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

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

\* 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 age 2-4 years, the denominator should be confined to all children age 2-4 years including those with missing data; for indicators generated from the questionnaire for children age 5-17 years, the denominator should be confined to all children age 5-17 years including those with missing data\*

\*\*\* Handling missing data \*\*\*

\* This syntax treats missing data such that those who have missing information on ALL of the individual domains of functions, as well as those who have missing information on SOME of the individual domains and “no difficulty” or “some difficulty” for the other individual domains, are coded as “Missing” \*

\* When the non-missing domains are either “a lot of difficulty” or “cannot do at all”, the missing data will have no impact on disability determination since those are the thresholds for “disability” \*

\* This approach of regarding as “Missing” when the non-missing domains are either “no difficulty” or “some difficulty” assumes that the number of missing values is small - both for the variables included in defining the indicator and for the number of variables that contain missing values. In data collections where the proportion of missing values is large in either of these cases, alternative methods for handling missing data should be considered depending on the amount and pattern of missing values. Syntax will need to be developed to reflect these case by case decisions. \*

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

**\*\*\*** **CHILD FUNCTIONING FOR CHILDREN AGE 2-4 YEARS \*\*\***

\*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 separate variables per domain of functioning \***

\* SEEING DOMAIN \*

gen SEE\_IND = CF2

replace SEE\_IND = CF3 if CF2 == .

tab SEE\_IND

gen Seeing\_2to4 = 9

replace Seeing\_2to4 = 0 if inrange(SEE\_IND, 1, 2)

replace Seeing\_2to4 = 1 if inrange(SEE\_IND, 3, 4)

label define see 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Seeing\_2to4 see

\* HEARING DOMAIN \*
gen HEAR\_IND = CF5

replace HEAR\_IND = CF6 if CF5 == .

tab HEAR\_IND

gen Hearing\_2to4 = 9

replace Hearing\_2to4 = 0 if inrange(HEAR\_IND, 1, 2)

replace Hearing\_2to4 = 1 if inrange(HEAR\_IND, 3, 4)

label define hear 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Hearing\_2to4 hear

\* WALKING DOMAIN \*

gen WALK\_IND = 0

replace WALK\_IND = 4 if (CF8 == 4 | CF9 == 4)

replace WALK\_IND = 3 if (WALK\_IND != 4 & (CF8 == 3 | CF9 == 3))

replace WALK\_IND = 2 if (WALK\_IND != 4 & WALK\_IND != 3 & (CF8 == 2 | CF9 == 2))

replace WALK\_IND = 1 if (WALK\_IND != 4 & WALK\_IND != 3 & WALK\_IND != 2 & CF9 == 1)

replace WALK\_IND = 9 if ((WALK\_IND == 2 | WALK\_IND == 1) & (CF8 == 9 | CF9 == 9))

replace WALK\_IND = CF10 if CF8 == .

tab WALK\_IND

gen Walking\_2to4 = 9

replace Walking\_2to4 = 0 if inrange(WALK\_IND, 1, 2)

replace Walking\_2to4 = 1 if inrange(WALK\_IND, 3, 4)

label define walk 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Walking\_2to4 walk

\* FINE MOTOR DOMAIN \*

gen FineMotor\_2to4 = 9

replace FineMotor\_2to4 = 0 if inrange(CF11, 1, 2)

replace FineMotor\_2to4 = 1 if inrange(CF11, 3, 4)

label define motor 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value FineMotor\_2to4 motor

\* COMMUNICATING DOMAIN \*

gen COM\_IND = 0

replace COM\_IND = 4 if (CF12 == 4 | CF13 == 4)

replace COM\_IND = 3 if (COM\_IND != 4 & (CF12 == 3 | CF13 == 3))

replace COM\_IND = 2 if (COM\_IND != 4 & COM\_IND != 3 & (CF12 == 2 | CF13 == 2))

replace COM\_IND = 1 if (COM\_IND != 4 & COM\_IND != 3 & COM\_IND != 2 & (CF12 == 1 | CF13 == 1))

replace COM\_IND = 9 if ((COM\_IND == 2 | COM\_IND == 1) & (CF12 == 9 | CF13 == 9))

tab COM\_IND

gen Communication\_2to4 = 9

replace Communication\_2to4 = 0 if inrange(COM\_IND, 1, 2)

replace Communication\_2to4 = 1 if inrange(COM\_IND, 3, 4)

label define communicate 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Communication communicate

