

Reinforcement Inventory

Consumable Reinforcers

1. Food (Examples: Candy [note the type], chips, pretzels, goldfish crackers, fruit)	2. Drinks (Examples: water, juice, milk)
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: Art activities, household chores, snack time)
Note:		

Toy Reinforcers

1. Toys (Examples: Bubbles, spinners, putty/slime, cars, balloons, characters, or Legos®)	2. Electronics (Examples: electronic devices, appliances or tools, iPad)
Note:	

Tangible Reinforcers

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

Secondary Reinforcers

1. Tokens (Examples: Coins, poker chips, checkmarks, stars, tokens)	2. Points (Examples: Points card, sticker chart, sticker book)
Note:	

Social Reinforcers

1. Attention (Examples: Positive attention, excited facial expression, saying, "Wow," looking at and talking to the child)	2. Praise (Examples: Saying, "Good job," "Way to go," "Awesome")	3. Tasks (Examples: Helping teachers, class leader, completing preferred classroom jobs)
Note:		