2014 Child Development Supplement
to the
Panel Study of Income Dynamics

Time Diary Coding Manual

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<u>TIME DIARY GENERAL EDITING INSTRUCTIONS</u>

All diary activity editing is to be done in <u>red</u> pencil by the coder. The coding supervisor will be in blue pencil. It appears that most interviewer editing, from the field, has been done in green pencil.

If editing causes additional activity lines to be added, number the additional ones as follows, using decimals: if activity 5 is edited to three activities, they should be numbered 5, 5.1, 5.2.

If there is missing information on the coversheet as you prepare to do data entry of the Time Diary, please stop, fill out a problem form, and place in the problem box. This is important information that will need to be filled in from another information source.

<u>T1</u>   <u>DAY OF THE WEEK (ON THE COVER)</u>

1. Sunday
2. Monday
3. Tuesday
4. Wednesday
5. Thursday
6. Friday
7. Saturday

<u>COVER AND INSIDE COVER</u>

Check the front cover and inside cover of the diary. Make sure these items are legibly marked or written in.

<u>COLUMN A</u>   <u>WHAT DID YOU DO?</u>

Use the Activity Code List (pp. 22–49).

EXCEPTION: If R has given no activities or only one or two activities for the whole day, alert your supervisor. The Diary may be coded as follows. There is also a possibility of calling back to get more information.

COLUMN A	TIME BEGAN	TIME ENDED	COLUMNS D–I
4810	00:00	24:00	Blank
5790			

<u>COLUMNS B AND C</u>   <u>TIME BEGAN and TIME END</u>

Total time for activities done on the specified diary day must equal <u>exactly</u> 24 hours. Code the diary beginning at 0000 (midnight) and ending at 2400, the following midnight, by using a 24-hour clock or military time. (The first 2 digits represent the hour in the 24-hour sequence and the last 2 digits represent the minutes, so 7:23 p.m. is written as 19:23.) Check to see that the "TIME ENDED" for each activity is the same as the "TIME BEGAN" for the next activity, for example:

Drove to the store   12:30 – **12:45**
Shopped for a hammer **12:45** – 12:55

1

COLUMN D   WHERE WERE YOU?

    10.   HOME, R's yard

    20.   TRANSIT (car, bus, walking, biking)

    30.   PARENT'S PLACE OF WORK

    35.   CHILD'S PLACE OF EMPLOYMENT

    40.   Someone else's home (outside or inside); "at neighbor's" or at babysitter's or home-based day care

    45.   Child's other parent's home

    50.   Restaurants, bars, fast-food places and their parking lots

    60.   Indoor recreation places (theatres, youth recreation center)

    70.   Outdoor recreation places (parks, R's neighborhood); "outside" if "home" not checked

    80.   SCHOOL (includes college)

    81.   Church or other place of worship

    82.   Stores, shopping centers, malls and their parking lots, beauty parlor

    83.   Banks, offices, library, fire station

    84.   Daycare center (not home-based day care)

    97.   Other, hospital, parking structure

    99.   NA

    00.   INAP, primary activity coded 4810 or 9840

COLUMN E   WHAT ELSE WERE YOU DOING AT THE SAME TIME?

Use the Activity Code list (pp. 22–49)

COLUMN F   WHAT DID YOU USE TO WATCH OR DO THE ACTIVITY?

    00.   INAP
    01.   VHS
    02.   Television
    03.   DVD
    04.   MP3 player

    05.   X-box or other gaming console

06. Computer (either laptop or desktop)

07. Cell phone (not a smartphone)

08. Books

09. Smartphone

10. Tablet (e.g., iPod or an iPad)

11. E-reader (e.g., Kindle or Nook)

12. Child's learning device (e.g., Leapfrog)

13. Radio

14. CDs

97. Other

99. NA

COLUMN G   WHAT WAS THE NAME OF THE SHOW, VIDEO, MOVIE, GAME, BOOK, APP, OR WEBSITE?

***Enter text verbatim (to be coded later) leave blank if INAP. Code each individual show, video, movie, game, book, app, or website as a separate activity. (Note: media coding will not be done by SRO).

COLUMNS F AND G EDITING INFORMATION

***Never add any information to Columns F and G. If the R says "watching a show" or "playing electronic games" was the primary or secondary activity, do not transfer this information into Columns F and G.

***Activities should be split if R records multiple shows, movies, games, etc. in a single line. See Pages 12 and 19.

COLUMNS H and I   WHO WAS DOING...? AND WHO (ELSE) WAS THERE...?

A. No one
   1. checked   0. not checked

B. Mother
   1. checked   0. not checked

C. Father
   1. checked   0. not checked

D. Brother or sister (full-or half-siblings)
   1. checked   0. not checked

E.   Step-mother or parent's cohabiting female partner
       1. checked   0. not checked

F.   Step-father or parent's cohabiting male partner
       1. checked   0. not checked

G.   Step-brother or step-sister
       1. checked   0. not checked

H.   (Child) Friend of child
       1. checked   0. not checked

I.   Grandparent or great grandparent of child
       1. checked   0. not checked

J.   Other relative of child
       1. checked   0. not checked

K.   Other non-relative of child (e.g., parent's friend, parents of child friends, team mates)
       1. checked   0. not checked

L.   A pet (e.g., dog, cat)
       1. checked   0. not checked

M.   Child's child
       1. Checked   0. Not checked

Notes: "H" includes any non-adult, non-relative that the child is playing with. "K" includes a parent's friend, parents of bus driver, teammates, etc.

EDITING COLUMNS H AND I

Columns H and I may have the people in the wrong location. Often the Child will put the people into the wrong column, and it can be a judgment call whether to "shift" people around. The best thing to do is look at the preceding and following activities. Check if they connected to the present activity. Do not be afraid to edit these fields if there is a strong suspicion that the child may have filled Column H or I incorrectly.

If someone is in the HH early in the morning or late at night, especially both, they are probably HH members.

If only a first name is given, see what activities this person is involved in and with whom else. "Johnny" might be a sibling, friend, or cousin (other relative). Some type of relationships can be ruled out: for example, most grandparents will not be skateboarding with the child.

If only "family" is reported, it is probably reasonable to assume this includes all members of the nuclear family that are mentioned elsewhere in the diary. It should also include other relatives (e.g., grandparents) if they are there late at night and early in the morning, and thus probably are HH members.

Sometimes the primary activities have Columns E through I "padded out"—i.e., these columns are not completed, but rather are left empty, with a line drawn through them. Activities that are padded out include personal care and sleep. If someone is present for one of these personal activities, then they are probably a close family member (sibling or parent). This is information you can use to determine relationships for named individuals, but it will not be coded because these columns are always blank for these activities.

RECORDING ACTIVITIES

Generally, primary and secondary activities and times should be coded as the interviewer has recorded them. An activity listed as a primary will remain a primary activity unless travel is the concurrent activity (see Travel, page 15). Secondary activities remain as secondary activities unless:

      1. The secondary is traveling.
      2. The secondary could not possibly be done while doing the primary activity.
      3. The secondary is night's sleep.

COMBINING ACTIVITIES

When adjacent primary activities fall into the same code category, code them separately as they are recorded in the diary; do not group them together except in the case of work activities and school activities (going to and from classes at school) when Columns D, E, H, and I remain the same.

GAPS

If there are gaps in the time, edit them using the following instructions.

When a gap of 10 minutes or less exists between the time an activity ended and the next activity began, allocate one-half of the time to the activity preceding the gap and one-half of the time to the activity following the gap.

Below are examples of unedited and edited time gaps:

      Showered   7:10 – 7:25
      Ate breakfast   7:35 – 7:55

                    7:30
      Showered   7:10 – ~~7:25~~
      Ate breakfast   ~~7:35~~ – 7:55
                    7:30

If the gap is longer than 10 minutes, edit a "TIME BEGAN" and "TIME ENDED" for this time period in the space between activities, label the activity NA and code 4810. Code the "TIME BEGAN" and "TIME ENDED" for the NA activity, and code "O" in Columns D through I.

OVERLAPS

When there is an overlap in time periods, calculate the overlap time periods, and divide it equally between the two activities by subtracting one-half of the overlapping time from the ending time of the last activity and adding the other one-half of the overlapping time to the beginning time of the second activity.

Below are examples of unedited and edited overlaps in time:

Watched TV	11:00 – 12:00
Eating	11:40 – 12:15

	11:50
Watched TV	11:00 – ~~12:00~~
Eating	~~11:40~~ – 12:15
	11:50

In this example, there is a 20 minute overlap which is divided equally into two 10 minute time segments. Ten minutes is then subtracted from the time spent "WATCHING TV" and converted into clock time. The other 10 minutes is added onto the time spent "EATING" and converted into clock time.

If a secondary activity is recorded, enter it (as usual) with the primary activity it is associated with, even though the time will be shortened or lengthened in the same amount as its primary.

ALLOCATING ODD MINUTES

In dividing time for gaps, overlaps, and splitting multiple mentions (which will be covered later), often an even split of minutes will not be possible. In this case, allocate the extra minute to the first activity involved.

ACTIVITY BY OTHERS

When R reports an activity done by someone other than herself or himself, check the secondary activity to try to ascertain what the R was doing. Cross out what others were doing with a single line and draw an arrow from R's activity to the primary activity column, assuming the time period is the same, and Columns F, G, H, and I remain the same, and there are no secondary activities. If unable to ascertain R's activity, cross out what the other people were doing with a single line, write in NA, and code 9840 (activities of others reported). Code the "TIME BEGAN" and "TIME ENDED" for the segment and code "O" in Columns F through I. (See "HELPING," "WAITING," and "ACCOMPANYING," page 11 and "Accompanying which is under the "Waited heading. "Waiting" is also listed on page 8.

