

# Tangibles

**Remember:** The function of ACCESS TO TANGIBLES is to GET something. This is when a kid really wants a certain toy or activity! The goal is to make sure we are giving those things as reinforcement for good behavior as a reward AFTER they've demonstrated the adaptive skill. Don't give it before- that's bribery and while it sounds effective it is not. And make sure you don't give in and give the item when tantrum like behavior is occurring otherwise they will learn that that's the button to push to get you to give them the item.

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Here are some ideas for how to reinforce ADAPTIVE behavior by providing TANGIBLES (the desired reinforcer):

1. Candy
2. Other Preferred Foods
3. Soda/Preferred Drinks
4. iPad
5. Music
6. Watching videos
7. Going outside
8. Watching TV
9. Board Games
10. Playing Cards
11. Toys
  - a. Legos
  - b. Stuffed animals
  - c. Balls
  - d. Action Figures
  - e. Sensory Toys
12. Video Games
13. Phone time
14. Stickers/Stamps/Tokens
15. Special experiences/rewards
  - a. Staying up past curfew
  - b. Getting to pick dinner
  - c. Extra Dessert
  - d. Pick the Movie
  - e. Order something from Amazon
  - f. Time with a friend (play date, sleepover, video chat/facetime, phone call, etc.)

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