\*\*\*\*\*\*Main survey end\*\*\*\*\*\*

**Inclusion of other in self 1 – people on your friends list (“friends”)**

Next, we would like you to answer the following questions about your relationship with the other students. First, think about the students that you selected as your “friends”, irrespective of which class they belong to. With these students in mind, please respond to the following question.

In the following figure, we ask you to consider which of these pairs of circles best describes your relationship with the students in your “friends” group. By selecting the appropriate number please indicate to what extent you and your “friends” group are connected.



* 1
* 2
* 3
* 4
* 5
* 6
* 7
* prefer not to answer

**Inclusion of other in self 2 – people not on your friends list (“others”)**

Second, think about the **students that you did not select as your friends**, which we will refer to as “others”. With these students in mind, please respond to the following question.

In the following figure, we ask you to consider which of these pairs of circles best describes your relationship with the students in the “others” group. By selecting the appropriate number please indicate to what extent you and the “others” group are connected.



* 1
* 2
* 3
* 4
* 5
* 6
* 7
* prefer not to answer

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

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

* 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)

Classroom headphones

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

Sleeping in classroom.

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

Use your cell phone in class

**Indiscriminate externality and rule-breaking**

Singing in library

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

Don't wait for your turn to speak

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

**Online norm-breaking** - Somebody puts a mocking response under your friend/non-friends

Exclude someone from a chat for no reason

Don't answer someone's questions in a chat

Talk badly about someone in a chat

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

\*\*\*Other potential suggestions

Stealing exam and copying it – negative externality and rule breaking

Boy steals another students bike and is heard bragging about it later

Students speaks to teacher in same way as talking to friends – no negative externality but rule breaking

[Norm breaking in the online setting]

Breaking something in the classroom -

**Potentially for large-scale roll-out**

Dictator game judgements

Environmental contribution setting judgements