Kids in Taiwan:

National Longitudinal Study of Child Development and Care

Domains, reliability and validity of M36-M72 questionnaires

The *Kids in Taiwan: National Longitudinal Study of Child Development and Care* project uses Parent Questionnaire, Relative&Friend Questionnaire, and Educarer Questionnaire to collect developmental and environmental information of children from 3 to 6 years old in Taiwan. The final versions of the questionnaires were established after expert evaluation, cognitive interviewing, and several pilot studies. This document provides the result of the reliability and validity analysis of the Parent Questionnaire, the Relative&Friend Questionnaire, and the Educarer Questionnaire.

1. Parent Questionnaire

The Parent Questionnaire includes information on the parents, child cognitive development, child language development, child social and emotional development, child physical motor development, family environment and experience, childcare survey, and child health information. The result of the reliability and validity analysis of the Parent Questionnaire is based on the pilot study conducted in 2015.

The pilot study was conducted in New Taipei City in Taiwan. The districts of New Taipei City were divided into three strata based on the level of urbanization (Luo,1992) ¹. The districts in each stratum are listed in table 1. Children in the daycare centers or cared for by the registered nannies within each stratum were purposively sampled. Parents of a total of 280 children between 2 to 6 years old completed the Parent Questionnaire, and 142 of them completed the retest two weeks after the first survey.

Table 1 New Taipei City districts in urbanization strata

1 st stratum	2 nd stratum	3 rd stratum
Banqiao, Sanchong,	Xindian, Tamsui,	Shulin, Yingge, Sanxia, Wugu, Taishan, Linkou,
Zhonghe, Yonghe,	Xizhi, Tucheng,	Sanzhi, Bali · Ruifang, Shimen, Gongliao,
Xinzhuang, Luzhou	Shenkeng	Jinshan, Wanli, Shiding, Pinglin, Pingxi,
		Shuangxi, Wulai

¹Luo (1992). A study on the equitable regional development in Taiwan (unpublished dissertation). Taipei, Chinese Culture University.

Table 2 lists the scale/domain, reliability and validity, and variables of the child development questions and the family domain questions in the Parent Questionnaire. Detailed information regarding the development of the questionnaires can be found in the following publications:

- Wang, S. M., Lee, J. R., & Chang, C. J. (2015). The Behavioral Rating Inventory of Cognitive Development for 2-5 Year Olds: A Parent-Completed Assessment. *Psychological Testing*, 62(4), 279-302.
- Liu, H. M., Chen, P. H., Huang, S. C., Chen, Y. W., & Chang, C. J. (2018). Inventory of Language Development for 0-6 Years Old Children: A Parental Questionnaire. *Psychological Testing*, 65(1), 95-123.
- Po, Y. H., Chen, C. L., Chang, C. J., Chen, P. H., Chen, H. C., Chung, C. Y., Wang, C. C., Fu, R. H., & Chou, L. T. (2016). Preliminary Studies of the Developmental Motor Assessment Scale for Preschool Children: Development and Validation. *Taiwan Journal of Physical Medicine and Rehabilitation*, 44(2), 71-80.
- Wang, C. C., Chang, C. J., Chen, P. H., Liu, W. Y., Chen, C. L., Tsai, C. C., Fu, R. H., Chou, L. T., & Chu, S. M. (2016). Developing and Validating a Screening Scale for Assessing Preschool Children's Motor Development: A Preliminary Study. *Taiwan Journal of Physical Medicine and Rehabilitation*, 43(4), 239-25.

Table 2: Scale/Domain, Reliability and Validity, and Variables of the Parent Questionnaire

Area	Scale/Domain	Reliability and Validity	Variables	
Cognitive	1. Memory	Internal consistency:	1. Memory	
development	2. Attention/	α=.95	cogC01 The child plays rol	le-
	Executive		playing games. For	r
	function	Criterion validity:	example, the child	
		Correlation between total	pretends to cook, o	or
		score and CDIITa	pretends that he/sh	ie is a
		cognitive development,	doctor.	
		r=.63	cogC02 Without any help,	the
			child speaks out hi	s/her
		Correlation between total	age accurately on	
		score and CDIIT language	his/her own.	
		comprehension, r=.62	cogC03 When the child is a	asked
			about his/her gend	er,
		Correlation between total	the child answers	
		score and CDIIT language	correctly.	
		expression, r=.72	cogC04 The child speaks o	out

