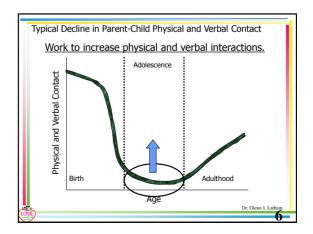


### Keep Calm

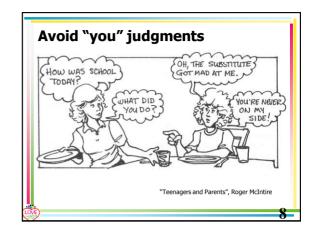
- "A soft answer turneth away wrath: but grievous words stir up anger." (Proverbs 15:1)
- "Pleasant, positive interactions between parents (and grandparents) and children always, in the long run, produce the best results." (Dr. Glenn I. Latham)
- Staying calm helps your child behave better.
- Staying calm minimizes future bad behavior.

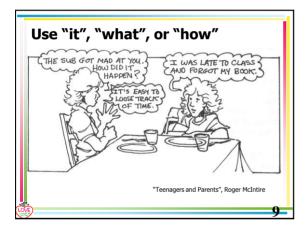




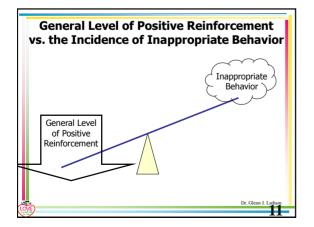
### **Positive Communication**

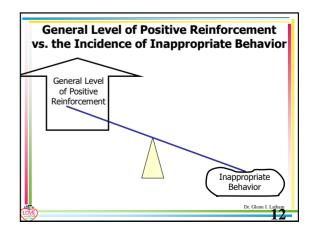
- Avoid criticism
- Focus on "it" instead of "you".
- "Putting concern for good behavior first and the relationship second is a common and tempting pitfall. Satisfying family relationships will lead to good behaviors." (Roger McIntire, "Parents and Teenagers")
- Use reflective and sympathetic statements.
- Ask open ended positive questions
- "Be satisfied that most conversations with your teen, like those with your neighbor, will have little immediate result." (Roger McIntire, "Parents and Teenagers")
- Avoid suggesting solutions, and especially giving directives.





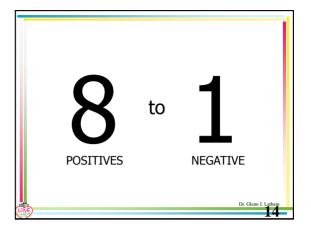
Rather than saying	<u>Say</u>
You should.	You might want to think about
This is the way to do it.	Consider this.
You can't possibly be serious about that.	That's an interesting way to think about that.
Do it that way and you'll be sorry.	Have you thought about? Give it a try.
Take my word for it, there's only one way to go.	All things considered, if it was my decision, I'd
	Dr. Glenn I. Latham





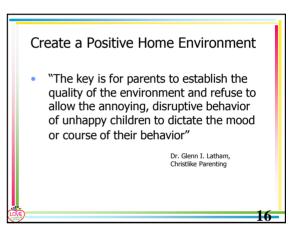
"It is not unreasonable for parents to aim at having twenty or more brief, intermittent positive interactions per hour with their children, particularly young children four or five years old and below. The result will be high rates of appropriate behavior and few if any inappropriate behaviors."

> Dr. Glenn I. Latham, Parenting with Love



### Create a Positive Home Environment

- "If your child isn't doing something to irritate you, then she must be doing something right. Figure out what it is, and say something positive about it."
- "Children need sunlight. They need happiness. They need love and nurture. They need kindness and refreshment and affection. Every home, regardless of the cost of the house, can provide an environment of love which will be an environment of salvation."



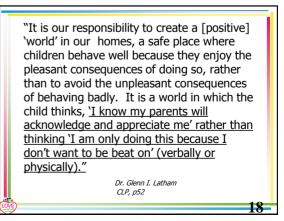
•Let your children delight you...

