Kernels of Change:

evidence-based behaviour interventions for classroom teachers

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May 2012

What is a Kernel?

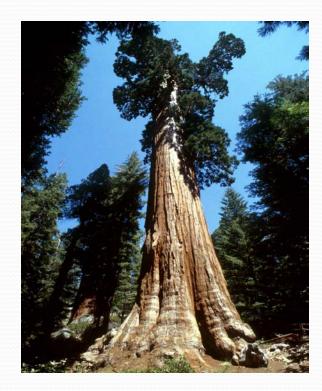
- Is the smallest unit of scientifically proven behavioral influence and are the active ingredients of evidence based programs.
- *Is indivisible like a seed; that is, removing any part makes it inactive.
- * Reliably produces quick easily measured change in specific behaviours that can grow <u>much</u> bigger over time.
- Can be used alone OR combined with other kernels to create new programs, strategies, or policies.



Kernels

- Metaphor of kernels used because they are capable of great change and growth
- Powerful Potential





Why important?

- Simple, practical, cheap
- Based on the <u>fact</u> that behaviour can be changed
- Time tested strategies that have been proven to work.
- Studying kernels can
 - Improve knowledge and use of effective prevention and treatment practices
 - Clarify the basic factors that are creating change
 - Contribute to the development of more efficient and effective interventions
 - http://www.thefuntheory.com/



Leo

- student in Grade 5,
- living in a very deprived home
- defiant, completes no work,
- aggressive towards staff and students
- swears, steals, attendance problems
- on a daily basis he knocks down girls on the school yard and "humps" them
- standard interventions do not work (supervised recesses, in school suspensions, out of school suspensions)



A-B-C's of Behaviour

<u>A</u>ntecedents \longrightarrow <u>Behaviour</u> \rightleftharpoons <u>C</u>onsequences

Change the Consequences of Behaviour

- Consequences that increase or decrease behaviour.
- For example, these kernel increase behaviour:











Bribes vs. Rewards

- Bribes are something that is offered to induce a person do something that is wrong; rewards are an inducement to encourage positive behaviour.
- Rewards make the benefits of a particular behaviour more obvious and immediate.
 - Diploma
 - paycheque



Change the Consequences of Behaviour

These kernel decrease behaviour:











• The relationship between consequence and behaviour MUST be clear.

Changing behaviour through antecedents

No talk transition cues











Self-monitoring



Relational Frame Kernels

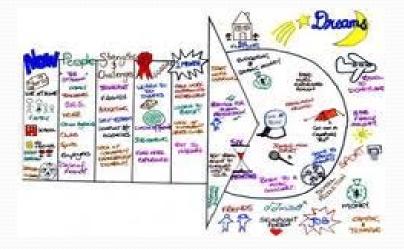
- Influences frame of mind
 - Public commitment



"Us" vs. "Them"



 Graphic Organizers guided by status individuals



Physiological Kernels

Changes in biological state that increases or decreases

targeted behaviour.

Examples









Kernels used with Leo

- Altered the consequences of his behaviour
 - Self-chosen reward lunch
 - Verbal Praise
 - Self-monitoring
 - Response Cost
- Relational frame kernels
 - Lunch with Dr. Pain
 - New experience
 - Food
 - Relationship attention from a valued person



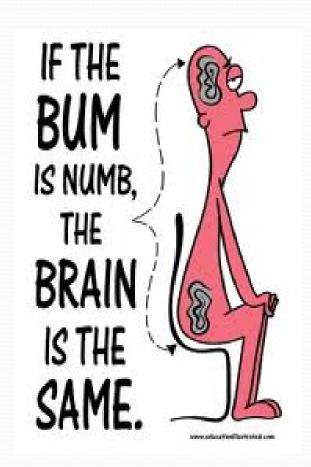
Using Kernels in the Classroom

http://www.youtube.com/watch?v=cH-jgdoSxto





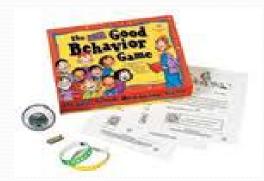




http://www.johnratey.com/newsite/index.html

PAX GOOD BEHAVIOR GAME

- Province wide pilot for Grade One 200 schools
- Research-based success: Seine River School Division trial 2010-2011 found an immediate 45% decrease in the number of interruptions in the classroom.
- Helps students develop social, emotional and self-discipline skills.
- Developed by D. Embry and based on Kernels!



Things to get; things to do!

- Popcorn and a movie
- Throw paper airplanes through a hula hoop
- Blow bubbles
- Dance the Chicken Dance
- Play Crazy Eights
- Indoor snowball fight with wadded up paper

- Walk backwards down the hall
- Pop bubble wrap
- Do the wave
- Marshmallow dodge ball
- "Ice skate" down the hall in your socks
- Cotton Ball War

Resources

- Embry, D. D. & Biglan, A. (2008). Evidence-based Kernels: Fundamental Units of Behavioral Influence. Clinical Child and Family Psychological Review. 11:75 113.
- This article can be downloaded at this link
 - http://evolution.binghamton.edu/evos/wp-content/uploads/2008/11/EmbryKernels.pdf
 - Or http://bit.ly/akALxf