

The Good Behavior Game

A Classroom-Based Universal Prevention Strategy

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**GOOD
BEHAVIOR** Game

at American Institutes for Research ■



Background

- American Institutes for Research (AIR)
 - Conduct and apply research in areas of education, health communication, and international since 1946
- Acknowledgements
 - National Institute for Mental Health
 - National Institute on Drug Abuse
 - Institutes of Education Science, US Department of Education
 - District and Community Partners



Objectives

- 1.Context and overview
- 2.Evidence base
- 3.Training and support
- 4.New directions

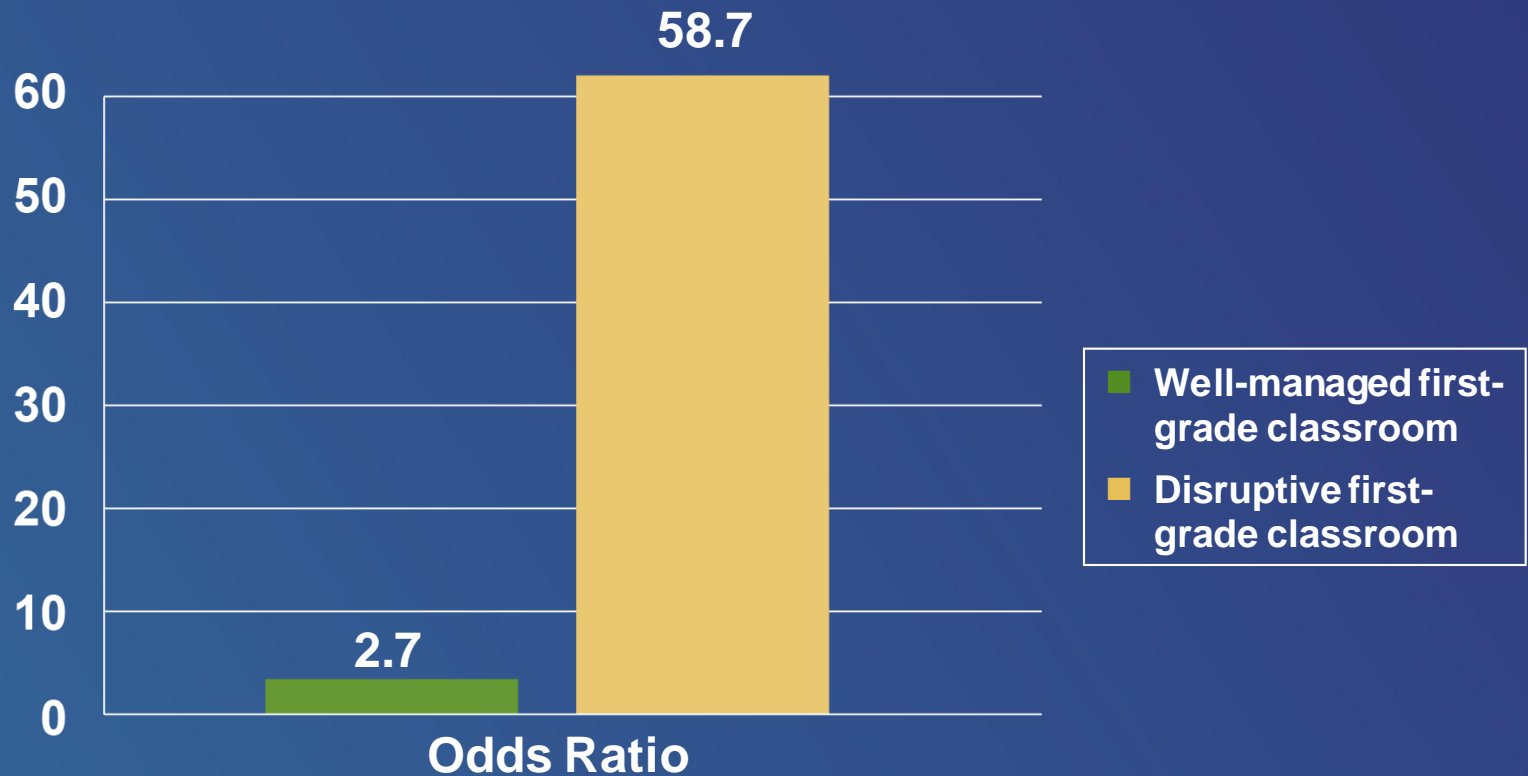


State of the field

- Prevention works
- Schools are an important sector prevention
- Role of multi-level support



