

What Is the PAX Good Behavior Game?



Creating a Nurturing Classroom:
see promoteprevent.org (PAX GBG)

A nurturing classroom: PAX GBG

Richly Reinforce
Pro-social Behaviors

- Daily group rewards for prosocial behavior
- Written “Tootles” from peers & adults

Reduce Toxic Influences

- Low rates exposure to tattling,
- Low exposure to bullying
- Low exposure to harsh adult actions



**Creating
Nurturing
Environments**

- 75% to 85% reduction in disturbing, disruptive, aggressive peer behaviors every day.
- Low rates of negative peer reinforcement.

- Increased ability to change the social environment
- More ability to treat upsets lightly

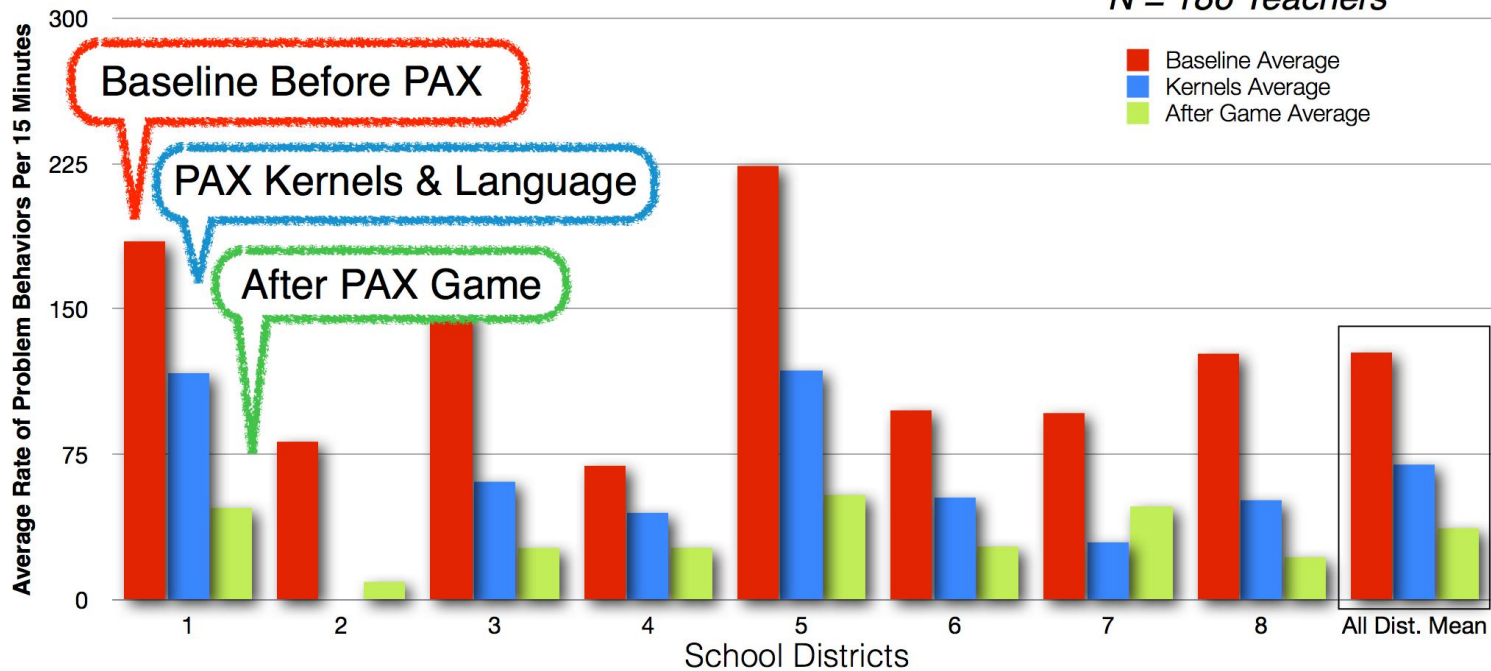
Limit Problematic Behaviors

Increase Psychological Flexibility











Fast Results in 186 Classroom

3-Month Impact of PAX in Eight US School Districts on Disturbing, Disruptive and Inattentive Behaviors Per 15 minutes

N = 186 Teachers



Reducing these early problem behaviors reduces lifetime problematic outcomes

OUTCOMES	STUDENT GROUPS	GBG CLASSROOM	STANDARD CLASSROOM
Drug abuse and dependence disorders	All males	19 percent 	38 percent
	Highly aggressive males	29 percent 	83 percent
Regular smoking	All males	6 percent 	19 percent
	Highly aggressive males	0 percent 	40 percent
Alcohol abuse and dependence disorders	All males and females	13 percent 	20 percent
Antisocial personality disorder (ASPD)	Highly aggressive males	40 percent 	100 percent
Violent and criminal behavior (and ASPD)	Highly aggressive males	34 percent 	50 percent
Service use for problems with behavior, emotions, drugs, or alcohol	All males	25 percent 	42 percent
Suicidal thoughts	All females	9 percent 	19 percent
	All males	11 percent 	24 percent

Kellam, S. G. et al. (2012). The Impact of the Good Behavior Game, a Universal Classroom-Based Preventive Intervention in First and Second Grades, on High-Risk Sexual Behaviors and Drug Abuse and Dependence Disorders into Young Adulthood. *Prev Sci*.

Predicted Long Term Results from Johns Hopkins Studies if All US 1st Graders Nurtured

•The IOM Cited intervention could impact all these US indicators, when this year's First Graders reach age 21...

Number	Outcome
350,306	fewer young people will need any form of special education services
226,668	more boys will likely graduate from high school.
272,002	more boys will likely enter university
361,444	more girls will likely graduate from high school
282,440	more girls will likely enter university
39,564	fewer young people will commit and be convicted of serious violent crimes
391,518	fewer young people will develop serious drug addictions
267,881	fewer young people will become regular smokers
144,244	fewer young people will develop serious alcohol addictions
197,510	fewer young women will contemplate suicide
267,881	fewer young men will contemplate suicide

Estimates are available for every state and Congressional District • contact gbg@paxis.org

The cost per child per lifetime? About the price of a box of good paper.

\$59.99



\$48.99



\$51.99



\$54.99



Net Cost Savings?

\$18.2 Billion Per 1st Grade Cohort at age 21
(after \$300 million per cohort)

Aos, S. et al. (2011). Return on Investment: Evidence-Based Options to Improve Statewide Outcomes. (July), 8.
<http://www.wsipp.wa.gov/rptfiles/11-07-1201.pdf>

