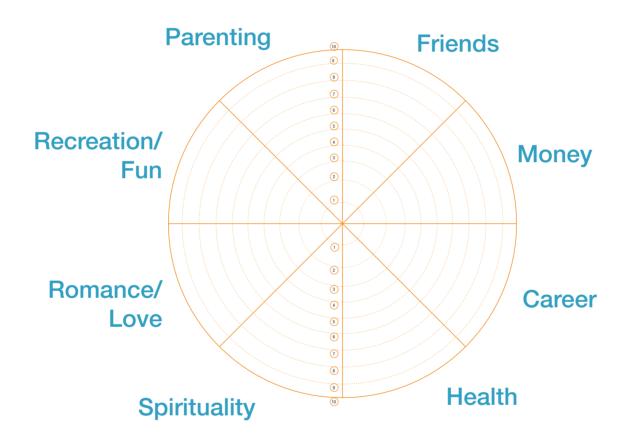
COACH YOUR TEENTM



MODULE 1: RESULTS

Life Wheel





Obstacles

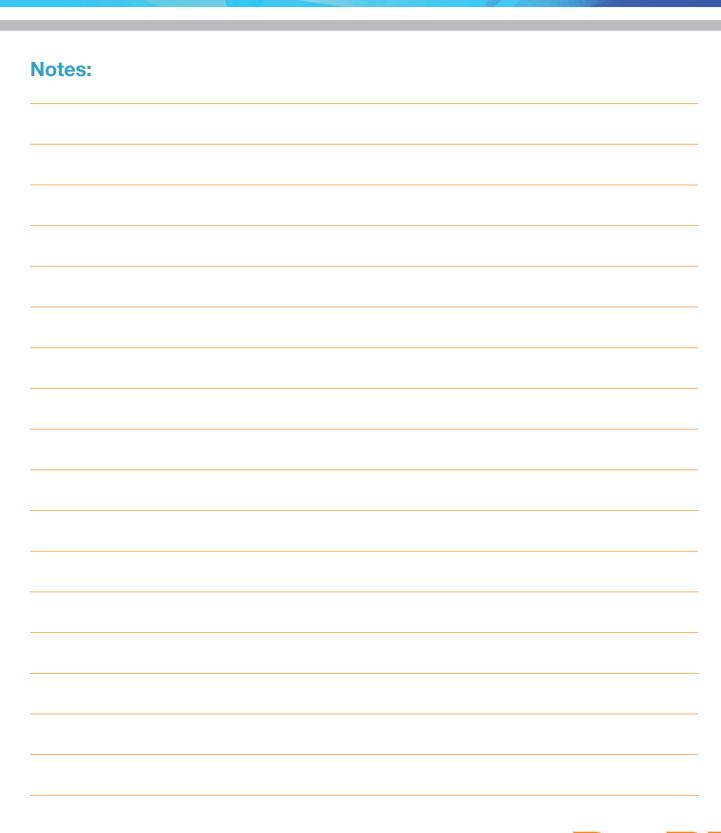
Choose	category from the Life W	heel 	
	Category		Rating
xample:	Category		nating
	Money		3
	Category		Rating
Identify 3	3 Obstacles		
1.			
2.			
3.			



