# **Definitions of Self-Regulation:**

- "Conscious control of thoughts, feelings, and behaviors...the ability to stop, think, and then act" (McClelland & Tominey, 2015).
- "Self-regulation is defined from an applied perspective as the act of managing cognition and emotion to enable goal-directed actions such as organizing behavior, controlling impulses, and solving problems constructively" (Murray, Rosanbalm, & Christopoulos, 2016).
- "Self-regulation refers to the capacity to monitor, direct, and flexibly adapt one's behaviors and activities to achieve certain goals or meet the demands imposed by others" (Bukatko & Daehler, 2012, p. 451).
- Self-regulation refers to several complicated processes that allow children to appropriately respond to their environment (Bronson 2000).

Subcomponents: attention/focus, regulation, interaction, recall, and problem-solving

Foundational	Emerging	Functional	Strengthening	Generative
Attention/Focus  Alert during daily activities  Orients (e.g., turns, looks, reaches, moves toward) to sensory stimuli (e.g., auditory, visual, tactile)  Notices people and things in the environment  Regulation  Uses self-soothing strategies when underaroused-overaroused (e.g., uses adult for comfort/closeness, familiar object like blanket or thumb)  Prefers sameness, stability, predictability, familiar, easy  Reacts to stimuli  Interaction  Responds to familiar adult's non-verbal communications (e.g., their affect, tone, body language)  Responds to familiar adult's "bid" for interaction  Plays a passive (responder) role during simple communicative and social exchanges	<ul> <li>Attention/Focus</li> <li>Seeks and tolerates a variety of sensory experiences</li> <li>Begins to ignore distractions Regulation</li> <li>Makes effort to inhibit (stop) actions and behaviors; less reactionary</li> <li>Aims to regulate emotion during new and changing situations</li> <li>Interaction</li> <li>Follows the lead of others &amp; does what they are doing</li> <li>Engages in brief reciprocal interactions w/adults-peers</li> <li>Experiments with cause and effect - become initiators - active agents</li> <li>Takes action to engage with things and people in the environment (e.g., reaches, turns, seeks to influence)</li> <li>Uses cues from adults to know how to respond</li> <li>Follows situational and gestural cues in unfamiliar activities</li> </ul>	Attention/Focus  Determines what to give attention to Regulation  Begins to resists impulses  Able to become calm; bring self under control  Begins to be able to stop themselves and respond less on autopilot  Persists during tasks with reasonable demands  Interaction  Initiates interactions with familiar adults and/or peers  Engages in pretend play (e.g., takes on roles/identities with imaginary objects/people and reenacts events)	Attention/Focus  Gets, keeps, and shifts attention as required/needed  Begins to ignore distractions and pay attention despite internal and external distractions  Regulation  Reflects on and talks about strategies to calm self, to delay gratification, and to regulate arousal Interaction  Identifies and understands someone else's feelings  Participates in new and changing situations  Plays cooperatively with peers by sharing, taking on roles and identifies, and that lead to mutual benefit	<ul> <li>Attention/Focus</li> <li>Keeps several things in their mind at the same time</li> <li>Regulation</li> <li>Adapts to changes in demands and/or priorities</li> <li>Makes plans before taking action</li> <li>Moves and acts deliberately; standing back to read cues, empathize, Interaction</li> <li>Plays games with rules; negotiates social situations with peers</li> <li>Takes on the perspective of others</li> </ul>

### Recall

- Remembers how to activate familiar toys
- Remembers simple games or actions

### Problem Solving

- Takes action to maintain stability, regularity and congruence
- Meets internal physical needs (e.g., hunger, thirst, rest)

#### Recall

- Recalls information immediately and with a context
- Remember labels for objects/people/events not present
- Remembers strategies that worked before

### Problem Solving

- Stops being interested in only what is familiar and prefers/seeks novelty and variation
- Tries alternatives when first action doesn't work
- Practices, explores, experiments
- Seeks out activities that challenge (e..g, will choose even moderately hard activities where they may fail)

### Recall

- Follows single and/or simple directions
- Recalls information on the same day, without contextual cues
- Dramatizes remembered events

# Problem Solving

 Uses simple strategies to solve common problems

### Recall

 Recalls information from memory, understands, and uses/acts upon the information

# Problem Solving

 Uses more complex strategies to solve a common problems (e.g., negotiates, brainstorms, seeks input)

### Recall

- Knows the consequences of choices and actions
- Remembers, follows, and completes multistep directions
- Remembers sequences of words and numbers

### Problem Solving

- Considers alternatives
- Solves problems by 1) recognizing the problem, 2) thinking of possible solutions, 3) carrying out solutions, and/or 4) evaluating the outcome

# **References and Sources**

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