



### What is PAX?

The PAX Good Behavior Game® is a powerful evidence-based practice, consisting of proven instructional and behavioral health strategies used daily by teachers and students in the classroom. This universal preventive approach not only improves classroom behavior and academics, but also provides a lifetime of benefits for every child by improving self-regulation and co-regulation with peers.

### Self-regulation

The PAX Good Behavior Game builds self-regulation in young people by creating shared relational frames with adults and peers. By reinforcing desirable behaviors and inhibiting unwanted behaviors, children develop agency and command to delay gratification and reduce impulsivity.

### Trauma-informed Care

The PAX Good Behavior Game adheres to SAMHSA's six key principles of a trauma-informed approach and model for a trauma-informed classroom. PAX creates a nurturing environment in every school and classroom. These strategies allow students to co-create consistent expectations and summon peer support in creating a nurturing classroom environment.

### PBIS and Tiered-Intervention

The PAX Good Behavior Game provides teachers and administrators with practical tiered-intervention strategies to implement PBIS in the classroom. These strategies work together to reinforce expected, pro-social behaviors while inhibiting problematic behaviors.

### Social and Emotional Learning

The PAX Good Behavior Game promotes social and emotional learning in all students. By engaging students in co-creating expectations and developing shared relational frames, children can begin to recognize their own thoughts and feelings as well as regulate their own emotions and behaviors.