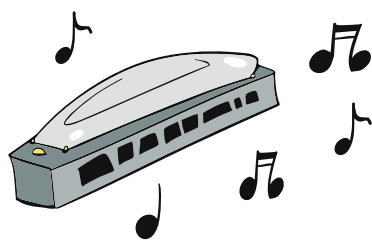


Live
Virtual
Training
via Zoom



pax | Good Behavior Game

Initial Training



Teachers are talking about PAX...

Since we started doing PAX, students at all grade levels are taking ownership for their own actions both academically and socially.

PAX improves student behaviors, helps them to focus on their tasks, and teaches them teamwork, cooperation, and self-respect.

After learning PAX I feel more comfortable in how to manage a classroom and more prepared as a teacher.

What is PAX Good Behavior Game?

The PAX Good Behavior Game® (PAX GBG) is a classroom-based universal preventive intervention implemented by educators to teach students self-regulation. PAX GBG is not a set of lessons or a curriculum, but strategies teachers use throughout their normal school day to build students' behavioral skills and stamina for focused attention and on-task behavior.

Over 50 independent studies and longitudinal research by Johns Hopkins University demonstrates that students who receive the PAX Good Behavior Game have significantly higher academic, behavioral, and lifetime outcomes.

About PAX Good Behavior Game Training

PAX GBG Initial Training is available in live virtual, in-person, and self-paced online formats. Training consists of 6 content hours during which participants learn to implement trauma-informed evidence-based strategies in their classrooms during normal instruction. Participants in training leave with all the skills as well as the materials they need to start implementing PAX GBG right away! This includes access to the PAX Up! App, resources on www.paxis.org, and monthly live PAX Chats.

PAX Good Behavior Game Outcomes

PAX GBG is the single most proven universal preventive intervention for improving student behavior and outcomes. Born in a Kansas classroom in 1967, the PAX Good Behavior Game improves children's sense of accountability and self-discipline. In fact, children who receive instruction along with the PAX Good Behavior Game go on to have:

- **increased** standardized test scores
- **decreased** school violence and injuries
- **decreased** youth and adult crime and adjudication
- **decreased** youth and adult drug misuse
- **increased** graduation and college entrance rates



If 75 first grade students received PAX GBG for 1-2 years, we would expect to see the following improvements by the age of 21*

- ✓ 4 more boys will graduate from high school
- ✓ 7 more girls will graduate from high school
- ✓ 3 fewer young people will develop alcohol addiction
- ✓ 5 fewer young people will become regular smokers
- ✓ 6 fewer students will need special education services
- ✓ 7 fewer young people will develop drug addiction
- ✓ 5 fewer boys will attempt suicide
- ✓ 4 fewer girls will contemplate suicide

*About this data: Two separate studies at Johns Hopkins University followed 1,500 children from first grade to adulthood. Read more at www.pubmed.gov.

FOR MORE INFO

VISIT

paxis.org/pax-good-behavior-game

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PAX = Peace • Productivity • Health • Happiness

