

Recipe to do for me and others

- (1) observations: Actions that autobated to situation
- (2) Needs: that were relikilled or not
- (3) Feelings: Being triggerred de lo
- needs shippied/disalistied (4) Rebuest: For adving

Emphagise with myself 50 / can emplayige with others

I am responsible any For my Feeling. Tout make offers responsible of mine as lam not of theirs

OBJECTIVE:

Dreladioughip bused on honesty and compethy

There is value strengthening our feelings and needs Vocabalary => We can better Communicate them

Critical/Angry Difficult to Thoughts 5 stablish a healthy internal environment
My/the other's would would would would would
Defiges anger Emphazise = listen to needs and Feelings
Stimulus + Cause MGER (!) RECIPE
1) Stop 9 and Breathe ()
1 dentify sudgemental thoughts of (3)
3 Connect with your needs
9 Express your feelings of {
of Stag surious or usolest Houghts that

arige in our minds, without Judging them

In the other would hear our pain is they believe they are the couse

Mare Recrests (not demands)

Mighlight is a request when they son't agree By:

Emphazise and understand whet Prevents them from Saying yes

The person:

- · a: 11362
- · Judges
- · Goes on guilt trip

or Rebellian on
the listener

Age for a Replection

Could you tell me what you just heard me say?

I am grateful sor you telling one what you heard. I am see was !

Cidnt make myself as door as !

wanted. Let me try again...

After expessing my Vulnera bilitu

Lo hax Now the other reels Los Ask of Aley are willing to act To a group/ 4) Be clear about the type or response and bonesty 1 want back and offpoint: You brought the topse, ahat response did you want from ug? If we are able to greak our pain rakedly without blame, people in distress are able to hear our pain

Empathy 19 Respectful understanding of what others are experiencing. It calls to empty our minds to listen tor on Observedlong (2) Needs 3 feeling 3 (4) Resourcest 9 Empathize with me first -(1) Stop and breather -(2) Scream now violently

3) Take time at