PAX: Peace, productivity, happiness and health

Spleems: Negative, unwanted behaviors

Kernels: Evidence-based tools
- PAX Vision: expectations for the classroom
- PAX Leader: students who demonstrate PAX behaviors
- PAX Voices: appropriate voice levels
  - Zero-inch voice = no sound
  - Three-inch voice = whispering only
  - Three-foot voice = normal talking
  - Ten-foot voice = louder talking
- PAX Quiet: Using harmonica to gain attention; students put a peace sign in the air when they are listening
- Granny’s Wacky Prizes: Prizes for PAX behavior
- Beat the Timer: Students complete a task before an allotted amount of time for that activity/task
- PAX Stix: Wooden sticks with student names on them for random selection
- Tootle Notes (Tootles): Positive notes of appraisal, gratitude, or recognition of accomplishment, written to and from students, teacher or parents
- PAX Hands and Feet: Hands/feet that help and do not hurt (expectations set by teacher based on activity/task for students)
- OK/Not OK: Nonverbal cue of ‘OK Go PAX’: students are doing a great job and should keep up the prosocial behaviors; nonverbal cue of ‘Not OK No Spleems’: students need to self-check their behavior and think about PAX Vision to decide what needs fixing

PAX Game: Using all of the PAX Kernels and cues together, 3-5 times a day