





















"Our youth now love luxury. They have bad manners, contempt for authority; they show disrespect for their elders and love chatter in place of exercise; they no longer rise when elders enter the room; they contradict their parents, chatter before company; gobble up their food and tyrannize their teachers."

Who Said This + When?

"The young people of today think of nothing but themselves. They have no reverence for parents or old age. They are impatient of all restraint. They talk as if they alone knew everything and what passes for wisdom with us is foolishness with them. As for girls, they are forward, immodest and unwomanly in speech, behaviour and dress."

Who Said This + When?



Order Of Development

- 1. Basic Life Sustaining Functions
- 2. Emotional Control Centres
- 3. Cognitive Control Centres

Brain Stem + Cerebellum Image: Stepse - Stepse -





Increased Risk Taking Greater Emotional Reactivity Forgetful Disorganised Poor Decision Making Short Attention Span Failure to Follow Through

"Turbo charged car with an unlicensed driver"

Adolescent Challenges

 More likely to think of the *short term rewards* outweighing the potential risk.

- Not good at assessing the *negative outcomes*.
- Increased excitement for *new experiences*.

Risk OR Reward In Teens

- Decreasing face to face interaction
- Increasing online social environment
- Lessening the development of **social cognition**
- Social awkwardness, inability to interpret nonverbal communication, physical isolation
- Full extent of the impact is still yet to be seen (positive or negative)

The Social Environment











































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Relationship, Relationship, Relationship It may not be your job for students to LIKE you, but if students don't LIKE you they will not LEARN from you!



- Relate on a personal level Take interest in things that
- interest your students Fight for connection over
- correction
- Remember the 3 fears Need for Love + Connection



Emotional Self Management Is Key To Positive Outcomes For Your Young People

Your skills and competence can be completely derailed by an inability to manage your own emotions and responses when things get challenging



- Show your students that their challenges and behaviours are a piece of cake
- Create certainty + calm Model resilience + self management

Social + Emotional Learning Transforms Academic Performance, Social Interactions + Well Being





What You Tune In To Will Dictate What You Pick Up

As a trusted adult your focus needs to be on what you want to see in your young people and in yourself.



Growth Mindset Encourages Young People To Learn, Grow + Develop

When young people and educators have a growth mindset, they understand that intelligence can be developed. Students focus on improvement instead of worrying about how smart they are.



- Adults Praise the young persons efforts + strategies. Don't focus on the end result, focus on the process taken.
- Young Person Strive to grow and don't shy away from failure, focus on the process.









Gamification In The Classroom

How can we use game dynamics in the classroom for greater motivation and engagement?



Match skill level to challenge Gradual increase in challenge Reward - points, badges, levels Social Recognition Leader board + Measure Progress

Missions + Challenges Fun





- Improve self belief + self esteem













