

PAX- Good Behavior Game

Virtual Training Agenda

August 10, 2020
8:30 a.m. – 4 p.m.

Time	Topic	Learning Objective
8:30-10:00	Creating Nurturing Lifetimes of PAX Students and Adults	Familiarization with ACE's and complex trauma. How trauma informed classrooms and PAX can increase learning in the classroom and promote psychological flexibility that leads to overall increased lifetime wellness.
10:00-10:10	Morning Break	
10:30-11:00	Launching PAX in the classroom and developing PAX leaders.	Teachers will be able to work collaboratively with students to create a PAX Classroom Vision, which will set the tone for the school-year for classroom behavior.
11:00-11:30	Kernel Instruction: PAX Quiet	Teachers will learn to implement PAX Quiet. Implementing PAX Quiet in the classroom ensures clarity and understanding of expectations between teacher and students. This universal cue for attention prompts rapid student cooperation, which maintains instructional momentum and thereby reduces transition time from minutes to seconds.
11:30-12:30	Lunch Break	
12:30-1:30	Kernel Instruction: Granny's Wacky Prices	Teachers will learn to combine proven strategies: mystery motivators and the Premack Principle for increasing self-regulation and pro-social behavior. Using this tool teachers promote dopamine and Brain-Derived Neurotropic Factor (BDNF) production, both necessary for effective and long-term learning.
1:30-2:00	Kernel Instruction: Beat the Timer	Participants will learn to use this strategy to reduce transition time and the time it takes to complete a task. This tool decreases dawdling, troublemaking, and procrastination that can occur between activities or during transition. Using this strategy can reduce conflict among students and adults and preserve relationships by framing realistic expectations and establishing predictable limits.
2:00-2:20	Kernel Instruction: PAX Stix	Participants will learn to effectively use PAX Stix to increase attention during instruction. PAX Stix help create a nurturing environment by promoting trust and predictability between the teacher and students, and among the students themselves.
2:20-2:40	Kernel instruction: Tootle Notes	Participants will learn to effectively use Tootle Notes to reinforce positive and helpful

		behaviors. These notes effectively grow and foster positive behavior and help create a nurturing and cooperative classroom and school environment.
2:40-2:50	Afternoon Break	
2:50-3:10	PAX Cue Instruction (PAX voices, PAX hands & Feet, PAX Ok/Not Ok	Participants will be introduced to PAX Cues that help create predictable and fair classroom behavioral expectations. By teaching students these cues teachers can increase pro-social and decrease problematic behaviors in the classroom. Once introduced to students, these cues take little time to implement and ultimately increases on-task and appropriate classroom behaviors.
3:10-3:30	The PAX Game	Participants will learn to put all the kernels and cues together and implement PAX Good Behavior Game. The Game provides students the opportunity to self-regulate for a pre-determined amount of time. When executed well, PAX Game builds self-regulation which serves as protection from many negative lifetime outcomes.
3:30-3:50	Using PAX Minutes	Participants will learn to use cumulative PAX Minutes meter to encourage students to increase the amount of time they play the game (and self-regulate). This tool helps with data collection and increases implementation fidelity.
3:50-4:00	Final Comments, Questions, and Closing	Participants will have the opportunity to ask questions of trainers.