



Behavior Management token economy system

Negative behaviors

 A row of icons representing negative behaviors: two people arguing, a "No" sign, and several speech bubbles.

Positive behaviors

 A grid of 15 icons representing positive behaviors: Keep my hands to myself, Use nice words, Keep my body to myself, Raise my hand, Complete my work, Sit on chair, Sit on rug, Play nice/fairly, Share, Stay in my work spot, Walk, Listen to my teachers, Follow directions, Ask for help, Stay on task.

My Behavior Targets

 A chart with three columns: "Keep my hands to myself" (hands icon), "Sit on chair" (person icon), and "Use nice words" (speech bubbles icon). To the right is a yellow box, and below are five empty boxes.

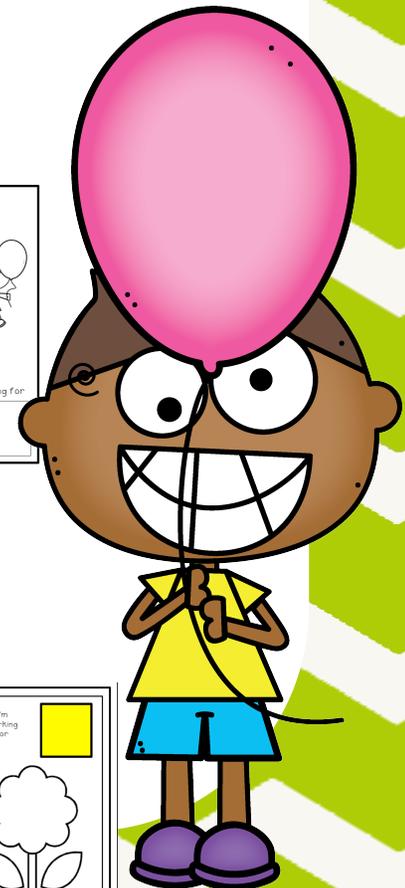
My Behavior Chart

 A chart with two rows of balloons. The top row has two red balloons and one white balloon. The bottom row has three white balloons. A girl icon is on the left and right. A box at the bottom right says "I'm working for".

My Choice Board

 A board with a green header and a grid of icons: Water break (water tap), Sensory room (tent), Listen to music (person with headphones), and Super heroes (two superheroes). Below are four empty boxes.

Two progress charts. The first is a rocket ship with a scale from 1 to 5 and a "blast off" button. The second is a flower with a yellow box and a scale from 1 to 5.



Behavior Sort Activity

Use the visuals below to have the students sort between good/bad behaviors (you can be selective about which visuals you use to target the key behaviors that you want the student to increase/decrease). Two different templates have been provided.

Good Choices

Poor Choices

Good Behavior

Poor Behavior

Negative behaviors

 Argue	 Talk back	 Yell	 Say mean or bad words	 Curse
 Scream	 Take things from others	 Touch my friends	 Push others	 Spit
 Throw	 Kick	 Pinch	 Rip	 Not listen to my teachers

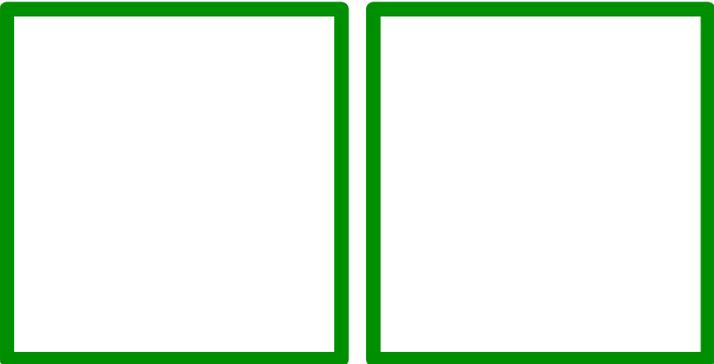
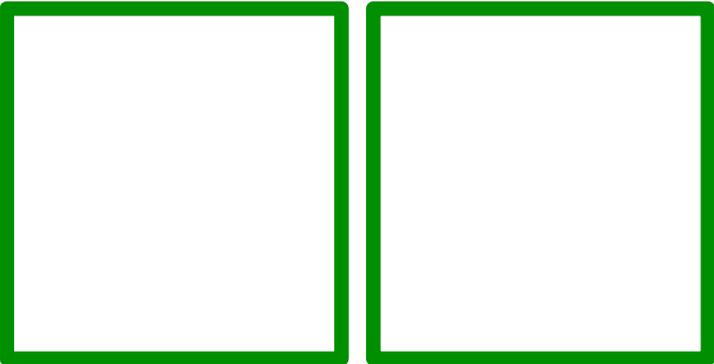
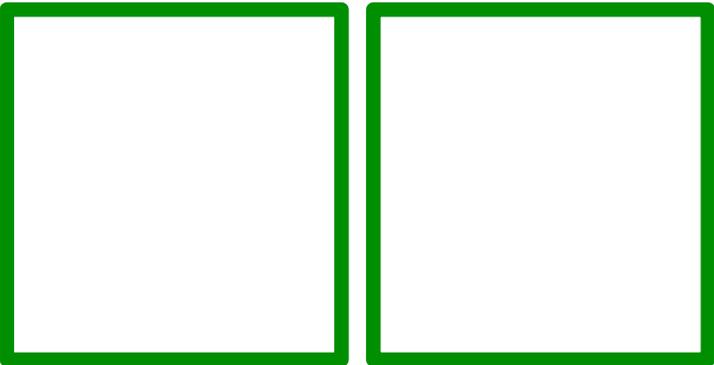
Positive behaviors

 Keep my hands to myself	 Use nice words	 Keep my body to myself	 Raise my hand	 Complete my work
 Sit on chair	 Sit on rug	 Play nice/fairly	 Share	 Stay in my work spot
 Walk	 Listen to my teachers	 Follow directions	 Ask for help	 Stay on task

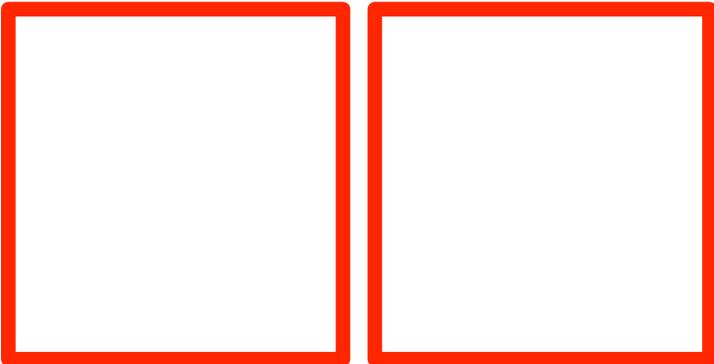
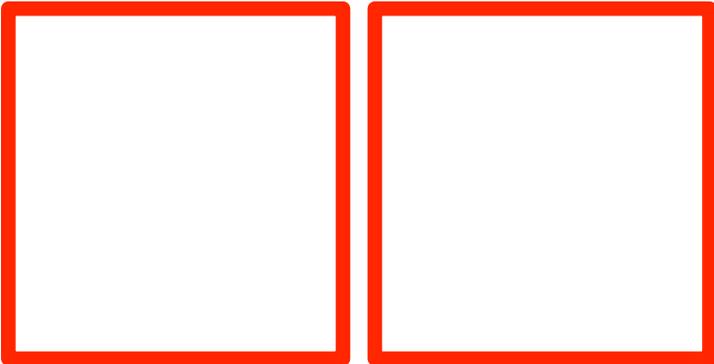
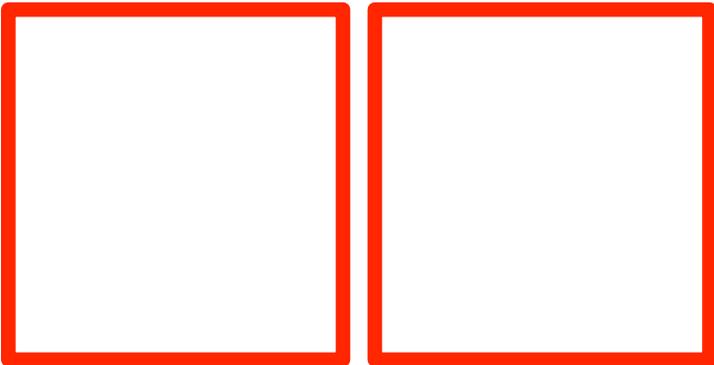
Good Choices

Poor Choices

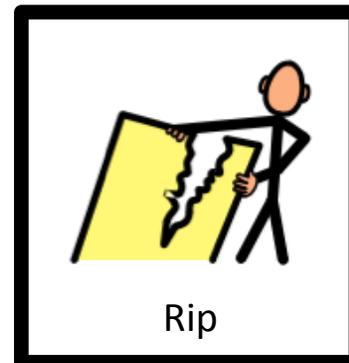
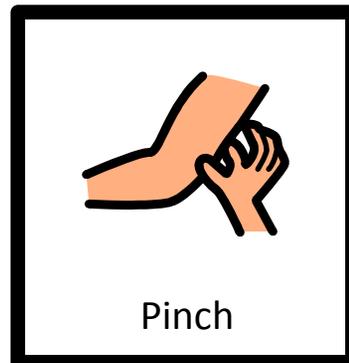
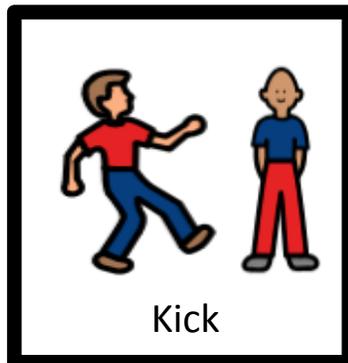
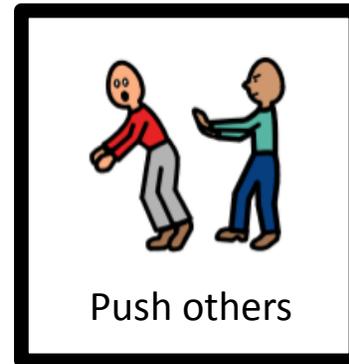
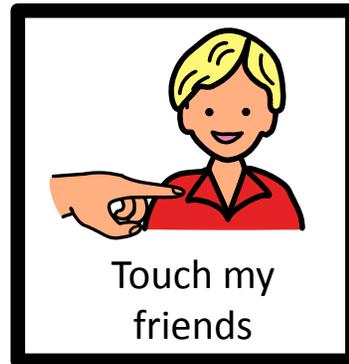
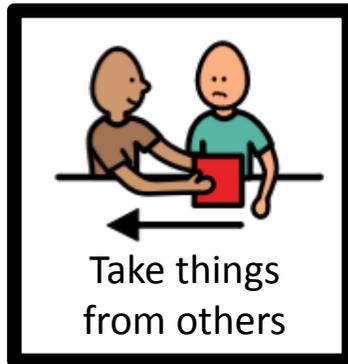
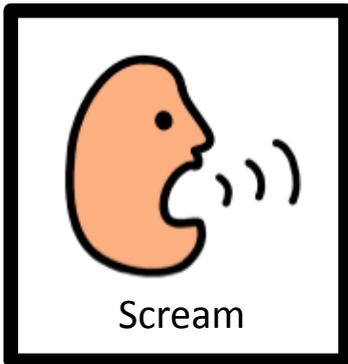
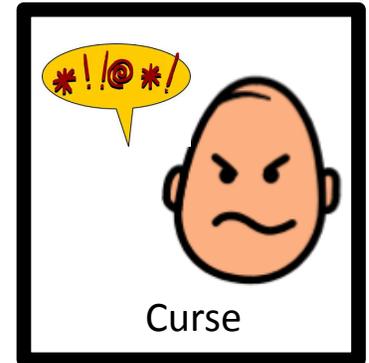
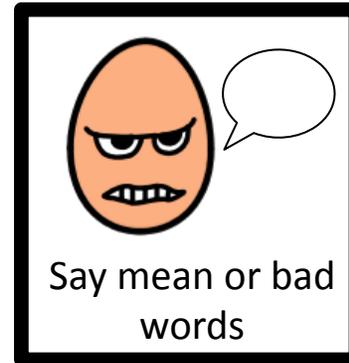
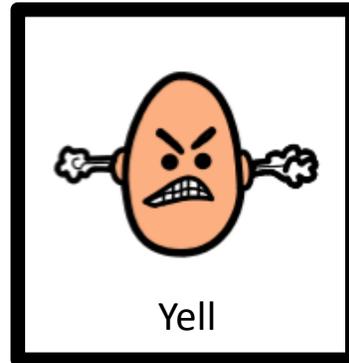
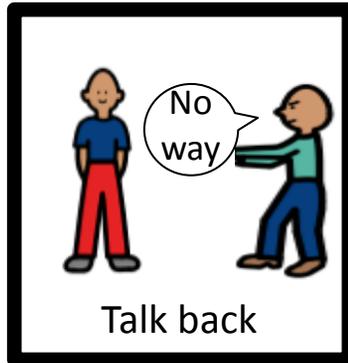
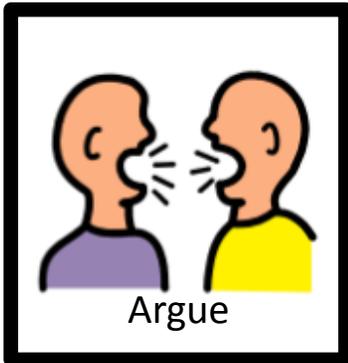
Good Choices



