1	1
	Somewhat Agree	15.13% (0.0237)	16.19% (0.0360)	7.52% (0.0260)	13.59% (0.0432)	23.57% (0.0695)
		60	17	7	13	22
	Strongly Agree	77.90% (0.0262)	77.14% (0.0410)	78.35% (0.0489)	82.40% (0.0467)	73.53% (0.0690)
		307	81	77	81	68
	Refused	1.19% (0.0100)	0.00% (0.0000)	4.78% (0.0391)	0.00% (0.0000)	0.00% (0.0000)
		5	0	5	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_2. Important in setting a foundation for your child's academic learning? b) Going outside to run around or use playground/yard equipment	Strongly Disagree	3.37% (0.0083)	3.81% (0.0187)	6.70% (0.0207)	1.06% (0.0106)	1.82% (0.0132)
		13	4	7	1	2
	Somewhat Disagree	4.56% (0.0111)	6.67% (0.0244)	3.61% (0.0154)	5.64% (0.0307)	2.05% (0.0107)
		18	7	4	6	2
	Somewhat Agree	15.19% (0.0234)	15.24% (0.0351)	16.36% (0.0414)	7.19% (0.0302)	22.34% (0.0682)



		60	16	16	7	21
	Strongly Agree	76.88% (0.0255)	74.29% (0.0427)	73.32% (0.0462)	86.11% (0.0427)	73.78% (0.0677)
		303	78	72	85	69
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_3. Important in setting a foundation for your child's academic learning? c) Throwing or rolling a ball or using other kinds of age-appropriate sports equipment (jumping rope, tennis racket, cricket bat, miniature golf; swing ball)	Strongly Disagree	0.79% (0.0038)	0.00% (0.0000)	3.18% (0.0151)	0.00% (0.0000)	0.00% (0.0000)
		3	0	3	0	0
	Somewhat Disagree	1.68% (0.0063)	1.90% (0.0134)	3.57% (0.0185)	0.89% (0.0089)	0.29% (0.0029)
		7	2	3	1	0
	Somewhat Agree	15.05% (0.0200)	10.48% (0.0299)	18.04% (0.0433)	13.90% (0.0407)	18.26% (0.0458)
		59	11	18	14	17
	Strongly Agree	82.12% (0.0211)	87.62% (0.0322)	75.22% (0.0469)	85.21% (0.0415)	79.91% (0.0472)
		324	92	74	84	74
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.36% (0.0030)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	1.54% (0.0126)
		1	0	0	0	1
Q19_4. Important in setting a foundation for your child's academic learning? d) Using play sets (like Little People and Polly Pocket) or figures (like rescue heroes)	Strongly Disagree	3.92% (0.0100)	1.90% (0.0134)	5.26% (0.0187)	2.14% (0.0153)	6.68% (0.0302)
		15	2	5	2	6
	Somewhat Disagree	5.87% (0.0120)	10.48% (0.0299)	10.46% (0.0310)	1.25% (0.0125)	0.72% (0.0072)
		23	11	10	1	1
	Somewhat Agree	23.07% (0.0273)	20.00% (0.0391)	22.04% (0.0517)	22.63% (0.0563)	28.08% (0.0685)
		91	21	22	22	26
	Strongly Agree	65.63% (0.0287)	65.71% (0.0464)	58.89% (0.0549)	73.98% (0.0579)	63.79% (0.0683)
		259	69	58	73	59
	Refused	0.07% (0.0007)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.32% (0.0032)
		0	0	0	0	0
	Don't Know	1.44% (0.0062)	1.90% (0.0134)	3.35% (0.0199)	0.00% (0.0000)	0.42% (0.0042)
		6	2	3	0	0
Q19_5. Important in setting a foundation for your child's academic learning? e) Using toy vehicles	Strongly Disagree	7.84% (0.0157)	9.52% (0.0287)	12.02% (0.0357)	4.79% (0.0314)	4.77% (0.0289)
		31	10	12	5	4
	Somewhat Disagree	5.13% (0.0175)	3.81% (0.0187)	4.60% (0.0209)	1.37% (0.0137)	11.15% (0.0627)
		20	4	5	1	10



	Somewhat Agree	17.12% (0.0214)	18.10% (0.0376)	13.03% (0.0369)	24.63% (0.0554)	12.40% (0.0359)
		68	19	13	24	12
	Strongly Agree	69.91% (0.0277)	68.57% (0.0454)	70.36% (0.0497)	69.21% (0.0602)	71.68% (0.0667)
		276	72	69	68	67
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_6. Important in setting a foundation for your child's academic learning? f) Using common household items (e.g., clay, paper, cloth, buckets, plastic utensils or cardboard) to build objects	Strongly Disagree	7.51% (0.0162)	7.62% (0.0259)	17.70% (0.0492)	1.64% (0.0163)	2.85% (0.0189)
		30	8	17	2	3
	Somewhat Disagree	5.03% (0.0110)	8.57% (0.0274)	7.91% (0.0275)	1.06% (0.0106)	2.21% (0.0136)
		20	9	8	1	2
	Somewhat Agree	14.13% (0.0205)	13.33% (0.0332)	10.13% (0.0273)	16.08% (0.0506)	17.18% (0.0489)
		56	14	10	16	16
	Strongly Agree	72.14% (0.0261)	66.67% (0.0461)	63.54% (0.0538)	81.22% (0.0529)	77.76% (0.0525)
		285	70	62	80	72
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_7. Important in setting a foundation for your child's academic learning? g) Playing with a peer or sibling at home	Strongly Disagree	0.79% (0.0037)	0.00% (0.0000)	3.16% (0.0148)	0.00% (0.0000)	0.00% (0.0000)
		3	0	3	0	0
	Somewhat Disagree	0.61% (0.0033)	0.95% (0.0095)	1.14% (0.0082)	0.00% (0.0000)	0.32% (0.0032)
		2	1	1	0	0
	Somewhat Agree	9.97% (0.0181)	6.67% (0.0244)	13.91% (0.0477)	8.24% (0.0340)	11.37% (0.0346)
		39	7	14	8	11
	Strongly Agree	88.63% (0.0186)	92.38% (0.0259)	81.79% (0.0488)	91.76% (0.0340)	88.31% (0.0347)
		350	97	80	90	82
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q19_8. Important in setting a foundation for your child's academic learning? h) Playing	Strongly Disagree	3.03% (0.0085)	3.81% (0.0187)	7.57% (0.0269)	0.00% (0.0000)	0.59% (0.0042)
		12	4	7	0	1
	Somewhat Disagree	2.98% (0.0085)	4.76% (0.0208)	4.69% (0.0220)	0.89% (0.0089)	1.37% (0.0098)



