Using the Token Board

Behavior Tools

TOKEN BOARD BASICS

Why use a token board system with students?

- The token board is an evidence-based practice supported by research
- This tool provides a systematic process to reinforce targeted and other skills

Why use "coins" as the token of choice?

- Money is a token system we all use in our daily life
- Students can eventually use the money they "earn" to purchase items in a store
- Some students may respond better to something other than coins. Change the token if needed (example: stickers)

Use the token board system to teach targeted skills

- Reward correct responses during discrete trial sessions
- The token board provides immediate positive feedback to the student
- This reward system offers a visual and tactile stimulus to the student for correct responding
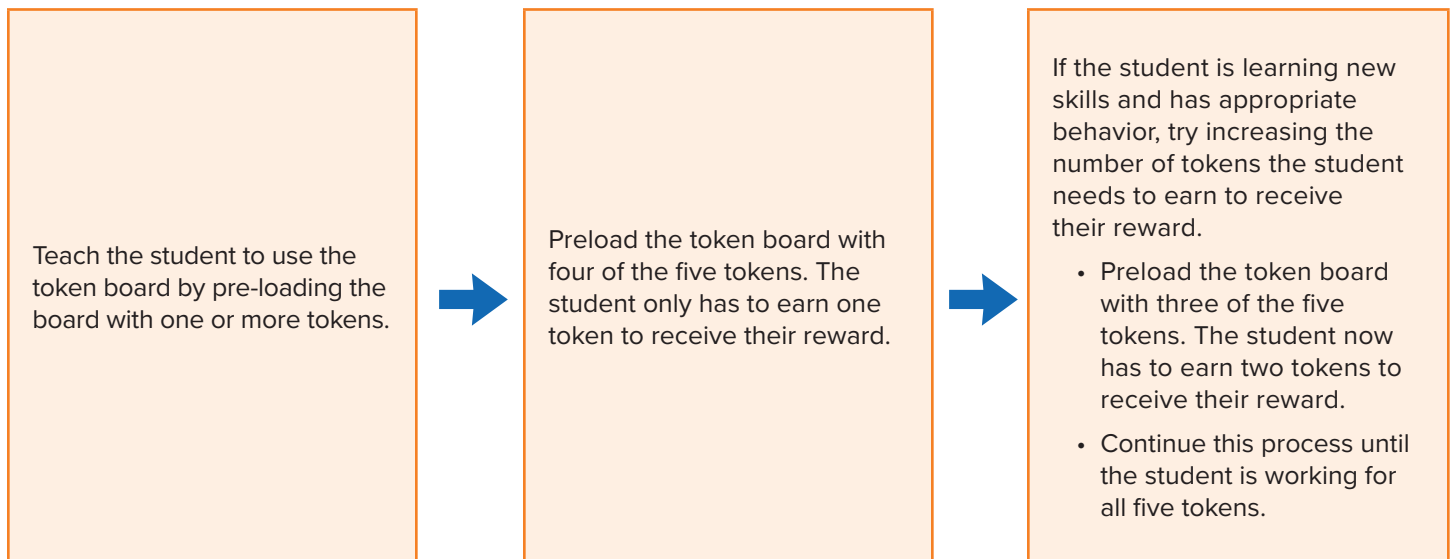
Use the token board system to teach many additional skills

- Teach the student to wait for a reward
- Demonstrate the value of money
- Teach the student to count
- Reward appropriate behavior
- Improve fine motor skills

TOKEN BOARD PROCEDURE

1. Have the student choose a reward
2. Place the reward on or near the token board
3. For higher functioning students, use an icon to represent the reward
4. Ask the student a question or give the student a task to complete
5. For each appropriate response, give the student a "coin" or other token
6. The student should place the coin on the board if possible
7. Once the student has earned all the tokens, give the student their reward
8. After a few seconds or minutes (depending on the reward and student) say, "My turn" and start the process over again
9. Optional: • If the student can "wait" for their reward, have the student take the coins off the token board and hand them to the teacher. The teacher can count the coins. • If the student enjoys counting the coins, ask the student to take the coins off the token board, counting the coins as they hand them to the teacher. • Do not require the student to "count the coins" if the student needs more immediate feedback to reinforce correct responding.

GETTING STARTED

Teach the student to use the token board by pre-loading the board with one or more tokens.	Preload the token board with four of the five tokens. The student only has to earn one token to receive their reward.	If the student is learning new skills and has appropriate behavior, try increasing the number of tokens the student needs to earn to receive their reward. • Preload the token board with three of the five tokens. The student now has to earn two tokens to receive their reward. • Continue this process until the student is working for all five tokens.