Poor Choices



Negative behaviors



Negative behaviors



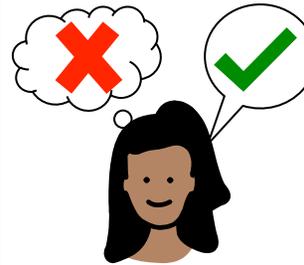
Break things



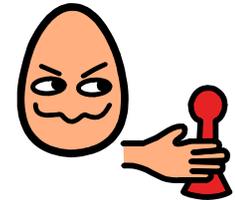
Stick out my tongue



Not do my work



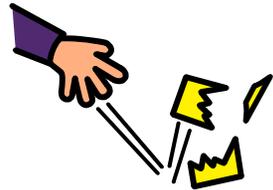
Lie



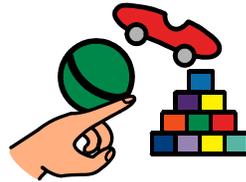
Cheat



Steal



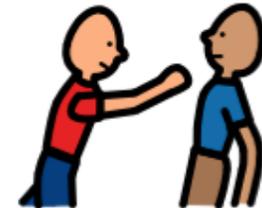
Ruin other people's things



Touch my friends things



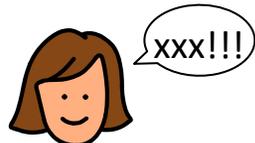
Bite



Hit



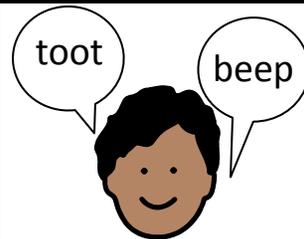
Knock over my friends things



Say inappropriate things



Out of seat



Make noises

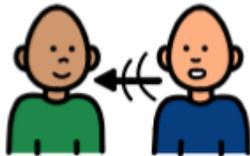


Scribble on my work

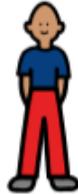
Positive behaviors



Keep my hands
to myself



Use nice words



Keep my body
to myself



Raise my hand



Complete my
work



Sit on chair



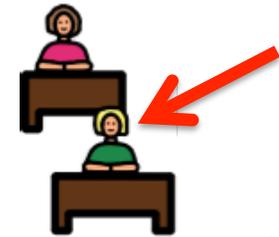
Sit on rug



Play nice/fairly



Share



Stay in my work
spot



Walk



Listen to my
teachers



Follow
directions



Ask for help

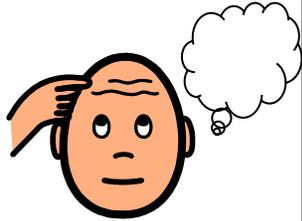


Stay on task

Positive behaviors



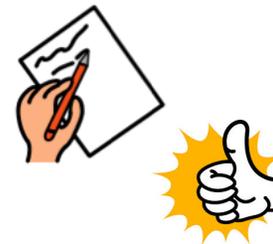
Use a quiet voice



Keep my thoughts to myself



Stay in my spot on the rug



Do my best work



Keep my hands still



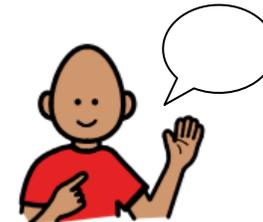
Keep my feet still



Take turns



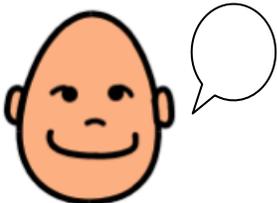
Use gentle hands



Ask if I want to borrow something



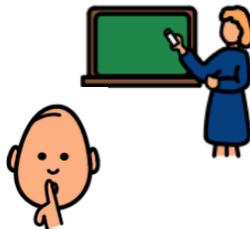
Use toys/materials the right way



Use a calm voice



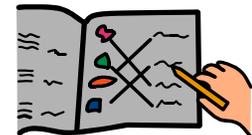
Keep a calm body



Quiet when my teacher is teaching



Look at my teacher



Finish my work

The key to reducing problem behavior is identifying:

- 1) What is the problem behavior that is occurring (what does it look like)?
- 2) What behavior do you want to see instead (eg, if student is blurting out in class, the replacement behavior will be 'raise hand and wait to be called on; if the student is constantly wandering and out of his seat, then the replacement behavior would be 'stay in seat').
- 3) Once you have identified the behavior you want to see, reinforce each instance the student is engaging in that 'preferred behavior'.

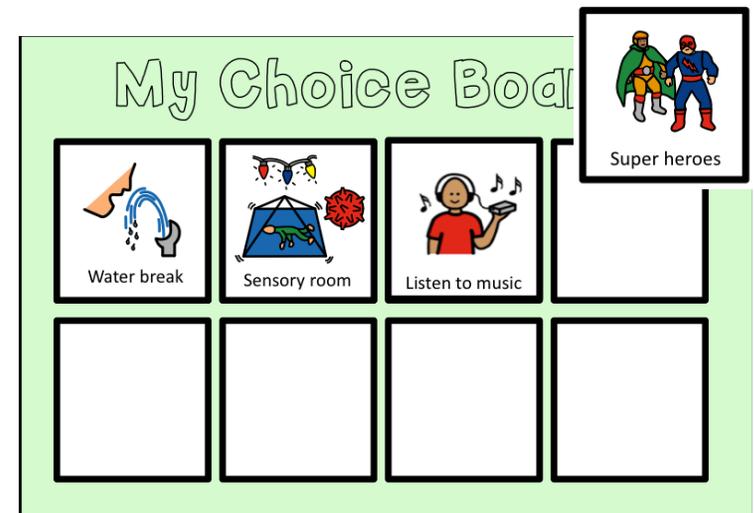
Behavior reduction using a token economy

Token boards are an AWESOME tool to both visually represent the behavior the student is to be engaging in as well as visually reinforcing (as the student is able to track how close they are to getting a reward for engaging in the behavior).

Token board implementation

Step 1:

Before you begin a token economy, the very first step is to find out 'what' is reinforcing to the student. Use preference assessments or questionnaires to find out 'what' the student will work for. Place the items on a choice board (a variety of reinforcers will reduce the likelihood of satiation and reduce the chance of the items/ activities becoming ineffective). Laminate both the board and reinforcers- attach using velcro

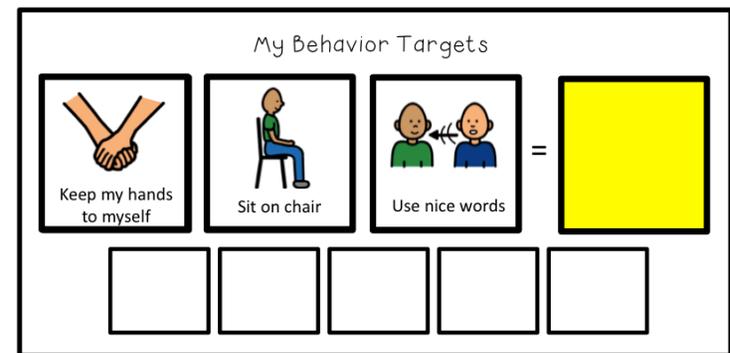


Blank tiles have been provided to personalize behaviors/reinforcers that may be specific to the student you are working with. Pictures of these can be cut and pasted onto the tiles pre-lamination

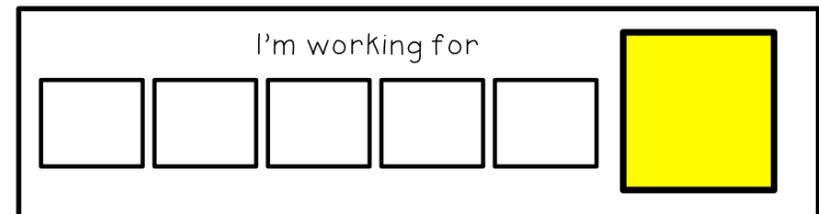
Blank tiles



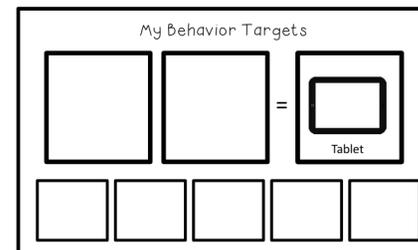
Step 2:
Select the appropriate 'positive behavior' visuals that you want your student to exhibit and place on the token board (you can do this pre-lamination, or laminate visuals and the board separately and attach the visuals on the board using velcro).



You can use a 'non visual board' depending on the student (or once generalized compliance/an increase in positive behaviors has been achieved)

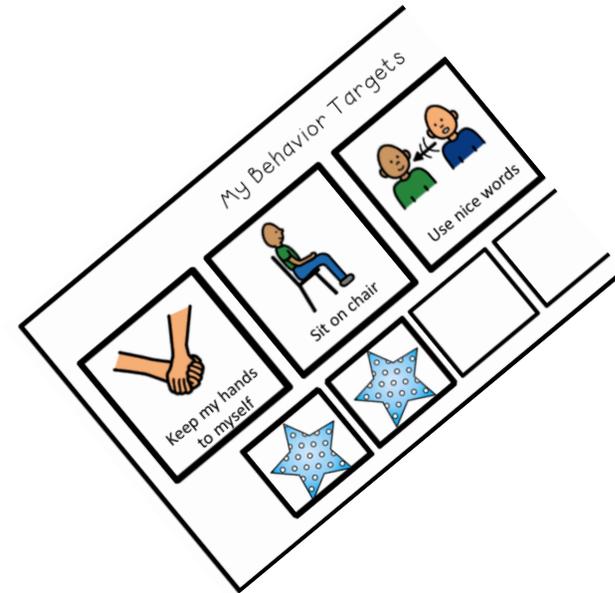


Step 3:
Have the student choose what they're wanting to work for. Place this visual on the yellow square on the token board (attach with velcro).



Step 4:

Attach a token to the board each time you catch the student engaging in the desired behavior/s (it is recommended to initially make token delivery frequent and often to make sure you are catching the student 'being good' and letting them know that it is worthwhile to engage the desired behaviors). Make sure you are also giving behavior specific praise ("great job staying in your seat, here's a token") when delivering the tokens. Once the token board is full, the student gets to engage in the chosen activity (it is best to set a timer to let the student know how long they get to engage in the activity- 5 minutes is usually more than enough 😊)



Step 5:

Once the student has engaged in their preferred activity contract with the student to see what they want to 'work for next' from their choice board and place this visual onto the token board (this makes the transition from a preferred activity back to 'work' more likely to be successful).

Step 6:

As you are seeing success, gradually increase the amount of 'desired behavior' required before a token is delivered.

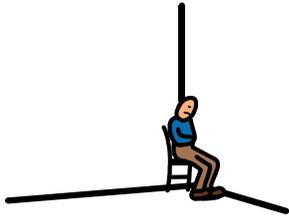
I'm working for

My Break Board

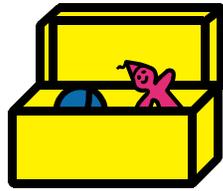
I'm working for

My Choice Board

I'm working for



Alone time



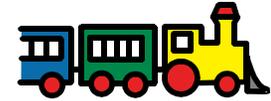
Calming toys



Stuffed animal



Cars and trucks



Trains



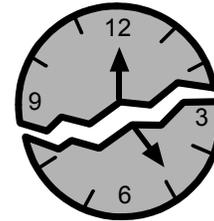
Listen to music



My choice



Read



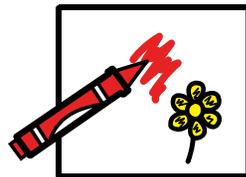
Break



Play Doh



Water break



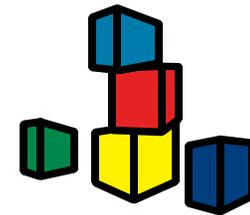
Draw



Color

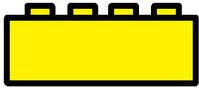


Paint

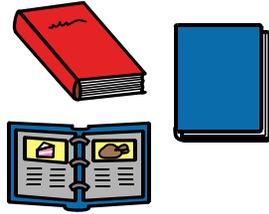


Blocks

I'm working for



Legos



Look at books



Super heroes



Watch a video clip



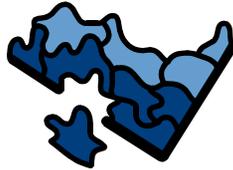
Doll



Go for a walk



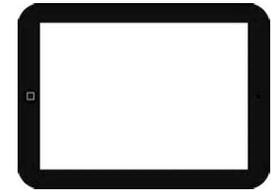
Run an errand



Puzzle



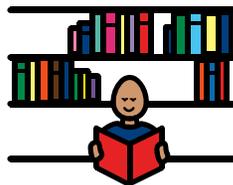
Snack



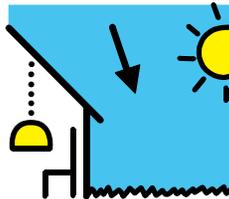
Tablet



Computer



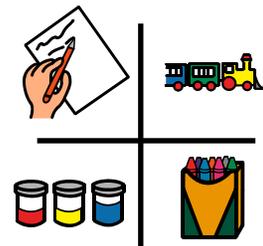
Library



Outside

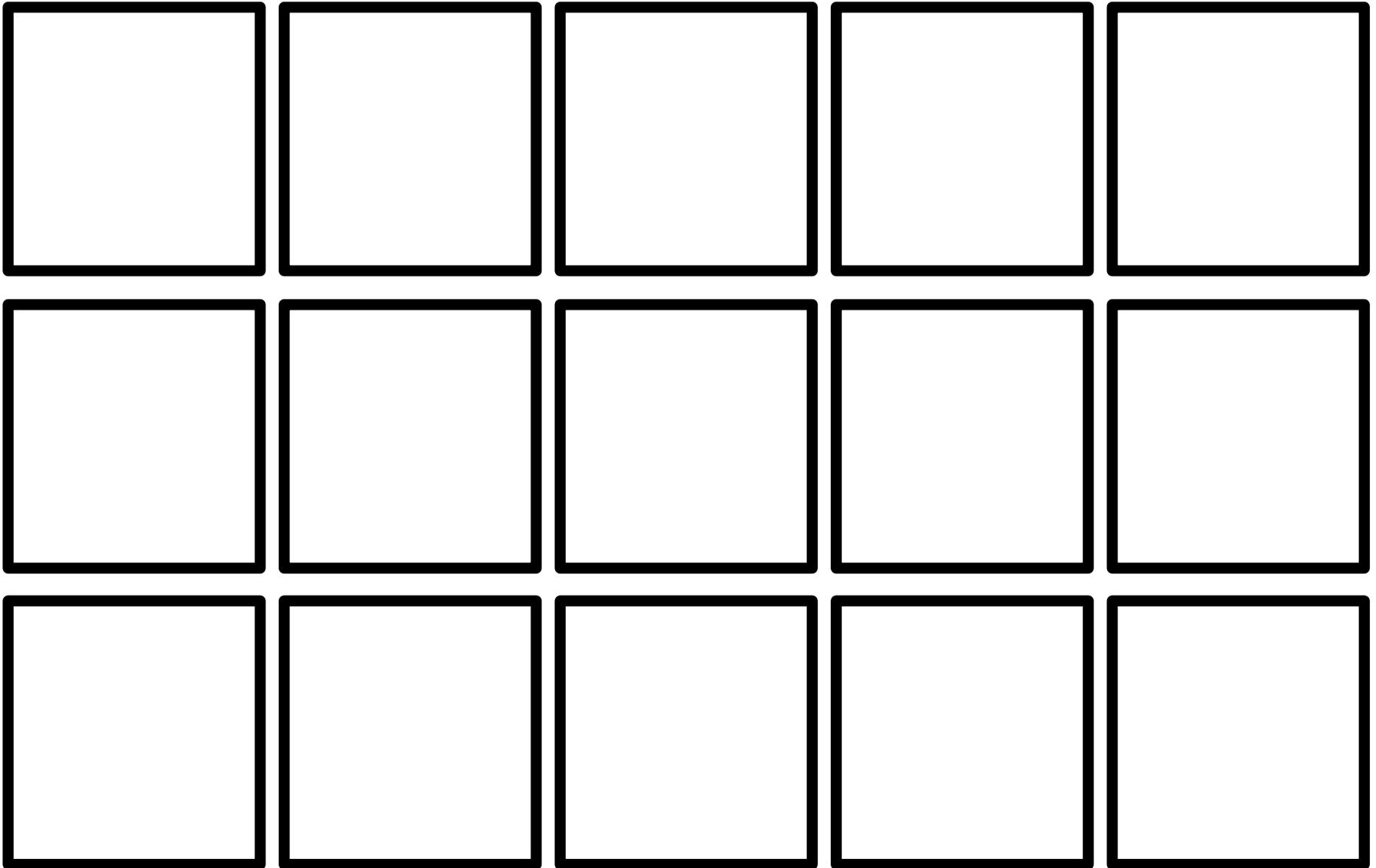


Sensory room



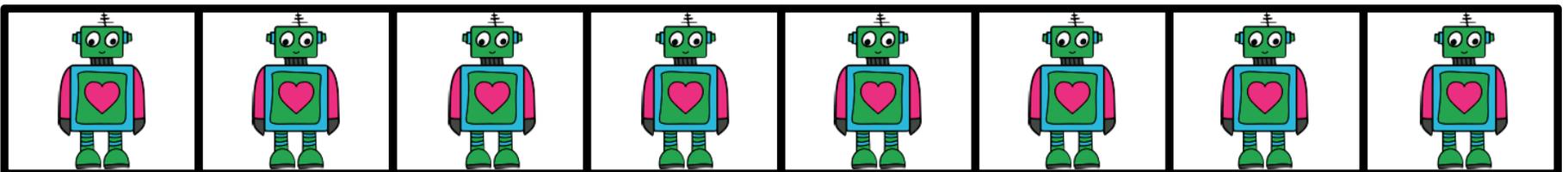
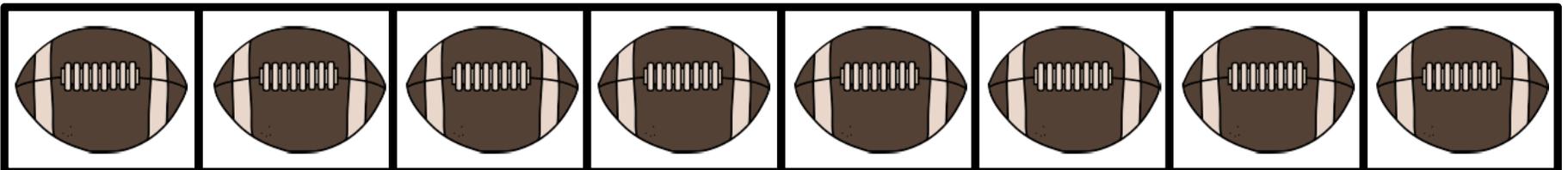
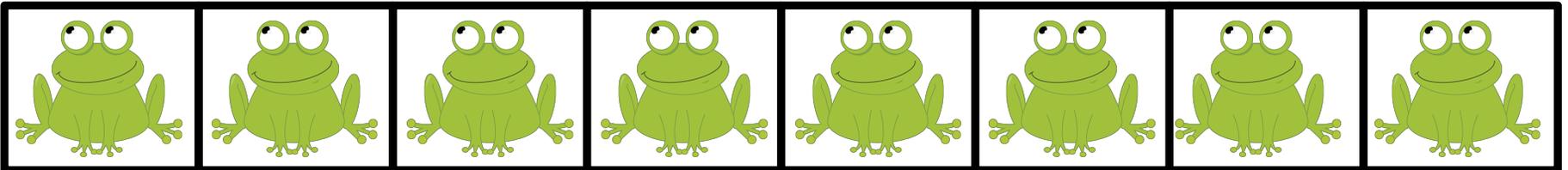
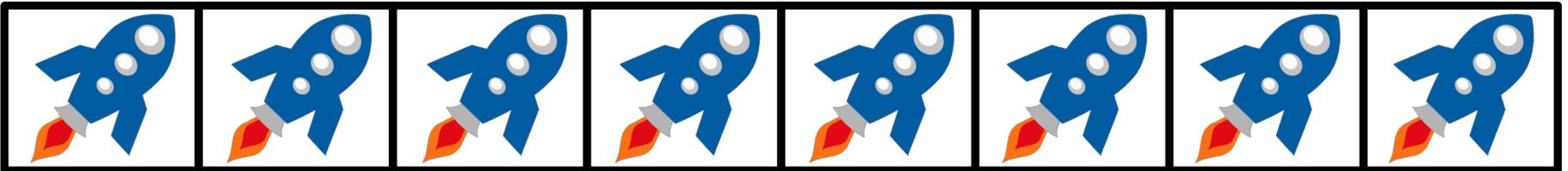
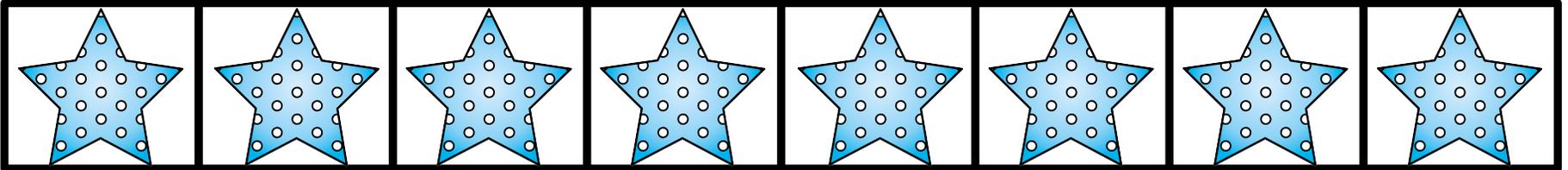
Centers

Blank tiles

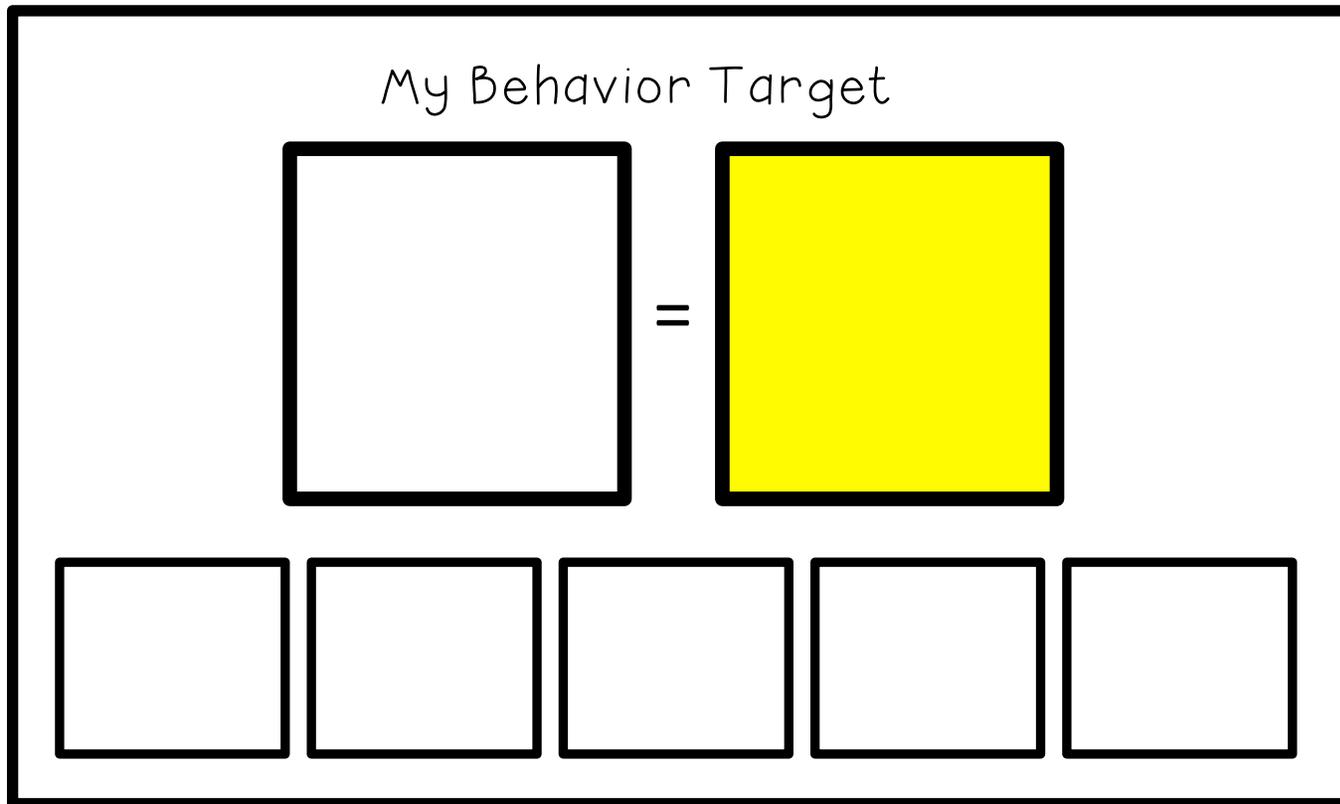


Token board tokens

Laminate and velcro

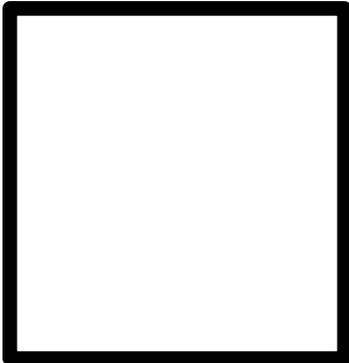
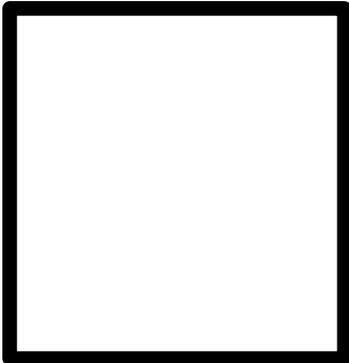
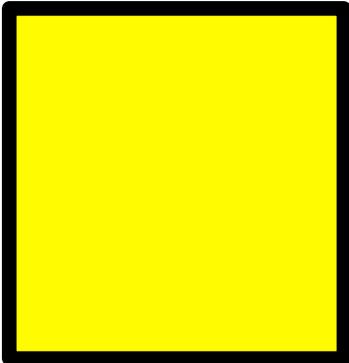


Token board (one behavior target)



Token board (two behavior targets)

My Behavior Targets

		=		
				

Token board (three behavior targets)

My Behavior Targets

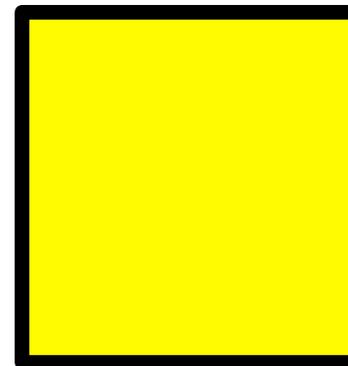
			=	

The diagram shows a token board layout. At the top, the text "My Behavior Targets" is centered. Below it, there are three large empty rectangular boxes arranged horizontally, representing the behavior targets. To the right of these three boxes is an equals sign (=), followed by a single large rectangular box filled with yellow, representing the reward. Below the top row of boxes, there is a second row of five smaller empty rectangular boxes, which are likely intended for recording the number of tokens earned for each target.

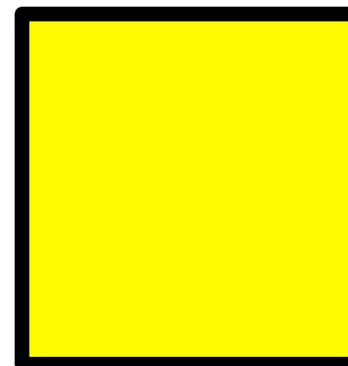
Token board (without behavior visual)

I'm working for

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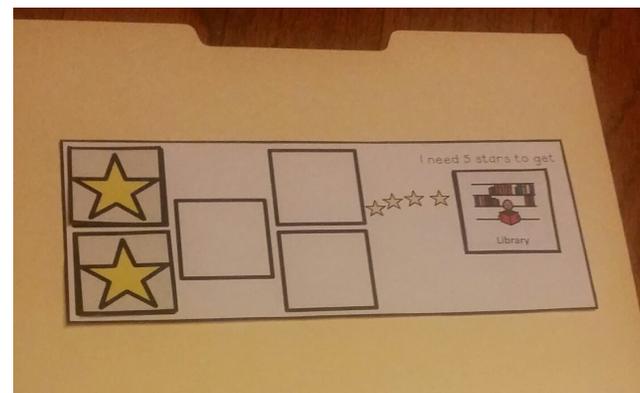
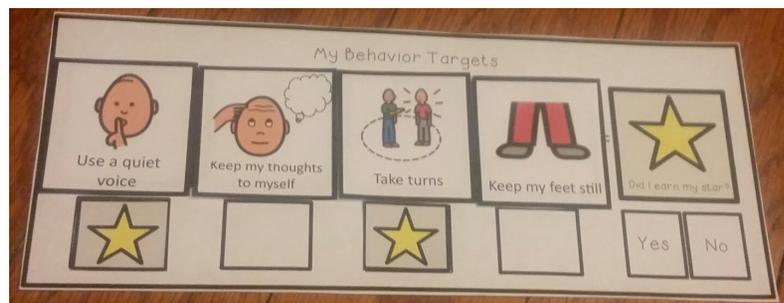
I'm working for



Alternate token boards

Select the appropriate behavior targets specific to the student and place them on the token board (laminated or velcro onto the board). The student has to engage in those behaviors for a specified amount of time. This could be set on a timer, (eg, set for an hour, every 30 minutes etc), or it could be per each natural transition time within your classroom (eg, morning routine, ELA, Math etc). At the end of each time slot, the student will receive a token if they engage in the behavior/s for that entire period. If they get a token for each behavior (or 2 out of 3 behaviors... though this will all be student specific) then they get a star.