pretend to be someone else		12	5	5	1	1
	Somewhat Agree	16.42% (0.0202)	21.90% (0.0404)	13.49% (0.0349)	17.63% (0.0458)	12.04% (0.0376)
		65	23	13	17	11
	Strongly Agree	77.08% (0.0228)	69.52% (0.0450)	73.45% (0.0460)	81.48% (0.0465)	84.78% (0.0406)
		304	73	72	80	79
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.49% (0.0035)	0.00% (0.0000)	0.80% (0.0080)	0.00% (0.0000)	1.22% (0.0122)
		2	0	1	0	1
Q19_9. Important in setting a foundation for your child's academic learning? i) Playing to pretend one thing is something else, like a bottle is a train	Strongly Disagree	3.99% (0.0100)	7.62% (0.0259)	5.77% (0.0237)	2.10% (0.0150)	0.00% (0.0000)
		16	8	6	2	0
	Somewhat Disagree	3.57% (0.0093)	6.67% (0.0244)	5.32% (0.0224)	0.77% (0.0077)	1.21% (0.0120)
		14	7	5	1	1
	Somewhat Agree	16.46% (0.0206)	19.05% (0.0384)	18.76% (0.0406)	18.15% (0.0496)	9.34% (0.0316)
		65	20	18	18	9
	Strongly Agree	75.15% (0.0238)	63.81% (0.0470)	70.14% (0.0480)	78.97% (0.0514)	89.17% (0.0338)
		296	67	69	78	83
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.83% (0.0044)	2.86% (0.0163)	0.00% (0.0000)	0.00% (0.0000)	0.29% (0.0029)
		3	3	0	0	0
Q20_1. Do you agree or disagree with the following statement? a) I don't know how to play with my child.	Strongly Disagree	83.22% (0.0217)	84.76% (0.0351)	66.32% (0.0564)	89.85% (0.0346)	92.25% (0.0258)
		328	89	65	88	86
	Somewhat Disagree	4.35% (0.0136)	1.90% (0.0134)	9.00% (0.0430)	4.03% (0.0247)	2.54% (0.0150)
		17	2	9	4	2
	Somewhat Agree	4.37% (0.0113)	4.76% (0.0208)	6.37% (0.0306)	3.54% (0.0204)	2.70% (0.0146)
		17	5	6	3	3
	Strongly Agree	7.76% (0.0145)	8.57% (0.0274)	17.09% (0.0430)	2.58% (0.0151)	2.51% (0.0149)
		31	9	17	3	2
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.30% (0.0030)	0.00% (0.0000)	1.22% (0.0121)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
Q20_2. Do you agree or disagree with the following statement? b)	Strongly Disagree	1.83% (0.0071)	1.90% (0.0134)	2.62% (0.0155)	1.64% (0.0163)	1.10% (0.0110)
		7	2	3	2	1



Its okay for me to have fun and be silly with my child during play time.	Somewhat Disagree	2.00% (0.0082)	1.90% (0.0134)	0.14% (0.0014)	2.43% (0.0240)	3.59% (0.0181)
		8	2	0	2	3
	Somewhat Agree	4.32% (0.0103)	7.62% (0.0259)	1.51% (0.0079)	4.58% (0.0232)	3.29% (0.0189)
		17	8	1	5	3
	Strongly Agree	91.86% (0.0147)	88.57% (0.0311)	95.73% (0.0174)	91.35% (0.0360)	92.02% (0.0282)
		362	93	94	90	86
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q20_3. Do you agree or disagree with the following statement? c) I have the knowledge and skills to be a play mentor for my child.	Strongly Disagree	3.13% (0.0091)	5.71% (0.0227)	5.31% (0.0240)	0.00% (0.0000)	1.22% (0.0122)
		12	6	5	0	1
	Somewhat Disagree	2.33% (0.0075)	3.81% (0.0187)	1.70% (0.0134)	1.06% (0.0106)	2.65% (0.0151)
		9	4	2	1	2
	Somewhat Agree	7.52% (0.0138)	10.48% (0.0299)	10.42% (0.0325)	1.93% (0.0136)	7.07% (0.0283)
		30	11	10	2	7
	Strongly Agree	86.77% (0.0178)	79.05% (0.0398)	82.57% (0.0405)	97.02% (0.0172)	89.06% (0.0340)
		342	83	81	95	83
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q20_4. Do you agree or disagree with the following statement? d) I can make everyday activities fun and playful for my child.	Strongly Disagree	2.03% (0.0089)	2.86% (0.0163)	2.54% (0.0183)	0.00% (0.0000)	2.69% (0.0264)
		8	3	2	0	3
	Somewhat Disagree	2.02% (0.0069)	5.71% (0.0227)	0.24% (0.0018)	0.00% (0.0000)	1.85% (0.0131)
		8	6	0	0	2
	Somewhat Agree	8.39% (0.0162)	13.33% (0.0332)	9.51% (0.0431)	2.52% (0.0184)	7.84% (0.0269)
		33	14	9	2	7
	Strongly Agree	87.57% (0.0191)	78.10% (0.0404)	87.71% (0.0455)	97.48% (0.0184)	87.62% (0.0387)
		345	82	86	96	82
	Refused	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q20_5. Do you agree or disagree with the	Strongly Disagree	10.56% (0.0178)	13.33% (0.0332)	20.01% (0.0485)	1.74% (0.0172)	6.81% (0.0296)



following statement? e) I can use common household items to play with my child.		42	14	20	2	6
	Somewhat Disagree	2.73% (0.0087)	3.81% (0.0187)	2.72% (0.0134)	1.04% (0.0104)	3.32% (0.0239)
		11	4	3	1	3
	Somewhat Agree	10.61% (0.0212)	12.38% (0.0322)	7.81% (0.0249)	7.75% (0.0366)	14.59% (0.0653)
		42	13	8	8	14
	Strongly Agree	75.78% (0.0264)	69.52% (0.0450)	69.20% (0.0516)	89.47% (0.0409)	75.28% (0.0679)
		299	73	68	88	70
	Refused	0.25% (0.0025)	0.95% (0.0095)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	Don't Know	0.06% (0.0006)	0.00% (0.0000)	0.26% (0.0026)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q21_1. What are some of the reasons parents may not play with their child? First mention: (specify)	Job, no time after work	19.39% (0.0237)	15.38% (0.0354)	26.66% (0.0498)	18.59% (0.0538)	17.09% (0.0482)
		76	16	26	18	16
	Don't Know	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Lack of knowledge, no love for child	19.49% (0.0252)	14.42% (0.0345)	22.55% (0.0449)	16.27% (0.0487)	25.34% (0.0674)
		77	15	22	16	24
	Stress, anger	11.62% (0.0170)	15.38% (0.0354)	6.52% (0.0221)	14.93% (0.0392)	9.26% (0.0353)
		46	16	6	15	9
	Parent has illness	2.07% (0.0068)	1.92% (0.0135)	1.63% (0.0106)	2.14% (0.0153)	2.60% (0.0145)
		8	2	2	2	2
	Fighting with partner, family problems	1.07% (0.0054)	0.00% (0.0000)	0.00% (0.0000)	2.20% (0.0155)	2.21% (0.0156)
		4	0	0	2	2
	Busy (general)	37.28% (0.0285)	43.27% (0.0486)	33.75% (0.0533)	39.36% (0.0648)	32.10% (0.0592)
		146	45	33	39	30
	Addiction or alcohol use	1.09% (0.0059)	0.00% (0.0000)	0.00% (0.0000)	2.99% (0.0212)	1.43% (0.0108)
		4	0	0	3	1
	Other	7.78% (0.0142)	9.62% (0.0289)	8.89% (0.0304)	3.54% (0.0204)	9.08% (0.0320)
		31	10	9	3	8
	Refused	0.21% (0.0021)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.89% (0.0089)
		1	0	0	0	1
Q21_2. What are some of the reasons parents may not play with their child? Second mention: (specify)	Job, no time after work	8.47% (0.0162)	4.81% (0.0210)	7.08% (0.0284)	10.50% (0.0352)	11.97% (0.0428)
		32	5	6	10	11
	Don't Know	6.24% (0.0146)	3.85% (0.0189)	0.00% (0.0000)	7.08% (0.0315)	14.14% (0.0449)
		23	4	0	7	13
	Lack of knowledge, no love for child	27.56% (0.0270)	23.08% (0.0414)	24.77% (0.0477)	35.28% (0.0662)	27.48% (0.0565)