PUTTING IT INTO ACTION

- Use the token board during a variety of activities
- Teach appropriate behavior throughout the student's day using the token system
    - Use the token board to reward appropriate behavior during functional routines
    - "Catch the student behaving well" during the circle routine, group activity routine, etc. by using the token board to reward appropriate behavior during those activities

UPPING THE ANTE

- Increase the complexity of the token board system as students are able to wait for longer periods prior to receiving a reward
- Start with a penny board
    - For students who are responding well to the penny board, introduce the dime board:
        i.   Have the student earn five pennies to add up to a nickel
        ii. The student must earn two nickels (adding up to a dime) to receive their reward
    - For students who are responding well to the dime board, introduce the quarter board:
        i.   Have the student earn five pennies to add up to a nickel
        ii. Have the student earn two nickels to add up to a dime
        iii. Repeat this process
        iv. The student must earn two dimes and one nickel to receive a quarter and exchange for a reward

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:		

I am working for

What I'm Working For
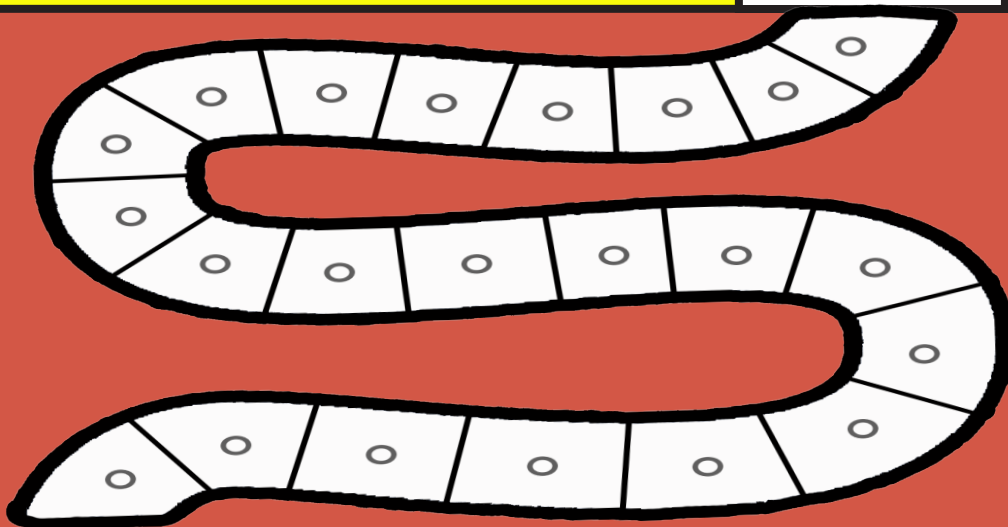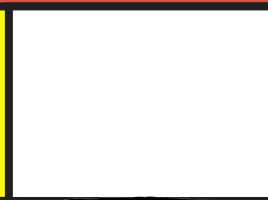
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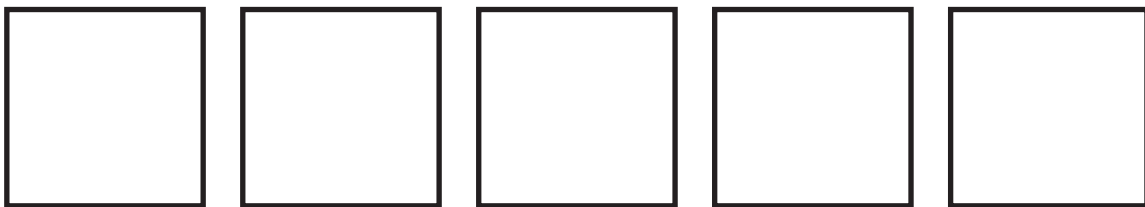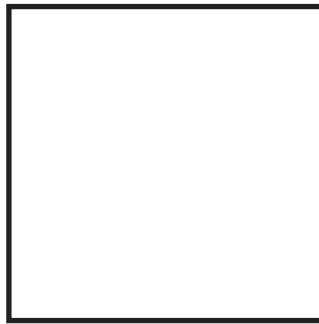
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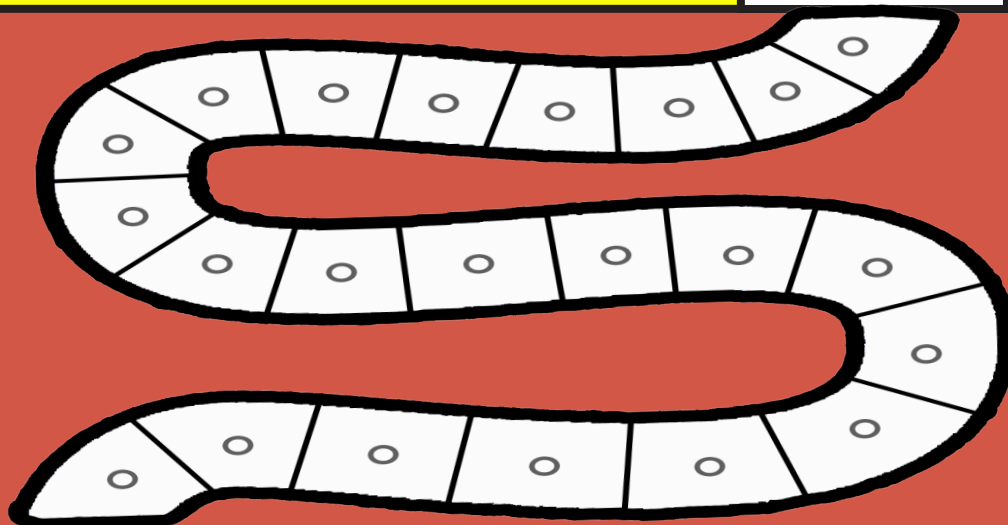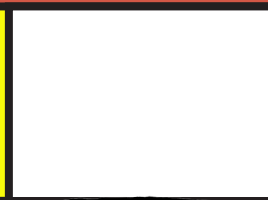
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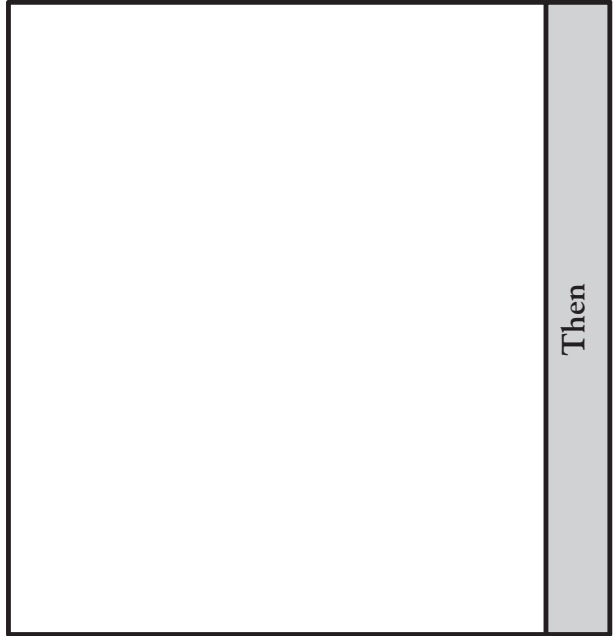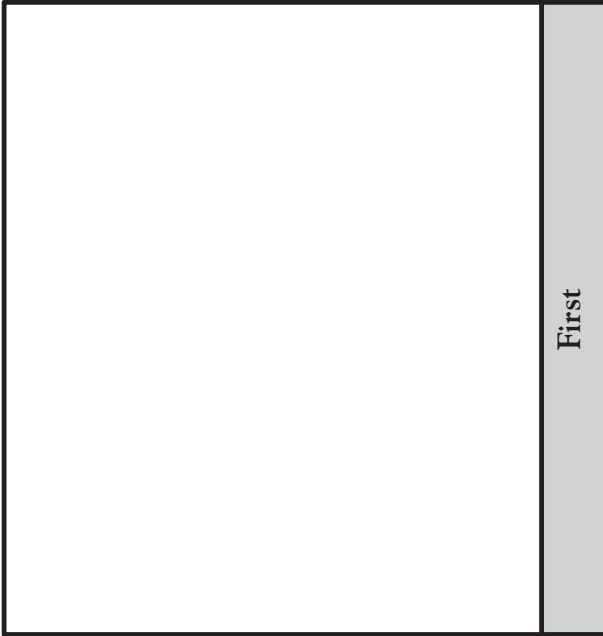
First ➡ Then