PUBLIC PLACES

In Columns H and I, bus driver/students/classmates all get coded as "K" (other non-relatives of child). If in a public place (such as a store, public bus, etc.), please assume there are other non-relatives present. Hence, time spent in public places should have Columns H and I coded to include "K" (other non-relatives of child).

GENERAL INSTRUCTIONS FOR CODES 4080, 4090, 4110/4880

If the child is receiving help from an adult or caregiver, under Column H, it will always be a 4880 regardless of age, or if Column A says received help. If R is age 3 years or younger and no one is mentioned in Column H, it will always be coded 4880. If no one is mentioned in Column H and R is age 4 years or older, it will be coded 4080, 4090, or 4110. If this is unclear see supervisor.

PRIMARY ACTIVITIES

REPORTING

In all cases where an activity is reported as a primary activity it will remain a primary activity except where travel has been listed as a secondary activity (see "SECONDARY ACTIVITIES: TRAVEL", p. 9).

MULTIPLE PRIMARIES: SEPARATE CODES

If more than one primary activity is listed for a segment of time, divide the time evenly between the activities listed, e.g.:

Example A: Prepared and ate dinner   6:00 – 7:00

would look like the following after editing:

Prepared	6:00 – 6:30
Ate dinner	6:30 – 7:00

Example B: Washed up, ate breakfast, read paper   8:00 – 9:00

would look like the following after editing:

Washed up	8:00 – 8:20
Ate breakfast	8:20 – 8:40
Read paper	8:40 – 9:00

MULTIPLE PRIMARIES: SAME CODE

However, if the multiple primary activities fall into the same activity code category, such as "making beds, vacuuming, and dusting," do not divide the segment of time, but code as one primary activity.

COMBINATION

When three or more primary activities are grouped together in one time segment and some fall into the same code category and some do not, split the time proportionately among all the listed activities, then divide the activities according to the code categories and their order of mention.

Unedited and edited versions of combinations follow:

Example A: Made beds, vacuumed, ate lunch   11:00 – 12:30

Made beds, vacuumed	11:00 – 12:00
Ate lunch	12:00 – 12:30

Example B: Made beds, ate lunch, vacuumed   11:00 – 12:30

Made beds	11:00 – 11:30
Ate lunch	11:30 – 12:00
Vacuumed	12:00 – 12:30

<u>COMMON SENSE</u>

If in following any of these editing instructions, a clearly nonsensical record would be produced, see supervisor.

<u>Nonsensical example</u>:

Put on swimsuit and sunbathed	1:00 – 3:30

Following the splitting multiple primary rule, would be:

Put on swimsuit	1:00 – 2:15
Sunbathed	2:15 – 3:30

Clearly, this creates a ridiculous amount of time for the dressing code and should be modified with the aid of the editing supervisor.

<u>ACTIVITIES TAKING 1 MINUTE OR LESS</u>

If an activity normally takes one minute or less to do and is not allocated a time period of its own in the diary, cross it out with a single line.

<u>Example:</u>	Got in car and rode home	9:00 – 9:15
	Rode home	9:00 – 9:15

<u>WAITING</u>

Whenever possible, code "waiting for" an event to begin, a place to open, an airplane to arrive, etc. as part of the activity being waited for, so that "waiting for stores to open" while at the mall to shop is Shopping 3020 and "waiting for someone's airplane to arrive" is part picking someone up (helping) at the airport.

SECONDARY ACTIVITIES

REPORTING

A secondary activity is left as a secondary unless:

1. It is travel
2. It cannot reasonably be done concurrently with the primary activity (e.g., primary= watch TV, secondary= mow the lawn)
3. It is night's sleep

TRAVEL

If the secondary activity is travel from one place to another, move it to the primary column and the primary activity listed may be moved to the secondary column, or split, depending on the primary activity.

Note: This is one exception where an activity listed as primary does not always remain primary. If travel occurred as a portion of the primary activity, split the primary according to travel splitting rules.

Example of reversed primary and secondary:

Column A: What did you do?	Column E: What else were you doing?
Listen to the news	Rode to school

Because it appears these are concurrent activities and travel must be the primary, reverse the position of these to:

Column A: What did you do?	Column E: What else were you doing?
Rode to school	Listen to the news

NON-CONCURRENT

If the secondary activity cannot be done at the same time as the primary activity:

1. Cross it out as secondary.
2. Edit it into Column A beneath the associated primary.
3. Divide the time equally between the primary activities.
4. Code Columns D through I the same.

An example of an unedited and edited non-concurrent activity follows:

Column A: What did you do?	Column E: What else were you doing?
Dressed for school 8:00 – 8:45	Did dishes

Edited:

Column A: What did you do?	Column E: What else were you doing?
Dressed for school 8:00 – 8:23	–
Did dishes 8:23 – 8:45	–

MULTIPLE SECONDARIES

When there is more than one secondary activity listed for one time segment:

1. Cross out the extra secondary with a single line and edit it into a new/split activity line.
2. Record the same primary activity on this line.
3. Divide the time segment equally.

Column A: What did you do?		Column E: What else were you doing?
Ate dinner	5:00 – 6:00	Talked with brother, read paper

Edited:

Column A: What did you do?		Column E: What else were you doing?
Ate dinner	5:00 – 5:30	Talked with brother
Ate dinner	5:30 – 6:00	Read paper

PRIMARY AND SECONDARY THE SAME ACTIVITY CODE

If the secondary activity uses the same code as the primary activity, cross it out and code no secondary activity.

If a secondary activity just describes the primary activity in more detail, cross out the secondary activity, e.g.:

Column A: What did you do?	Column E: What else were you doing?
Visited the neighbors	Looked at their flower bed

Would become:

Column A: What did you do?	Column E: What else were you doing?
Visited the neighbors	–

INTERMITTENT SECONDARY ACTIVITY

If a secondary activity is reported as being done "IN AND OUT" of the primary activity (or "BACK AND FORTH" or "PART OF THE TIME") split the primary and code half of the time with the secondary and half without.

NA DIARY

If R has given no activities or just one or two activities for the entire day, NA the diary as follows:

COLUMN A	TIME BEGAN	TIME ENDED	COLUMNS D–I
4810	00:00	24:00	Blank
5790			

Columns F and G should be filled out for Secondary Activities.

<u>ACTIVITY CODE INSTRUCTIONS</u>

<u>GETTING UP/GOING TO BED</u>

The phrases "GOING TO BED" and "GETTING UP" are only coded as activities if the segment of time is allotted to them, in which case code "4070", otherwise cross them out.

<u>Example</u>: Got up 8:00 Went to school 8:00 – 8:15

However, if there's a gap in the morning between "GETTING UP" and, for example, "LEAVING FOR SCHOOL", allocate that time period for "GETTING UP", code 4070.

<u>HELPING</u>

Helping other adults in household—code the task being performed as R's activity.

Helping children in household—code as "CHILD CARE," 2210 or 2220.

Helping someone outside household—code 4220, 4230 or 4240.

Children helping with household tasks—code the task performed as the child's activity *regardless of whether or not the child would make a significant contribution to the activity.* (The child's age should indicate the level of the help that the child could provide.)

Activities are coded as help and care to adults in the household, relatives, neighbors, or friends (4210, 4220, 4230, or 4240) only when helping another seems to be the primary goal of the activity more than the actual activity (e.g., a household chore or leisure) is a joint activity of the respondent and the individual who appears to be receiving help.

<u>SHOPPING</u>

Beware of where R went shopping. If one segment of time is listed for "WENT SHOPPING" and multiple places are specified in Column D or elsewhere, divide according to multiple primary rules. Do not automatically use code 3020 "SHOPPING."

<u>WAITING</u>

If the waiting activity does not fall into code 9970 "WAITING IN CAR," then code the waiting in the specific OTHER category under what they are waiting for (e.g., "WAITING TO EAT," code 4890). If what the child is waiting for cannot be determined, use code 4890, "WAITING FOR PERSONAL CARE." If a child is accompanying a parent and does not seemed to be directly involved in the purpose of the trip, use code 9980 "TRAVEL OF CHILD WITH ADULT" for both the travel and waiting. Think of the child as being cargo- just along for the ride.

<u>"SAT AND..."</u>

Do not code the sitting, just the other activity (TALKED, READ, etc.).

FEEDING CHILDREN AGED FOUR YEARS AND UNDER

If R says he/she "FED KIDS" and this includes both fixing and serving food to children aged four years and under, code one-half of the time to "Meal Preparation" (1080 or 1090) and the other one-half of the time to "BABY CARE" (2090).

FEEDING CHILDREN ABOVE AND BELOW AGE FOUR YEARS

If "FEEDING CHILDREN" includes children below age 4 years and above age 4 years, split the activity into two activities if it includes both fixing and serving food.

FEEDING CHILDREN ALL OVER AGE FOUR YEARS

If "FEEDING CHILDREN" who are all four years of age or older, code MEAL PREPARATION (1080–1090) only.