\* LEARNING DOMAIN \*

gen Learning\_2to4 = 9

replace Learning\_2to4 = 0 if inrange(CF14, 1, 2)

replace Learning\_2to4 = 1 if inrange(CF14, 3, 4)

label define learn 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Learning\_2to4 learn

\* PLAYING DOMAIN \*

gen Playing\_2to4 = 9

replace Playing\_2to4 = 0 if inrange(CF15, 1, 2)

replace Playing\_2to4 = 1 if inrange(CF15, 3, 4)

label define playing 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Playing\_2to4 play

\* BEHAVIOUR DOMAIN \*

gen Behaviour\_2to4 = 9

replace Behaviour\_2to4 = 0 if inrange(CF16, 1, 3)

replace Behaviour\_2to4 = 1 if CF16 = 4

label define behave 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Behaviour\_2to4 behave

**\* PART TWO: Creating disability indicator for children age 2-4 years \***

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)

replace FunctionalDifficulty\_2to4 = 9 if (FunctionalDifficulty\_2to4 != 1 & (Seeing\_2to4 == 9 | Hearing\_2to4 == 9 | Walking\_2to4 == 9 | FineMotor\_2to4 == 9 | Communication\_\_2to4 == 9 | Learning\_2to4 == 9 | Playing\_2to4 == 9 | Behaviour\_2to4 == 9))

label define difficulty 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value FunctionalDifficulty\_2to4 difficulty

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

**\*\*\*** **CHILD FUNCTIONING FOR CHILDREN AGE 5-17 YEARS \*\*\***

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

**\* PART ONE: Creating separate variables per domain of functioning \***

\* SEEING DOMAIN \*

gen SEE\_IND = CF2

replace SEE\_IND = CF3 if CF2 == .

tab SEE\_IND

gen Seeing\_5to17 = 9

replace Seeing\_5to17 = 0 if inrange(SEE\_IND, 1, 2)

replace Seeing\_5to17 = 1 if inrange(SEE\_IND, 3, 4)

label define see 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Seeing\_5to17 see

\* HEARING DOMAIN \*

gen HEAR\_IND = CF5

replace HEAR\_IND = CF6 if CF5 == .

tab HEAR\_IND

gen Hearing\_5to17 = 9

replace Hearing\_5to17 = 0 if inrange(HEAR\_IND, 1, 2)

replace Hearing\_5to17 = 1 if inrange(HEAR\_IND, 3, 4)

label define hear 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Hearing\_5to17 hear

\* WALKING DOMAIN \*

gen WALK\_IND1 = CF8

replace WALK\_IND1 = CF9 if CF8 == 2

tab WALK\_IND1

gen WALK\_IND2 = CF12

replace WALK\_IND2 = CF13 if (CF12 == 1 | CF12 == 2)

tab WALK\_IND2

gen WALK\_IND = WALK\_IND1

replace WALK\_IND = WALK\_IND2 if WALK\_IND1 == .

tab WALK\_IND

gen Walking\_5to17 = 9

replace Walking\_5to17 = 0 if inrange(WALK\_IND, 1, 2)

replace Walking\_5to17 = 1 if inrange(WALK\_IND, 3, 4)

label define walk 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Walking\_5to17 walk

\* SELFCARE DOMAIN \*

gen Selfcare\_5to17 = 9

replace Selfcare\_5to17 = 0 if inrange(CF14, 1, 2)

replace Selfcare\_5to17 = 1 if inrange(CF14, 3, 4)

label define selfcare 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Selfcare\_5to17 selfcare