Insert a photo or a drawing individualized for the student, if needed.

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First / Then

First ➡ Then
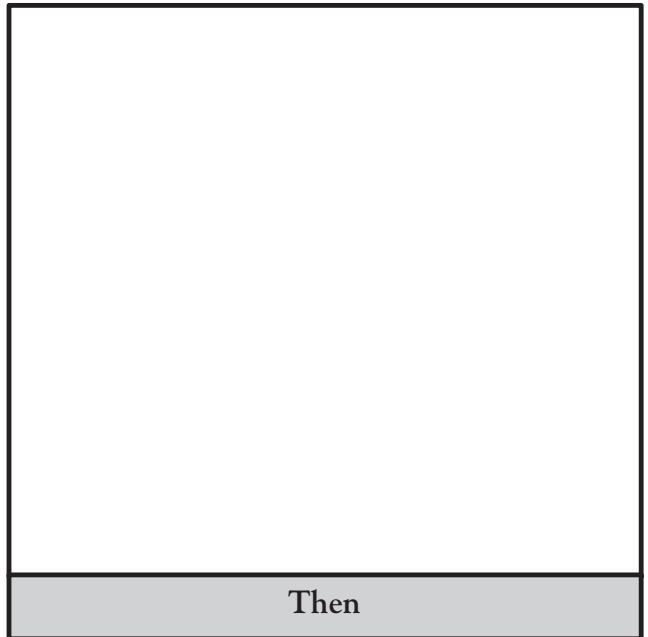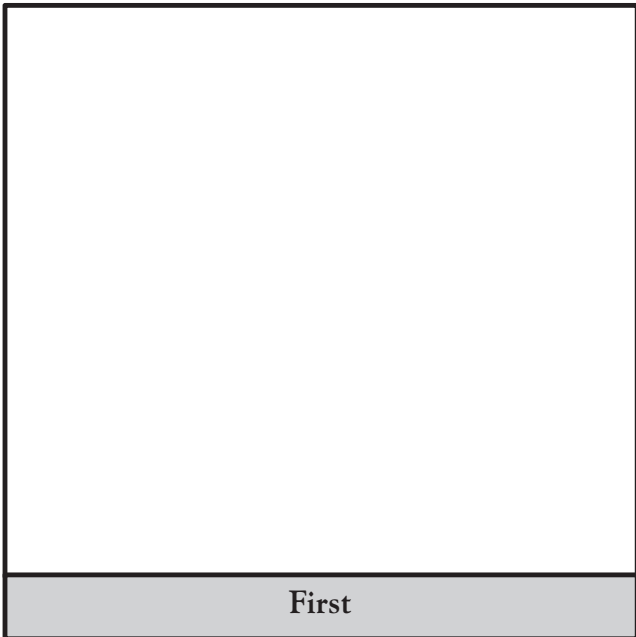
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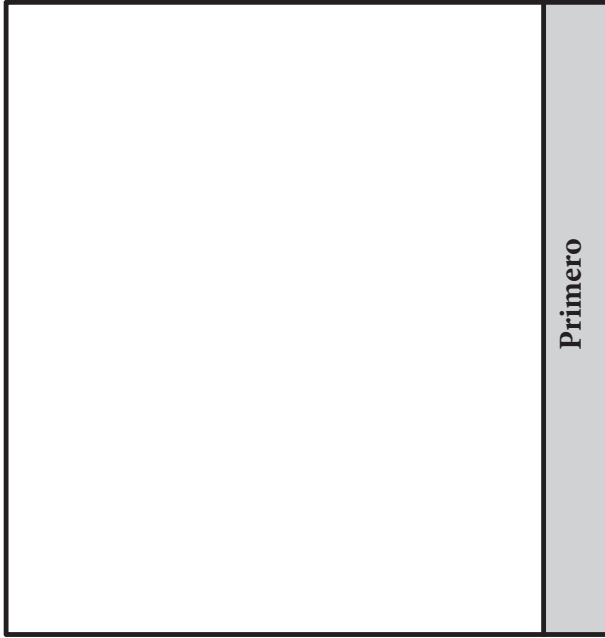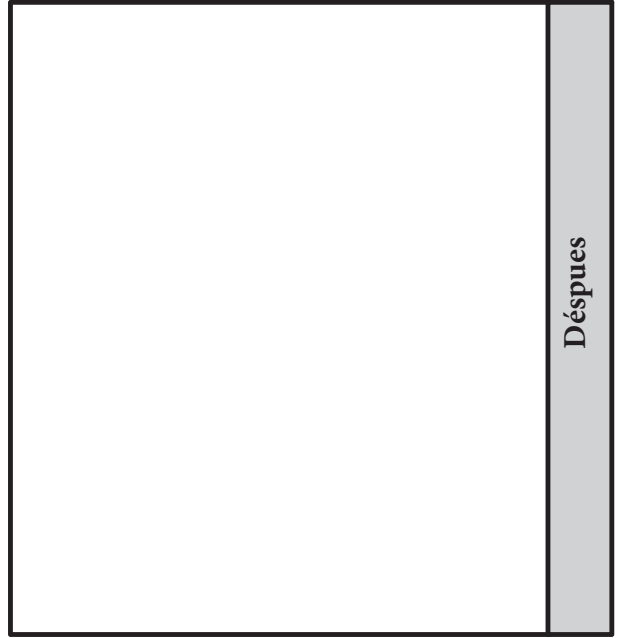
Primero ➡ **Déspues**