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	correctly two different
	color names.
	cogC05 The child knows what a
	round shape is.
	cogC06 The child speaks out
	correctly the name of
	his/her mother or father.
	cogB01 The child
	communicates orally
	the meanings of objects
	in his/her own
	drawings.
	cogC07 The child knows which
	book(s) he/she has read
	or someone has read to
	him/her before.
	cogB02 The child differentiates
	what is alive from what
	is lifeless.
	cogB03 The child counts aloud
	the numbers 1 to 21 in
	correct sequence
	without missing any
	numbers.
	cogB04 The child states
	accurately the month in
	which he/she was born.
	cogB05 The child understands
	the difference between
	toy money and real
	money.
	cogB06 The child sketches
	details of a person such
	as hair and fingers
	when drawing.
	cogB07 The child states
	accurately his/her home number or his/her
	numoer or ms/ner

		family's number
	D	family's number.
	cogB	No The child
		communicates orally a
		make-up story.
	cogB	99 The child knows that
		his/her preferences are
		different from others.
	cogB	10 The child
		communicates clearly
		the reason why he/she
		likes something.
	cogB	11 The child counts aloud
		the numbers 1 to 100 in
		correct sequence
		without missing any
		numbers.
	2. Att	ention/Executive function
	cogB	12 The child knows that
		his/her behaviors may
		influence others.
	cogB	When being reminded,
		the child slows down
		what he/she is doing
		and does the activity
		better.
	cogB	14 The child plays or
		participates in puzzle
		game(s) or activities.
	cogC	
		child puts the toy or
		used object back to
		where it is usually
		placed.
	coo(09 In a public place, when
		you ask the child to
		lower his/her voice,
		he/she follows the
		ne one tonows the
		instruction immediately

				and stays that way for
				at least several minutes.
			cogC10	At home, when you say
				"no", the child stops
				running or jumping
				immediately and stays
				that way for at least
				several minutes.
Language	1.	Internal consistency:	1.Comp	rehension
development	Comprehension	α=.93	lanC01	The child can
	2.Expression			understand a simple
	3. Emergent	Criterion validity:		oral instruction and
	literacy	Correlation between total		follow that instruction
		score and CDIIT language		(e.g., "Clap").
		comprehension, r=.61***	lanC02	The child can
				understand two or more
		Correlation between total		oral instructions and
		score and CDIIT language		follow them in the right
		Expression, r=.75***		order (e.g., "Clap first
				and then touch the
		Correlation between total		head").
		score and CDIIT language	lanB01	The child can
		development, r=.69***		understand a simple
				joke spoken or a pun
		Correlation between		used by another person
		domains:		(e.g. "Where do polar
		Comprehension and Total		bears vote? The North
		score, r=.79***		Poll.").
		Expression and Total	2.Expre	<u>ssion</u>
		score, r=.92***	lanC03	The child can speak out
		Emergent literacy and		words that are used to
		Total score, r=.89***		describe a person, an
				event, or a thing in
		Test-retest reliability:		his/her daily life (e.g.,
		r=.84***		"cold water" or
				"beautiful aunt").
			lanC04	The child can answer
				questions like "what is

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			this?"(e.g., When the
			child is asked "what is
			this stuff?", he/she can
			answer "a banana";
			when the child is asked
			"what is this place?",
			he/she can answer "a
			school").
		lanB02	The child can answer
			"why" questions (e.g.,
			When the child is asked
			by an adult, "why
			aren't you in bed?" the
			child can answer "I still
			want to play.").
		lanB03	The child can combine
		lanb03	two simple sentences to
			create a complex
			sentence (e.g., "My little brother was
			naughty, my mother hit
			him" or "The injection
			was painful, I didn't
		1 701	cry.").
		lanB04	The child can combine
			two simple sentences to
			create a sentence with a
			conjunction (e.g., "My
			little brother was
			naughty, so my mother
			hit him," or "The
			injection was painful,
			but I didn't cry.").
		lanB05	The child can talk
			about a person or a
			thing that is not present
			(e.g., when the child's
			bear is not in the cradle,
I.			