	103	24	21	33	25
Stress, anger	8.77% (0.0157)	9.62% (0.0289)	11.45% (0.0343)	5.55% (0.0280)	8.52% (0.0343)
	33	10	10	5	8
Parent has illness	4.92% (0.0111)	6.73% (0.0246)	4.09% (0.0200)	4.73% (0.0237)	3.81% (0.0178)
	18	7	4	4	3
Fighting with partner, family problems	1.46% (0.0075)	1.92% (0.0135)	0.00% (0.0000)	1.85% (0.0183)	1.91% (0.0190)
	5	2	0	2	2
Busy (general)	30.18% (0.0289)	30.77% (0.0453)	33.55% (0.0538)	26.86% (0.0626)	29.69% (0.0695)
	112	32	29	25	27
Addiction or alcohol use	1.67% (0.0078)	1.92% (0.0135)	3.31% (0.0247)	1.49% (0.0148)	0.00% (0.0000)
	6	2	3	1	0
Other	10.51% (0.0184)	17.31% (0.0371)	15.76% (0.0491)	6.65% (0.0343)	1.57% (0.0112)
	39	18	14	6	1
Refused	0.22% (0.0022)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.93% (0.0093)
	1	0	0	0	1

Play Every Day Global Impact Evaluation Results (Child, South Africa)			Analysis Group			
Question	Response Options	Total	Pre-treatment	Pre-control	Post-treatment	Post-control
Q1. What is your favorite thing to do at home?		Base	25.00% (0.0215)	25.00% (0.0229)	25.00% (0.0250)	25.00% (0.0251)
			114	114	114	114
	Playing (dolls, cars, balls, jump rope, toys etc)	40.43% (0.0269)	46.49% (0.0468)	32.45% (0.0489)	44.27% (0.0589)	38.51% (0.0585)
		184	53	37	50	44
	Don't Know (vol.)	2.73% (0.0092)	3.51% (0.0173)	2.50% (0.0150)	3.83% (0.0264)	1.10% (0.0109)
		12	4	3	4	1
	Playing (general)	31.07% (0.0254)	21.93% (0.0388)	37.66% (0.0503)	29.66% (0.0538)	35.03% (0.0568)
		142	25	43	34	40
	Eating	6.40% (0.0134)	9.65% (0.0277)	6.63% (0.0269)	3.30% (0.0232)	6.01% (0.0284)
		29	11	8	4	7
	Watching TV, cartoons	3.33% (0.0087)	5.26% (0.0209)	3.45% (0.0181)	1.15% (0.0115)	3.47% (0.0175)
		15	6	4	1	4
	Cooking and cleaning	4.95% (0.0120)	1.75% (0.0123)	7.13% (0.0271)	3.48% (0.0208)	7.43% (0.0308)
		23	2	8	4	8
	Reading, writing, or coloring	2.71% (0.0078)	4.39% (0.0192)	2.00% (0.0121)	2.72% (0.0170)	1.74% (0.0125)





		12	5	2	3	2
	Singing, dancing, or listening to music	2.71% (0.0087)	2.63% (0.0150)	1.10% (0.0090)	7.11% (0.0297)	0.00% (0.0000)
		12	3	1	8	0
	Other	4.35% (0.0114)	2.63% (0.0150)	6.66% (0.0257)	1.40% (0.0140)	6.72% (0.0313)
		20	3	8	2	8
	Refused (vol.)	1.32% (0.0064)	1.75% (0.0123)	0.44% (0.0031)	3.07% (0.0220)	0.00% (0.0000)
		6	2	1	3	0
Q2. What do you like to do before you go to sleep?	Take a bath, brush teeth	13.64% (0.0193)	9.65% (0.0277)	12.89% (0.0353)	19.22% (0.0478)	12.81% (0.0402)
		62	11	15	22	15
	Don't Know (vol.)	1.64% (0.0056)	3.51% (0.0173)	3.04% (0.0141)	0.00% (0.0000)	0.00% (0.0000)
		7	4	3	0	0
	Eat or drink	25.37% (0.0234)	26.32% (0.0413)	25.32% (0.0462)	21.57% (0.0456)	28.28% (0.0525)
		116	30	29	25	32
	Watch TV, cartoons	9.42% (0.0156)	8.77% (0.0265)	10.63% (0.0312)	11.88% (0.0379)	6.39% (0.0272)
		43	10	12	14	7
	Playing (toys, dolls, cars, singing etc)	19.94% (0.0219)	23.68% (0.0399)	19.60% (0.0393)	9.98% (0.0356)	26.51% (0.0546)
		91	27	22	11	30
	Praying	6.04% (0.0130)	6.14% (0.0225)	4.09% (0.0194)	7.77% (0.0331)	6.15% (0.0263)
		28	7	5	9	7
	Routine bed-time activity (change clothes, turn off lights)	14.22% (0.0199)	9.65% (0.0277)	18.98% (0.0424)	16.09% (0.0453)	12.17% (0.0406)
		65	11	22	18	14
	Reading or writing	2.68% (0.0082)	2.63% (0.0150)	0.82% (0.0082)	4.56% (0.0232)	2.72% (0.0158)
		12	3	1	5	3
	Other	3.64% (0.0094)	7.02% (0.0240)	4.41% (0.0223)	2.03% (0.0144)	1.10% (0.0109)
		17	8	5	2	1
	Refused (vol.)	3.40% (0.0112)	2.63% (0.0150)	0.22% (0.0022)	6.90% (0.0336)	3.87% (0.0245)
		16	3	0	8	4
Q3_1. What do you like to play?...Play sets, tools, kits (like kitchen sets, work benches, doctors kits, or tools)	Not Mentioned	77.04% (0.0218)	74.56% (0.0408)	78.42% (0.0398)	78.92% (0.0469)	76.28% (0.0465)
		351	85	89	90	87
	Mentioned	22.96% (0.0218)	25.44% (0.0408)	21.58% (0.0398)	21.08% (0.0469)	23.72% (0.0465)
		105	29	25	24	27
Q3_2. What do you like to play?...Be outside (playground, yard, street)	Not Mentioned	50.42% (0.0273)	43.86% (0.0465)	55.95% (0.0517)	60.21% (0.0576)	41.67% (0.0581)
		230	50	64	69	47
	Mentioned	49.58% (0.0273)	56.14% (0.0465)	44.05% (0.0517)	39.79% (0.0576)	58.33% (0.0581)
		226	64	50	45	67