TV WATCHING

If Column F indicates that the television was on, but TV watching was not listed as a primary or secondary activity, it needs to be split. "TV WATCHING" code 9190 becomes a <u>secondary</u> activity. Split it accordingly, if necessary. The program name will not be entered. If more than one television program is mentioned and TV watching is the secondary activity (as in this case), do not split for each program.

CONVENTIONS ON PARTICULAR ACTIVITIES

The following times should be used when activities listed below must be split from other activities:

CODE	ACTIVITY	TIME ASSUMED
1890	FEEDING PETS	5 minutes
1890	LETTING PETS IN OR OUT	2 minutes
4090	DRESSING/GETTING READY	10 minutes
4490	EATING OUT	30 minutes
4090	GOING TO THE JOHN	3 minutes
6520	PRAYING (MEALS / BED TIME)	2 minutes
7990	WALKING TO NEIGHBOR'S, FRIEND'S OR OTHER NEARBY PLACE	2 minutes
4390	MEALS AT HOME	30 minutes
4480	MEALS AWAY FROM HOME AT FRIEND'S/RELATIVE'S	30 minutes
9390	READING AT BEDTIME	30 minutes
6520	MEDITATING AT BEDTIME	30 minutes

When you need to split activities from night's sleep, as in "WENT TO BED AND...", assume reading (9390), meditating (6520) or any other activities 30 minutes.

These allocations should be used even if splitting the activities produces a smaller amount of time for the other activity.

PAID WORK

If R works or does something for someone, e.g. rake leaves, we will assume it was without pay unless they specifically say they were paid. These will be coded as 4230, 4240, etc.

ANIMAL CARE

Beware of distinction between, 1890 "PLAYING AND CARING FOR PETS" and 8440 "CARE FOR ANIMALS/LIVESTOCK." An animal will be considered a pet if it is an animal that commonly comes inside.

TRAVEL

SELECTION OF TRAVEL CODE BY PURPOSE OF TRIP

The travel code is generally associated with the purpose of the trip, both going to and coming back from. For example, if "DROVE TO THE GROCERY STORE" took 10 minutes and "DROVE HOME" took another 10 minutes, code each 10 minute segment as travel related to shopping.

TRAVEL CODING MULTIPLE ACTIVITIES AT ONE LOCATION

The travel code used is dependent on the activity the child is going to, or the activities that form the bulk of the time of the activities. However, if multiple primary activities are engaged in, then the travel should be coded to the largest block of time.

For example, let's say the child goes to a friend's house and does a 7000 activity for the largest block of time but also does an 8000 activity, and a 9000 activity. The travel code would be a 7990 for this example.

Also, if the child is returning home from his friend's home, the travel code would "double back" and also be 7990. All travel codes are outward looking to where the child is going and the primary activity, or activities, when they arrive there. The only time it "looks backward" is on travel home. That travel code is then dependent on where the child is coming from and the activity (longest in duration) that they are coming from. Also, activity codes are cumulative in duration. For example, two 8000 activity codes of twenty minutes duration each (equaling 40 minutes) will outweigh a 7000 activity code of 35 minutes duration.

TRAVEL IS ALWAYS A PRIMARY ACTIVITY

The nineties—0990, 2990, etc.—of each heading except HOUSEHOLD are always considered the primary activity.

Travel can never be a secondary activity. When travel is reported as a secondary activity and it is a non-concurrent activity:

1. Cross it out and move it to the primary column under the primary it was listed with.
2. Split the time according to NO TRAVEL REPORTED rules, pages 15-17.
3. Edit Column D to "TRANSIT".
4. Assume Columns H and I are the same as for the associated primary unless noted otherwise.
5. Assume there is no secondary activity.

When travel is reported as secondary activity and it is going on concurrently with the primary activity:

1. Draw a double pointed arrow from it to the primary activity.
2. Change their places when numbering and coding.

MULTIPLE PURPOSE TRIPS

In the case of a trip that had multiple purposes, e.g.,

Biked to the drugstore

> Picked up a prescription
> Biked to my friend's house
> Visited
> Biked home

code each travel segment as travel related to the next primary activity, then code the last segment of the trip ("BIKED HOME") as travel time related to the last activity ("VISITED").

TRAVEL MODE

Assume travel mode remains the same for all travel when editing multiple trips unless noted otherwise.

TRIP WITHIN A TRIP

If there is a clear trip within a trip, then code travel to and from as you would if R went there and back from home.

EXAMPLE	CODE
Drove to church	6990
Drove to store	3990
Bought pacifier	3020
Drove back to church	3990
Went to church	6510
Drove home	6990

SHOPPING TRAVEL

Code "PICKED UP FRIEND TO GO SHOPPING" as shopping-related travel (3990), not visiting-related travel.

TRANSPORTING OTHERS

In general, code the travel time related to the purpose of the trip, e.g., for "TAKING SOMEONE ELSE TO SCHOOL" (if R is not going to school) use code 4980 "TRAVEL RELATED TO HELPING OTHERS."

SCHOOL TRAVEL

Travel related to school (codes 5970, 5980) is to capture only the time R spends commuting to get to his/her school and to get back home from school (at the end of R's school day). Any intervening trips are to be coded as travel related to the purpose of the activity (e.g., travel to and from lunch will be coded as travel related to personal care). Field trips during regular school hours and outside of regular school hours do get coded as separate activities (see page 21 for more "field trip" information.

NO TRAVEL REPORTED, SINGLE TRIP: SHORT ACTIVITY (TRAVEL Short) (90 minutes or less)

If travel has not been reported and travel is implied by a change of place, and the activity reported was 90 minutes or less then allocate one-half of the total to travel. Split this travel time in half, and show half of the travel time (one-quarter of the activity time) to get to the activity and the other half of the travel time (the other one-quarter of the total activity time) to get home. An unedited and edited example follows:

Went to grandmother's house   9:30 – 10:30

Travel to grandmother's house   9:30 – 9:45
Visited grandmother   9:45 – 10:15
Travel home   10:15 – 10:30

NO TRAVEL REPORTED, SINGLE TRIP: LONG ACTIVITY (over 90 minutes)

If travel has not been reported and travel is implied by a change of place, and the activity was over 90 minutes, assume total travel time was 45 minutes of the activity and edit in 23 minutes travel there and 22 minutes travel back (unless you have reason to believe otherwise).

TRAVEL REPORTED; ONE WAY

If travel is reported one way, with the same start or end point, code the same amount of time for the missing return trip segment.

ERRANDS

If R says "errands," multiple of errands unspecified code 3890. Use no travel time reported, single trip coding rules.

NO TRAVEL REPORTED: ADJACENT ACTIVITIES

When travel is omitted from two (or more) adjacent activities:

1.   Take the travel time getting from one activity to the other from the longer activity (of the two), using appropriate editing instructions for travel not reported.

2.   Then, from the shorter activity of the two, take 1/4 of the time for travel and the rest for the activity.

Example:

PRIMARY ACT	TIME REPORTED	TIME EDITED
To grocery store	1 hr.	15 min. travel 45 min. shopping
To laundromat	2 hrs.	23 min. travel 75 min. at laundry 22 min. travel
To shopping center	1 hr.	45 min. shopping 15 min. travel

EXCEPTION TO NO TRAVEL REPORTED

If travel has not been reported and R went next door, or down the street, or somewhere else close by, allow two minutes going and two minutes coming back from the time the activity took (unless activity took less than 5 minutes, then see supervisor).

NO TIME SPENT AT PLACE TRAVELED TO

Assume these are very brief "drop off" stops of a minute or less and code as recorded unless nonsense result is produced. If it is clear that a significant amount of the time mentioned was spent at an unmentioned activity, use regular splitting rules. If activity is "drove to movies" and time is three hours, assume/split to include attending the movie. If in doubt, see supervisor.

PLEASURE DRIVING

Code "DRIVING AROUND," "OUT FOR A RIDE," etc. as 8170. Note that 8170 is not a "TRAVEL CODE" in that there is no destination and it may remain as a secondary activity.

<u>GUIDELINES FOR CODING CHILD DIARIES</u>

<u>SECONDARY ACTIVITIES—DON'T KNOW</u>

If "DON'T KNOW" is written in Column E, secondary activity column, treat as if there were no secondary activity (0).

<u>HELPING OR ACCOMPANYING ACTIVITIES</u>

When the child is helping someone else do something, the activity he/she is helping with should be coded. However, in the case where a child reports helping another child with what is a "play" activity, code the appropriate "PLAYING" code (8660–8890) unless there is an indication that child care was taking place (such as an age difference as well as activity description of helping), in which case you should see your supervisor. When a child is accompanying a parent and does not seemed to be directly involved in the purpose of the trip, use code 9980 ("TRAVEL OF CHILD WITH ADULT") for both the travel and waiting.

<u>PLAYING</u>

Playing needs to be very carefully coded by the type of interactions the child is having. Most of the playing categories are together under the category of playing on page 45. But other activities which are considered play may more accurately be coded by the action, rather than with one of the general playing categories. For instance, playing a "pick up game" or unofficial game of baseball would be 8010, doing yoga would be coded 8080, official team games or practice would be 8830, tennis lessons would be 8850, and hiking would be 8220.

Identifying social games or interactions with others (8730) may not be immediately obvious. An activity is not a social game just because it is a game where others are doing the activity with the child. Instead, the question is the nature of the playing which is taking place. For instance, playing tag would be a social game but running (8230) or catch (8070) would not. While playing tag, a primary component of the activity is interacting with each other. With running or catch, the purpose is more likely developing physical ability rather the human relationship. Jumping rope or doing hand clap or string games is also interactive and a primary component of the activity in a way that is not true for singing (8620).

