



## PC-CARE

# Section G: Session 4 Materials

- Session 4 Protocol
- Video Review Worksheet
- Session 4 Coding Sheet & Checklist
- Session 4 Strategies Handout: Calmly Tell Your Child Exactly What to Do, Then Wait
- Daily CARE Handout
- Session 4 Strategies Questionnaire
- Session 4 What Worked Last Week Questionnaire

Weekly Assessment

• WACB-N



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## **PC-CARE PROTOCOL**

SESSION 4	GOALS: Giving Effective Commands and getting compliance, Removal of Privileges, PRIDE Skills						
CHECK-IN (7 min)	<ul> <li>Find out how parent and child are doing</li> <li>Collect Daily CARE handout:         <ul> <li>Find out how using positive incentives went (and other strategies), what kinds of changes PRIDE skills made. Review PRIDE skills if needed.</li> </ul> </li> <li>Administer and review WACB-N and "Last Week's Strategies: What worked?"</li> <li>Choose child behavioral focus for session.</li> </ul>	Put toys on the table and allow child to play with toys during your check-in					
MINI-DIDACTIC (10 min)	<ul> <li>Show parent Calmly Tell Your Child Exactly What to Do &amp; Two-Choice Removal of Privileges handouts and teach about GIVING EFFECTIVE COMMANDS followed by LOGICAL CONSEQUENCES or REMOVAL OF PRIVILEGES in case of non-compliance (Hand Over Hand &amp; Re-Do for young children). Refer to the WACB-N and see when you would use an effective command to improve problem behaviors.</li> <li>Make sure parent understands the difference between using effective commands (needs follow-through if no compliance) and positive incentive (if positive incentive is not chosen, you do not force compliance).</li> </ul>	<ul> <li>Forms needed:</li> <li>Calmly Tell Your Child Exactly What to do Handout</li> <li>Two-Choice Removal of Privileges (on back of Calmly)</li> <li>YOUNG CHILDREN: Hand-Over-Hand/Re-Do is on back of Calmly</li> <li>* Make sure to involve child in the didactic if age appropriate. Child can use these with friends or sibs</li> </ul>					
CODE & FEEDBACK (5 min)	<ul> <li>Conduct 4-minute behavioral observation. Code using PC-CARE coding.</li> <li>Give parent feedback on behavior observation: point out child's response to PC-CARE skills parent used, improvements in child behavior</li> </ul>	Use PC-CARE Coding Sheet					
COACH (20 min)	<ul> <li>Coach parent to play with child and practice PRIDE skills.</li> <li>Have parent state their RULE FOR SPECIAL PLAYTIME.</li> <li>Have parent state choices for toys to play with. Have a plan for coaching the parent to give effective commands. Have parents practice play commands. Also look for opportunities to coach these skills as they arise. Use lots of praise!</li> <li>Have parent give a transitional warning for switching toys halfway through session; have parent give an effective command to clean up the toys when it is time. **</li> </ul>	<ul> <li>Pick toys the child is interested in.</li> <li>If you want to use stickers for positive incentives, make sure you have 2 handy (let the child choose <u>one</u>).</li> <li>When switching to a new toy, make sure the parent makes it sound fun!</li> </ul>					

	<ul> <li>Use transitional warnings, have parent tell the child that Special Playtime is ending and give effective command to get the child to clean up (or help clean up). If the child does not comply, have parent give warning for removing a privilege (e.g., sticker)</li> </ul>	Parents need to practice giving effective commands and see them work. If you haven't had enough time with the first toy (for one reason or another), don't switch toys. ** If family has specific concerns, incorporate here (e.g., homework, trying new food, etc.)
CHECK OUT (5 - 7 min)	Only parents should use EFFECTIVE COMMANDS at home. It is helpful for children to understand what the parent means when giving them and what will happen with compliance (Praise!!) and non-compliance (Consequences). Discuss when the parent can use effective commands. Work out plans to try it. (Use the <b>"Using Strategies at Home"</b> questionnaire.) Explain that child may use EFFECTIVE COMMANDS at school etc. if they feel threatened or need something	Make sure to leave some toys on the table for child to play with. Remember to include child if age appropriate.
	(e.g., leave me alone, please pass the water).	
	Present graph of PC-CARE Progress.	
	<ul> <li>Remind parent and child about Daily CARE. Discuss how they made it work (or not) the last week (e.g., Schedule? Who reminds whom?).</li> <li>If they did Daily CARE past weeks, praise (be specific).</li> <li>If no Daily CARE or little buy in, talk about what parent and child can do to make more time for Special Playtime.</li> <li>Daily CARE Week 4:</li> </ul>	
	<ul> <li>5-minute Special Playtime daily</li> <li>PRIDE skills</li> <li>Effective Commands and consistent consequences</li> </ul>	



