# **REBEL** WITH A CAUSE:

# Creative Disobedience Makes Kids their Best Selves

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#### Domination systems socialize children to obey:

- Adults decide what's right and wrong
- Children are taught to act due to extrinsic motivation (fear of punishment, seeking reward)

#### Domination systems maintain the power structure through:

- Moralistic judgments (right/wrong, good/bad)
- Self-judgment (shame, guilt)
- Forced apologies (Say sorry)
- **Denial of responsibility** (You make me angry)
- **Denial of choice** (should, have to)
- Asking for permission (Can I?)
- **Deserve thinking** (If you do X you will get Y)





SONIA: (exhales loudly) I was helping! It was being cheeky and rude!

GRANNY: You know, if we touch somebody when they don't want us to then we're being rude too, aren't we?

Sonia grimaces. <mark>She knows</mark> Granny's right.

# Silly Sundays: "Crab's New Home"



- Modeling shame & guilt
- Referring to kids as 'we'
- Instead, empathize with the needs behind Sonia's judgement and model a shift without shame

GRANNY: And what do we say about touching when someone doesn't want us to...?

HUGO: We don't do it.

SONIA: (slightly after) Don't <mark>do it.</mark>

GRANNY: That's right. So if someone says no, we...?

HUGO:... just let it go!

### Silly Sundays: "Crab's New Home"



- Teaching obedience/should
- Referring to kids as 'we'
- Instead, connect with the needs behind asking for consent. Example: Granny: Would you like to be asked before I give you a kiss on your cheek ? Sonia and Hugo : YES !!! Granny: I would definitely ask you. And if you say 'no' I would respect your choice.



Sonia scoots over, inviting Hugo to sit beside her. He does and they exchange a smile.

HUGO: I'm sorry Sonia - I really wanted to help.

SONIA: I know. I'm sorry, too.

#### Silly Sundays: "Broken Ducky"



- 'Sorry' (apologizing) connotes wrongness, teaches self-judgment, and limits our understanding of how we impact others
- Instead, Hugo can acknowledge and mourn without shame and guilt. For example: "I am sad that I colored your Ducky without asking, Sonia - it didn't help"



LU: Declan, Barnaby says he's going to just let you be grumpy, until you cheer up on your own.(a bit unsure) Maybe I'll do that too.

DECLAN: Okay.

# Lu and the Bally Bunch: "Down in the Grumps"



- Although Barnaby is supposed to model to Lu how to be accepting, there is still an expectation to cheer up
- Try instead: "Barnaby says he's ok for you to be grumpy, because this is how you feel"

LU: Declan, how about Barnaby and I play Radish race right here, next to you?

DECLAN: (slightly suspicious) I'm still grumpy.

LU: Uh-huh. I know. I'd still

like to play near you though.

BARNABY: Me too!

DECLAN: Okay.

LU: Really?! Yay!

DECLAN: I think that maybe I'm actually only feeling mostly grumpy now.

LU: You can be happy or grumpy or mostly grumpy - whatever you want to feel.

# Lu and the Bally Bunch: "Down in the Grumps"



- Let him stay as grumpy as before
- 'whatever you want to feel' implies that he chooses to feel grumpy. Instead try : 'whatever you feel'



# **Early Story Idea:**

Dad tells Lu she <mark>should</mark> put on her rain boots - it's wet out there.

# Lu and the Bally Bunch: "Goodbye Rain Boots"



#### **NVC Note:**

• "Should" denies choice and contributes to disempowerment

(Lu runs through a puddle)

Dad notices that Lu isn't looking pleased.

He checks in with Lu: "Lu? Everything alright? Oh dear, is that a hole in your boot? I think it really is time for new ones, Lu.

## Lu and the Bally Bunch: "Goodbye Rain Boots"



- This is likely to be heard as a demand (and create resistance) because Dad is the adult.
- Instead, have Dad connect empathically with Lu's experience.
- Example: I'm guessing it feels wet and cold for your foot right now...?

