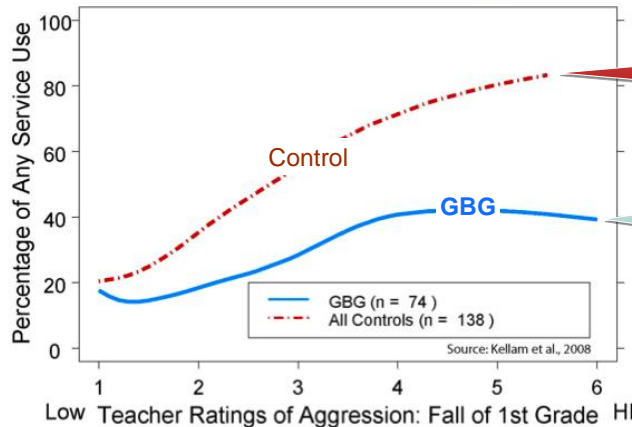


GBG reduces lifetime special education

GBG Impact vs All Controls on Any Service Use for Males at Age 21



NO GOOD BEHAVIOR GAME in 1st Grade

For children at the highest levels of aggression in 1st grade, more than 80% of those children received special education services by age 21.

GOOD BEHAVIOR GAME in 1st Grade Only

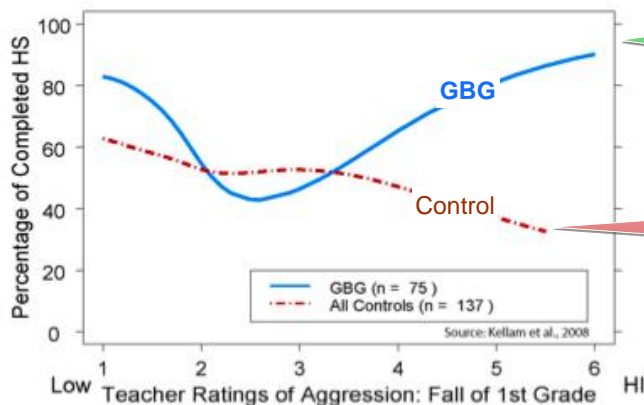
For children rated at the highest levels of aggression in 1st grade, only 40% of those children received any special education services by age 21.

And, GBG reduced special education needs for all children over their lives.

Kellam, S., Brown, C. H., Poduska, J., Ialongo, N., Wang, W., Toyinbo, P., . . . Wilcox, H. C. (2008). Effects of a universal classroom behavior management program in first and second grades on young adult behavioral, psychiatric, and social outcomes. . . Drug & Alcohol Dependence(Special Issue), 24.

GBG increases high school graduation

GBG Impact vs All Controls on Completed High School for Males at Age 21



GOOD BEHAVIOR GAME in 1st Grade Only

For children at all level of teacher rated aggression, 80%+ of them graduated from high-school by age 21.

For children of other levels of aggression, it increased high-school graduation or had no significant statistical impact on high school graduation.

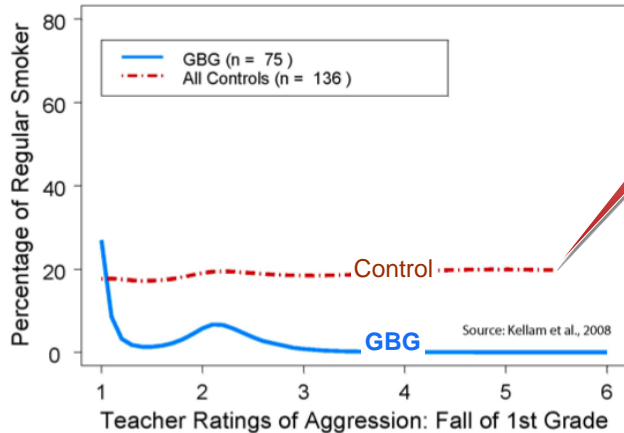
NO GOOD BEHAVIOR GAME in 1st Grade

For children at the highest level of aggression, just 30% of those children graduated from high-school by age 21.

Kellam, S., Brown, C. H., Poduska, J., Ialongo, N., Wang, W., Toyinbo, P., . . . Wilcox, H. C. (2008). Effects of a universal classroom behavior management program in first and second grades on young adult behavioral, psychiatric, and social outcomes. . . Drug & Alcohol Dependence(Special Issue), 24.