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Primero / Déspues
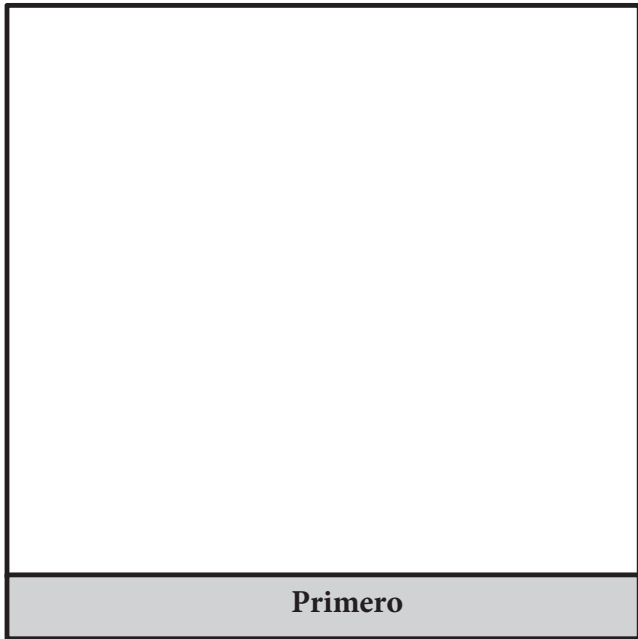
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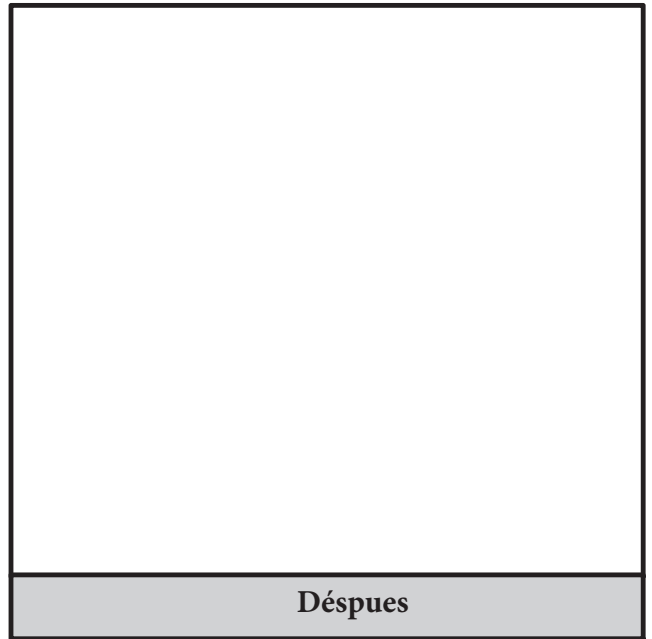
Choose

Rutina Esencial:™
Rueda de Opciones

Escoge

Routine Essentials:™ *Transition*

Activity/Location Icons

Fire Drill	Gross Motor	Classroom	Movie
Classroom Jobs	Breaktime	Art	Cafeteria
Table Time	Let's Go Home	Science	Bathroom
Quiet Time	Therapy	Cooking	Office
Free Time	Independent Work	Breakfast	Outside

