

Comparison Checklist for Selecting a Best Practice for No Child Left Behind or Title IV Prevention in Elementary Schools

These should be documented, published, scientific effects	The Gold Standard: <i>Good Behavior Game</i>	How do the options compare?		
		Option 1	Option 2	Option 3
	Universal or Selected			
K through 6 th Grade	✓			
Works with one teacher	✓			
Works with whole school	✓			
Improves time for teaching and engaged learning by as much as 25%	✓			
Easy to use, understand and apply	✓			
Has strong theory that integrates many findings	✓			
Reduces ADHD on clinical measures	✓			
Reduces Oppositional Defiance or Conduct Disorders/ delinquency on clinical measures	✓			
Reduces Tobacco Use	✓			
Reduces Alcohol Use	✓			
Reduces Drug Use	✓			
Reduces Special Education Costs or placement	✓			
Tested for 504, IEP & Inclusion; works for special ed	✓			
Published Studies on immediate or short-term behavior effects	20+			
Published Long-term Studies 3 or more years	3 positive; none negative			
Published follow studies 6 to 10 years later	2 positive; none negative			
Effect Sizes	+.2 to +.7			
Changes on valid measures of observed behavior plus student, teacher, parent report; and archival data	✓			
Proven to work when combined with other practices (not just by itself)	✓			
Awards and recognitions	✓			
Replicated Multi-Cultural Results/ rural/urban	✓			
Cost per child (Lo-Hi)	\$3 - \$5			
Low consumables cost	✓			
Predicted 5 year fiscal benefit per student	Cost benefit is several hundred dollars per dollar spent			

Most of the details on the Good Behavior Game can be found in a review:

Embry, D.D. (2002). The Good Behavior Game: A Best Practice Candidate as a Universal Behavioral Vaccine, *Clinical Child and Family Psychology Review*, 5, 273-297

For info about the PAX Good Behavior Game, contact the Hazelden PES Prevention Sales Team • 800-328-9000 • FAX 651-213-4793