GBG reduces regular smoking

GBG Impact vs All Controls on Regular Smoking for Males at Age 21



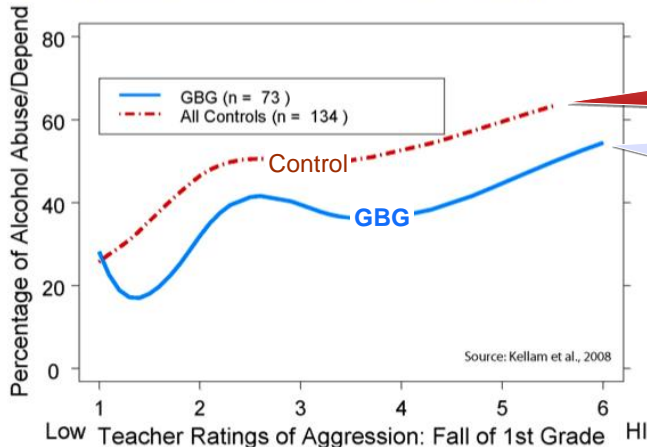
NO GOOD BEHAVIOR GAME in 1st Grade
For children at every level of aggression, 20% of those children were regular smokers by age 21.

GOOD BEHAVIOR GAME in 1st Grade Only
For children at all level of teacher rated aggression, the percentage of regular smokers was about 5% or less by age 21.

Kellam, S., Brown, C. H., Poduska, J., Ialongo, N., Wang, W., Toyinbo, P., . . . Wilcox, H. C. (2008). Effects of a universal classroom behavior management program in first and second grades on young adult behavioral, psychiatric, and social outcomes. . . Drug & Alcohol Dependence(Special Issue), 24.

GBG reduces lifetime alcohol addictions

GBG Impact vs All Controls on Alcohol Abuse or Dependence Disorder for Males at Age 21



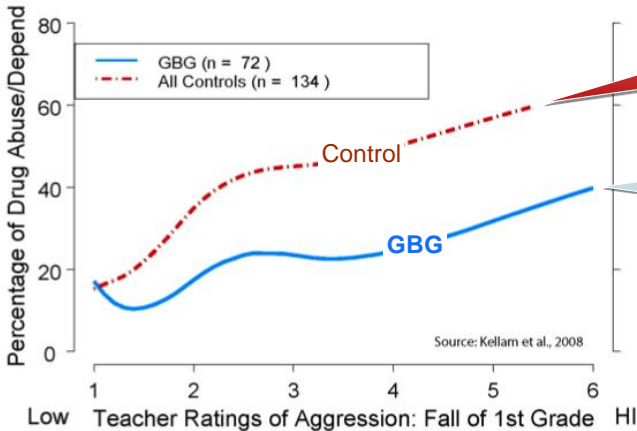
NO GOOD BEHAVIOR GAME in 1st Grade
For children at the highest levels of aggression in 1st grade, more than 60% of those children developed an alcohol addiction by age 21.

GOOD BEHAVIOR GAME in 1st Grade Only
For children rated at the highest levels of aggression in 1st grade, 50% of those children developed an alcohol addiction by age 21.
And, GBG helped all children from 1st grade have less lifetime alcohol addiction.

Kellam, S., Brown, C. H., Poduska, J., Ialongo, N., Wang, W., Toyinbo, P., . . . Wilcox, H. C. (2008). Effects of a universal classroom behavior management program in first and second grades on young adult behavioral, psychiatric, and social outcomes. . . Drug & Alcohol Dependence(Special Issue), 24.

GBG reduces lifetime drug addictions

GBG Impact vs All Controls on Drug Abuse or Dependence Disorder for Males at Age 21



NO GOOD BEHAVIOR GAME in 1st Grade

For children at the highest levels of aggression in 1st grade, 60% of those children developed a drug addiction by age 21.