he/she can say "my
bear is gone.").
lanC05 When the child talks to
someone he/she is
familiar with (e.g.,
his/her parent or
teacher), he/she can
initiate a topic.
lanC06 When the child can't
understand what a
person says or can't
hear him/her clearly,
the child can actively
ask this person to
clarify (e.g., "What did
you just say?" or "Can
you say that again?").
lanB06 The child can clearly
explain the procedure
to complete something
(e.g., the child can
explain how to build a
castle with toy building
blocks or the rules of a
game).
3.Emergent literacy
lanC07 The child knows the
meanings of signs,
images, and symbols
which are commonly
seen in his/her daily life
(e.g., traffic lights or
the sign of a convenient
store).
lanC08 When the child turns
over a page of a book,
the direction of the
book is correct (e.g.,

				the book is not placed
				upside down).
			lanC09	The child knows that
			lancos	the title and the name
				of the author/illustrator
				of a picture book are on
			1 007	the cover of that book.
			lanB07	When the child reads a
				page of a book, he/she
				knows where to begin
				(e.g., reading from left
				to right or reading
				down from the top).
			lanB08	The child can
				understand or read out
				simple characters (e.g.,
				his/her name or
				characters commonly
				seen in his/her daily
				life).
			lanB09	The child can express
				his/her emotions and
				thoughts through
				paintings or symbols
				(including characters)
				(e.g., picture diary or a
				list of objects).
Social and	1.	Internal consistency:		<u>erament</u>
emotional	Temperament	Extraversion temperament,	Extrave	ersion temperament
development	including:	$\alpha = .66$	socB01	The child prefers active
	Extraversion	Effortful control		activities (e.g., kicking
	temperament,	temperament, $\alpha = .63$		ball or running) rather
	Effortful control	Negative emotionality		than sedentary
	temperament,	temperament, $\alpha = .60$		activities (e.g., reading
	Negative	Secure attachment, $\alpha = .66$		books or playing
	emotionality	Emotional competence, α		chess).
	temperament	= .86	socC04	When a new activity is
		Social competence, $\alpha = .87$		introduced to the child,

2.Secure	Withdrawal, $\alpha = .80$		he/she participates in
attachment	Aggression, $\alpha = .81$		the activity
			immediately.
3.Emotional	Correlation between	socC05	In a gathering among
competence	emotional competence		familiar people, the
including:	domains and total scores:		child likes to play with
Emotional	Emotional awareness, r		various individuals.
awareness,	= .73	Effortfu	ll control temperament
Emotional	Emotional expression, r	socB02	The child pays
expression,	= .79		attention to changes in
Emotional	Emotional understanding,		his/her surroundings or
understanding,	r = .88		people around him/her
Emotional	Emotional regulation, r		(e.g., he/she quickly
regulation	= .71		discovers newly
			purchased items at
4.Social	Correlation between		home, or, notices
competence	social competence		his/her parent's new
including:	domains and total scores:		haircut).
Independence,	Independence, $r = .67$	socB03	While getting ready to
Assertiveness,	Assertiveness, $r = .85$		go out, the child thinks
Sociability,	Sociability, $r = .85$		about what he/she
Compliance	Compliance, $r = .68$		might need in advance
			(e.g., the child prepares
5. Withdrawal			his/her own backpack
			or things to carry with
6. Aggression			him/her).
		socC16	After being reminded
7. Shyness			by an adult, the child
			pays attention to his/her
8. Shame			personal safety or
			adapts his/her behavior
			to accommodate the
			surrounding area (e.g.,
			when the child is
			brought to a store
			selling breakable
			goods, he/she walks
			with extra care).

C17 Th. 1.11
socC17 The child stays
involved or engaged
with his/her favorite
toys or activities for a
long period of time.
Negative emotionality
<u>temperament</u>
socB04 The child is afraid of
the dark or worries
about imaginary
monsters showing up.
socB05 The child feels
frustrated easily, for
example, he/she feels
failure easily while
doing activities or tasks.
socC01 The child gets angry if I
don't respond to
him/her when he/she
wants my hug or to play
with me.
socC06 The child gets angry or
loses his/her temper
easily.
2.Secure attachment
socC02 The child turns around
to look for me or
locates my whereabouts
when I am not near
him/her.
socC03 When I tell the child
"it's ok", he/she
approaches the objects
which originally scare him/her.
socC09 When I come home, the
child shows his/her joy
immediately by smiling

