

Peer Coding

- _____ Free Play
- _____ Cooperative Play
- _____ Competitive Play

Subject # _____
 R=Respond
 NR=Not respond

| Positive Communication | Child X | Child Y |
|---------------------------------------|---------------------------|----------------|
| Question - Open-Ended (QO) (3) | | |
| Ask Permission of Child (QP) (4) | Success..... Failure | |
| Ask for Feedback or For Help (QH) (5) | Success..... Failure | |
| Statement (Descriptive) (6) | | |
| Suggestion/Tell Idea (SUG) (7) | Success..... Failure | |
| Agree (AG) (8) | | |
| Request (REQ) (9) | Comply..... Noncomply | |
| Praise (PR) (10) | Success..... Failure | |
| Apologize (APOL) (11) | Success..... Failure | |
| Feeling Statements (F) (12) | Positive..... Negative | |

| Negative Communication | | |
|--|--------------------------|----------------|
| Disagree/Argue/Noncooperate (DIS) (14) | R..... NR | |
| Command/Demand (CD) (15) | Comply..... Noncomply | |
| Criticize/Negative Feedback/Reject (CRIT) (16) | | |
| Negative Talk (about parent, etc.) (NEG) (17) | | |
| Give Reason/Rule for Disagree (REA) (18) | | |

| Conflict Management | Child X | Child Y |
|----------------------------|-------------------|----------------|
| Physical Aggression (AGG) | | |
| Grabs object (20) | R..... NR..... | |
| Hits child (21) | R..... NR..... | |
| Physical intrusion (22) | R..... NR..... | |
| Wrestling/Ninja (23) | R..... NR | |

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|--|-------------------------|-------|-------|
| Destructive Play (DESTR) (24) | R..... NR | | |
| Threaten (THR) (25) | R..... NR | | |
| Frustration (FR) (26) | | | |
| Withdrawal/Give up (WITH) (27) | | | |
| Ignore (IG) (28) | | | |
| Cry/Whine (CR) (29) | R..... NR | | |
| Smart Talk/Yell/Destructive Talk/ Verbal Aggression/Taunt (ST) (30) | R..... NR | | |
| Hurt Cry (HURT) (31) | | | |
| Suggest Solution/Compromise/ De-escalate (COMP) (32) | Success..... Failure | | |
| Rule Violation (33) | | | |

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|---|------------------------------------|-------|-------|
| Friendship Skills (Reciprocity) | | | |
| Offers (OFFER) (35) | Accepted... ... Refused | | |
| Share/Take Turns/Cooperate (SHARE)(36) | Success..... Failure/Refus e | | |
| Wait (WT) (37) | | | |
| Singing/Happy/Smile/Laugh/Giggle | Shared..... ... Not Shared | | |
| Positive Affect (SING) (38) | | | |
| Caring/Validation/Sympathy/ Comfort/Affection/Reassure | Shared..... ... Not Shared | | |
| (CARE) (39) | | | |
| Self-Disclosure (SD) (40) | Low Intimacy... High Intimacy | | |
| Explore Similarities (SIM) (41) | | | |
| Explore Differences (DIFF) (41) | | | |
| Demand Attention (DA) (42) | Success..... Failure | | |

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|----------------------|---|---|------------|
| Level of Play | | | |
| Parallel (PARA) (44) | 5.....4.....3.....2.....1 Interactive Parallel | 5.....4.....3.....2.....1 Interactive Parallel | |
| Reciprocity | 5.....4.....3.....2.....1 Symmetrical | | Asymmetrca |
| | 1 | | |

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|----------------------------------|---|---|
| Aggressive Play | 5.....4.....3.....2.....1 Hi Low | 5.....4.....3.....2.....1 Hi Low |
| Imaginary Talk/Fantasy Play (45) | 5.....4.....3.....2.....1 Hi Low | 5.....4.....3.....2.....1 Hi Low |
| Separation (46) | 5.....4.....3.....2.....1 Secure Insecure | 5.....4.....3.....2.....1 Secure Insecure |
| Affect | 5.....4.....3.....2.....1 Pos Neg | 5.....4.....3.....2.....1 Pos Neg |
| Cooperativeness (47) | 5.....4.....3.....2.....1 Hi Coop. Non Coop. | 5.....4.....3.....2.....1 Hi Coop. Non Coop. |