Risk of Being Highly Aggressive in Middle School If Highly Aggressive in First Grade: Males



Source: Kellam, Ling, Merisca, Brown, & Ialongo, 1998



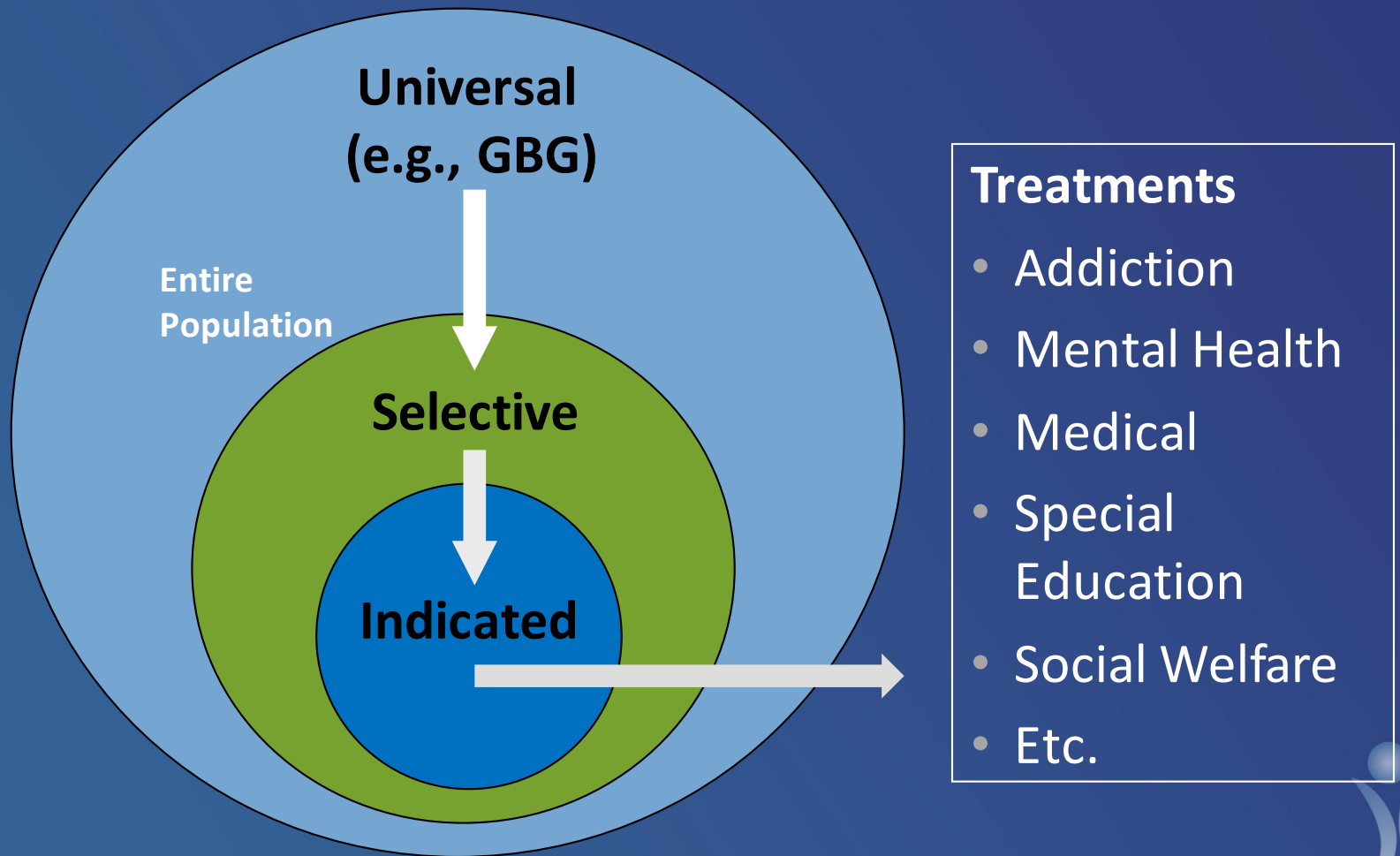
Impact of Aggressive, Disruptive Behavior on Teachers

Teachers leave the profession

High rates of burnout



GBG in Prevention and Treatment



Part I: Overview of Theory and Core Elements

What people are saying about the GBG...