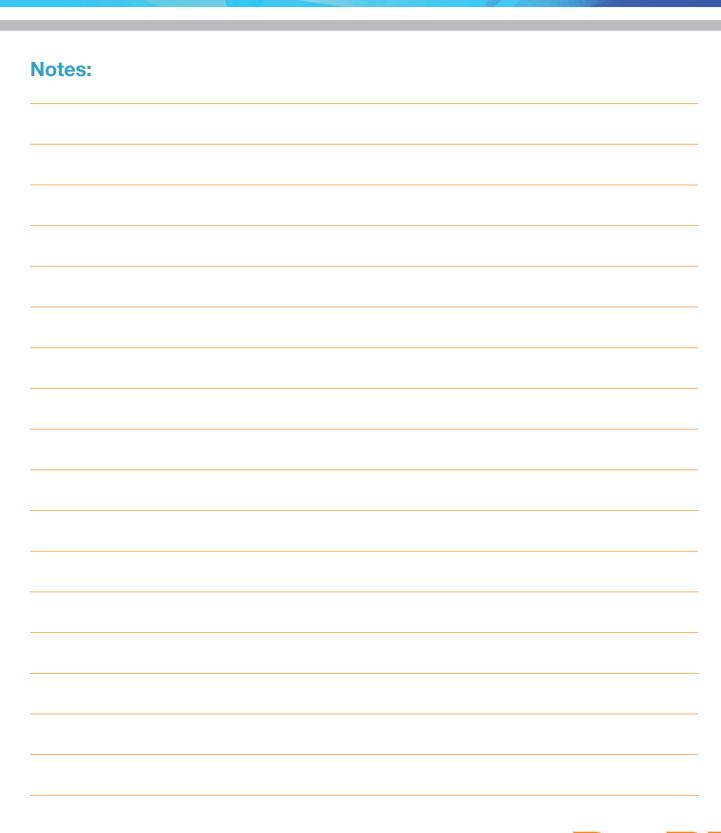
Visualization

Category	Rating		
/isualize this ca	ategory hav	ing a 10 ra	iting
Describe what y	you see in t	his Visuali	zati











MODULE 2: ACTIONS

Goal Setting

Category	Rating
Result:	
Time Frame:	
Brainstorm:	
Strategy:	
Notes:	
Evaluation:	
Next Steps:	



Goal Setting (Cont'd.)

Strategy:
Notes:
Evaluation:
Next Steps:
Strategy:
Notes:
Evaluation:
Next Steps:
Strategy:
Notes:
Evaluation:
Next Steps:



Hidden Strategies

Category	Rating

Identify 3 Hidden Strategies:

1.	
2.	
3.	



Accountablity

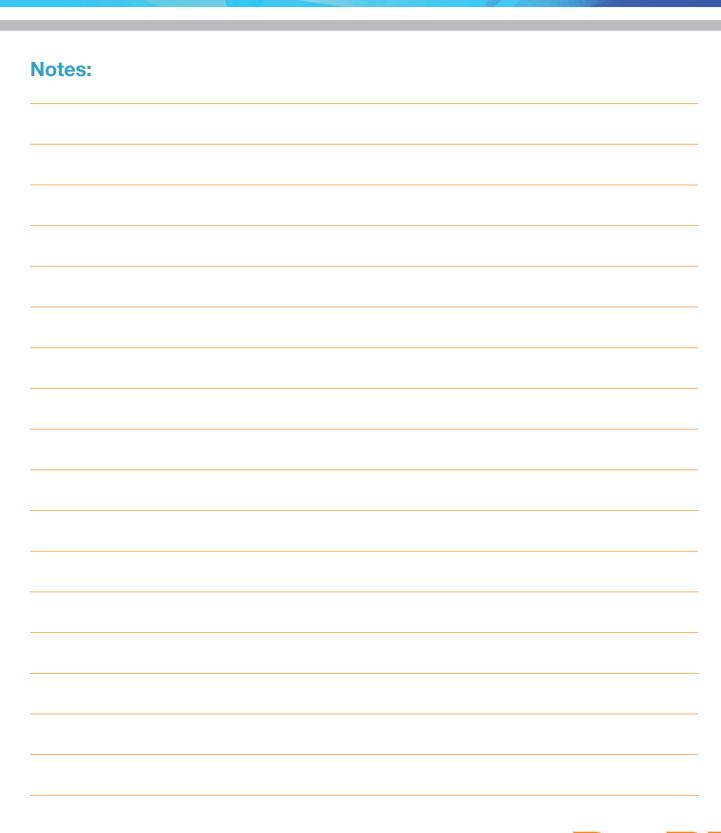
Category	Rating			
Category	nating			
How will yo	ou feel after acco	omplishing yo	our goal?	
What will b	e different in you	ur life?		
What will b	e different in the	e lives of your	loved ones?	
_				



