

SESSION ONE - AN INTRODUCTION TO RESTORATIVE PRACTICES

Discussion - "What do you want from a behaviour management system or approach?"

1. Explicit Practice - "What do you do? Why do you do it? How do you know it works?"
2. The Traditional Approach to School Discipline
 - a. Problems with the 'Traditional' Approach
3. Fundamentals of Restorative Practices
 - a. What are 'Restorative Practices'
 - b. Comparison with 'traditional' approach
 - c. Principles of RP
 - d. A restorative process...
 - e. Beliefs
 - f. Fit with a Christian School ethic
4. The Social Discipline Window - a field of practice; 4 options Handout
5. Operating *restoratively*

Exercise - the social discipline window and existing practice Handout

6. Separating the 'offence' from 'the offender' & respect
7. Restorative Processes in detail - a personal continuum of action Handout
8. The Community Conference - where it all began
 - a. Purpose
 - b. Principles/Values
 - c. Phases of the Conference
 - d. Sequence/Process of the Conference
9. The Restorative Questions - a restorative discussion, a mini-conference Handout
 - a. Structure and sequence
 - b. Purpose and Process

Activity - Scenarios Handout

10. Where to from here?

SESSION TWO - HOW RESTORATIVE PRACTICE WORKS - THE THEORY

Discussion - Where are *you* now with RP?

1. The Human Emotional System - the biological basis for emotion
 - a. is like a computer
 - b. is made up of affect & emotion
2. Affect Theory - the Nine Basic Affects Handout
3. The Central Blueprint - What motivates people?
4. The Central Blueprint for Relationships and Groups - Why do people form relationships?
5. The Physiology of Shame
6. Shame Management - how our biography comes into play
7. The difference between Shame and Guilt
8. The Compass of Shame Handout

Exercise - Recognising Compass of Shame Scripts Handout

9. Moving from Shame to Guilt
10. Identity Management & Empathy Development
 - a. Belonging and Significance
 - b. Empathy development
11. The Aims for each Restorative Intervention Handout

Activity - Scenarios Handout