

Dear Parents and Caregivers,









Imagine that there were a simple, inexpensive tool that could positively change the lives of all the children in a classroom, school, or community. We are using such a tool, called the **PAX Good Behavior Game** in our classroom!

The PAX Good Behavior Game is an evidence-based intervention used by teachers as part of their daily management of the classroom. It consists of a set of strategies that help teachers support children in:

- Giving focused attention
- Working as part of a team
- Staying on task
- Limiting problematic behavior
- Transitioning from one task to another
- Increasing prosocial behavior

The PAX Good Behavior Game is the single most proven classroom-based preventive intervention and improves an array of outcomes for teachers, students, families, and communities. When teachers use PAX in the classroom, children develop and improve self-regulation. This has lasting effects beyond academic and behavioral success, including reductions in substance misuse and psychiatric disorders throughout adulthood.

We will be using these proven strategies during regular classroom instruction to improve student relationships and increase our meaningful learning time. Below you will find a list of various PAX strategies we are using in the classroom and throughout the school. Read on to find out more about these strategies and how you can talk to your child about how they are going in their classroom.

PAX Strategy	What is it?	Benefits	Ask Your Child
PAX Vision 	PAX Vision is a strategy used to set clear expectations for what we want to see, hear, feel, and do more or less of during an activity.	PAX Vision helps students cooperate more consistently with expectations and complete requests with less reminding.	<p>What were the good things everyone wanted more of in the PAX Vision?</p> <p>What were some things everyone wanted to do less of in the PAX Vision?</p>
PAX Stix 	PAX Stix is a strategy to increase fairness, attention, and participation.	PAX Stix are used to select students for tasks or answering questions.	<p>When did your teacher use PAX Stix today? How did it go?</p> <p>If you get called on and need help, who do you think you will ask?</p>
Beat the Timer 	Beat the Timer is a strategy used to help students complete tasks quickly, efficiently, and safely.	Beat the Timer helps students stay on task longer and follow directions more completely.	<p>When did you get to play Beat the Timer today?</p> <p>When do you think we could play Beat the Timer at home?</p>
Tootle Notes 	Tootle Notes are a strategy used to help children learn to recognize the good and improvement in one another.	Tootle Notes help students compliment one another rather than tattle and also resist bullying.	<p>Who did you write a Tootle Note to and what for?</p> <p>Who do you think we could write a Tootle Note for together?</p>
Granny's Wacky Prizes 	Granny's Wacky Prizes are quick, active, fun rewards for a job well done.	Granny's Wacky Prizes teach students that working hard, working together, and making good decisions benefits everyone.	<p>What Granny's Wacky Prize did you get today?</p> <p>What is your favorite Granny's Wacky Prize?</p>
PAX OK/Not OK 	PAX OK/Not OK is a strategy used to deliver non-verbal feedback to students.	PAX OK/Not OK teaches students to accept feedback both publicly and privately.	<p>What kinds of things make your teacher use OK-Go PAX?</p> <p>What kinds of things need fixed?</p>