
Intervention strategy

1. **Menu Labeling:** Nutrition information provided at the point of purchase for foods/ beverages obtained in food retail settings (e.g., fast food/ other restaurants, school cafeterias, street kiosks).
 2. **School Food and Beverage Policies and Environments:** Nutrition standards to limit access to unhealthy foods/ beverages or increase access to healthy foods/ beverages (e.g., meals, snacks, vending).
 3. **School Wellness Policies (Nutrition):** Comprehensive school policies to address healthy eating and/or BMI assessment in order to reduce childhood obesity.
 4. **Provision of Free or Subscription Fruits and Vegetables at School:** Distribution of fruits and vegetables to students for free or for a small paid subscription (e.g., lunch, breaks, class).
 5. **Provision of Free Drinking Water at School:** Increased access to fresh, potable water in schools to reduce sugar sweetened beverage consumption of students.
 6. **Childcare Food and Beverage Policies and Environments:** Nutrition standards to limit access to unhealthy foods/ beverages or increase access to healthier choices in pre-school, daycare, and after-school.
 7. **Food Pricing (schools & community):** Changing food prices to increase sale and consumption of healthy foods/ beverages and reduce unhealthy choices.
 8. **Neighborhood Availability of Restaurants:** New/redeveloped restaurants to increase access, sale, and consumption of healthy foods/ beverages and reduce unhealthy choices.
 9. **Neighborhood Availability of Food Stores:** New/redeveloped food stores to increase access, sale, and consumption of healthy foods/ beverages and reduce unhealthy choices.
 10. **Neighborhood Availability of Food Stores and Restaurants:** New/redeveloped restaurants and food stores (see previous).
 11. **School and Community Gardens:** Increased access to gardens/greenhouses and promotion of fruit and vegetable consumption through gardening activities.
 12. **Point of Purchase Prompts for Healthy Eating:** Cues for healthy eating through product and shelf labeling, verbal prompts and/or other signage to specify healthy food choices.
 13. **Government Nutrition Assistance Programs:** Reimbursement to food vendors to increase sale and consumption of healthy foods/ beverages and reduce unhealthy choices among qualifying lower income individuals and families (e.g., WIC, SNAP).
 14. **School Physical Activity Policies and Environments:** Physical activity standards to increase time spent in structured or unstructured play, sports, or recreation (e.g., PE, recess, breaks, class), along with policies that increase access to facilities and equipment (e.g., playgrounds, fields, courts) to support structured or unstructured play, sports, or recreation.
 15. **School Wellness Policies (Physical Activity):** Comprehensive school policies to address physical activity and/or BMI assessment in order to reduce childhood obesity.
 16. **Childcare Physical Activity Policies and Environments:** Physical activity standards to increase time spent in structured or unstructured play, sports, or recreation in pre-school, daycare, and after-school.
 17. **Safe Routes to School:** Increased access to safe, convenient, and fun opportunities to bicycle or walk to and from school (e.g., traffic safety, sidewalks or bike lanes, Walking School Bus).
 18. **Neighborhood Availability of Parks, Playgrounds, Trails, and Recreation Centers:** Increased access to facilities that support play, sports, or recreation.
 19. **Neighborhood Interpersonal Safety Policies:** Increased neighborhood safety (e.g., reduced crime rates, reduced physical/social disorder, increased perceptions of safety).
 20. **Neighborhood Traffic Safety Policies:** Increased traffic safety (e.g., increased traffic calming, reduced speed limits, increased street crossing aids, increased street buffers for sidewalks).
 21. **Point of Decision Prompts for Physical Activity:** Increased signage for information/ navigation/ motivation in schools or communities to encourage active choices.
 22. **Community Design Policies:** Improved community design (e.g., land use, proximity between commercial and residential destinations) to support active choices (e.g., transportation, recreation).
 23. **Street Design Policies:** Improved pedestrian-, bicycle-, or transit-oriented design (e.g., reduced building setbacks, increased transit shelters, increased street furniture) to support active choices.
 24. **Transportation Policies:** Improved transportation design standards (e.g., Complete Streets) and incorporation of multi-modal choices in to planning products (e.g., Transit Master Plan).
 25. **Screen Time Policies:** Decreased access to sedentary activities (e.g., reduced TV/computer/video game time, TV turn-off devices, increased active video games) in schools or child care settings.
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