If no descriptive information is available other than the word "play" or "playing," then code the activity as unspecified playing (8770).
You have a fair amount of latitude when it comes to the playing codes.

<u>PLAYING WITH BABIES</u>

"PLAYING WITH BABIES," code 2480 (household babies, age 0–2 years) or 2780 (non-household babies, age 0–2 years). However, these are childcare codes and should only be used when the child whose activities are being coded is an older child. If the child whose activities are being coded is young (under age six years), these activities should be coded as social playing or playing where others were present.

<u>SCHOOL</u>

Assume household children who attend school are "full-time" students where you must distinguish among categories on this basis.

Time before and after school at school, during which the child is hanging out waiting for class to start or the bus to leave at the end of the day: code as 4810 "MISSING TIME" if there is a gap of more than 10 minutes.

SCHOOL TRAVEL

Travel to and from school by children can be coded one of the following three ways:

1.　　If the child travels directly from his/her home to school without stops or interruptions, use code 5970.

2.　　If the child travels directly from school to home without any stops or interruptions, use code 5980.

3.　　If the child travels to school from someplace other than home (e.g., from the babysitter's), use code 5990. Travel from school to a destination other than home (e.g., a friend's house, or the drug store) should be coded as travel to that destination (e.g., 3990 would describe travel to the drug store after school). If it seems awkward to code travel from school to a destination other than home (for instance, if the stop can't really be described as a destination), check with a supervisor.

OTHER 5990 CODES

CODE	ACTIVITY
5990	Travel to the bus stop.
5990	Travel from bus stop to school
5990	Travel from daycare to school
5990	Travel from school to daycare

SOCIALIZING VS. TALKING

Do not use the codes for socializing (7520, 7690, 7710, 7720, 7890, unless the activity is happening in a social setting. The term "socializing" may be used when people are just "talking" to others, but this activity is not occurring in a social setting. When people are simply talking with each other as part of their day-to-day activities, this should be coded as 9620.

The two "talking" codes are 9620 and 9630,

9620 has mixed HU and non-HU people involved.
9630 has only HU people involved.

GETTING READY FOR SPORTS

If a child is getting dressed/ready for a game, use code 4090. That is the standard "dressing" code.

If a child is warming up on the field, "stretching," or some other pre-game activity, code as the appropriate sport (e.g., code 8011 "FOOTBAL."), if that is the sport that is about to take place. This can be a separate activity line also, if the diary is filled out that way.

COMPUTER GAMES/VIDEO GAMES/TV

If multiple computer or video games are mentioned in Column G in connection with primary activity code 5020 or 8790, split the activity and time accordingly. If multiple television programs or videos are mentioned in Column G in connection with primary activity code 9190, split the activity and time accordingly.

See page 12 for other TV program notes.

COMPUTERS FOR HOMEWORK

If a student is using a computer for homework, regardless of the kind of task, it should be coded 5040.

ACTIVITIES INVOLVING COMPUTERS AND OTHER ELECTRONIC DEVICES

The use of computers and other electronic devices (such as smartphones, tablets, and e-readers) has become pervasive in society. It is no longer appropriate (as it was in earlier waves of CDS) to code activities that involve the use of computers and other electronic devices using a separate set of codes—unless those activities focus specifically and explicitly on an activity such as learning to use, configuring, or fixing a computer or other electronic device. Rather, activities should be coded according to their main purpose (although in a few cases there is a separate code to distinguish between activities with and without the use of a computer or other electronic device).

In addition, CDS-2014 now explicitly asks in Column F about the type of device (including electronic device) used for an activity. The recording and coding of the device used for an activity in large part replaces the need for a separate set of codes for activities conducted with and without a computer or other electronic device.

As with the coding of other activities, if a specific recorded activity uses two or more devices then these activities should be split into separate segments and the total time divided equal amongst the split segments.

SHORTCUTS AND EDITING NOTES FOR TIME DIARIES

Here are some of the most important editing rules to remember:

1. Who is around? See Page 3. Remember to record "K" in all public places for Column I.

2. There should be no time gaps—see Page 5. Use code 4810 "MISSING TIME" if missing more than 10 minutes. If missing less than 10 minutes, edit into the two activities, and odd minutes go to the first activity.

3. Transit (travel). If in a car or other vehicle, Column I should be empty, with all other travelers listed in Column H. Use code "K" for the bus driver, non-family/friends, and others.

4. Splitting activity lines. See page 10. If more than one secondary activity, then split time equally, keeping the primary activity. If there are three secondary activities, for example, then make three activity lines.

5. Secondary activities. See page 9.

6. If the primary and secondary activities have the same code, cross out the secondary activity. See page 10.

7. "Waiting for", code into the appropriate travel code, or the appropriate "_970" code. See page 11.

8. Use appropriate time conventions on certain activities if splitting is necessary. See page 12.

9. Travel. Remember, when the R is going outward from home you need to look at the next activity to figure out the right travel code to use. The travel code is based on the purpose of the trip. When returning home, travel "doubles back" and you need to look at where they are coming from. The previous activity (location) tells you what travel code to use. See pages 15 and 16.

10. If travel is not reported or time is not reported, you may need to write in new activity lines for travel. See page 16 and 17. There are different rules for more than and less than 90 minutes.

11. "Errands" is code 3890. Pleasure driving is code 8170, and there are no travel activities associated with 8170. See page 17.

12. Helping others. See pages 11 and 18.

13. In cases where R reports under Column D that the TV is on, code this as a secondary activity. If there is already a secondary activity, you'll need to make a new activity line splitting the time and keeping the original primary activity. Do not include this in Column D of the new activity line.

14. School travel. See page 19.

   5970   Travel direct to school
   5980   Travel direct school to home
   5990   Travel to school in segments—e.g., home to the bus stop and then bus stop to school. Also include daycare here as an intermediate step.

15. Playing, see page 18.

16. In elementary, junior high, and senior high school, the only coded activities are breakfast, lunch, and field trips. Everything else in school is a 5090 activity code. You may need to edit out some activity lines. See page 34.

PAID WORK

x0110.   "Normal"/regular full-time paid work: Activities at the main job including work brought home, travel which is part of the job, and overtime; "working," "at work."

x0120.   Work at home; work activities for pay done in the home when home is the main workplace. (Include travel as in 0110) ~~(If using a computer at home for pay, code 5060.)~~

x0590.   Part-time jobs when R is a full-time student; paper route (no travel associated), babysitting. Second job; paid work activities which are not part of the main job (use this code only when R clearly indicates a second job or "other" job). Paid work for those not having main job. Garage sales, managing rental property.

0690.   Lunch at the workplace; lunch eaten at work, cafeteria, lunchroom when "where" = workplace (lunch at a restaurant, code 4490; lunch at home, code 4390).

0680.   Eating, smoking, drinking as a secondary activity while working (at workplace). SECONDARY ONLY.

0780.   Before and/or after work at the workplace; activities at the workplace before starting or after stopping work; include "conversations" other work. PRIMARY ONLY, DO NOT CODE SECONDARY ACTIVITIES WITH THIS PRIMARY ACTIVITY.

0790.   Other work related.

0890.   Coffee breaks and other (unscheduled) breaks at the workplace; other non-work during work hours at the workplace; "took a break"; "had coffee" (as a primary activity). PRIMARY ONLY, DO NOT CODE SECONDARY ACTIVITIES WITH THIS PRIMARY ACTIVITY.

0980.   Travel; to and from the workplace when R's trips to and from work were both interrupted by stops, waiting for related travel.

0990.   Work travel to and from the workplace, including time spent waiting for transportation.

When Principal Place of Employment is Home

When R's principal place of employment is home (as with a farmer), R's work activities are coded "0120".

Those activity codes designed specifically to capture non-work activities (0690, 0680, 0890, and 0780) at the workplace do not apply when work is coded "0120".

For example, if R baby-sits for pay at home, all eating and drinking is coded "4390".

JOB SEARCH AND PUBLIC ASSISTANCE

0220.   Job search; looking for work, including visits to employment agencies, phone calls to prospective employers, answering want ads; internet searches for job.

x=these get padded out of Columns E, H, and I. You do not have to fill out those columns for those codes.

0230.   Unemployment benefits; applying for or collecting unemployment compensation. Applying on the internet for unemployment benefits.

0240.   Welfare, food stamps; applying for or collecting welfare, food stamps.

0970.   Travel related to job search, unemployment benefits, welfare, food stamps, waiting for related travel.

INDOOR

1080.   Meal preparation: cooking, fixing lunches, baking, making chocolate.

1090.   Serving food, setting table, putting groceries away, unloading car after grocery shopping.

1180.   Doing dishes, rinsing dishes, loading dishwasher.

1190.   Meal cleanup, clearing table, unloading dishwasher.

1290.   (Routine) indoor cleaning and chores, picking up, dusting, making beds, washing windows, vacuuming, "cleaning", "fall/spring cleaning", "housework".

