

Program Name: Conditioning Tokens to Have Value

Behavior Target: Accepting and Exchanging Tokens for Valuable Stimuli

IOW (in other words): We need to pair tokens with fun stuff so that we promote student understanding that earning tokens means eventually getting to cash them in for something the student wants

Operational Definition: is defined as anytime the student earns, accepts, and then hands over the token to get access to a preferred item, person, or activity without any maladaptive behaviors

Staff S^D (Discriminative Stimulus/Environmental Cue): You contrive this situation- this means that nothing in the environment is signaling to you that you NEED to do this procedure, but you are going to set the stage yourself

Student S^D (Discriminative Stimulus/Staff Direction/What to Say & Do):

1. Gather materials for a previously mastered, maintenance task for the student to complete- you want the task to have multiple steps/parts/opportunities to respond AND you want this to be an easy task (Example: Touch cards) *This should NOT be something they are working on for proficiencies, VAAP, or anything new or difficult
2. Present the task 1 step at a time
3. Each time the student completes a step provide a token (Example: Say touch blue, wait for the student to touch the card, say good job touching blue and then IMMEDIATELY hand the student 1 token)
4. Immediately present a HIGHLY valuable item/activity and hold it just out of the student's reach
5. Tell the student "Hand me the token for the (name the preferred item)" *use hand over hand prompting, if necessary, to have the student hand the token back to you
6. Immediately provide the highly valuable item/activity and provide behavior specific reinforcement/positive labeled praise for earning the

item with the token (Example: You earned a token and exchanged it for the ipad, good job!)

7. Take the data

-If the student **was able** to earn and exchange a token for the reinforcer, even if they needed some help, **and** had no other maladaptive behaviors during the session, you mark **(+)**

-If the student **was not able** to earn and exchange a token for the reinforcer (you had to do the entire sequence for them) **OR** they had other maladaptive behaviors, you mark **(-)**

8. Write up any observations, questions, or anything else you noticed that you think might be important for me (the behavior analyst) to know on the ***STUDENT PROGRESS SESSION NOTES***

****I will write back to you on the SUPERVISION NOTES section on each progress notes sheet***