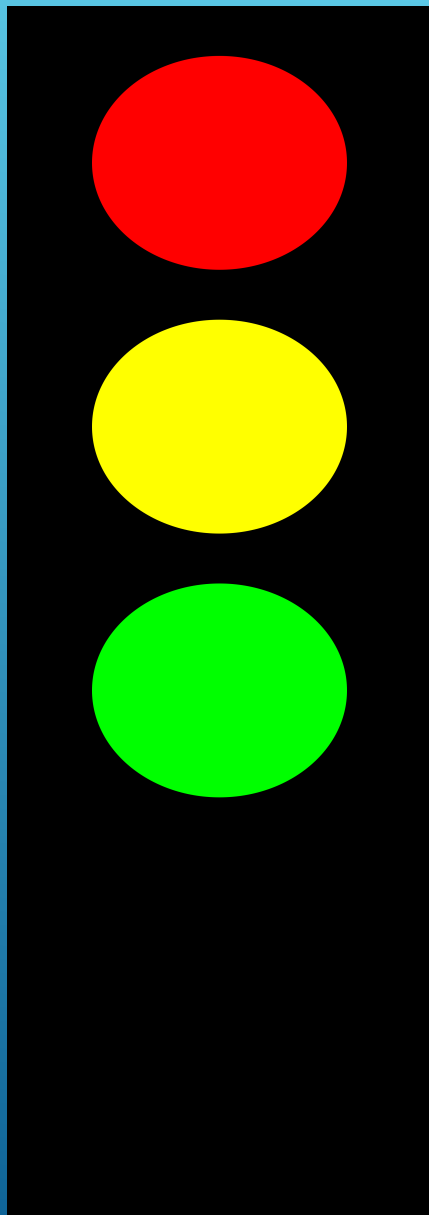


CHALLENGING BEHAVIOURS





Traffic Light .

Coach to have a set of traffic light cards.
All players in the Team all start on Green.

Any negative behaviour =

- 1st a reminder of expectations.
- 2nd a pre-warning.
- 3rd a warning and the child's name is then shown a Amber card.

The negative behaviour continues =

- 1st a reminder of expectations.
- 2nd a pre-warning.
- 3rd a warning and the child is shown a red card)

The negative behaviour continues the child is told that they are to do a time out.

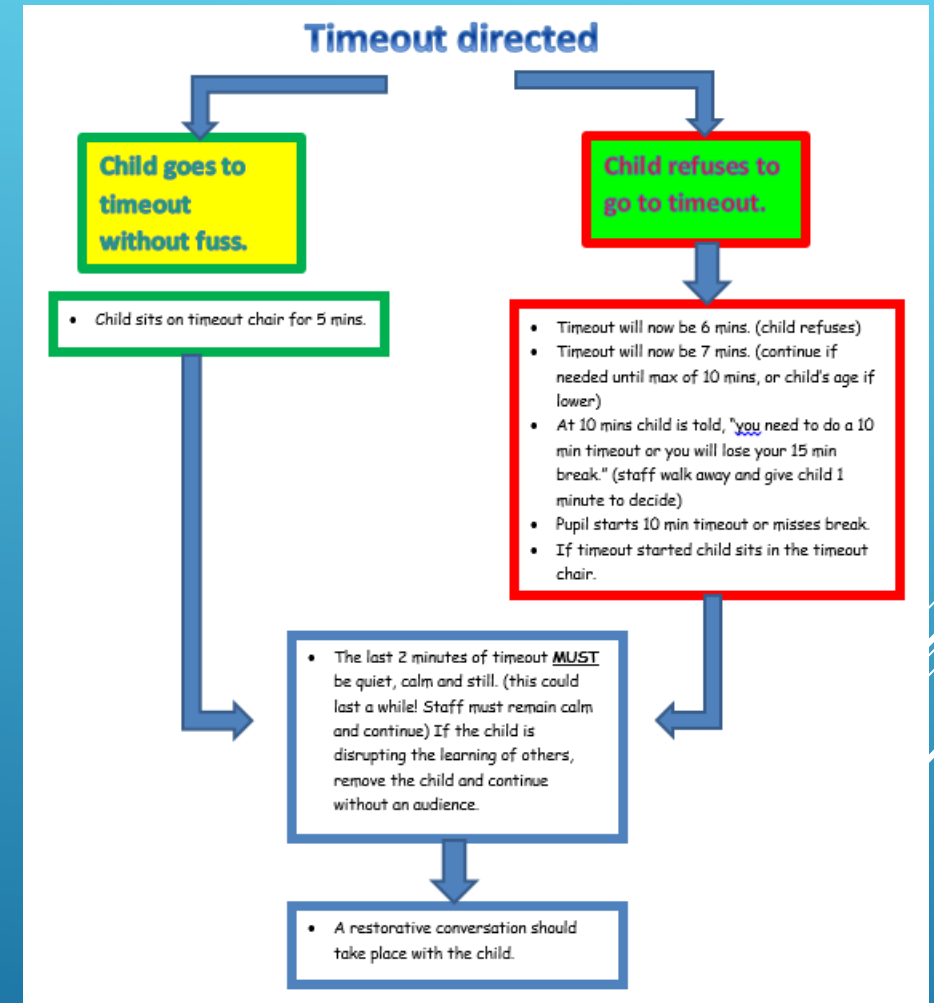
Once Time out is completed they then return to training etc... =

Timeout Explained

After going through Green Patrol, past RED, timeout is directed. Instant Timeout for unkind hands/feet/objects.

Timeout is always 5 mins in the first instance.

No communication with the child while in timeout (timeout is an extended ignore) Communication should be between adults so the player can hear – for example “Billy has done 3mins John, he had 2mins left” etc.



TYPES OF BEHAVIOURS

There are many types of behaviours, such as

- Autism/Asperger's
- ADHD (attention deficit hyperactivity disorder)
- Attachment disorder
- Challenging Behaviours