

GUIDANCE TECHNIQUES

1. REDIRECTION

-distract the child with something else or show them a different way to do it

Examples: give them a clean-up job, give a different toy, distract them away

2. EVALUTE ENVIRONMENT

-remove distractions, change placement, change situation

Examples: sit them away from toy shelf, take show and tell away, change partners

3. GIVE CHOICES

-giving 2 related choices gives child ownership in situation

Example: or "It's time to clean up. Do you want to pick up the crayons or the blocks?"

4. POSITIVE ENCOURAGEMENT

-catch them being good and acknowledge it

Example: "I see you were listening to the story today, that's a great job!"

DISCIPLINE TECHNIQUES

1. WARNING

-allows child to regain control, lets them know that punishment is to follow

Example: "This is your warning, if you continue to hit me you will be going to a time out."

2. TIME OUT

-remove or isolate, time = age, follow up with talking

Example: "You are in time out for not listening to directions."

3. NATURAL/LOGICAL CONSEQUENCES

-what naturally happens in a situation /a related consequence to a situation

Example: playing rough with a toy and it breaks / throwing toy at sister and having the toy taken away

4. PHYSICAL ACTION

-holding arm, spanking, restraining: can be stressful and get out of hand

Example: child is trying to run away so you put your arms around them to carry them back

DIRECTIONS FOR GAME:

After going over the guidance and discipline techniques above, each student should have the half sheet in front of them. Get students into groups of 3 or 4. Each group needs a piece of paper for a score sheet and a set of cards.

One person reads the naughty child scenario to another player and that player needs to choose the BEST technique for handling the situation. The best and most relevant technique is given the most points. The worst or more non-relevant technique is awarded fewest points. Points are listed on each card. Choosing the best technique is a bit subjective but points are awarded based on what the teacher determined as the best choice. The most points at the end of the game gets a prize. (if a player has a bad guess and gets a low point score, tell them what a top answer was so they learn)

<p>Children are using the pets as hurdles in their obstacle course.</p> <p>Redirection 8 Choices 5 Positive encouragement 1 Evaluate environment 7 Warning 6 Time out 4 Consequence (natural or logical) 3 Physical Action 2</p>	<p>Boy spits his milk out at the table.</p> <p>Redirection 4 Choices 5 Positive encouragement 3 Evaluate environment 2 Warning 8 Time out 6 Consequence (natural or logical) 7 Physical Action 1</p>	<p>Girl is putting her hands in the fish tank.</p> <p>Redirection 7 Choices 5 Positive encouragement 4 Evaluate environment 8 Warning 6 Time out 3 Consequence (natural or logical) 2 Physical Action 1</p>
<p>Son won't wait for parent while crossing the street.</p> <p>Redirection 1 Choices 7 Positive encouragement 2 Evaluate environment 6 Warning 5 Time out 3 Consequence (natural or logical) 4 Physical Action 8</p>	<p>Girl is climbing up the slide the wrong way.</p> <p>Redirection 5 Choices 2 Positive encouragement 4 Evaluate environment 1 Warning 7 Time out 3 Consequence (natural or logical) 8 Physical Action 6</p>	<p>Boy is splashing strangers at the pool on purpose.</p> <p>Redirection 6 Choices 3 Positive encouragement 1 Evaluate environment 5 Warning 8 Time out 4 Consequence (natural or logical) 7 Physical Action 2</p>
<p>Boy has started cleaning his Legos up but won't finish.</p> <p>Redirection 3 Choices 7 Positive encouragement 8 Evaluate environment 2 Warning 5 Time out 4 Consequence (natural or logical) 6 Physical Action 1</p>	<p>Girl colored on the wall with crayons.</p> <p>Redirection 7 Choices 3 Positive encouragement 1 Evaluate environment 8 Warning 6 Time out 4 Consequence (natural or logical) 5 Physical Action 2</p>	<p>Boy is talking sassy to his parents.</p> <p>Redirection 3 Choices 2 Positive encouragement 4 Evaluate environment 5 Warning 8 Time out 7 Consequence (natural or logical) 6 Physical Action 1</p>
<p>Girl is screaming in the restaurant that she doesn't like vegetables.</p> <p>Redirection 5 Choices 8 Positive encouragement 4 Evaluate environment 7 Warning 6 Time out 1 Consequence (natural or logical) 2 Physical Action 3</p>	<p>Son refuses to stay in his room and go to bed.</p> <p>Redirection 3 Choices 6 Positive encouragement 8 Evaluate environment 7 Warning 5 Time out 1 Consequence (natural or logical) 4 Physical Action 2</p>	<p>Daughter throws her toys down the stairs.</p> <p>Redirection 5 Choices 2 Positive encouragement 6 Evaluate environment 4 Warning 7 Time out 3 Consequence (natural or logical) 8 Physical Action 1</p>

<p>Toddler boy squirms and wiggles away during a diaper change.</p> <p>Redirection 8 Choices 3 Positive encouragement 7 Evaluate environment 5 Warning 4 Time out 1 Consequence (natural or logical) 2 Physical Action 6</p>	<p>Girl dumps cat food out all around the kitchen.</p> <p>Redirection 6 Choices 4 Positive encouragement 1 Evaluate environment 5 Warning 8 Time out 7 Consequence (natural or logical) 2 Physical Action 3</p>	<p>Boy unbuckles his seatbelt in the car.</p> <p>Redirection 1 Choices 2 Positive encouragement 4 Evaluate environment 8 Warning 5 Time out 3 Consequence (natural or logical) 6 Physical Action 7</p>
<p>Girl refuses to put on her shoes.</p> <p>Redirection 4 Choices 7 Positive encouragement 8 Evaluate environment 1 Warning 6 Time out 5 Consequence (natural or logical) 2 Physical Action 3</p>	<p>Boy throws items out of the grocery cart.</p> <p>Redirection 8 Choices 5 Positive encouragement 7 Evaluate environment 6 Warning 3 Time out 2 Consequence (natural or logical) 4 Physical Action 1</p>	<p>Girl puts toothpaste all over the toilet.</p> <p>Redirection 6 Choices 3 Positive encouragement 4 Evaluate environment 8 Warning 2 Time out 7 Consequence (natural or logical) 5 Physical Action 1</p>
<p>Boy hits the cat and pulls its tail.</p> <p>Redirection 2 Choices 1 Positive encouragement 6 Evaluate environment 4 Warning 3 Time out 8 Consequence (natural or logical) 7 Physical Action 5</p>	<p>Girl puts quarters into the DVD player.</p> <p>Redirection 6 Choices 1 Positive encouragement 7 Evaluate environment 8 Warning 5 Time out 4 Consequence (natural or logical) 2 Physical Action 3</p>	<p>Boy says a swear word.</p> <p>Redirection 3 Choices 2 Positive encouragement 7 Evaluate environment 4 Warning 8 Time out 6 Consequence (natural or logical) 5 Physical Action 1</p>