# *PC-CARE* Video Review Worksheet

This Worksheet for each PC-CARE session was constructed to help you think critically about each PC-CARE session and should help you during all your sessions dealing with PC-CARE.

Write down the main things the therapist asked about and discussed during check-in:

It is essential that the didactic stays within the 10 minute timeframe. For each skill, identify how many ways the therapist defines it, how many explanations are given, and how many examples are given.

Did the caregiver seem anxious and/or overly talkative? If so, describe how the therapist redirected him/her.

Note how the therapist included the child in check-in and didactic (and makes it fun):

Mention pros and cons of the child being involved in the didactic this week. Pros:

Cons:

Look at your coding of the caregiver. Are there areas where the caregiver might improve? Describe how the therapist uses coding results to inform coaching.

Write at least <u>two</u> Level 3 coaching statements (i.e., explanations, observations of parent and/or child, interpretations) the therapist used during coaching that stood out for you. Note why they stood out (briefly):

#### Identify each skill taught this week and how the therapist coached each of them:

- 1)
- 2)
- 3)
- 4)

Note instances where the therapist did a good job being gently corrective during coaching.

Describe moments when coaching seemed to shift the caregiver's performance and understanding of skills.

Write down how the therapist introduces the graph at the end of session and describes the family's progress:

Note how Daily Care is presented and encouraged:



PC-CARE - Session 4



WEEKLY CODING AND CLINICAL NOTES

<u>4 min. Coding Instructions:</u> "Tell your child that it's playtime. Use all the skills you've learned while you follow along with [HIS/HER] play."									
CLIENT NA	ME		DATE	START	TIME	STOP TI	МЕ ТС	DYS USED	
CAREGIVE	R			GO/	AL FOR	SESSION			
PARENT'S STATEMEN	TS: POSITIV	′E	٦	TALLY CO	ODES			TOTAL	
NEUTRAL PARENT TAI	_K								
PRIDE (PRAISE, REFLE DESCRIBE, ENJOY)	ECT, IMITAT	E,							
AVOID				TALLY CO	ODES			TOTAL	
QUESTIONS									
COMMANDS									
NEGATIVE TALK (NTA)									
STRATEGIES USED TO	) MANAGE E	BEHAVIOR -	circle all stra	tegies pre	esent du	iring 4 minu	utes of co	oding	
TRANSITIONS	RED	DIRECT	CHANGE ENVIRONMENT				RULES		
MODELING	CA	LMING	REMOV PRIVII		WA	WARNING		CHOICES	
IGNORE	WHEN-TH	IEN/IF-THEN	RE-	DO	HAND-OVER- HAND		R	RECOVERY	
	<b>7</b>	PARENT-CI	ARENT-CHILD INTERACTION QUALITY INDEX						
		During 4 min	utes of codin	g:			Comout	at Vonema	
		Parent was	torn /horch		N	ot at all	Somewh		icn
Negative Talk			-			<u></u>	2	3	
PRIDE		Parent was i	ntrusive.			<u>1</u>	2	3	
		Parent was	withdrawn/d	isengageo	d.	<u>1</u>	2	3	
Command		Child was er	notionally rea	active.		1	2	3	
Question		Child ignore	d caregiver.			<u>1</u>	2	3	
Neutral Parent Talk		Child was co	ntrolling/dire	ective.		<u>1</u>	2	3	
		Child was ag	gressive/rud	e to care	giver.	1	2	3	

# **PC-CARE Session 4 Checklist**

**Goals:** Assess, reinforce PRIDE concepts, giving effective commands: "Calmly Tell Your Child What to Do, then Wait," Two-Choice Removal of Privilege

