



Reinforcement Inventory

Behavior Tools

Consumable Reinforcers

1. Food (Example: candy (note the type), chips, pretzels, goldfish, fruit, etc.)	2. Drinks (Examples: water, juice, milk, others.)
Note:	

Activity Reinforcers

1. Sensory stimulation (Examples: sound, smell, getting picked-up, tickling, self-stimulation.)	2. Indoor activities (Examples: art activities, household chores, snack time.)	3. Leisure activities (Examples: games, watching TV; listening to music, hobbies.)
Note:		

Toy Reinforcers

1. Toys (Example: bubbles, spinners, putty/slime, cars, balloons, characters, or leggos.)	2. Electronics (Example: electronic devices, appliances or tools, iPad, others.)
Note:	

Tangible Reinforcers

1. Functional (Example: coins, pens, books, combs, clothes, jewelry.)	2. Non-functional (Examples: ropes, wires, paper, bubble wrap, doors, or other random items.)
Note:	

Secondary Reinforcers

1. Tokens (Example: coins, poker chips, checkmarks, stars, tokens (note how many tokens the student can work for)	2. Points (Example: Points card, sticker chart, sticker book)
Note:	

Social Reinforcers

1. Attention (Example: positive attention (excited facial expression, saying “wow,” looking at and talking to the child , etc)	2. Praise (Example: good job, way to go, awesome, etc.)	3. Tasks (Example: Helping teachers, class leader, completing preferred classroom jobs.)
Note:		