Q3_3. What do you like to play?...Sports (throwing/catching a ball)	Not Mentioned	50.99% (0.0274)	57.89% (0.0463)	45.42% (0.0514)	53.94% (0.0592)	46.71% (0.0592)
		233	66	52	61	53
	Mentioned	49.01% (0.0274)	42.11% (0.0463)	54.58% (0.0514)	46.06% (0.0592)	53.29% (0.0592)
		223	48	62	53	61
Q3_4. What do you like to play?...Playing with toys like cars, dolls	Not Mentioned	23.27% (0.0235)	25.44% (0.0408)	27.44% (0.0460)	13.28% (0.0414)	26.90% (0.0562)
		106	29	31	15	31
	Mentioned	76.73% (0.0235)	74.56% (0.0408)	72.56% (0.0460)	86.72% (0.0414)	73.10% (0.0562)
		350	85	83	99	83
Q3_5. What do you like to play?...Pretend roles or that a thing is something else (imaginary play)	Not Mentioned	79.28% (0.0216)	77.19% (0.0393)	79.05% (0.0409)	81.08% (0.0437)	79.80% (0.0479)
		362	88	90	92	91
	Mentioned	20.72% (0.0216)	22.81% (0.0393)	20.95% (0.0409)	18.92% (0.0437)	20.20% (0.0479)
		94	26	24	22	23
Q3_6. What do you like to play?...Using common materials like clay, paper, cloth or cardboard to build and create things	Not Mentioned	78.66% (0.0221)	79.82% (0.0376)	81.70% (0.0383)	79.36% (0.0459)	73.75% (0.0523)
		359	91	93	90	84
	Mentioned	21.34% (0.0221)	20.18% (0.0376)	18.30% (0.0383)	20.64% (0.0459)	26.25% (0.0523)
		97	23	21	24	30
Q3_98. Refused (vol.)	Not Mentioned	99.08% (0.0057)	98.25% (0.0123)	100.00% (0.0000)	98.09% (0.0189)	100.00% (0.0000)
		452	112	114	112	114
	Mentioned	0.92% (0.0057)	1.75% (0.0123)	0.00% (0.0000)	1.91% (0.0189)	0.00% (0.0000)
		4	2	0	2	0
Q3_99. Dont Know (vol.)	Not Mentioned	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)
		456	114	114	114	114
	Mentioned	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q4. Where do you like to play the most?	At my home	36.47% (0.0262)	41.23% (0.0462)	39.03% (0.0506)	32.15% (0.0554)	33.46% (0.0565)
		166	47	44	37	38
	Outside	48.46% (0.0274)	34.21% (0.0445)	47.62% (0.0518)	50.36% (0.0593)	61.66% (0.0576)
		221	39	54	57	70
	At school	5.86% (0.0123)	8.77% (0.0265)	2.87% (0.0156)	10.77% (0.0360)	1.04% (0.0104)
		27	10	3	12	1
	At a family members home	3.61% (0.0089)	6.14% (0.0225)	3.95% (0.0185)	0.88% (0.0088)	3.47% (0.0176)
		16	7	4	1	4



	Other location (where exactly?):	4.81% (0.0115)	8.77% (0.0265)	6.18% (0.0279)	3.93% (0.0240)	0.36% (0.0036)
		22	10	7	4	0
	Refused (vol.)	0.70% (0.0052)	0.88% (0.0087)	0.00% (0.0000)	1.91% (0.0189)	0.00% (0.0000)
		3	1	0	2	0
	Don't Know (vol.)	0.09% (0.0009)	0.00% (0.0000)	0.35% (0.0035)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5. Do you like playing by yourself, or playing with others?	By myself	12.22% (0.0196)	7.89% (0.0253)	9.04% (0.0327)	12.96% (0.0429)	18.98% (0.0496)
		56	9	10	15	22
	With parents	4.40% (0.0114)	2.63% (0.0150)	3.84% (0.0190)	7.97% (0.0347)	3.17% (0.0153)
		20	3	4	9	4
	With siblings (brother/sister)	19.62% (0.0217)	22.81% (0.0393)	18.10% (0.0396)	19.74% (0.0458)	17.83% (0.0479)
		89	26	21	22	20
	With friends	62.75% (0.0269)	65.79% (0.0445)	67.78% (0.0491)	57.42% (0.0592)	60.02% (0.0593)
		286	75	77	65	68
	Refused (vol.)	0.70% (0.0052)	0.88% (0.0087)	0.00% (0.0000)	1.91% (0.0189)	0.00% (0.0000)
		3	1	0	2	0
Q5a. Can you tell me who you like to play with the most?	Myself (alone)	0.31% (0.0031)	0.00% (0.0000)	1.24% (0.0123)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
	Don't Know (vol.)	4.93% (0.0123)	4.39% (0.0192)	5.84% (0.0265)	2.09% (0.0158)	7.40% (0.0326)
		22	5	7	2	8
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Friend(s)	66.74% (0.0258)	63.16% (0.0452)	65.39% (0.0500)	65.57% (0.0574)	72.82% (0.0525)
		304	72	75	75	83
	Mom/Dad (parent)	5.06% (0.0114)	7.02% (0.0240)	6.63% (0.0245)	5.46% (0.0280)	1.11% (0.0084)
		23	8	8	6	1
	Grandparent(s)	1.26% (0.0072)	0.00% (0.0000)	0.00% (0.0000)	3.96% (0.0273)	1.06% (0.0079)
		6	0	0	5	1
	Sibling(s) (brother/sister)	19.23% (0.0215)	20.18% (0.0376)	21.92% (0.0440)	17.93% (0.0451)	16.90% (0.0447)
		88	23	25	20	19
	Uncle or aunt	0.74% (0.0041)	0.88% (0.0087)	0.22% (0.0022)	1.15% (0.0115)	0.70% (0.0070)
		3	1	0	1	1
	Cousin(s)	0.88% (0.0044)	3.51% (0.0173)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		4	4	0	0	0
	Other (specify):	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0



