



Short Introduction

- * My name is Gearóid Ó Flatharta
- * Currently a mainstream teacher in Belmayne E.T.N.S
- * 10 years teaching experience, 8 in Educate Together
- * 5 years mainstream teaching and 5 years support teaching experience
- * Under the Northside Partnership, I was trained to lead the PAX Good Behaviour Game in January 2016

PAX and the Learn Together Curriculum

The PAX Good Behaviour Game:

- * Can be incorporated into the Moral and Spiritual strand and the Exploring Moral Development strand unit.

The PAX Good Behaviour Game helps examine the values of Respect, Responsibility and Honesty:

- * In relation to their own choices
- * In relation to right and wrong
- * Through discussion and role play

It also helps pupils investigate and explore how our choices and decisions have consequences

What skills do we want our children to have?

- * Acceptance
- * Attentiveness
- * Balance
- * Common sense
- * Cooperative Skills
- * Discipline
- * Forgiveness
- * Focus
- * Health, both physical and emotional
- * Integrity

What does PAX Mean?

PAX Simply means:

- * Peace
- * Productivity
- * Health
- * Happiness

PAX in Ireland

- * PAX was introduced to Ireland by Preparing for Life (PFL), Northside Partnership and the Midlands Area Partnership (MAP) in January 2015.
- * The Good Behaviour Game's introduction was directed by it's creator, Dr. Dennis Embry from Arizona, USA.
- * The initiative is funded by the Department of Children and Youth Affairs.

PAX in Ireland

- * In early 2015, it was first implemented in 21 Irish classrooms over a 12 week period.
- * It was introduced to a further 40 classrooms in September 2015.
- * In 2016 a further 40 class teachers were trained to implement the Game in their classes.

The Different Elements of the Good Behaviour Game

- * Tootle notes
- * The Wacky Prizes
- * PAX Stix
- * PAX Quiet
- * Beat the Timer
- * Vision of PAX
- * PAX teams

Tootle Notes

Tootles™ for PAX to the MAX

✓ Check type of Tootle

- ★ Getting things done
- ★ Collaboration at work
- ★ Extra effort at work
- ★ Keeping a cool head
- ★ Handling a difficult situation well
- ★ Pitching in to help without being asked
- ★ Thinking through a situation quickly
- ★ Finding a good solution
- ★ Solving a crisis
- ★ Meeting a deadline
- ★ Meeting a goal
- ★ Other _____

from the Desk of _____

to... _____

Name of recipient (above) and specific praise for PAX below...

These Tootle Notes are for adults to adults.
Your kit comes with a pad of these printed on green paper. More pads may be ordered from PAXIS Institute from the address on the inside front cover.

Signed _____ date _____

Tootles™ for positive PAX actions

Dear _____

Name of recipient and specific praise for PAX below...

These Tootle Notes are for young people to give to young people, and may be used from young people to adults. Please download your reproducibles to copy these, or order pads of them from PAXIS Institute. See URL for downloadable reproducibles on the inside front cover, which includes different styles and types of these Tootle Notes.

Written by _____

Tootles are the opposite of tattles.

PAX is peace, productivity, health and happiness.

The Wacky Prizes



PAX Stix


Random Calling or PAX Stix Recipe

1. Use sticks supplied or buy them (any size that works for you).
2. Write names of students on sticks, but do not let them decorate sticks.
3. Organize sticks in cups by period.
4. Make sure they are easily available for teaching.
5. Explain to students how you are going to use sticks, and mention this is just like a video game works—randomly and helps make the class more exciting.
6. Use sticks in different ways for types of instruction described in the book.





