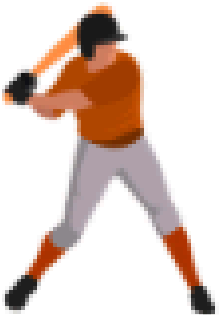
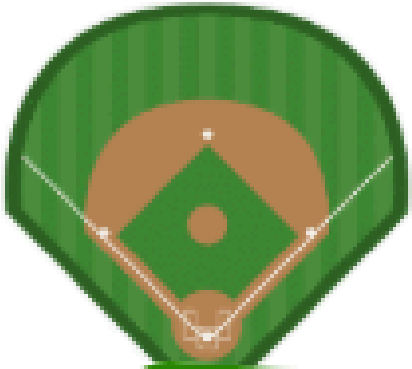


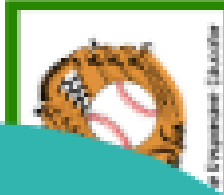
Baseball Token Board



Designed to Keep
Students Motivated
and Engaged

Student Name: _____

 I am working to earn
(reinforcer) ...  

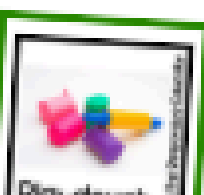
   _____

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Student Name: _____

 **Choice Board** 

 goldfish
crackers  Pad

 sensory room  Playdough

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Built-In
Student
Choice

SCROLL
to take a look inside!