1480.   Laundry and clothes care—washing.

1490.   Laundry and clothes care—sort, dry, iron, fold, mend, put away clothes ("sewing", code 8430).

1610.   Repairs, maintenance indoors, fixing, repairing indoors, furnace, plumbing, painting a room.

1650.   Repairs indoors: fixing, repairing appliances.

1660.   Repairs indoors: fixing, repairing furniture.

1730.   Care of indoor houseplants.

1910.   Other indoor household activities, not mentioned N̶A̶ whether cleaning or repair; "Did things in house".

1280.   Household activities, NA if indoor or outdoor. Packing and unpacking car.

OUTDOOR

1390.   (Routine) outdoor cleaning and chores; yard work, raking leaves, mowing grass, garbage removal, snow shoveling, putting on storm windows, cleaning garage, cutting wood.

1620.   Repair, maintenance, exterior; fixing repairs outdoors, painting the house, fixing the roof, repairing the driveway (patching).

1640.   Home improvements: additions to and remodeling done to the house, garage; new roof.

1680.   Improvements to grounds around house; repaved driveway.

1710.   Gardening; flower or vegetable gardening; spading, weeding, composting, picking, "worked in garden".

1920.   Other outdoor; "worked outside", "puttering in garage".

MISCELLANEOUS HOUSEHOLD CHORES

1630.   Car care; necessary repairs and routine care to cars; tune up.

1670.   Car maintenance; changed oil, changed tires, washed cars, "worked on car" except when clearly as a hobby (then code 8320).

1890.   Pet care; care of household pets including activities with pets; playing with the dog; walking the dog (caring for pets of relatives, friends, code 4210, 4220, 4230 or 4240). Must be referred to as pets, or be an animal that commonly comes inside. (Otherwise outside see 8440). NOTE: Code 1890 was code 172 in 1975.

1930.   Household paperwork; paying bills, balancing the checkbook, making lists, getting the mail, working on the budget, getting newspaper. (See code 5070 for using any device for on-line banking). Includes using the telephone or internet to obtain and pay bills, online banking, etc.

1940.   Watching another person do typically female household tasks (codes 1080, 1090, 1180, 1190, 1480, and 1490).

1950.   Watching another person do typically male household tasks (codes 1610, 1650, 1660, 1390, 1620, 1640, 1680, 1630, and 1670).

1960.   Watching another person do other household tasks, not listed above.

1990.   Household related travel.

CHILD CARE FOR CHILDREN OF HH

2090.   Baby care; care to children age 4 years and younger. Note: If "babysitting," use code 2780, or if babysitting for pay, use code 0590.

2180.   Giving child care; mixed ages or NA ages of children.

2190.   Giving child care; care to children aged 5–17 years.

2480.   Playing with household babies aged 0–2 years; "playing with baby", indoors or outdoors.

2210.   Helping children learn (exc. 2220); teaching children to fix, make things; helping son/daughter/sibling/neighbor bake cookies; helping son/daughter/sibling/neighbor fix bike (homework code 2220).

2220.   Help with homework or supervising homework.-Tutoring children (HH or non-HH) in academic subjects, with no indication of pay; if paid, use code 0590. (Includes on-line use, any device).

2360.   Giving child orders or instructions; asking them to help; telling them to behave.   Note: If the CDS child/adolescent respondent is receiving instructions, code 9670.

2370.   CDS child/adolescent respondent disciplining another child or correcting another child's behavior, type of discipline unspecified. If the CDS child/adolescent is being disciplined, code 9660–9662.

2371.   CDS child/adolescent respondent yelling at children in the context of disciplining them. Note: If the CDS child/adolescent is yelling or arguing with someone in a context other than disciplining a child, code at 9640 or 9650.

2372.   CDS child/adolescent respondent spanking or hitting children in the context of disciplining them. Note: If the CDS child/adolescent is fighting with someone in a context other than disciplining a child, code at 9640 or 9650.

2380.   Reading to child.

2390.   Conversations with or listening to household children only in the context of childcare arrangement. Code conversations with household members in any other context as code 9630.

2490.   Use this code for CDS child/adolescent respondents playing indoors with children as part of a childcare arrangement in which they are administering the care, including games; "playing" if part of administering child care. If the CDS child/adolescent respondent is doing playing, see codes 8660–8820.

2580.   Coaching/leading outdoors/non-organizational activities. Note: This code is for CDS child/adolescent respondents administering childcare in the form of coaching or leading activities. More detailed codes for coaching, outdoor, and non-organizational activities can be found in other sections of the code book.

2590.   Use this code for CDS child/adolescent respondents playing outdoors with children as part of childcare arrangement in which they are administering the care; includes sports, walks, biking

with, other outdoor activities. If the CDS child/adolescent respondent is doing playing, see codes in the active leisure section, series 8000.

2690. Medical care at home or outside home; activities associated with other children's health; "took brother to doctor", "gave sister medicine", including related phone conversations. Research on internet concerning care of others.

OTHER CHILD CARE

2770. Coordinating or facilitating child's social or instructional activities (non-school); "called babysitters". Note: If the CDS child/adolescent respondent participated in/led activities outside of school, see other appropriate sections of the codebook-organizational activities, educational activities, active and passive leisure activities.

2780. Babysitting (unpaid) or child care outside R's home or to children not residing in HH; "pick up nephew at my sister's"; "played with kids"—non-household children. Note: Paid babysitting should be coded under 0590.

2790. Other child care, including phone conversations relating to child care other than medical. Research on internet concerning child care other than medical. See examples of code 2790.

Examples of Code 2790, "OTHER CHILD CARE"

"Waited for brother to get haircut"

2980. Child-related travel for (2790) child's social and instructional (non-school) activities.

2990. Other child-related travel for child care activities; waiting for related travel; to and from daycare.

OBTAINING GOODS AND SERVICES

GOODS (Include phone calls, e-mail, or using the internet to obtain goods)

3010.   Groceries; supermarket; shopping for food; using the phone or internet to order takeout food.

3110.   Durable household goods; shopping for large appliances, cars, furniture. Using the phone or internet to shop for durable household goods.

3120.   House, apartment; activities connected to buying, selling, renting, including phone calls, looking for house, apartment; showing house, including traveling around looking at real estate property (for own use). See code 5080 for on-line shopping/browsing- any device.

3020.   All other obtaining goods; including for clothing, small appliances; at drug stores, hardware stores, department stores, "downtown" or "uptown", "shopping", "shopping center", "buying gas", "window shopping"; "hanging out at the mall".

SERVICES (Include phone calls, e-mail, or using the internet to obtain services)

3290.   Personal care; beauty, barber shop; hairdressers. Tanning.

3390.   Medical care for self; visits to doctor, dentist, optometrist, including making appointments.

3410.   Financial services; activities related to taking care of financial business; going to the bank, going to the ATM, paying utility bills (not by mail), going to accountant, tax office, loan agency, insurance office.

3420.   Other government services: post office, driver's license, passport, sporting licenses, marriage licenses, police station.

3510.   Auto services; repair and other auto services including waiting for such services.

3520.   Clothes repair and cleaning: cleaners, laundromat, tailor.

3530.   Appliance repair: including furnace, water heater, electric or battery operated appliances; including watching repair person.

3540.   Household repair services: including furniture; other repair services NA type; including watching repair person.

3890.   Errands; "running errands", NA whether for goods or services; borrowing goods.

3770.   Other professional services nonspecific. Note: legal services and mental health services are codes 3771, 3772 and 3773.

3771.   Professional services from lawyer or other legal counsel.

3772.   Individual mental health services; individual counseling or therapy.

3773.   Group mental health services; support groups or self-help groups.

3780. Picking up food at a takeout place—no travel. Code travel each way (to and from picking up food) 3990.

3790. Other obtaining services, "going to the dump". See examples of code 3790.

<u>Examples of code 3790, "OTHER SERVICES"</u>

Left clothing at Goodwill
Delivered some stuff to a friend
Waited for father to pick up meat
Put away things from swap meet
Waiting for others while they're shopping
Showing Mom what I bought
Answering door for salesman, or other.

3690. Getting money, gifts from an adult; (code here if not codeable elsewhere), e.g., got lunch money.

3990. Related travel; travel related to obtaining goods and services and/or for household activities except 3120; waiting for related travel.

PERSONAL NEEDS AND CARE

CARE TO SELF

x4070. Wake up; got up, waking up; woke up in middle of night, getting up, going to bed.

x4080. Washing, showering, bathing.

x4090. Dressing; getting ready, packing and unpacking clothes, personal hygiene, going to the bathroom, laying out clothes.

x4110. Medical care at home to self; taking care of own sickness, the child is ill. (Medical care to children, code 2690).

4390. Meals at home; including coffee, drinking, food from a restaurant eaten at home, "breakfast", "lunch".

4480. Meals away from home eaten at a friend's/relative's home (including coffee, drinking).

4490. Meals away from home (except at workplace, code 0690, or at friend's home); eating at restaurants, "out for coffee". Meals at school.

4495. Snacks; "had a snack"; ate food other than full meal, at home or away from home.

x4590. Night sleep; longest sleep for day (may occur during day infants); including "in bed", but not asleep.

x4690. Naps and resting; rest periods, "dozing", "laying down" (relaxing, code 9810). Note: 4690 cannot be a secondary activity. Use code 9810 for "sleeping" in a car, or other conveyance, while traveling.

x4820. Personal, private; "none of your business."

x4830. Making out, sex.

4840. Affection between household members; giving and getting hugs, kisses, sitting on laps. Snuggling in bed with the mom and dad.

HELP AND CARE TO OTHERS

4120. Medical care to adults in HH (children, code 2690).

4210. Non-medical care to adults in HH; routine non-medical care to adults in household; "got my mom up", ran a bath for my dad".

