Safe Schools Healthy Students
PAX Program Fact Sheet
Academic Year 2015-2016

Funded by the federal Substance Abuse and Mental Health Services Administration, SS/HS collaboratively networks with community agencies and institutions to ensure continuity of care for children and youth struggling with mental, emotional and behavioral needs.

The PAX Good Behavior Game is an environmental intervention that teaches young students self-regulation, self-control, and self-management. The facts below show progress made by each Ohio County working to implement the PAX Good Behavior Game and the impact PAX has had on student self-regulation, self-control, and self-management.

Williams County
67% decrease in disruptive behaviors among preschool PAX participants
61% decrease in disruptive behaviors after implementing PAX in Kindergarten
58% decrease in disruptive behaviors after implementing PAX in 1st through 3rd graders

Harrison Hills City School District
HHCSHD has increased the number students who receive the PAX Good Behavior Game
170 Pre-K and K students were exposed to the PAX program
99% Reduction in disruptive behaviors for Pre-K students
97% Reduction in disruptive behaviors for Kindergarten students
489 1st - 6th grade students were exposed to the PAX program
99% Reduction in disruptive behaviors for 1st - 6th grade students

What PAX means to the students: "I want a harmonica to practice being a PAX leader at home...!"

Greene County
502 students Pre-K and Kindergarten students were exposed to PAX Good Behavior
34% reduction in disruptive behaviors for 1st through 5th grade students

1,058 students in grades 1-5 were exposed to PAX Good Behavior Game
43% reduction in disruptive behaviors for Kindergarten students