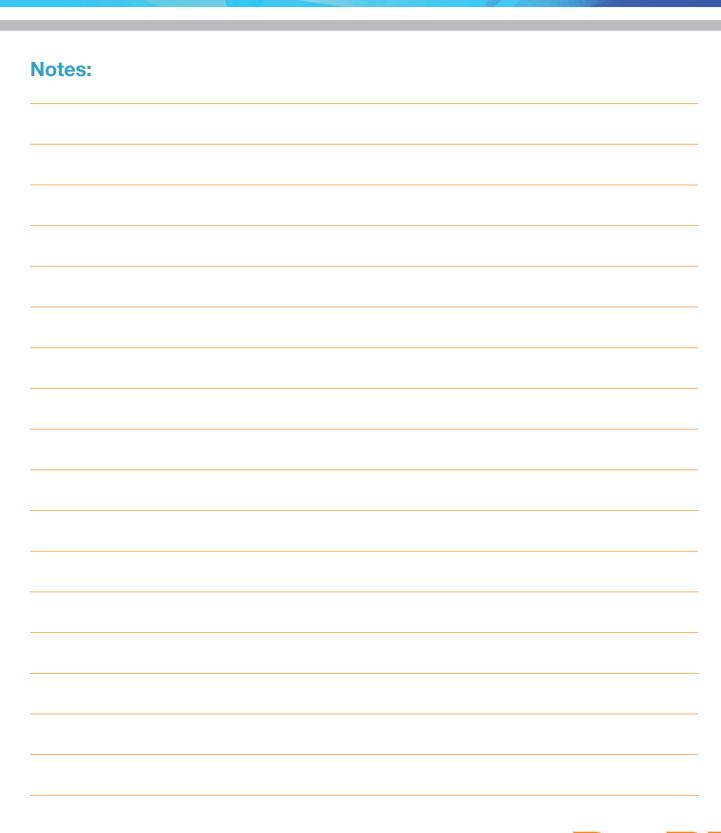
Accountablity (Cont'd.)

4.		
5.		
6.		





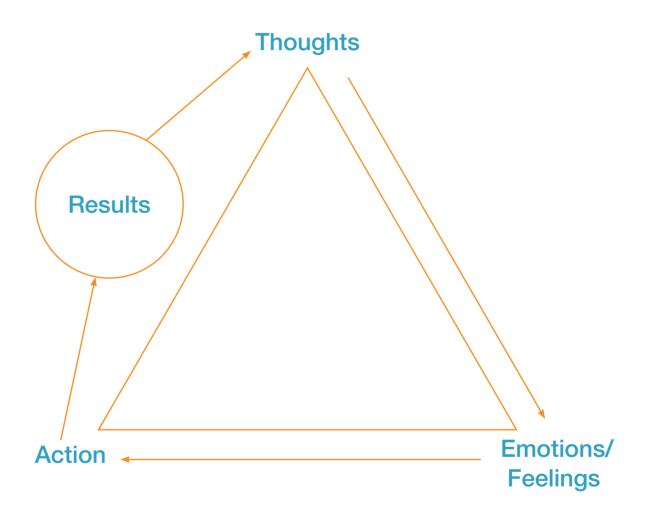






MODULE 3: EMOTIONS

Thought Triangle





Emotions List

Emotions				



Emotion Profile

Category	Rating	
Dominant Construc	ctive Emotion:	
Dominant Destruct	ive Emotion:	
Emotion Profile:	Constructive Emotion	Destructive Emotion



Triggers

Category	Rating		
Dominant Dest	uctive Emotion:		
Trigger:			
1. What inter	oretation are you giv	ing it?	
2. How does	interpretation make	you feel?	
2 What are a	thay pagaible interes	estations?	
wnat are o	ther possible interpr	etations?	
A.			
B			



Triggers (Cont'd.)

4.	Which interpretation will choose to believe moving forward?
5.	How does this interpretation make you feel?
6.	What action will you take?



