DEBRIEFING FACILITATION 101



LYNDA CHELDELIN FELL

INTERNATIONAL GRIEF INSTITUTE

www.InternationalGriefInstitute.com

CRITICAL INCIDENT

Definition

Stress response
Behavioral response
Cognitive response
Emotional response
Physical response
Spiritual response

A critical incident is any event that is emotionally upsetting or disturbing.

- The stress from the event has the potential to interfere with one's ability to function
- It's normal to experience a combination of stress reactions called aftershocks.
- Without support, it can overwhelm a person's ability to cope and may result in dysfunction

DEBRIEFING CRITICAL INCIDENT

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

How our brain responds to stress:

- **Fight**
- Flight
- Freeze
- Fawn

DEBRIEFING CRITICAL INCIDENT

Definition

Stress response

Behavioral response Cognitive response Emotional response Physical response Spiritual response

During and immediately after an upsetting event, our brain is flooded with stress hormones.

- Adrenaline (energy surge)
- Cortisol (stress)
- Norepinephrine (arousal)

DEBRIEFING CRITICAL INCIDENT

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

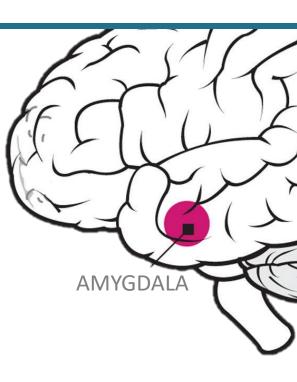
Physical response

Spiritual response

The amygdala is a pair of almond shaped regions on each side of the brain that is triggered by:



- Fear
- Anger
- Stress



CRITICAL INCIDENT

AMYGDALA

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

When Amy senses distress:

 She signals the brain to release cortisol and adrenaline that trigger fight-flight-freeze-fawn

 Cortisol and adrenaline anesthetize the brain's frontal lobes, disabling critical thinking and problem-solving skills

CRITICAL INCIDENT

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

When Amy senses distress:

 She signals the brain to release cortisol and adrenaline that trigger fight-flight-freeze-fawn

 Cortisol and adrenaline anesthetize the brain's frontal lobes, disabling critical thinking and problem-solving skills

Amy and her band of stress hormones hijack the brain during times of distress.

AMYGDALA

STRESS RESPONSE

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

HOW IT AFFECTS US:

Behavioral

STRESS RESPONSE

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

- Behavioral
- Cognitive

STRESS RESPONSE

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

- Behavioral
- Cognitive
- Emotional

STRESS RESPONSE

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

- Behavioral
- Cognitive
- Emotional
- Physical

STRESS RESPONSE

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

- Behavioral
- Cognitive
- Emotional
- Physical
- Spiritual

STRESS RESPONSE

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

- Behavioral
- Cognitive
- Emotional
- Physical
- Spiritual



STRESS RESPONSE

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

Psychological reaction

BEHAVIORAL

- Increased risk taking
- Misuse of alcohol
- Misuse of rx drugs
- Isolation
- Intolerance
- Resentment

- Lashing out
- Addiction regression
 - Smoking
 - Alcohol
 - Drugs
 - Porn
 - Gambling

STRESS RESPONSE

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

Psychological reaction

COGNITIVE

- Confusion
- Mental fog
- Forgetfulness
- Hypervigilance
- Problem solving difficulties

- Low productivity
- Poor concentration
- Decision difficulties

STRESS RESPONSE

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

Psychological reaction

EMOTIONAL

- Anxiety
- Fear
- Frustration
- Mood swings
- Anger
- Feeling overwhelmed

- Guilt
- Nightmares
- Crying spells
- Deep sadness
- Irritability

STRESS RESPONSE

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

Psychological reaction

PHYSICAL

- Fatigue
- Insomnia
- Headaches
- Appetite change

- Muscle tension
- Restlessness
- Upset stomach

STRESS RESPONSE

Definition

Stress response

Behavioral response

Cognitive response

Emotional response

Physical response

Spiritual response

Psychological reaction

SPIRITUAL

- Doubt
- Cynicism
- Emptiness

- Loss of meaning
- Loss of faith
- Loss of direction

PSYCHOLOGICAL REACTION

Definition Stress response Behavioral response Cognitive response Emotional response Physical response Spiritual response **Psychological** reaction