What is the Good Behavior Game (GBG)?

GBG is a **data driven** classroom based **strategy** that reduces off-task and aggressive, disruptive behavior in the classroom and **socializes children** into the role of student

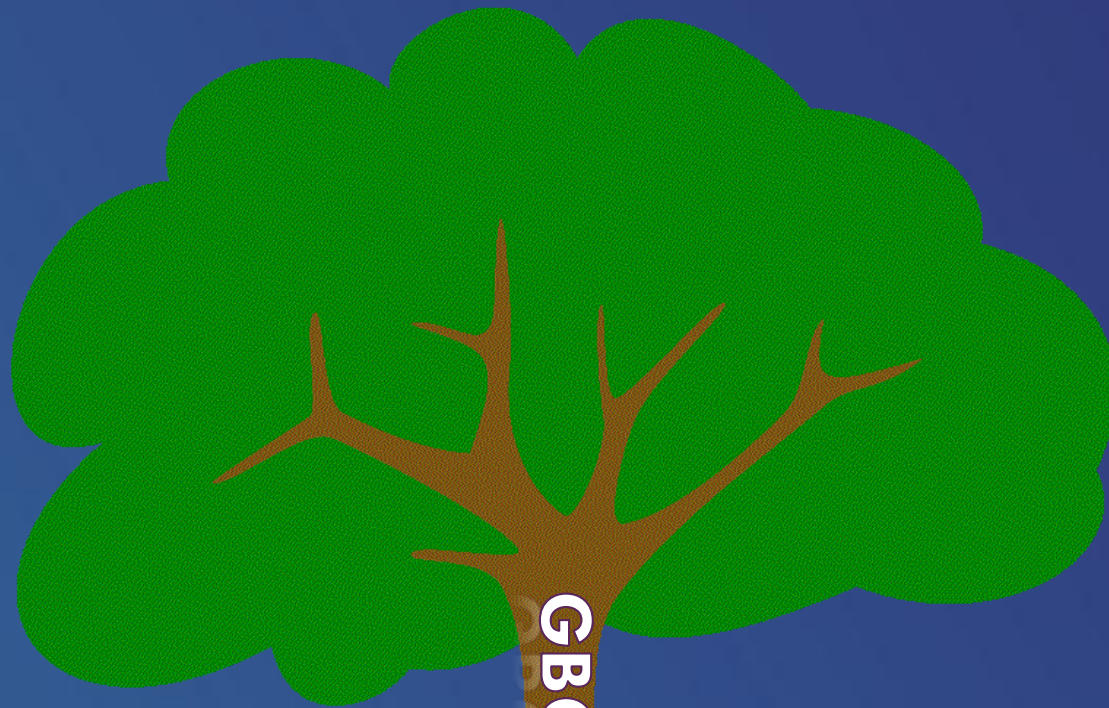


Why is GBG relevant?

Children work together to create a positive learning environment

- Self-control
- On-task behavior
- Focused attention
- Positive social relationships