#### Check-in (7 min.): Start Time\_\_\_\_

- Assessment measures and feedback (WACB, etc.)
- Daily CARE handout collected, reviewed, discussed barriers to completion if applicable
- Discussed objectives and goals (related to child behaviors) for session
- □ Complete "Last Week's Strategies: What worked?" questionnaire

#### Mini-Didactic (10 min.): Start Time\_

- Present Session 4 Strategies handout
- Explain, model, and/or role play giving effective commands with "Calmly Tell Your Child What to Do, then Wait," and Two-Choice Removal of Privilege

#### 4-minutes Coding (5 min.): Start Time\_\_\_\_\_

- Lead in statement given
- Reliable coding
- Gives feedback to caregiver
- Give coaching strategy for session, connect with session plan

#### Coaching (20 min.): Start Time\_\_\_\_\_

l	Jse	s 3	level	s of	f coaching:	suff	icier	nt quai	ntity,	, timin	g, pace,	tone,	and variety	
								-						

Coach Coding (tally up coaching levels used in 5 minutes)						
Start Time:	E	End Time:				
Level 1 (Lead)						
Level 2 (Follow & Praise)	Missed Opp.			Errors		
Level 3 (Explain and Rapport)	Explanations		Observatio	ons	Generalizations	

Coached to stated objectives of session:

- a. Effective Commands: Calmly Tell Your Child What to Do, Then Wait \_\_\_\_\_
- b. Removal of Privileges for Not Following Directions
- Used exercises to achieve coaching goals if needed
- Gave warning (1, 2, 5 minute) before end of session

#### Closing the session (12 min.): Start Time\_\_\_\_

- Reviews accomplishments of session related to child behaviors
- Complete "Using Strategies at Home" questionnaire
- Shows graph of parent progress, connect with treatment goals
- Gives Daily CARE handout, connect with parent performance and treatment goals: Calmly Tell Your Child What to Do Then Wait, Two-Choice Removal of Privilege at home
- Asks if caregiver will be able to come to session next week
- Tells caregiver plan for next week

#### CLINICAL NOTES:

# HEALTH Strategies to Manage Behaviors

# **SESSION 4**

Skill	Reason	Example
Effective Commands	<ul> <li>Tells child they NEED to listen</li> <li>Should only be used when other skills are not enough, and a task must be accomplished now</li> </ul>	<ul> <li>"Please put on your shoes."</li> <li>"Please share one of your toys with me."</li> </ul>
Consistent Consequences	<ul> <li>Reinforces importance of following parents' directions</li> <li>Helps children feel safe by knowing what will happen if they comply/don't comply</li> </ul>	<ul> <li>Praise for following directions: "Thank you for listening."</li> <li>Removal of Privilege for not following directions: "You didn't do what I told you to do, so you will not get your sticker."</li> </ul>

Effective C	Effective Commands: Calmly Tell Your Child Exactly What To Do, then Wait							
Skill	Reason							
Calmly	<ul> <li>When you are calm, your child is more likely to remain calm</li> <li>Your child will learn to listen always, rather than only when you yell</li> </ul>							
Tell	<ul> <li>If you ask ("Can you brush teeth?") or suggest ("Let's brush teeth"), a perfectly reasonable response from your child is "No" or "I don't want to."</li> <li>When you tell ("Please brush teeth"), compliance is the only reasonable response.</li> </ul>							
Your Child	<ul> <li>Make sure the command is developmentally appropriate for your child</li> <li>If the task is too difficult, your child cannot comply</li> </ul>							
Exactly	• When you are specific ("sit still" vs. "be good"), it reduces demands on your child to figure out how to comply and reduces room for questions							
What <u>To Do</u>	<ul> <li>Avoid "no, don't, stop, quit, not" in commands, as these words encourage children to do exactly what you asked them not to do</li> <li>Children are not good at inferring meaning ("don't run" could mean "hop or cartwheel instead"; "please walk calmly" makes it clear what to do)</li> </ul>							
Then Wait	<ul> <li>Pause for 5 seconds after giving a command to give your child a chance to listen</li> <li>Children's brains can take 5 seconds to process commands and initiate a response</li> </ul>							