Once they get their target # of stars (recommended to start a low target # of stars and gradually increase the #'s as you see success in the positive behaviors) then they get their chosen reinforcer.



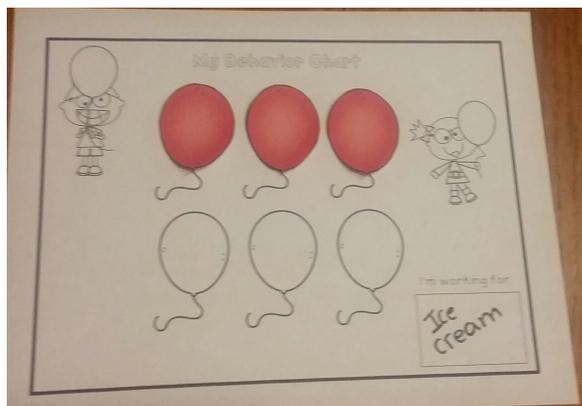
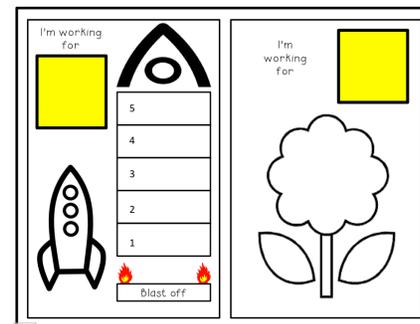
Alternate token boards

Balloon token boards with behavior contract.

Multiple token boards are provided to gradually increase the # of tokens required to achieve the reward.

Token board can either be printed and balloons manually colored each time a token is delivered, or balloon token have been provided (laminated and velcroed). This can eventually be used as a 'daily behavior chart' where each balloon is delivered at the end of the day contingent on behavior

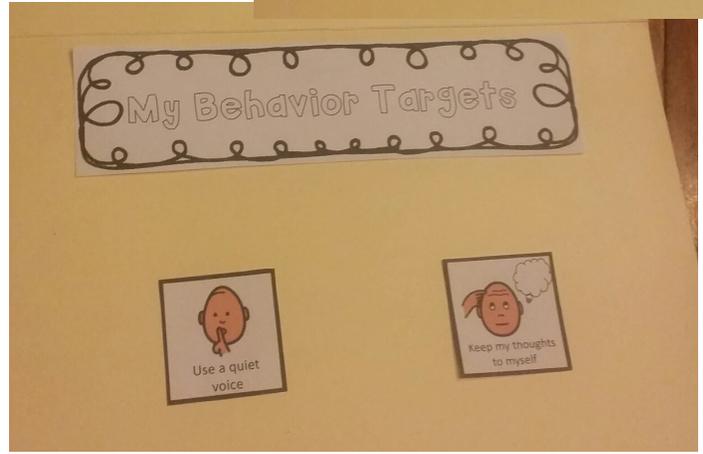
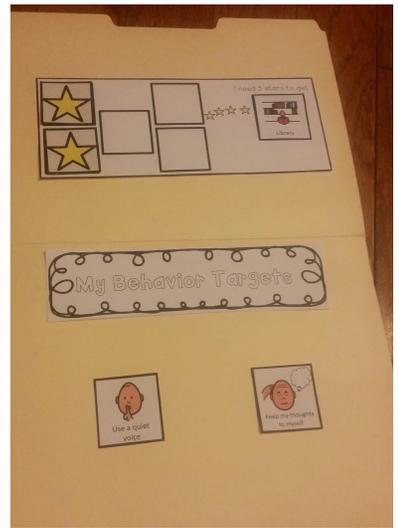
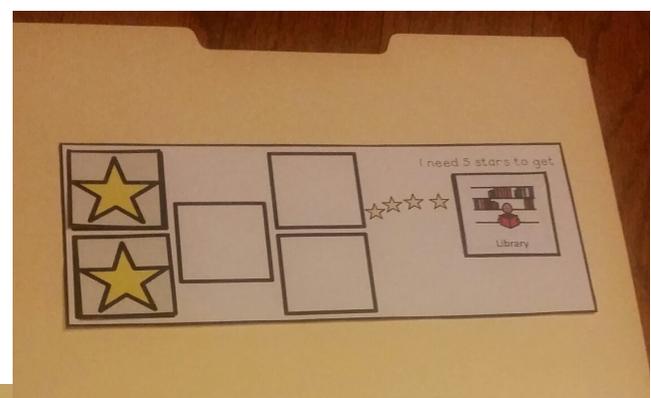
Flower and rocket ship token boards (both full page and half page versions)

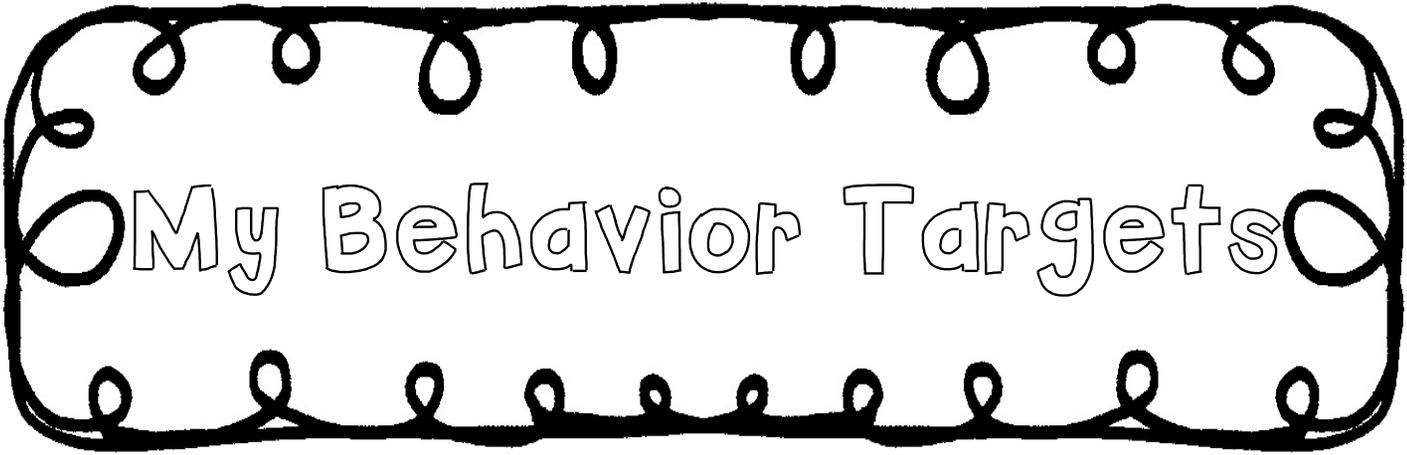


Tip: When looking at setting long range goals where a reinforcer is delivered at the end of the day/after the passage of a number of days, make sure the 'amount of reinforcer' is equivalent to the amount of effort put in by the student (eg, getting 5mins of play doh time isn't going to cut it for behaving all week.whereas an ice cream pass may just do the trick).

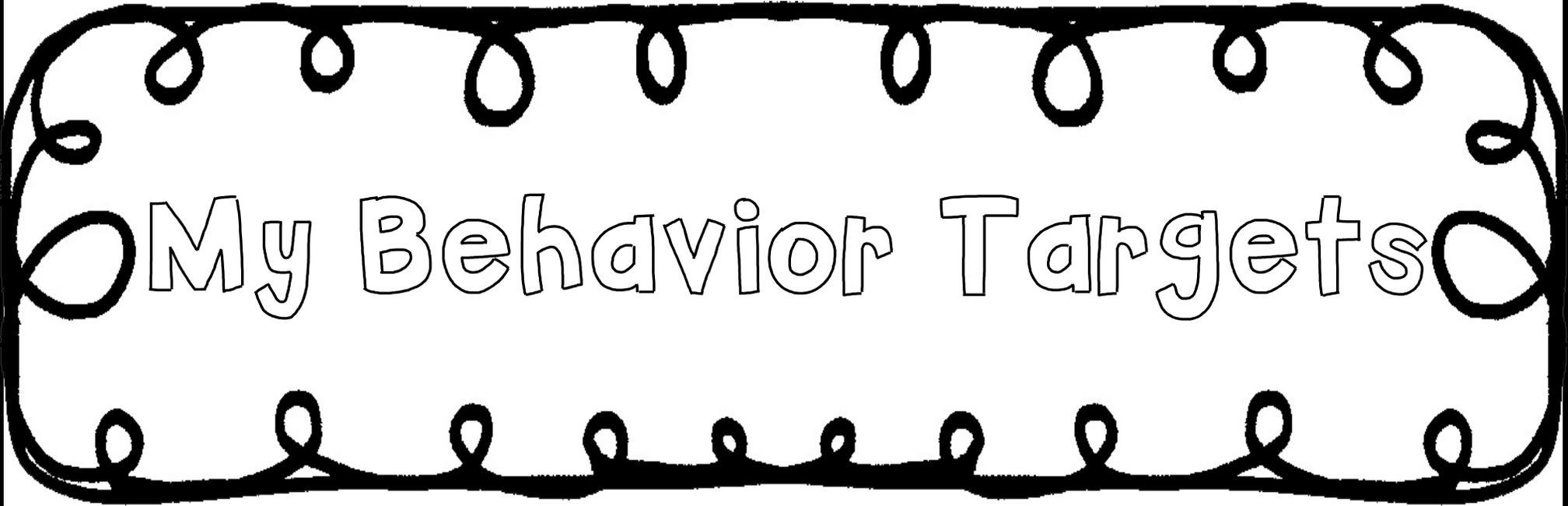
My Behavior Targets

Print, cut out and stick in a file folder along with visuals of targets.





My Behavior Targets



My Behavior Targets

My Behavior Targets

=



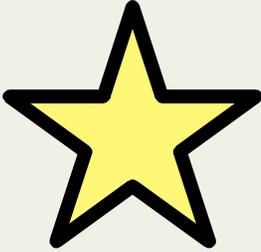
Did I earn my star?

Yes

No

My Behavior Targets

=



Did I earn my star?

Yes

No

My Behavior Targets

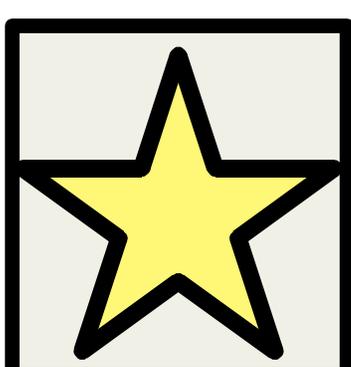
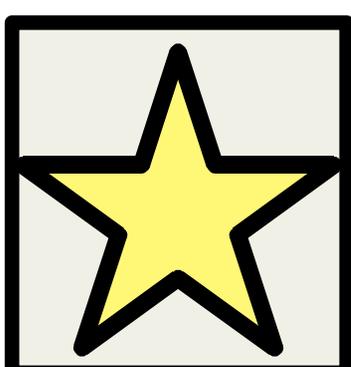
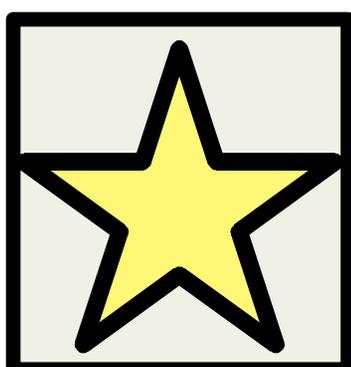
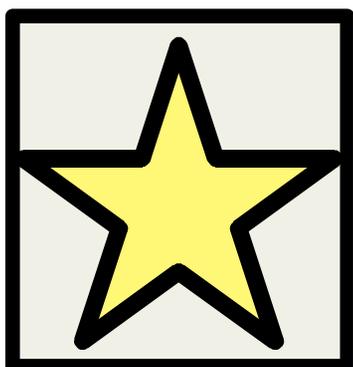
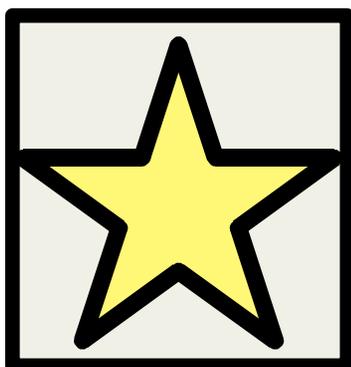
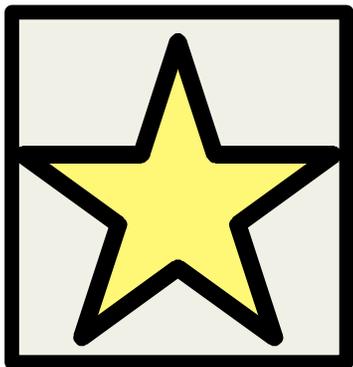
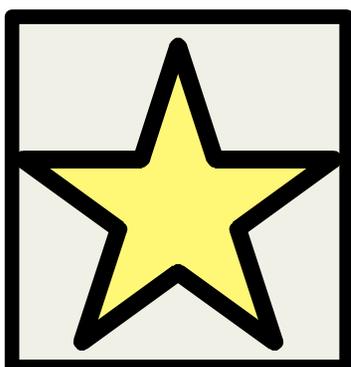
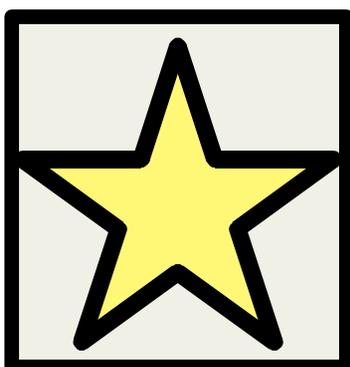
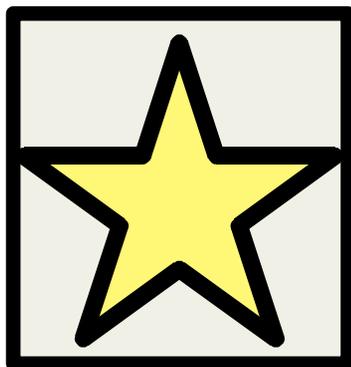
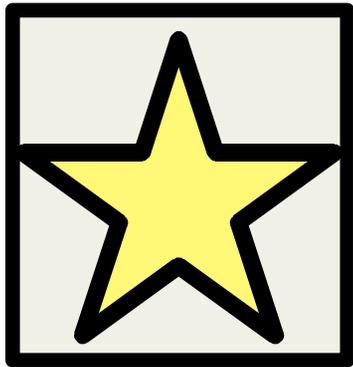
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Did I earn my star?

