SCORING THE CHEW (5 September, 1995 version)
DRAFT 13 OCTOBER, 1995

CREATING SCALES OF WORKSITE ENVIRONMENT FACTORS

IDENTIFYING INFORMATION
1. NEED A WORKPLACE CODE THAT CAN BE LINKED TO EMPLOYEE DATA FILES.
2. NEED TO ENTER NUMBER EMPLOYED AT EACH WORKPLACE.

PHYSICAL ACTIVITY
For each scale, a higher score is expected to be associated with increasing prompting or facilitation of physical activity.

Subscale	Computation
P1. Total showers	sum (10--12)
P2. Total changing rooms	sum (7--9)
P3. Total showers and changing rooms	sum (7--12)
P4. Total PA signs and notices	sum (14--18)
P5. Elevator score (stair prompt/visible elev.)	sum (32--36)/sum (31--35)
P6. Stair facilitation	sum (38--109)/# of stair cases
P7. Fitness center: convenience	a. reverse score (110,123) b. sum 110+111+123+124
P8. Fitness center: total size (sq m)	(112X113) + (125X126)
P9. Fitness center: equipment	sum (114--120) + (127--133)
P10. Fitness center: entertainment	121+122+134+135
P11. Sedentary recreation	a. reverse score: 137,139,141,143,145 b. sum (136--145)
P12. Activity prompts in parking lot	326
P13. Bicycle facilitation	a. recode 327,329 as 0 or 1 b. sum (327+329+330)
P14. Facilities on grounds	sum (332--335) + (339--342)
P15. Size of open space (sq m)	336X337
P16. Bike/walk access	a. reverse score 344,350 b. sum (344--354)
P17. Neighborhood opportunities observed	sum (355--361)

Notes: P1-P3, P8, P9, P14, P15 can be expressed as ratios of total employees in that location.

P1-P12 deal with the building. P13-P15 deal with the worksite grounds. P16-P17 deal with the surrounding neighborhood.

We need some statistical help in further combining some of these scales into fewer scales. Possible approaches are converting to z-scores or summing ranks of scales.

NUTRITION

For each scale, a higher score is expected to be associated with increasing prompting or facilitation of healthful (usually low fat) eating.

Subscale	Computation
Total nutrition and weight control signs and posters in general areas	sum (19--22)
Canteen: Lowfat food choices	a. recode 150,159 as 0,1 b. sum (147+150+156+159)/# of canteens
Canteen: No. nutrition labels	sum (151+152+160+161)/# of canteens
Canteen: No. nutrition prompts	sum (153+154+162+163)/# of canteens
Snack machines: % low fat items	a. select snack machines b. compute average across machines: (# low fat items/# total items) c. low fat snack items are in rows beginning with 167--170. Total items is row 166.
Soft drink machines: % juice, water, diet	a. select soft drink machines b. compute average across machines: (# juice, water, diet items/# total items) c. soft drink items in rows beginning with 171--172. Total items is row 166.
Hot drink machines: % low fat choices	a. select hot drink machines b. compute average across machines: (# low fat choices/# total items) c. low fat choices are in rows beginning with 173--174. Total items is row 166.
Vending machines: % with lowfat prompts	sum row beginning with 175/sum of snack and hot drink machines
Lunch Room: signs and posters	sum (309--311+317--319)/# of lunch rooms
Lunch Room: convenience of use	a. reverse score 308,316 b. sum (308+312--316+320--323)
Food shops: No. nearby	a. code 365,371,377 as 0,1 b. sum 365+371+377
Food shops: nutrition labels, signs	sum (367+368+373+374+379+380)/# nearby
Food shops: fresh foods	sum (369+370+375+376+381+382)/# nearby

Note: computing vending machine scores will take some extensive and careful programming.

SMOKING

Subscale	Computation
Notices at entrances	24/23
Notices about programs or policies	25
Smoking signs/posters	26
Cigarette machines	324
Cigarette shops nearby	362

ALCOHOL

Subscale	Computation
Notices about alcohol	27+28
Alcohol serving area	325
Alcohol served nearby	363+364