




# PAX by Paxis Institute

Presented by Anissa Myron

## A little about me:

- 5 years with Bloomfield schools
  - Pax Partner for Bloomfield Schools
  - Math Coach for Grade 4th-6th
  - First experience with Pax as 5th grade teacher
  - Have used Pax strategies as teacher and coach within different classrooms, playground, cafeteria, etc.
  - I was very skeptical about using Pax at first
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## To begin with:

- Called Pax, Pax Good Behavior Game, Pax Game, Pax GBG
- Not a behavior or classroom management program, but strategies for anyone working with students
- Pax teaches students self-regulation to build core cognitive, emotional, and behavioral skills required for peaceful, productive, healthy and happy lives (Paxis Institute 2018)

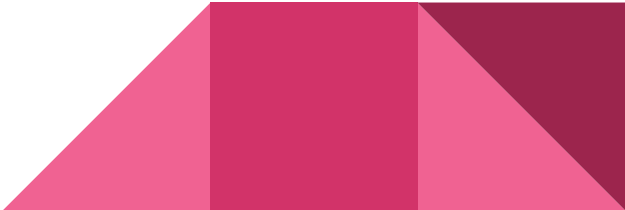


## Think about training to run a marathon:

- Start slow and add time
- Don't jump to full marathon
- Will be successful with training



# Pax Basics




# Kernels

- Pax Vision
- Acknowledging Pax behavior (Pax Leaders)
- Ok/Not Okay Cards
- Harmonica
- Timer
- Name Sticks
- Granny's Wacky Prizes
- Tootles

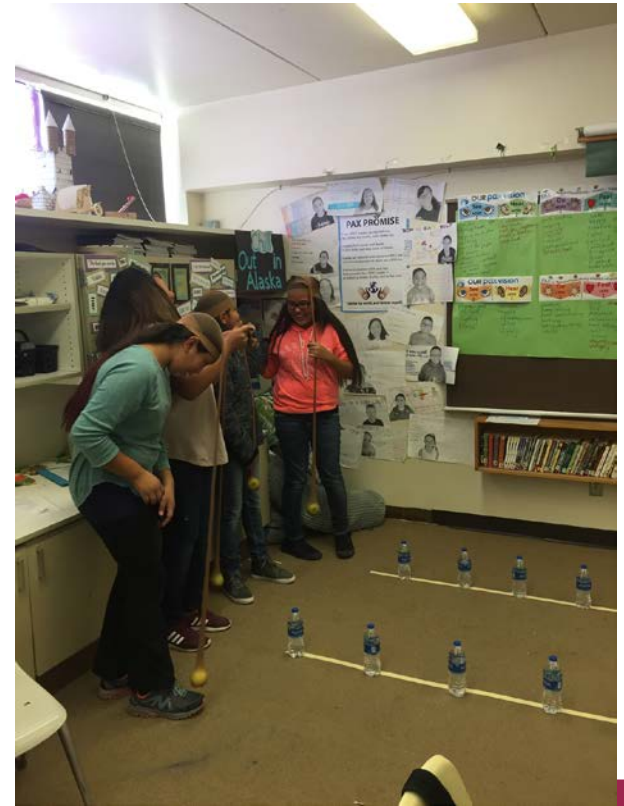
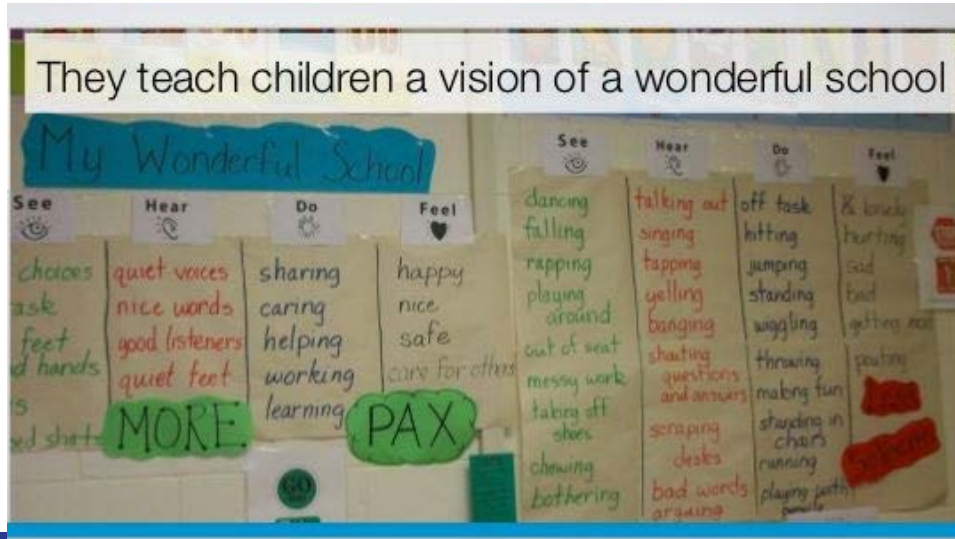


# Harmonica- Pax Quiet

- Pax Quiet Example
  - Call Back- getting attention, giving instructions, etc.
  - All teachers using universal call back
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# Pax Vision

- Classroom
- School
- PLCs (Grade Level Meetings)
- Somewhere always visible
- Refer and add to it





# Tootles- Opposite of a Tattle

- Written by teachers to students, students to students, teachers to teacher



**Tootles**<sup>TM</sup> for positive PAX notes

DR Mayer

Name of recipient and specific praise below...

© ☆

Thank you for all the individual time you spent teaching me the new computer system. Your patience and support make this a great place to work!

Tootler's Signature TAYLOR

date

# Why would we use Pax?

*Only **PAX Good Behavior Game**'s coaching model intervention that has randomized studies showing teachers can successfully implement after in-person or online induction.*

*Only **PAX Good Behavior Game** has been proven to reduce mental, emotional, behavioral and psychiatric disorders in one semester, just like the original studies at Johns Hopkins.*

*Only **PAX Good Behavior Game** has studies showing changes in teacher stress, teacher efficacy, and related outcomes.*

*Only **PAX Good Behavior Game** has published studies on the success of its coaching model to improve results, replicating the results from the original coaching procedures from Johns Hopkins.*

*Only **PAX Good Behavior Game** has multiple scientific replications by different independent researchers, and PAX GBG is used for all replications at Johns Hopkins University, where the acclaimed research on the good behavior game began.*

(<https://goodbehaviorgame.org/> Paxis Institute 2018)

