## Model Case: Trauma and Tigers

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### Outline

- Model Case- background, Step 1
- Break (about 10:30)
- Model Case- Step 2 and 3
- Lunch
- Applying the NRF to your case
- Break
- Vignette NRF practice
- Putting the NRF into practice
- POST test!

# **Integrating Cultural** Competence with the NRF

I would like to know:

What are your Critical Questions that you need to know in order to proceed with your learning process through the day?

Lingering thoughts? Things to be clarified?

## Questions #1-3

1. Stress responses are a clinical tool that are only useful for professionals not parents. TRUE

2. Top down strategies are good to start with in treatment because they teach much needed skills. FALSE

3. Traumatic experiences only impact the relevance system because that's the system involved with memories and emotions. FALSE

## Question #4 & 5

4. The regulation system includes the capacity for deep sleep, green zone and stress responses. TRUE

- 5. All of the following are examples of bottom up strategies except:
- A. Bouncing on an exercise ball
- B. Deep breathing
- C. Identifying and labeling affect
- D. Deep pressure/massage
- E. Dimming the lights and turning off extraneous sound

### Question #6

- 6. All of the following are examples of sensory system symptoms except:
- A. Trouble integrating information from the visual world into motor output
- B. Chronic constipation
- C. Low tolerance for loud sounds
- D. Avoidance of movement
- E. Refusal to eat crunchy or hard foods

from 52% to 86%, + 36%

### Confidentiality Pledge

- We are honored to share a family's struggles
- We respect the journey
- We commit to keeping privacy to this day, in this room, for these families
- We use the descriptive terms such as "the baby in the Blue Zone and the toddler in the Red Zone" to keep a collegial conversation alive

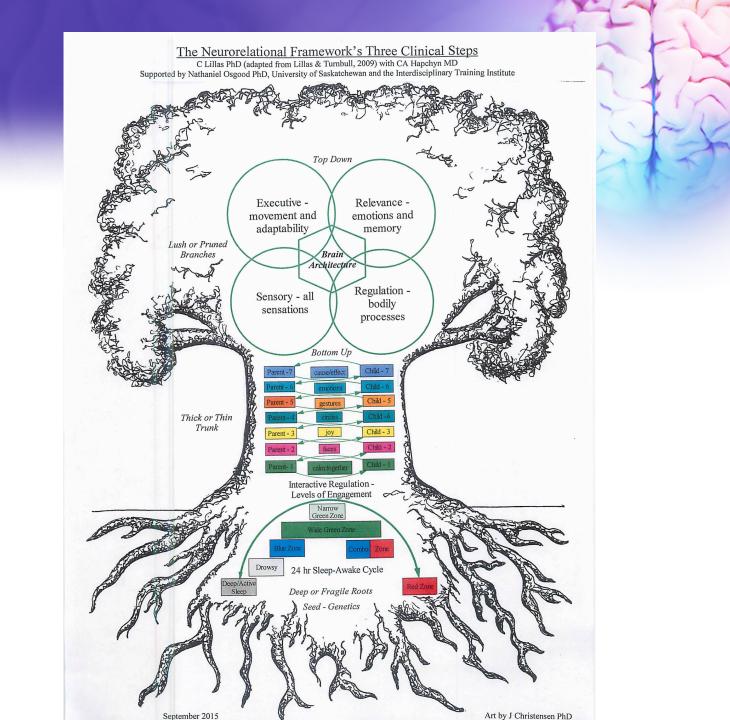
## 3 key concepts, 3 key steps

#### 3 Key Concepts

- Toxic stress disrupts early brain networks
- Relational "serve and return" process builds strong circuits
- Brain architecture is built upon lived experiences

#### 3 Key Steps

- #1 Reduce/eliminate toxic stress in relationships (roots)
- #2 Improve the quality of engagement (trunk)
- #3 Support individual differences & remediation of brain networks (branches)