 T			
			or greeting me.
		socC10	When I am in a bad
			mood, the child
			becomes quiet,
			comforts me, or asks
			me why I feel sad.
		3.Emoti	onal competence
		Emotion	nal awareness
		socB06	The child feels
			embarrassed when
			he/she notices that
			someone is watching
			him/her.
		socC11	The child becomes
			quiet when he/she
			notices my angry
			expression.
		socC12	When the child sees
			someone trips or falls,
			he/she knows that
			person is in pain.
		Emotion	nal expression
		socB07	The child expresses
			his/her feelings through
			words or body gestures
			(e.g., hugging or
			stamping his/her foot).
		socB08	The child laughs when
			he/she hears funny
			jokes.
		socB09	The child
			communicates to his
			family what he/she is
			afraid of.
		Emotion	nal understanding
			The child reads other's
			emotions by observing
			that person's facial
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			expression (e.g., when
			the child sees me
			grimacing when I take
			my medicine, he/she
			knows that the
			medicine tastes awful).
		socB11	The child knows that
			he/she can express the
			same feeling in various
			degrees (e.g., smiling
			versus laughing,
			sobbing quietly versus
			crying loudly).
		socB12	The child knows that
			he/she can have two
			different kinds of
			feelings at the same
			time (e.g., playing hide-
			and-seek can be both
			fun but also scary).
		socC13	The child checks my
			facial expression to
			decide whether he/she
			should approach an
			unfamiliar toy or
			person.
		socC18	While encountering
		500010	strangers or new
			environment, the child
			uses my facial
			expression as a cue to
			decide how he/she
			should behave.
		Emotion	
		socB13	nal regulation When the child
		SUCDIS	
			encounters frustrating
			or difficult situations,
			he/she controls his/her

		1 .
		temper and remains
	544	calm.
	socB14	When the child is
		scolded, he/she adjusts
		his/her mood and
		accepts the scold
		calmly.
	socB15	
		himself/herself after
		stimulating activities.
	socB16	The child delays his/her
		needs for emotional
		support (e.g., when the
		child is bullied, he/she
		waits for an adult to
		arrive before making a
		complaint).
	4. Social	l competence
	Indepen	<u>dence</u>
	socB17	The child has the habit
		and attitude of "being
		self-reliant".
	socB18	The child
		independently
		accomplishes what
		he/she can do, without
		prompting or support
		from others.
	Assertiv	<u>eness</u>
	socB19	The child suggests
		games for peers to play.
	socC14	The child shows his/her
		interest or preference to
		others using his/her
		voices, words, gestures,
		or movements (e.g.,
		he/she points to a car
		and looks at his/her
	socB19	he/she can do, without prompting or support from others. The child suggests games for peers to play. The child shows his/her interest or preference to others using his/her voices, words, gestures, or movements (e.g., he/she points to a car

		moth on writing a sure!
	~~ < 010	mother with a smile).
	socC19	When the child
		participates in an
		activity or discussion,
		he/she expresses his/her
		own views or opinions
		without being
		prompted.
	socC20	The child tells others
		his/her feelings without
		being prompted.
	Sociabil	<u>ity</u>
	socB20	The child cooperates
		with peers to complete
		a task.
	socB21	When the child plays
		with peers, he/she takes
		turns with the
		equipment or toy.
	socC15	The child likes to share
		his/her toys with other
		adults or children.
	socC21	The child shares his/her
		things (e.g., toys or
		stationery) with other
		children.
	Complia	ance
	socB22	The child goes to bed
		on time even when
		he/she is not yet sleepy.
	socB23	When the child is being
		requested to clean up,
		he/she listens and does
		as told.
	socC22	When the child is being
		requested to stop
		playing a specific
		game, he/she obeys and
		buille, ile one you alla

				stops playing the game.
			5.Withd	
			socB24	The child is timid and
				is afraid to try new
				things.
			socB25	The child does not like
				to try new activities or
				to approach new
				environments.
			socB26	The child does not like
				to talk to or play with
				other children.
			6.Aggres	<u>ssion</u>
			socB27	The child damages
				other people's things
				on purpose.
			socB28	The child excludes
				other children.
			socB29	The child teases other
				children.
			socB30	The child kicks, hits,
				pushes, or pinches
				other children.
			7.Shynes	
			socC07	The child gets shy
				when meeting
				unfamiliar adults.
			8.Shame	
				The child feels ashamed
				when he/she does
D	4.0	.		something wrong.
Physical	1. Gross motor	Internal consistency:	1.Gross	
motor	including:	α=.98		& locomotion
development	Stability &	Cuitonianalidit	boayCg0	2 Can run steadily for a
	locomotion,	Criterion validity:		distance without
	Body	Correlation between	hody.Ca0	falling.
	coordination 2 Fine motor	domain scores and PDMSII ^b scores	bodyCg0	4 Can jump in place
	2. Fine motor	rumon scores		with two legs

