PRIDE Skills

Behaviors are influenced by what comes before (antecedents) and what comes after (consequences) the action. Remember to focus on both antecedents and consequences when implementing these skills!

P.R.I.D.E	Reason	Examples
Praise appropriate behaviors	Good to use labeled, specific praises	I like the way you are sitting so quietly!
Praise behaviors you want to see more of	Increases desired behavior and lets the child know what	Great job keeping your hands to yourself.
See more or	behaviors you want to see more of	Thank you for sharing those toys with me.
	Antecedents: praise child for what s/he is already doing well	I love how you're sitting so quietly while you play!
	Consequences: praise child for following through with a behavior in a positive manner	
Reflect appropriate talk	Allows child to direct the conversation	Child: I made a drawing You: You made a drawing!
Repeat talk that you want to hear more of	Shows the child you're listening and playing along	Child: I like to play with these blocks!
	Increases verbal	You: These are fun blocks to play with
	communication	
<u>I</u> mitate appropriate play	Allows child to lead the play	Child: I'm building a castle!
	Shows child you are playing	You: I'm building a castle, too.
Imitate play that you want to	along	Child: I'm drawing a house
see more of		You: I'm going to draw a house in my picture, too.
<u>Describe</u> appropriate behavior	Allows child to lead the play	You: You're building a house
	Shows child you are interested	You: You drew a rainbow You: Your truck driver looks happy
Verbally describe what child is doing	and want to play along • Holds child's attention	Tou. Tour truck univer looks happy
	Good to describe what child is	
	doing with his/her hands	
<u>E</u> nthusiasm	Gives child positive attention	You: This is such a fun game!
	Shows that you want to play along	You: That's great! You: Good job!
Show that you're excited to play	Supports positive statements	Tou. Good job:
	Models appropriate positive	
	emotions	

Antecedents:

- Giving instructions (Good instructions: concise, specific, short)
- Child is sleepy/hungry/bad mood
- Child is in great mood

Consequences:

- Child follows through with instructions
- Child gets angry at command
- Child continues to use a good behavior

TIPS	Reason	Examples of what to do
Actively ignore inappropriate behavior	 Decreases bad behaviors Helps child notice the differences in your responses to good and bad behaviors 	Describe appropriate behavior: Child: I hate picking up toys!! You: I love how you're picking up all of your toys and putting them away (ignore fuss/complaining)
Avoid giving commands	 Increases compliance Doesn't allow child to lead Can cause unpleasantness 	Imitate appropriate behavior Child: sits and draws picture You: also sit and draw picture Child is hitting/climbing on you When child stops, you say: I love how you put your hands by your side! (NOT: I love how you stopped hitting me!) Praise things you want to see MORE of
Avoid asking questions	 Many are commands or require an answer May seem like you aren't listening/don't understand the child/disagree with something the child said 	Reflect appropriate talk Child: I have three cars! You: three cars.
Avoid criticizing	 Doesn't help decrease bad behaviors Can increase the bad behavior May create an unpleasant interaction 	Instead of telling them what NOT to do, tell them what TO DO Praise appropriate behavior and be enthusiastic You: I like how you are using your indoor voice!