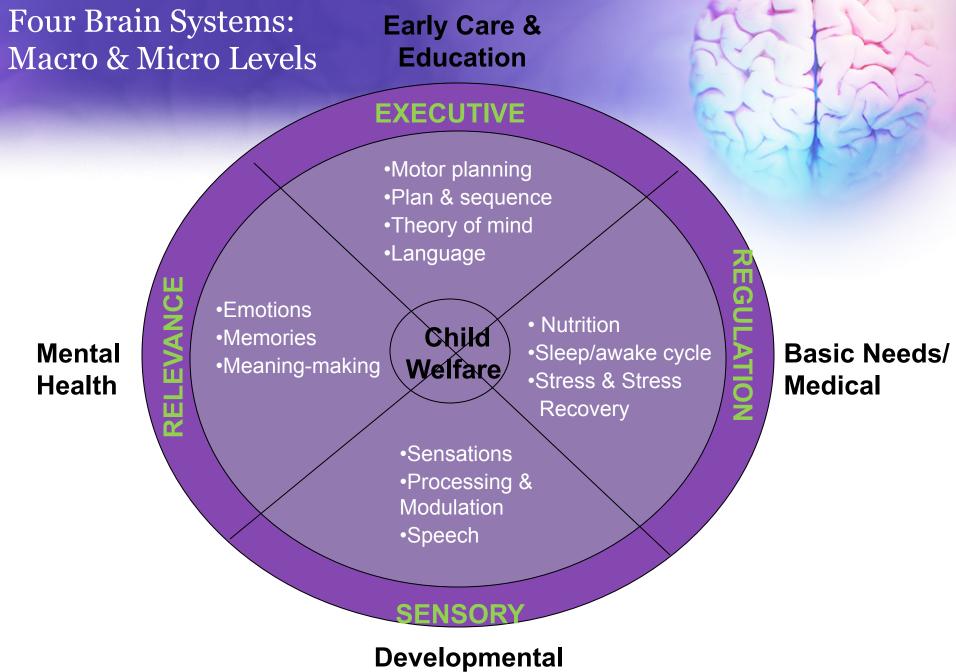


# Dandelion or Orchid?









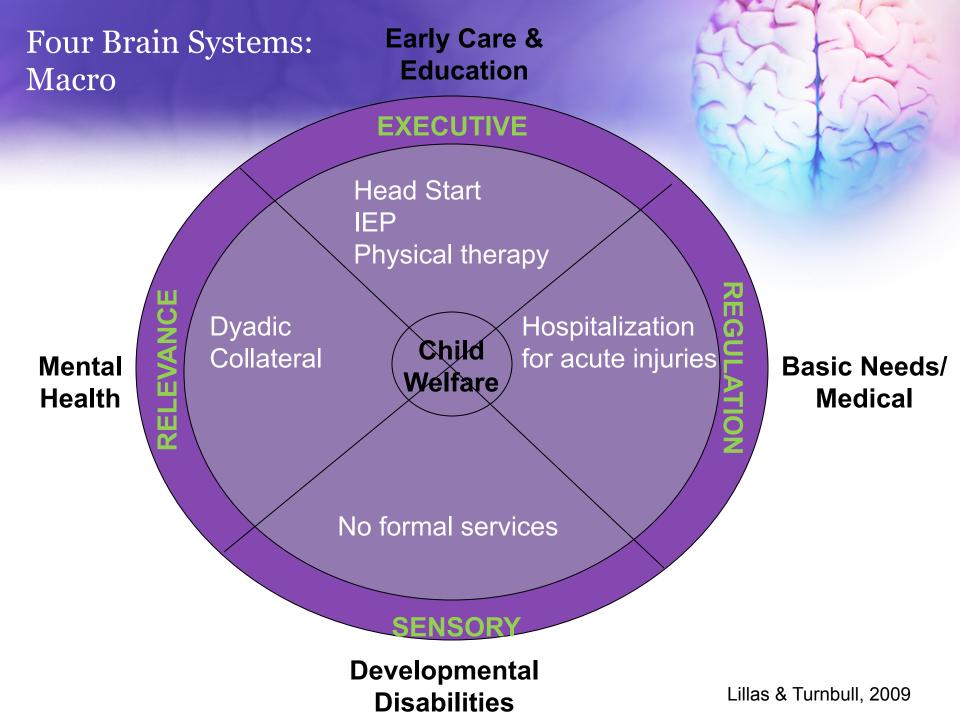
**Disabilities** 

Lillas & Turnbull, 2009

# Adverse Childhood Experiences Scale

#### What we knew at the start...

- 1. Recurrent physical abuse
- 2. Recurrent emotional abuse
- 3. Contact sexual abuse
- 4. An alcohol and/or drug abuser in the household
- 5. An incarcerated household member
- 6. Someone who is chronically depressed, mentally ill, institutionalized, or suicidal
- 7. Violence between adults in the home
- 8. Parental separation or divorce
- 9. Emotional or physical neglect



# Step 1: Sleep & Stress Patterns

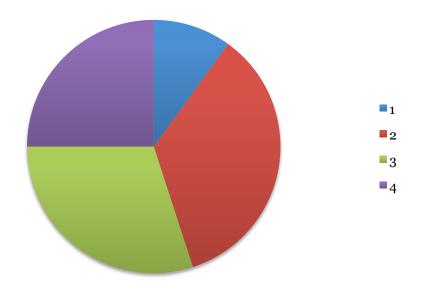
#### **Sleep Cycles:**

Good sleeper

Total sleep about 10 hours

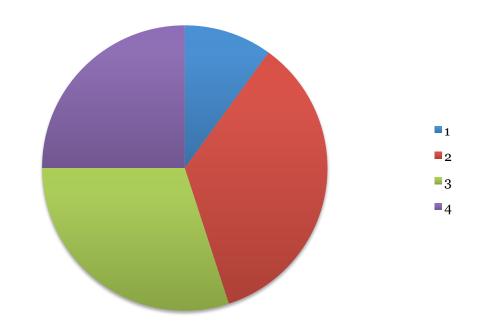
#### **Stress Patterns:**

Clt 5% red, 50% combo, 30% blue, 15% green



# Step 1: Sleep cycle and Stress Responses

- Foster mom sleeps 6-8 hours
- Foster Mom 40% combo, 40% green, 10% red 10% blue