including: Gross motor, r=.86** simultaneously. Grasp & Stability & locomotion, bodyCg06Can climb up stairs r=.82**manipulation, without support. Visual motor bodyBg10Can jump forward Body coordination, r=.86**integration continuously (e.g., Fine motor, r=.90** rabbit jumps). Grasp & manipulation, bodyBg11 Can jump forward r=.87**with two legs close Visual motor integration, together (e.g., a r=.90**standing long jump). bodyCg08 Can walk down stairs without support. **Correlation between** bodyBg13Can skip forward emotional competence domains and total continuously on one scores: : foot. Gross motor, r=.91** bodyBg06Can play a lattice Stability & locomotion, game, including one $r=.87^{**}$ leg skipping and two-Body coordination, r=.89** leg jumping forward Fine motor, r=.99** continuously and Grasp & manipulation, alternately. r=.95**Visual motor integration, **Body coordination** $r=.97^{**}$ bodyCg01 Can throw a ball overarm using one arm. bodyCg03 Can move his/her body with rhythm when standing. bodyCg05 Can slide down a slide in a sitting position on his/her own. bodyBg08Can ride a tricycle. bodyCg07Can kick a ball (Can kick a ball away from him/her in a standing position).

bodyBg09Can catch a big ball
(e.g., a rubber ball)
thrown by another
person.
bodyBg12Can ride a bicycle
with two auxiliary
wheels.
bodyBg01 Can throw a ball
toward a target that is
slightly higher than
the child.
bodyBg02Can do a front roll.
bodyBg03 Can dance or do
exercises by
following a whole
dance or exercise
song.
bodyBg14Can bounce a big ball
(e.g., a rubber ball)
continuously with one
hand.
bodyBg04Can kick a ball
toward a target (e.g.,
shooting a ball at a
goal).
bodyBg05 Can do sit-ups.
bodyBg07 Can ride a bicycle.
2.Fine motor
Grasp & manipulation
bodyCf04 Can eat with a spoon.
bodyCf05 Can turn thin pages of
a storybook page by
page.
bodyCf01 Can take off a
buttonless shirt (e.g.,
a t-shirt).
bodyCf02 Can unbutton small
bodyClo2 Can unbutton sman

buttons on his/her
clothes.
bodyBf01 Can screw on a bottle
cap.
bodyBf03 Can put on short
socks.
bodyBf04 Can put on a
buttonless shirt (e.g.,
a t-shirt)
independently.
bodyBf05 Can button the small
buttons on clothes.
bodyBf06 Can brush his/her
teeth.
bodyBf15 Can cut a specific
shape (e.g., a circle)
from a piece of paper.
bodyBf10 Can insert a zipper
pin into a slider and
zip up.
bodyBf12 Can eat using regular
chopsticks (not
learning chopsticks).
Visual motor integration
bodyCf03 Can draw a vertical
line.
bodyBf13 Can clap hands with
rhythm (e.g., follow
the music with
clapping).
bodyBf14 Can draw a horizontal
line.
bodyCf06 Can stack four or
more cubic objects
(e.g., building blocks
or mahjong tiles).
bodyCf07 Can gesture the
number "2" using

			1 . /1 . 1 . 0
			his/her index finger
			and middle finger.
			bodyCf08 Can draw a circle.
			bodyBf02 Can gesture the
			number "3" using
			his/her index, middle,
			and ring fingers.
			bodyBf07 Can draw a square.
			bodyBf08 Can tie a knot.
			bodyBf09 Can draw a triangle.
			bodyBf16 Can fold a piece of
			paper to make a paper
			airplane.
			bodyBf11 Can tie a second knot
			after tying the first
			one (e.g., tie a tight
			knot).
Family	Family	Internal consistency:	Environmental diversity
	environment	Environmental diversity,	famC01 I take the child to visit
		α=.56	families and friends or
		Learning materials, α=.74	invite families and
		Learning stimulation,	friends to visit our
		α=.79	home.
		Parental responsiveness,	famC02 I take the child to visit
		α=.57	or play outside (e.g.,
		Conditional discipline,	parks, markets, or
		α=.81	public squares).
			fameviC01 I take the child to the
		Test-retest reliability:	bookstore or the
		Environmental diversity,	library.
		r=.64**	famC08 I participate in
		Learning materials, r=.59**	activities suitable for
		Learning stimulation,	children with the child
		r=.65**	(e.g. a parent-child
		Parental responsiveness,	joint activity).
		r=.46**	Learning materials
		Conditional discipline,	famC03 I let the child play with
		r=.78**	objects which he/she
		1	oojees when he she

