

Contact: Bea Ramirez

Contact Info: Office: 520-299-6770

Cell: 520-360-2995

email: bea@paxis.org



PAX Good Behavior Game Coach Training Fall 2012

The Good Behavior Game was invented by a 4th grade teacher, Muriel Saunders, from Baldwin, KS in 1967, and the first publication of impact on student behavior appeared in 1969 by researchers Harriet Barrish, Muriel Saunders and Montrose Wolf from the University of Kansas.² The Good Behavior Game has 51 citations for experimental related studies in Psych Info, going all the way back to 1969.² The Good Behavior Game is unique in the scientific literature, in that it can be adopted by an individual teacher and produce lifetime results in reducing mental illness and substance abuse—while increasing high school graduation and college entry.³⁻¹⁴ These effects are the result of just one year of exposure to the Good Behavior Game in first-grade,¹⁵ ¹⁶ with durable results well into young adulthood.⁷⁻¹¹

Training Details

- Syracuse, NY
October 24-26, 2012
- Sacramento, CA
November 7-9, 2012
- Registration \$2,500 per person
- Day 1: 6 p.m. to 9:00 p.m.
- Day 2: 9 a.m. to 5:00 p.m.
- Day 3: 9 a.m. to 4:00 p.m.



For teachers, the PAX Good Behavior Game is a godsend, since more and more children come to school with problem behaviors and difficulty with the most fundamental skill for any learning: the ability to “turn on” their own ability to pay attention. Such self-regulation of attention is the single most predictive meta-skill that predicts standardized achievement test scores and school success. The Game, which is used during normal instruction, gives teachers a way to cultivate this essential skill that so many children lack today coming to school. The benefits for teachers and students are immediate:

- About an hour more each day in which real learning and teaching can occur.

- A 70%+ drop in attentive, disturbing or disruptive behavior.
- Less stress every day, less bullying, fewer fights and reasons for referrals.
- Fewer children who need hard-to-get special services.
- Better academic achievement, especially if the teacher uses the time made available for instruction and learning.

PAXIS Institute is using our own coaching model for these trainings. This is a **coaching model** (not a TOT), since the game is a skill rather than a curriculum. By attending our training, you will gain the skills needed to become a successful PAX Game coach.

- Breakfast provided for guests of Embassy Suites
- Lunch and snacks on Days 2 and 3 are included in registration fee
- Manager’s Reception each evening for hotel guests
- Dinner will be on your own
- Car rental is encouraged as transportation to school sites will not be provided
- It is recommended that participants remain for the full training agenda and arrange travel for Friday night or Saturday
- Ask for PAX room rate
- **Embassy Suites**
6646 Old Collamer Road
Syracuse, NY 13057
315-446-3200
- **Embassy Suites**
Sacramento Riverfront
100 Capitol Mall
Sacramento, CA 95814
916-326-5004



DENNIS D. EMBRY PH.D. is the senior scientist at PAXIS Institute in Tucson and a co-investigator at Johns Hopkins Center for Prevention as well as co-investigator with the Promise Neighborhood Research Consortium—overseeing 30 projects in the US and Canada. He is a member of the SAMHSA/CSAP experts group, and a nominee for the President’s Advisory Council on Prevention for Health Care Reform. Current publications emphasize achieving sustainable, cost-efficient population-wide prevention effects across ATOD, mental, emotional, and behavioral disorders.