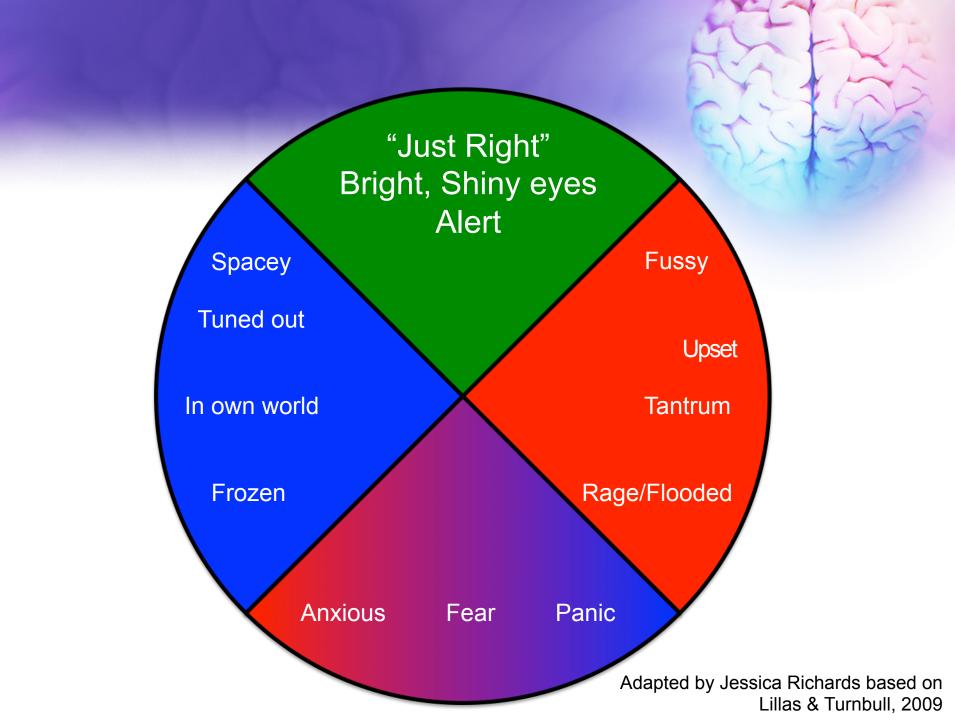
#### Possible Regulation and Stress Response Correlates of Interpersonal Modes Across the Lifecycle

Arousal State and Interpersonal Mode	Just Right/ Alert Processing Stability with Flexibility	Too Fast/Flooded High Demand	Too Slow/Hypoalert High Detach	Too Vigilant/Hyperalert High Compliance or Control
EYE CONTACT	Bright, shiny eyes looking directly at other / object — gleam! Gaze aversions for modulation of intensity Appears to actively processinformation	Byes may be open / squinted / closed May have direct, intense eye contact May have avoidance of eye contact Bye rolling upward Scanning room very quickly, rapidly	Glazed eyes, looking through rather than at the other/object Prolonged gaze aversion Appears drowsy Eyes turned down Eyes do not scan the room, looking for objects of desire When interested, prefers looking at objects rather than people	<ul> <li>Eyes are wide open</li> <li>Appears vigilant, in a state of panic or fear</li> <li>Intensely focusing on something</li> <li>Unable to break the gaze/fixation to the stimulus</li> </ul>
FACIAL Expression	<ul> <li>Joy, particularly smiles</li> <li>Neutral</li> <li>Can express a full range of emotions</li> <li>Modulation with all emotions</li> </ul>	Wide, open mouth Anger, disgust Distress Grimace Frowning Clenched jaw or teeth Forced smile (only mouth is upturned, corners of eyes are not)	Flat Turned down mouth, sad Expressionless No smiles or hints of smiles Limited range of emotions	Raised eyebrows, especially with inside corners turned up Trembling lips or mouth Facial expressions of pain, grimace Mouth wide open (startle)
TONE OF VOICE	Melody and prosody     Modulation of tone     Fluctuations of tone     Laughing	High-pitched cry Loud Hostile Gruff Yelling or screaming Sarcastic, sneering Hysterical laughter	Flat Lacks musical quality Few or no vocalizations Too quiet Cold Soft Sad	<ul> <li>High-pitched nasal, "sing-song" voice</li> <li>Moaning or groaning to indicate pain</li> <li>Elevated tone</li> <li>Quavers or fluctuates rapidly</li> <li>Whimpering</li> </ul>
BODY POSTURE, MOVEMENT, AND GESTURES	Relaxed with good muscle tone Stability Balance Moves arms and legs into midline Coordinated movements Varies according to rhythmicups and downs Body molds into other's	<ul> <li>Finger splays Arching</li> <li>Increased muscle tension in posture and in face</li> <li>Constant motion</li> <li>Demands space by pushing, shoving, intruding on others</li> <li>Biting, hitting, kicking, jumping</li> <li>Poor balance; falls, trips a lot</li> <li>Bumps into things</li> <li>Forceful or threatening gestures (shaking finger, shaking fist)</li> <li>Throwing</li> <li>Kicking</li> </ul>	Slumped Low muscle tone Decreased exploration Lacks initiative in exploration Will not protect his/her "space" Avoids playground equipment Lacks purposeful intent with movement Wanders Frozen or slow moving	Tense or rigid body postures Cowering Rapid, repetitive body movements (wringing hands, jiggling foot) Trembling hands Clinging Flailing Grabbing
RHYTHM AND RATE	<ul> <li>Fluctuating up and down</li> <li>Midrange tempo</li> </ul>	■ Fast ■ Impulsive	■ Slow ■ Delayed	■ Fast ■ Jerky



