

February 20 at the Teton County Library

Alice Gleason Room 17 N Main Ave
Choteau, MT 59422

PAX Good Behavior Game Training Agenda and Training Objectives

Training Goal: To facilitate an understanding of the PAX Good Behavior Game, a classroom strategy that improves children's whole lives, with over 40 years of independent scientific evidence.

8:00 – 8:30 a.m. Registration

8:30 -10:00 a.m. **PAX Introduction, History, Research and Benefits of PAX Good Behavior Game**

Learning Objectives:

- Participants will be able to explain what the PAX Good Behavior Game is and why it works.
- Participants will be able to define the words, "PAX" and "Spleem," have an understanding of the PAX language and know the importance of the PAX Vision.
- Participants will be able to identify the four miracles performed by teachers in school.
- Participants will have an understanding of how focused attention and reduced impulsivity changes the trajectory for their students' futures.
- Participants will identify the difference between good behavior, good classroom management and self-regulation.
- Participants will be able to identify five long-term benefits of the PAX Good Behavior Game for children.
- The participants will identify why the PAX Good Behavior Game prevents mental, emotional and behavioral disorders.

10:00 – 10:15 a.m. Break

10:15 – 12:00 p.m. **PAX as Trauma-Informed Prevention and Creating Nurturing Environments**

Learning Objectives:

- The participants will learn how creating a nurturing classroom and school environment has cascading effects on short and long term behaviors, gene expression, protects against adverse childhood experiences and heals historic disparities.

- The participants will be able to identify the four critical components for creating a nurturing PAX environment.
- The participants will be able to implement specific strategies for each of the four components that create nurturing environments.
- The participants will learn the necessary attributes needed to be provided by teachers for students to develop self-regulation.
- The participants will receive information about how the PAX Good Behavior Game affects the neurotransmitters in the brain and how that impacts student behaviors.
- The participants will learn “The Matching Law” and why the PAX Good Behavior Game works.

PAX Language, Kernels and Cues

Learning Objectives:

- Participants will learn that PAX provides a relational frame on which to build PAX classrooms and a PAX school.
- Participants will be able to identify PAX behaviors positively and identify spleem behaviors neutrally.
- Participants will gain an understanding of why PAX is not discipline or punishment.
- Participants will be able to name the five PAX Kernels.
- Participants will be able to name the four PAX Cues.

12:00 - 12:30 p.m. **Lunch provided**

12:30 – 4:00 p.m. **Overview for Implementing PAX**

Learning Objectives:

- Participants will understand the importance of collecting their baseline data.
- Participants will learn how to accurately count spleems for data collection.
- Participants will be able to name the 3 sets of data collected to measure PAX progress.

Training graciously provided by grants from:

State Opioid Response grant held by MT Department of Public Health and Human Services-Addictive and Mental Disorders Division