PAX Quiet

PAX Quiet

 what you are doing

 talking

 Raise hand in PAX

 eyes on adult

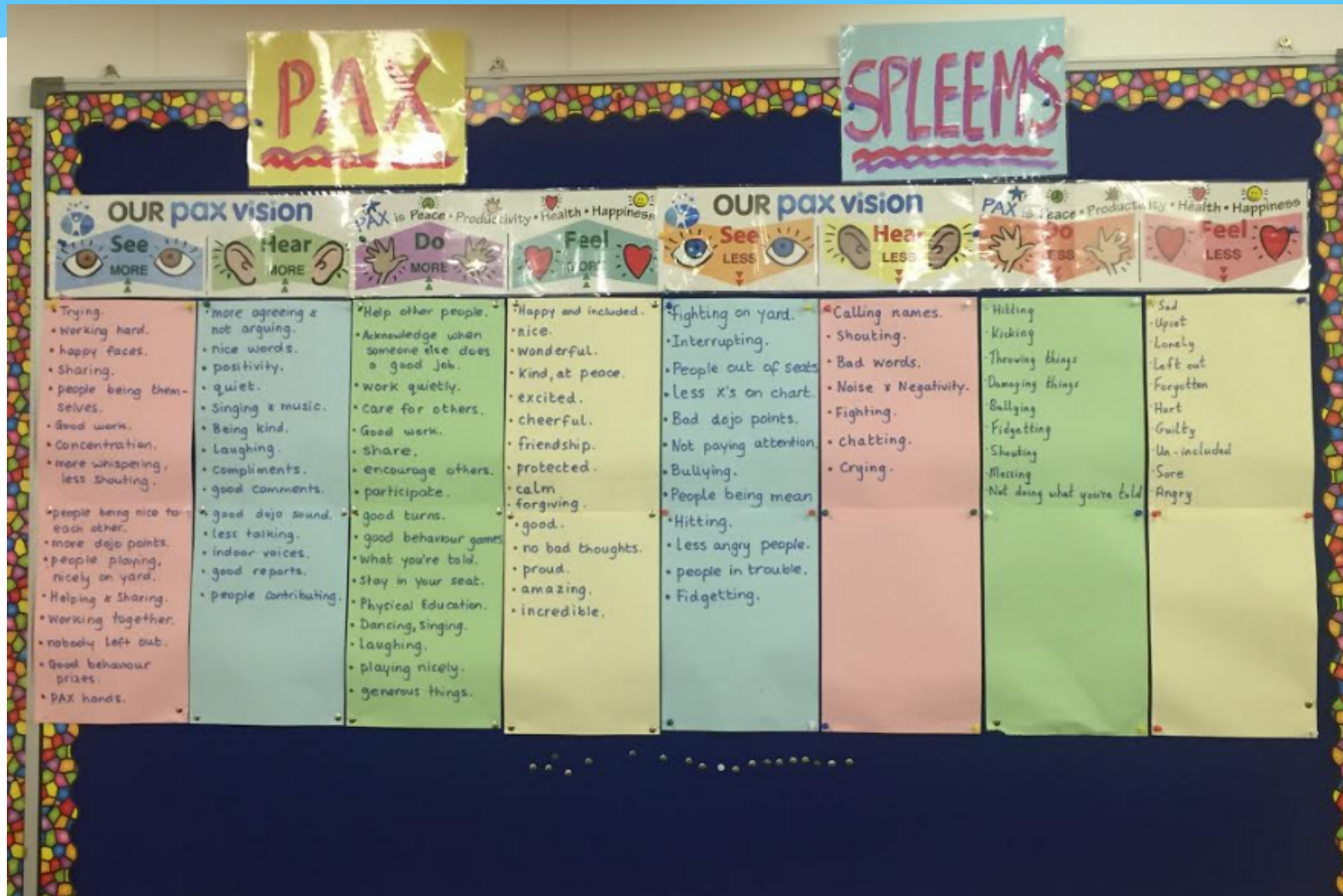
Way to go!



Beat the Timer



Vision of PAX



PAX Teams



A white scoreboard with a red border. At the top left is the PAX logo (a blue circle with a white 'P' and a star) and the text "pax | Good Behavior Game". To the right of the logo is the word "ScoreBoard" in a large, blue, sans-serif font. Below the logo, there is a table with the following structure:

Teams	Game 1 Spleems	Game 2 Spleems	Game 3 Spleems	Secret Game Spleems
RED				
YELLOW				
BLUE				
GREEN				
GREY				
Length of Game (minutes played) <small>Please use dry erase markers. Laminates for longevity.</small>				

At the bottom of the scoreboard, there is a small copyright notice: "Copyright © 2009-2014, PAX Institute. PAX Good Behavior Game is a registered trademark of PAX Institute."

PAX Voices

PAX Voices



is 0-inch voice
(no sound)



is 3-inch voice
(whispering only)



is 3-foot voice
(normal talking)



is 10-foot voice
(louder talking)