WHAT MAKES REINFORCEMENT TRICKY

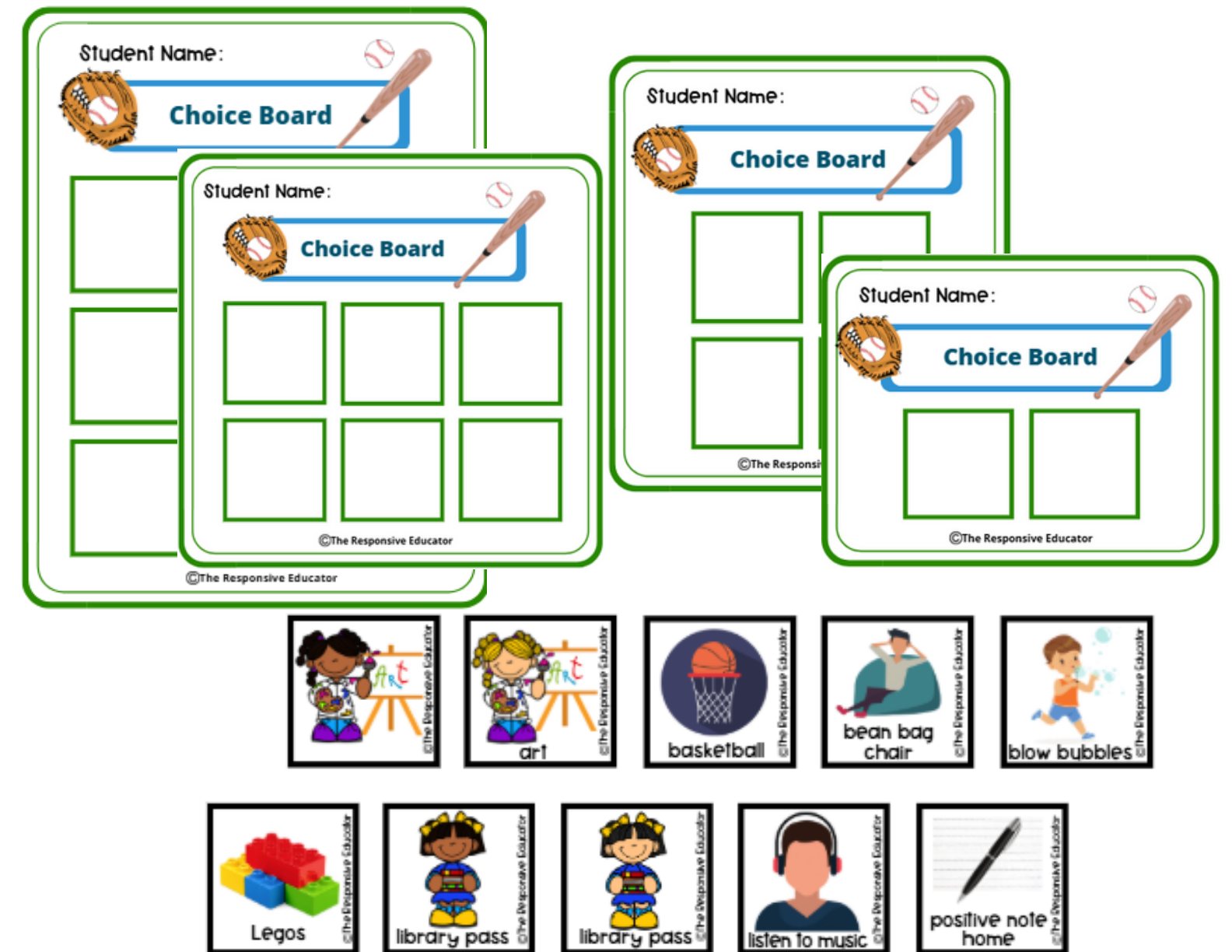
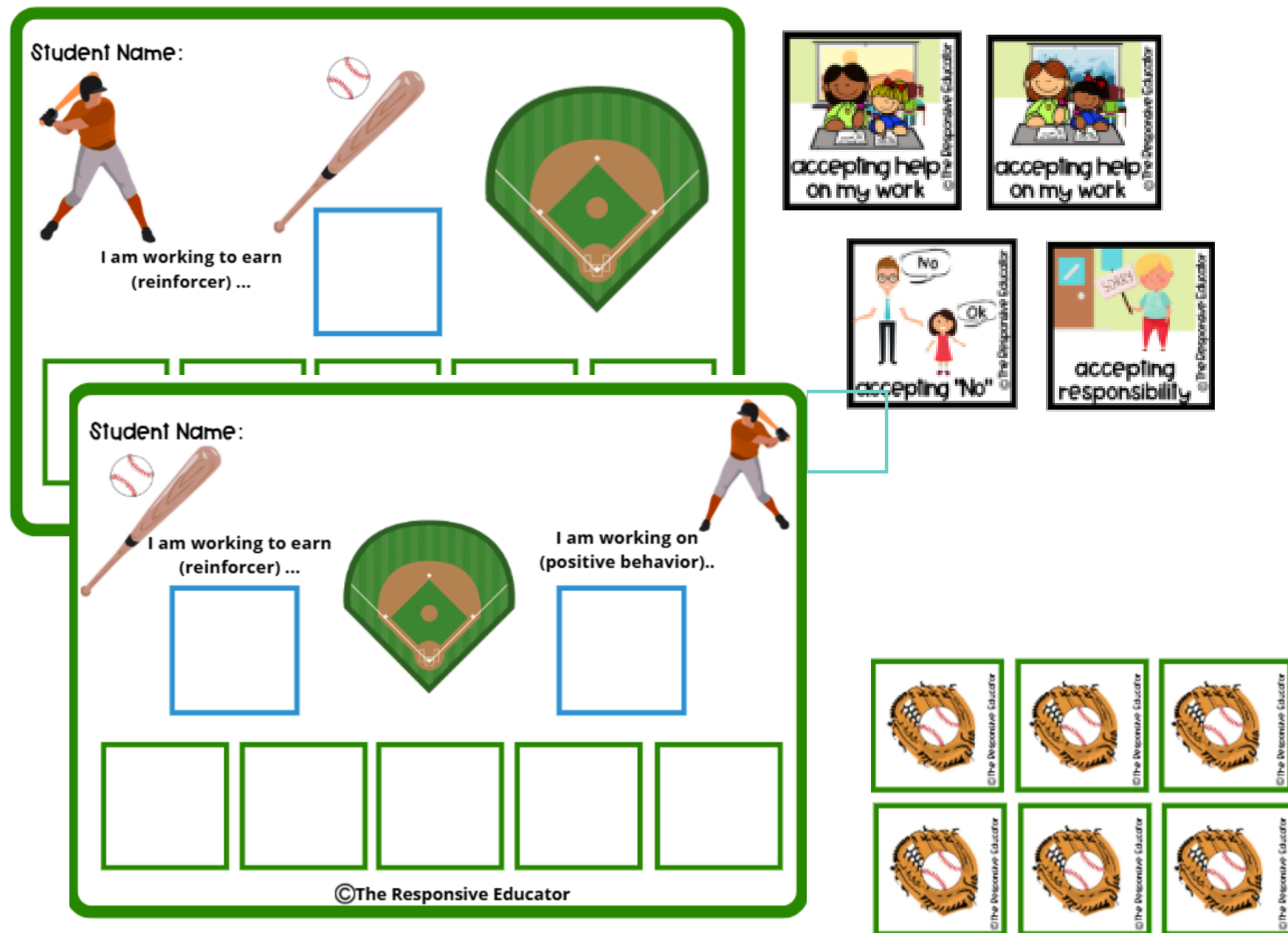
- Motivation looks different for every student
- Reinforcers lose impact if they aren't meaningful
- Too much choice can be just as challenging as too little
- Behavior systems need flexibility, not constant redesign