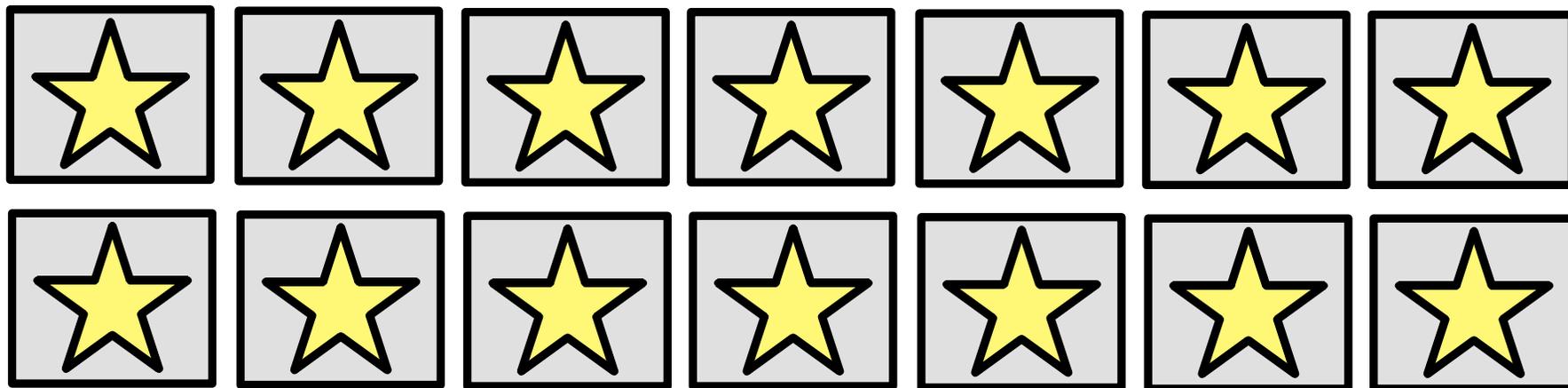
Yes

No

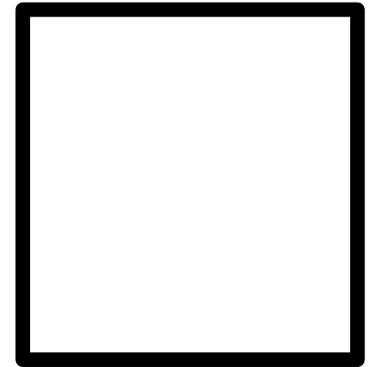
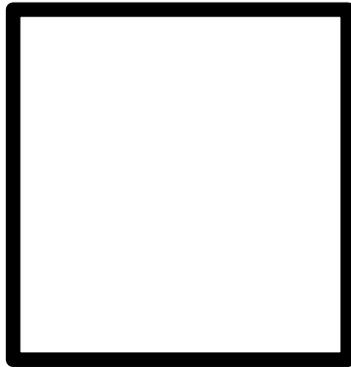
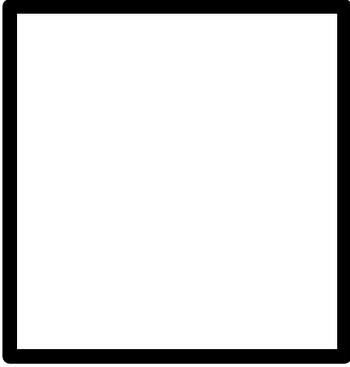
Big star tokens



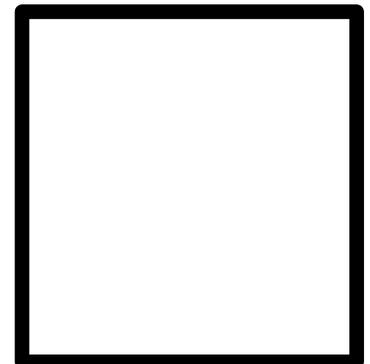
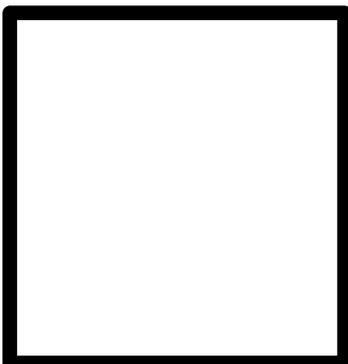
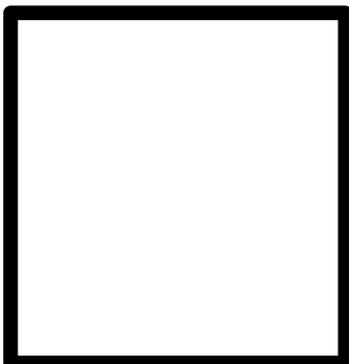
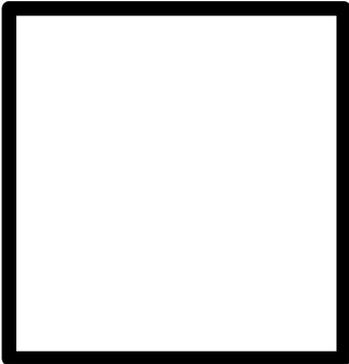
Small star tokens

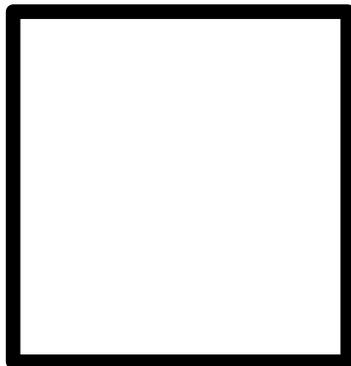
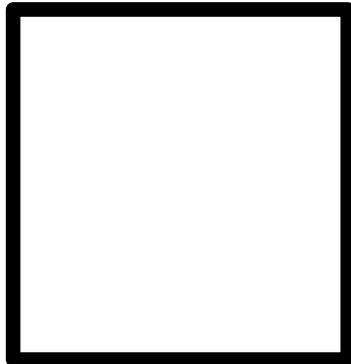
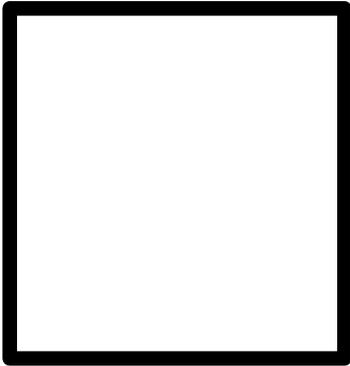
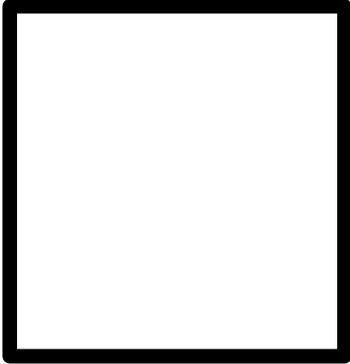


I need 2 stars to get

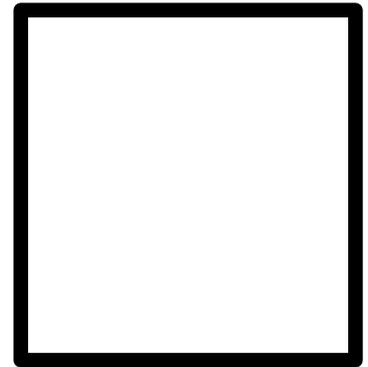


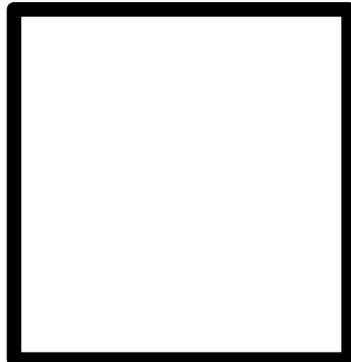
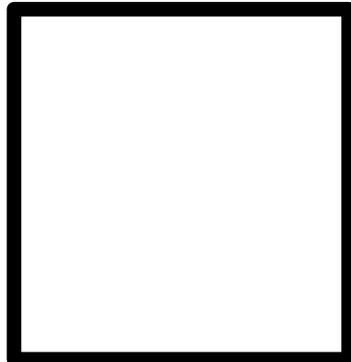
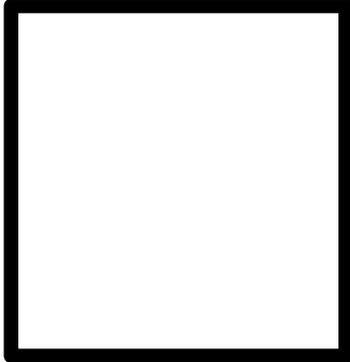
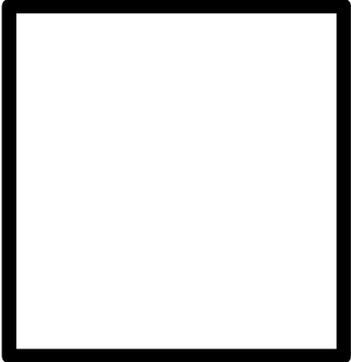
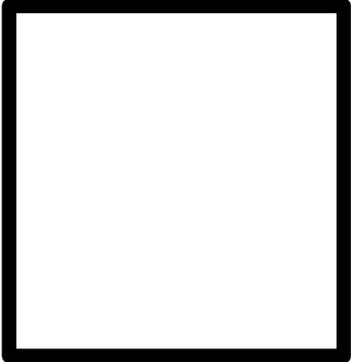
I need 3 stars to get



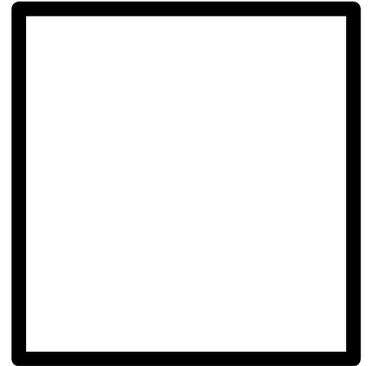


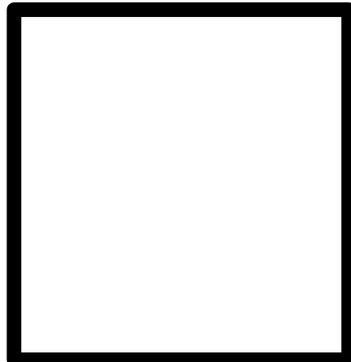
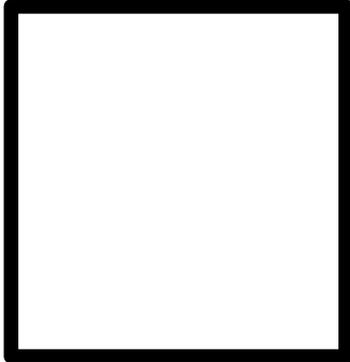
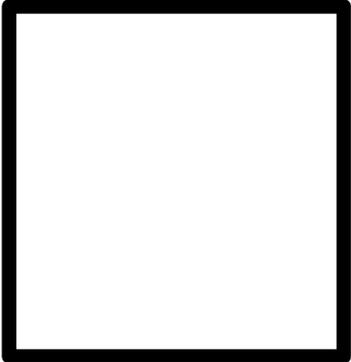
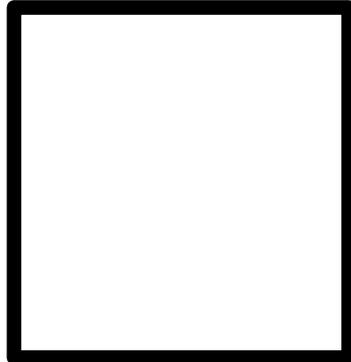
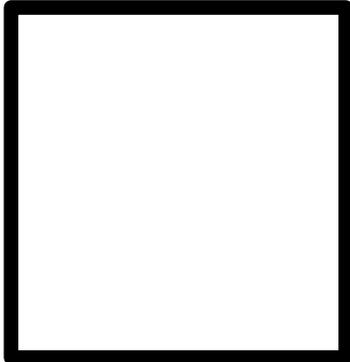
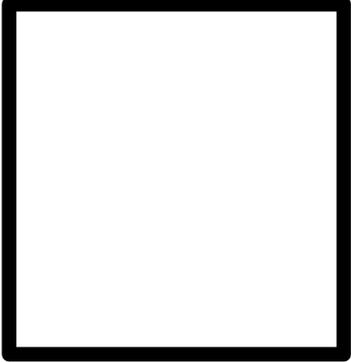
I need 4 stars to get