# Quick review





# Using States of Arousal with families

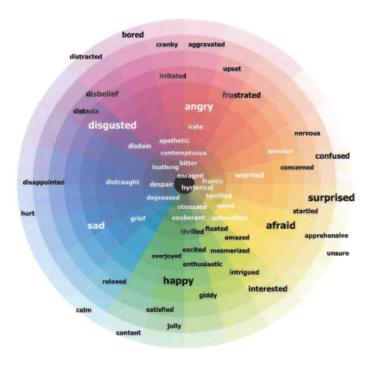
- When is the child in the red, blue or combo zone (tendency?)
- When is the child is in the green zone
- The goal is to expand the amount of time the child is in the green zone – this is where learning and social emotional growth occur
- What is the stress response tendency in the parent (triggers)?
- When is the parent in the green zone?
- When are you in the green?

# Colored Zones are the background to Emotional Regulation

#### Possible Regulation and Stress Response Correlates of Interpersonal Modes Across the Lifecycle

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RHYTHM AND RATE	Fluctuating up and down     Midrange tempo	■ Fast ■ Impulsive	■ Slow ■ Delayed	■ Fast ■ Jerky

#### **Emotions Color Wheel**

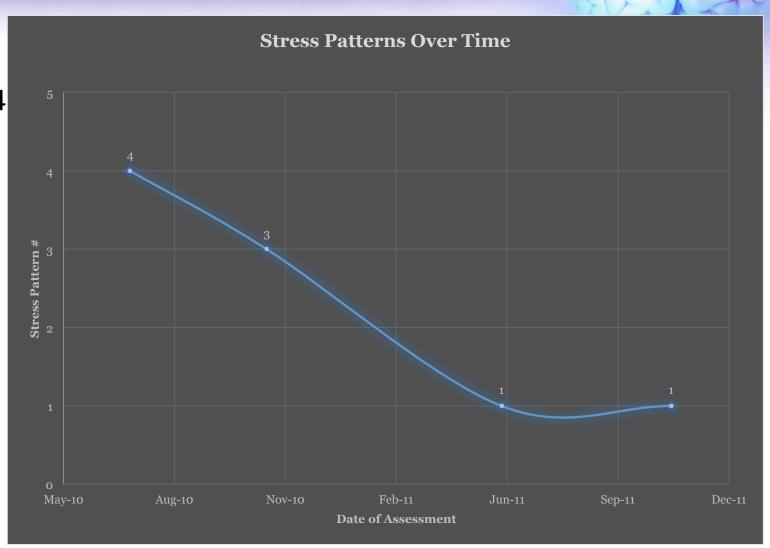




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### Toxic Load Pattern

Started at pattern #4
Then pattern 1, 2, and 3
Then 1



#### Parallel Process

- Important information about how this family impacts my stress levels (step #1)
- How does this child/parent impact my relational style?
  - Brings out my Heart/Hand/Head at my best
  - Can stimulate my Heart/Hand/Head at my worst

## Parallel Process

- My tendency Combo zone
- Mostly green with foster mom
- Intensity of clt's trauma combo zone trigger
- Family brings out my warm, empathic heart
- System challenges and intensity of case pulled me toward overaccomodating/ rescuing
- Needed supervision!!

# NRF Guiding Principles

- During assessment in Step #1, map out the Duration, Intensity, and Rhythm (DIR) of the stress zones during the awake cycle. This establishes your baseline so that you know if you are making any progress or not. Revisit your baseline parameters at least every three months.
- Always start at the earliest point in the breakdown. If sleep is disrupted, begin with addressing this aspect. If green zone is disrupted, begin with this goal as well. This principle applies to all three steps. Step #1 is the First Level of Engagement and the First Brain System, Regulation.