HOW WE REACT DEPENDS ON:

- Our physical proximity to the event
- Our relational proximity to the event
- History of prior trauma
- Inner resilience
- Support system
- Personality

DEBRIEFING HISTORY

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- First model developed in 1974 by Dr. Jeffrey Mitchell
- For groups who share a common history and positive relationship
 - EMS/Firefighters
 - Law enforcement
 - Military
 - Flight crews

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

 An interactive support session held within 72 hours

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- An interactive support session held within 72 hours
- Homogenous groups
 - Existing relationships before event occurred
 - Shared history of experiencing same event
 - Group members are thought of as a team

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- An interactive support session held within 72 hours
- Homogenous groups
 - Existing relationships before event occurred
 - Shared history of experiencing same event
 - Group members are thought of as a team
- Mitigates stress by externalizing reactions and emotions

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

A substitute for psychotherapy

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- A substitute for psychotherapy
- A free-for-all

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- A substitute for psychotherapy
- A free-for-all
- A cure

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- A substitute for psychotherapy
- A free-for-all
- A cure
- A critique

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- A substitute for psychotherapy
- A free-for-all
- A cure
- A critique
- A reprimand

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

The bereaved family

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- The bereaved family
- The injured

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- The bereaved family
- The injured
- In severe shock

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- The bereaved family
- The injured
- In severe shock
- In physical pain

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- The bereaved family
- The injured
- In severe shock
- In physical pain
- Medicated/sedated

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- The bereaved family
- The injured
- In severe shock
- In physical pain
- Medicated/sedated
- Extremely fatigued

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- The bereaved familyIII
- The injured
- In severe shock
- In physical pain
- Medicated/sedated
- Extremely fatigued

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

- The bereaved family
- The injured
- In severe shock
- In physical pain
- Medicated/sedated
- Extremely fatigued

• 111

Suicidal

DEBRIEFING CONTRAINDICATIONS

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- The bereaved family
- The injured
- In severe shock
- In physical pain
- Medicated/sedated
- Extremely fatigued

- |||
- Suicidal
- Signs of psychosis

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

To mitigate acute symptoms

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- To mitigate acute symptoms
- To validate emotions

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- To mitigate acute symptoms
- To validate emotions
- To facilitate resilience

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- To mitigate acute symptoms
- To validate emotions
- To facilitate resilience
- To lower tension

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- To mitigate acute symptoms
- To validate emotions
- To facilitate resilience
- To lower tension
- Stress education

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- To mitigate acute symptoms
- To validate emotions
- To facilitate resilience
- To lower tension
- Stress education
- Assess need for follow-up

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- To mitigate acute symptoms
- To validate emotions
- To facilitate resilience
- To lower tension
- Stress education
- Assess need for follow-up
- Identify external resources

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- To mitigate acute symptoms
- To validate emotions
- To facilitate resilience
- To lower tension
- Stress education
- Assess need for follow-up
- Identify external resources
- Provide a sense of post-crisis psychological closure

WHAT'S THE DIFFERENCE?

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

DEFUSING

- Stabilize the trauma before staff goes home
- 20-30 minutes, no details
- Has no effect after12 hours

WHAT'S THE DIFFERENCE?

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

DEFUSING

- Stabilize the trauma before staff goes home
- 20-30 minutes, no details
- Has no effect after
 12 hours

DEBRIEFING

- Support service
- 2-3 hours
- Participants go into detail
- Discuss support and modalities

6-PHASE MODEL

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

 CISM model follows the specific 6-step intervention designed to assist homogenous groups after exposure to the same critical incident.