Routine Essentials:™ *Transition*

Activity/Location Icons

Computer	Speech	Games	Recess

Circle	Work With Teacher	Books	Music

Group	Reading	Writing	Library

Math	Choice	Assembly	Special Activity

$$3+4=7$$
$$2\times3=6$$
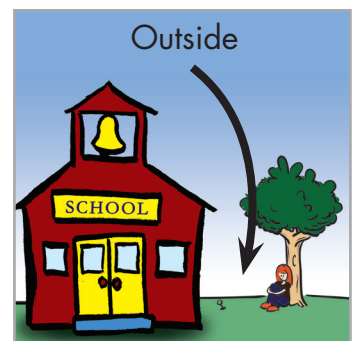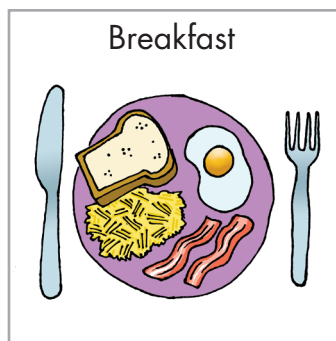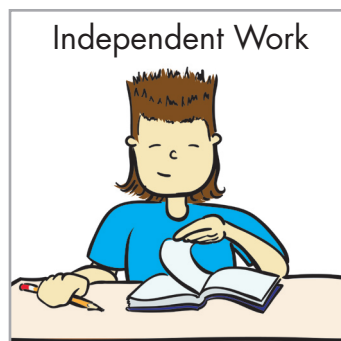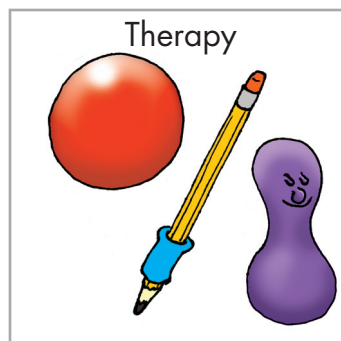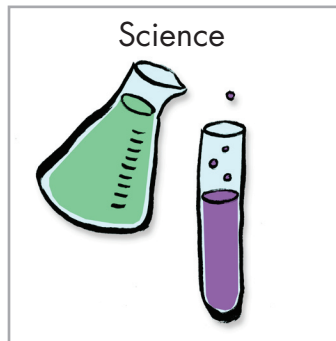