## NRF Guiding Principles

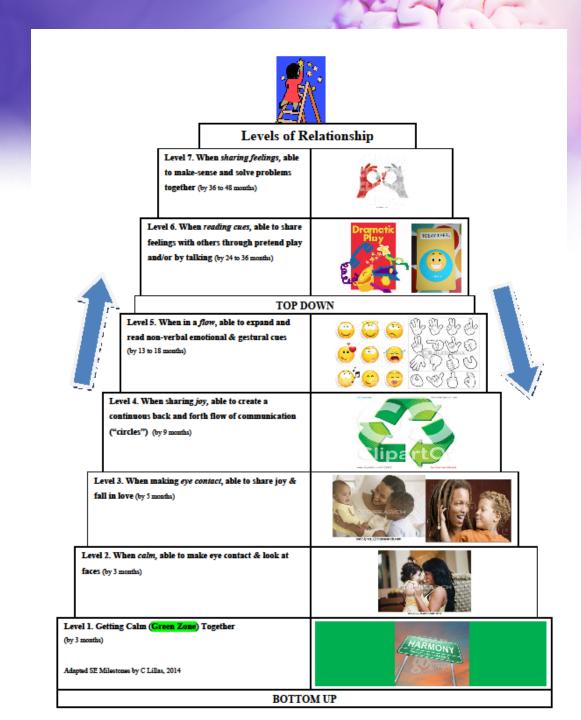
 In the regulation system guiding priorities are intervention for sleep, feeding, and other physical health issues that must be addressed while moving forward.

# Step #2 Levels of Engagement

"Serve and Return" on All Levels



# Step 2: Levels of Engagement



#### PARENT-CHILD RELATIONSHIP MILESTONES

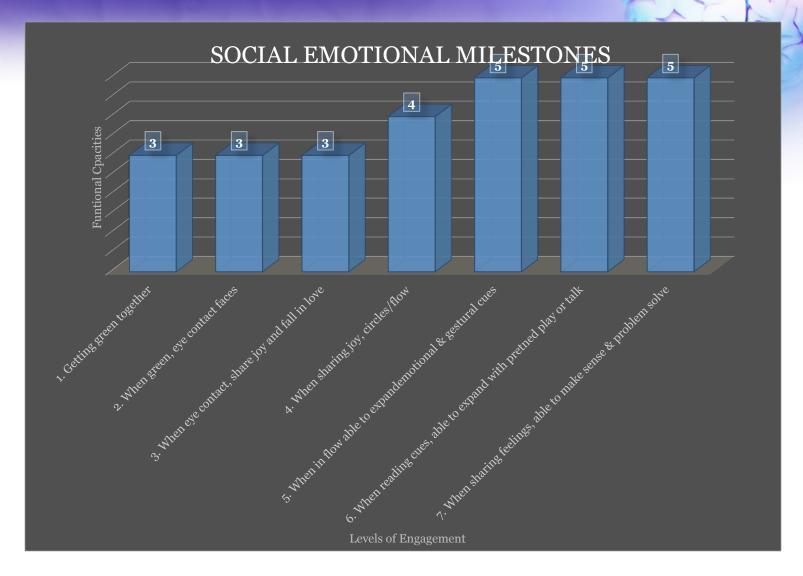
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evement levels  unctional Capacities  11. Getting Calm (Green b) Together (by 3 months)  The calm, able to eye contact & look at  nonths)  13. When making eye	der all	Age appropriate but				0
1 1. Getting Calm (Green b) Together (by 3 months)  The l 2. When calm, able to eye contact & look at months)  1 3. When making eye	eluding stress, th a full range emotions	vulnerable to stress and/or constricted range of emotions	Has capacity but not at age appropriate level	Inconsistent/needs sensorimotor support and structure to function at this capacity	Barely evidences capacity even with support	Has not reached this level
The last separate (by 3 months)  1 2. When calm, able to eye contact & look at months)  1 3. When making eye						
The last series of the last seri	<u>'</u>	BOTTOM-UP				
1 2. When <i>calm</i> , able to eye contact & look at  nonths)  1 3. When making <i>eye</i>						
nonths)  13. When making eye	ese functions are bu	ilt upon the capacity to b	oe calm together	I		
13. When making eye						
ict, able to share joy &						
n love (by 5 months)						
1 4. When sharing joy, to create a continuous and forth flow of nunication ("circles")						
15. When in a <i>flow</i> , able						
pand and read non- al emotional & gestural (by 13 to 18 months)						
(4)		TOP-DOWN				
1 6. When reading cues, to share feelings with rs through pretend play or by talking (by 24 to 36 s)						
17. When sharing ngs, able to make-sense solve problems together to 48 months)						

#### Parallel Process

- Important information about how this family impacts my levels of engagement (step #2)
  - During collateral sessions, up to level 6

- How far up the levels of engagement ladder can you get with the parent? The child?
  - With clt, up to level 5 initially with support

### Levels of Engagement



Information gathered from the "Parent-Child Relationship Milestones".

