**\*\*\*Data processing notes\*\*\***

\* Generate age groups for children aged 2-4 and 5-17 if all questions have been combined into one dataset for children aged 2-17\*

\* Weight the data by the appropriate children’s weight for each age group if necessary\*

\*Before generating indicators, check to ensure the skip patterns for questions related to seeing, hearing, and walking have been followed\*

\*For indicators generated from data collected through the questionnaire for children aged 2-4, the denominator should be confined to all children aged 2-4; for indicators generated from the questionnaire for children aged 5-17, the denominator should be confined to all children aged 5-17\*

**\*\*\*CHILD FUNCTIONING FOR CHILDREN AGED 2-4\*\*\***

\*Based on the recommended cut-off, the disability indicator includes "a lot more" difficulty for the question on controlling behavior, and “a lot of difficulty" and "cannot do at all" for all other questions\*

**\*Part One: Creating indicators of functional difficulty for each domain \***

gen Seeing\_2to4=0

replace Seeing\_2to4=1 if (CF1==1 & (CF2==3 | CF2==4)) | (CF1==2 & (CF3==3 | CF3==4))

label define see 0 "No functional difficulty" 1"With functional difficulty"

label value Seeing\_2to4 see

gen Hearing\_2to4=0

replace Hearing\_2to4=1 if (CF4==1 & (CF5==3 | CF5==4)) | (CF4==2 & (CF6==3 | CF6==4))

label define hear 0 "No functional difficulty" 1"With functional difficulty"

label value Hearing\_2to4 hear

gen Walking\_2to4=0

replace Walking\_2to4=1 if CF7==1 & (CF8==3 | CF8==4)

replace Walking\_2to4=1 if CF7==2 & (CF10==3 | CF10==4)

label define walk 0 "No functional difficulty" 1"With functional difficulty"

label value Walking\_2to4 walk

gen FineMotor\_2to4=0

replace FineMotor\_2to4=1 if CF11==3 | CF11==4

label define motor 0 "No functional difficulty" 1"With functional difficulty"

label value FineMotor\_2to4 motor

gen Communication\_\_2to4=0

replace Communication\_\_2to4=1 if (CF12==3 | CF12==4) | (CF13==3 | CF13==4)

label define communicate 0 "No functional difficulty" 1"With functional difficulty"

label value Communication communicate

gen Learning\_2to4=0

replace Learning\_2to4=1 if CF14==3 | CF14==4

label define learn 0 "No functional difficulty" 1"With functional difficulty"

label value Learning\_2to4 learn

gen Playing\_2to4=0

replace Playing\_2to4=1 if CF15==3 | CF15==4

label define play 0 "No functional difficulty" 1"With functional difficulty"

label value Playing\_2to4 play

gen Behaviour\_2to4=0

replace Behaviour\_2to4=1 if CF16==4

label define behave 0 "No functional difficulty" 1"With functional difficulty"

label value Behaviour\_2to4 behave

**\*Part Two: Creating disability indicator for children aged 2-4\***

gen FunctionalDifficulty\_2to4=0

replace FunctionalDifficulty\_2to4=1 if Seeing\_2to4==1 | Hearing\_2to4==1 | Walking\_2to4==1 | FineMotor\_2to4==1 | Communication\_\_2to4==1 | Learning\_2to4==1 | Playing\_2to4==1 | Behaviour\_2to4==1

label define difficulty2to4 0 "No functional difficulty" 1"With functional difficulty"

label value FunctionalDifficulty\_2to4 difficulty2to4

**\*\*\*CHILD FUNCTIONING FOR CHILDREN AGED 5-17\*\*\***

\*Based on the recommended cut-off, the disability indicator includes “daily” for the questions on anxiety and depression; “more” and "a lot more" difficulty for the question on controlling behavior; and “a lot of difficulty" and "cannot do at all" for all other questions\*