•"Anything worth doing is worth doing poorly, until you can learn to do it well."

•Look for the good, and ignore the bad or inadequate actions.

•"You will never beat goodness and good sense into your children." (Latham)

•"You will never be successful at shouting and screaming happiness and compliance into their lives." (Latham)



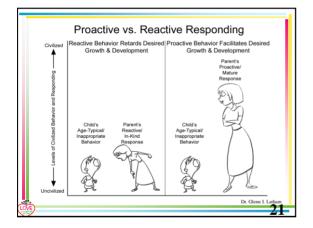
### Parents teach through modeling

- Whether you like it or not, this is the case. (Sorry about that. (3))
- Calm behavior teaches children to be calm.
- Kind behavior teaches children to be kind.
- Polite behavior teaches children to be polite.
- Harsh and demanding behavior teaches children to be non-cooperative, harsh, and demanding.

19

### So what are the skills?

 $\mathbf{20}$ 



	Appropriate Behaviors	Junk Behaviors	Consequential Behaviors
LOVE	)		22

	Junk Behavior	Consequential Behavior
	Annoys, "bugs," and frustrates.	Hurts, damages, and destroys.
	Whining	Hitting to hurt
	Tantrums	Purposefully breaking things
	<ul> <li>Mild forms of sibling rivalry</li> </ul>	Mild forms of sibling rivalry
	<ul> <li>Complaining</li> </ul>	Saying mean, hurtful things
	Jousting	<ul> <li>Damaging to the normal development of other children</li> <li>Exploiting others</li> </ul>
		Too disruptive to others
LOV		23

Be Prepared		
Anticipated Behavior	Noncoercive Response	
	2	4

### #A: Avoid Coercion

- Do not address junk behavior directly.
  - If you must, then stay calm and keep your response short, directed to the behavior, and unemotional.
- Avoid the common coercives
  - Questioning, Criticism, Sarcasm/Teasing, Logic
  - Yelling, Arguing, Threats, Physical Force, Spanking
  - Despair, Nagging, Guilt/Shame

### Avoid Coercion

- Coercion causes a child to escape, avoid and countercoerce.
- "When parents are calm and understanding, and noncoercive, they are safe, and children want to be close to them and with them." (Dr. Glenn I. Latham)



- 1. Get physically close
- 2. Touch appropriately
- 3. Show appropriate facial expressions
- 4. Use an appropriate tone of voice
- 5. Show appropriate body language
- 6. Ask open-ended, positive questions
- 7. Listen while the child speaks
- 8. Make caring, empathy statements
- 9. Ignore junk behavior
- 10. Avoid coercives and punishment

### #C: Respond with Empathy

- Seek first to understand,
- Then to let your child know that you understand,
  - Reflect back the feeling
- Listen to the feelings in your child's comment or question.
  - Respond to the feelings  $1^{\mbox{\scriptsize st}}$
  - Respond to the content of the question 2<sup>nd</sup>

### #C: Respond with Empathy

- Reduces useless arguing
- Your teen feels heard
- Connecting The closer your are to your child, the greater your positive influence.
- Generally calming... Helps your child pull it together.
- Increases how much your child talks to you
- Actually promotes better behavior
- Keeps the natural consequences on the child instead of him being mad at you.

### Child Emotions and Parent Empathy "Strong feelings do not vanish be being banished." (Haim Ginott) Behavior can be good or bad, but feelings simply happen (neither good or bad). Respond to anger and strong emotions with empathy. When a child complains or protests, respond first to the child's feelings. You seem very angry

- You would really like more ice cream, but...

30

### Empathy – Teach Feeling Words

- There are more feelings that MAD and HAPPY.
  - You are frustrated.
  - That scared you.
  - You are worried that...
  - You are excited...
  - You are annoyed...
  - You are happy...
  - That hurt your feelings.
  - You are disappointed that...