\* COMMUNICATING DOMAIN \*

gen COM\_IND = 0

replace COM\_IND = 4 if (CF15 == 4 | CF16 == 4)

replace COM\_IND = 3 if (COM\_IND != 4 & (CF15 == 3 | CF16 == 3))

replace COM\_IND = 2 if (COM\_IND != 4 & COM\_IND != 3 & (CF15 == 2 | CF16 == 2))

replace COM\_IND = 1 if (COM\_IND != 4 & COM\_IND != 3 & COM\_IND != 1 & (CF15 == 1 | CF16 == 1))

replace COM\_IND = 9 if ((COM\_IND == 2 | COM\_IND == 1) & (CF15 == 9 | CF16 == 9))

tab COM\_IND

gen Communication\_5to17 = 9

replace Communication\_5to17 = 0 if inrange(COM\_IND, 1, 2)

replace Communication\_5to17 = 1 if inrange(COM\_IND, 3, 4)

label define communicate 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Communication\_5to17 communicate

\* LEARNING DOMAIN \*

gen Learning\_5to17 = 9

replace Learning\_5to17 = 0 if inrange(CF17, 1, 2)

replace Learning\_5to17 = 1 if inrange(CF17, 3, 4)

label define learning 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Learning\_5to17 learning

\* REMEMBERING DOMAIN \*

gen Remembering\_5to17 = 9

replace Remembering\_5to17 = 0 if inrange(CF18, 1, 2)

replace Remembering\_5to17 = 1 if inrange(CF18, 3, 4)

label define remembering 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Remembering\_5to17 remembering

\* CONCENTRATING DOMAIN \*

gen Concentrating\_5to17 = 9

replace Concentrating\_5to17 = 0 if inrange(CF19, 1, 2)

replace Concentrating\_5to17 = 1 if inrange(CF19, 3, 4)

label define concentrating 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Concentrating\_5to17 concentrating

\* ACCEPTING CHANGE DOMAIN \*

gen AcceptingChange\_5to17 = 9

replace AcceptingChange\_5to17 = 0 if inrange(CF20, 1, 2)

replace AcceptingChange\_5to17 = 1 if inrange(CF20, 3, 4)

label define accepting 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value AcceptingChange\_5to17 accepting

\* BEHAVIOUR DOMAIN \*

gen Behaviour\_5to17 = 9

replace Behaviour\_5to17 = 0 if inrange(CF21, 1, 2)

replace Behaviour\_5to17 = 1 if inrange(CF21, 3, 4)

label define behaviour 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Behaviour\_5to17 behaviour

\* MAKING FRIENDS DOMAIN \*

gen MakingFriends\_5to17 = 9

replace MakingFriends\_5to17 = 0 if inrange(CF22, 1, 2)

replace MakingFriends\_5to17 = 1 if inrange(CF22, 3, 4)

label define friends 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value MakingFriends\_5to17 friends

\* ANXIETY DOMAIN \*

gen Anxiety\_5to17 = 9

replace Anxiety\_5to17 = 0 if inrange(CF23, 2, 5)

replace Anxiety\_5to17 = 1 if (CF23 == 1)

label define anxiety 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Anxiety\_5to17 anxiety

\* DEPRESSION DOMAIN \*

gen Depression\_5to17 = 9

replace Depression\_5to17 = 0 if inrange(CF24, 2, 5)

replace Depression\_5to17 = 1 if (CF24 == 1)

label define depression 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value Depression\_5to17 depression

**\* PART TWO: Creating disability indicator for children age 5-17 years \***

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)

replace FunctionalDifficulty\_5to17 = 9 if (FunctionalDifficulty\_5to17 != 1 & (Seeing\_5to17 == 9 | Hearing\_5to17 == 9 | Walking\_5to17 == 9 | Selfcare\_5to17 == 9 | Communication\_5to17 == 9 | Learning\_5to17 == 9 | Remembering\_5to17 == 9 | Concentrating\_5to17 == 9 | AcceptingChange\_5to17 == 9 | Behaviour\_5to17 == 9 | MakingFriends\_5to17 == 9 | Anxiety\_5to17 == 9 | Depression\_5to17 == 9))

label define difficulty 0 "No functional difficulty" 1 "With functional difficulty" 9 "Missing"

label value FunctionalDifficulty\_5to17 difficulty