PAX- Next Steps!

Must have already taken Good Behavior Game training

Training Agenda
Virtual Training
8:30 a.m. – 4:30p.m.
August 10, 2020

Time	Topic	Learning Objective
8:30-9:10	PAX Implementation Check-in	Trainers will go through the questions from participants and answer questions; participants will discuss successes and challenges from last year's implementation with trainers; trainers will provide feedback and additional information to help strengthen the implementation of PAX for this coming school year.
9:10-9:50	Classroom Management vs. Teaching Self-Regulation and why to play PAX Games	Participants will learn to distinguish between using PAX for classroom management and promoting and teaching lifelong self-regulation. Participants will be able to identify when a class is ready to move beyond just practicing and developing the cues and kernels and into playing the PAX games. Participants will understand why 3 daily games are recommended, and the use and reason for Secret PAX games. Participants will be able to identify how, why, and when to play PAX games; how and when to expand PAX games across subject areas, activities, and environments.
9:50-10:05	Students are the Heroes of the Change	Participants will discover how to use cumulative PAX minutes to empower students to move PAX implementation to the next level and develop strong and empowered students that help foster an environment of pro-social behavior.
10:05-10:15	Developing PAX Leaders	Participants will discover meaningful PAX student roles and jobs. This strategy empowers students to be the leaders that will help grow pro-social, trauma informed classroom and school environments.
10:15-10:30	Morning Break	
10:30-11:30	Launching PAX in the classroom and developing PAX leaders.	Teachers will be able to work collaboratively with students to crease a PAX Classroom Vision, which will set the tone for the school-year for classroom behavior.
11:30-12:30	Lunch Break	
12:30-1:00	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.
1:00-1:20	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.
1:20-1:40	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.
1:40-1:55	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.
1:55-2:15	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.
2:15-2:30	Afternoon Break	
2:30-3:00	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.
3:00-3:30	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.