

Table S2. Correlates for TV watching, video game, and computer use among complete information sample.

	TV Watching		Video Game Use		Computer Use	
	OR	(95% CI)	OR	(95% CI)	OR	(95% CI)
Gender						
Girls	1.00	----	1.00	----	1.00	----
Boys	1.20	(0.90, 1.60)	4.68	(3.36, 6.51)	1.13	(0.88, 1.48)
Age (years)	1.00	(0.87, 1.14)	1.13	(1.02, 1.25)	1.24	(1.14, 1.41)
Active transportation						
No	1.00	----	1.00	----	1.00	----
Yes	1.36	(1.08, 1.73)	0.80	(0.60, 1.08)	0.64	(0.48, 0.87)
Days of outdoor play	0.95	(0.89, 1.01)	0.98	(0.93, 1.03)	1.01	(0.95, 1.07)
Participation in organized activities or sports						
No	1.00	----	1.00	----	1.00	----
Yes	0.70	(0.53, 0.91)	1.28	(0.93, 1.78)	0.94	(0.73, 1.20)
Healthy food pattern (score)	0.84	(0.77, 0.92)	0.86	(0.79, 0.94)	0.95	(0.86, 1.05)
Unhealthy food pattern (score)	1.29	(1.13, 1.48)	1.41	(1.22, 1.63)	1.17	(1.04, 1.32)
Household income						
Less than 5,000 MXN	1.00	----	1.00	----	1.00	----
\$5,000 - \$9,999.99 MXN	1.56	(1.20, 2.02)	1.94	(1.43, 2.64)	1.71	(1.21, 2.42)
10,000 or more MXN	1.75	(1.07, 2.87)	3.21	(2.14, 4.81)	3.49	(2.39, 5.12)
<i>p trend</i>	0.005		<0.001		<0.001	

OR= Odds Ratio; CI= Confidence Interval

Numbers in **bold** indicate significant differences between boys and girls.

^a Odds ratio calculated using an ordinal regression model.

^b Odds ratio calculated using multiple imputation ordinal regression model.