## #D: Positive Home Environment High General Level of Positive Reinforcement Have empathy for your children Stay calm High level of positive physical interactions Lots of smiling and laughter Have fun with your children High ratio of positive to negative interactions Try to have 8:1 (positive to negative)

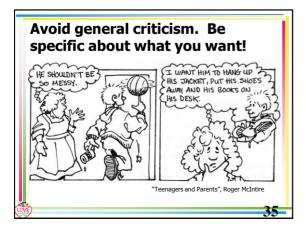
- Let your children please you
- Minimize correction and criticism

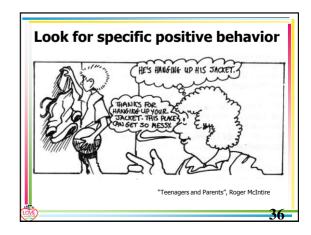
### #1: Use Positive Reinforcement Acknowledge appropriate behavior in some way. Acknowledge appropriate behavior casually and briefly.

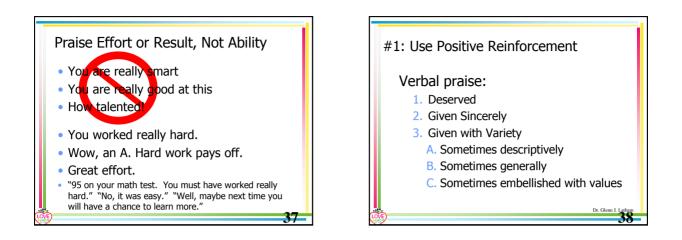
- 8-12 words, 3-5 seconds
- Acknowledge appropriate behavior intermittently.

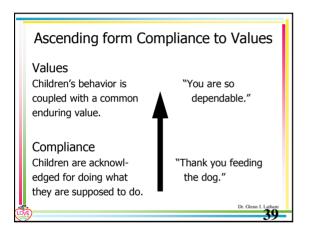
# Acknowledge Positive Behavior Select specific positive behaviors Decide how to give praise/reward Limit your comments to 12 words or 5 seconds. DO IT (often) Increase good behavior "There are many things I like about you." "Anything worth doing, is worth doing poorly, until you can learn to do it well."

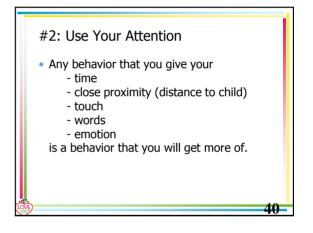
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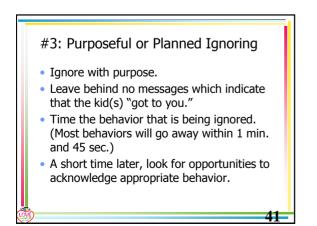


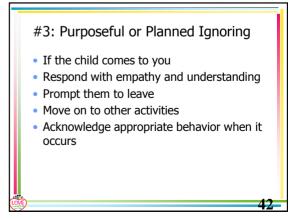












### #3: Purposeful or Planned Ignoring

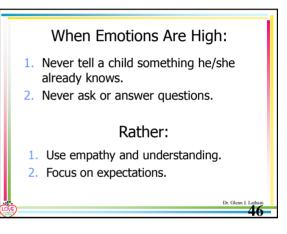
- With several children, turn your attention to the appropriate behavior of another child.
- Give attention only to the appropriate behavior.
- Brief empathy an understanding may be used for child's feeling.
- Acknowledge appropriate behavior when it occurs.

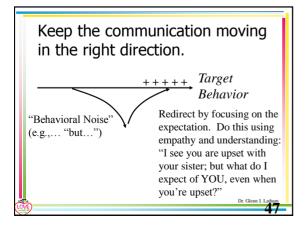
### #4: Stop, Redirect, Reinforce

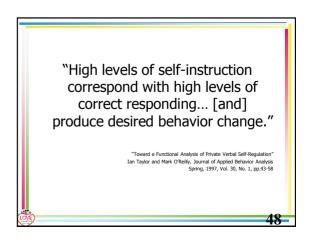
- Use this skill on consequential behaviors
- Use this skill when you feel you MUST do something
- With young children, simply turn them to another activity
- Reinforce the appropriate behavior

