

At the most,

# Failure is an event... NEVER a person!



**PUNISHMENT:** to try to control a child's behavior, to make them behave no matter what!

- About power and control....
- Who's brain is working??? Yours or theirs?



**DISCIPLINE & POSITIVE FEEDBACK:** a learning opportunity; to invite cooperation such that a child *chooses* to behave because it makes sense and ultimately feels better to behave.

- About having authority and a child's respect....
- Who's brain is working??? Yours or theirs?



DISCIPLINE & POSITIVE FEEDBACK	PUNISHMENT
Feels good to give and receive	Creates unpleasant feelings, often anger
Emphasizes good behavior; it teaches children to think	Draws attention to misbehavior
Increases motivation	Has a negative effect on motivation
Creates feelings of success	Causes children to feel like failures
Improves a child's self-esteem	Has a negative effect on self-esteem
Gives children self-confidence	Weakens self-confidence
Teaches children to trust their decisions	Does not teach trust; it sometimes teaches fear
Motivates children to seek goals	May cause children to despair: "Why try? I always get in trouble anyway."
Develops responsibility: "When I make good decisions, I feel good."	Teaches children to avoid admitting responsibility for actions
Promotes healthy family relationships	May create distance and negativity between family members
Encourages children to talk to their parents	Discourages children from talking to their parents
Teaches children to be positive with others	Can teach children to be aggressive toward others
Easy to use effectively	Difficult to use easily

## AUTHORITY

- ⇒ Emphasizes cooperation
- ⇒ Stays rational
- ⇒ Keeps self-control
- ⇒ Stop and think before responding
- ⇒ Proactive
- ⇒ Relates consequence to behavior/choice
- ⇒ Child-centered

## POWER

- ⇒ Tries to have control over
- ⇒ Emotional
- ⇒ Angry
- ⇒ Impulsive
- ⇒ Reactive
- ⇒ Ultimatums
- ⇒ Self-centered