TOKEN BOARDS HELP BY...

- ★ Building in student choice
- ★ Making expectations visual
- ★ Offering flexible reinforcement options
- ★ Growing with the student over time

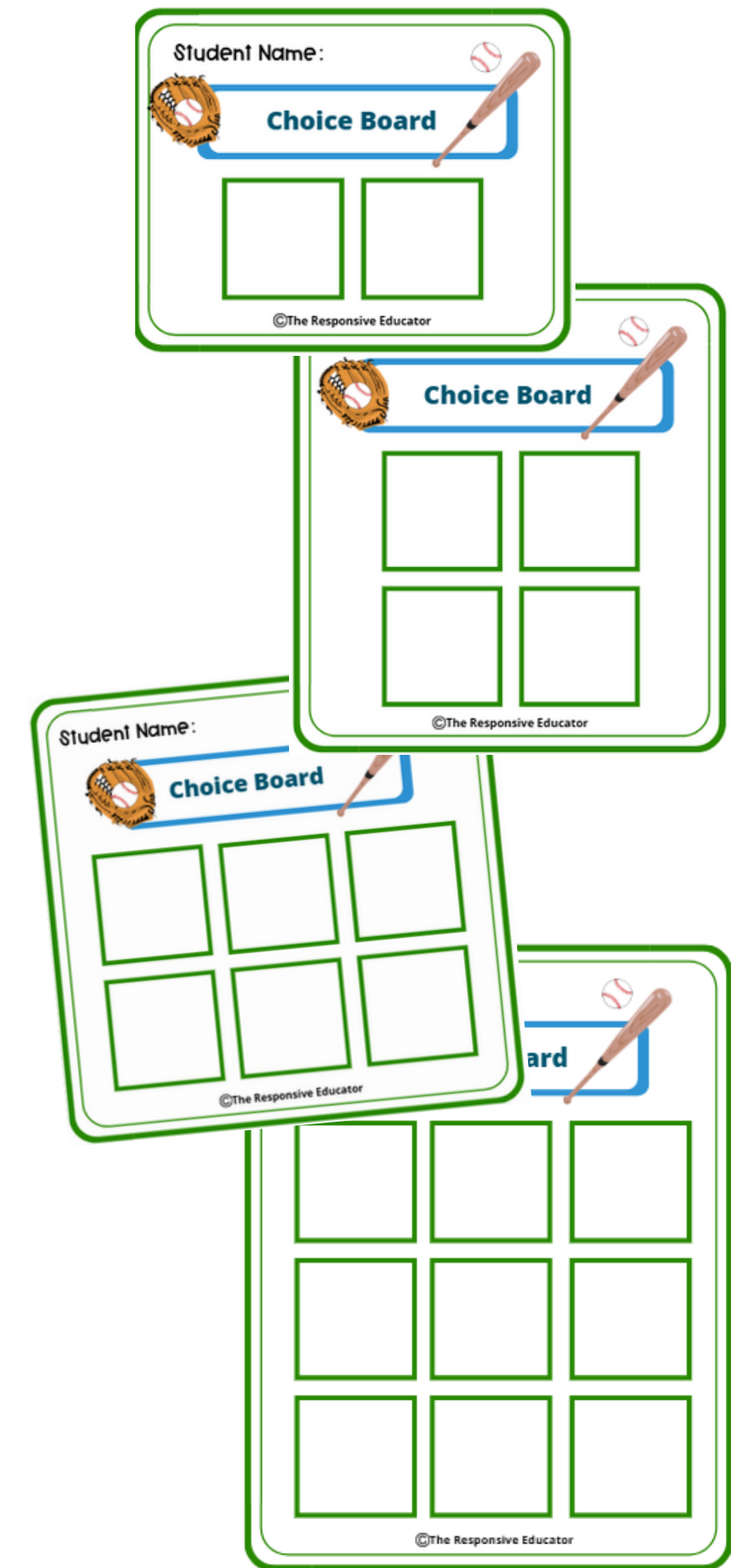
What Makes This Token Board Different?