# **Praise for Following Directions**

•

- Rewards following directions
- "Thank you for listening"
  - "Great job following directions"

Remova	Removal of Privilege for Not Following Directions							
<ul> <li>ONE warning tells a child t must comply</li> <li>Consistency and follow-th</li> </ul>	hat they	WARN: "You h	<b>ds</b> (silent or out loud) have two choices: either j ou will not get your sticke					
improve later compliance		Comply	Does not Co	omply				
<ul> <li>If you do not follow throug taking away a privilege aft has chosen to lose it, the t losing a privilege will lack a get the child to comply.</li> </ul>	er a child hought of any power to	PRAISE!	EXPLAIN: "You didn't do to do, so you won't get yo DEEP BREATH (stay calm) WARN: "You lost your sti two choices: either put yo will turn off the TV." WAIT 5 seconds	our sticker."				
<ul> <li>Choose well! Privileges mu Important to the child; sm</li> </ul>		Comply	Does not C	omply				
<ul> <li>and easy for you to enforce interfering with necessary</li> <li>Logical consequences feel could result from that beh "real world."</li> </ul>	e without routines. fair, and	PRAISE! d V V V O	XPLAIN: "You didn't do v o, so I turned the TV off." EEP BREATH (stay calm) VARN: "You lost your stic ou have two choices: eit n or we will not go to the VAIT 5 seconds	wher and the TV.				
		Comply	Does not C	omply				
<ul> <li>How many? No more than command. After 3, non-co receiving too much attenti</li> </ul>	mpliance is	PRAISE!	EXPLAIN: "You didn't do to do, so we will not be g park today." DEEP BREATH (stay calm	oing to the				
<ul> <li>How long to remove? New than 1 day. Children shoul every morning with the op succeed. Often, 15-30 min</li> </ul>	d start fresh portunity to		WHAT NOW? hat your child will not co im and redirect to some					
enough and gives parents consequences for later no compliance.	n- (e.g	plete task for the child g., put shoes n for child)	Parent ends activity (e.g., read a book rather than go to the park, carry child to the car)	Ignore/Focus on positive (e.g., ignore whining; praise calm, creative, etc. action)				



# Daily CARE!



Child's Name: \_\_\_\_\_

Therapist – Session #: \_\_\_\_\_

	Parent Name:		Date Returned:			
	During 5	Minutes	Throughout the day			
	•	•	+	•	•	
DATE	5-minute Special Play Time!	What toys did you play with?	Circle PRIDE skills used today	List strategies to manage behavior used today	Overall, how was your child today? (circle one)	
	YES NO		Praise Reflect Imitate Describe Enjoy		<b>:</b> :	
	YES NO		Praise Reflect Imitate Describe Enjoy		<b>:</b> :	
	YES NO		Praise Reflect Imitate Describe Enjoy			
	YES NO		Praise Reflect Imitate Describe Enjoy		с. С	
	YES NO		Praise Reflect Imitate Describe Enjoy		с. С	
	YES NO		Praise Reflect Imitate Describe Enjoy		с <b>:</b>	
	YES NO		Praise Reflect Imitate Describe Enjoy		с: С	

# SPECIFIC SKILLS TO PRACTICE DAILY

# Use your Relationship Enhancement Skills (PRIDE)

P Praise!

**R** Reflect!

I Imitate and model!

D Describe!

E Enjoy out loud!

Use "physical positives" such as smiles, eye contact, hugs, kiss, sitting closely

Reduce questions and commands

Avoid "NO", "DON'T", "STOP", "QUIT", & "NOT"

# Use your Strategies to Manage Behaviors

Transitions between activities.
Adjust the environment: Help child to succeed.
Ignore unwanted behaviors that are mild.
Redirect & Model appropriate behavior.
Keep Calm!
When-then, if-then, & choices to encourage compliance.
Set up Rules.
Effective commands: Praise compliance, remove privilege for non-compliance.
Redo and hand-over-hand to practice positive behaviors.
Recovery by using PRIDE skills after compliance.