6-PHASE MODEL

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- CISM model follows the specific 6-step intervention designed to assist homogenous groups after exposure to the same critical incident.
- Designed to:
 - mitigate acute symptoms
 - assess the need for follow-up
 - provide a sense of post-crisis psychological closure

6-PHASE MODEL

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

1. Introduction



6-PHASE MODEL

History

Definition

Contraindications

Goals

Defusing

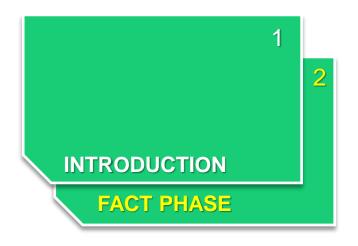
Model

Control keys

Facilitator responsibilities

1. Introduction

2. Fact phase



6-PHASE MODEL

History

Definition

Contraindications

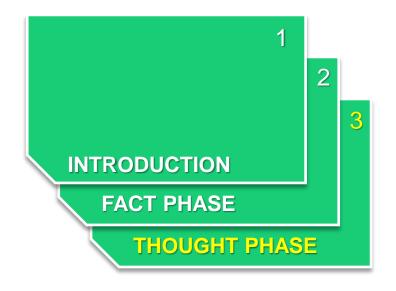
Goals

Defusing

Model

Control keys

- 1. Introduction
- 2. Fact phase
- 3. Thought phase



6-PHASE MODEL

History

Definition

Contraindications

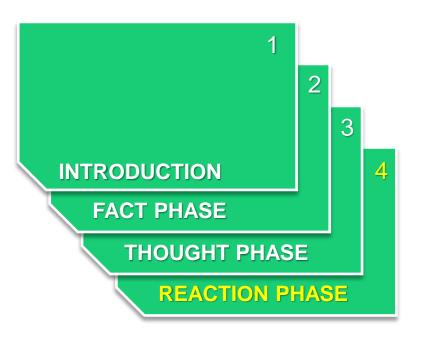
Goals

Defusing

Model

Control keys

- 1. Introduction
- 2. Fact phase
- 3. Thought phase
- 4. Reaction phase



6-PHASE MODEL

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

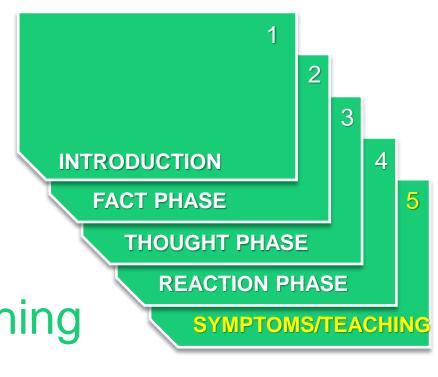
1. Introduction

2. Fact phase

3. Thought phase

4. Reaction phase

5. Symptoms & teaching phase



6-PHASE MODEL

History

Definition

Contraindications

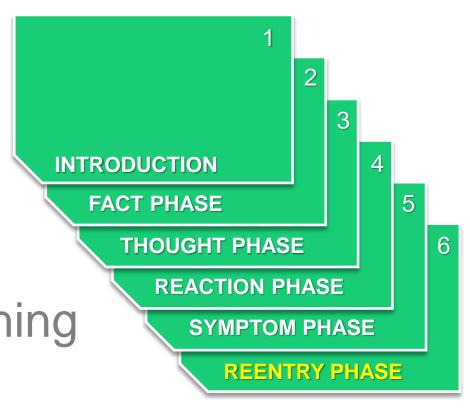
Goals

Defusing

Model

Control keys

- 1. Introduction
- 2. Fact phase
- 3. Thought phase
- 4. Reaction phase
- 5. Symptoms & teaching phase
- 6. Re-entry phase



History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

Held 24-72 hours after event.

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- Held 24-72 hours after event.
- Plan for 2-3 hours from start to end.

