

PARENTS:
Have you heard
about.....

PAX

Good Behavior Game

Broward County Public Schools



What is PAX?

PAX

is a Latin word that stands for:

- PEACE
- PRODUCTIVITY
- HEALTH

SPLEEMS

are misbehaviors that get in the way of PAX – like arguing, not doing your work, or saying mean things!

Why are we playing the PAX Game?

The PAX Good Behavior Game is a simple way to positively change the lives of all the students in a classroom.

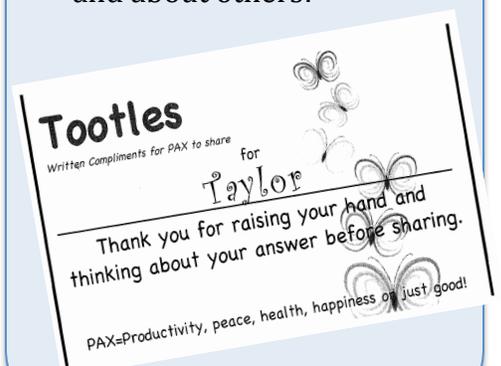
Scientific studies show that playing the PAX Game leads to reduced classroom disruptions, and fewer impulsive behaviors, aggressive behaviors, referrals, and suspensions.

The PAX game has also been directly linked to increased reading scores, graduation rates, and improved LIFE LONG mental health!

Students in Kindergarten, First and Second Grades have been playing the PAX Game this year. You may have already heard some of the unique PAX language:

Tootles

are the opposite of tattles – they are nice things you say to and about others!



I BETTER MY WORLD, I BETTER MYSELF!

Go PAX!

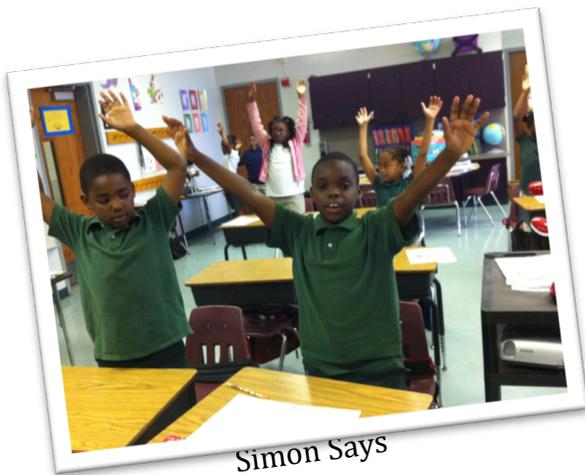
How is PAX played?

The PAX Game is a simple strategy that is used throughout the day, in and out of the classroom. Students are placed on teams chosen by the teacher. Three times every day, the teacher sets a timer. As the timer ticks, the teacher conducts class as usual. If, during this time, a student displays a negative behavior, then the student's team gets a foul - a "Spleem". When the timer rings, the teacher counts the number of Spleems for each team. Teams with three or less Spleems earn Granny's Wacky Prize! During the PAX game, students focus on self-control and cooperation. These character traits help reduce inattention and disruptions, enhancing the learning environment.



Granny's Wacky Prizes

The winning teams get to participate in a "wacky" activity – such as skipping, tapping their pencils, making loud noises, dancing, or singing. Students love this break! These prizes last a few seconds up to a minute and then students are directed back to work immediately. Students learn to change and control their own behaviors quickly to meet the expectations of the learning environment.



Simon Says

How can you help at home?

Ask your child:

- "How were your PAX games today?"
- "Were you a PAX Leader today?"
- "What were your Wacky Prizes today?"
- "Did you give someone a Tootle today?"

If you wish to learn more about the PAX game, you can ask your child's teacher or an expert – your child!

PAX
Superstars!



The PAX Good Behavior Game has been made available to your child's school by a SAMHSA grant through **Diversity, Cultural Outreach & Prevention Programs**

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