The Parenting Toolbox *Improving your Child's Behavior*



Discipline means teaching a child self-control and improved behavior

Behavior Facts

Behavioral approach is empirically supported
Good and bad behavior are both learned
Behavior can be unlearned or changed
Behavior will grow stronger if rewarded
Behavior will grow weaker if punished

Child Behavior Analysis Worksheet

List Behaviors that you would like to increase in your child

List Behaviors that you would like to decrease in your child

Clear Communication

Determine undesirable behavior
Establish a rule
Clearly tell child the rule
Child should repeat rule
Encourage child to participate in rule making process

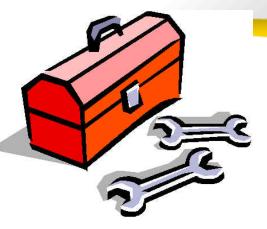
Commands:

Clear effective simple instructions

- Move close to child
 Stern facial expression
 Say his or her name
 Maintain eye contact
 Firm tone of voice
- Direct simple and clear command

Parenting Behavior Toolbox

Reinforcing Tools Reward Good Behavior Behavior Increasing Techniques



Adjustment Tools Punish Some Bad Behavior (mildly)

Reinforcing Tools Hammer it Home

Rewards

- Social Rewards
- Activity Rewards
- Material Rewards

Ways of Increasing Good Behavior

- Active Ignoring
- Reward Alternative Behaviors
- Demonstration
- Grandma's Rule
- Organization
- Realistic

Rewards



Social RewardsHugsAttention

Smiles Clapping Praise

Activity Rewards

Game night Bake Cookies Carpet Picnic Watch late movie Friend over

Out to eat Pick Dinner

Book

Ice Cream Ball

Material Rewards

Money Special Dessert

Your Personal Toolbox Reinforcing Tools

Social Rewards

Activity Rewards

Material Rewards



Ways of Increasing Good Behavior

- 1. Active Ignoring
- 2. Reward Good Alternative Behavior
- 3. Demonstration/Be an Example
- 4. "Grandma's Rule"
- 6. Organization
- 7. Be realistic

Active Ignoring is Effective with:

Whining and fussing
Pouting and sulking
Loud crying
Loud complaining
Continuous begging/demands
Tantrums/breath holding



Guidelines for Active Ignoring

Striefly remove all attention Refuse to argue, scold or talk Turn head/avoid eye contact Do not show anger Pretend to be absorbed in activity Give lots of attention when behavior stops



Reward Good Alternate Behavior

Target Behavior

- Whining
- Toy grabbing
- Temper tantrums
- Teasing
- Swearing
- Hitting

Alternate

- Talking normal
- Sharing or trading
- Self control
- Absence of teasing
- Lack of swearing
- Solving problem with words



Demonstrate Desired Behavior

Demonstrate for child in the circumstance
 Model it in other circumstances and point it out to the child

Be a good example

Be An Organized Parent

Plan Ahead
Anticipate Problems
Know your child



Be Realistic

Age appropriate Behavior
 Physical limitations/sick/disability
 Environmental Factors



Personal Toolbox

- Active Ignoring
- Reward Alternative Behavior
- Demonstrate correct Behavior
- Old Rule
- Be Organized
- Be Realistic

Your ideas appropriate for your child



Adjustment Tools (Punishment)

Punish Some Bad Behavior (Mildly)
Scolding
Natural Consequences
Logical Consequences
Behavior Penalty

Punishment Unpleasant consequence or penalty that follows undesired behavior

Caution before operating any of these tools always look at reason of misbehavior

- Physical Problems
- Environmental
- Unrealistic Parent Expectations



Rules for Punishment

Use punishment sparingly
Use mild punishment only
Punish quickly after behavior occurs
Punish only when you have self-control
Briefly state the reason for punishment
Avoid physical punishment



Disapproval/Scolding

Move close to child Look stern Express your feelings Name undesirable behavior Maintain self-control Avoid sarcasm Be brief



Natural Consequences

Undesired Behavior

- Forget gym clothes
- Don't do homework
- Carelessly spilling
- Not wearing gloves
- Teasing friends

Consequence

- Miss gym
- Stay after school
- Help clean mess
- Cold hands
- Being avoided



Logical Consequences

Bad Behavior

- Ride bike in street
- Don't eat veggies
- Swearing on phone
- Gum on couch

- Consequence
- No bike for a week
- No dessert
- No phone for week
- No gum for a week



Behavior Penalty

State penalty before bad behavior
 Have child restate misbehavior and

- Have child restate mispenavior and penalty
- Avoid making penalties lengthy or severe
- Some examples
 Some examples



Time out

Goals of Time out:

Bring quick stop to behavior Help child to achieve self discipline

Write in Target Behavior





SPIME(0)

OF/

Advantages of Time out

- Quickly weakens many types of behavior
- Easy for parents to use
- Parents feel less angry and upset
- Rational non-aggressive model
- Parent child relationship quickly returns to normal
- Effective for children age 2-12



How to make Time out Effective

- Select target behavior
- Select boring place for time out
- Explain time out to your child
- Be brief when sending child to time out
- Use one minute in time out for each year of age
- Set a timer
- Wait for timer to ring
- Sk child why they were sent to time out
- Use same method no matter what they did



CAUTION

Do not accidentally use reinforcing tools on bad behavior!



Your Personal Hot Zones: What are your triggers? What are your child's triggers?

Defiant Teens (Barkley)

- Principles of Behavior Management
- Coercive Behavior Cycle
- Paying Attention to your Teen's Good Behavior
- How to Give Effective Commands
- The Home Point System
- Sample Behavioral Contract
- Grounding