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- Held 24-72 hours after event.
- Plan for 2-3 hours from start to end.
- Participation is mandatory.

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- Held 24-72 hours after event.
- Plan for 2-3 hours from start to end.
- Participation is mandatory.
- Employee rank is not recognized.

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- Held 24-72 hours after event.
- Plan for 2-3 hours from start to end.
- Participation is mandatory.
- Employee rank is not recognized.
- Offer circle seating to decrease authority.

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- Held 24-72 hours after event.
- Plan for 2-3 hours from start to end.
- Participation is mandatory.
- Employee rank is not recognized.
- Offer circle seating to decrease authority.
- Go around circle after each question.

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- Held 24-72 hours after event.
- Plan for 2-3 hours from start to end.
- Participation is mandatory.
- Employee rank is not recognized.
- Offer circle seating to decrease authority.
- Go around circle after each question.
- Complete confidentiality.

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- Held 24-72 hours after event.
- Plan for 2-3 hours from start to end.
- Participation is mandatory.
- Employee rank is not recognized.
- Offer circle seating to decrease authority.
- Go around circle after each question.
- Complete confidentiality.
- No critiquing. Minimize conflict.

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- Held 24-72 hours after event.
- Plan for 2-3 hours from start to end.
- Participation is mandatory.
- Employee rank is not recognized.
- Offer circle seating to decrease authority.
- Go around circle after each question.
- Complete confidentiality.
- No critiquing. Minimize conflict.
- No judgment.

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

1. Speak using simple words. Avoid using professional or academic verbiage so everyone understands what is said.

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- 1. Speak using simple words. Avoid using professional or academic verbiage so everyone understands what is said.
- 2. Practice good listening skills and maintain supportive neutrality.

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- 1. Speak using simple words. Avoid using professional or academic verbiage so everyone understands what is said.
- 2. Practice good listening skills and maintain supportive neutrality.
- 3. Don't criticize anyone for what they've said. It's important to not invalidate their experience.

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

4. Scan the room, look at body language

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- 4. Scan the room, look at body language
- 5. Check understanding; make no assumptions

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- 4. Scan the room, look at body language
- 5. Check understanding; make no assumptions
- 6. Restate what you hear

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- 4. Scan the room, look at body language
- 5. Check understanding; make no assumptions
- 6. Restate what you hear
- 7. Keep on task

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

- 4. Scan the room, look at body language
- 5. Check understanding; make no assumptions
- 6. Restate what you hear
- 7. Keep on task
- 8. Some participants will participate more than others. Meet each one where they are, though encourage participation and make sure everyone has a chance to share.

FACILITATOR RESPONSIBILITIES

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

9. The participant who is talking should be the center of attention. Side conversations can be disruptive, and make the sharer feel invalidated. Don't allow that.

FACILITATOR RESPONSIBILITIES

History

Definition

Contraindications

Goals

Defusing

Model

Control keys

Facilitator responsibilities

- 9. The participant who is talking should be the center of attention. Side conversations can be disruptive, and make the sharer feel invalidated. Don't allow that.
- 10. Monitor the group for emotional and physical red flags, and handle appropriately.

ROOM ARRANGEMENT

2-PERSON TEAM



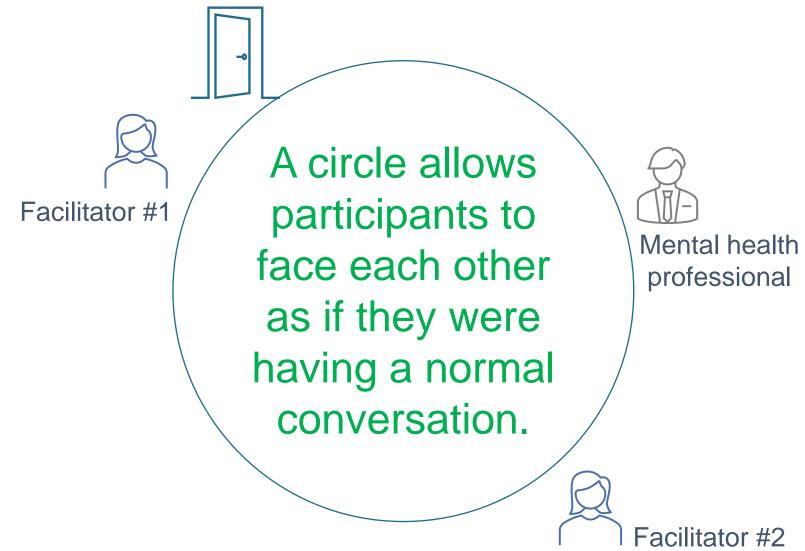
A circle allows participants to face each other as if they were having a normal conversation.