Why Exercise

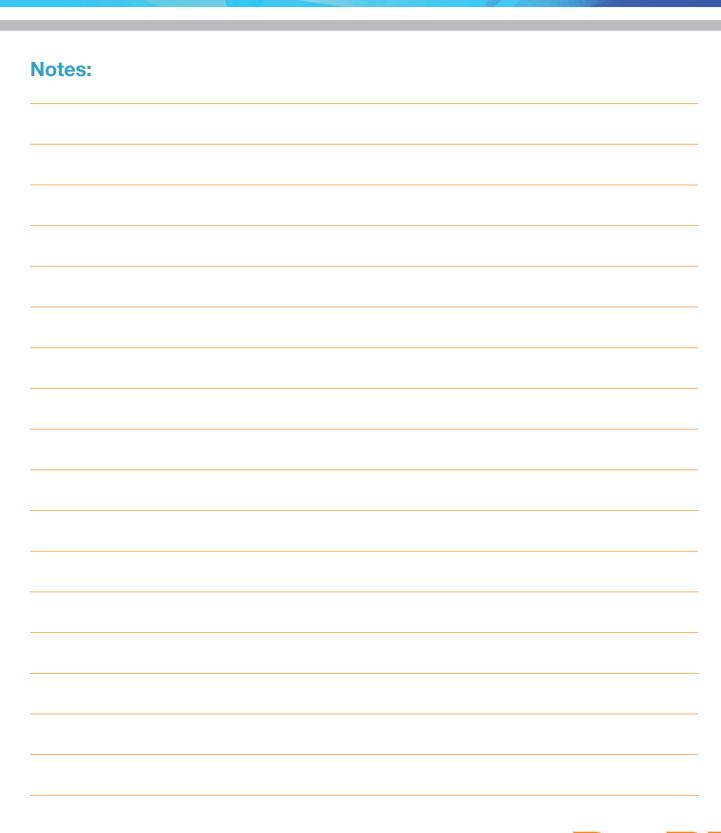
Category	Rating	
1. Why do yo	u want accomplish your goal?	
2. Why is it in	nportant to you to	
2 Why is it in	nportant to you to	
o. Willy is it ii	iiportant to you to	
4. Why is it in	nportant to you to	
5. Why is it in	nportant to you to	



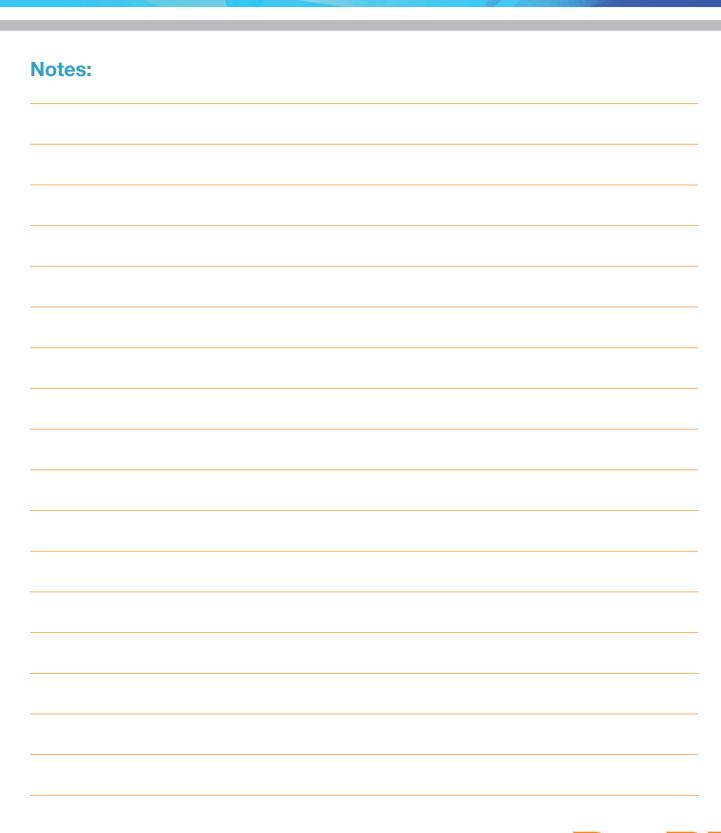
Anchoring

Category Rating
1. Choose an Emotion (ex: confidence):
2. Choose a location (ex: second knuckle on middle finger):
3. Recall the memory:
4. Feel the Emotion.
5. Press and hold until the emotion goes way.
6. Repeat steps 3-5 until the anchor is set.