DESIGNED TO EVOLVE AS STUDENT NEEDS CHANGE



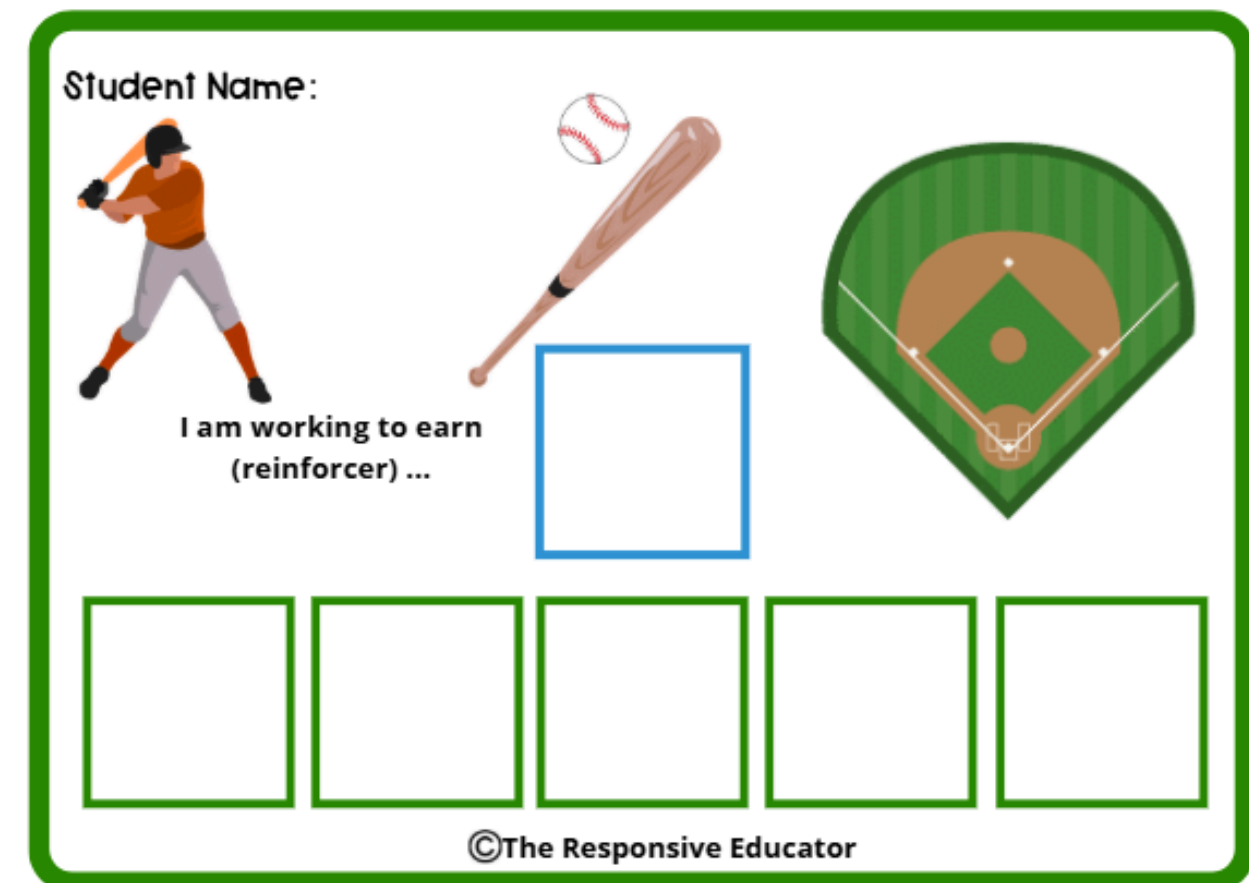
1 Flexible Choice—Without Overwhelm

- Choice boards with 2, 4, 6, or 9 options
- Teachers decide how many choices are offered
- Supports students who feel overwhelmed *and* those who seek control or novelty



