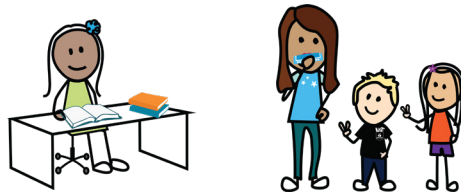




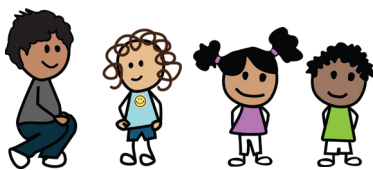
The PAX Good Behavior Game® (PAX GBG) is a classroom-based universal preventive intervention used to teach students self-regulation and to build behavioral skills and stamina for focused attention and on-task behavior. Over 50 independent studies, including longitudinal research by Johns Hopkins University, demonstrate that students who receive the PAX Good Behavior Game® have significantly higher academic, behavioral, and lifetime outcomes.



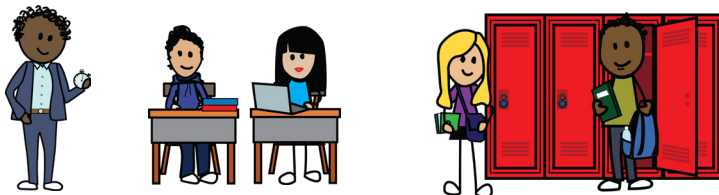
Scan to find a training!



PAX Good Behavior Game® initial training provides teachers and educators with the trauma-informed evidence-based program for use with students in schools and classrooms. **This 6-hour training is available in live virtual, in-person, or self-paced online formats.**



PAX Good Behavior Game® for Early Childhood training is a specialized variation of the trauma-informed evidence-based program targeting early childhood educators in schools and classrooms (children aged 3-5). **This 6-hour training is available in live virtual and in-person formats.**



PAX Good Behavior Game® for Adolescents training is a specialized variation of the trauma-informed evidence-based program targeting middle and high school educators in schools and classrooms (grades 7-12). **This 6-hour training is available in live virtual and in-person formats.**

All trainings include all materials to implement as well as ongoing access to online resources.

Contact us to train your entire group or organization: info@paxis.org

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