

Mentoring School-age Youth 9-11

| Situation | Possible Reason for Misbehavior | Immediate Action | Future Prevention Strategy |
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| The children have been building bird feeders. Larry is already finished with his feeder. Now he is wandering around the room keeping the other children from finishing their feeders. | Boredom. He needs something to do. | Ask him to help a struggling child or to help you cleanup. | Bring some back-up activities since children never finish projects at the same time. He can look up birds on the computer or in books, or maybe bring play dough and he can make some birds. |
| The children are engaged in snail activities. Joe starts throwing snails at the other kids, making the girls scream. | He probably likes the attention. He also may need to move around if they have been sitting for a long time. | Ask him to please put the snails back in their house. If the children need to move, have them play "the snail says", then sit down again. | Post the activity agreements in advance and review them before beginning. Have some backup activities. |
| Lakisha and Amanda are setting up a board game. You hear them argue about who will go first. | Age of children. | If the argument isn't out of control, let them try to work it out. If it seems to be escalating, stop the argument and ask them for ideas on how to make it fair (e.g. flip a coin, you choose a number & closest one goes first) | Work with them on conflict resolution strategies. Post the strategies for them to use as needed. |
| The children are playing kickball. You suddenly realize that they are running late to go to the computer lab. You stop the game and tell them that it's time to go inside. Jason, who usually enjoys going to the lab, gets angry and yells, "I don't want to go to the stupid computer lab! I want to stay outside playing!" | Needs transition time. (especially true of children with ADHD) | Acknowledge Jason's feelings ("It sounds like you are really enjoying the game). Walk him to the next activity if needed. | Always give time "warning" – even set a timer if you need to and tell the children, " We have one more minute for this game, then we are going to the lab). |