Facilitator #2

ROOM ARRANGEMENT

3-PERSON TEAM



PROCESS

ORDER OF EVENTS

- 1. Process
- Distribute handout
- 3. Introduction
- 4. Ground rules
- 5. Fact phase
- 6. Thought phase
- 7. Reaction phase
- 8. Symptoms & Teaching phase
- 9. Re-entry

✓ Fact phase: Cognitive domain

Participants describe the event from their own perspective (intellectual/thinking/head)

PROCESS

- 1. Process
- Distribute handout
- 3. Introduction
- 4. Ground rules
- 5. Fact phase
- 6. Thought phase
- 7. Reaction phase
- 8. Symptoms & Teaching phase
- 9. Re-entry

- ✓ Fact phase: Cognitive domain
- ✓ Thought phase: Affective domain

 Participants describe their thoughts about the event (emotional/heart) domain

PROCESS

- 1. Process
- Distribute handout
- 3. Introduction
- 4. Ground rules
- 5. Fact phase
- 6. Thought phase
- 7. Reaction phase
- 8. Symptoms & Teaching phase
- 9. Re-entry

- ✓ Fact phase: Cognitive domain
- ✓ Thought phase: Affective domain
- ✓ Reaction phase: Psychomotor domain Participants describe how they reacted

PROCESS

- 1. Process
- Distribute handout
- 3. Introduction
- 4. Ground rules
- 5. Fact phase
- 6. Thought phase
- 7. Reaction phase
- 8. Symptoms & Teaching phase
- 9. Re-entry

- ✓ Fact phase: Cognitive domain
- ✓ Thought phase: Affective domain
- ✓ Reaction phase: Psychomotor domain
- ✓ Symptoms & Teaching phase

PROCESS

- 1. Process
- Distribute handout
- 3. Introduction
- 4. Ground rules
- 5. Fact phase
- 6. Thought phase
- 7. Reaction phase
- 8. Symptoms & Teaching phase
- 9. Re-entry

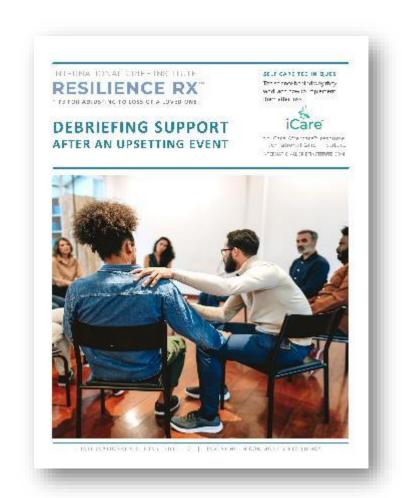
- ✓ Fact phase: Cognitive domain
- ✓ Thought phase: Affective domain
- ✓ Reaction phase: Psychomotor domain
- ✓ Symptoms & Teaching phase
- ✓ Re-entry: Cognitive domain
 Returns participants to the cognitive/intellectual domain

DEBRIEFING INTRODUCTION

ORDER OF EVENTS

- Process
- 2. Distribute handout
- 3. Introduction
- 4. Ground rules
- 5. Fact phase
- 6. Thought phase
- 7. Reaction phase
- 8. Symptoms & Teaching phase
- Re-entry