GOOD BEHAVIOR GAME in 1st Grade Only

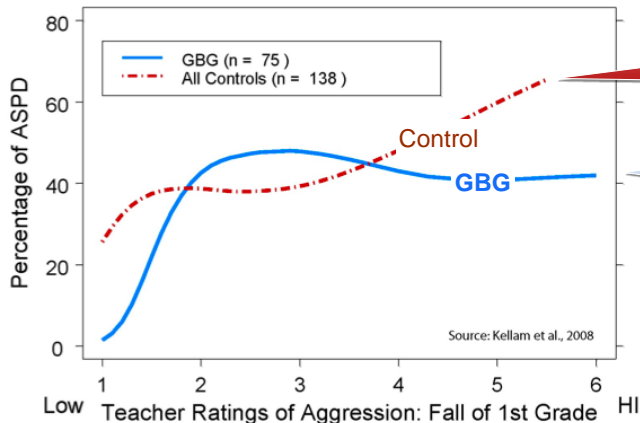
For children rated at the highest levels of aggression in 1st grade, 40% of those children developed a drug addiction by age 21.

And, GBG helped all children from 1st grade have less lifetime alcohol addiction.

Kellam, S., Brown, C. H., Poduska, J., Ialongo, N., Wang, W., Toyinbo, P., . . . Wilcox, H. C. (2008). Effects of a universal classroom behavior management program in first and second grades on young adult behavioral, psychiatric, and social outcomes. Drug & Alcohol Dependence(Special Issue), 24.

GBG reduces lifetime antisocial PD

GBG Impact vs All Controls on Antisocial Personality Disorder for Males at Age 21



NO GOOD BEHAVIOR GAME in 1st Grade

For children at the highest levels of aggression in 1st grade, 60% of those children developed a serious antisocial personality disorder by age 21.

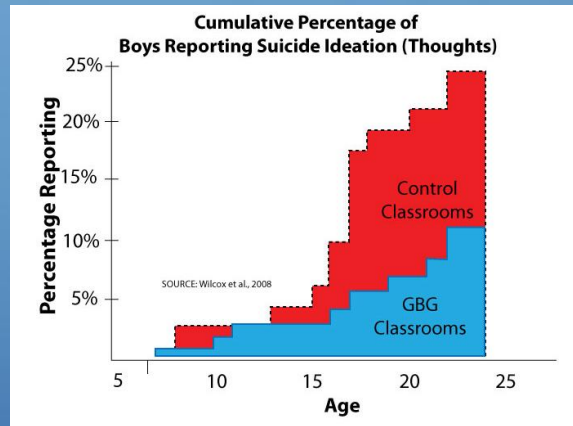
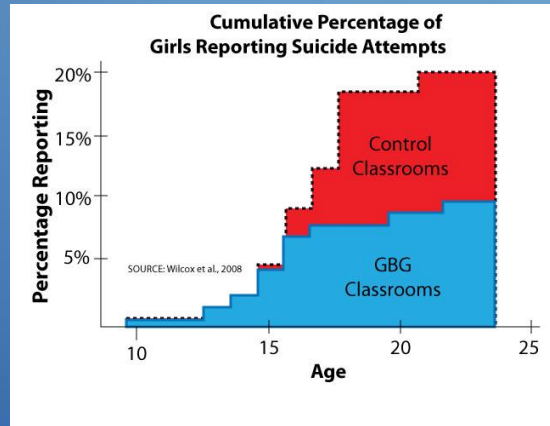
GOOD BEHAVIOR GAME in 1st Grade Only

For children rated at the highest levels of aggression in 1st grade, 40% of those children developed a serious anti-social personality disorder by age 21.

And, for lowers levels of early aggression, there is no statistical significant difference. That is, GBG does not make children better or worse on this disorder.

Kellam, S., Brown, C. H., Poduska, J., Ialongo, N., Wang, W., Toyinbo, P., . . . Wilcox, H. C. (2008). Effects of a universal classroom behavior management program in first and second grades on young adult behavioral, psychiatric, and social outcomes. Drug & Alcohol Dependence(Special Issue), 24.

GBG reduces suicidal actions & thoughts



Wilcox, H. C., Kellam, S., Brown, C. H., Poduska, J., Ialongo, N., Wang, W., & Anthony, J. (2008). The impact of two universal randomized first- and second-grade classroom interventions on young adult suicide ideation and attempts. *Drug & Alcohol Dependence*, 95(Suppl 1), 60-73.