



## POSITIVE BEHAVIOUR MANAGEMENT STRATEGIES

Using these tools in a positive manner allows children that may require additional direction to benefit themselves, and not distract or take away from others and their session. Although these may not be required in most cases, when they are, it will save time and energy to be into the pure fun of each session

1. Praise and positive feedback
  - Provides a verbal incentive to behave correctly
2. Tactical pausing when speaking
  - Gain attention, pause, direct (Name preferable)
    - o Use the strategy of praising the positive behaviors of children around disruptive ones– 'You kids are really going to do well because you're listening so well'
    - o Use of eyes, maybe a frown, may be all that is needed
3. No why questions
  - What – are you doing/should you be doing?
    - o Do that please, (positive behaviors), rather than 'Don't do that' (negative behavior)
4. Forced choice
  - Offer two choices to get children to choose to follow instructions
    - o I.e. you can listen, or you can miss out on going in the water today
5. Using positive language
  - I.e. Instead of 'will you stop talking' use 'I'd like everyone listening please'



## PARTICIPANT ENGAGEMENT STRATEGIES

Most of the time kids will engage themselves, however, depending on the day, time, and factors external to a session they may need a little support to focus in and engage fully with a session. These can also be useful to mix things up and keep one's own strategies new and exciting over longer periods of time

1. Active listening
  - Game – ask children to repeat back what was said on occasion
    - o I.e. Best listener of the day, raffle ticket for repeating back well
2. Reward
  - Offer rewards for participation, good behavior and improving
    - o I.e. raffle ticket for each of the above, draw out daily and pick a prize
3. Positive reinforcement
  - When anything is done well or improved upon, let the group know to boost confidence
4. Competition
  - Create a competition during any part of a session or program
5. Movement
  - Keep kids, especially younger ones, more engaged with their shorter attention spans
    - o During lessons have brief breaks to move if not already doing something active
      - I.e. yoga poses to balance at random times during the session
6. Discussion/talking
  - Young children want to talk and share, so allow rather than resist in the context of the session
    - I.e. learning wave types, students to pair up, draw in sand and discuss one each
7. Technology (out of the session/homework)
  - I.e. ask children to look something up at home online (surfboard types, surf reports etc.)