

Norms for the ACT SG Tools

What are Norms for the ACT SG Tools?

Norms (i.e., normative scores) are scores that the general youth population in Singapore obtained with the ACT SG Tool, which then allows us to establish benchmarks (i.e., norms). These benchmarks will allow local agencies to gauge how well their youth clients are doing compared to their peers in the general population, so that they can be more purposeful in designing their programmes and supporting their youth clients in building competencies.

A representative sample of 3,500 Singaporean students aged 10 to 21 years old from local primary schools, secondary schools and post-secondary education institutions was surveyed to derive the norms.

Norms Table

Percentile	OVERALL ACT	ACHIEVE	CONNECT	THRIVING	SPORTS¹	SPORTS (TEAMWORK)
0 th	.	.	.	.	.	.
5 th	3.15	2.92	3.13	3.08	3.25	3.33
10 th	3.31	3.08	3.33	3.25	3.42	3.67
15 th	3.38	3.25	3.47	3.33	3.58	3.67
20 th	3.49	3.33	3.53	3.42	3.67	4.00
25 th	3.56	3.33	3.60	3.50	3.75	4.00
30 th	3.62	3.42	3.73	3.58	3.83	4.00
35 th	3.67	3.50	3.73	3.67	3.83	4.00
40 th	3.72	3.58	3.80	3.67	3.92	4.00
45 th	3.77	3.58	3.87	3.75	4.00	4.33
50 th	3.79	3.67	3.93	3.83	4.00	4.33
55 th	3.85	3.75	3.93	3.92	4.08	4.33
60 th	3.90	3.75	4.00	3.92	4.17	4.67
65 th	3.95	3.83	4.07	4.00	4.17	4.67
70 th	4.00	3.92	4.13	4.00	4.25	4.67
75 th	4.05	3.92	4.20	4.08	4.33	5.00
80 th	4.10	4.00	4.27	4.17	4.42	5.00
85 th	4.21	4.08	4.40	4.25	4.50	5.00
90 th	4.28	4.17	4.53	4.33	4.58	5.00
95 th	4.44	4.33	4.67	4.50	4.75	5.00
100 th	5.00	5.00	5.00	5.00	5.00	5.00

*Youth Agencies may find that older youths generally perform better than younger youths.

¹ Norms for the Sports domain refers to the first four Game For Life (GFL) competencies only (i.e., Confidence, Respect, Excellence and Compassion).

How to use the Norms Table:

Youth Agencies may compare the youth's mean score of a domain against the norms table for that domain, to understand the youth's scores against the norms (i.e., benchmarks) based on the percentile.

For example,

- A youth scores 4.20 in the Connect domain
- Refer to the norms table above, under the Connect column
- The youth with a score of 4.20 is in the 75th percentile
- We can thus conclude that "When compared to the youth's peers, the youth is scoring better than 75% of his/her peers in the Connect domain."