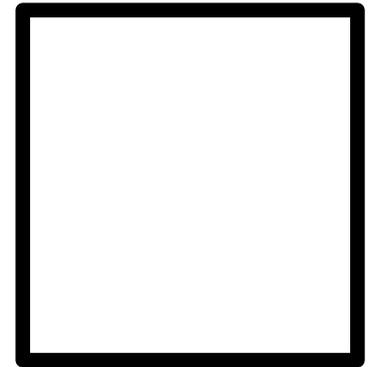


I need 5 stars to get

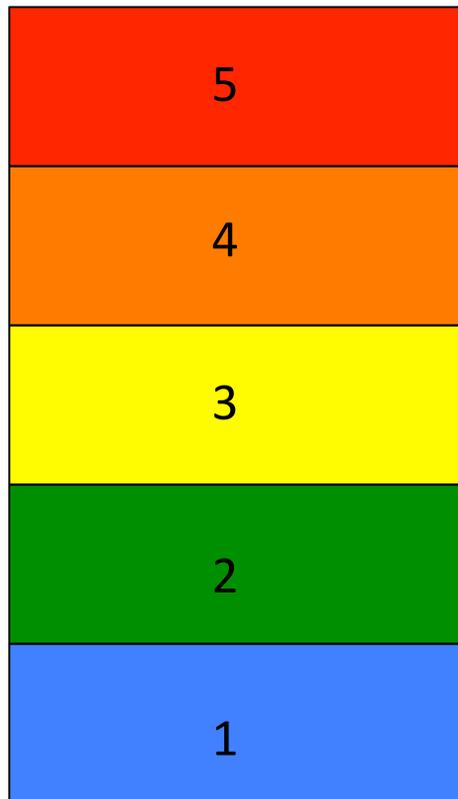




I need 6 stars to get



Rocket ship tokens



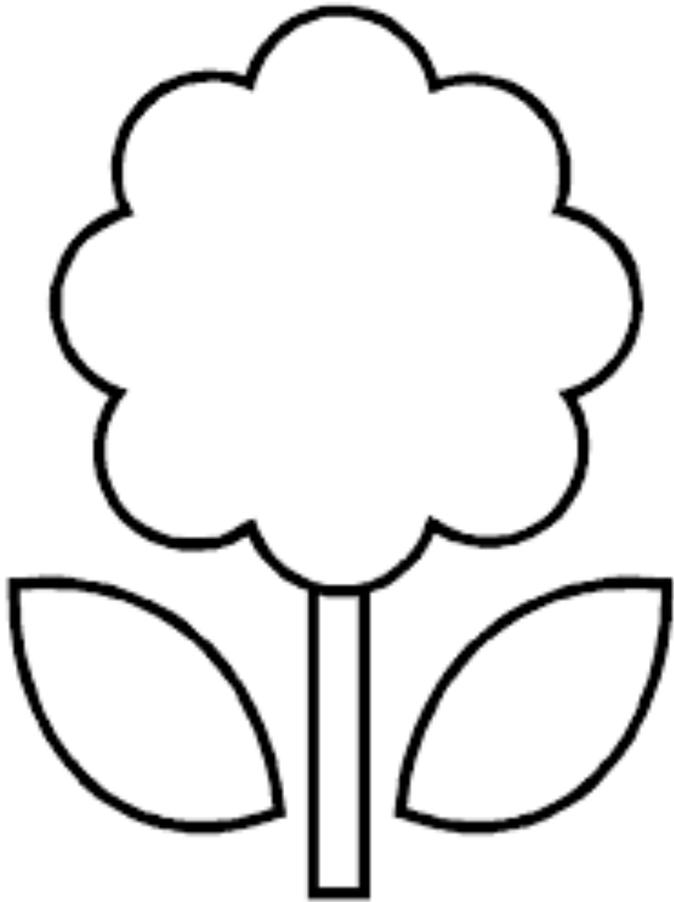
Laminate, cut out and place the rocket ship tokens on the launch pad and deliver as tokens

Flower tokens

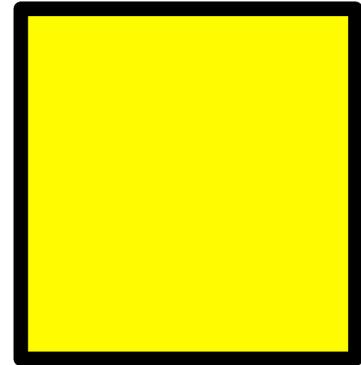


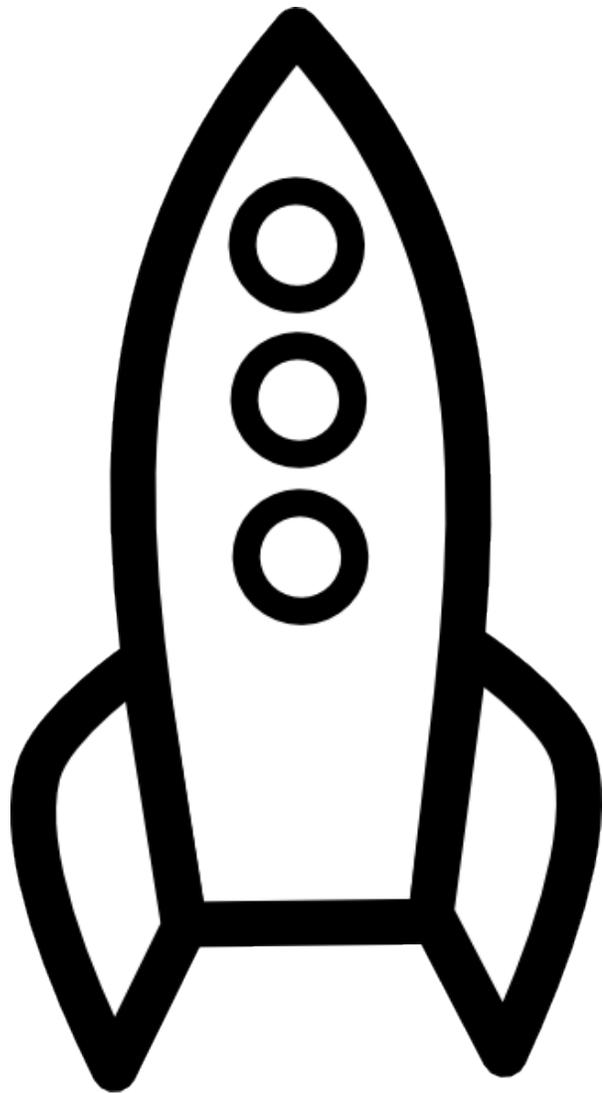
Have the student color the original flower (above) to serve as tokens for the 'flower board'.

Cut out each part of the colored flower, laminate them, velcro them and attach to original template in the form of tokens.



I'm
working
for



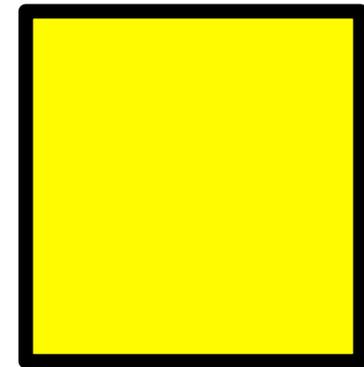


5
4
3
2
1

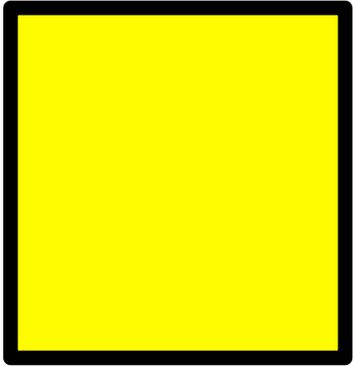
Blast off



I'm
working
for



I'm working
for



5

4

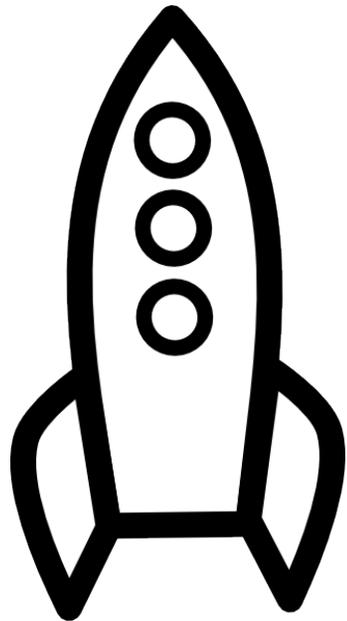
3

2

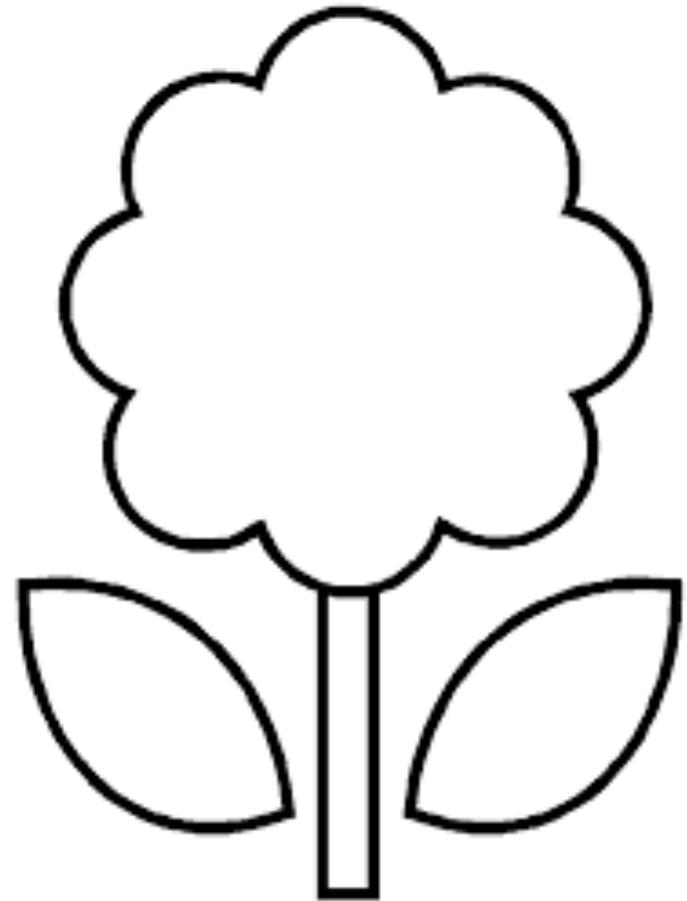
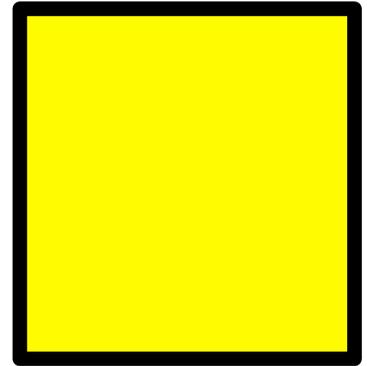
1



Blast off



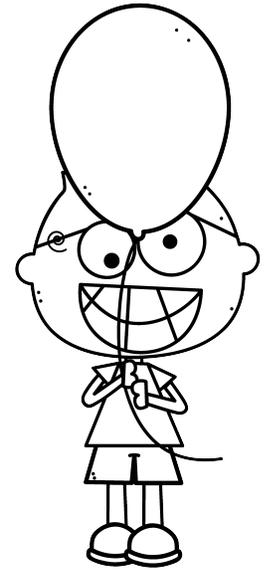
I'm
working
for



Behavior Contract

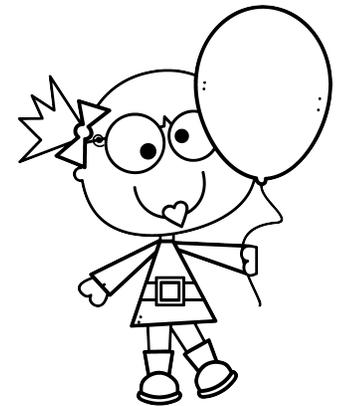
Student name: _____

My behavior targets are: _____



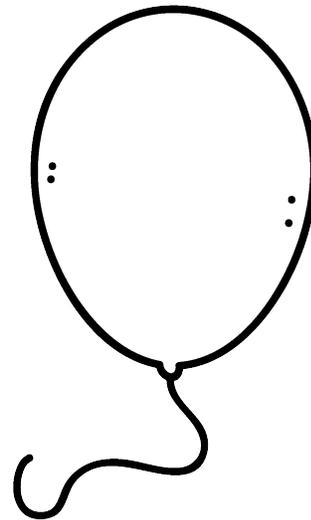
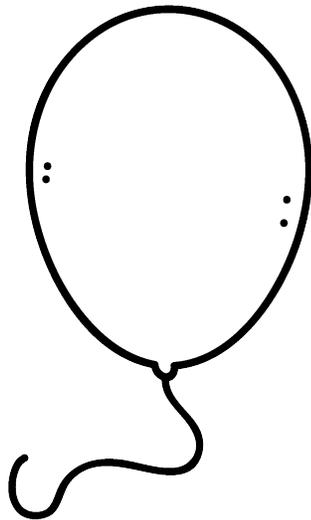
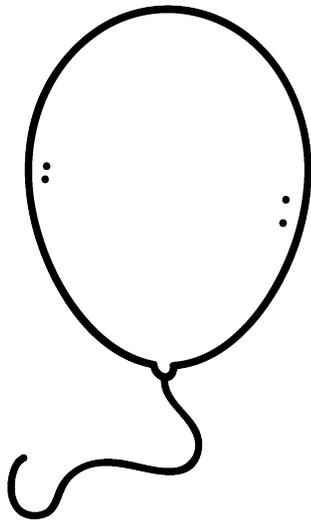
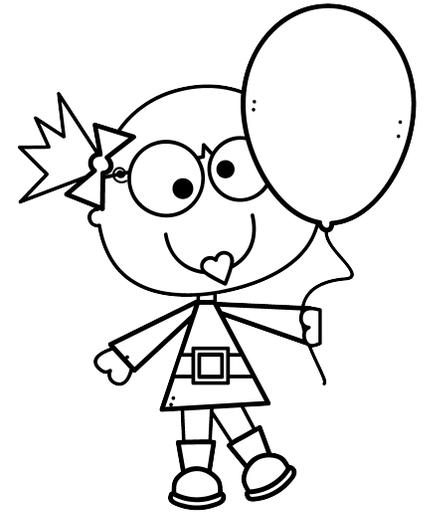
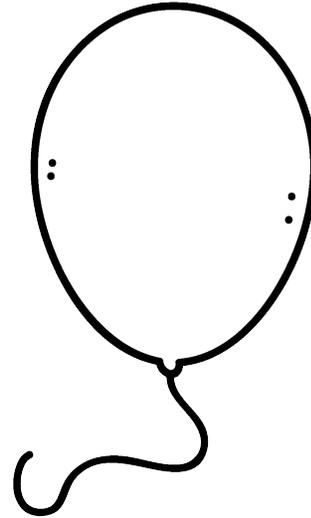
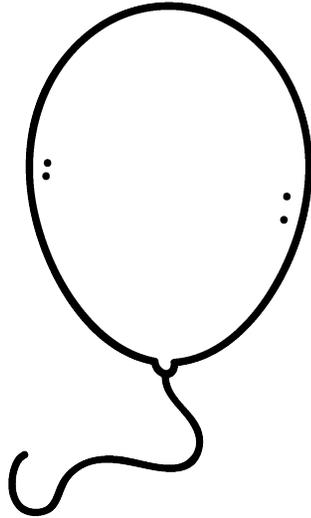
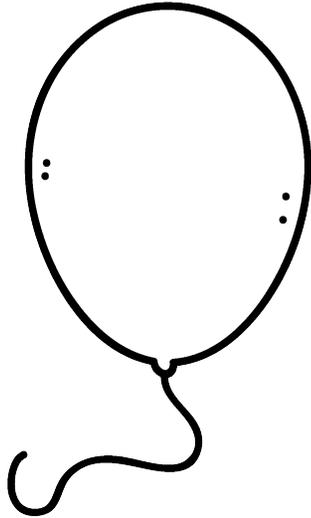
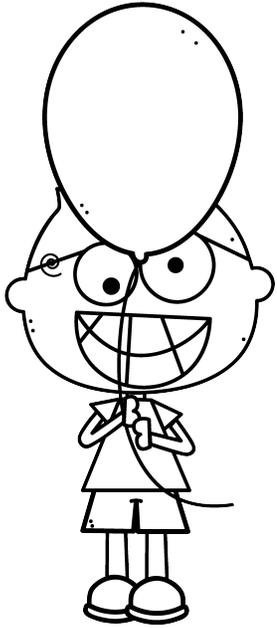
My goal is to earn balloons