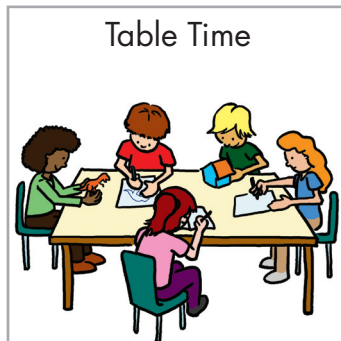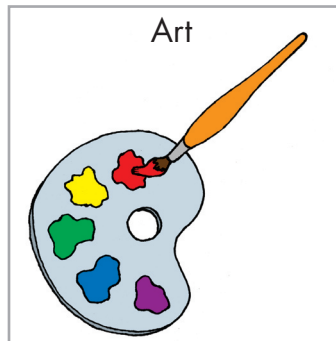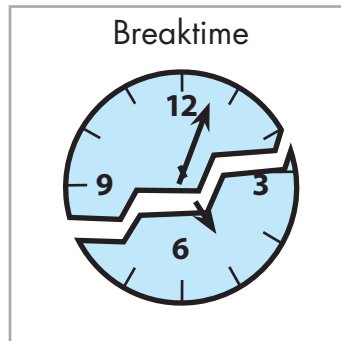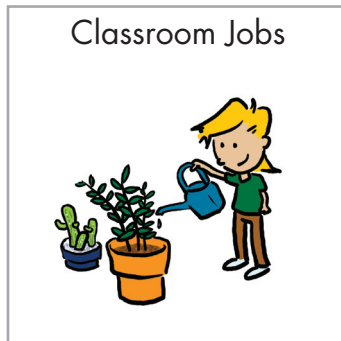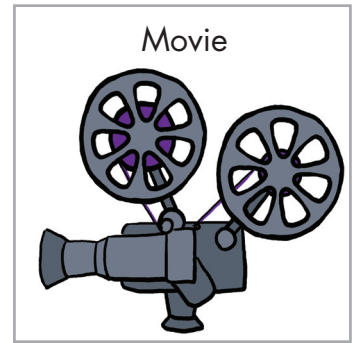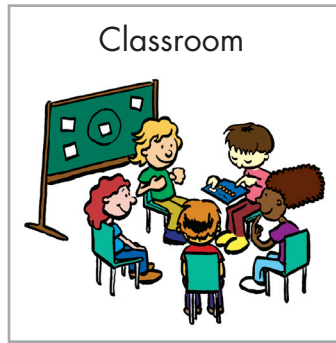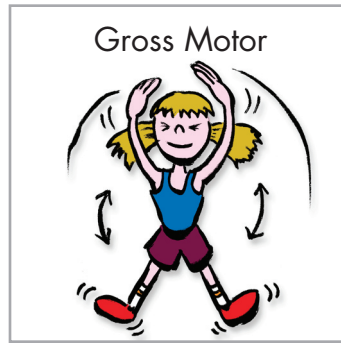
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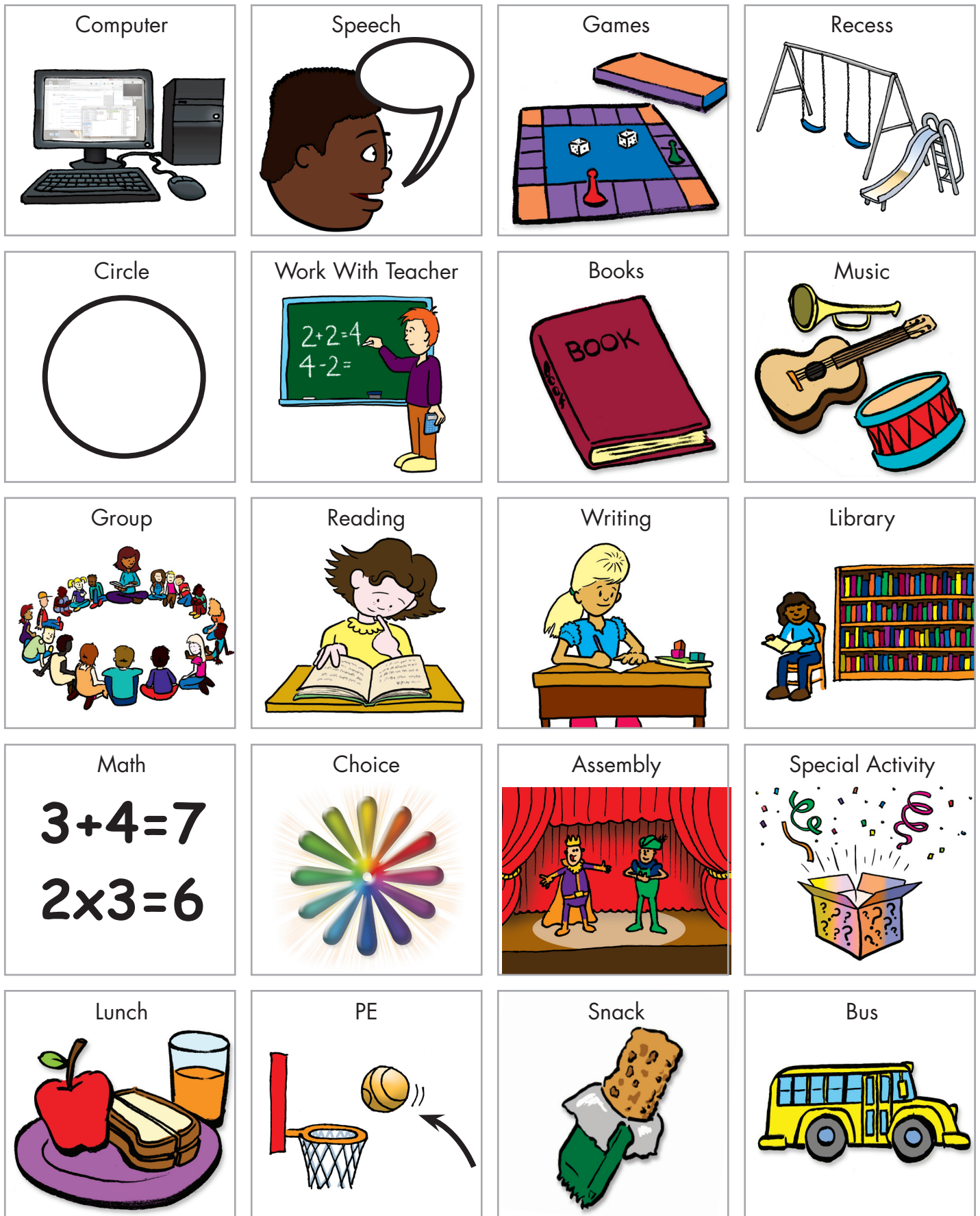
Routine Essentials: *Snack*