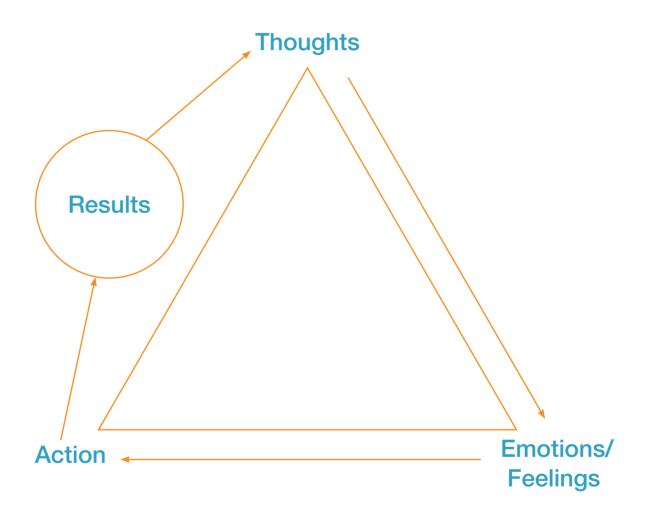






MODULE 4: THOUGHTS

Thought Triangle





Thought Awareness

Category	Rating

Emotions	Thoughts



Visual Thoughts

Category Rating
Destructive Emotion:
Visual Thoughts:
Change:
Destructive Emotion:
Visual Thoughts:
Change:



Auditory Thoughts

Category Rating
Dominant Emotion:
Thoughts:
Change:
Dominant Emotion:
Thoughts:
Change:



Limiting Beliefs

Category	Rating

Identify 3 Limiting Beliefs:

1	
- 11	
0	
2.	
3.	



Empowering Beliefs

Category	Rating		
Choose a Ne	w Empowering	belief:	
How does th	is belief make y	ou feel?	
What action	would you take	if you started	d to believe?



How to Believe

	Category	Rating		
1.	Choose a	belief		
2.	Look for e	evidence		
2	Speak it			
. J.	Speak It			
Peop	ple:			
Plac	es:			
Situa	ations:			



