

Reinforcement Inventory

Consumable Reinforcers

1. Food (Examples: candy, crackers, chips, fruit [note the type])	2. Drinks (Examples: water, juice, milk)
Note:	

Activity Reinforcers

1. Sensory stimulation (Examples: sound, smell, visual, vestibular [spinning], proprioceptive [heavy lifting, crashing, etc.], other self-stimulation)	2. Indoor activities (Examples: household chores, functional routines, mealtimes)	3. Leisure activities (Examples: art activities, crafts, games, cooking activities)
Note:		

Tangible Leisure Reinforcers

1. Toy or preferred objects (Example: spinners, putty/ slime, puzzles, books/ magazines)	2. Electronics (Examples: electronic devices, appliances or tools, iPad)
Note:	

Other Tangible Reinforcers

1. Functional (Examples: coins, pens, combs, clothes, jewelry)	2. Non-functional (Examples: ropes, wires, paper, bubble wrap, doors, other random items)
Note:	

Secondary Reinforcers

1. Tokens (Examples: coins, poker chips, checkmarks, stars, tokens)	2. Points (Examples: points card, sticker chart, sticker book)
Note:	

Social Reinforcers

1. Attention (Examples: positive attention, excited facial expression, saying, "Wow," looking at and talking to the child)	2. Praise (Examples: saying, "Good job," "Way to go," "Awesome")	3. Tasks (Examples: helping with functional routines [cooking a meal/ preparing a snack], leading an activity, preferred job/routine)
Note:		