Child-Directed Interaction Skills

Rule	Reason	Examples
Praise appropriate behavior	 Causes the behavior to increase Lets the child know what you like Increases child's self-esteem (they believe what you say) Adds to the warmth of the relationship Makes both parent and child feel good! 	 That's terrific counting! I like the way you're playing so quietly. You have wonderful ideas for this picture. I'm proud of you for being polite. You are a great builder! I like playing with you.
Reflect appropriate talk	 Doesn't control the conversation Shows child you're really listening Demonstrates acceptance and understanding of child Improves child's speech Increases verbal communication 	Child: I made a star. Parent: Yes, you made a star. Child: The camel got bumps on top. Parent: It has two humps on its back. Child: I like to play with castle. Parent: This castle is fun to play with.
Imitate appropriate play	 Lets the child lead Approves child's choice of play Shows child you are involved Teaches child how to play with others (e.g. basis of taking turns) Tends to increase child's imitation of what you do 	Child: I'm putting my baby to bed. Parent: I'll put my sister to bed too. Child: I'm making a sun in the sky. Parent: I'm going to put a sun in my picture too.

Child-Directed Interaction Skills

Rule	Reason	Examples
Describe appropriate behavior	 Allows child to lead Shows child you're interested Teaches concepts Models speech Holds child's attention Organizes child's thoughts Can distract a child from less desirable activities 	 That's a red block. You're making a tower. You drew a smiling face. The cowboy looks happy. You're taking it apart.
Enthusiasm	 Demonstrates interest in child Models appropriate positive emotions Supports positive statements Strengthens positive relationship 	 Making eye contact Animated facial expressions Using sound effects Excited voice tone "Wow" "That's great!"
Ignore inappropriate behavior (unless it's dangerous or destructive) A. Turn your back, look away B. Be silent C. Expect behavior to get worse at first D. Return attention enthusiastically when child is neutral/positive	 Avoids increasing bad behavior Decreases some behaviors Helps child notice the difference between your responses to good and bad behavior Let's child know that the parent is maintaining self-control 	Child: (sasses parent and picks up toy) Parent: (ignores sass; praises picking up) Child: (leaves table) Parent: (turns away until child comes back to the table) "Thanks for coming back, now we can have fun playing together." Child:: (hits parent) Parent: (GAME STOPS. This can't be ignored.)

Adapted From: *Parent-Child Interaction Therapy* by Hembree-Kigin, T. & Bodiford McNeil, C., 1995. Harborview Center for Sexual Assault and Traumatic Stress 03

Child-Directed Interaction Skills

Rule	Reason	Examples
Avoid commands	 Allows the child to lead Avoids causing unpleasantness Child obedience will be taught later 	Indirect: Will you hand me that paper? Could you tell me the alphabet? Direct: Look at this. Please tie your shoe. Come here.
Avoid questions	 Allows child to lead the conversation Many questions contain hidden commands Asking questions may seem like you aren't listening or that you disagree with the child 	 That's the blue one, right? What color is this? Are you having fun? You want to play with the truck? What do you want to do? What are you making?
Avoid criticism or correction	 Criticism doesn't work to decrease bad behaviors Attention often increases the criticized behavior Criticism will lower the child's selfesteem Frequent correction creates an unpleasant interaction 	 You're being naughty. I don't like it when you talk back. Don't scribble on your paper. No, honey, that's not right. Airplanes don't fly underwater. If you don't share, the kids at school won't like you.

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