# REINFORCER ROAD
# **MAP** ACTIVITY

Pick a target student(s) that you have worked with or have observed. Fill in the following template when guided by your instructor. When you finish the training on reinforcement, you will have determined what reinforcers to give the target student(s), when to give the reinforcers, and how to deliver the reinforcer.

## IDENTIFY REINFORCERS
List 3-5

**PRIMARY**
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**SECONDARY**
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What type of preference assessment will you use? **Indirect, Direct,** or **Both**

Describe steps of Indirect Assessment:
**Interview, Observe, Rank Order**
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Describe steps of Direct Assessment:
**Single Item, Paired Choice, Multiple Stimulus**
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# WHAT BEHAVIORS WILL BE REINFORCED?

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Design a token program to be used for target student.  Draft a template of what it would look like.  Consider special interests, the target behavior/skill, a medium of exchange is selected (i.e., a token or symbol that the learner receives after using the target skill), backup reinforcers (e.g., items, activities) may be "purchased" after acquiring a certain number of tokens.
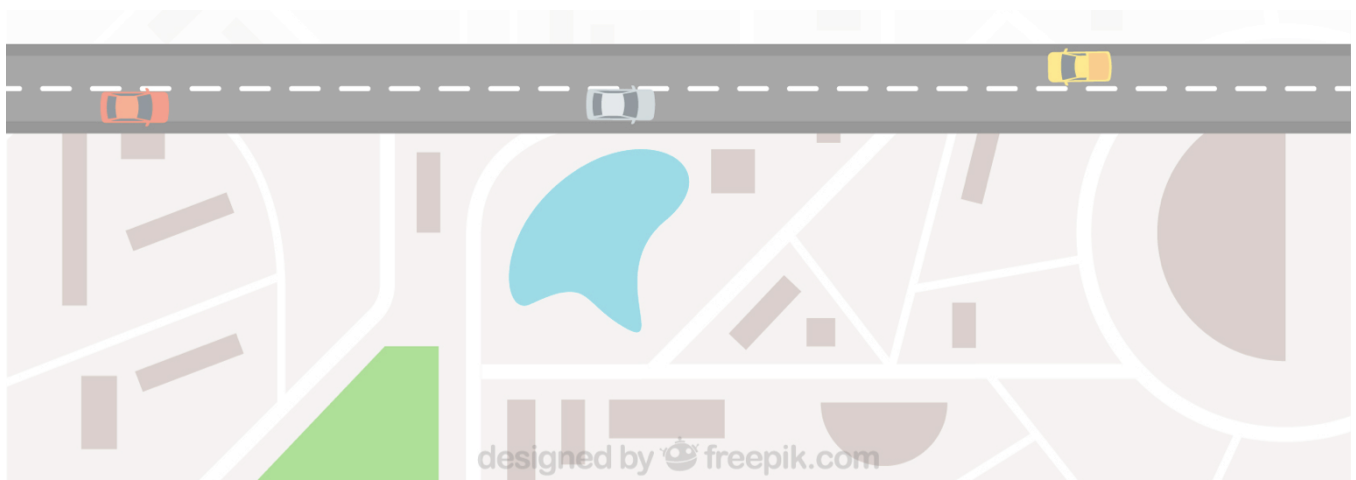
What schedules of reinforcement will be used for your target student(s)?  Consider if it is a new task, maintaining a learned behavior, increasing a desired behavior, etc.

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When will reinforcement be delivered and how will you deliver the reinforcement? Consider if you need to get the item from a locked cabinet, treasure box, storage closet, student gets it themselves, etc.

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How will you prevent reinforcer problems such as bootleg reinforcement, satiation, deprivation, behavioral contrast, moral objectives?

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Roadmap images designed by Freepik.com