	Refused (vol.)	1.18% (0.0071)	0.88% (0.0087)	0.00% (0.0000)	3.83% (0.0264)	0.00% (0.0000)
		5	1	0	4	0
Q5b_1. Have you ...[Had someone read you a book]?	Yes	72.88% (0.0238)	64.04% (0.0450)	60.91% (0.0509)	79.75% (0.0476)	86.83% (0.0397)
		332	73	69	91	99
	No	25.84% (0.0234)	34.21% (0.0445)	37.64% (0.0508)	18.33% (0.0451)	13.17% (0.0397)
		118	39	43	21	15
	Refused (vol.)	0.79% (0.0053)	0.88% (0.0087)	0.35% (0.0035)	1.91% (0.0189)	0.00% (0.0000)
		4	1	0	2	0
	Don't Know (vol.)	0.49% (0.0025)	0.88% (0.0087)	1.10% (0.0050)	0.00% (0.0000)	0.00% (0.0000)
		2	1	1	0	0
Q5b_2. Have you ...[Looked at or read a book]?	Yes	82.84% (0.0201)	79.82% (0.0376)	67.41% (0.0501)	90.58% (0.0342)	93.55% (0.0260)
		378	91	77	103	107
	No	16.67% (0.0199)	18.42% (0.0364)	32.37% (0.0501)	9.42% (0.0342)	6.45% (0.0260)
		76	21	37	11	7
	Refused (vol.)	0.44% (0.0031)	1.75% (0.0123)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		2	2	0	0	0
	Don't Know (vol.)	0.05% (0.0005)	0.00% (0.0000)	0.22% (0.0022)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5b_3. Have you ...[Done chores around the house]?	Yes	73.63% (0.0243)	73.68% (0.0413)	65.93% (0.0500)	74.36% (0.0535)	80.57% (0.0466)
		336	84	75	85	92
	No	23.64% (0.0234)	24.56% (0.0404)	27.19% (0.0469)	23.73% (0.0519)	19.07% (0.0465)
		108	28	31	27	22
	Refused (vol.)	0.27% (0.0023)	0.88% (0.0087)	0.22% (0.0022)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	Don't Know (vol.)	2.45% (0.0088)	0.88% (0.0087)	6.66% (0.0276)	1.91% (0.0189)	0.36% (0.0036)
		11	1	8	2	0
Q5b_4. Have you ...[Used flash cards with words/ pictures or math]?	Yes	67.73% (0.0257)	75.44% (0.0404)	69.27% (0.0460)	69.00% (0.0563)	57.22% (0.0588)
		309	86	79	79	65
	No	30.27% (0.0253)	23.68% (0.0399)	29.42% (0.0455)	27.68% (0.0544)	40.28% (0.0585)
		138	27	34	32	46
	Refused (vol.)	0.53% (0.0048)	0.00% (0.0000)	0.22% (0.0022)	1.91% (0.0189)	0.00% (0.0000)
		2	0	0	2	0
	Don't Know (vol.)	1.47% (0.0060)	0.88% (0.0087)	1.10% (0.0090)	1.40% (0.0140)	2.50% (0.0147)
		7	1	1	2	3



Q5b_5. Have you ...[Watched TV or videos]?	Yes	96.27% (0.0113)	97.37% (0.0150)	95.79% (0.0200)	96.17% (0.0264)	95.77% (0.0269)
		439	111	109	110	109
	No	3.73% (0.0113)	2.63% (0.0150)	4.21% (0.0200)	3.83% (0.0264)	4.23% (0.0269)
		17	3	5	4	5
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5b_6. Have you ...[Sung or danced to videos on TV or a mobile phone]?	Yes	88.99% (0.0175)	89.47% (0.0288)	87.89% (0.0336)	92.05% (0.0331)	86.56% (0.0424)
		406	102	100	105	99
	No	9.28% (0.0162)	9.65% (0.0277)	8.37% (0.0286)	6.03% (0.0280)	13.08% (0.0423)
		42	11	10	7	15
	Refused (vol.)	1.24% (0.0065)	0.00% (0.0000)	2.70% (0.0174)	1.91% (0.0189)	0.36% (0.0036)
		6	0	3	2	0
	Don't Know (vol.)	0.48% (0.0031)	0.88% (0.0087)	1.04% (0.0085)	0.00% (0.0000)	0.00% (0.0000)
		2	1	1	0	0
Q5b_7. Have you ...[Used a mobile phone]?	Yes	90.92% (0.0154)	94.74% (0.0209)	86.46% (0.0334)	92.74% (0.0288)	89.75% (0.0374)
		415	108	99	106	102
	No	8.82% (0.0153)	5.26% (0.0209)	12.50% (0.0325)	7.26% (0.0288)	10.25% (0.0374)
		40	6	14	8	12
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.26% (0.0021)	0.00% (0.0000)	1.04% (0.0085)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
Q5c_1. (If Q5b=1) How do you like it? Had someone read you a book?	Like	89.87% (0.0201)	90.41% (0.0345)	85.36% (0.0450)	90.18% (0.0434)	92.35% (0.0362)
		299	66	59	82	91
	Neutral	8.80% (0.0190)	6.85% (0.0296)	14.64% (0.0450)	9.82% (0.0434)	5.21% (0.0308)
		29	5	10	9	5
	Dislike	1.33% (0.0074)	2.74% (0.0191)	0.00% (0.0000)	0.00% (0.0000)	2.44% (0.0204)
		4	2	0	0	2
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0



Q5c_2. (If Q5b=1) How do you like it? Looked at or read a book?	Like	89.52% (0.0195)	96.70% (0.0187)	80.99% (0.0469)	86.72% (0.0446)	92.23% (0.0375)
		338	88	62	90	98
	Neutral	10.15% (0.0193)	3.30% (0.0187)	17.36% (0.0449)	13.28% (0.0446)	7.77% (0.0375)
		38	3	13	14	8
	Dislike	0.34% (0.0034)	0.00% (0.0000)	1.65% (0.0164)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5c_3. (If Q5b=1) How do you like it? Done chores around the house?	Like	88.99% (0.0209)	89.29% (0.0338)	87.05% (0.0430)	89.68% (0.0446)	89.67% (0.0440)
		299	75	65	76	82
	Neutral	8.38% (0.0184)	7.14% (0.0281)	10.74% (0.0397)	7.74% (0.0382)	8.15% (0.0396)
		28	6	8	7	7
	Dislike	2.63% (0.0109)	3.57% (0.0203)	2.21% (0.0189)	2.57% (0.0254)	2.18% (0.0215)
		9	3	2	2	2
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5c_4. (If Q5b=1) How do you like it? Used flash cards with words/ pictures or math?	Like	88.20% (0.0210)	89.53% (0.0331)	76.53% (0.0545)	96.29% (0.0259)	90.79% (0.0457)
		272	77	60	76	59
	Neutral	11.35% (0.0207)	9.30% (0.0314)	23.47% (0.0545)	3.71% (0.0259)	8.58% (0.0454)
		35	8	19	3	6
	Dislike	0.46% (0.0035)	1.16% (0.0116)	0.00% (0.0000)	0.00% (0.0000)	0.63% (0.0064)
		1	1	0	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5c_5. (If Q5b=1) How do you like it? Watched TV or videos?	Like	97.24% (0.0100)	98.20% (0.0126)	98.21% (0.0076)	98.01% (0.0197)	94.51% (0.0313)
		427	109	107	107	103
	Neutral	2.76% (0.0100)	1.80% (0.0126)	1.79% (0.0076)	1.99% (0.0197)	5.49% (0.0313)
		12	2	2	2	6
	Dislike	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0