		can press down, grab,
		push, or pull (e.g., a
		ball or a baby walker).
	famC04	I let the child play with
		plush pillows, stuffed
		animals, or playset
		toys.
	famC05	I let the child play with
		objects which help
		him/her develop hand-
		eye coordination (e.g.,
		a cup stacking set, a
		puzzle, or a set of soft
		building blocks).
	famC06	I let the child play with
		objects which help
		him/her learn colors,
		shapes, sizes, or
		numbers.
	famC07	I let the child play with
		objects which require
		fine motor skills (e.g.,
		building blocks, play
		dough, clay, a string of
		beads, painting tools,
		snow-flake puzzles, or
		puzzles).
	Learning	g stimulation
		I teach the child names
		of various objects.
	famC10	I teach the child to say
		"please", "thank you",
		and "sorry".
	famC11	I teach the child learn
		spatial relationships
		(e.g., up and down, left
		and right, or front and
		back).
		ouerj.

	, ,
	famC12 I help the child learn
	numbers.
	famC13 I help the child learn
	Chinese characters.
	Parental responsiveness
	famC14 Whenever the child
	makes a sound or
	speaks aloud, I respond
	with words.
	famC15 I kiss or hug the child.
	famC16 I talk to the child even
	when I am doing
	chores or work.
	Conditional discipline ^c
	famC17 I scold the child if
	he/she is not obedient.
	famC18 When necessary, I
	discipline the child by
	limiting his/her actions
	(e.g., making him/her
	stand still or
	forbidding him/her to
	play with toys).
	famC19 When the child is out
	of control, I hit
	him/her.
Chinese Internal	consistency: <u>Discipline</u>
parenting Discipline	e, α=.70 famedu01 My strict disciplinary
Teaching	α=.72 practice is something
Achieven	nent expectation, that the child will be
α=.73	thankful for in the
Shame, α	=.74 future.
	., i
Test-rete	famedu02 By scolding or
Discipline	famedu02 By scolding or criticizing the child, I
	famedu02 By scolding or criticizing the child, I am helping him/her
Discipling Teaching.	famedu02 By scolding or criticizing the child, I am helping him/her

	Shame, r=.64***	he/she is not obedient.
		Teaching
		famedu04 The child should greet
		me without prompting
		when seeing me.
		famedu05 When I talk to the
		child, the child should
		look at me without
		being distracted.
		Achievement expectation
		famedu06 I should demand the
		child to become better
		and better, to help
		him/her improve.
		famedu07 I don't have a sense
		of achievement unless
		the child's learning
		performance is
		outstanding.
		Shame
		famedu08 I should tell the child
		that he/she should feel
		ashamed when
		behaving
		inappropriately.
		famedu09I should feel ashamed
		if the child is not on
		his/her best behavior
		when we go out.
Life skill	Internal consistency:	famedu10 I should adopt a firm
training	α=.75	approach in teaching
		the child to stop using
	Test-retest reliability:	his/her pacifier.
	r=.69***	famedull I should adopt a firm
		approach in making
		sure the child is fully
		potty trained.
Parental	Internal consistency:	Father involvement

Mother involvement, α=.93 Test-retest reliability: Father involvement, r=.80**** Mother involvement, r=.79*** fatherinvo02 The child's father teaches the child routine rules. fatherinvo03 The child's father cares about and responds positively to the child. Mother involvement fatherinvo05 The child's father cares about and responds food and clothing. mother involvement motherinvo01 The child's father plays with the child. Mother involvement motherinvo01 The child's mother takes care of the child routine rules. motherinvo02 The child's mother teaches the child routine rules. motherinvo03 The child's mother teaches the child routine rules. motherinvo04 The child's mother rules. motherinvo05 The child's mother teaches the child routine rules. motherinvo06 The child's mother teaches the child routine rules. motherinvo07 The child's mother rules. motherinvo08 The child's mother rules. motherinvo09 The child's mother cares about and responds positively to the	inv	volvement	Father involvement, α=.92	atherinvo01	The child's father
Test-retest reliability: Father involvement, r=.80*** Test-retest reliability: Father involvement, r=.79*** Fatherinvolotement, reliability: Fatherinvolotement, reliability: Fatherinvolotement, reaches the child's father reliability for the child's father cares about and responds positively to the child. Mother involvement motherinvolotement motherinvolotemen			·		takes care of the
Test-retest reliability: Father involvement, r=.80*** Mother involvement, r=.79*** Test-retest reliability: father involvement, r=.79*** father involong The child's father teaches the child with his/her learning activities. father involong The child's father cares about and responds positively to the child. Mother involvement involvement involvement mothe					child's basic needs
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					and responds
					positively to the
child.					child.
motherinvo05 The child's				motherinvo0	5 The child's
mother plays with					mother plays with

	the child.
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Note:

- a: Wang, T. M. (2004). Manual of the Revised Comprehensive Developmental Inventory for Infants and Toddlers. Taipei, National Taiwan Normal University, Department of Special Education.
- b: Folio, M.K., & Fewell, R.(2000). *Peabody Developmental Motor Scales: Examiner's Manual*. 2nd ed. Austin, Texas: PRO-ED.
- c: When calculate the total score of family environment, the three questions of conditional discipline needs to be treated as the reversed items.
- *: p<0.05 **: p<0.01 ***: p<0.001

2. Relative & Friend Questionnaire

The Relative & Friend Questionnaire includes the information on the primary caregiver (other than the parents) and the family domain questions. Please refer to the results of the Parent Questionnaire (Table 2) for the scale/domain, reliability and validity, and variables of the family domain questions in the Relative & Friend Questionnaire.

3. Educarer Questionnaire

The result of the reliability and validity analysis of the Educarer Questionnaire is based on a child learning and educarer training project² by the Ministry of Education in 2016. A total number of 192 participants completed the questionnaires. Table 3 lists the scale/domain, reliability and validity, and variables of the child development questions and the family domain questions in the Educarer Questionnaire.

Table 3: Scale/Domain, Reliability and Validity, and Variables of the Educarer Questionnaire

Scale/Domain	Reliability and Validity		Variables
Learning	Internal consistency:	act01	Reading stories to children (without
environment	α=.88		looking at books)
and quality		act02	Providing time and props for dramatic
	Criterion validity:		play (e.g., housekeeping props, dress up
	Correlation between scores		clothes, role play, toy figures)
	and ECERS-Ra (20	act04	Reading picture books with children

²Liaw, F. R., Shing, M. L., & Chang, J. W. (2016). The Child Learning and Educarer Training Project. Taipei, the Ministry of Education.

iterms) scores, r=.30***	act05	Providing activities on counting, math/ number, color and shape
	a a t 0 6	-
	act06	Providing activities on sequencing,
	,12	sorting, comparing, and measuring.
	act13	Providing gross motor activities (e.g.,
		ball play, running)
	act14	Providing fine-motor activities (e.g.,
		cutting and pasting, folding papers,
		building small blocks, stringing beads, or molding clay)
	act15	Checking and taking actions to ensure
		the safety of the equipment and facilities
		before the onset of activities.
	act16	Providing opportunities for children to
		choose his/her own play activities.
	act17	Introducing logical relationships (e.g.,
		cause and effect, same/different, sorting),
		using concrete experiences, and letting
		children explain their reasoning.
	env03	Providing various types of
		math/numeracy materials (e.g., materials
		for numbers, shapes, classification,
		matching, comparing; can be books,
		nursery rhymes, or teacher-made
		materials).
	env04	Providing various types of nature
		materials (e.g., insects, stones, shells,
		leaves, lifelike toy animals, plants, pets,
		fish tanks, etc.), and science equipment
		or materials (e.g., magnifiers, magnets,
		measuring cups, posters/pictures of
		animals and plants, etc.)
	env05	Providing various types of small building
		toys or materials (e.g., interlocking
		blocks, such as snowflakes, Legos, shape
		blocks, and accessories).
	env06	Providing a variety of dramatic play
		materials and space (e.g., hand puppets,
<u> </u>	<u> </u>	materials and space (e.g., name puppers,

	cloth, dress-up clothes, shoes, props, toy accessories, playset toys, and play
	space).
env07	Providing various types of art materials
	(e.g., crayons, paint brushes, color pens,
	paints, tools for cutting and pasting,
	carpentry, 3-dimensional art materials,
	various types of paper, bottles and cans,
	art books/pictures, etc.)
env08	Providing various types of materials for
	different fine motor skills (e.g., grabbing,
	twisting, cutting, sewing, piecing
	together, squeezing, stringing, nailing,
	etc.).
env09	Providing many types of gross motor
	equipment for indoor or outdoor use
	(e.g., balance, swings, slides, climbing
	equipment, different sizes of balls,
env10	tricycles, bicycles, etc.). Providing sufficient indoor space for play
CIIVIO	(to allow for multiple types of indoor
	play to occur at the same time), and
	materials are well stored and well
	organized.
env11	Providing soft objects (e.g., plush
	pillows, cushions, stuffed animals, etc.)
	and cozy areas for relaxation.
env12	Providing accessible space for privacy
	that can be used freely by the child (a
	separate space protected from intrusion
	by others).
env13	Providing enough building blocks (e.g.,
	wooden blocks, plastic blocks, soft
	blocks, large/small interlocking blocks,
	cardboard, paper boxes, etc.) and enough
	accessories (e.g., toy figures, animals,
	cars, and signs) for use and play.
env14	Providing various types of toys or tools