4220. Help and care to relatives not living in HH; helping caring for, providing for needs of relatives (except travel); helping move, bringing food, assisting in emergencies, doing housework for relatives; visiting when sick.

4230. Help and care to neighbors, friends: (same as 4220 for friends and neighbors).

x=these get padded out of Columns E, H, and I. You do not have to fill out those columns for those codes.

4240. Help and care to others, NA relationship to R: (same as 4220 for others).

x=these get padded out of Columns E, H, and I. You do not have to fill out those columns for those codes.

OTHER PERSONAL AND HELPING

4850.   Positive emotional affect; smiling, laughing.

4860.   Negative emotional affect; crying, moaning—head hurt, getting hysterical, whining.

4870.   At babysitters/daycare before or after school; if child does not attend school but receives in home care from non-household member. (Note: All secondary activities should be coded when this is a primary activity.)

4880.   Receiving child care; child is passive recipient of personal care (codes 4080, 4090, and 4110); e.g., "Mom braided my hair"; medical care from parent or other; baby being held (when child/baby is the one that the diary is about); R being comforted by parent. If unclear if doing for self or receiving care; under age three years, code 4880, age four and older code 4080, 4090 or 4110.

4890.   Other personal; watching personal care activities.

4980.   Travel (helping); travel related to codes 4210, 4220, 4230, and 4240 including travel as the helping activity; waiting for related travel.

4990.   Other personal travel; travel related to other personal care activities; waiting for related travel; travel, NA purpose of trip, e.g., "went to Memphis" (no further explanation given).

4991.   Airport related travel activities.

HOME COMPUTER AND MOBILE ELECTRONIC DEVICE RELATED ACTIVITIES

5010.   Lessons in using a computer (learning how to use a computer).

5011.   Lessons in using other electronic device, such as a cell phone, smartphone, or tablet (learning how to use the electronic device).

5020.   Playing electronic computer games on a computer or other electronic device, including Nintendo, Sony PlayStation, Game Boy, Sega, X-Box, and Wii.

5021.   Playing games on a cell phone/smartphone

5030.   Other recreational **computer** or electronic activities (using a computer or other electronic device such as a smartphone or tablet) to "surf the net"; download pictures, music, or movies; watching DVDs on computer; and other non-specific computer activities that are not computer games, social media, or communication. Note: use code 9190 for "watching a show, video, or movie" and code 9290 for "listening to music". See codes 5050, 5051, 5052, and 5053 for activities excluded from this code.

5031.   Other recreational **cell phone/smartphone** activities, "surfing the net"; downloading/watching pictures, music, movies; other non-specific cell phone activities that are not games.

5040.   Using the computer/smartphone for homework, studying, research, reading related to classes or profession, except for current job (code 0790).

5050.   Computer Communication using a computer or other electronic device other than phone conversations and texting—including e-mail and computer/video/speaker phone (e.g., Facetime and Skype), internet phone, tele-conferencing, chatrooms, instant messaging, e-cards, Skype.

5051.   On-line social media-based communication other than phone conversations— e-mail, chatrooms, MySpace, Facebook, blogging, Twitter, Instagram text messaging, e-cards using a cell phone, texting.

5052.   Texting using a cell phone, smartphone, tablet, or other electronic device.

5053.   Creating and uploading internet content—e.g., blogging, Tumblr, uploading videos to You Tube, creating a website and content, etc.

5060.   Work for pay at home using the computer/smartphone.

5070.   Financial Services (banking, downloading tax forms, paying bills, stock transactions) any device.

5080.   Shopping (hotel, plane reservations, buying a computer, checking car prices, buying CDs, books, clothes, etc.) any device.

5100.   Using the computer for media, reading newspaper, stock quotes, weather reports

5101.   Media, reading newspaper, stock quotes, weather reports using cell phone/smartphone.

5110.   Library functions (using computer/internet to acquire specialized information)

5111.   Library functions (using cell phone/smartphone/internet to acquire specialized information)

5120.   Computer or other electronic device work, non-specific; reading computer manual or instructions; reading shortcuts on how to win computer games.

5121.   Computer or other electronic device work, installing or updating software, getting computer programs or apps to work.

5122.   Computer or other electronic device work, installing hardware, making repairs repairing computer, setting up computer or electronic device.

5123.   Computer-based photographic processing, scanning, photo processing, computer graphics.

5130.   Other activity involving a computer or other electronic device related activity, Palm Pilot, PDA or other device not elsewhere used.

EDUCATIONAL AND PROFESSIONAL TRAINING

x5090. Student (full-time); attending classes, school if full-time student. Note: Secondary activities are not coded if they describe in-class activities (e.g., reading, writing on the board, etc.). Class breaks, naps for young children, and recess are also included in 5090. The exception is lunch break or breakfast at school, coded 4490. Includes home schooling—no travel time unless reported.

x5091. Daycare, nursery school for children not in school.

x5092. School field trip that is a part of regular school hours.

x5093. School field trip that is not a part of regular school hours.

5190. Other classes, courses, lectures—not specified if academic or professional; R not a full-time student or NA whether a student.

5191. Other ACADEMIC classes, courses, lectures; R not a full-time student or NA whether a student.

5192. Being tutored.

5193. Other PROFESSIONAL classes, courses, lectures.

5200. On-line classes—all devices.

5390. Computer related travel, nec. (not elsewhere codable).

5490. General category for homework/studying-specific activity NA.

5491. Homework, non-computer related. Note: Homework using computer, code as 5040.

5492. Studying, research, reading, related to classes of profession, except for current job (code 0790).

5493. "Went to library"

5494. Reviewing homework with parent/caregiver.

5680. Daycare/nursery before or after school only. All secondary activities should be coded when this is a primary activity. General daycare at school is included. The child is being watched until Mom or Dad pick him up or he is transported home.

5690. Other education; "watched a slide program".

x5691. Military training/National Guard/ROTC

5960. Note- this is a new travel code- travel to and from a location for the non-academic use of a computer or mobile electronic device, eg. "Going to a friend's house to play video games". Note- this is the only XX60 travel code, all other travel codes are XX90.

5990. Other school/education related travel (not 5970, 5980); travel related to education coded above; waiting for related travel; travel to school not originating from home.

x=these get padded out of Columns E, H, and I. You do not have to fill out those columns for those codes.

5970.   Travel directly from home to school, including waiting.

5980.   Travel directly from school to home, including waiting for parent/"ride"/bus.

x=these get padded out of Columns E, H, and I. You do not have to fill out those columns for those codes.

ORGANIZATIONAL ACTIVITIES

VOLUNTEER, HELPING ORGANIZATIONS: hospital volunteer group, United Fund, Red Cross, Big Brother/Sister

6310.   Attending meetings of volunteer, helping organizations, unspecified group/organization.

6311.   Attending meetings of volunteer, helping organizations, specified hospital volunteer group.

6312.   Attending meetings of volunteer, helping organizations, specified community group such as United Fund, United Way, Big Brother/Big Sister.

6313.   Attending meetings of volunteer, helping organizations, specified after-school club with the purpose of helping others (e.g., Key Club, SADD).

6320.   Work in the capacity as an officer/administrator/representative of a volunteer, helping organization: unspecified volunteer helping organization. R must indicate he/she is an officer to be coded here.

6321.   Work in the capacity as an officer/administrator/representative of a hospital volunteer group. R must indicate he/she is an officer to be coded here.

6322.   Work in the capacity as an officer/administrator/representative of a community group such as United Fund, United Way, Big Brother/Big Sister. R must indicate he/she is an officer to be coded here.

6323.   Work in the capacity as an officer/administrator/representative of an after-school club with the purpose of helping others (e.g., Key Club, SADD).

6330.   Fund raising activities as a member of volunteer helping organization, collecting money, planning a collection drive: unspecified volunteer helping organization.

6331.   Fund raising activities as a member of volunteer helping organization, collecting money, planning a collection drive: specified hospital volunteer group.

6332.   Fund raising activities as a member of volunteer helping organization, collecting money, planning a collection drive: specified community group such as United Fund, United Way, Big Brother/Big Sister.

6333.   Fund raising activities as a member of volunteer helping organization, collecting money, planning a collection drive: specified after-school club with the purpose of helping others (e.g., Key Club, SADD).

6340.   Direct help to individuals or groups as a member of volunteer helping organizations; visiting, bringing food, driving: unspecified volunteer helping organization.

6341.   Direct help to individuals or groups as a member of volunteer helping organizations; visiting, bringing food, driving: specified hospital volunteer group.

6342.	Direct help to individuals or groups as a member of volunteer helping organizations; visiting, bringing food, driving: specified community group such as United Fund, United Way, Big Brother/Big Sister.

6343.	Direct help to individuals or groups as a member of volunteer helping organizations; visiting, bringing food, driving: specified after-school club with the purpose of helping others (e.g., Key Club, SADD).

6350.	Other activities as a member of volunteer helping organizations, including social events and meals: unspecified volunteer helping organization.

6351.	Other activities as a member of volunteer helping organizations, including social events and meals: specified hospital volunteer group.

6352.	Other activities as a member of volunteer helping organizations, including social events and meals: specified community group such as United Fund, United Way, Big Brother/Big Sister.

6353.	Other activities as a member of volunteer helping organizations, including social events and meals: specified after-school club with the purpose of helping others (e.g., Key Club, SADD).