		0	0	0	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5c_6. (If Q5b=1) How do you like it? Sung or danced to videos on TV or a mobile phone?	Like	96.16% (0.0113)	96.08% (0.0192)	93.62% (0.0276)	95.84% (0.0287)	99.17% (0.0060)
		390	98	94	101	98
	Neutral	3.68% (0.0113)	3.92% (0.0192)	6.13% (0.0275)	4.16% (0.0287)	0.42% (0.0042)
		15	4	6	4	0
	Dislike	0.16% (0.0012)	0.00% (0.0000)	0.25% (0.0025)	0.00% (0.0000)	0.42% (0.0042)
		1	0	0	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q5c_7. (If Q5b=1) How do you like it? Used a mobile phone?	Like	95.89% (0.0127)	98.15% (0.0130)	97.67% (0.0122)	94.30% (0.0321)	93.44% (0.0343)
		398	106	96	100	96
	Neutral	4.01% (0.0127)	1.85% (0.0130)	2.33% (0.0122)	5.70% (0.0321)	6.16% (0.0341)
		17	2	2	6	6
	Dislike	0.10% (0.0010)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.40% (0.0040)
		0	0	0	0	0
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q6. Do you watch Takalani on TV?	Yes	81.38% (0.0218)	84.21% (0.0342)	81.80% (0.0389)	81.90% (0.0438)	77.62% (0.0540)
		371	96	93	93	88
	No	18.40% (0.0217)	14.91% (0.0334)	18.20% (0.0389)	18.10% (0.0438)	22.38% (0.0540)
		84	17	21	21	26
	Refused (vol.)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
	Don't Know (vol.)	0.22% (0.0022)	0.88% (0.0087)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
Q7_1. (If Q6=1) Who is your favorite character on Sesame Street? ...Neno	Not Mentioned	59.07% (0.0270)	60.53% (0.0458)	66.42% (0.0500)	51.76% (0.0594)	57.58% (0.0584)
		269	69	76	59	66



	Mentioned	40.93% (0.0270)	39.47% (0.0458)	33.58% (0.0500)	48.24% (0.0594)	42.42% (0.0584)
		187	45	38	55	48
Q7_2. (If Q6=1) Who is your favorite character on Sesame Street? ...Kami	Not Mentioned	62.77% (0.0264)	63.16% (0.0452)	57.08% (0.0515)	61.97% (0.0577)	68.87% (0.0543)
		286	72	65	71	79
	Mentioned	37.23% (0.0264)	36.84% (0.0452)	42.92% (0.0515)	38.03% (0.0577)	31.13% (0.0543)
		170	42	49	43	35
Q7_3. (If Q6=1) Who is your favorite character on Sesame Street? ...Zikwe	Not Mentioned	66.86% (0.0256)	70.18% (0.0429)	66.30% (0.0489)	58.47% (0.0592)	72.50% (0.0496)
		305	80	76	67	83
	Mentioned	33.14% (0.0256)	29.82% (0.0429)	33.70% (0.0489)	41.53% (0.0592)	27.50% (0.0496)
		151	34	38	47	31
Q7_97. Not Asked	Not Mentioned	81.38% (0.0218)	84.21% (0.0342)	81.80% (0.0389)	81.90% (0.0438)	77.62% (0.0540)
		371	96	93	93	88
	Mentioned	18.62% (0.0218)	15.79% (0.0342)	18.20% (0.0389)	18.10% (0.0438)	22.38% (0.0540)
		85	18	21	21	26
Q7_98. Refused (vol.)	Not Mentioned	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)	100.00% (0.0000)
		456	114	114	114	114
	Mentioned	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		0	0	0	0	0
Q7_99. Dont Know (vol.)	Not Mentioned	99.69% (0.0031)	100.00% (0.0000)	98.76% (0.0123)	100.00% (0.0000)	100.00% (0.0000)
		455	114	113	114	114
	Mentioned	0.31% (0.0031)	0.00% (0.0000)	1.24% (0.0123)	0.00% (0.0000)	0.00% (0.0000)
		1	0	1	0	0
Q8a. [Image 1 - Kitchen set] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response	Cooking	33.76% (0.0259)	38.60% (0.0457)	25.25% (0.0456)	39.54% (0.0573)	31.67% (0.0566)
		154	44	29	45	36
	Drinking (tea, water, juice)	40.98% (0.0271)	31.58% (0.0436)	45.64% (0.0518)	42.35% (0.0589)	44.33% (0.0593)
		187	36	52	48	51
	Playing (making tea, pretend cooking)	15.49% (0.0189)	18.42% (0.0364)	16.10% (0.0367)	11.81% (0.0386)	15.64% (0.0388)
		71	21	18	13	18
	Other	4.95% (0.0120)	3.51% (0.0173)	5.36% (0.0204)	2.92% (0.0204)	8.01% (0.0341)
		23	4	6	3	9
	Refused (vol.)	2.76% (0.0091)	4.39% (0.0192)	4.73% (0.0240)	1.91% (0.0189)	0.00% (0.0000)
		13	5	5	2	0
	Don't Know (vol.)	2.06% (0.0072)	3.51% (0.0173)	2.92% (0.0175)	1.46% (0.0145)	0.36% (0.0036)