Your Past

Category Rating

1. Choose a past memory

2. Identify visual thoughts

3. Identify auditory thoughts

4. Distort memory

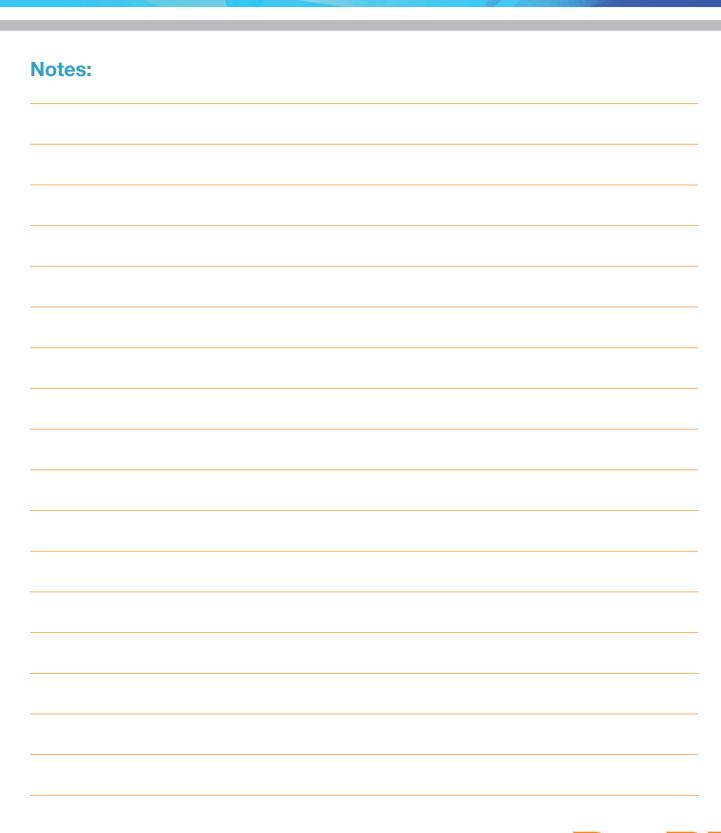


Your Future

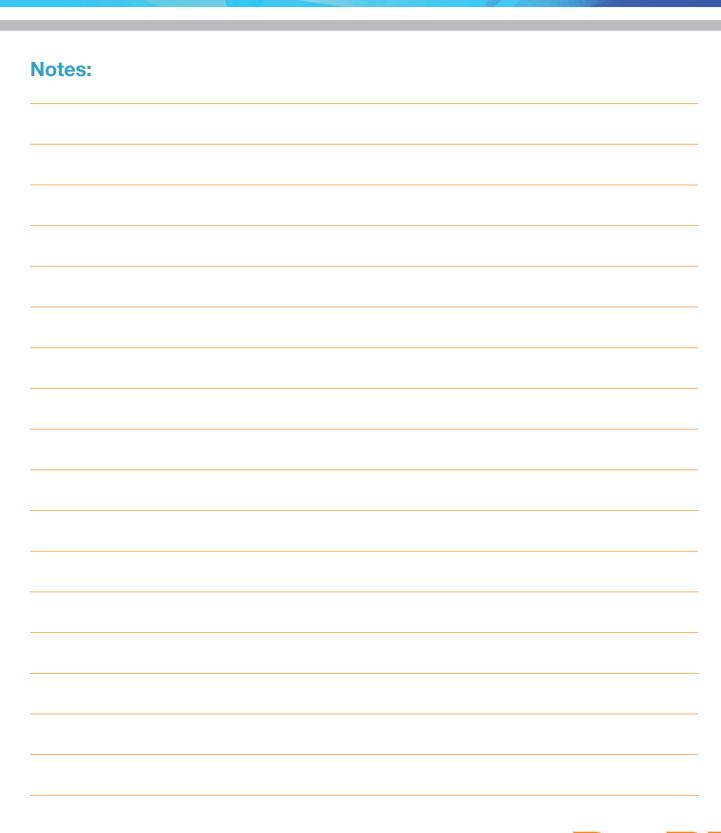
Category Rating

- 1. Create a memory about the future
- 2. Enhance Visual thoughts
- 3. Enhance auditory thoughts











MODULE 5: RELATIONSHIPS

Relationship Status

Your Ideal Relationship:				

Relationship Ratings: A B C F

(Circle One)

- A. Ideal Relationship
- **B.** Good Relationship
- C. Poor Relationship
- F. Failing Relationship



One Domino

Ideas:			
	_		
One Domino:			
Action:			
7.00.0111			



Values

Circle 10 Values:

Authenticity Faith Optimism

Achievement Fame Peace

Adventure Friendships Pleasure

Authority Fun Popularity

Autonomy Growth Religion

Balance Happiness Reputation

Beauty Honesty Respect

Boldness Humor

Responsibility Compassion Influence

Challenge Justice Security

Self-Respect Citizenship Kindness

Community Knowledge Service

Competency Leadership Spirituality

Creativity Learning Success

Curiosity Loyalty Trustworthiness

Determination Meaningful work Wealth

Fairness Openness Wisdom



Values (Cont'd.)

Rank top 10 values:

1. —	
2.	
3.	
4. \	
5.	
6.	
7. \	
8. —	
9.	
10.	



Teen Values

Circle 10 Teen Values:

Authenticity Faith Optimism

Achievement Fame Peace

Adventure Friendships Pleasure

Authority Fun Popularity

Autonomy Growth Religion

Balance Happiness Reputation

Beauty Honesty Respect

Boldness Humor Responsibility

Compassion Influence Security

Challenge Justice

Citizenship Kindness Self-Respect

Community Knowledge Service

Competency Leadership Spirituality

Creativity Learning Success

Curiosity Loyalty Trustworthiness

Determination Meaningful work Wealth

Fairness Openness Wisdom



Teen Values (Cont'd.)

Rank top 10 values:

10.



