

MISBEHAVIOR MATCHING GAME **KEY**

TYPE OF MISBEHAVIOR	HOW YOU KNOW? (Your feelings)	WHAT TO AVOID? (Reactions that escalate/ give payoff)	HOW TO REDIRECT & PREVENT! (show child how to meet goal thru + beh)
PU (UNINTENTIONAL)	Child has <i>not</i> mastered the skills	Reacting or punishing without teaching	Teach the skills
PO for ATTENTION	Irritated, annoyed, personal space violated	Stopping, reminding, nagging to “go away” or to “stop” or “quit.” Or <u>ONLY</u> ignoring.	Stop ONCE. In 1 sentence, use PASRR, then “Don’t Say Don’t.” <i>Then</i> ignore.
PO for POWER	Authority being challenged	Arguing, forcing win/lose, giving in	Win/win choices within bottom line limits
<i>The root of all</i> PO for REVENGE <i>is <u>HURT!</u></i>	Hurt (sometimes shock)	Hurting back or showing hurt	1) Use F-A-X to acknowledge and resolve their hurt <i>first</i> . Rebuild trust 2) Teach them how to express their hurt more appropriately.
PO for GIVING UP <i>always passive</i>	Frustrated, hopeless, helpless	Praise, pressure, pushing, giving up, too	Give a D.I.P. of descriptive encouragement, not praise. Teach skills (break into smaller steps, shift focus)

Misbehavior Matching Game KEY

<u>Tools</u>	<u>Misbehavior</u>
1. D.I.P.	PU
2. Don't Say Don't	PO-Attn
3. Choices w/in Limits	PO-Power
4. Teach skills	PO-Revenge
5. F-A-X Listening	PO-Giving up

The table shows the following connections indicated by arrows:

- 1. D.I.P. connects to PO-Giving up
- 2. Don't Say Don't connects to PO-Attn
- 3. Choices w/in Limits connects to PO-Power
- 4. Teach skills connects to PU
- 5. F-A-X Listening connects to PO-Revenge

A large 'X' is drawn across the entire table, indicating that the connections shown are incorrect or that the table is a key for a matching game where these are the wrong pairings.