			for sand and water play (e.g., containers,
			shovels, spoons, pots and pans, toy
		animal molds, toy trucks, etc.). env15(R) Providing whole-group activities most of the day.	
		inter01	I know the child's interests and abilities
			and use this information in my
			interaction with him/her or in designing
			activities for him/her.
		inter03(R)On busy and chaotic days, I am more	
			irritable and less patient if the child
			misbehaves or gets into trouble.
		inter04	When the child is involved in play, I
			pay attention to what he/she is doing,
			and give help when needed (e.g.,
			providing materials, helping the child
			complete a difficult task).
		inter05	I listen closely to what the child says
			and respond to him/her positively.
		inter06	When speaking to the child, I elaborate
			on his/her words or encourage him/her
			to say more.
		inter07	I talk to the child about things or events
			that happened in the past (e.g., a trip we
			went on together or how it was on
			his/her first day at the
			preschool/nursery care center/nanny's
			residence).
		inter08	I help the child communicate or interact
			with other children (either initiated by
			the child or initiated by other children.)
		inter09	When the child run into conflict with
			other child(ren), I help him/her
		0.11.	understand other people's perspectives.
Chinese	Internal consistency:	faith01	The adult's scolding or criticism helps the
parenting	α =.90		child improve.
		faith02	1
			is disobedient.

	T	T
		faith03 The adult should tell the child to feel
		ashamed when he/she misbehaves.
		faith04 An adult should feel ashamed if the child
		misbehaves when they go out.
		faith05 The adult should teach the child to get
		better and better, as a way to help the
		child improve.
		faith06 The child's high academic achievement
		is the basis for the adult 's sense of
		accomplishment.
Educarer-child	Internal consistency:	relation01 When I talk to the child, the child
relationship	α=.60	should look at me attentively.
		relation02 When I point out the child's mistakes,
		he/she must not talk back.
		relation03 When I scold the child, he/she must not
		wear a long face (or give a dirty look).
		relation04 The child should obey all the rules I
		set.
		relation05 All my demands are in the best interest
		of the child, so the child should repay
		me when he/she grows up.
		relation06 The child should be thankful for what I
		have done for him/her.
Educarer-child	Internal consistency:	inter01 I know the child's interests and
interaction	α=.82	abilities and use this information in
		my interaction with him/her or in
		designing activities for him/her.
		inter02 I change my schedule to
		accommodate the needs of the child.
		inter03(R) On busy and chaotic days, I am more
		irritable and less patient if the child
		misbehaves or gets into trouble.
		inter04 When the child is involved in play, I
		pay attention to what he/she is doing,
		and give help when needed (e.g.,
		providing materials, helping the child
		complete a difficult task).
		inter05 I listen closely to what the child says

			and respond to him/her positively.
		inter06	When speaking to the child, I
			elaborate on his/her words or
			encourage him/her to say more.
		inter07	I talk to the child about things or
			events that happened in the past (e.g.,
			a trip we went on together or how it
			was on his/her first day at the
			preschool/nursery care center/nanny's
			residence).
		inter08	I help the child communicate or
			interact with other children (either
			initiated by the child or initiated by
			other children.)
		inter09	When the child run into conflict with
			other child(ren), I help him/her
			understand other people's
			perspectives.
		inter10	I can teach the child well.
Parent-	Internal consistency:	parents01	The child's parents care about me.
educarer	α=.87	parents02 The child's parent lets me know that I	
relationship		am a good educarer/nanny.	
		parents03	The child's parent appreciates the
			efforts I put in to care and educate the
			child.
		parents04	The child's parent provides me with
			information regarding the child's
			learning at home.
		parents05	The child's parents accept my
			suggestions regarding child rearing

Note:

(R): reversed item

a: Harms, T., Clifford, R. M., & Cryer, D. (2006). The Early Childhood Environment Rating Scale-Revised, (S. F. Chen & T. W. Kuo-Li, Trans.). Taipei: Psychology.

^{***}p<0.001