



pax | HEROES



★ What is PAX Heroes?

PAX Heroes Training provides experienced PAX Teachers with strategies for students in PAX classrooms who continue to demonstrate behavioral needs. This training delivers explicit instruction in using the PAX Heroes Manual to identify areas of student difficulty and refine PAX Good Behavior Game® (PAX GBG) implementation to support those needs. PAX Heroes Training also provides instruction in analyzing activities and areas of difficulty for students and selecting targeted Tier 2 and Tier 3 supports to improve their behavioral and academic performance.

★ About PAX Heroes Training

PAX Heroes training is available in live virtual and in-person formats. PAX Heroes Training consists of six content hours where participants learn to differentiate PAX strategies for students in need of additional support. Participants receive the PAX Heroes Manual and instruction on utilizing the PAX UP! App for implementing and monitoring their use of the PAX Good Behavior Game and PAX Heroes in the classroom. Additional resources for implementation are available for trained PAX Teachers on paxis.org.

★ Who should attend PAX Heroes Training?

PAX Good Behavior Game Initial Training is a prerequisite for PAX Heroes Training. A strong classroom implementation of PAX GBG is also necessary in order for teachers and students to receive maximum benefit from PAX Heroes Training. This training is ideal for teachers, intervention specialists, counselors, and other school professionals who specialize in behavior.

98%
of teachers trained
felt the strategies were
beneficial for students with
emotional or behavioral
difficulties.

“There’s no more shame, no more power struggles, just supporting kids in learning pro-social behaviors.”
- Katy W

“The teachers I work with who are utilizing this program share how it has increased student self-regulation and improved classroom culture.” - Sally M

“Without PAX I would not have the loving and nurturing classroom environment that I have today.”
- Lacie S



- ✓ Increases the effectiveness of PAX Strategies and PAX Games for students with behavioral difficulties.
- ✓ Is intended for use with PAX GBG strategies already in full use.
- ✓ Can be implemented as part of daily classroom instruction to operationalize SEL, PBIS, or MTSS initiatives.
- ✓ Does not require students to be pulled from the classroom or given intensive one-on-one instruction.
- ✓ Does not require additional support staff.
- ✓ Utilizes peer support.
- ✓ Helps students succeed by arranging for success in areas where success has been lacking or inconsistent.
- ✓ Is useful in general education classrooms, self-contained classrooms, or areas outside the classroom.

FOR MORE INFO

VISIT
paxis.org/pax-good-behavior-game

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