2 Two Token Board Options for Different Needs: Use the same system—adjusted for the student's needs

Option 1: General token board with visual reminder of what students are working to earn to earn



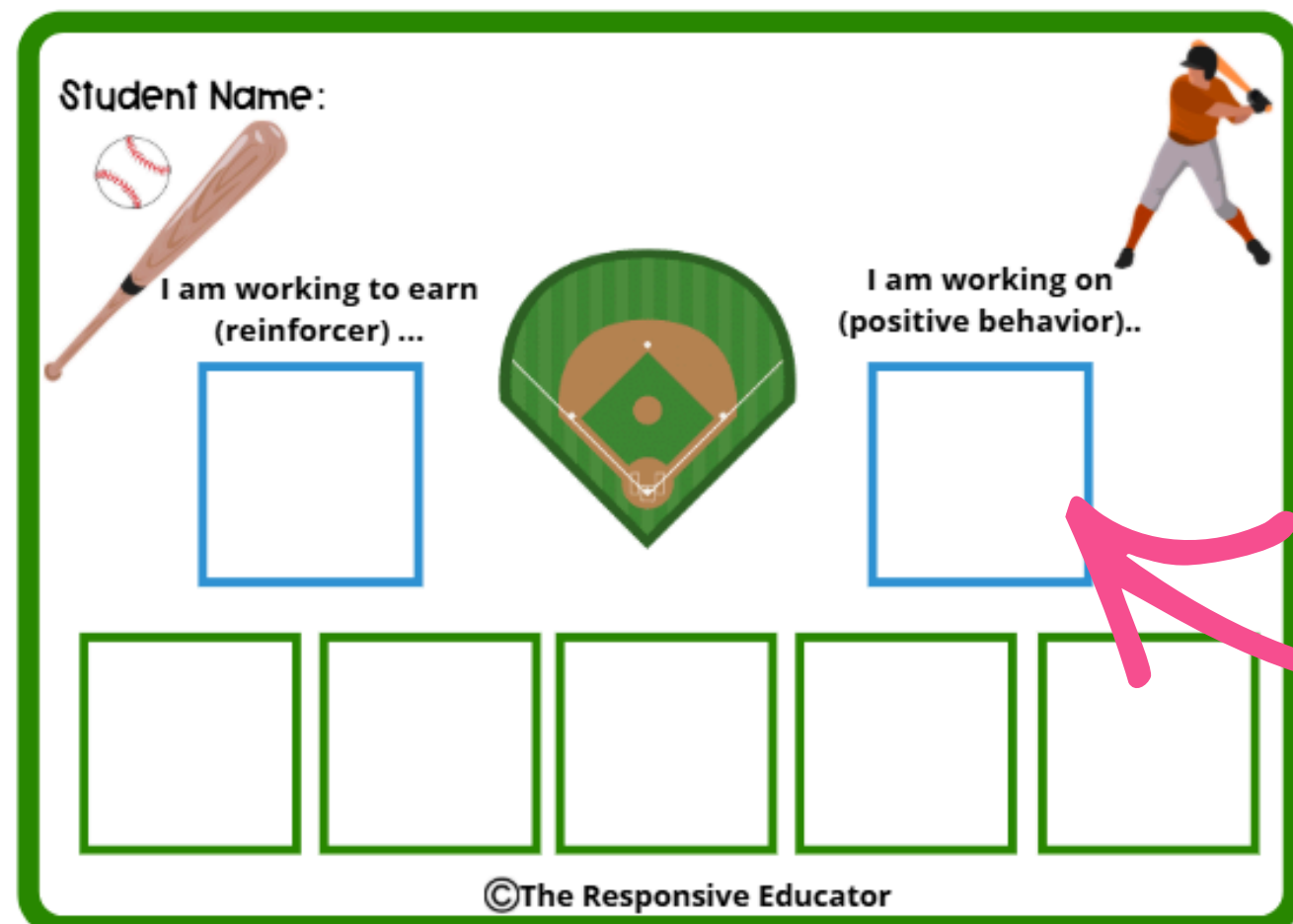
Option 2: Token board with visual target behavior

