

Randomized Trials and Case Replications of the Good Behavior Game®*/PAX Good Behavior Game®

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The PAX Good Behavior Game can be implemented in a single classroom for the lifetime benefits of the teacher and students involved. The PAX Good Behavior Game can be implemented in entire schools, districts, states, provinces, and countries at scale to create a public health benefit at the population level. Today, tens of thousands of teachers have implemented the PAX Good Behavior Game across the world, affecting millions of children.

The PAX Good Behavior Game is the single most proven classroom-based preventive intervention and improves an array of outcomes for teachers, students, families, and communities. The PAX Good Behavior Game® and Good Behavior Game® are registered trademarks of PAXIS Institute. The PAX Good Behavior Game derives from the original Good Behavior Game recipe developed by Jaylan Turkkan and implemented in the groundbreaking randomized control trials conducted by Johns Hopkins University and other institutions. These trials involved over 23,000 participants and demonstrated significant improvements in academic, behavioral, and psychiatric outcomes for young people when they received at least one year of the PAX Good Behavior Game.

PAXIS Institute is the official purveyor of the intervention as it is continuously implemented and improved in comparative effectiveness trials by Johns Hopkins University. Dr. Dennis Embry, developer of the PAX Good Behavior Game, is a graduate of the University of Kansas and the Department of Human Development and Family Life. This university department consisted of pillars of behaviorism including Todd Risley, Don Baer, and Montrose Wolf and gave rise to the Journal of Applied Behavior Analysis. The PAX Good Behavior Game is a direct descendent in function, topography, and even institution of the original intervention developed by Muriel Saunders, Harriet Barrish, and Montrose Wolf at the University of Kansas.

PAXIS Institute advocates for research and emphasizes the importance of publishing all peer-reviewed studies involving the PAX Good Behavior Game, regardless of their outcomes. Continuous study expands the understanding that has been established and will continue to enhance and refine the intervention, bringing Peace, Productivity, Health, and Happiness to people around the world.

To explore and review the evidence-based research involving PAX and anything else that can be used to improve the lives of humans, visit the National Library of Medicine at www.pubmed.gov

Since 1999, when PAXIS began real world replications, approximately 80,000 teachers have been trained to use the Good Behavior Game® by PAXIS Institute in 38 states, multiple provinces of Canada, and in First Nations in North America, as well as in Europe and Australia. Randomized trials and scale-up/replication studies related to Good Behavior Game (Cohorts 1-2) and PAX Good Behavior Game commercialized for replication at Hopkins and other sites nationally or internationally include:

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Randomized Trials at Johns Hopkins

All past and current randomized trials at Johns Hopkins used randomized comparative effectiveness trials.

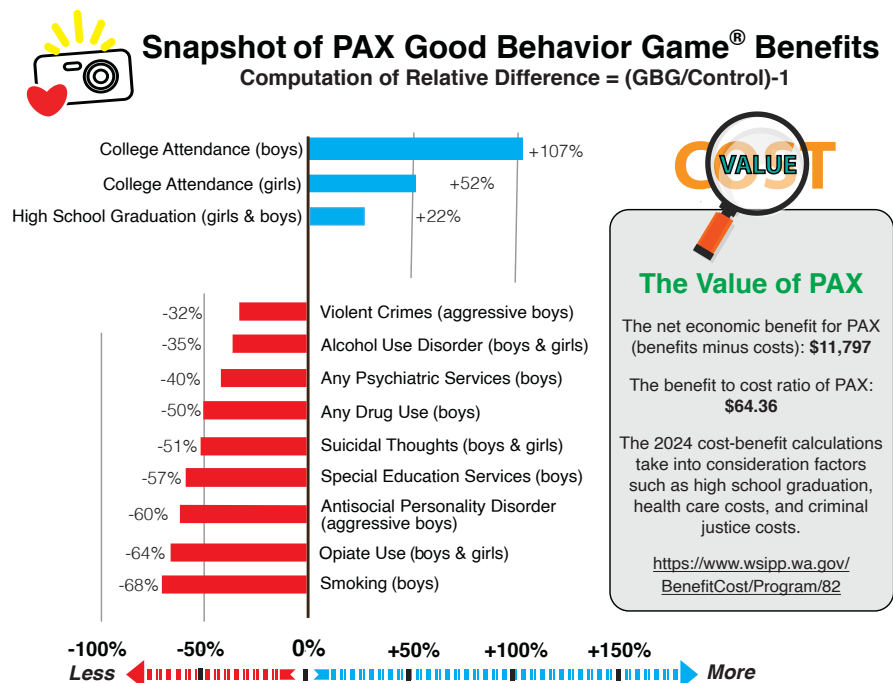
01. Citations for Cohort 1 Randomized Trial at Johns Hopkins (*principal investigator: Kellam*) [6-21], which involved two years of exposure to GBG (1st and 2nd grade).
02. Citations for Cohort 2 Randomized Trial at Johns Hopkins (*principal investigator: Ialongo*) [14, 21-26], which had one year of exposure in 1st grade.
03. Citations for Cohort 3 Randomized Trial at Johns Hopkins in schools and online (*principal investigator: Ialongo*) [21, 27-35]

Other Randomized PAX GBG or Precursor/Replication Trials

04. Citations for Randomized Trial in Pennsylvania in Afterschool Settings (*principal investigator: Phillips-Smith*) [36-39]
05. Citations for Population-Level (All Districts), Randomized Trial in Manitoba, Canada (*Manitoba Centre for Health Policy/Healthy Child Manitoba*) [40, 41]
06. Citations for Randomized Trial in Alberta, Canada (*principal investigators: Prinz and Embry*) [42]
07. Citations for Randomized Trials in the European Union (*Estonia and Northern Ireland*) [43, 44]
08. Citations for PeaceBuilders Randomized Trial K-5 schools (precursor of evidence-based kernel plus GBG) (*principal investigator: Embry*) [5, 45-47]

PAX GBG Case Studies or Population-Level Replications

09. Whole County Evaluation of PAX GBG impact on standardized reading and math scores [48]
10. Case PAX GBG replication in the Republic of Ireland [49]
11. Case PAX GBG replication in 200+ K-8 classrooms in South Chicago [50]
12. Case PAX GBG rapid 8-week replication in 186 Title I classrooms across 8 school districts commissioned by the Substance Abuse and Mental Health Services Administration [51]



Based on 2 randomized control trials by Johns Hopkins University. Participants were followed from 1st grade into adulthood, comparing outcomes for those who received the Good Behavior Game with those in a business-as-usual control group.

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