Managing Challenging Behaviour

Lizz Baker - Support Teacher

ACKNOWLEDGEMENT OF COUNTRY

What is challenging behaviour

Behaviour is a way to communicate

Challenging behaviour can be:

- Aggressive

- Passive

- Disruptive

- Emotionally and physically exhausting

Be Organised

- Being organised allows you headspace to address behaviours

- Students can sense when you are stressed, disorganised or not at your best

Call to Order

- Develop a call to order

- Avoids putting out 'spot fires'

Develop a Class Profile

- Begin by checking student's flags, on your roll

  (Additional, legacy, enrolment, RISK, medical conditions,

   publish privacy)

- Know student literacy and numeracy levels

  Scout

- Start with students causing concern

  (YA, LaST, School Records, Previous CT, HT/AP, SC)

- Find out student interests

- Better to be bad that look dumb
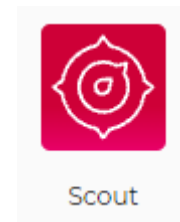
Building Relationships

- Use playground duties to build relationships

- Get students to teach you something

- Be genuine

Positive Behaviour for Learning

- Use PBL language

- It is non-judgemental to the students

-   PBL is a school based expectation

https://www.pbisworld.com/

Follow Up and Follow Through (FUFT)

Make this achievable

It has a flow on effect

If you say you are going to do something, you must do it !

Bill Rodgers

Bill Rodgers is an education consultant

- Where are you meant to be?

- What are you meant to be doing?

Enrolling in professional learning with educational consultants is worthwhile.

Pareto Principle   80/20 rule

The Pareto principle states that for many outcomes, generally 80% of consequences come from 20% of causes.
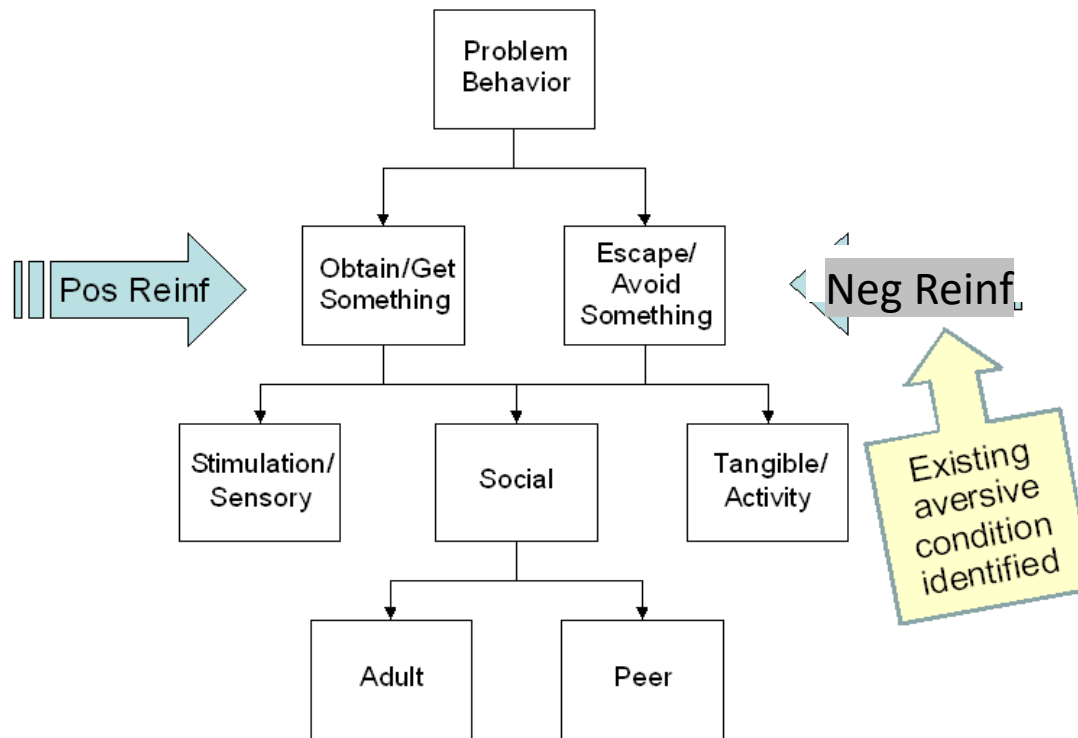
Reflect on causes

