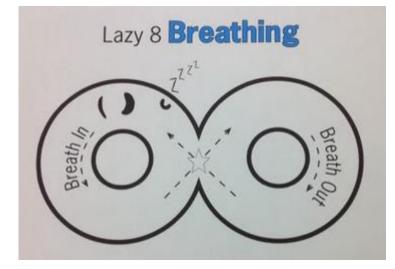




Calming techniques:



Lazy 8 Breathing

Start with an 8 on its side. Starting in the middle, go up to the left and trace the left part of the 8 with your finger while you breathe in. When you get to the middle of the 8 again, breathe out while you trace the right part of the 8 with your finger.

My Calming Sequence Visual

Activity: Try this calming sequence. Does it feel good and calming? How can you change it so it works for you?

This calming sequence goes like this: Squeeze your hands together; close your eyes and rub your head; then rub your legs. Repeat the sequence five times, bringing your stress down.

Counting

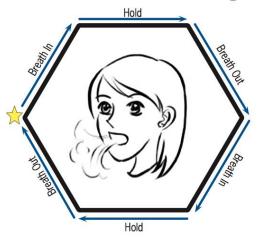
- Forward and backward
- Count objects
- Count colours
- Count breaths
- Count pulse



Calming Activities

- Puzzles
- Listen to Music
- Draw/Paint
- Origami
- Play-Doh/clay
- Read
- Stack Rocks
- Fit Bit calming or watch pulse

The Six Sides of **Breathing**



Thinking strategies:

Inner Coach vs Inner Critic

WHAT CAN I SAY TO MAYSELF?

instead of	TRY THUKUNG
-I'M NOT GOOD AT THIS	-WHAT AAA I AAISSING?
-I'MA AWESOANE AT THIS	-PAA ON THE RIGHT TRACK
-1 GIVE UP!	-I'LL USE SOME OF THE STRATEGIES I'VE LEARNED
-THIS IS TOO HARD	-THIS ANAY TAKE SOANE TIANE AND EFFORT
-I CAN'T MAKE THIS ANY BETTER	-1 CAN ALWAYS IMPROVE; I'LL KEEP TRYING
-I CAN'T DO MATH	-P'AA GOING TO TRAIN AAY BRAIN IN AAATH
-I MADE A MISTAKE	-MISTAKES HELP ME IMPROVE
-PLL NEVER BE AS SMART AS HER	-PAA GOING TO FIGURE OUT WHAT SHE DOES AND TRY IT
-IT'S GOOD ENOUGH	-IS THIS REALLY MAY BEST WORK?



Big Deal or Little Deal? Bia Dea IT IS INAPPROPRIATE. IT IS ANNOYING. IT HURTS MY FEELINGS. IT breaks school rules I don'T like IT. IT IS UNSAFE. You can solve it yourself.

You can't solve it alone.

You are hurt.

You are threatened.

EXAMPLES

EXAMPLES

tle Deal

. You lose at a game. Someone else is hurt. . You don't get candy. There is an emergency. . You don't get to choose what's happening. You are being hit, abused, or bullied. . You disagree with someone. You are uncomfortable. ÷ There's no playtime . You don't like what someone says. There is danger nearby. . You are unhappy

Sensory strategies:

