

Nurturing school environments through an evidence-based practiced intervention: PAX Good Behavior Game

AUTHORS: Samantha Kinney*, Tony Biglan*, Xom Wei Ong*, Patty Roberts*, Coleen Hudkins, Emily Johnson

TOPIC/TARGET AUDIENCE: Up-Stream solution to mental, emotional and behavioral disorders among children

ABSTRACT: In 2016, Yamhill County Public Health (YCPH) partnered with Yamhill Community Care Organization (YCCO), and Oregon Research Institute (ORI) to adopt and implement an evidence based intervention program into three Yamhill County school districts. The PAX Good Behavior Game (GBG) is an environmental intervention used in the classroom to create a nurturing environment that is conducive to learning. The intervention is designed to increase self-regulation while reducing disruptive behavior by fostering school conditions that minimize threat through a positive reinforcement model. Research has shown PAX GBG increases children's academic performance; reduces the need for special education or mental health services. Evidence also shown a decrease in risk behaviors such as substance abuse, teen pregnancy, suicide and crime while increase graduation rates. Preliminary analyses indicate that the implementation in Yamhill County is producing results that are consistent with evidence from previous studies about the ability to GBG to prevent a wide variety of psychological and behavioral problems.

OBJECTIVE(S):

- Describe how PAX GBG mechanisms are likely to modulate stress response related to behavioral and academic outcomes.
- Explain key components in evidence-based intervention to address mental and behavioral disorders among youth.
- Identify effective health promotion strategies for linking the school and community in order to improve health of at-risk youth.

PRIMARY CONTACT INFORMATION:

Samantha Kinney, MPH
Community Health and Wellness Coordinator
Yamhill County Public Health
5034746309 | kinneys@co.yamhill.or.us

CO-PRESENTER(S):

Tony Biglan | tony@ori.org