Student Name: _____

I am working to earn (reinforcer) ...

I am working on (positive behavior) ..

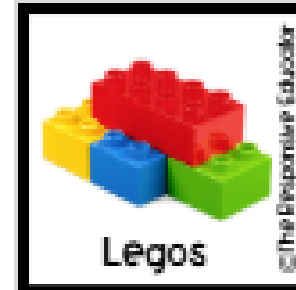
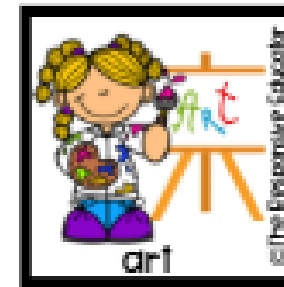
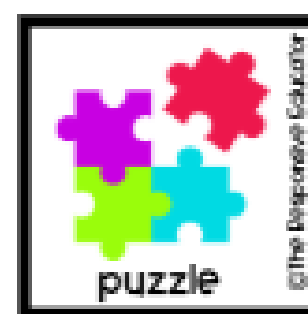
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A token board template with a green border. At the top left is a baseball bat and ball icon. In the center is a baseball field icon. At the top right is a baseball player icon. Below the bat icon is a blue square. Below the field icon is a blue square. Below the player icon is a blue square. At the bottom are five green squares. A pink arrow points from the text 'Helps students connect what they are earning and how they are earning it' to the blue square under the player icon.