## NRF Guiding Principles

- When working "bottom-up" for zone (arousal)
  regulation begin with finding the child's
  individual sensory preferences and triggers.
- For treatment, match the sensory preference with the Duration, Intensity, and Rhythm (DIR) for the child's nervous system that promotes sleep, the green zone, and stress recovery.

## NRF Guiding Principles

- Sensory thresholds vary with each child and with each context. Matching or countering the child's zones of arousal are guided over time, with experimentation, and by watching the effect on the child's ability to regulate to sleep and to the green zone.
- The child's arousal patterns and procedural history are your guide, not the particular "treatment" or EBT you are using. *Individual neurodevelopment that is trauma informed trumps the EBT. Practice flexibility with stability.*
- Change does not occur in a straight line. Always leave the door open for a family to return to you.

# Matching or Countering the Sensory Modality

# Low Intensity, Slow Rhythm

#### Match

Lower lights and sounds

Lower tone of voice

Slow down vocal rhythm

Slow down facial expression

Slow movement

#### Counter

Increase lights and sounds

High pitched tone of voice

Rapid vocal rhythms

Bright facial expressions

Fast movement

#### High Intensity, Fast Rhythm

#### Match

Increase lights and sounds

High pitched tone of voice

Rapid vocal rhythms

Bright facial expressions

Fast movement

#### Counter

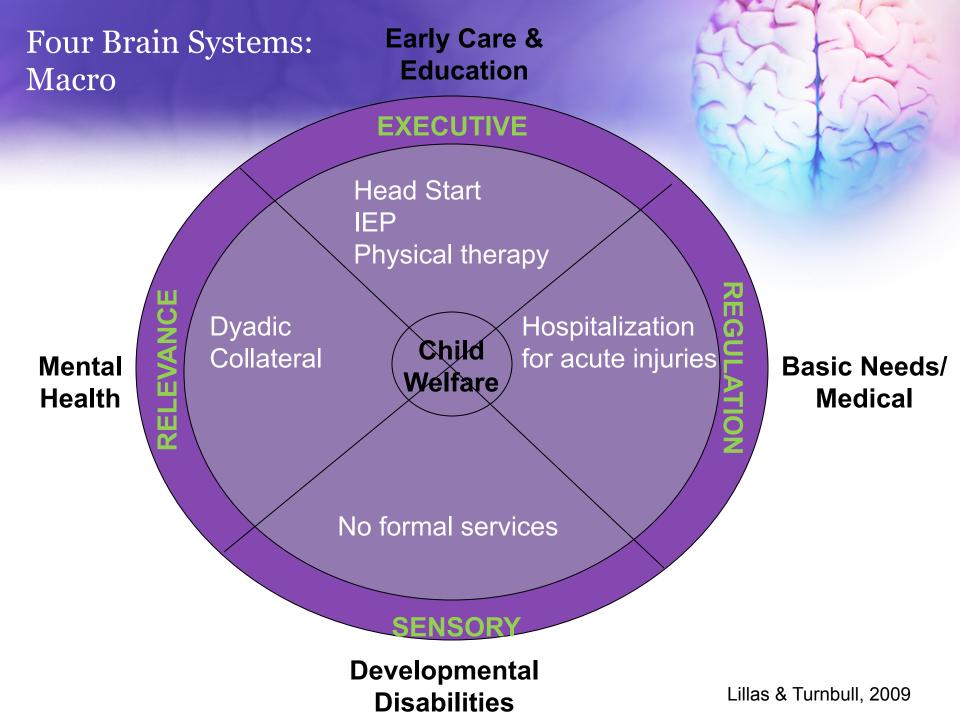
Lower lights and sounds

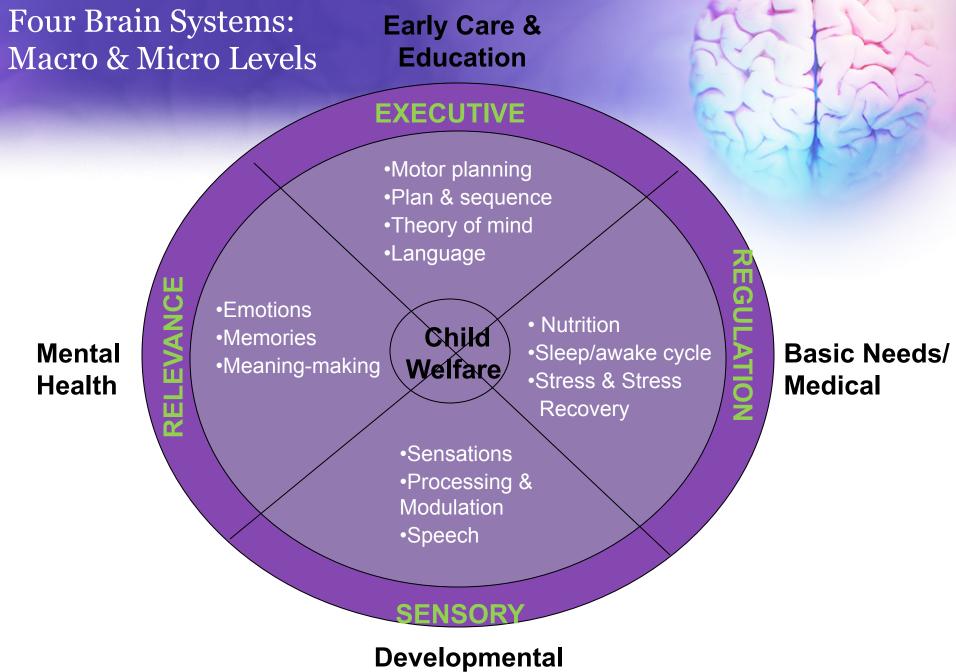
Lower tone of voice

Slow down vocal rhythm

Slow down facial expression

Slow movement

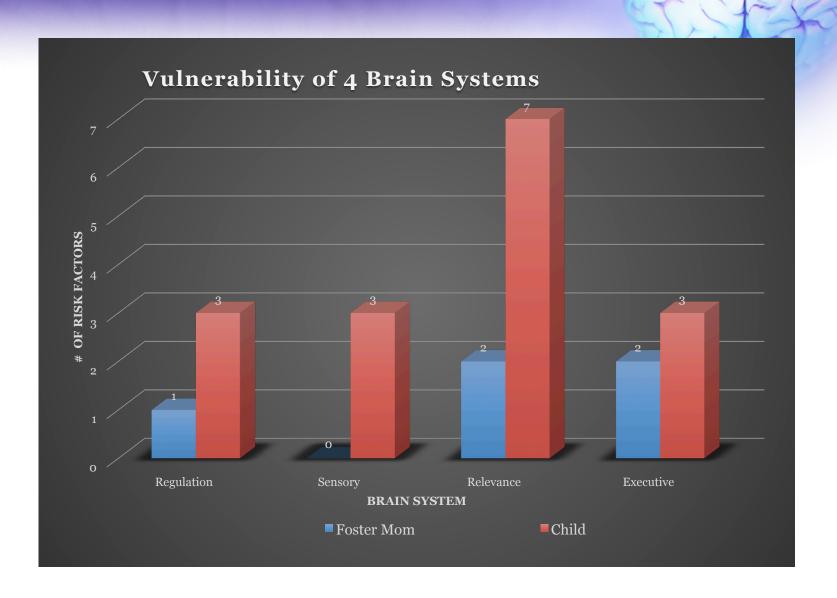




**Disabilities** 

Lillas & Turnbull, 2009

# Four Brain Systems



## NRF Guiding Play Principle

- Always work with developmental age, not the chronological age
- When moving up the developmental ladder, consider procedural enactments as part of the emergence of emotional memories that are not always symbolized through symbolic play or with a verbal narrative
- "Pretend" play can hold procedural memories that are not yet verbalized into a "verbal narrative" yet embody a "body narrative"

## NRF Guiding Play Principles

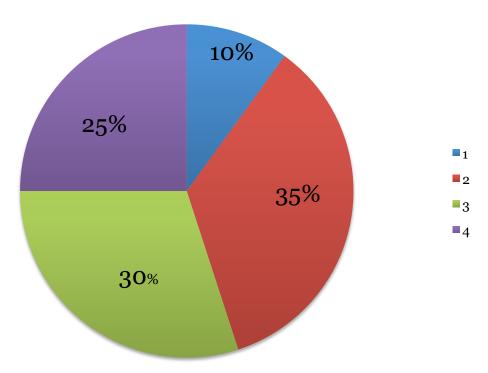
- Procedural memories that are not yet verbalized can help us understand traumatic memories that are lodged in the body
- These are now "sensory fragments" (this is what memories are) lodged in the "relevance" system that shape our meaning-making experiences
- While useful, one does not always have to "know" the history of the child to work with the child. "*The brain is a historical organ.*" (B Perry)

