

## POSITIVE BEHAVIOR MANAGEMENT AT CAMP

### MANAGING BEHAVIOR:

- It's about speaking and listening to campers with respect.
- We can't let campers "manage" us.
- We need to give them positive alternative ways to behave.
- How can we get campers to do what we want them to do without using a "blowtorch"?

### SET GOALS:

- If you aim for nothing, you'll probably hit it!
- We need to speak the goals to the campers.
- What are our camp goals?

### COUNSELORS MUST BE ROLE MODELS:

- No: Do as I say, not as I do.
- Must walk the talk.
- Your actions speak so loudly, I can't hear a word you're saying.

### WHAT DOES A CAMPER LOOK LIKE WHEN HE/SHE IS SHOWING POSITIVE BEHAVIORS (confidence, cooperation, active involvement in the task at hand, etc.)?

- We see what we're looking for.

### PRAISE:

- We must value and praise positive behavior
- How do we exhibit praise?
  - Pat on back
  - High five
  - Handshake
  - "Great job!"
  - "Thanks!"
  - Delegate jobs
  - Grant privilege
- Use culture and age appropriate praising techniques

## RULES:

- Role of rules:
  - All must live by them.
  - Few in number
  - Health and safety
- Few. Enforceable.
- No put downs of self or others. Train yourself to say, "That's a put down."
  - Be nice.
  - Don't forget rule #1.
- People don't bore holes in boats they help to build.
  - Ask group to help develop rules.

## CONSEQUENCES:

- Directly related to what they did.
- Immediate.

## CONFRONTATION:

- It's a process.
  - State: What they're doing wrong. Focus on behavior, not on who they are.
  - Give: Alternative behavior. Ask them to make a choice.

## SEPARATION:

- Time out.
  - Must be controlled and visible (supervised)

## ISOLATION:

- Leave activity and go into someone else's care.

## AMPUTATION:

- Send home.
  - Tickets home include: drugs, alcohol, sex, weapons, fireworks.