Food Icons

Water	Goldfish	Sandwich	Cookies
Popcorn	Crackers	Pretzel	Cheese
Cereal	Raisins	Juice	Soda
Chips	Candy	Granola Bar	Milk
Fruit	Vegetables	Surprise	Fruit Snack

Routine Essentials - *Snack*
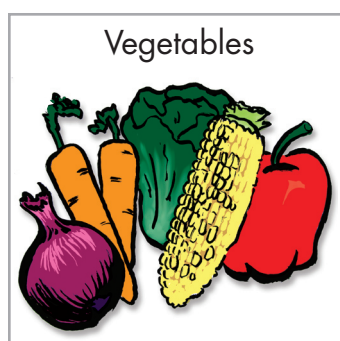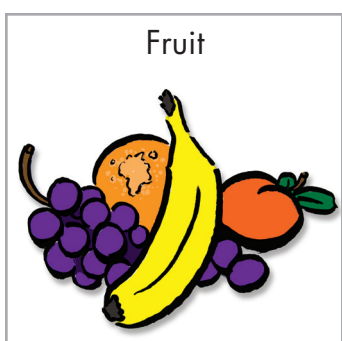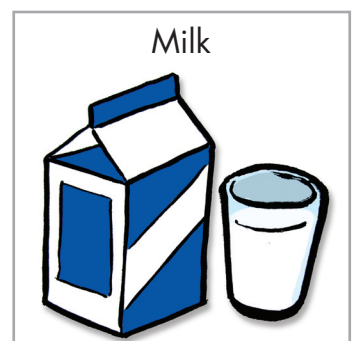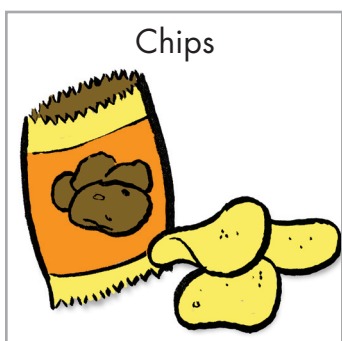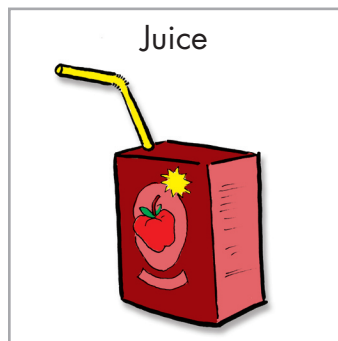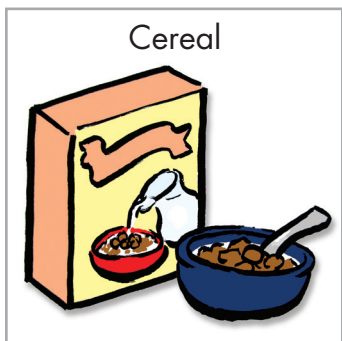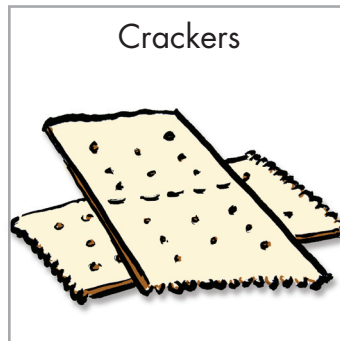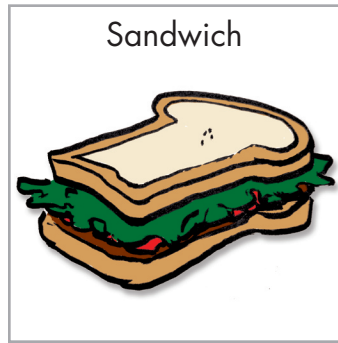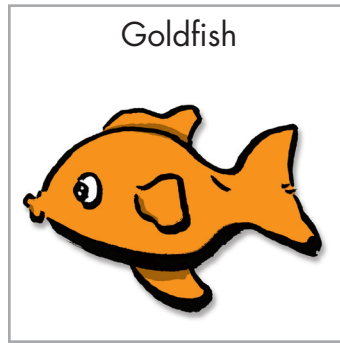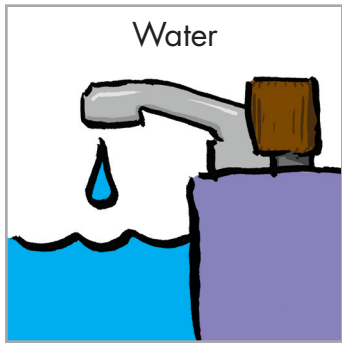
Rutina Esencial: *Merienda*