		9	4	3	2	0
Q8b. [Image 1 - Kitchen set] Interviewer Probe: Is there anything else you can do or play with these things? Second response	Cooking	35.49% (0.0260)	36.84% (0.0452)	31.35% (0.0480)	35.46% (0.0564)	38.32% (0.0573)
		162	42	36	40	44
	Drinking (tea, water, juice)	35.78% (0.0263)	32.46% (0.0439)	33.17% (0.0491)	45.03% (0.0591)	32.49% (0.0554)
		163	37	38	51	37
	Playing (making tea, pretend cooking)	6.65% (0.0141)	7.02% (0.0240)	5.47% (0.0230)	4.03% (0.0212)	10.07% (0.0396)
		30	8	6	5	11
	Other	2.73% (0.0084)	3.51% (0.0173)	3.47% (0.0174)	0.00% (0.0000)	3.95% (0.0230)
		12	4	4	0	4
	Refused (vol.)	4.31% (0.0112)	5.26% (0.0209)	7.07% (0.0270)	3.83% (0.0264)	1.10% (0.0109)
		20	6	8	4	1
	Don't Know (vol.)	15.03% (0.0196)	14.91% (0.0334)	19.47% (0.0411)	11.66% (0.0383)	14.09% (0.0430)
		69	17	22	13	16
Q9a. [Image 2 - Plastic containers] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response	Put or store food inside	52.34% (0.0273)	50.00% (0.0469)	56.48% (0.0510)	52.58% (0.0595)	50.30% (0.0596)
		239	57	64	60	57
	Pour or store liquids inside (water, tea)	7.40% (0.0153)	4.39% (0.0192)	7.77% (0.0297)	9.74% (0.0375)	7.68% (0.0327)
		34	5	9	11	9
	Wash the containers	5.68% (0.0127)	5.26% (0.0209)	7.19% (0.0259)	2.02% (0.0151)	8.23% (0.0347)
		26	6	8	2	9
	Put my toys inside	1.15% (0.0049)	4.39% (0.0192)	0.22% (0.0022)	0.00% (0.0000)	0.00% (0.0000)
		5	5	0	0	0
	These are dishes to cook in or eat from	9.51% (0.0166)	9.65% (0.0277)	7.31% (0.0273)	2.27% (0.0163)	18.83% (0.0487)
		43	11	8	3	21
	Playing (build a house, pour in sand, make drum etc)	6.30% (0.0123)	7.89% (0.0253)	3.82% (0.0170)	7.64% (0.0310)	5.85% (0.0227)
		29	9	4	9	7
	Other	5.38% (0.0136)	2.63% (0.0150)	2.85% (0.0147)	13.24% (0.0423)	2.80% (0.0242)
		25	3	3	15	3
	Refused (vol.)	2.99% (0.0088)	3.51% (0.0173)	6.55% (0.0240)	1.91% (0.0189)	0.00% (0.0000)
		14	4	7	2	0
	Don't Know (vol.)	9.24% (0.0154)	12.28% (0.0308)	7.79% (0.0262)	10.60% (0.0385)	6.31% (0.0251)
		42	14	9	12	7
Q9b. [Image 2 - Plastic containers] Interviewer Probe: Is there anything else you can do or play with these things? Second response	Put or store food inside	32.13% (0.0252)	36.84% (0.0452)	27.43% (0.0471)	31.92% (0.0534)	32.32% (0.0550)
		147	42	31	36	37
	Pour or store liquids inside (water, tea)	3.34% (0.0091)	5.26% (0.0209)	0.35% (0.0035)	4.88% (0.0248)	2.86% (0.0150)
		15	6	0	6	3



	Wash the containers	3.63% (0.0100)	4.39% (0.0192)	6.38% (0.0268)	3.77% (0.0216)	0.00% (0.0000)
		17	5	7	4	0
	Put my toys inside	0.27% (0.0023)	0.88% (0.0087)	0.22% (0.0022)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
	These are dishes to cook in or eat from	6.87% (0.0145)	5.26% (0.0209)	3.80% (0.0182)	9.67% (0.0364)	8.76% (0.0351)
		31	6	4	11	10
	Playing (build a house, pour in sand, make drum etc)	5.89% (0.0118)	6.14% (0.0225)	4.95% (0.0210)	7.51% (0.0282)	4.97% (0.0221)
		27	7	6	9	6
	Other	1.30% (0.0066)	0.00% (0.0000)	1.83% (0.0111)	3.38% (0.0236)	0.00% (0.0000)
		6	0	2	4	0
Q10a. [Image 3 - Sand or clay] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response	Refused (vol.)	7.50% (0.0151)	5.26% (0.0209)	10.49% (0.0311)	10.33% (0.0410)	3.91% (0.0218)
		34	6	12	12	4
	Don't Know (vol.)	39.06% (0.0269)	35.96% (0.0450)	44.56% (0.0516)	28.54% (0.0543)	47.18% (0.0598)
		178	41	51	33	54
	Coloring or drawing	11.84% (0.0169)	16.81% (0.0352)	5.69% (0.0238)	14.80% (0.0406)	10.11% (0.0321)
		54	19	6	17	12
	Writing	6.39% (0.0142)	2.65% (0.0151)	5.17% (0.0194)	9.34% (0.0354)	8.38% (0.0360)
		29	3	6	11	10
	Pretend cooking (eating, drinking)	11.39% (0.0170)	12.39% (0.0310)	11.19% (0.0317)	14.35% (0.0434)	7.65% (0.0264)
		52	14	13	16	9
Q10b. [Image 3 - Sand or clay] Interviewer Probe: Is there anything else you can do or play with these things? Second response	Play (general)	23.88% (0.0230)	30.97% (0.0436)	22.15% (0.0445)	18.61% (0.0435)	23.84% (0.0506)
		109	35	25	21	27
	Build or create something (house, tower, pencils, cement etc)	20.11% (0.0222)	15.93% (0.0345)	20.77% (0.0423)	26.58% (0.0523)	17.14% (0.0461)
		92	18	24	30	20
	Eat the sand or clay	0.78% (0.0045)	0.88% (0.0088)	2.22% (0.0156)	0.00% (0.0000)	0.00% (0.0000)
		4	1	3	0	0
	Other	5.80% (0.0137)	0.88% (0.0088)	7.50% (0.0251)	1.39% (0.0138)	13.38% (0.0437)
		26	1	9	2	15
	Refused (vol.)	3.74% (0.0106)	3.54% (0.0174)	5.17% (0.0242)	4.45% (0.0271)	1.80% (0.0130)
		17	4	6	5	2
	Don't Know (vol.)	16.06% (0.0203)	15.93% (0.0345)	20.13% (0.0422)	10.48% (0.0382)	17.71% (0.0458)
		73	18	23	12	20
	Coloring or drawing	6.39% (0.0128)	7.89% (0.0253)	2.32% (0.0119)	10.36% (0.0350)	5.00% (0.0236)
		29	9	3	12	6
	Writing	2.85% (0.0085)	4.39% (0.0192)	5.22% (0.0244)	1.78% (0.0131)	0.00% (0.0000)