RELIGIOUS PRACTICE

6510.	Attending services of a church or synagogue, and/or participating in the service; ushering, singing in the choir, going to church, attending funerals. All secondary activities associated with a church service (singing, praying, listening to sermon) do NOT need to be coded as secondary activities. CHURCH.

6520.	Individual practice; religious practice carried out as an individual or in a small group; praying, meditating, visiting graves; praying at mealtime or bedtime gets two minutes unless otherwise indicated.
Religion at HOME.

RELIGIOUS GROUPS

6410.	Meetings for religious helping groups: attending meetings of helping-oriented church groups—circle, missionary society, youth groups, leading youth groups, Knights of Columbus.

6420.	Other activities for religious helping groups: other activities as a member of groups listed in 6410, including social activities and meals.

6430.	Meetings for other church groups: attending meetings of church group, Bible Study group, not primarily helping-oriented, or NA if helping-oriented.

6440.	Other activities for other church groups; other activities as a member of church groups which are not helping-oriented or NA if helping, including social activities and meals; choir practice, Bible class, Bible study group, Sunday School, Catechism.

PROFESSIONAL/UNION ORGANIZATIONS: State Education Association; AFL-CIO; Teamsters

6010.	Attending/participating in meetings for a professional organization or union.

6020. Other activities for professional/union; other activities as a member of a professional or union group including social activities and meals.

CHILD/YOUTH/FAMILY ORGANIZATIONS: PTA, PTO; Boy/Girl Scouts; Little League; YMCA/YWCA; school volunteer

6710. Meetings, family organizations; attending meetings of child/ youth/family oriented organizations-location not specified.

6711. Meetings, family organizations; attending meetings of child/ youth/family oriented organizations-at the child's school.

6712. Meetings, family organizations; attending meetings of child/ youth/family oriented organizations-somewhere other than the child's school.

6720. Other activities, family organizations; other activities as a member of child/youth/family oriented organizations including social activities and meals-location not specified.

6721. Other activities, family organizations; other activities as a member of child/youth/family oriented organizations including social activities and meals-at the child's school.

6722. Other activities, family organizations; other activities as a member of child/youth/family oriented organizations including social activities and meals-somewhere other than the child's school.

FRATERNAL ORGANIZATIONS: Moose, VFW, Kiwanis, Lions, Civitan, Chamber of Commerce, Shriners, American Legion

6610. Meetings, fraternal organizations; attending meetings of fraternal organizations.

6620. Other activities, fraternal organizations; other activities as a member of a fraternal organization including social activities and helping activities and meals.

POLITICAL PARTY AND CIVIC PARTICIPATION: Citizens' groups, Young Democrats/Republicans, radical political groups, civic duties

6210. Meetings, political/citizen organizations; attending meetings of a political party or citizen group, including city council.

6220. Other activities, political/citizen organization; other participation in political party and citizen's groups, including social activities, helping with election, and meals.

SPECIAL INTEREST/IDENTITY ORGANIZATIONS (including groups based on sex, race, national origin): NAACP, Polish-American Society, neighborhood/block organizations, CR groups, Weight Watchers

6110. Attending meetings of social/political/public interest meetings. Note: Code Weight Watchers or other self-help groups as 3773.

6120. Other activities as a member of a social/political/public interest meetings; attending meetings of special interest.

6130.   Attending an "after school club", NA type of club. Also, before school club.

6131.   Math/Science/Computing club—after school.

6132.   Band/Choir/Orchestra–after school.

6133.   Drama/art club–after school.

6134.   Student council/yearbook/school newspaper–after school.

6135.   Debate–after school.

6136.   Honors Society.

6137.   Foreign language club–after school.

6138.   History/social science club–after school.

OTHER MISCELLANEOUS ORGANIZATIONS, not listed above

6890.   Other organizations; any activities of an organization not fitting into above categories; (meetings and/or other activities). "Attending club house coffee klatch"; "meeting"-NA kind; cleanup after banquet; checked into swap meet—selling and looking.

TRAVEL RELATED TO ORGANIZATIONAL ACTIVITIES

6980.   Travel related to organizational activities as a member of a volunteer (helping) organization (code 6340); including travel which is the helping activity, waiting for related travel.

6990.   Travel (other organization-related); travel related to all other organizational activities; waiting for related travel.

ENTERTAINMENT/SOCIAL ACTIVITIES

ATTENDING SPECTACLES, EVENTS

7090. Sports; attending sports events other than listed in 7091–7099, or NA which sport.

7091. Attended football game.

7092. Attended baseball/softball game.

7093. Attended basketball game.

7094. Attended volleyball game.

7095. Attended soccer game.

7096. Attended hockey, field hockey game.

7097. Attended swimming meet.

7098. Attended track or cross-country running meet.

7099. Attended gymnastics meet.

7290. Movie theater or cinema; "went to the show".

7390. Theater, opera, classical concerts, ballet.

7490. Museums, art galleries, exhibitions.

7491. Zoo

7190. Miscellaneous spectacles/events: circus, fairs, rock concerts, accidents; theme event; other special event for children, e.g., Easter egg hunt; taking picture with Santa. (Not to be confused with 7490.) "Art in the Park" or "Concerts/Music in the Park".

SOCIALIZING

7520. Visiting with others; socializing with people other than R's own HH members, either at R's home or another home (visiting on the phone, code 9610); talking/chatting in the context of receiving a visit or paying a visit (except meals, code 4480). Notice that code 8890 has "hanging around". This may be more appropriate for teenagers, in some cases, than 7520.

7690. Party; wedding reception or other social occasion.

7710. At bar; cocktail lounge, nightclub, coffee house; socializing or hoping to socialize at bar, lounge, coffee house.

7720. Dancing; "going out dancing"; attending a dance.

7730. Recreational alcohol use

7740, Recreational drug use, smoking marijuana and other drugs

7741. Criminal/illegal activity, interaction with the police (not to be confused with 3420)..

7890. Other events; other events or socializing, not listed above; opening presents (at a party); decorating for party; unloaded uniforms (for parade), moving presents elsewhere. Playing ping-pong or pinball. Decorating for the holidays.

7990. Related travel; waiting for related travel.

SPORTS AND ACTIVE LEISURE

CLASSES/LESSONS FOR LEISURE ACTIVITY, 8010–8990

8810.   Lessons in dance.

8850.   Lessons in sports activities, sports unspecified.

8851.   Swim lessons.

8852.   Golf lessons.

8853.   Tennis lessons.

8854.   Skating lessons.

8860.   Lessons in gymnastics/fitness activity, unspecified.

8861.   Gymnastics lessons.

8862.   Yoga lessons.

8863.   Martial Arts (Judo, Karate, Tae Kwan Do) lessons.

8864.   Body movement lessons.

8865.   Aerobics/Kick Boxing/Pilates lessons.

8870.   Music lessons, unspecified.

8871.   Voice lessons.

8872.   Lessons in musical instruments.

8880.   Other lessons, not listed above.

COMPETITIVE SPORTS-OTHER EDUCATIONAL ACTIVITIES (child only codes)

8830.   Organized meets, games, practices for team sports, cheerleading, sport unspecified or sport other than one listed in 8831–8839.

8831.   Organized meets, games, practices for football.

8832.   Organized meets, games, practices for baseball/softball.

8833.   Organized meets, games, practices for basketball.

8834.   Organized meets, games, practices for volleyball.

8835.   Organized meets, games, practices for soccer.

8836. Organized meets, games, practices for hockey, field hockey.

8837. Organized meets, games, practices for swimming.

8838. Organized meets, games, practices for track or cross-country running.

8839. Organized meets, games, practices for gymnastics or dance.

ACTIVE LEISURE ACTIVITIES

8840. Meets, practices for individual sports, sport unspecified, or sport other than one listed in 8841–8849.

8841. Meets and practices for tennis.

8842. Meets and practices for squash or racquetball.

8843. Meets and practices for golf.

8844. Meets and practices for ice skating.

8845. Meets and practices for martial arts.

8846. Meets and practices for boxing and wrestling.

8847. Meets and practices for bowling.

ACTIVE SPORTS (These codes are for informal "pickup" games. NOT official organized teams or lessons. See 8800 codes for teams & lessons)

8010. Traditional team-based sports (football, basketball, baseball, volleyball, hockey, soccer, field hockey), sport unspecified.

8011. Football.

8012. Basketball.

8013. Baseball.

8014. Volleyball.

8015. Hockey.

8016. Soccer.

8017. Field Hockey.

8020. Sports using racquets, sport unspecified.

8021. Tennis.

8022.   Squash.

8023.   Racquetball.

8024.   Paddleball.

8030.   Golf.

8032.   Miniature golf.

8040.   Water-based sports, sport unspecified.

8041.   Swimming.

8042.   Water-skiing.

8050.   Seasonal Sports, sport unspecified.

8051.   Skiing.

8052.   Sledding.

8053.   Snowboarding.

8054.   Ice skating.

8055.   Roller skating/Roller blading, skateboarding.

8060.   Recreational Sports, unspecified.

8061.   Bowling.

8062.   Pool.

8070.   Frisbee, catch.

8080.   Exercises, yoga "at gym", exercise unspecified. If gymnastics, use code 8650. If exercise/aerobics class, code as 8865.