- general practice

- the lesson

- environment

- external factors

- individual students (use visualisation)

Purpose of Behaviour

To gain or avoid

Only 2 Basic Functions

Problem Behavior

Pos Reinf → Obtain/Get Something | Escape/ Avoid Something ← Neg Reinf

Stimulation/ Sensory | Social | Tangible/ Activity

Existing aversive condition identified

Adult | Peer

Purpose of Behaviour

Examples of Function in School

Obtain/Gain Reinforcers
- I yell and others look at me
- I fight and others listen to me
- I wander and people talk to me
- I hit in order to get toys from other kids.

Escape/Avoid Aversives
- I cry when work gets hard and someone will help me
- I throw a book during math class and the teacher will remove me from class
- I stand out of the way during PE and the other game participants will avoid throwing me the ball.
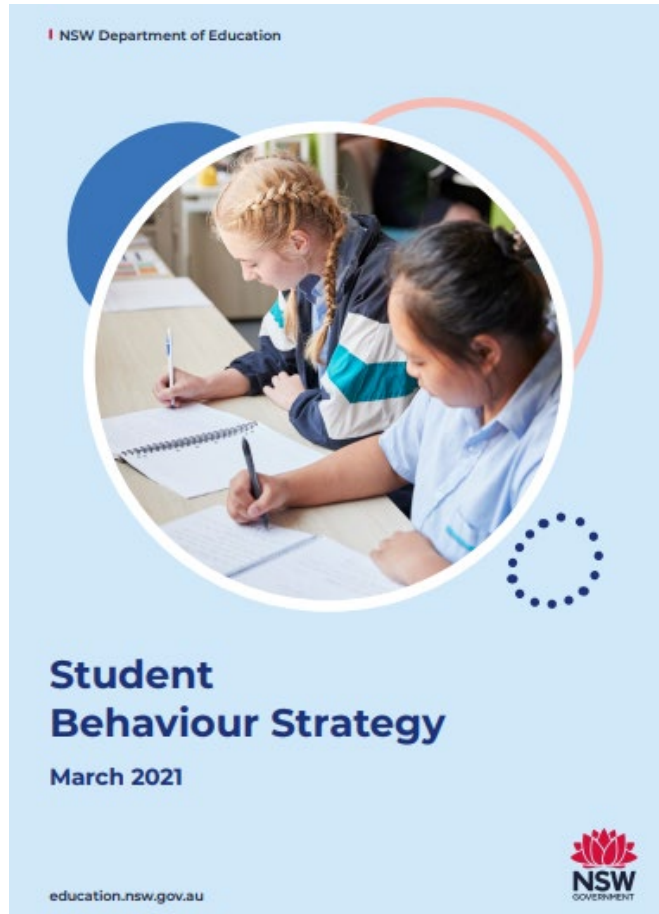
Purpose of behaviour

Until you find the purpose of behaviour strategies will not be successful.

Implementing Strategies

Implementing strategies takes
21 times of consecutive teaching
before any measure of success
can determined.

Student Behaviour Strategy

NSW Department of Education

Student Behaviour Strategy

March 2021

education.nsw.gov.au

NSW GOVERNMENT

Contents

https://education.nsw.gov.au/content/dam/main-education/student-wellbeing/attendance-behaviour-and-engagement/media/Student_Behaviour_Strategy.pdf

Have I Got It Right?

