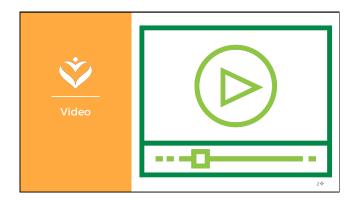
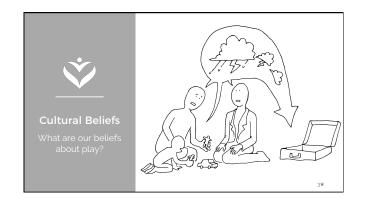
And Then They All Die

Common Play Themes Observed in Child-Parent Psychotherapy with Families Who Have Experienced Domestic Violence

> Chandra Ghosh Ippen. Ph.D. Associate Director Child Trauma Research Program, UCSF Chandra.ghosh@ucsf.edu









Beliefs About Play

- Young children often use play to understand what happened
- Play may have symbolic meaning even when it is not an "accurate" representation of what happened
- Play is a language
- Rather than being a linear narrative representation of what happened, play may express core themes (e.g. danger, absence of protection)

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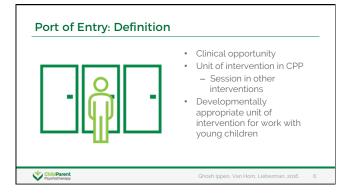
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Beliefs About Play

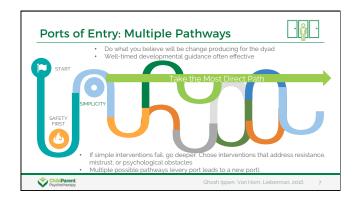
- Through play children
 - Express how they are feeling (share emotions)
 - Share their experience
 - Make meaning
 - Repair: Make wrong right
 - Turn passive into active
 - Try out different and new ways of being

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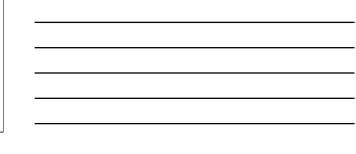




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Reflective Practice Fidelity: Goals

For a specific family or session, cultivate ...

- 1. Awareness of your own emotional reactions
- 2. Awareness of personal and/or cultural biases
- 3. The capacity to recognize and regulate your own strong emotions prior to intervening

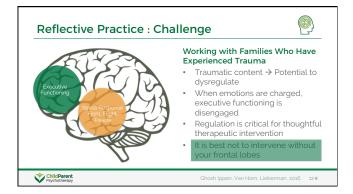
<u>Stance</u>: Regulated and integrated <u>Underlying CPP Principles</u>:

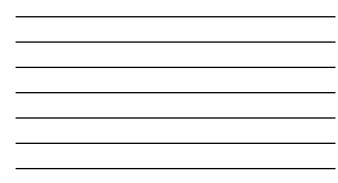
It is difficult to think clearly when you are triggered. Engage your frontal lobes before intervening. When affect is strong, the first affect to regulate is your own.

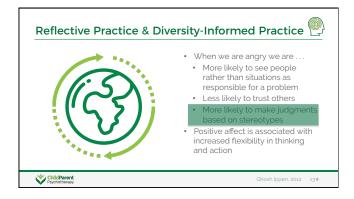
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Dyadic Relational Fidelity: Goals

Whether the work is done jointly with a caregiver and child, with multiple caregivers and the child, alone with a caregiver, or alone with a child . . .

- Intervene in ways that seek to strengthen caregiver-child relationships
- When possible, intervene in ways that address each person's perspective, translating the meaning of each individual's experience to the other
- Balance needs of caregiver and child to create a context where the caregiver can resume the rightful role as the child's historian, protector, guide, and nurturer

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Overarching Goal

- Making meaning (not trauma narrative)
- As I develop my caregiver helps me
 - Understand and hold my life story
 - Connect experience to affect

People who connect emotions to experience are less likely to repeat To differentiate between then and now, you have to know there was a then

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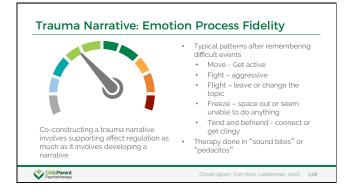
Trauma Narrative: Toys

- Children often need toys connected to their experience to begin
 playing what happened
 - Ambulances
 - Police cars
 - Doctor's kit
 - Baby dolls, toy animals, people
 - Puppets
- Children also need access to toys that help them regulate

See Pinterest.com/CPPtreatment for a list of toys and books







Common Play Themes: Venting & Bearing Witness

- Everything is awful
- Play is chaotic but child may be organized and focused
- Babies and good people are hurt
- Protectors are ineffective
- People who should be helping, hurt others
- No one can help
- Bad guys seem all powerful

Role: Watch, bear witness, give voice to emotions, suffer, tolerate Righteous anger

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 Role: Translate possible meaning for caregiver, so caregiver "leans in" and joins child in punishing the bad guys Give voice to feelings Join in punishing the "bad guys" (when allowed by child) When appropriate, help child and caregiver think about the motives of the "bad guy" (e.g. when the bad guy is a caregiver) 	•	The "bad guys" are punished – Beaten – Jailed – Eaten by animals Aggression directed at a perpetrato)r



Play Themes: Damage to and Repair of the Protective Shield Damage to and Repair of the Protective Shield

- Child is all-powerful (and big)
 - Child punishes perpetrator by self (showing capacity)
 - Caregiver wishes s/he could help
- Caregiver acknowledges past "failure to protect"
 - Caregiver did not know what was happening
 - Caregiver had problems before
 - It was an accident that caregiver wished s/he could have stopped, but s/he could not

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Co-construct Meaning: Repairing the Protective Shield

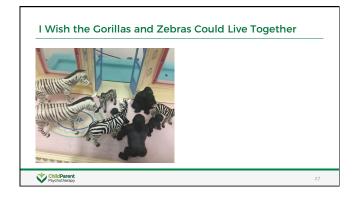
 What do children need from caregivers who have left them or acted in neglectful or violent ways towards them or in front of them?

- Apology
- Atonement
- A clear statement that what the caregiver did was wrong
- Real change

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Play Themes: Damage to and Repair of the Protective Shield

Protective shield play

- Caregiver stands up to or talks to "bad guys"
- Caregiver says s/he won't let child be hurt again
- Caregiver punishes evil-doers

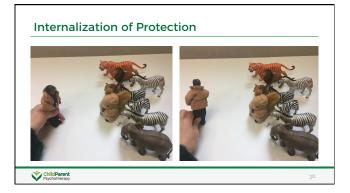
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Trauma Narrative: Common Play Themes

The Grown-Ups Explain They Do Not Make the Decisions, a Judge Does

- Common when child custody and visitation is being decided by the courts
- May be helpful for grown-ups to communicate to child what is happening
 - Foster care placements
 - Why they are having or not having visits with a biological caregiver

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Circles of Support

When caregivers come and go

Changes in placement

 Caregiver health or mental health problems



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Making Meaning: Trauma Narrative Importance of Involving Caregivers

- The work is done in sound-bites often outside of the therapy hour when children are remembering
- Through story, caregivers help children hold on to and remember their history
- When you know your history, you understand and can better cope with future reactions
- As caregivers help a child co-construct a narrative, they change their attributions to and responses towards a child
- The story continues to develop as the child develops

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Trauma Narrative: Understanding Play

- Games can have meaning
 - Hide and go seek (separation, loss, and reconnection)
 - Go on a monster hunt, tell the scary monster to go away (protection)
 - Candy Land can be about separations and reunions

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