8090.   Judo, boxing, wrestling.

8091.   Judo/Martial Arts.

8092.   Boxing/Wrestling.

8100.   Weight lifting.

8650.   Gymnastics.

OTHER OUT OF DOORS

8110.   Hunting.

8120.   Fishing.

8130.   Boating, sailing, canoeing.

8140.   Camping, at the beach.

8160.   Extreme Sports—gliding, ballooning, leaping off high buildings, flying.

8170.   Excursions, pleasure drives (no destination), rides with the family; "Driving around", "Out for a ride".

8180.   Picnicking.

WALKING

8210.   Walking for pleasure, crawling (for babies).

8220.   Hiking.

8230.   Jogging, running.

8240.   Bicycling, mountain biking.

8241.   Tricycling or big wheels.

8242.   Off-roading using ATVs or dune buggies, snowmobiles.

8250.   Motorcycling.

8260.   Horseback riding.

HOBBIES

8310.   Photography (if computer-based see 5123)

8320.   Working on cars—not necessary to their running; customizing, painting.

8330.   Working on or repairing leisure time equipment (repairing the boat, "sorting out fishing tackle").

8340.   Collections, scrapbooks.

8350.   Carpentry and woodworking (as a hobby).

DOMESTIC CRAFTS

8410.   Preserving foodstuffs (canning, pickling, freezing).

8420. Needle-work including classes (Knitting, crocheting, beading, embroidery, cross-stitch, weaving, quilting, macrame.

8430. Sewing.

8440. Care of animals/livestock when R is not a farmer, 4H. Note: care of pets code 1890; work as a farmer code 0120.

ART AND LITERATURE

8510. Arts, arts uspecified.

8511. Pottery, ceramics.

8512. Painting.

8513. Drawing. Coloring.

8514. Sculpture. Play dough

8520. Literature, literature unspecified.

8521. Writing (not letters; not homework) Note: Code "writing letters" as 9790; code "homework" as ~~5490~~ was 2220, back to 5490.

8522. Poetry.

8523. Writing in a diary.

MUSIC/THEATER/DANCE

8610. Playing a musical instrument (include practicing), whistling—NA which activity.

8611. Playing/practicing a musical instrument.

8612. Whistling.

8620. Singing for fun, special event, or competition.

8630. Acting in/rehearsing for a play.

8640. Non-social dancing; ballet, modern dance, body movement; (lessons, code 8860).

PLAYING/GAMES

8660. Pretend, dressup, played house, played fireman.

8710. Playing card games (bridge, poker). Uno, Go Fish.

8720. Playing board games (Monopoly, Yahtzee, etc.), bingo.

8730. Playing social games (scavenger hunts); jump rope, handclap games.

8740. Puzzles/word or educational games.

8750. Played with toys or dolls (for playing with babies, aged 0–2 years, use code 2480 or 2780).

8760. Unspecified play outdoors.

8770. Unspecified playing indoors; getting into stuff, making a mess.

8780. Unspecified playing games, "played a game."

8785. Indoor play area such as Chuck E. Cheese.

8790. ~~Electronic video games (Nintendo, Sony, Game Boy, Sega.) Code computer games as 5020.~~

8820. Watching another person do active leisure activities (codes 8010–8770, 8830–8880).

8890. Other active leisure (guns, target practice, paintball, archery). See examples below.

Examples of code 8890, "OTHER ACTIVE LEISURE"

Fed birds, bird watching
Astrology
Swinging
Showing slides/sketches
Recording music
Picked up fishing gear
Inspecting motorcycle
Arranging flowers
Worked on model airplane
Picked up softball equipment
Hanging around
Wrapping presents

8990. Related travel; travel related to sports and active leisure; waiting for related travel; vacation travel.

9090. Radio, streaming media (e.g., Spotify). Music on the radio (in car while traveling). Pandora

9190. Watching a show, video, or movie.

9290. Records, tapes, CDs, "listening to music", listening to others playing a musical instrument. Note: making or "burning" CDs code as 5030.

9390. Reading or looking at books (even if R cannot read), including on a computer or other electronic device. If reading is related to current job, code 0790. If reading is related to professional or class related task, code 5490.

9391. Listening to books on CD or other recording of some type, using an electronic device

9410. Reading magazines, reviews, pamphlets, including on a computer or other electronic device.

9590. Reading newspapers, including on a computer or other electronic device.

9420. Reading, not coded elsewhere, material unspecified. This includes doing research using a computer, such as looking up recipes on-line (do not code under meal preparation), researching airfares (do not code under traveling), and how to tune up a car (do not code under car care).

9430. Being read to, listening to a story (if subject reading to a child, code 2380).

9610. Phone conversations, not coded elsewhere, including all visiting by phone. (If using video communication like Skype or Facetime, code 5050.)

9620. Other talking/conversations; face-to-face conversations, mixed or non-household people in conversation; not coded elsewhere (if children in HH only, code 2390); visiting other than 7520 or 9630. Talking involving non-HU members or mixed HU and non-HU only.

Also see 9630 on the next page.

9640. Arguing or fighting with people other than HH members only, mixed or NA.

9650. Arguing or fighting with HH members only.

9670. Receiving instructions, orders.

9660. Being disciplined, where the type of disciplining is NA.

9661. Being spanked or hit.

9662. Being bawled out for misbehaving.

9663. Time out, child getting time out as a form of punishment.

9790. Letters (reading or writing); reading mail. Note: for e-mail use code 5050. Writing a letter to Santa.

9810. Relaxing.

9820. Thinking, planning; reflecting.

9830. "Doing nothing", "sat"; "wasted time". NOTE: if "sat and...", then delete "sat and" and code the rest of the activity only so "sat and played tapes" is only coded 9290.

9630. Conversations with other household members—adults and/or children. "Talking" between household members only. "Talking"

9890. Other passive leisure: smoking, pestering, teasing, joking around, messing around, sucking thumb. See examples below.

Examples of code 9890, "OTHER PASSIVE LEISURE"

Laying in sun
Listening to birds
Looking at slides/pictures/home movies
Stopped at excavating place
Girl watching/boy watching
Watching boats
Tickled

9980. Travel of child with adult when not clear whether child participated in adult's purpose of trip, e.g., went to bank (with parent) and waited in car; code the travel and the waiting as 9980.

9970. Waiting in car for adult.

9990. Passive leisure related travel; waiting for related travel.

MISSING DATA CODES

9840.   Activities of others reported—R's activity not specified.

4810.   NA activities; a time gap of greater than 10 minutes. Including if it says "interview activities," "filling out time diary" or similar description.

0.   No activity; a gap in the diary created by rearranging activities in coding or check coding.

5790.   End of diary activity code.

The time diary forms were revised for CDS-2014, including the cover page, instructions and examples, and columns. The columns in the CDS-2014 time diary are as follows:

COL.	DESCRIPTION	CHANGE FROM 2007
A	What did you do?	No change
B	Time began	No change
C	Time ended	No change
D	Where were you?	Was Column G
E	What else were you doing at the same time?	Was Column J
F	What did you use to watch or do the activity?	Was Column D
G	What was the name of the show, video, movie, game, app, or website?	Reworded; was Column E
H	Who was doing the activity with you?	No change
I	Who (else) was there with you but not directly involved in the activity?	No change

The code frame for Column F was revised substantially.

CODE	2007 COL. F CODE	2014 COL. F CODE
00.	INAP	INAP
01.	Video tape (VHS)	Video tape (VHS)
02	Television program (TV)	Television
03.	DVD	DVD
04.	I-pod or other MP3	MP3 player
05	X-box	X-box or other gaming console
06.	Computer	Computer (either laptop or desktop)
07.	Cell phone	Cell phone (not a smartphone)
08.	Books	Books
09.	–	Smartphone
10.	–	Tablet (e.g., iPod or an iPad)
11.	–	E-book or e-reader (e.g., Kindle or Nook)
12.	–	Child's learning device (e.g., Leapfrog)
13.		Radio
14.		CDs
97.	Other	Other
99.	NA	NA

In 2007, information on use of electronic devices was limited to TV, computers, and videogames. In 2014, we collect information on use of all electronic devices—that is, we also now collect information on use of cell phones and smartphones, tablets, e-readers, etc.

Columns F and G should be filled out for Secondary Activities.

In Columns H and J, now explicitly ask code the presence of pets.

Coding for activities involving the use of computers and other electronic devices (such as smartphones, tablets, and e-readers) was changed to reflect the underlying main activity (e.g., shopping, homework, or reading the newspaper) rather than a separate set of codes for computer-specific activities. The main exception is for activities that focus explicitly on an activity such as learning to use, configuring, or fixing a computer or other electronic device. There are also new codes for computer-related activities such as

communication (code 5050), on-line social media (code 5051), texting (code 5052), and creating internet content (code 5053).

Computer-related codes from 2007 that were dropped are 5021 (playing games on a cell phone), 5031 (recreational cell phone activities), 5040 (using the computer for homework), 5060 (work at home using the computer), 5070 (financial services using the computer), 5080 (shopping using the computer), 5100 (using the computer for accessing media), 5101 (using a cell phone for accessing media), 5110 (using a computer to search for and acquire information), and 5111 (using a cell phone to search for and acquire information). For each of these cases, there are corresponding activity codes for the underlying activity. For instance, code 5020 (playing electronic games on a computer or other electronic device) replaces code 5021 (playing games on a cell phone). Also, Code 5491 (homework, not computer related) was dropped and all homework activity should use code 5490.

CDS-2014 now explicitly asks in Column F about the type of device (including electronic device) used for an activity. The recording and coding of the device used for an activity in large part replaces the need for a separate set of codes for activities conducted with and without a computer or other electronic device.