

Module D – Challenging Behaviour

Introduction – Course Aims and Objectives (Leader led 5 mins)

- Dislike behaviour – not child
- Every child is special and can be challenging
- So are adults!

What do they consider bad behaviour – brainstorm (10 mins) (Could include Mod F here and extend time)

- Goldfish bowl – give examples
- Leader explains and completes
- Reasons why that is challenging behaviour

Run a game with some YLs having particular causes, eg don't understand, defiant, attention-seeking, can't be bothered, competitive cheating, periods/hormones. (Possibly repeat or run in groups. Evaluate causes and triggers and consider methods to manage specific items above. (Group size dependent 10-20 mins)

- Feedback chat
- Consider personal experience
- Leaders' guidance

General methods proven to work (Groups 10 mins)

- Leader led
- Examples – code of conduct, red/yellow cards (subs bench), letters to parents, Leader support, downtime, iceberg – discipline + structure, balance programme, supervision, patrols
- No right way – try different methods

How Young Leaders assist discipline and when to involve adults (same 10-15 mins group size dependent)

- Scenarios: Various types of challenging behaviour
Use postcards
YLs pick yes/no/maybe and run around
- Evaluate each scenario
- Remember that it may depend on sponsoring Section Leader
- Include bad response (eg shouting not explained)
- Point out YLs may get told more than adults

Conclusion:

- Reinforce iceberg
- All make mistakes
- Ask and try to improve
- Young people generally understand
- Your judgement counts
- If you need help + sponsoring Section Leader
- Can't help/hinders – ask us