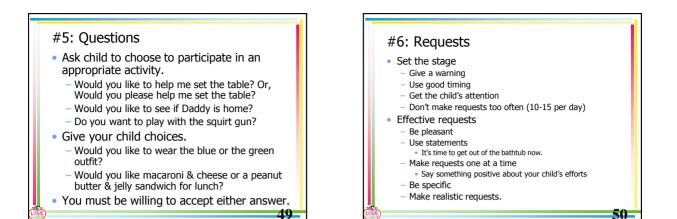
## #4: Stop, Redirect, Reinforce STAY CALM!!! Stop the behavior Redirect Ask child to state how he should behave Or, tell the child what to do Respond to complaints with empathy Reinforce appropriate behavior Keep it short and sweet! Remember, STAY CALM, Stay Firm!!!

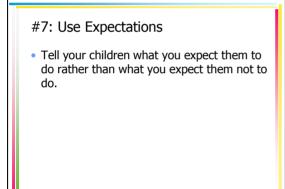
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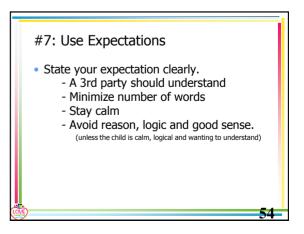


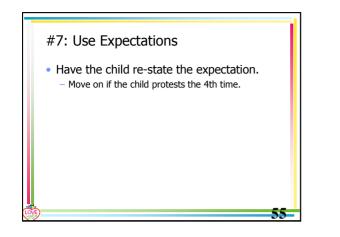


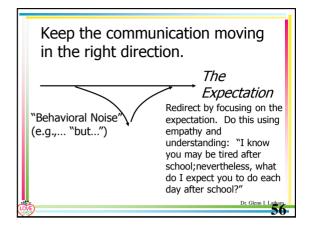


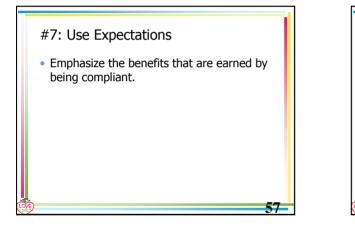
Instead of sayir	ng <u>Say</u>
Don't slam the door	Please shut the door quietly.
Don't talk with your mouth full.	Please chew with your mouth closed.
Don't leave crumbs the counter.	on Please keep the counter clean.
Don't lie.	Tell the truth.
	52

