**Social Norm Breaking in Schools**

**Survey Flow**

* Introduction (text)
* Stealing (animation & 7 questions)

**Notes**

* Text that is not meant to be displayed to subjects is included in grey or as italics at the start of a statement (e.g. *Friends -)* or in both italics and parentheses e.g. *(1).*
* There are two treatments for the survey, “friends” and “other”. Text only included in the friends treatment is highlighted in turquoise while text only included in the other treatment is highlighted in yellow.
* All treatments are between subjects, i.e. for each norm-violation, subjects see the text associated with either the friend or the other manipulation.

**Start of survey**

**Introduction**

*Friends* - Think back to the previous question that asked you to rate your relationship to each person in your class. Below we will refer to the people whom you rated your relationship as **good or very good as “friends”**. While the people you **did not rate as good or very good** we will refer to as **“other”**.

**Stealing**

*AniSteal1* - Click the play button to start the animation. It lasts for about 1 minute. You may watch it again from the beginning. Watch it to the end at least once before making your judgments.

*AniSteal2* - After the animation we will refer to the triangles by their colors. In case you cannot see colors, the triangle based in the top left corner is BLUE and the bottom right triangle is PURPLE. All the shapes represent people who are a part of your **friends group [including the PURPLE triangle/except the PURPLE triangle** who represents someone in the **other group]**.

*Stealing animation to be played*

*StealApp* - How appropriate was it for the PURPLE triangle to behave as it did?

* Extremely inappropriate *(0)*
* Very inappropriate *(1)*
* Somewhat inappropriate *(2)*
* Somewhat appropriate *(3)*
* Very appropriate *(4)*
* Extremely appropriate *(5)*

*StealFeel* - How do you feel about the PURPLE triangle's behavior? (check all that apply)

* Happy *(1)*
* Sad *(2)*
* Surprised *(3)*
* Afraid *(4)*
* Disgusted *(5)*
* Angry *(6)*
* Satisfied *(7)*
* Another positive emotion *(8)*
* Another negative emotion *(9)*

*StealABCD -* Suppose a person behaves like the PURPLE triangle did, and that this behavior is observed by persons A, B, C, and D - who react in different ways.

*StealNoth -* **Person A does nothing about the person who behaved like the PURPLE triangle.**

*StealNothApp -* How appropriate would it be for Person A to react in this way?

* Extremely inappropriate *(0)*
* Very inappropriate *(1)*
* Somewhat inappropriate *(2)*
* Somewhat appropriate *(3)*
* Very appropriate *(4)*
* Extremely appropriate *(5)*

*StealRemark -* **Person B makes an angry remark to the person who behaved like the PURPLE triangle.**

*StealNothApp -* How appropriate would it be for Person A to react in this way?

* Extremely inappropriate *(0)*
* Very inappropriate *(1)*
* Somewhat inappropriate *(2)*
* Somewhat appropriate *(3)*
* Very appropriate *(4)*
* Extremely appropriate *(5)*

*Between subjects manipulation: all shapes in your ingroup or all shapes except violator is in-group*

Stealing animation 1 (standard: out-group/neutral)

*- Add text stating friends or not friend*.

* StealApp
* StealFeel
* StealNothApp
* StealRemarkApp
* StealTalkApp
* StealAvoidApp
* StealPhysPunApp

*Violator identity manipulations between subjects (friend/non-friend)*

**No externality but rule-breaking**

Note: for headphones and sleeping the manipulation is balanced (i.e. one is friend and one is non-friend, order randomly determined)

Sce1. Imagine a classroom. One of the other students who is part of your **[friend/other]** group (**Guest A**) wears headphones, apparently listening to music during the lesson.

~~Classroom headphones~~

Use/playing with your cell phone during a lesson (use classroom headphones as template)

* App
* Emotions
* PunApp (x4: remark, avoid, nothing, talk)

~~Sleeping in classroom.~~

* ~~App~~
* ~~Emotions~~
* ~~PunApp (x4: remark, avoid, nothing, talk)~~

**Indiscriminate externality and rule-breaking**

~~Singing in library~~

Don't wait for your turn to speak

* App
* Emotions
* PunApp (x4: remark, avoid, nothing, talk)

~~Don't wait for your turn to answer a question in class~~

~~To snitch (on a classmate.)~~

~~To suck up~~

**Third party dependent externality and rule-breaking (no “offender”)**

InsultAppropriate – family member

* App
* Emotions
* PunApp (x4: remark, avoid, nothing, talk)

**Third party dependent externality and rule-breaking (potentially an “offender”)**

Hitting another child

* App
* Emotions
* PunApp (x4: remark, avoid, nothing, talk)

Bullying newcomers to school

To snitch (on a classmate.)

* App
* Emotions
* PunApp (x4: remark, avoid, nothing, talk)

**Online norm-breaking**

- Somebody puts a mocking response under your friend/non-friends

- Exclude someone from a chat for no reason

* App
* Emotions
* PunApp (x4: remark, avoid, nothing, talk)