**\*Part One: Creating indicators of functional difficulty for each domain\***

gen Seeing\_5to17=0

replace Seeing\_5to17=1 if (CF1==1 & (CF2==3 | CF2==4)) | (CF1==2 & (CF3==3 | CF3==4))

label define see5to17 0 "No functional difficulty" 1"With functional difficulty"

label value Seeing\_5to17 see5to17

gen Hearing\_5to17=0

replace Hearing\_5to17=1 if (CF4==1 & (CF5==3 | CF5==4)) | (CF4==2 & (CF6==3| CF6==4))

label define hear5to17 0 "No functional difficulty" 1"With functional difficulty"

label value Hearing\_5to17 hear5to17

gen Walking\_5to17=0

replace Walking\_5to17=1 if CF7==1 & ((CF8==3 | CF8==4) | (CF9==3 | CF9==4)

replace Walking\_5to17=1 if CF7==2 & ((CF12==3 | CF12==4) | (CF13==3 | CF13==4))

label define walk5to17 0 "No functional difficulty" 1"With functional difficulty"

label value Walking\_5to17 walk5to17

gen Selfcare\_5to17=0

replace Selfcare\_5to17=1 if CF14==3 | CF14==4

label define selfcare5to17 0 "No functional difficulty" 1"With functional difficulty"

label value Selfcare\_5to17 selfcare5to17

gen Communication\_5to17=0

replace Communication\_\_5to17=1 if (CF15==3 | CF15==4) | (CF16==3 | CF16==4)

label define comms 0 "No functional difficulty" 1"With functional difficulty"

label value Communication\_5to17 comms

gen Learning\_5to17=0

replace Learning\_5to17=1 if CF17==3 | CF17==4

label define learn5to17 0 "No functional difficulty" 1"With functional difficulty"

label value Learning\_5to17 learn5to17

gen Remembering\_5to17=0

replace Remembering\_5to17=1 if CF18==3 | CF18==4

label define remember5to17 0 "No functional difficulty" 1"With functional difficulty"

label value Remembering\_5to17 remember5to17

gen Concentrating\_5to17=0

replace Concentrating\_5to17=1 if CF19==3 | CF19==4

label define concentrate5to17 0 "No functional difficulty" 1"With functional difficulty"

label value Concentrating\_5to17 concentrate5to17

gen AcceptingChange\_5to17=0

replace AcceptingChange\_5to17=1 if CF20==3 | CF20==4

label define accept5to17 0 "No functional difficulty" 1"With functional difficulty"

label value AcceptingChange\_5to17 accept5to17

gen Behaviour\_5to17=0

replace Behaviour\_5to17=1 if CF21==3 | CF21==4

label define behave5to17 0 "No functional difficulty" 1"With functional difficulty"

label value Behaviour\_5to17 behave5to17

gen MakingFriends\_5to17=0

replace MakingFriends\_5to17=1 if CF22==3 | CF22==4

label define friends5to17 0 "No functional difficulty" 1"With functional difficulty"

label value MakingFriends\_5to17 friends5to17

gen Anxiety\_5to17=0

replace Anxiety\_5to17=1 if CF23==1

label define anxiety5to17 0 "No functional difficulty" 1"With functional difficulty"

label value Anxiety\_5to17 anxiety5to17

gen Depression\_5to17=0

replace Depression\_5to17=1 if CF24==1

label define depression5to17 0 "No functional difficulty" 1"With functional difficulty"

label value Depression\_5to17 depression5to17

**\*Part Two: Creating disability indicator for children aged 5-17\***

gen FunctionalDifficulty\_5to17=0

replace FunctionalDifficulty\_5to17=1 if Seeing\_5to17==1 | Hearing\_5to17==1 | Walking\_5to17==1 | Selfcare\_5to17==1 | Communication\_\_5to17==1 | Learning\_5to17==1 | Remembering\_5to17==1 | Concentrating\_5to17==1 | AcceptingChange\_5to17==1 | Behaviour\_5to17==1 | MakingFriends\_5to17==1 | Anxiety\_5to17==1 | Depression\_5to17==1

label define difficulty5to17 0 "No functional difficulty" 1"With functional difficulty"

label value FunctionalDifficulty\_5to17 difficulty5to17