



Introduction

PAX Good Behavior Game™ (GBG) is designated as an evidence-based practice by the federal Substance Abuse and Mental Health Services Administration, National Registry of Evidence-based Programs and Practices. Implemented in early childhood grades by teachers, PAX GBG incorporates a system of nine research-based strategies that build brain health and self-regulation in children. The Game can be integrated with other school-wide strategies like PBIS. PAX Partners have expertise in implementing PAX GBG strategies and supporting teachers in order to build skill and adherence to fidelity. Over thirty years of research have proven a multitude of immediate and long-term benefits.

Some of the short-term benefits include:

- Increases in teaching time and engaged learning, student attendance, and student focus and self-regulation (the ability to start, stop, change, and transition from task to task without multiple cues); and
- Decreases in inattentive, aggressive, and disturbing classroom behavior, referrals to special education services, and teacher and student stress.

Some of the long-term benefits include:

- Increases in high school graduation and college entry; and
- Decreases in substance abuse (tobacco, drug and alcohol addiction), depression and risk of suicide, violent and criminal behavior, and a variety of other problems and disorders.

PAX teaches students self-regulation, self-control, and self-management while collaborating with others for peace, productivity, health & happiness. PAX is not a classroom management program or about consequences and control, yet it does make classrooms joyful again for learning. PAX combines the science from “Peacebuilders”, “Good Behavior Game” and other studies.

For details on the intervention and research, see <http://goodbehaviorgame.org>; www.wrightofer.com; and search “Good Behavior Game” via www.pubmed.gov and <http://www.nrepp.samhsa.gov/>. PAX GBG is a registered trademark and copyright of PAXIS Institute.

Regional Application

Clark County—Lincoln Elementary currently implements the Game in grades Kindergarten through third. In fall 2015, five additional elementary schools will implement including Kenton, Fulton, and Snowhill in Springfield City Schools; Catholic Central; and Springfield Preparatory & Fitness Academy. PAX Partner support is provided by WellSpring with mentoring by Greene County Educational Service Center (ESC). Contact Dawn Henseler White for more information dawn@wellspringfield.org, (937) 206-0203.

Greene County—Current implementation sites include all five elementary buildings in Xenia Community Schools, Arrowood, Shawnee, Cox, McKinley, and Tecumseh Elementaries; Fairborn Primary in Fairborn City Schools; and Shaw, Fairbrook, Valley, and Main Elementary in Beavercreek City Schools. In fall 2015, Greeneview Primary in Jamestown will be trained building-wide as well as four primary classrooms at the Greene County Learning Center in Yellow Springs. PAX Partner support and facilitation of a Partner learning community is provided by Greene County ESC. The Greene County ESC also supports implementation in Montgomery, Warren and Clinton Counties. Contact Anya Senetra for more information ASenetra@greeneesc.org, (937) 767-1303 x 131.

Madison County—Current implementation sites include Madison-Plains Elementary in Madison-Plains Local Schools and London Elementary in London City Schools. PAX Partner support is provided by Madison County Family Council with mentoring by Greene County ESC. Contact Lori Thomas for more information lthomas@co.madison.oh.us, (740) 852-6342. It is noteworthy that Madison County Family Council has piloted several PAX GBG strategies throughout the community. Training and support for these projects is provided by Dr. Jason Fruth of Wright State University, jason.fruth@wright.edu, (937) 775-2636.