**Adolescents and Lifestyles. A Study on Students’ Leisure in the Province of Rome.**

**Tables**

Table 1. Population and study sample

|  |  |  |  |
| --- | --- | --- | --- |
|  | POPULATION | % | STUDY SAMPLE |
|  | Rome | Province | Total | Rome | Province | Total | Rome | Province | Total |
| Public  | 70772 | 41108 | 111880 | 58.6% | 34.1% | 93% | 1407 | 819 | 2226 |
| Private | 7646 | 1218 | 8864 | 6.3% | 1% | 7% | 151 | 24 | 175 |
| Total | 78418 | 42326 | **120744** | 64.6% | 35.4% | 100% | 1558 | 843 | **2401** |

Table 2. Significant relationships between what students do and want to do in free time

|  |  |  |
| --- | --- | --- |
| **Performed activities**  | **Relationship level[[1]](#footnote-1)** | **Desired activities**  |
| R1: Reading, music, theater...R2: Board gamesR3: ShoppingR4: Watching TV, surfing the internet, and playing video games…R5: To visit museumsR6: To play musicR7: To stay with family R8: To stay with friendsR9: To be with partnerR10: To studyR11: VolunteeringR12: To practice physical and sport activitiesR13: To make craftsR14: To go to club, association… | (0.619) \*\*\*(0.495) \*\*\*(0.558) \*\*\*(0.457) \*\*\*(0.429) \*\*\*(0.579) \*\*\*(0.557) \*\*\*(0.437) \*\*\*(0.565) \*\*\*(0.418) \*\*\*(0.253) \*\*\*(0.432) \*\*\*(0.529) \*\*\*(0.387) \*\*\* | D1: Reading, music, theater...D2: Board gamesD3: ShoppingD4: Watching TV, surfing the internet, and playing video games…D5: To visit museumsD6: To play musicD7: To stay with familyD8: To stay with friendsD9: To be with partnerD10: To studyD11: VolunteeringD12: To practice physical and sport activitiesD13: To make craftsD14: To go to club, association… |

Table 3. Contingency table regarding gender and reading, and listening to music in free time [[2]](#footnote-2)

|  |  |
| --- | --- |
|  | Reading, music… |
|  | No | Yes |
| Gender | Woman | 37.3% | 63.2% |
|  | Man | 62.7% | 36.8% |
| Total | 100.0% | 100.0% |

|  |  |
| --- | --- |
|  | Reading, music… |
| Gender | Chi-square | 160.534 |
|   | gl | 1 |
|   | Sig. | .000 |

Table 4. Contingency table between gender and shopping

|  |  |
| --- | --- |
|   | Shopping |
|   | No | Yes |
| Gender | Woman | 34.8% | 84.8% |
|   | Man | 65.2% | 15.2% |
| Total | 100.0% | 100.0% |

|  |  |
| --- | --- |
|  | Shopping |
| Gender | Chi-square | 500.830 |
|   | gl | 1 |
|   | Sig. | .000 |

Table 5. Contingency table: fathers’ education and physical and sport activities

|  |  |
| --- | --- |
|   | Students’ physical-sport activities |
|   | No | Yes |
| Fathers’ education | Uneducated | 3.0% | 1.3% |
|   | Elementary | 3.0% | 1.1% |
|   | Average | 24.5% | 15.4% |
|   | Higher | 27.2% | 29.7% |
|   | University | 11.0% | 29.6% |
|   | Doctorate | .3% | 7.0% |
|   | It does not know | 31.0% | 16.0% |
| Total | 100.0% | 100.0% |

|  |  |
| --- | --- |
|  | Students’ physical-sport activities |
| Fathers’ education | Chi-square | 131.384 |
|   | gl | 6 |
|   | Sig. | .000 |

Table 6. Contingency table: mothers’ education and physical and sport activities

|  |  |
| --- | --- |
|   | Students’ physical-sport activities |
|   | No | Yes |
| Mothers’ education | Uneducated | 4.1% | 1.0% |
|   | Elementary | 3.0% | 1.3% |
|   | Average | 22.0% | 12.1% |
|   | Higher | 32.7% | 31.1% |
|   | University | 9.6% | 34.1% |
|   | Doctorate |  | 4.4% |
|   | It does not know | 28.6% | 16.0% |
| Total | 100.0% | 100.0% |

|  |  |
| --- | --- |
|  | Students’ physical-sport activities |
| Mothers’ education | Chi-square | 153.813 |
|   | gl | 6 |
|   | Sig. | .000 |

**Figures:**

|  |  |
| --- | --- |
| P1: Reading, music, theater... P2: Board gamesP3: ShoppingP4: Watching TV, surfing the internet, and playing video games…P5: To visit museumsP6: To play musicP7: To stay with familyP8: To stay with friends | P9: To be with partnerP10: To studyP11: VolunteeringP12: To practice physical and sport activitiesP13: To make craftsP14: To go to club, association...P15: Others |

Figure 1. Activities performed in free time

Figure 2. Level of satisfaction with the activities carried out

|  |  |
| --- | --- |
| P1: Reading, music, theater... P2: Board gamesP3: ShoppingP4: Watching TV, surfing the internet, and playing video games…P5: To visit museumsP6: To play musicP7: To stay with familyP8: To stay with friends | P9: To be with partnerP10: To studyP11: VolunteeringP12: To practice physical and sport activitiesP13: To make craftsP14: To go to club, association...P15: Others |

Figure 3. Desired activities to perform in free time

Figure 4. Activities performed and desired

1. In bivariate relational analysis, the asterisks that accompany each coefficient indicate their level of significance: [\* significance p <0.05; significance \*\* p <0.01; \*\*\* significance p <0.001] [↑](#footnote-ref-1)
2. In the contingency tables, after carrying out the Z test, and taking into account each significant pair, we will stress the category with a higher significant proportion

. [↑](#footnote-ref-2)