IBM TRAINING



Session G55

Changing Behavior

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Agenda

- What is the goal?
- What is your job?
- What can we hope to change?
 - ► Antecedent
 - ▶ Behavior
 - Consequences
 - Praise, Reprimand, Educate, and Extinguish
- Situational Leadership
- Types of Organizations
- Miscellaneous
- References

What is the Goal?

- Our Personal Goal
 - ► To get the job done correctly
- What do we expect from our employees?
 - ► Do a portion of the job
 - ▶ Don't make mistakes
 - ► Be pleasant
 - ► Be as Independent as possible
- Good Behavior and Performance

What is YOUR Job?

- Set and Maintain the Direction & Attitude
 - ▶ Both come from the TOP DOWN
- Tell them what you expect
- Recognize and Reward them
- Be Consistent
- Always KNOW your Audience

What can we Hope to Change?

- Only Behavior can be Changed
- What is Behavior?
 - ► What you See
 - ▶ What you Hear
 - ▶ What you Hear from Others
- What is NOT Behavior?
 - ► What they think
 - ► Their Loyalty
 - ► Their Feelings

ABC of Behavior 1

- Antecedent What happens Before the Behavior
- Behavior What the other person does
- Consequences What happens After the Behavior
 - ▶ Praise
 - ▶ Reprimand / Critique
 - ▶ Education
 - Extinguish

1 Managing Behavior on the Job

Powerful Antecedent 2

- Principles
 - ► Agree on goals
 - Understand what good behavior looks like
 - ► Write out each goal keep it simple
 - ► Relate how much authority they have
 - ► Relate what will happen Consequence
- The Employee Should
 - ► Read and reread each goal
 - ► Review their Performance against the goals daily
 - Determine if their behavior matches the goal

2 The One Minute Manager

Powerful Antecedent

- Powerful Consequence
 - Consistent
 - Personal
 - ► Immediate
- Weak Consequence
 - ► Inconsistent
 - ► Group benefit or penalty
 - ► Future benefit or penalty

During the Behavior

- Observe their actions
 - ► MBWA Management By Wandering Around
- Listen for information
 - Open communications with as many people as possible then listen
- Tattling
 - ► Listen, but make your own observations before taking action. Only mention what you observed.
- Inadvertent Enemies 5
 - ▶ Don't delegate then do the task yourself.

5 Leadership Secrets of Attila the Hun

Consequences

- Understand what they consider a reward / penalty
- If a Wonderful Job was done
 - ▶ Praise
- If they knew how and didn't perform
 - ▶ Reprimand
- It the didn't know how to do the job
 - ► Educate
- If you want to get rid of the behavior
 - ► Extinguish (Ignore)

When to Praise

- When
 - ▶ Praise as soon as you notice improvement
 - ► Give the credit for what they do
 - ▶ Do this regardless of what has gone bad for you

How to Praise

- Praise 2
 - Advise UP FRONT that you are going to let them know how they are doing
 - ► Praise Immediately
 - ► Advise what they did right BE SPECIFIC
 - Advise how good you feel about that they did right
 - ► Advise how it helps the organization and the other people
 - Stop for a moment of silence to let them "feel" how good you feel
 - ► Encourage them to do more of the same
 - Make it clear that you support their success in the organization
- Do this regardless of what has gone bad for you

2 The One Minute Manager

When to Reprimand

- Reprimand or Educate? 3
 - ▶ Did they know how to do the task right?
 - If so, Reprimand: If not, Educate
 - If wrong:
 - Reluctant to try again
 - Reflects on your style
 - Get discouraged
- Always reprimand 1 on 1
- Don't reprimand if you are upset, just stay neutral and wait.
- Reprimand them immediately
- Reprimand them regardless of what has gone well for you 3 Putting the One Minute Manager to Work

How to Reprimand 2

- How
 - ► Advise UP FRONT that you are going to let them know how they are doing in no uncertain terms.
 - ► The First Half The Behavior
 - Advise what they did wrong BE SPECIFIC
 - Advise how you feel about what they did wrong
 - Stop for a few seconds of silence to let them "feel" how you feel. (The longer the stronger.)
 - ► The Second Half The Person
 - Make it clear that you are honestly on their side.
 - Remind them how much you value them.
 - Reaffirm that you think well of them, but not of their performance in this situation
 - Realize that when the reprimand is over, it's over.
 2 The One Minute Manager