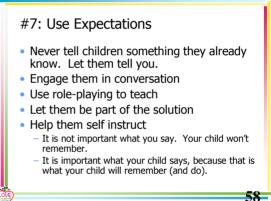


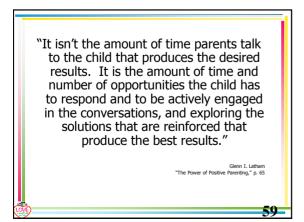


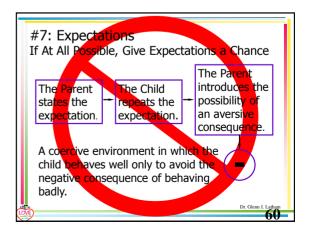


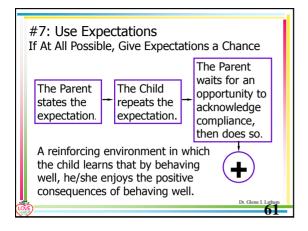


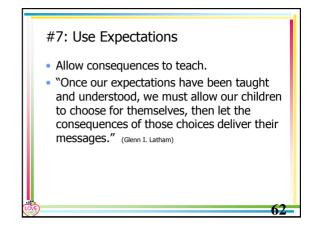


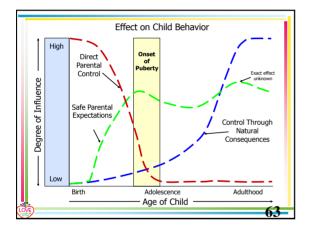


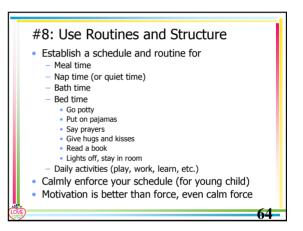


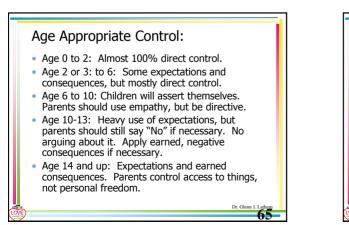














### #9: Understand Behavior Science

- Make a plan and build desired behavior
- "Research has shown that the most effective way to reduce problem behavior in children is to strengthen desirable behavior though positive reinforcement rather than trying to weaken undesirable behavior using [punishment]."

Dr. Sidney W. Bijou

67

69

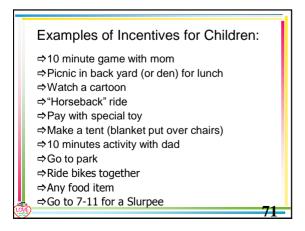
### Positive vs. Negative Consequences **Negative Consequences** Positive Consequences/Rewards (child is avoiding something) (child is ge nina he w Reduce child's ability and desire to Increase child's ability and desire to behave behave Reduce parent's positive influence Increase parent's positive influence Produce behavior to earn the Produce only enough behavior to consequence, plus extra, avoid the consequence discretionary effort to earn more positive consequence The behavior can take on the The behavior takes on the feelings eelings of the consequence of the consequence. Behavior will generalize to other behaviors. The child will become creative looking for good things to do, even in totally unrelated areas Everyone is happier with positive consequences! 68

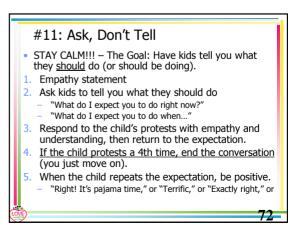
### #10: Grandma's Law

- Eat your vegetables, and then you can have pie and ice cream."
- Doing what is needed gives the child access to a preferred activity.
- Application of Grandma's Law
- When you finish your homework, you can watch TV
- "Can I go out and play?" "Sure, just as soon as your toys are picked up."
- Clear off the dining table, and then we can play with your truck.
- When you complete your chores, you earn the privileges you enjoy here.
- As adults, we think of this as motivation.

### Examples of Incentives for Teens:

- ⇒Use of car
- ⇒Gasoline for car
- ⇒Use of cell phone
- ⇒Text messaging on cell phone
- Activity with friends
- $\Rightarrow$  Clothes, or money for clothes
- ⇒Playing video games
- ⇒Going out for dinner
- ⇒Choosing desert
- Ask child what they really want to do





### #11: Ask, Don't Tell Example

- 1. Empathy "I see you are enjoying TV"
- 2. Expectation "But, what do I expect you to do right now?"
- 3. Empathy "I can tell you don't like homework. That's pretty normal."
- 4. Expectation "But, what do I expect you to do right now?"
- 5. 97% of the time, the child will tell you what is expected after 2 or 3 protests.
- 6. "That's right, your homework. Thanks."
- 7. Even if child doesn't say it, respond with, "I am glad you understand I expect you to start your homework."

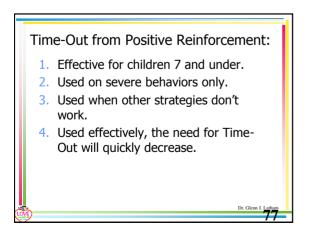
Dr. Glenn I. Lath

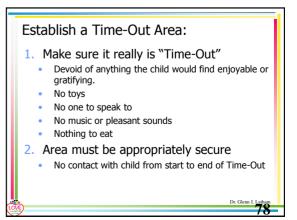
# #12: The Way Things Are State how the child feels (empathy) You had a lot of fun playing, and you would like to play some more. Statement – the way things are! Right now we need to go home and eat lunch Empathy I know you are not hungry yet. Statement – the way things are! Right now you need to put your shoes on For a young child, use gentle force. For older children, DO NOT USE FORCE!