## NRF Guiding Play Principles

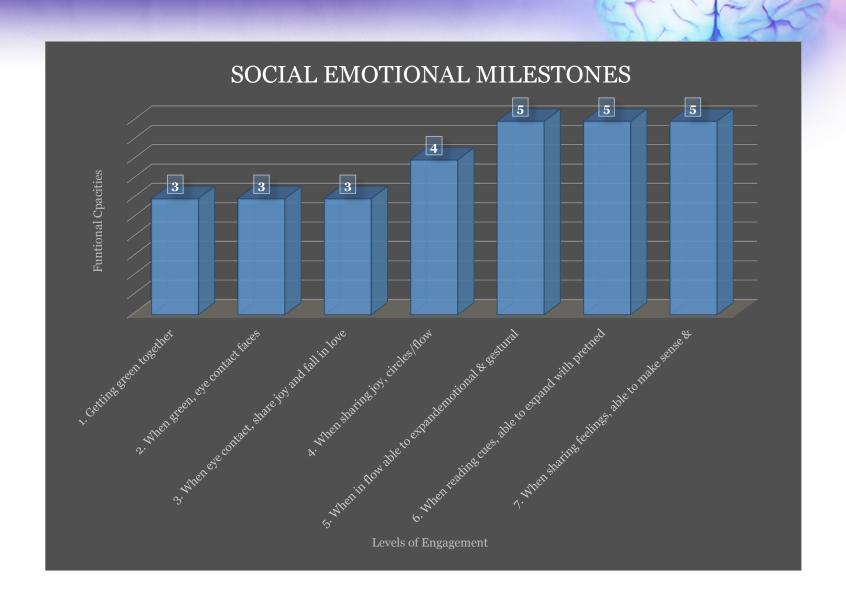
- While following the child's lead and their interests, in general, work with expanding their emotional range from the constrictions they have
- Use the color wheel to see how expansive or how constricted their emotional range is, linked with colored zones
- With trauma link the <u>aggressor</u> with the <u>victim</u> (old) with a <u>protector</u> (new)
- Many times young children take on the role of the aggressor (red zone) as a "one size fits all"

## Reunified with Mom

 After 12 months with foster mom and 10 months in treatment, client reunified with Mom



## **Building Milestones**



# Vignette



## Top-Down Interventions used

- "Scooping"
- Translating perspectives
- Linking theme to past trauma
- Restoring the protective shield
- Encouraging flexibility of aggressor, victim or protector roles
- Promoting mastery
- Symbolic justice

## Multiple Dimensions of Trauma Play Themes of the Relevance System

#### **Constricted Play Themes**

- No affect
- Only brief positive affect
- Predominance of negative range, with no positive affect
- Predominance of positive range, with no negative affect

#### **Extreme Play Themes**

- Repeated aggression
- Destructive actions to vulnerable other(s)
- Repeated victimization scenarios
- Destructive behaviors (e.g., head-banging, self-biting, biting others)
- Repeated themes of suspicion and fear

## Parallel Process

- Important information about how this family impacts my brain systems (step #3)
  - Relevance system (pregnant during second year of treatment)
- What brain systems are you using easily (automatically) when working with this dyad?
  - Relevance, sensory
- What brain systems are you using by exerting conscious control (deliberately) when working with this dyad?
  - Executive



#### "Top-down"

#### **EXECUTIVE**

- Motor Processing Disorders
- Executive Function Delays
- Cognitive Delays

### Autistic Spectrum Disorder

#### RELEVANCE

- Anxiety Disorder
- Depression
- Mood Disorders
- Post-Traumatic Stress

#### ternal-world

#### **SENSORY**

- Sensory Processing Disorder (LDs)
- Sensory Modulation Disorder

## Internal-boo

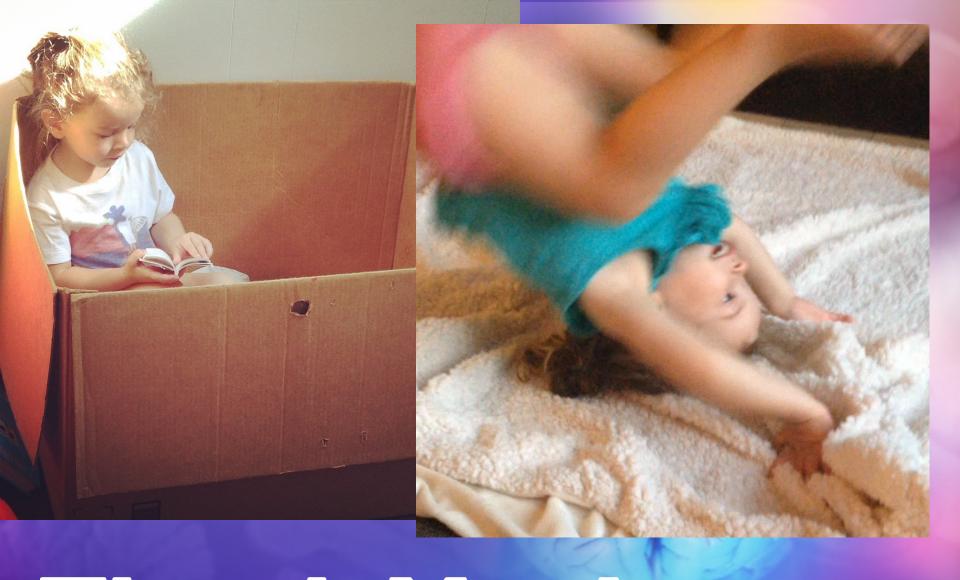
#### REGULATION

- Feeding & Sleeping Disorders
- Medical Disorders
- Genetic Disorders

Regulatory Disorders

"Bottom-up"

Lillas & Turnbull, © 2009



# Thank You! Jessica@hp3ba.com