



PAX Implementation Guidelines

The promised evidence-based outcomes from PAX can only happen when the evidence-based best practices are followed.

1. Follow evidence based practices in manual and/or Training Booklet.
 - Adjustments can be made, but please try as stated first and keep to the intentions of best practices.
2. Generally introduce one kernel per week.
3. Introduce only one kernel at a time.

Teacher AND students should be comfortable with the basic techniques of a kernel before moving on to the next kernel. Perfection not required.
(General guideline is the order of the training handout/manual.)
4. *Teach* the kernel as a skill to the students. Do not try to use it before you spend time teaching the skill.
5. Never begin “The Game” until basic comprehension and use of all kernels is accomplished.
6. Don’t forget that playing “The Game” is the ultimate goal and is where a lot of the magic happens!
 - Once basic usage of the kernels is accomplished, jump in and play some scrimmage games!
 - Then you can work on refining kernels and game skills as you progress.
7. Ask your PAX Partner any questions.
8. Don’t be afraid. Any mistakes can be corrected. Have grace with yourself and don’t stress.
9. Have fun with PAX and your students! Relationships grow, then everyone grows.
10. Share ideas and resources. Teachers who support and share are the happiest!

PAX GBG Classroom Implementation Phases Guideline

Phase 1 <i>Building a Shared Language and culture</i> (about 2-4 weeks)	Phase 2 <i>Kernels and Cues</i> (about 7-10 weeks)	Phase 3 <i>Setting the Stage</i> (about 1-2 weeks)	Phase 4 <i>Playing the Game</i> <i>Living PAX</i>
<p>Collect Baseline Data (if possible)</p> <p>Do PAX Vision Activity (See, Hear Feel, Do MORE and LESS)</p> <p>Introduce the Concepts of PAX and Splems</p> <p>Do “You are a PAX Leader!”</p> <p>Make “Predict Monitor Reflect” an all day, every day habit.</p> <p>Parent Letter (this can also be done after Phase 2)</p> <ul style="list-style-type: none"> ➤ It is suggested not to display an item until you are ready to introduce the kernel to the students. ➤ Each classroom can move at its own pace. 	<p>Teach and Use PAX Quiet</p> <p>Teach PAX Voices</p> <p>Teach PAX Hands/Feet</p> <p>Teach and Use PAX Stix</p> <p>Teach and Use Beat the Timer</p> <p>Reward honest efforts toward PAX with Granny’s Wacky Prizes</p> <p>Introduce Ok/Not Ok non-verbal cues</p> <p>Introduce Tootles</p> <ul style="list-style-type: none"> ➤ On average, it takes about a week for students to master a kernel before moving on. ➤ The above order is suggested, but not critical in Phase 2. 	<p>Review Vision and PAX Leader</p> <p>Select Temporary Teams (3-4 is best)</p> <p>Teach the Basics of the Game Scrimmage Time!!</p> <p>Don’t be afraid to make mistakes.</p> <p>Practice Game with Special Needs Students</p> <p>Play several quick games back to back with prizes immediately following</p> <p>Use Your Results as an “Everyday Scientist”</p>	<p>Establish Teams (remember to rotate periodically)</p> <p>Play the game 3 times per day (starting at 2-5 minutes each, and slowly increasing minutes of play).</p> <p>Give short rewards immediately following the game.</p> <p>Add a “Secret Game” after several weeks of game play.</p> <p>Slowly add daily or weekly prizes and other incentives: Mystery PAX Game PAX Timer Surprise PAX Minutes: Setting Goals</p> <p>PAX Partner will continue to help develop ways to keep PAX fresh and how to expand outside of the classroom: PAX Roles PAX Heroes (RTI/Tier 3) PAX & PBIS & OTEs PAX & Social Emotional Standards PAX breathing techniques PAX Slates/ peer tutoring PAX in the hallway, restrooms, cafeteria, restrooms, assemblies, field trips, special subjects, with substitutes</p>