

PAX Good Behavior Game

The **PAX Good Behavior Game** provides an integrated intervention model, which is incorporated into your existing academic curriculum. The game is designed to train students' brains for learning and build protective factors that will carry them throughout their academic careers. The game will improve student behavior, attention, retention of material, social skills and academic engagement. Coming to this training can literally change the odds for lifelong success of each and every student you work with. The training also provides the opportunity to learn more about what is happening in children's brains behind the curtain of their behavior.

Long term benefits of PAX Good Behavior Game include:

🍏 Increased student engagement 🍏 Increased attendance 🍏 Improved classroom behavior 🍏 Decreased special education placement 🍏 Decreased initiation of substance use and abuse 🍏 Reduction in the impact and severity of mental health symptoms on academic and social performance

The **PAX Good Behavior Game** was designed by Dr. Dennis Embry; over 30 studies have proven its effectiveness at achieving both long and short-term targets. The game is based on a team model and incorporates reward-based activities that are easily replicable in any classroom environment. Afternoon activities will include hands on time for preparing your classrooms and parent packets. Additional information about the PAX Good Behavior Game, the PAXIS Institute and Dr. Embry can be found on the PAXIS Institute website: www.paxisinstitute.com.

Target Audience: K-8 educators, intervention specialists, administrators, mental health staff, therapists

Presenter: Anya Senetra, MSW, LISW-S, Greene ESC School-based Mental Health Program Supervisor

March 10, 2010 (Snow Date: March 12, 2010--see policy in front of brochure or online @ greeneesc.org)

8:30 am--3:45 pm (one hour lunch on your own)

\$90 per registrant (includes PAX starter kits)

Antioch McGregor offers 1 quarter hour credit @ \$120 for attendance at this one-day workshop (4-page reflection paper required)

Ashland University offers 1 semester hour credit @ \$180 for two full- day sessions attended. (PBS on March 3 and PAX: Good Behavior Game on March 10....separate registration required for each workshop)

Graduate credit is payable to the university on the day of the 2nd workshop.

Counselor and Social Worker CEU's 5.0 (State of Ohio Counselor, Social Worker, Marriage and Family Therapy Board)

Registration: PAX Good Behavior Game---deadline for registration February 24, 2010

Name _____ Phone _____

E-mail _____ District/ Bldg. _____

Payment: (check one) Purchase Order Check Cash

Send registration to Wendy Wooten at Greene Co. ESC, Contact Wendy at 937-767-1303 ext. 100 or FAX to 937-767-1025
GCESC, 360 East Enon Rd., Yellow Springs, OH 45387

