

**Title of Intervention:** The Good Toothbrushing Game

**Intervention Strategies:** Supportive Relationships, Campaigns and Promotions, Environments and Policies

**Purpose of the Intervention:** To improve the effectiveness of school-based dental health programs

**Population:** First and second grade school children

**Setting:** Grade school classrooms; school-based

**Partners:** School districts

**Intervention Description:**

- Supportive Relationships: 'Good Toothbrushing Game,' a program using group consequences for individual behaviors based on the 'Good Behavior Game' was developed for the classroom. The children were divided into two teams. Children from each team were randomly selected for teeth checks twice a week.
- Campaigns and Promotions: Incentives were given out and children's names were posted on a Snoopy poster.
- Environments and Policies: Each child received a dental kit that included a toothbrush, toothpaste and disclosing tablets.

**Theory:** Not mentioned

**Resources Required:**

- Staff/Volunteers: Game leaders
- Training: Not mentioned
- Technology: Not mentioned
- Space: Classrooms
- Budget: Not mentioned
- Intervention: Dental kits, mouth mirrors, light sources, sterilized gauze sponges, cotton swabs, tissue, rubbing alcohol, mirror, stickers, poster, oral hygienists
- Evaluation: Dental checks

**Evaluation:**

- Design: Pre- and post-test
- Methods and Measures:
  - Simplified Oral Hygiene Index to measure cleanliness of children's teeth

**Outcomes:**

- Short Term Impact: Not measured
- Long Term Impact: Oral cleanliness improved.

**Maintenance:** Not mentioned

**Lessons Learned:** The results suggest that the Good Toothbrushing Game produced more effective toothbrushing behavior.

**Citation(s):** Swain JJ, Allard GB, Holborn SW. The good toothbrushing game: a school-based dental hygiene program for increasing the toothbrushing effectiveness of children. J Appl Behav Anal. Spring 1982;15(1):171-176.