



Strategy Tool: Identifying Reinforcers for the Classroom

Reinforcer Assessment Survey - Example

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 Jolly Ranchers
- 2 Cookies
- 3 Popcorn
- 4 Chips
- 5 Ice cream
- 6 Bubble gum
- 7 Soda

Category 3: Activities

- 1 Picnic outside for lunch
- 2 Class party
- 3 Computer time
- 4 Play game (e.g., checkers, Battleship)
- 5 Art/craft project
- 6 Extra recess
- 7 Listen to music

Category 5: Teacher Attention

- 1 Lunch with teacher
- 2 Stickers
- 3 Phone call from teacher
- 4 Class monitor/assistant
- 5 Help favorite teacher
- 6 Note from teacher
- 7 Teacher joins game (e.g., kickball)

Category 2: Tangibles

- 1 Eraser
- 2 School t-shirt
- 3 Comic books
- 4 Note pads
- 5 Special pencils
- 6 Small toys
- 7 Markers

Category 4: Peer Attention

- 1 Eat lunch with friend
- 2 Play computer game with friend
- 3 Play board game with friend
- 4 Choose seat near friend in classroom
- 5 Team sport (e.g., kickball)
- 6 Work with friend
- 7 Send an e-mail to a friend

Category 6: Escape

- 1 Homework pass
- 2 Early dismissal to recess
- 3 Skip assignment
- 4 No Uniform Day
- 5 Choose your assignment
- 6 Choose your homework
- 7 Break from work to play game

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.

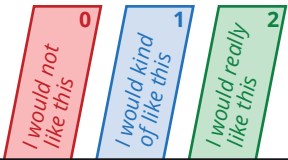
Within the escape category, there is a wide range of options that can be rotated to prevent satiation of any one reinforcer (i.e., doesn't work anymore).



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After each item, check 0 if you would not like to earn it, 1 if you would kind of like it, or 2 if you would really like it. Your answers will be used to determine our class reinforcers. You do not have to complete the category total or the rank order. Your teacher will do that for you.



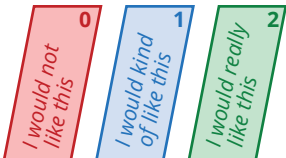
Category 1: Edibles				
1	Jolly Ranchers	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
2	Cookies	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
3	Popcorn	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
4	Chips	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
5	Ice cream	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
6	Bubble gum	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
7	Soda	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Category 1 Total		6	÷ 14 =	42 %
			Category Rank	4
Category 2: Tangibles				
1	Eraser	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
2	School t-shirt	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
3	Comic books	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
4	Note pads	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
5	Special pencils	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
6	Small toys	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
7	Markers	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Category 2 Total		4	÷ 14 =	29 %
			Category Rank	5
Category 3: Activities				
1	Picnic outside for lunch	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
2	Class party	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
3	Computer time	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
4	Play game (e.g., checkers, Battleship)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
5	Art/craft project	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
6	Extra recess	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
7	Listen to music	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Category 3 Total		10	÷ 14 =	71 %
			Category Rank	3



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After each item, check 0 if you would not like to earn it, 1 if you would kind of like it, or 2 if you would really like it. Your answers will be used to determine our class reinforcers. You do not have to complete the category total or the rank order. Your teacher will do that for you.



Category 4: Peer Attention			
1	Eat lunch with friend	<input type="radio"/>	<input checked="" type="radio"/>
2	Play computer game with friend	<input type="radio"/>	<input checked="" type="radio"/>
3	Play board game with friend	<input type="radio"/>	<input checked="" type="radio"/>
4	Choose seat near friend in classroom	<input type="radio"/>	<input checked="" type="radio"/>
5	Team sport (e.g., kickball)	<input type="radio"/>	<input checked="" type="radio"/>
6	Work with friend	<input type="radio"/>	<input checked="" type="radio"/>
7	Send an e-mail to a friend	<input type="radio"/>	<input checked="" type="radio"/>
Category 4 Total		13 ÷ 14 = 93 %	Category Rank 2
Category 5: Teacher Attention			
1	Lunch with teacher	<input checked="" type="radio"/>	<input type="radio"/>
2	Stickers	<input checked="" type="radio"/>	<input type="radio"/>
3	Phone call from teacher	<input type="radio"/>	<input checked="" type="radio"/>
4	Class monitor/assistant	<input type="radio"/>	<input checked="" type="radio"/>
5	Help favorite teacher	<input type="radio"/>	<input checked="" type="radio"/>
6	Note from teacher	<input checked="" type="radio"/>	<input type="radio"/>
7	Teacher joins game (e.g., kickball)	<input checked="" type="radio"/>	<input type="radio"/>
Category 5 Total		3 ÷ 14 = 21 %	Category Rank 6
Category 6: Escape			
1	Homework pass	<input type="radio"/>	<input checked="" type="radio"/>
2	Early dismissal to recess	<input type="radio"/>	<input checked="" type="radio"/>
3	Skip assignment	<input type="radio"/>	<input checked="" type="radio"/>
4	No Uniform Day	<input type="radio"/>	<input checked="" type="radio"/>
5	Choose your assignment	<input type="radio"/>	<input checked="" type="radio"/>
6	Choose your homework	<input type="radio"/>	<input checked="" type="radio"/>
7	Break from work to play game	<input type="radio"/>	<input checked="" type="radio"/>
Category 6 Total		14 ÷ 14 = 100 %	Category Rank 1