DISTRIBUTE Resilience Rx: Debriefing Support



INTRODUCTION

- 1. Process
- 2. Distribute handout
- 3. Introduction
- 4. Ground rules
- 5. Fact phase
- 6. Thought phase
- 7. Reaction phase
- 8. Symptoms & Teaching phase
- 9. Re-entry

- Facilitators identify themselves.
- My name is _____ and this is _____.
- We are here because of _____
- Some of you don't want to be here. Even if you don't think you need help, others here may. Your presence is comforting to them, and we ask you to stay to help clarify this event for the benefit of the group.
- □ People who talk about it sleep better and don't have as much disruption to their home life."

GROUND RULES

- 1. Process
- Distribute handout
- 3. Introduction
- 4. Ground rules
- 5. Fact phase
- 6. Thought phase
- 7. Reaction phase
- 8. Symptoms & Teaching phase
- 9. Re-entry

- ☐ Please silence all cells and devices.
- ☐ Confidentiality is 100%. Anything shared stays here.
- Everyone will have a chance to speak. Nobody is required to speak.
- Do not interrupt others.
- ☐ Respect. Everyone has a right to express their feelings.
- Honor different beliefs and circumstances.
- □ Do not give advice. Share only your experience and emotions.
- ☐ Support one another as a team.
- ☐ Stay neutral. Emotions are not good nor bad.

FACT PHASE

- 1. Process
- Distribute handout
- 3. Introduction
- 4. Ground rules
- 5. Fact phase
- 6. Thought phase
- 7. Reaction phase
- 8. Symptoms & Teaching phase
- 9. Re-entry

- "Please tell us your name and briefly describe what happened from your perspective."
- This is a quick review of events.
- It is easier for people to discuss the facts first before moving on to the emotional aspect of the experience.
- Details are not necessary.
- There is no "reliving" the event.

THOUGHT PHASE

ORDER OF EVENTS

- 1. Process
- Distribute handout
- 3. Introduction
- 4. Ground rules
- 5. Fact phase
- 6. Thought phase
- 7. Reaction phase
- 8. Symptoms & Teaching phase
- 9. Re-entry

"What was your first or most prominent thought during the incident?"

- This invites participants to externalize first impressions.
- The above question transitions the attendees from the cognitive (intellectual) domain to the affective (emotional) domain.

REACTION PHASE

ORDER OF EVENTS

- 1. Process
- 2. Distribute handout
- 3. Introduction
- 4. Ground rules
- 5. Fact phase
- 6. Thought phase
- 7. Reaction phase
- 8. Symptoms & Teaching phase
- 9. Re-entry

"What was the worst or hardest part of the event? What was most painful?"

- A frank discussion of the event.
- May contain the most emotional content.
- An opportunity to begin to de-stress

SYMPTOMS & TEACHING

ORDER OF EVENTS

- 1. Process
- 2. Distribute handout
- 3. Introduction
- 4. Ground rules
- 5. Fact phase
- 6. Thought phase
- 7. Reaction phase
- 8. Symptoms & Teaching phase
- 9. Re-entry

"What kind of symptoms have you encountered since the event? What emotions are hardest to deal with?

- An opportunity to discuss the BCEPS that affected them.
- Explain and normalize the symptoms discussed.
 Provide info and resources.

RE-ENTRY

- 1. Process
- Distribute handout
- 3. Introduction
- 4. Ground rules
- 5. Fact phase
- 6. Thought phase
- 7. Reaction phase
- 8. Symptoms & Teaching phase
- 9. Re-entry

- Returns participants back to cognitive domain
- Answer final questions
- Distribute contact info
- Bring to a close

DEBRIEFING SCENARIO

At the end of the day on the last day of school, a 1st grade boy, Jimmy, fell under the front right bus wheel as the bus rolled back.

- Jimmy suffered critical injuries to his head and chest, and did not survive
- Many students, parents, and staff were outside when it happened