GBG

Generalization of Mastery

Positive
Reinforcement

Social Adaptation

Interdependent Group
Contingency

Life Course/ Social Field Theory

Behavioral Theory



Class Rules

**Team
Membership**

**Positive
Reinforcement**

Monitoring

Part II: Evidence Base

Evidence base



The Evidence Base: Randomized Field Trials of GBG

Three Baltimore Trials

1985; 1993; 2003

GBG alone and in combination with instruction and/or family partnership

Follow-ups to age 19-21, High School, and Grade 3

Netherlands and Belgium

Mid-1990s

GBG alone

Follow-up through middle school

Houston

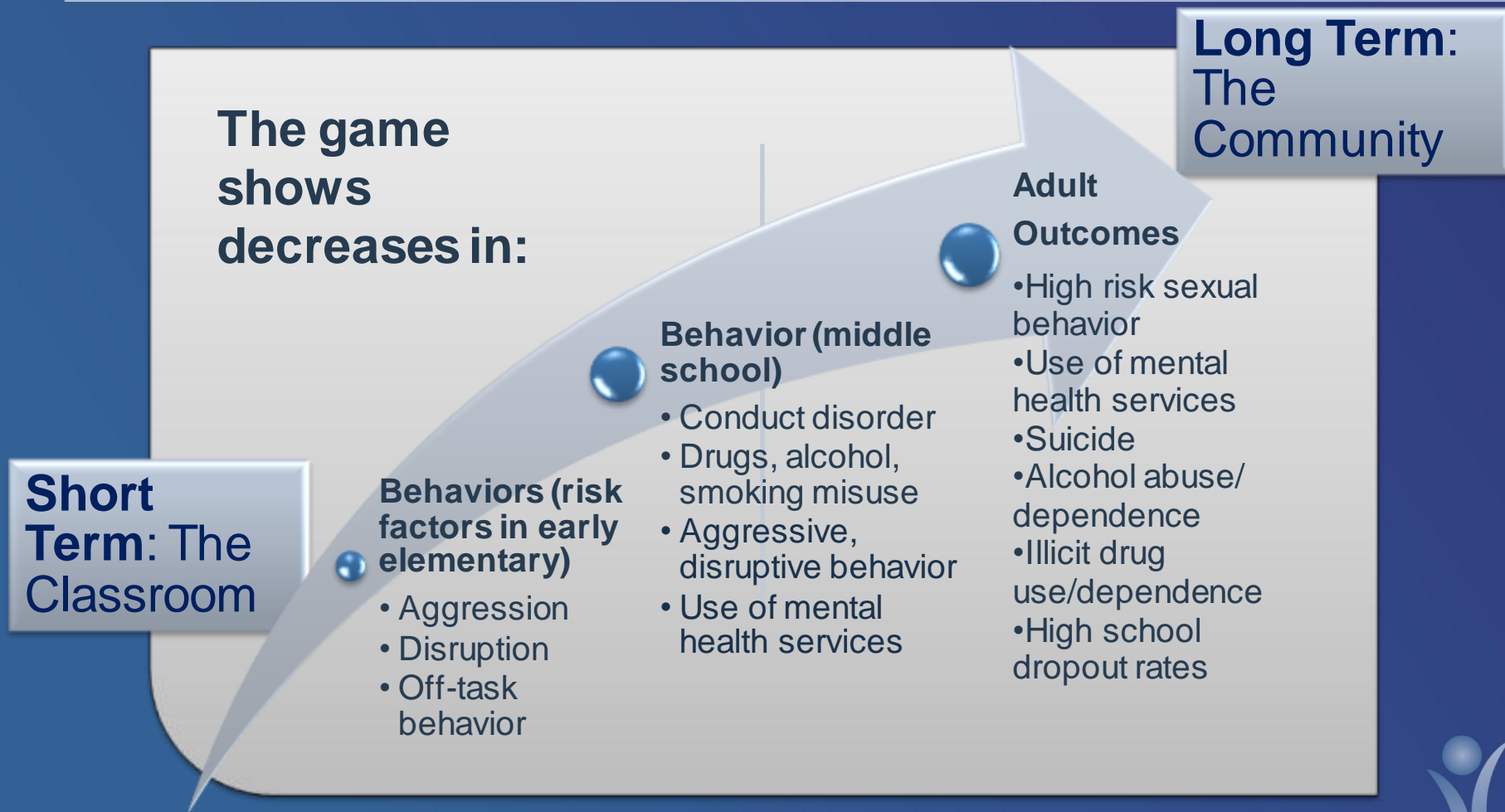
2010

Studying professional development for teachers; Adaptation

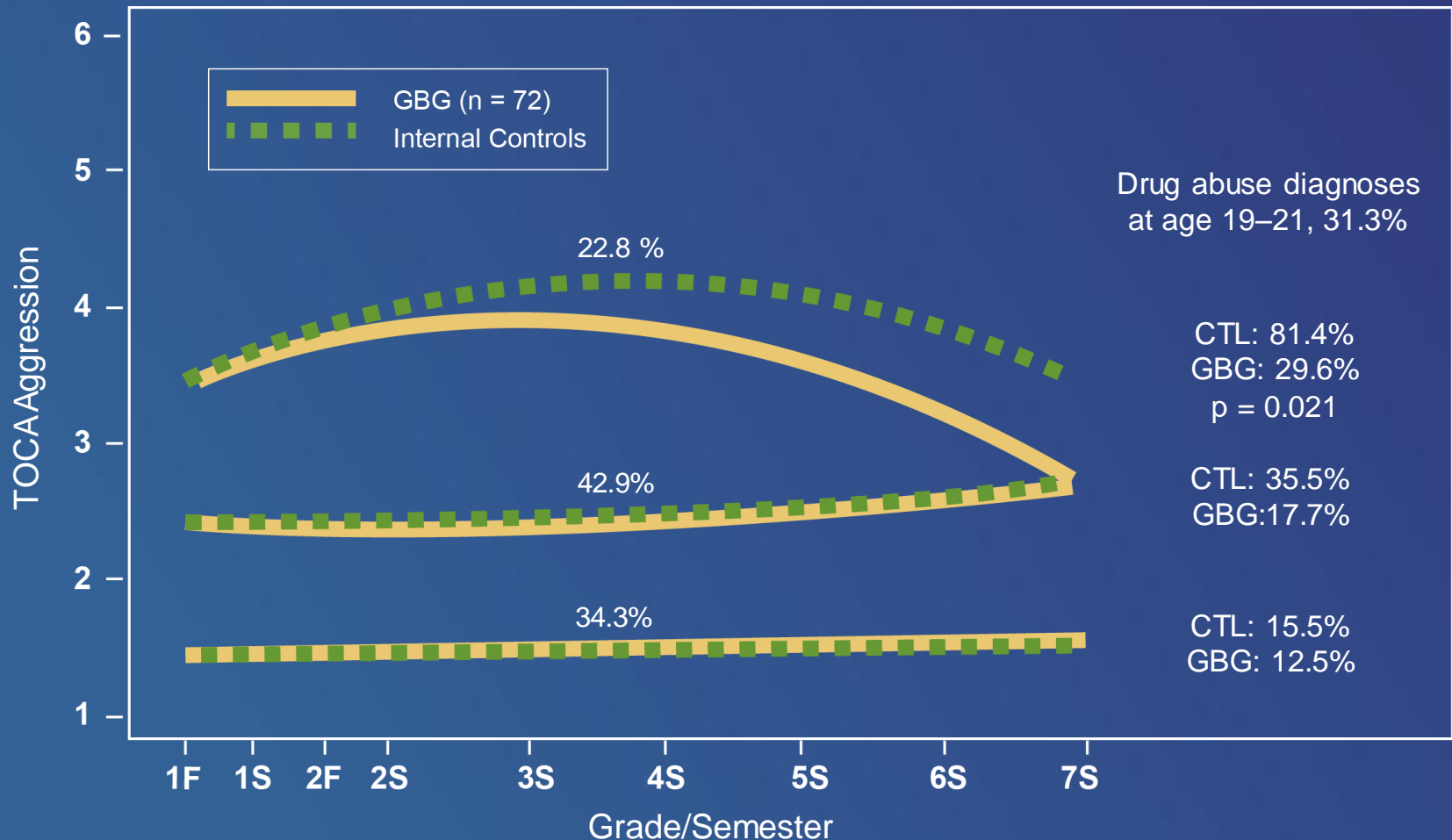
Followed teachers for 3 years



GBG: The LONG and SHORT of It



GBG Impact on Drug Abuse Diagnoses in Cohort 1 Males by Young Adulthood (n = 199)



Data from our teachers

+ Overall Impact

- Happy students!
- Happy teachers!
- Can become a whole-school strategy for anyone to use in any area with common language
- Productive/positive classrooms
- Sustainability from year to year



Part III:

GBG in the Prevention and Treatment Paradigm

Annual Costs of Substance Abuse: US

Productivity and health- and crime-related costs

- Illicit drugs: \$181 billion
- Alcohol: \$235 billion
- Tobacco: \$193 billion
- Violence: \$70 billion



Sources: Office of Drug Policy, 2004; CDC, 2004; Science Daily (2007)
www.sciencedaily.com/releases/2007/06/070605121002.htm; Rem et al., 2009



GBG's Return on Investment



For every
dollar
spent, you
save...

