



## **Behaviour Management in MEC Children's Programs**

MEC Children's programs seek to provide a positive experience for all involved as they grow to know God and each other better.

In our programs, we show children love, because we understand that God has shown us great love (1 John 4:10).

We show children grace and forgiveness, because God has shown us grace and forgiveness (Ephesians 2;8-9).

We encourage children to be positive about their individuality because they have been made that way in the image of God (Psalm 139:13).

We run our programs with the following three principles, asking children to...

1. Respect God
2. Respect People
3. Respect Property

These rules are explained and reinforced in lessons. When minor problems arise, we use a three-warning system where children are told what they are doing wrong, and what they should be doing instead. If a child is still having trouble settling after that process then we take them back to their parents in church. If there are major problems which threaten the safety of people or property then we will remove the child from other children and contact the parents immediately.

There are many factors that might make it difficult to follow these rules and we don't judge children or their parents if things aren't going well. Children who can't settle will be walked back to their parents and we will talk together about how to make the child comfortable next time they come to the program.

We have children with special needs in our programs, and we see this as an opportunity, not a problem. We believe all children are 'fearfully and wonderfully made' (Ps 139:14) and are happy to adapt our program or negotiate individual learning programs where needed.

If a child becomes upset during our program, we will try to calm them for about two minutes. If the distress continues then we will bring them back to their parents in the church building.

Please feel free to talk to your child's teachers or the Children's Ministry Coordinator if you have any questions or issues.