Honoring Values

Relatio	nship Rating:		
	Top 10 Values	Definition	Action New Belief
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
Observ	rations:		

Reframe Beliefs

	Current Belief	New Belief
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		



Suffering Mindsets

Suffering Mindset: Victim	
Places:	
People:	
Situations:	
Suffering Mindset: Conflict	
Places:	
People:	
Situations:	



How to Change a Mindset

Prevention:

- Awareness
- Beliefs
- Body care
- Mind care

In the Moment:

- 1. Pause
- 2. Breathe
- 3. Acknowledge



Family Meetings

Interval:	
Goal:	

Actions:

Father	Mother	Child#1	Child#2
1.	1.	1.	1.
2.	2.	2.	2.
3.	3.	3.	3.
4.	4.	4.	4.



Sandwich Technique

- 1. Compliment
- 2. Feedback
- 3. Compliment



Rules

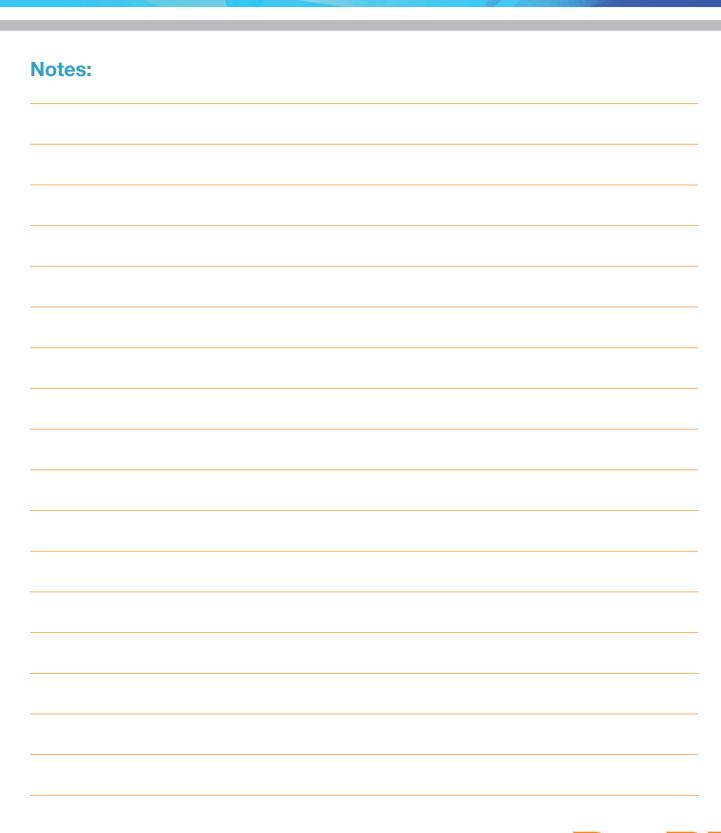
Categories:		
School	Social Media	Curfew
Friends	Dating	Sports
Chores	Driving	Games/Screen-time
Categories:		
Rules:		
		Fair/Unfair



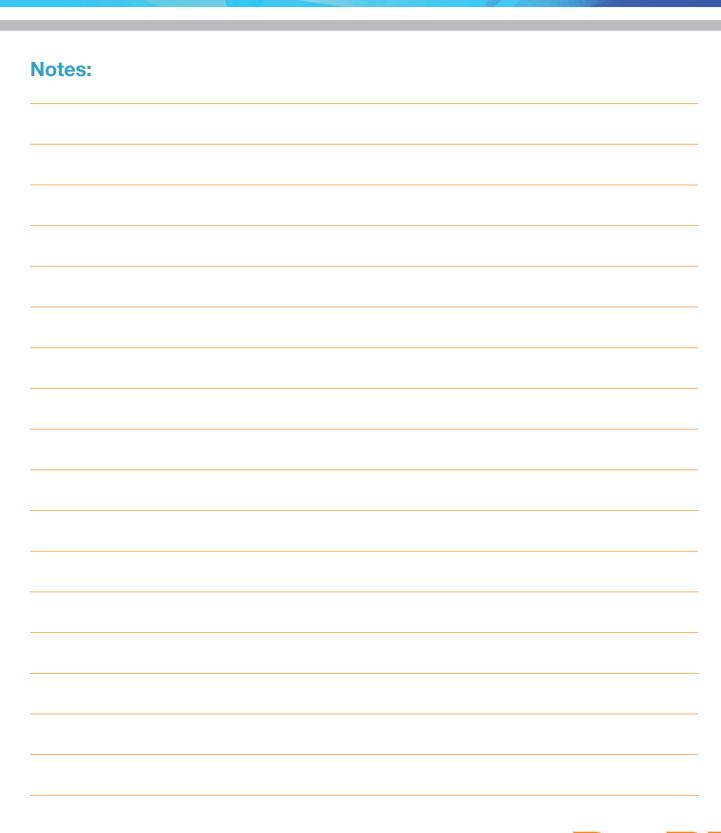
Rules (Cont'd)

