

Token Economies

It is a research-based behavior change system

They can be class-wide or individual

Requires three major components:

- Tokens or points for emitting the positive behaviors
- Backup reinforcer
- Specified list of positive target behaviors

Tokens alone are unlikely to have reinforcing power.

They attain their value by acting as currency to “purchase” back-up reinforcers.



Token Economy Examples

Tokens (currency):

- Good behavior bucks
- Points
- Stickers
- Check marks
- Poker Chips

Reinforcers (goods):

- Snacks
- Free time
- Computer time
- Student store
- Participation in special activities
- Class privileges