PAX Hands

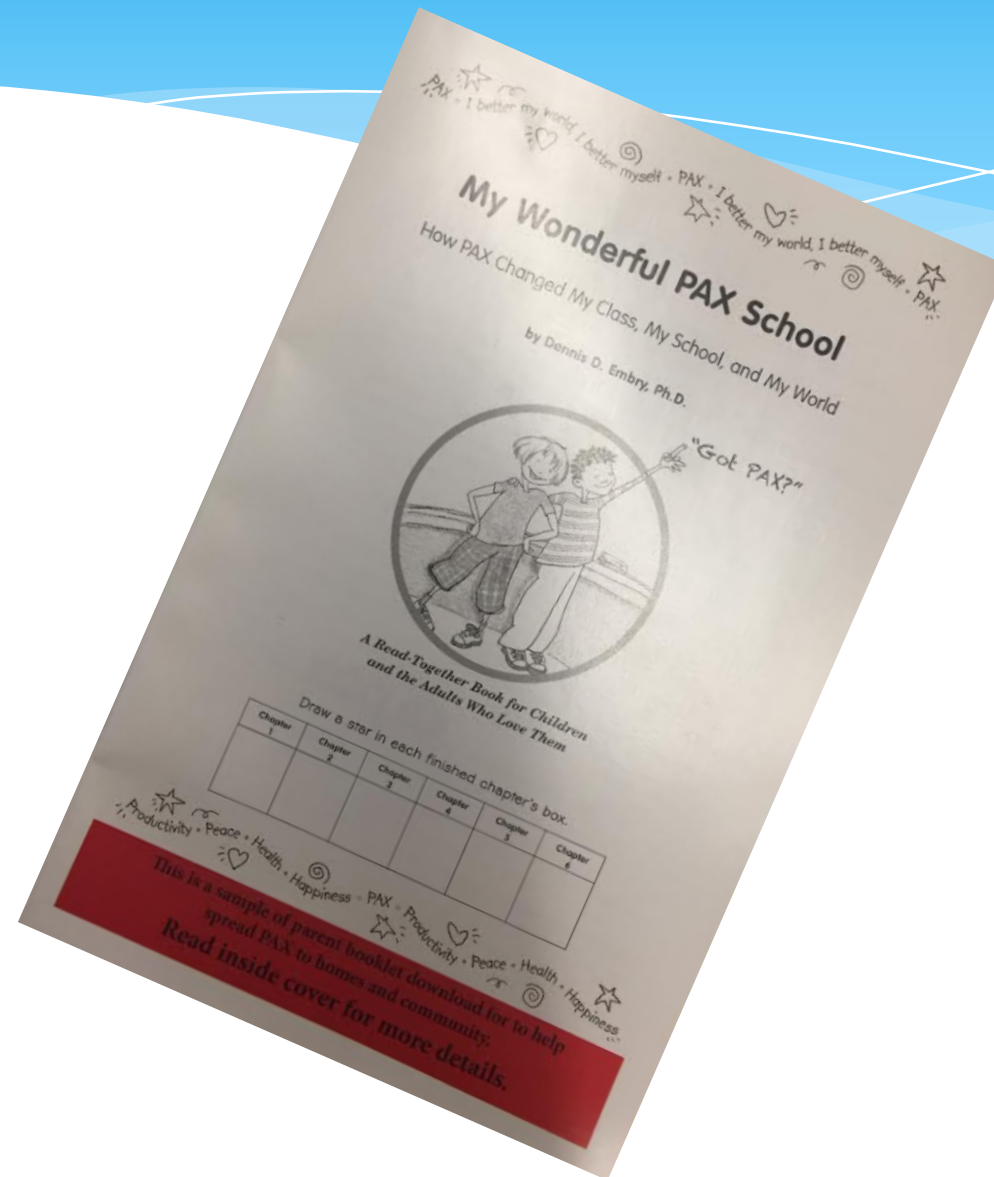
PAX Hands

PAX Hands
help.

PAX Hands
never hurt.



PAX Home



How to Play the PAX Good Behaviour Game

- * Use PAX Quiet (Harmonica & Signal) to get the pupils' attention – praise quick responding and make sure everyone is looking at you.
- * Tell the pupils how long the game will be – make sure they can see the timer.
- * Review the activity that they will be completing and go through the PAX behaviours you want to see and the Spleems that you don't.
- * Set the timer and announce that the game has begun.

How to Play the PAX Good Behaviour Game

- * Mark spleems accurately. Focus on the behaviour and keep your cool. Count and respond to spleems non-emotionally for example “Red Team, that was a spleem” – you never use individual names, just team names.
- * Announce that the game has ended as soon as the timer rings.
- * Review the teams that won and review the spleems that you saw.
- * Choose and play a game for the winning teams.

How to Play the PAX Good Behaviour Game

- * Set the timer for the game.
- * Use PAX Quiet to get the pupils' attention when the game is over.
- * Move onto the next lesson or activity.
- * You repeat the Game at four different times during the day.

How this has helped my class

- * At least a 50% reduction in off task behaviours.
- * Noise levels have decreased dramatically.
- * The ability of the pupils to work independently in groups or pairs has increased.
- * This has allowed me to spend time with different groups or individuals that have specific needs.
- * The Game forms part of IEPs and Support Plans.
- * Productivity has increase.
- * Transitions between lessons or activities has become less disruptive and chaotic.
- * The general learning environment and positivity in the class has improved.
- * One of the most positive initiatives I used in my ten years of teaching.

In a Nutshell

The PAX Good Behaviour Game is a classroom based game that helps teach children vital self-regulation skills in a fun way to help them both today and in later life.

Sin é!

I hope you enjoyed my presentation and that some of the information was useful.

Enjoy the rest of the conference and thanks for listening!