5:
d:











MODULE 6: COACHING YOUR TEEN

Parent Coach

Rules			



Coaching Sadness & Anger

- 1. Support/Listen
- 2. Rephrase
- 3. Validate



Coaching Motivation

Current Behavior

Pain:

Pleasure:

Rating: 1 2 3 4 5 6 7 8 9 10 (1-No pain, 10-extreme pain)

Rating: 1 2 3 4 5 6 7 8 9 10 (1-No pain, 10-extreme pain)

New Behavior

Pain:

Rating: 1 2 3 4 5 6 7 8 9 10

(1-No pain, 10-extreme pain)

Pleasure:

Rating: 1 2 3 4 5 6 7 8 9 10 (1-No pain, 10-extreme pain)

Questions:

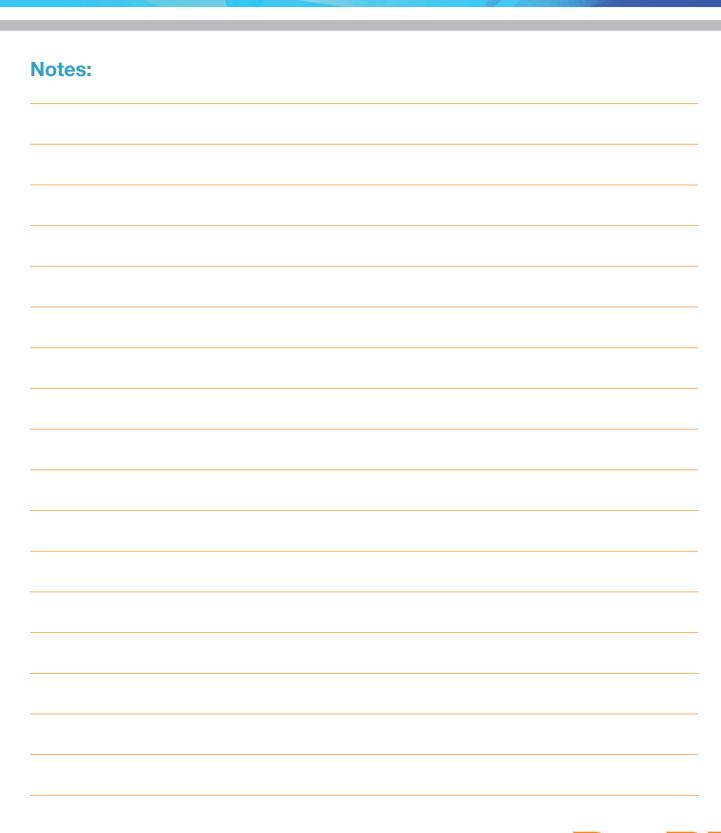
- 1. What do you really want?
- 2. How well is your current approach working?
- 3. What is painful about the new behavior?
- 4. How could you make the new behavior less painful so that you can get what you want?



Coaching Confidence

- 1. Enroll Child in Dr. RJ's Confidence Transformation Coaching Program™
- 2. Define Confidence
- 3. Give Compliments
- 4. Challenge Negative Self-Talk
- 5. Sandwich Technique
- 6. Recall Past Successes
- 7. Celebrate Qualities











CONGRATULATIONS

