



Strategy Tool: Identifying Reinforcers for the Classroom

Reinforcer Assessment Survey

Once you identify possible reinforcers for your classroom, be sure to use them in combination with a reinforcement system that: 1) identifies the behaviors you want to see more of; 2) teaches students the behaviors you want to see more of and includes a plan to reinforce those behaviors; 3) tells students when and how they will earn the reinforcer; and 4) consistently provides the reinforcer to students following the expected behaviors.

One way to identify reinforcers is to have students complete a Reinforcer Assessment Survey that represents a wide range of options.

First, begin by identifying seven options for each category of reinforcers that you have the resources for and are comfortable using in your classroom.

Category 1: Edibles

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____

Category 2: Tangibles

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____

Category 3: Activities

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____

Category 4: Peer Attention

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____

Category 5: Teacher Attention

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____

Category 6: Escape

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____

Next, use the reinforcement options you listed to create a survey to distribute to the students (see below). For younger students, you may want to use pictures or verbally ask the students. Using a 0 to 2 scale, students should indicate for each item whether they **would not like it (0), would kind of like it (1) or would really like it (2)**. **The scores for the responses are summed, and a preference percentage is calculated for each category.** The category yielding the highest percentage indicates the preferred reinforcement category. The individual items can be ranked from most to least preferred and rotated to prevent students from becoming bored with the options.

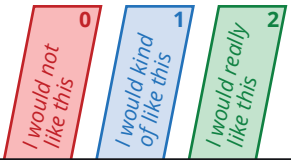
Within the escape category, there is a wide range of options that can be rotated to prevent satiation of any one reinforcer (i.e., doesn't work anymore).



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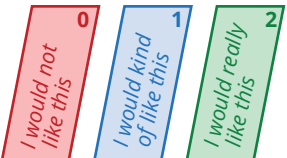
Category 1: Edibles		0	1	2
1	_____			
2	_____			
3	_____			
4	_____			
5	_____			
6	_____			
7	_____			
Category 1 Total <input type="text"/> ÷ 14 = <input type="text"/> %		Category Rank <input type="text"/>		
Category 2: Tangibles		0	1	2
1	_____			
2	_____			
3	_____			
4	_____			
5	_____			
6	_____			
7	_____			
Category 2 Total <input type="text"/> ÷ 14 = <input type="text"/> %		Category Rank <input type="text"/>		
Category 3: Activities		0	1	2
1	_____			
2	_____			
3	_____			
4	_____			
5	_____			
6	_____			
7	_____			
Category 3 Total <input type="text"/> ÷ 14 = <input type="text"/> %		Category Rank <input type="text"/>		



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Category 4: Peer Attention	
1 _____	
2 _____	
3 _____	
4 _____	
5 _____	
6 _____	
7 _____	
Category 4 Total <input type="text"/> ÷ 14 = <input type="text"/> %	Category Rank <input type="text"/>
Category 5: Teacher Attention	
1 _____	
2 _____	
3 _____	
4 _____	
5 _____	
6 _____	
7 _____	
Category 5 Total <input type="text"/> ÷ 14 = <input type="text"/> %	Category Rank <input type="text"/>
Category 6: Escape	
1 _____	
2 _____	
3 _____	
4 _____	
5 _____	
6 _____	
7 _____	
Category 6 Total <input type="text"/> ÷ 14 = <input type="text"/> %	Category Rank <input type="text"/>