https://www.moedu-sail.org/topic/de-escalation-of-problem-behavior/
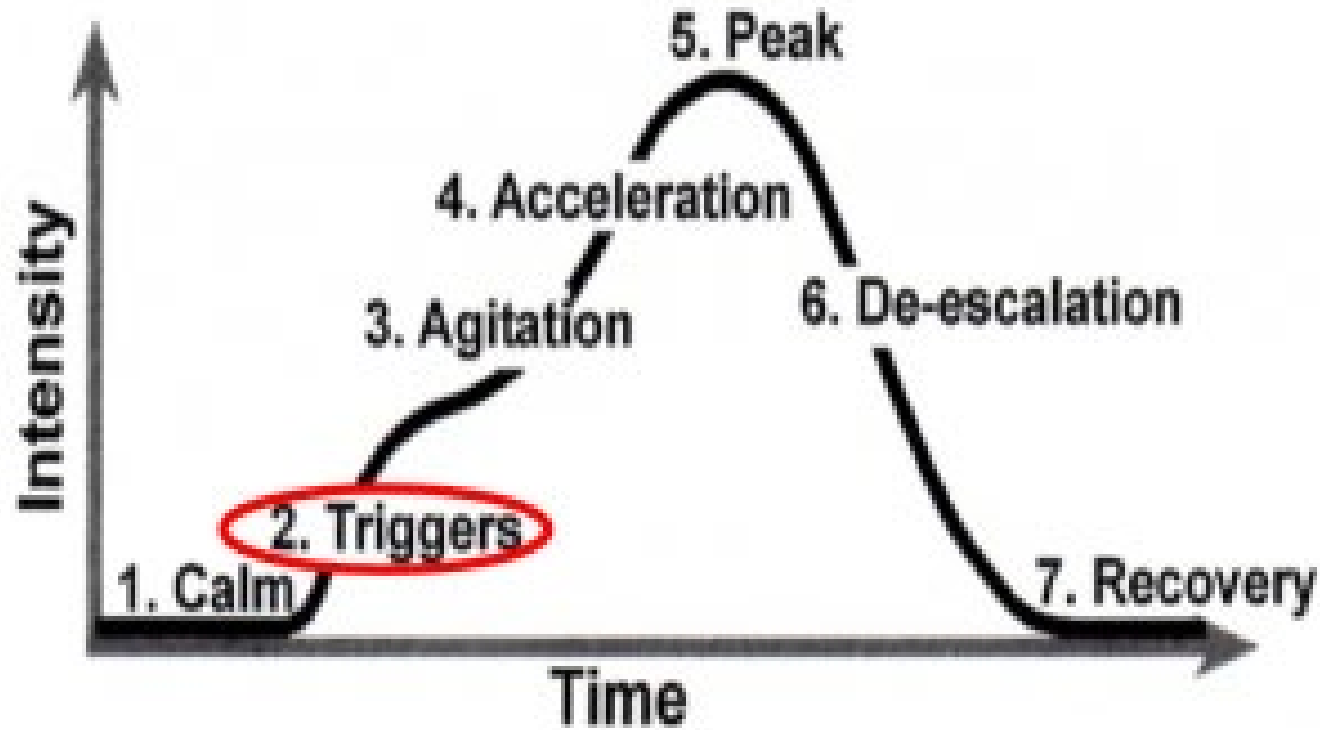
Oppositional Defiant Disorder ODD

What is the purpose?

- to gain or avoid sensory, social, tangible

- Examples: to gain a reaction (social) to avoid a task (tangible)

What can be done?

- tactfully ignore

- give positive praise

- use parallel praise

- reflect on purpose - what was the trigger?

Attention-Deficit/Hyperactivity Disorder
ADHD

What is the purpose?

Attention- Deficit

What can be done?

- get attention before beginning task

- break task into smaller activities

- give time limits

Hyperactivity

What can be done?

- brain gym

- hand out

- clean board

- go and get...

Disability Process

In order to obtain a Disability Confirmation:

- learning Support Team referral (LST)

- gather information and supporting documentation

- sent to Senior Psychologist, Education

To secure support for a student:

- Access Request

  - Integration Funding Support (IFS)

  - support Class

  - specific school

  - other

Disability Definitions (Codes)

- Mild intellectual disability (IM)
- Moderate intellectual disability (IO)
- Severe intellectual disability (IS)
- Range of disabilities with similar support needs (MC multi categorical)
- Autism (Au)
- Autism and/or moderate intellectual disability (IO/Au)
- Physical disability (P)
- Behavioural issues (BD)
- Mental health issues (ED emotional disturbance)
- Blind or vision impaired (V)
- Deaf or hearing impaired (H)
- DeafBlind impaired (DB)
- Disability support prior to school (EI early intervention)

Disability Definitions (Codes)

MH1 – mental Health internalising

MH2 – mental health externalising

MH3 - both internalising and externalising

PTSD – post traumatic stress disorder

It everything else fails....