How does PAX Behavior Game differ from other versions of the good behavior game?

Begin by answering these questions, and check all that apply:

- Do you want a strategy with a proven track record in over 10,000 classrooms? Across grade levels in inner cities, suburban schools, small towns, on tribal lands and very remote communities?
- Do you want academic achievement to increase, including high-school graduation and college entry?
- Do you want to reduce teacher stress?
- Do you want increase time for teaching and learning?
- Do you want students’ problematic behavior to decrease, and self-control to increase?
- Do you want connect with PBIS, Trauma Informed Care, and other initiatives?
- Do you want students’ need for special education to decrease?
- Do you want to prevent childhood psychiatric disorders?
- Do you want to reduce lifetime substance abuse and suicidality among young people?
- Do you want to reduce the impact historic inequalities/disparities?

If you answered yes to any of these questions, ask for PAX Good Behavior Game®.

One year of effective implementation of PAX Good Behavior Game® produces powerful prevention results.

Two or more of years PAX GBG exposure are associated with larger increases of academic and mental-health benefits including reduction in suicides.

Good Reasons to Ask for PAX GBG

Two articles in *Clinical Child and Family Psychology Review* [2, 3] describe how the “gold-standard” scientific studies at Johns Hopkins University on PAX GBG were translated into powerful results in more than 10,000 classrooms throughout the United States, Canada and other countries.

This is why PAX GBG is the official version used in all new replications Johns Hopkins:

- *Only PAX Good Behavior Game* has replicated early improvements in reading and math scores [4, 5], previously proven in the famous Johns Hopkins studies [6].
- *Only PAX Good Behavior Game* has proven, dramatic reductions in problematic, off-task or disruptive behaviors in a semester [7-9] throughout the United States, Canada and Europe.
- *Only PAX Good Behavior Game* has been proven to reduce mental, emotional, behavioral and psychiatric disorders in one semester [9, 10], just like the original studies at Johns Hopkins [6, 11].
- *Only PAX Good Behavior Game* has been integrated and studied in combination with Trauma Informed Strategies, PBIS or Social Emotional Learning Curriculum [12].
- *Only PAX Good Behavior Game* has studies showing changes in teacher stress, teacher efficacy, and related outcomes [13, 14].
- *Only PAX Good Behavior Game* has published studies on the success of its coaching model [15, 16] to improve results, replicating the results from the original coaching procedures from Johns Hopkins [17].

Caution: Presently, other vendors advertising good behavior game materials or services have no independent positive research results related to outcomes from or have independent studies showing adverse or harmful effects.[1]
Only PAX Good Behavior Game’s coaching model intervention that has randomized studies showing teachers can successfully implement after in-person or online induction [18].

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.

Only PAX Good Behavior Game has replications in Native American Tribal sites, frontier communities, rural communities, mid-sized communities, and urban/inner-city sites.

Only PAX Good Behavior Game has replications in multiple countries: including the U.S., Canada, Estonia, Ireland, and the United Kingdom.

Only PAX Good Behavior Game is being funded for implementation by schools, school districts, United Way, county/state/provincial agencies, insurance companies, health-care entities, and other discretionary state/provincial or county funds and voter approved levies.

Only PAX Good Behavior Game has packaged tools that you can use to prove that PAX GBG works for your classrooms, schools, or communities.

Only PAX Good Behavior Game has proven tools to build cost-effective, sustainable prevention in your community — that have been widely replicated in the world.

Only PAX Good Behavior Game can be up and running in your local classrooms in a few weeks, with all the tools you need to implement and see the difference in real time.

Cited References
16. Becker KD, Bradshaw CP, Domitrovich C, Ialongo NS: Coaching teachers to improve implementation of the good behavior game. Administration and Policy in Mental Health and Mental Health Services Research 2013; No Pagination Specified.

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