## Increase the behaviors you want to see by using key words:

Unwanted	Dawdling,	Misbehaving at	Disobeying,	Acting angry or
behaviors:	stalling, delaying	meal times	acting defiant	aggressive
Words to encourage appropriate behaviors:	Quickly Complying (first time) Focusing Right away	Quietly Waiting Hands to self Sitting in seat Using manners Polite words	Good attitude Calmly Following directions Cooperative Complying	Using calming skills Softly Gently Carefully Calmly Thinking things over

Screaming, yelling	Destroying or being rough with things	Provoking others, picking fights	Interrupting, seeking attention	Trouble paying attention, overactive
Using nice words	Safely	Hands to self	Letting others	Listening
Big boy/girl voice	Calmly	Polite words	talk	Focusing
Indoor voice	Gently	Saying nice things	Listening	Concentrating
Using calming	Softly	Cooperative	Waiting	Waiting
skills	Carefully	Sharing	Patiently	Patiently
Speaking softly	Hands to self		Taking turns	
Talking calmly				





#### PC-CARE

# Session 4: Using Strategies at Home

Today we learned the following strategies. Please rate *how well you think each strategy will work* for you and your family by circling the appropriate number on a scale of 1 (not at all well) to 5 (extremely well).

Not at all	Slightly Well	Somewhat	Very Well	Extremely
well		well		well
1	2	3	4	5

## **Removal of Privileges**

Not at all	Slightly Well	Somewhat	Very Well	Extremely
well		well		well
1	2	3	4	5







# PC-CARE Last Week's Strategies: What worked?

Last session, we practiced the following strategies. Please rate how well these strategies worked since the last session on a scale of 1 (not at all well) to 5 (extremely well). Circle the number that reflects how well each strategy worked.

<b>Rules</b> Not at all well	Slightly Well	Somewhat well	Very Well	Extremely well
1	2	3	4	5
Choices Not at all well 1	Slightly Well 2	Somewhat well 3	Very Well 4	Extremely well 5

### When-then/If-then

Not at all	Slightly Well	Somewhat	Very Well	Extremely
well		well		well
1	2	3	4	5



# WACB – N

(Weekly Assessment of Child Behavior - N)

Admin Use Only:	Check if administered by therapist 🗌	Session #
Your Name	Relationship to Child	Today's Date//
Child's Name	Child's Gender	Child's Age

#### Directions

Please fill out the whole form by circling one number per sentence. For each sentence:

- a) Please circle the number that shows how often your child behaved that way in the last week.
- **b)** Circle either "yes" **or** "no" to show whether you need that behavior to change.

For example: If your child rarely cried at bedtime (once or twice) last week, you might choose 2 and circle "NO."

How often does your child	Neve	r	Sc	ometime	S	A	Always	Change	<u>=</u> ?	
1. Cry at bedtime?	1	$\bigcirc$	3	4	5	6	7	YES	(NO)	

<u>STEP 1:</u>								1	
In the past week	Not at	all		Sort of			Very	Does t to cha	his need nge?
How stressful was it to parent this child?	1	2	3	4	5	6	7	YES	NO
<u>STEP 2:</u>									
How often does your child	Never			Sometim	es		Always	Does t to cha	his need nge?
1. Dawdle, linger, stall, or delay?	1	2	3	4	5	6	7	YES	NO
2. Have trouble behaving at meal times?	1	2	3	4	5	6	7	YES	NO
3. Disobey or act defiant?	1	2	3	4	5	6	7	YES	NO
4. Act angry, or aggressive?	1	2	3	4	5	6	7	YES	NO
<ol><li>Scream and yell when upset and is hard to calm?</li></ol>	1	2	3	4	5	6	7	YES	NO
6. Destroy or act careless with others' things?	1	2	3	4	5	6	7	YES	NO
7. Provoke others or pick fights?	1	2	3	4	5	6	7	YES	NO
8. Interrupt or seek attention?	1	2	3	4	5	6	7	YES	NO
9. Have trouble paying attention or is overactive?	1	2	3	4	5	6	7	YES	NO
				Total (items 1 t ON	hrough 9		/63	(1 p	<b>/9</b> er YES)

Forte, L., Boys, D., & Timmer, S. (2012) *The use of brief child behavior assessments for weekly check-ins in PCIT: WACB-N and WACB-P.* Poster presentation at the 12<sup>th</sup> Annual PCIT Conference for Traumatized Children, Davis, CA. Updated 8/01/18