		13	5	6	2	0
	Pretend cooking (eating, drinking)	5.00% (0.0113)	7.89% (0.0253)	0.44% (0.0031)	4.17% (0.0236)	7.50% (0.0283)
		23	9	1	5	9
	Play (general)	13.87% (0.0191)	11.40% (0.0298)	11.27% (0.0322)	13.33% (0.0409)	19.49% (0.0466)
		63	13	13	15	22
	Build or create something (house, tower, pencils, cement etc)	16.81% (0.0199)	21.93% (0.0388)	13.24% (0.0346)	23.48% (0.0480)	8.61% (0.0341)
		77	25	15	27	10
	Eat the sand or clay	0.18% (0.0018)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)	0.70% (0.0070)
		1	0	0	0	1
	Other	3.69% (0.0102)	2.63% (0.0150)	4.09% (0.0190)	4.84% (0.0274)	3.18% (0.0182)
		17	3	5	6	4
	Refused (vol.)	5.09% (0.0120)	4.39% (0.0192)	7.20% (0.0268)	4.45% (0.0271)	4.33% (0.0222)
		23	5	8	5	5
	Don't Know (vol.)	46.12% (0.0274)	39.47% (0.0458)	56.22% (0.0512)	37.60% (0.0581)	51.19% (0.0595)
		210	45	64	43	58
Q11a. [Image 4 - Stationary items including paper, pens, paper and crayons] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response	Writing	64.60% (0.0262)	61.40% (0.0457)	67.21% (0.0491)	56.83% (0.0588)	72.96% (0.0531)
		294	70	76	65	83
	Coloring	22.71% (0.0231)	21.05% (0.0382)	18.11% (0.0413)	31.91% (0.0550)	19.75% (0.0470)
		103	24	21	36	23
	Drawing	8.27% (0.0151)	14.04% (0.0326)	5.19% (0.0238)	7.95% (0.0324)	5.89% (0.0309)
		38	16	6	9	7
	Playing	0.89% (0.0041)	0.88% (0.0087)	2.69% (0.0137)	0.00% (0.0000)	0.00% (0.0000)
		4	1	3	0	0
	Other	1.89% (0.0065)	0.88% (0.0087)	3.86% (0.0167)	1.40% (0.0140)	1.40% (0.0110)
		9	1	4	2	2
	Refused (vol.)	1.43% (0.0074)	0.88% (0.0087)	2.93% (0.0206)	1.91% (0.0189)	0.00% (0.0000)
		7	1	3	2	0
	Don't Know (vol.)	0.22% (0.0022)	0.88% (0.0087)	0.00% (0.0000)	0.00% (0.0000)	0.00% (0.0000)
		1	1	0	0	0
Q11b. [Image 4 - Stationary items including paper, pens, paper and crayons] Interviewer Probe: Is there anything else you can do or play with these things? Second response	Writing	21.68% (0.0227)	23.68% (0.0399)	25.67% (0.0464)	20.83% (0.0502)	16.53% (0.0438)
		99	27	29	24	19
	Coloring	44.63% (0.0272)	43.86% (0.0465)	37.06% (0.0502)	48.99% (0.0592)	48.62% (0.0597)
		204	50	42	56	55
	Drawing	10.77% (0.0163)	15.79% (0.0342)	5.07% (0.0215)	12.88% (0.0385)	9.31% (0.0328)
		49	18	6	15	11



	Playing	1.10% (0.0052)	0.88% (0.0087)	3.52% (0.0186)	0.00% (0.0000)	0.00% (0.0000)
		5	1	4	0	0
	Other	2.48% (0.0079)	2.63% (0.0150)	3.61% (0.0180)	2.56% (0.0180)	1.10% (0.0109)
		11	3	4	3	1
	Refused (vol.)	2.95% (0.0102)	1.75% (0.0123)	3.93% (0.0211)	5.74% (0.0320)	0.36% (0.0036)
		13	2	4	7	0
	Don't Know (vol.)	16.40% (0.0201)	11.40% (0.0298)	21.12% (0.0412)	9.00% (0.0357)	24.08% (0.0497)
		75	13	24	10	27
Q12a. [Image 5 - Recyclable items including plastic bottle, cans, and cardboard] There are lots of things you do or play with these things. Can you tell me all of the things you could do or play with these things? First response	Drinking or storing water, juice, cold drinks	61.73% (0.0264)	64.04% (0.0450)	53.79% (0.0518)	53.31% (0.0592)	75.77% (0.0482)
		281	73	61	61	86
	Drinking or storing alcohol (beer)	5.55% (0.0125)	3.51% (0.0173)	9.65% (0.0308)	3.20% (0.0231)	5.85% (0.0263)
		25	4	11	4	7
	Building or creating something (binoculars, train, car, mixing sand etc)	13.22% (0.0178)	17.54% (0.0357)	11.08% (0.0318)	16.31% (0.0400)	7.95% (0.0340)
		60	20	13	19	9
	For going to the bathroom	2.10% (0.0084)	0.88% (0.0087)	1.69% (0.0167)	5.08% (0.0264)	0.75% (0.0075)
		10	1	2	6	1
	Sell or recycle them	1.45% (0.0076)	0.88% (0.0087)	1.11% (0.0111)	3.83% (0.0264)	0.00% (0.0000)
		7	1	1	4	0
	Throw them away in the trash	0.82% (0.0044)	0.88% (0.0087)	2.06% (0.0147)	0.00% (0.0000)	0.36% (0.0036)
		4	1	2	0	0
	Other	4.89% (0.0113)	2.63% (0.0150)	5.40% (0.0219)	7.95% (0.0314)	3.59% (0.0182)
		22	3	6	9	4
	Refused (vol.)	2.48% (0.0091)	0.88% (0.0087)	5.20% (0.0228)	3.83% (0.0264)	0.00% (0.0000)
		11	1	6	4	0
	Don't Know (vol.)	7.75% (0.0141)	8.77% (0.0265)	10.03% (0.0335)	6.49% (0.0291)	5.72% (0.0218)
		35	10	11	7	7
Q12b. [Image 5 - Recyclable items including plastic bottle, cans, and cardboard] Interviewer Probe: Is there anything else you can do or play with these things? Second response	Drinking or storing water, juice, cold drinks	32.62% (0.0257)	26.79% (0.0419)	37.40% (0.0507)	27.92% (0.0523)	38.27% (0.0576)
		148	30	43	32	44
	Drinking or storing alcohol (beer)	2.28% (0.0086)	1.79% (0.0125)	1.11% (0.0111)	3.07% (0.0220)	3.16% (0.0204)
		10	2	1	3	4
	Building or creating something (binoculars, train, car, mixing sand etc)	18.12% (0.0205)	26.79% (0.0419)	8.14% (0.0280)	25.24% (0.0501)	12.46% (0.0371)
		82	30	9	29	14



	For going to the bathroom	4.03% (0.0104)	5.36% (0.0213)	1.33% (0.0113)	2.78% (0.0194)	6.68% (0.0276)
		18	6	2	3	8
	Sell or recycle them	0.16% (0.0016)	0.00% (0.0000)	0.00% (0.0000)	0.63% (0.0063)	0.00% (0.0000)
		1	0	0	1	0
	Throw them away in the trash	0.64% (0.0046)	0.00% (0.0000)	0.00% (0.0000)	1.46% (0.0145)	1.10% (0.0109)
		3	0	0	2	1
	Other	4.31% (0.0106)	5.36% (0.0213)	0.88% (0.0088)	7.54% (0.0300)	3.47% (0.0182)
		20	6	1	9	4
	Refused (vol.)	5.15% (0.0124)	0.89% (0.0089)	12.30% (0.0334)	5.87% (0.0327)	1.47% (0.0091)
		23	1	14	7	2
	Don't Know (vol.)	32.69% (0.0261)	33.04% (0.0445)	38.85% (0.0504)	25.49% (0.0531)	33.39% (0.0588)
		148	37	44	29	38

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