Once I have earned all of my balloons I will get:



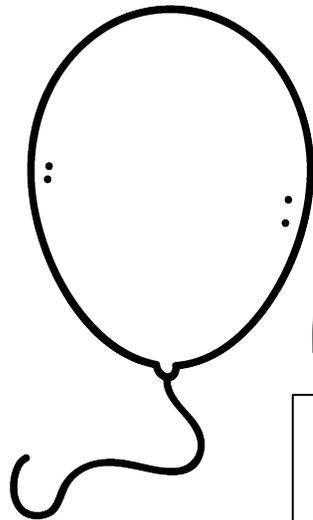
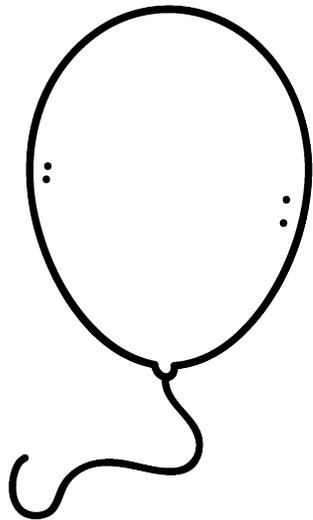
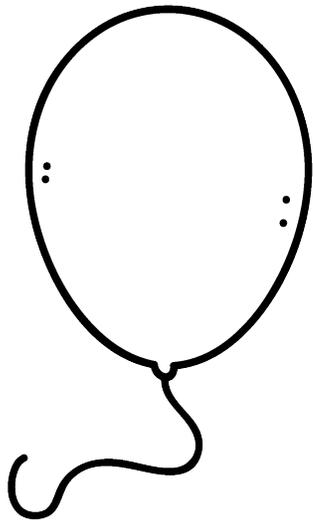
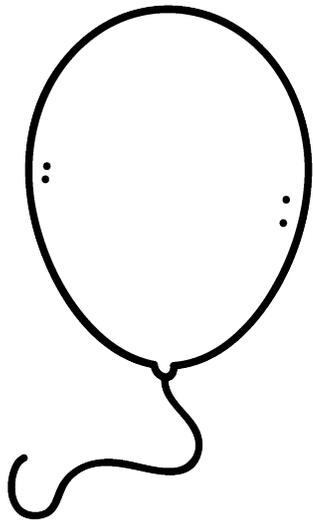
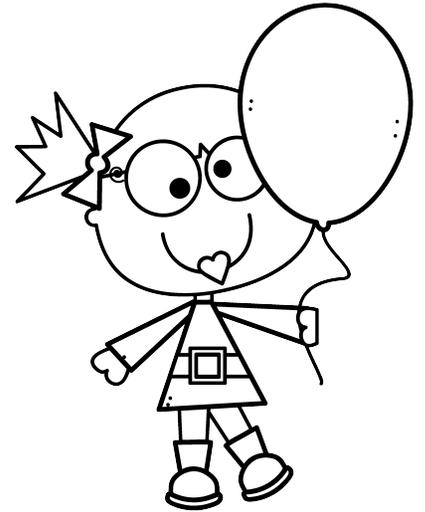
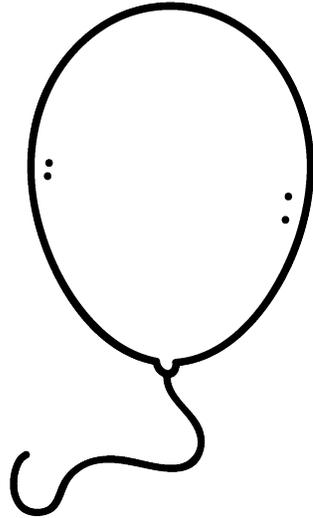
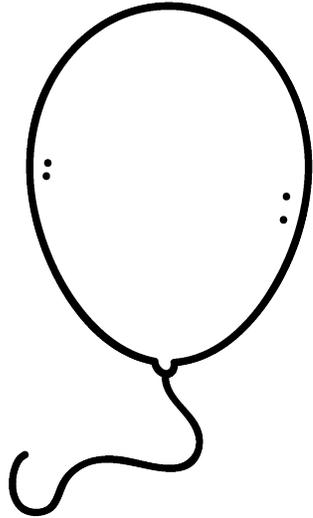
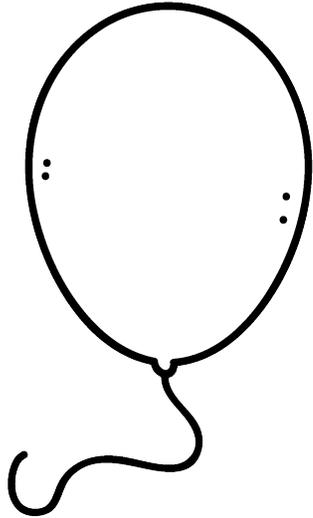
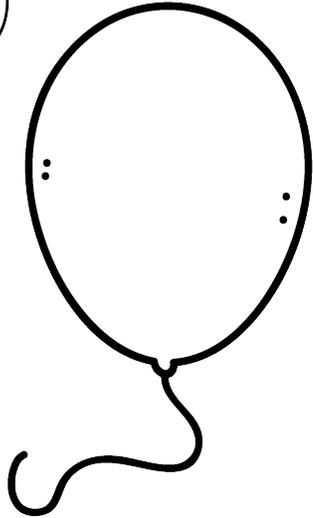
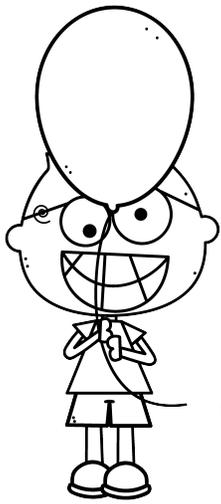
Signed (student): _____ Signed (teacher): _____

My Behavior Chart

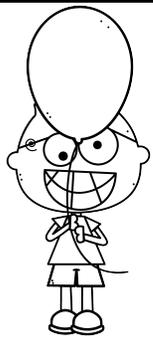


I'm working for

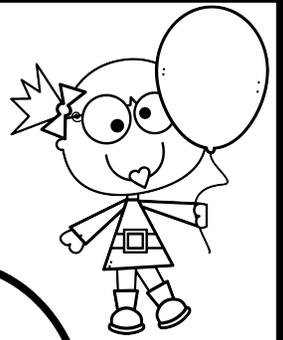
My Behavior Chart

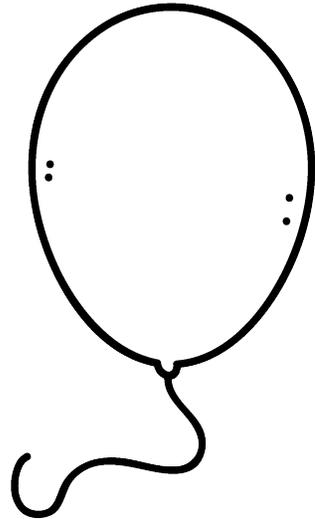
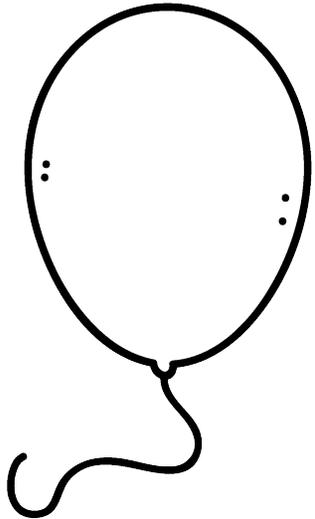
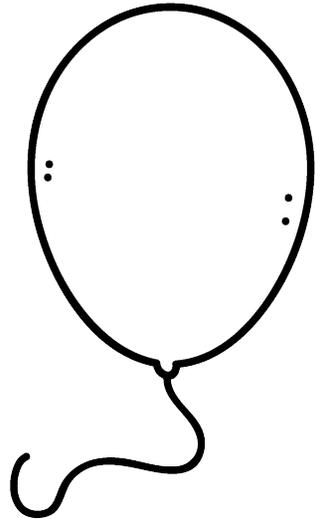
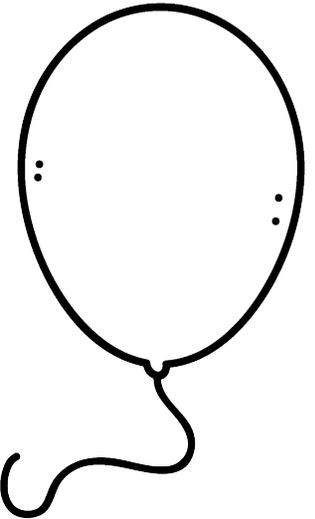
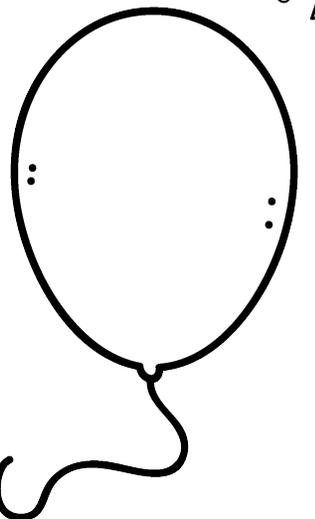
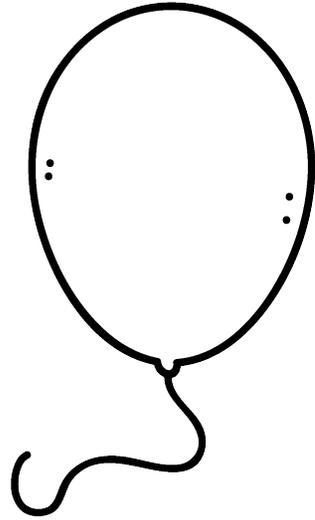
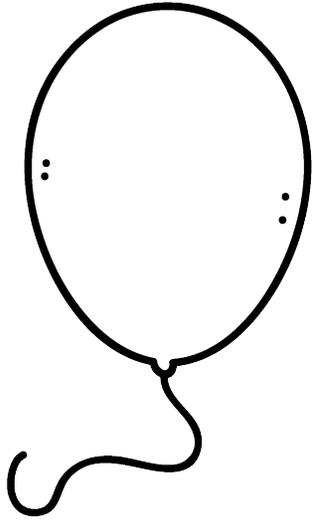
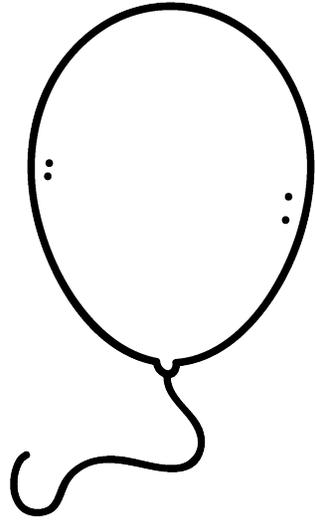
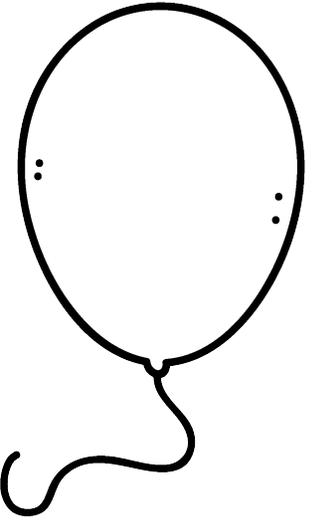
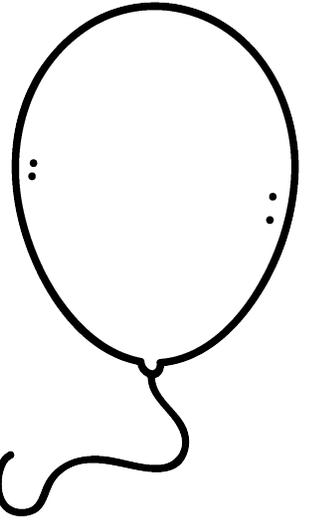