Comida de Merienda
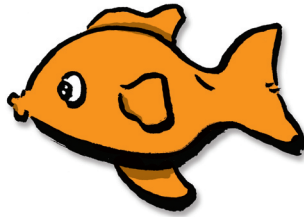
Agua	Goldfish	Sandwich	Galletas
Popcorn	Galletas	Pretzel	Queso
Cereal	Pasas	Jugo	Refresco
Papitas	Dulce	Barra de Granola	Leche
Frutas	Vegetales	Sorpresa	Gomitas de Frutas
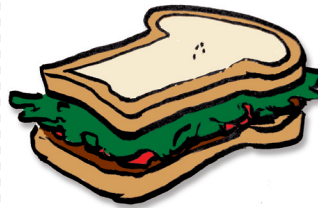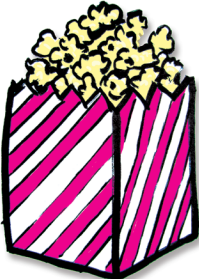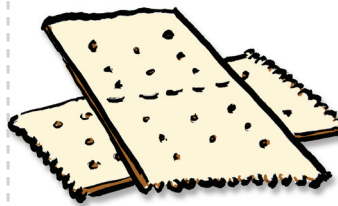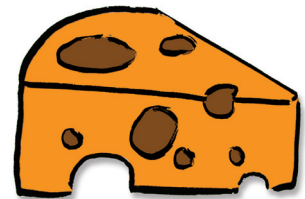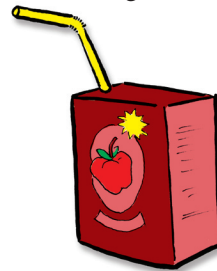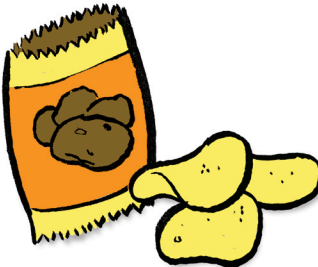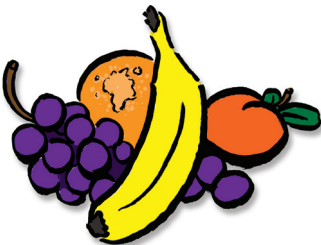
✂ Cortar Objetos
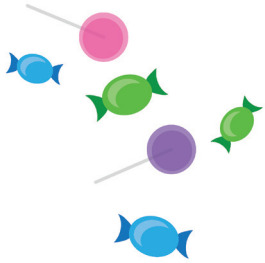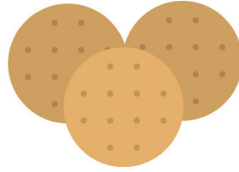
candy	**crackers**	**chips**
fruit	**fruit snacks**	**squeezing**
spinning	**art**	**board game**
cooking	**spinner**	**putty**
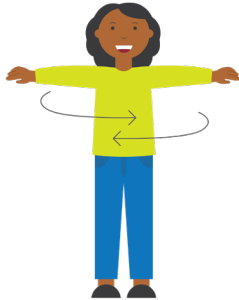
Putty!

FUN GAME!

slime	**puzzle**	**book**
magazine	**tablet**	**computer**
clothes	**jewelry**	