How to Educate Others

- PRICE 3
 - ► Pinpoint Determine area of interest
 - ► Record Measure performance on a graph
 - ► Involve Agree on performance goals, coaching strategy, and evaluation
 - ► Coach Observe and manage consequences
 - ► Evaluate Determine future strategies
- Feedback is the Breakfast of Champions

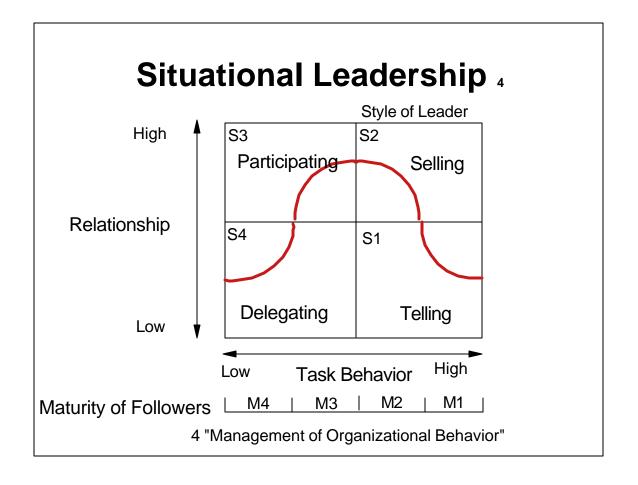
3 Putting the One Minute Manager to Work

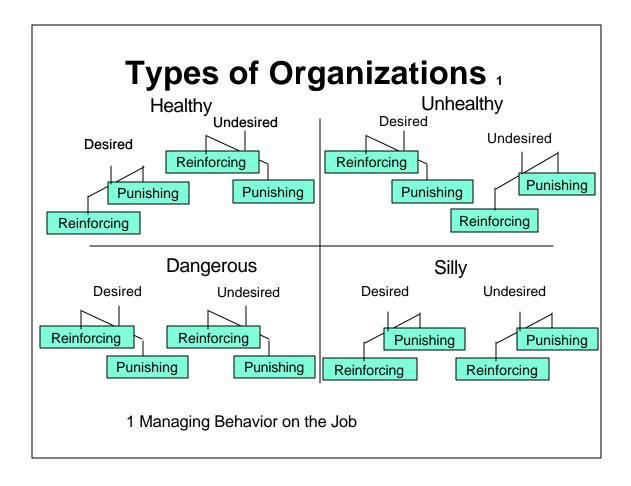
How to Educate yourself?

- Everyone has value
 - ► Ask what they experienced or did.
 - ► Evaluate their success
 - —If good success, take their advice.
 - If bad success, avoid their advice.
- Expect everyone to be all they can be
 - ► Some will do simple jobs
 - ► Some will do complex jobs
 - ► Study the tasks and the people to provide a good skill match.

How to Extinguish Behavior

- If you provide NO feedback, the behavior will continue for a while then slowly degrade.
- Useful for children and pets
- Impact is the greatest if there was a pattern of feedback - praise, educate, reprimand





Miscellaneous

- Be Consistent
 - ► Treat everyone like they deserve to be treated REGARDLESS of how you feel
- Lots of Excuses?
 - ► Give them control over everything they need to do the job
 - ► Watch the interfaces and keep notes.
- Stroking
 - ► Some employees need frequent feedback
- Emotional Bank Accounts
 - ▶ Deposit more than you withdraw

Miscellaneous

- When they get Down
 - ► Encourage
 - ► Determine if they have too much or too little work
- Listen more than you speak
 - ► Even if you know what they are going to say
- People who feel good about themselves produce good results
- From the movie *The Godfather* "It's not personal, it's just business"
- Every interaction is a negotiation

Summary

- Make sure they know what you want
- Observe
- If you like what you see
 - ▶ Praise
- If you don't like what you see
 - ► Reprimand, Educate, or Extinguish
- Always adjust the Behavior and keep the Person
- Always know your Audience

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