I'm working for

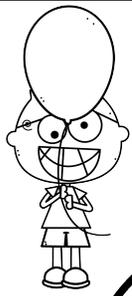


My Behavior Chart

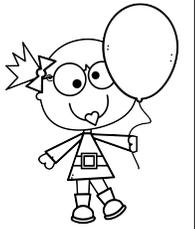


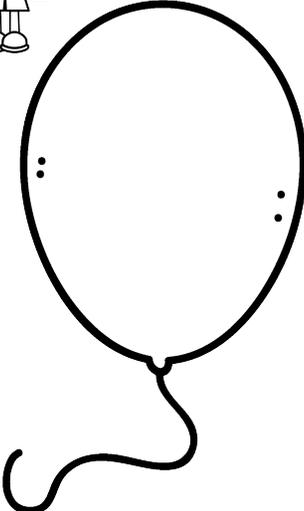
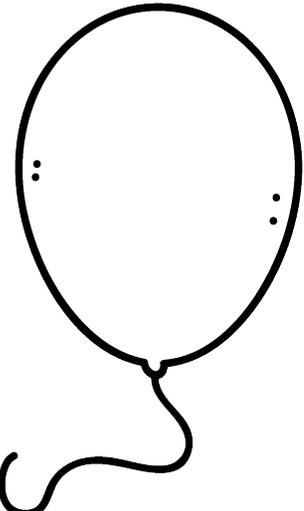
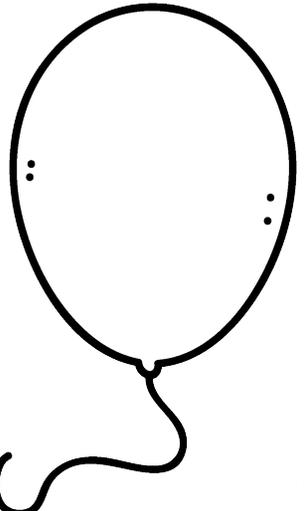
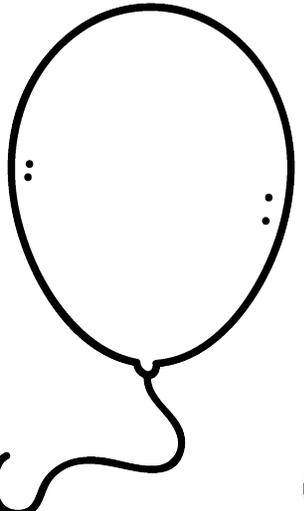
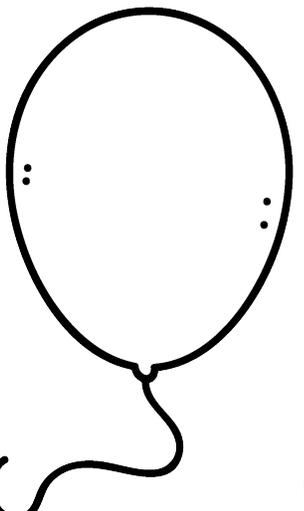
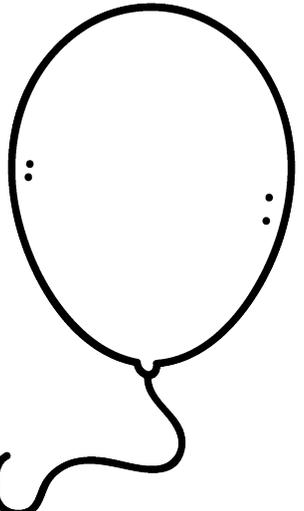
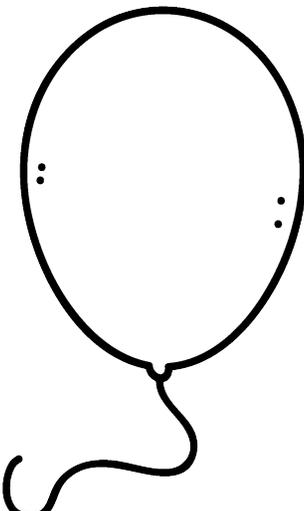
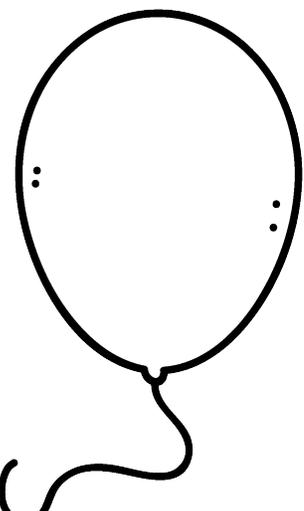
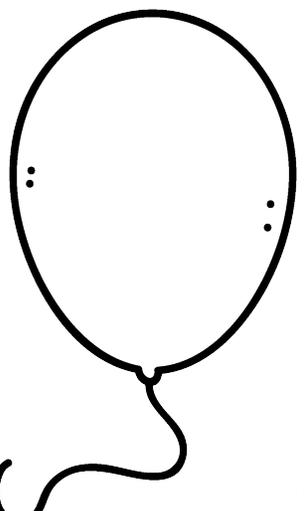
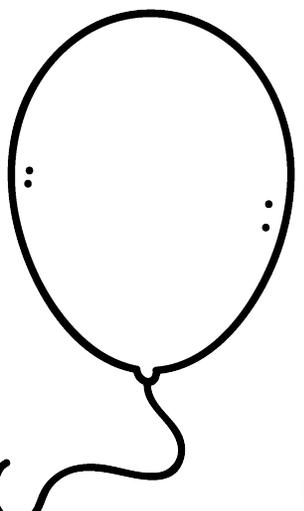
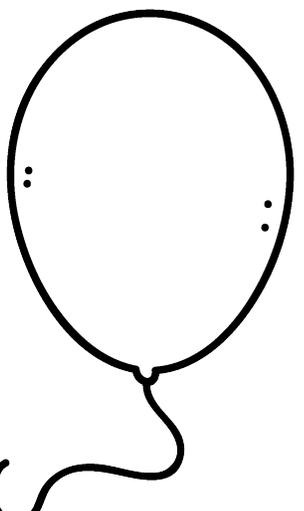
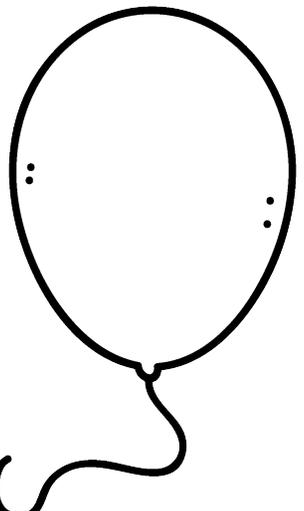
				
				

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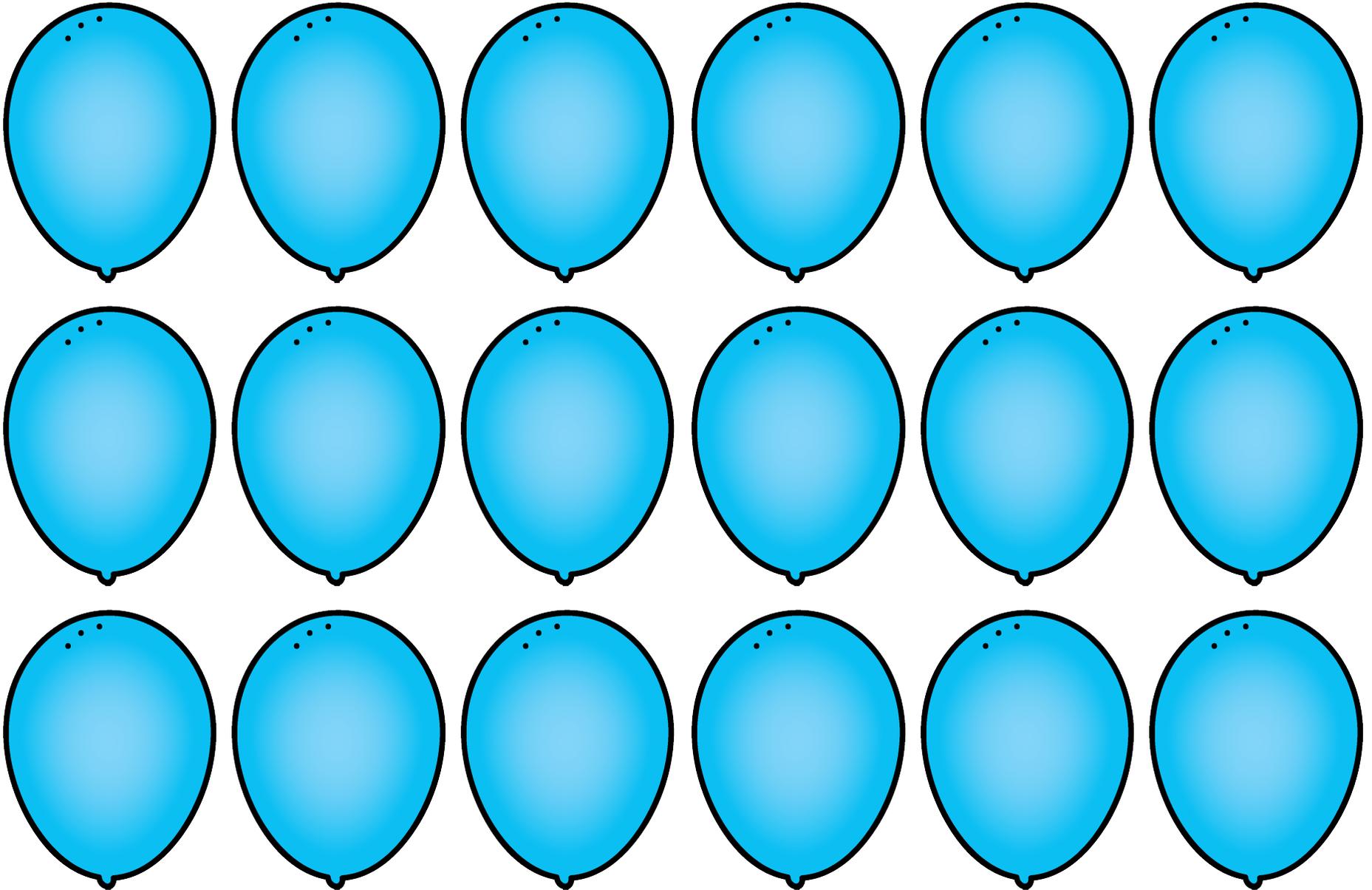
My Behavior Chart



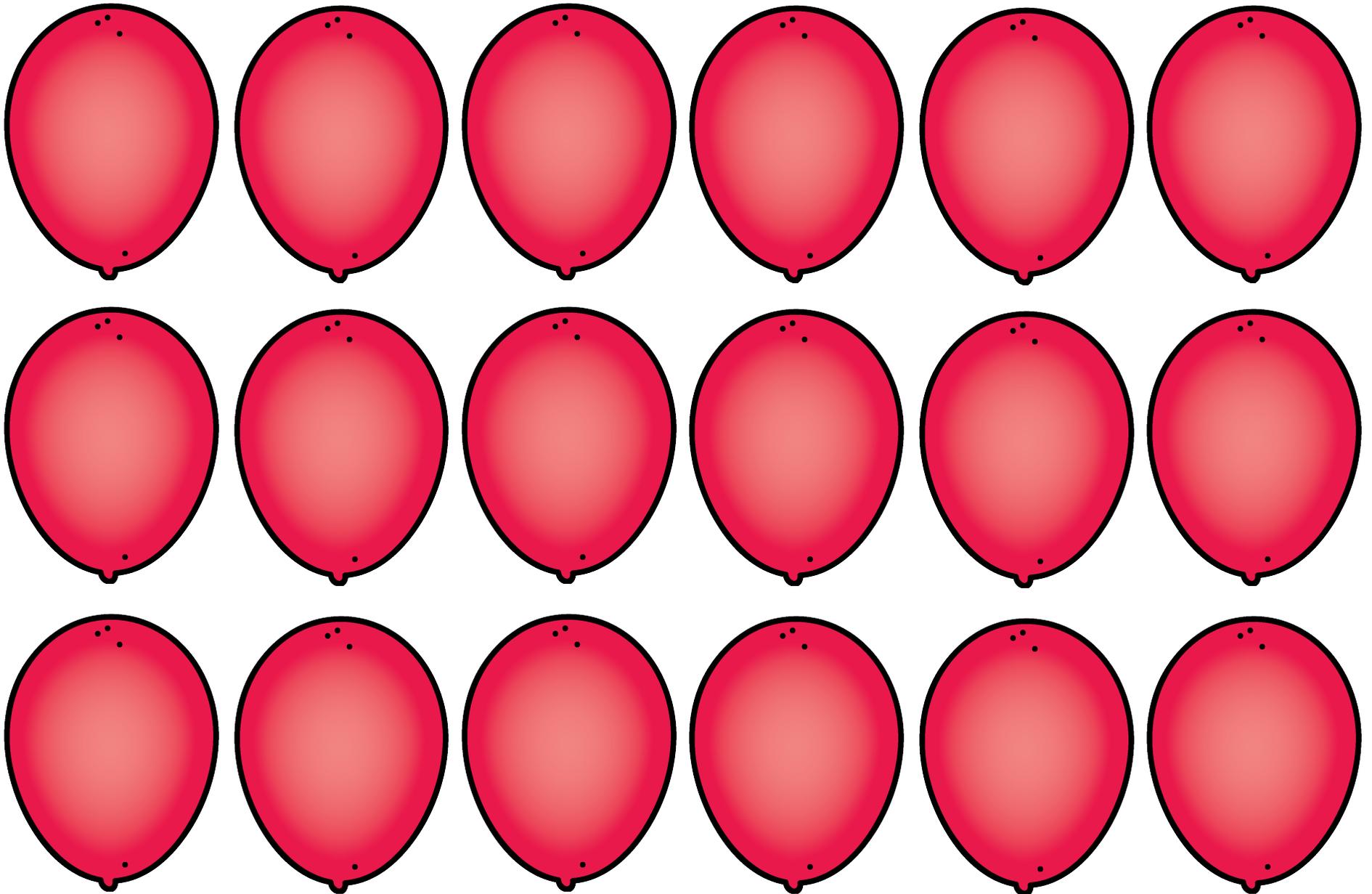
					
					

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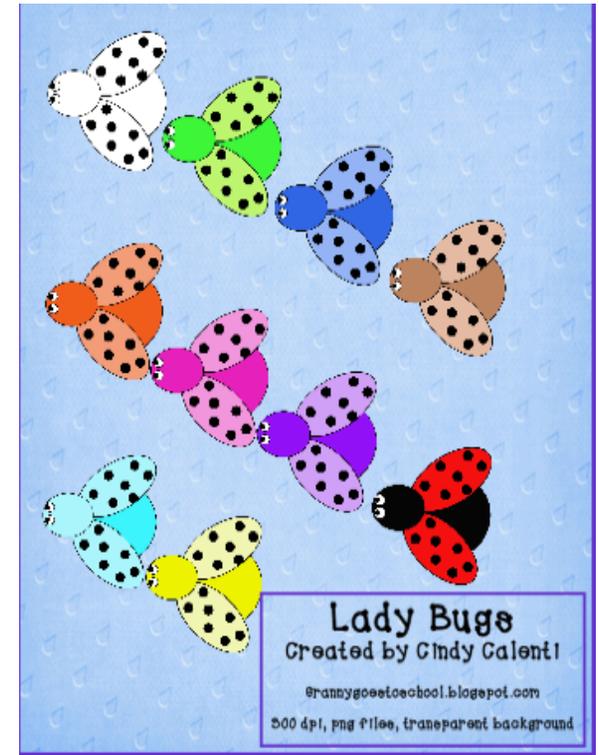
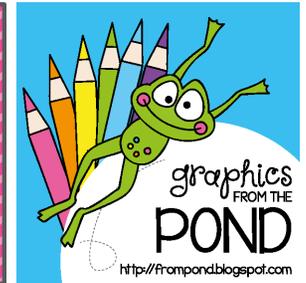
Behavior Chart Tokens



Behavior Chart Tokens



Credit given to



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