### Punishment Example

- Should you choose to hit your sister, there will be a cost. You will loose the privilege of (riding your bicycle) for 2 days.
- Avoid using words, "I'll take away" or "I won't let you"
- Punishment should be as short as possible.
   Remember, a privilege can not be "lost" during the punishment period. Extending the time has limited effect!
   Punishment should be based on the things you
- control (or the child lets you control).
- REMEMBER: <u>Set up the punishment in advance</u>.
- Let the consequence do the nagging for you.





### Examples of Behaviors Earn Time-Out:

- 1. Children are playing nicely together, and one child becomes so disruptive that he interferes with the play of the other children so they can not continue.
- 2. Tantruming, whining, incessant crying, being overly demanding, being overly possessive, being physically and /or verbally abusive.
- 3. Refusing to follow a parent's request

### Role Play Time-Out with your Child

- 1. Children ages 2-3 and older should understand what behaviors earn Time-Out
- Role play the behaviors with the child.
- 2. Role play taking the child to Time-Out.
- 3. Tell the child that they will stay in Time-Out until they are quiet plus 2-3 minutes.
- If the child is quiet, then you can give them a timer and say, "When the timer goes off, if you are ready to behave nicely, come see me." (still 2-3 minutes)
  - Child comes to you afterward and you say, "I'm so happy you have decided to play nicely. Thank you so much."

80

• Give them a hug and a pat, and send them off to play.

### Giving a Time-Out:

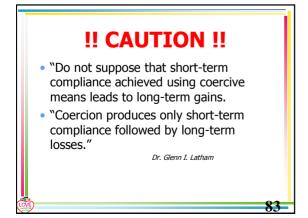
- 1. Remain calm
- 2. Taking the child to Time-Out
  - Gently take the child by the hand and lead him.
  - Carry the child, or partially support him by holding him under the armpits
  - Lead the child directly to the Time-Out area
  - No jerking or dragging him (no show of frustration).
- 3. Say, "When you behave this way, you may not be with us."

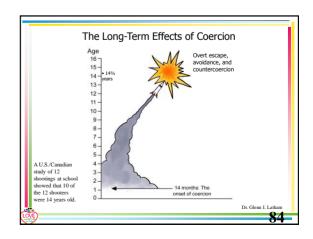
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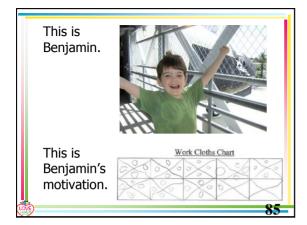
Don't apologize or express personal anguish

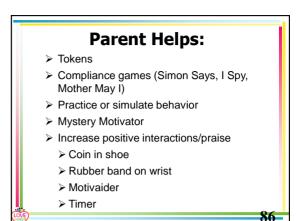
### Surprise or First Time Problems

- 1. STAY CALM !!!
- 2. Stay positive (don't grumble or complain)
- 3. Ask child to state how he should behave (What did you expect him to do?)
- 4. Respond to complaints with empathy
- 5. Appreciate the child's correct reply
- 6. Keep it short and sweet!
- 7. Remember, STAY CALM, Stay Firm!!!
- 8. No threats or punishment!
- 9. For repeating problems, MAKE A PLAN!









### Troubleshooting Effective Parenting Are you generally coercive in other areas? 1. Are you coercive with this behavior when child does 2. not comply? • The most effective way to parent is to 3. Are rewards earned at least 80% of time? - Maintain a close relationship, and Is behavior improving? 4 Are there environmental factors? 5. - Teach and promote good behavior. Are there skill deficits? 6. Are more immediate rewards needed? 7. Are the rewards appropriate? 8. 9. Will practice help? 10. Can you shape the behavior or vary the reward.