\$31.19

Rate of
Return on
Investment

25%

Recognition for the Evidence



Funding

- Positive Behavior, Interventions, and Supports (PBIS)
- Safe Schools/Healthy Students
- Title 1 funds
- Title 2 funds
- Promise Neighborhoods
- Race to the Top
- Foundations



Part IV: Training and Support

Implementation Progression: The Road Map for Teachers



Training and Support from AIR



Initial and booster group based trainings

Coaching support for teachers and coaches;
Communities of Practice

Bi-monthly/monthly year round support via phone, email and short tutorials/conferences

Core elements of coaching

Core Elements of Coaching

Develop relationships
Foster trust
Equalization

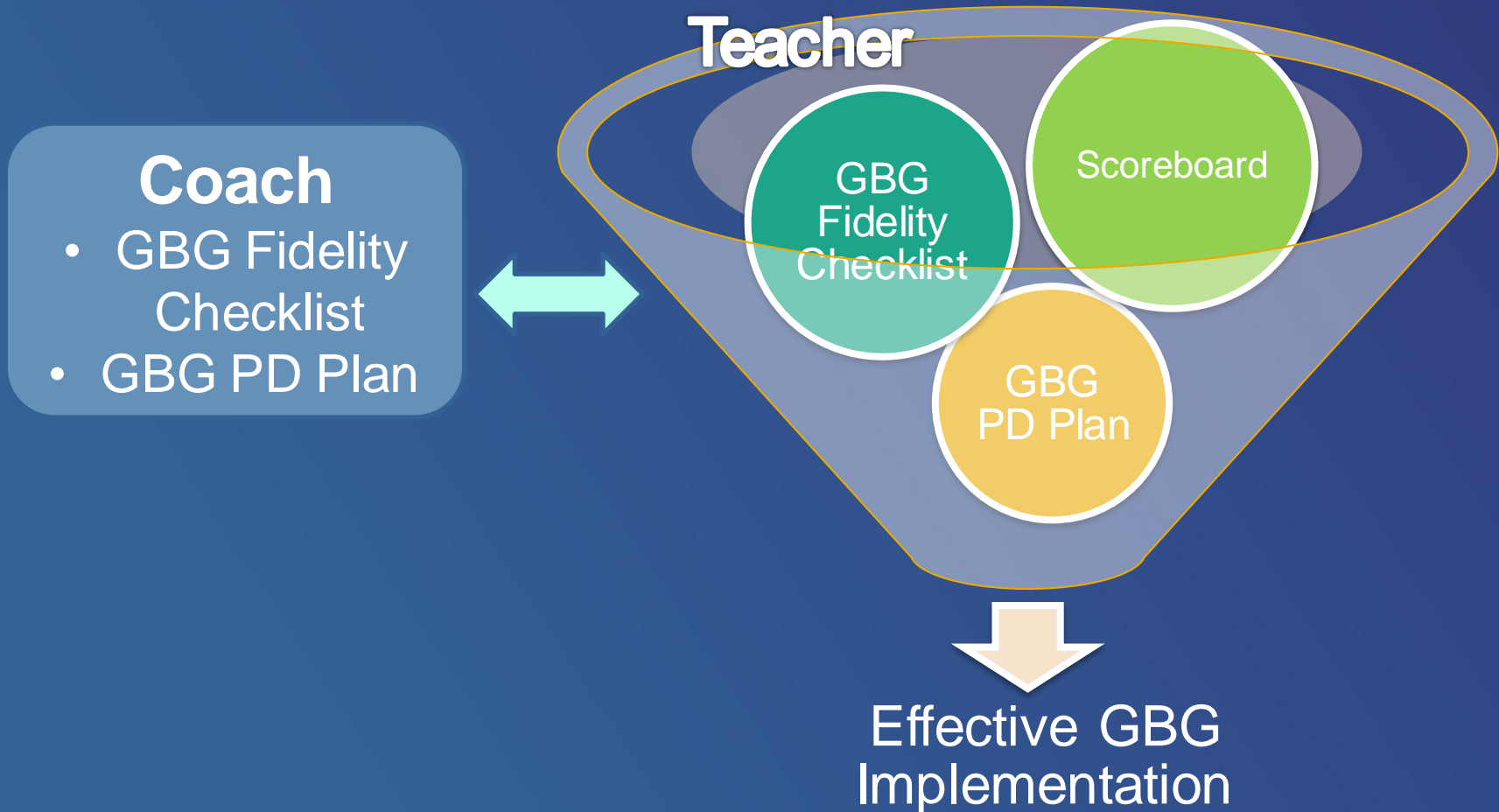
Process

Use data to guide practice
Reinforce effective implementation

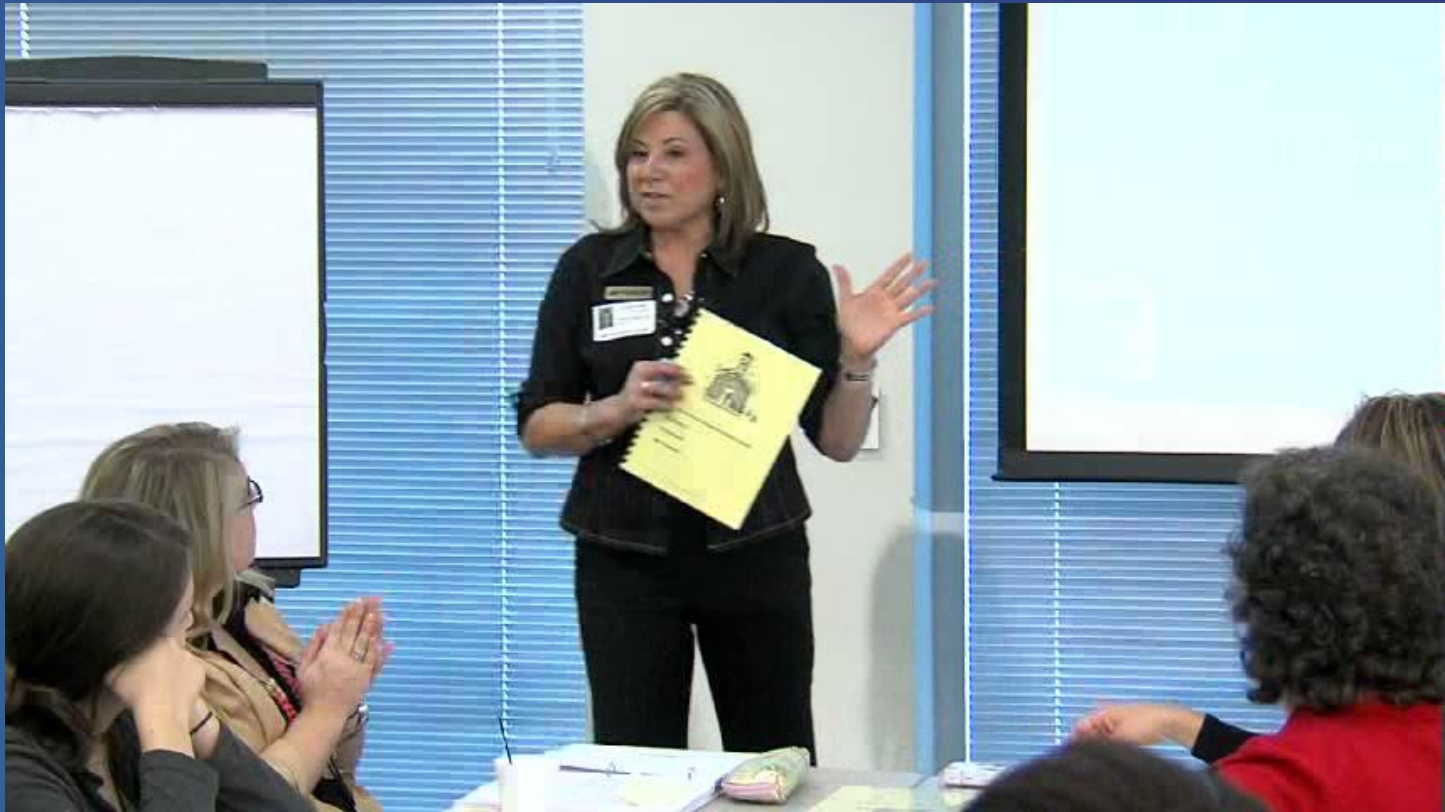
Outcomes

Enables teacher self-reflection
Supports self-directed GBG implementation
Makes job easier for teachers

GBG data tools



Training and Support



Part V: New directions and knowing what matters...

GBG Distance Learning



- Distance Learning Pilot
- Virtual tour

GBG Middle School



The Good Behavior Game

What really
matters...



What the GBG can do for you...



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References and Additional Resources

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**What questions
do you have for
us?**