# Interested Interested

# Tier 1 Supports in Place

# Responsive and Nurturing Relationships in a High-Quality Supportive Environment

- o Give positive attention 5:1 ratio
- Teach behavioral expectations
- o Teach peer related social skills
- Use predictable schedules
- Use predictable routines within routines within routines
- Partner with families
- Teach short engaging lessons
- Give clear directions
- State directives in the positive

## Tier 2 Supports in Place

#### **Social Emotional Competence**

What to teach, when to teach, how to teach

## **Function Based Prevention Strategies**

# Give lots of positive attention for appropriate behaviors Opportunities to be

- Opportunities to be spotlighted, be the leader, go first, choose song, etc.
- Obtain

  First/then Charts
  - Embed student choice, preferences
  - Visuals to support communication

# First/then Charts Adia: Sala adula a

## Mini Schedules

- Individualized reward systems
- Visual and verbal reminders about expectations

# WHEN CHALLENGING BEHAVIOR OCCURS, TRY THIS FIRST...

**PREVENT** 

1st Connect with the child before you correct his or her behavior

# 2<sup>nd</sup> Gather information



Escape

# 3rd Respond Calmly

- Acknowledge the child's possible emotion and what you see.
  - E.g., "I hear you. I can see you are really frustrated."
  - E.g., "I see you are angry.
    It is hard to stop playing
    sometimes."
- Listen and observe to help understand the behavior (why?)
  - Who was around?
  - What was happening before the behavior?
- Ask "What happened?" from all students who were involved
- Model appropriate behavior (breathe deeply, speak calmly)
- Redirect to calming strategies or appropriate behavior
- Use problem solving steps and Solution Kit- when the child is calm

## ...THEN RE-TEACH...

Think about the **why**? Remember...<u>Challenging Behavior is Communication</u>

# Trying to **GAIN** or **OBTAIN** something?

- Examples to Teach/Redirect how to GET/GAIN access appropriately
  - Attention: raise hand, tap gently on shoulder, say "look at this" or "I need help."
- **Tangible:** ask for item, ask a peer nicely, ask for turn, ask to join play, ask for more time or to save it for later
- **Sensory:** ask for a hug, ask to use item (e.g. fidget item, a turn, etc.)

# Trying to **ESCAPE** or **AVOID** something?

# Examples to Teach/Redirect how to ESCAPE appropriately

- Attention: Ask to take a break, ask a peer to stop, etc.
- Tangible: communicate dislikes appropriately like "no thank you," "I
  don't like that," or "please, stop."
- **Sensory:** express needs like "it's too loud," "the light is too bright."

# ...AND REINFORCE

## **Use Positive Descriptive Feedback**

- "<Name> you asked nicely for the toy from <Name>; you are a super friend."
- "<Name> thank you for raising your hand to get my attention."
- "Thank you for telling me you needed a break before leaving circle time <Name>."

References: Hemmeter, Mary Louise, et al. *Unpacking the Pyramid Model*. Paul H. Brookes Publishing Co. Inc, 2021 & Dunlap, Glen, et al. *Prevent Teach Reinforce for Young Children*. Paul H. Brookes Publishing Co., Inc. 2013