Helps students connect
*what they are earning and
how they are earning it*

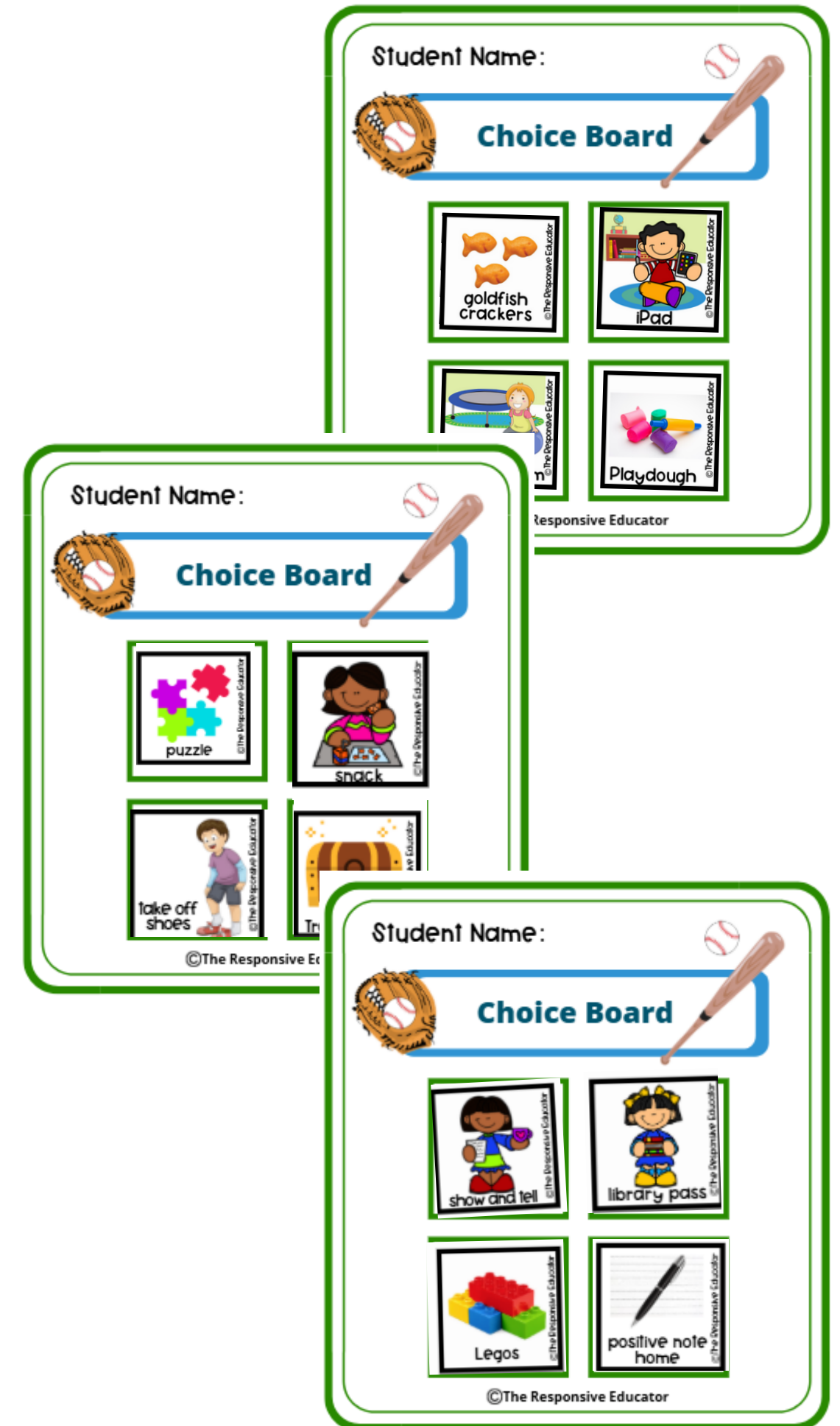
3 Reinforcers Students Care About—Without Extra Work

- 80+ low-cost, low-effort reinforcer ideas
- Non-food options included
- No more scrambling to come up with new reinforcer ideas



4 Designed to Stay Effective Over Time

- Easily rotate reinforcers
- Adjust expectations without rebuilding the system
- Helps the system keep working as motivation changes



Great For Students Who...

- ✔ Struggle to stay motivated during non-preferred tasks
- ✔ Lose interest when rewards stop feeling meaningful
- ✔ Need visual reminders of what they're working toward
- ✔ Benefit from structured choices

How Teachers Use This in Real Classrooms

- ★ Introduced during small group, 1:1, or morning check-ins
- ★ Used alongside existing behavior plans and routines
- ★ Easily adjusted as motivation or needs change
- ★ Works for short-term goals or ongoing support

What's Included?

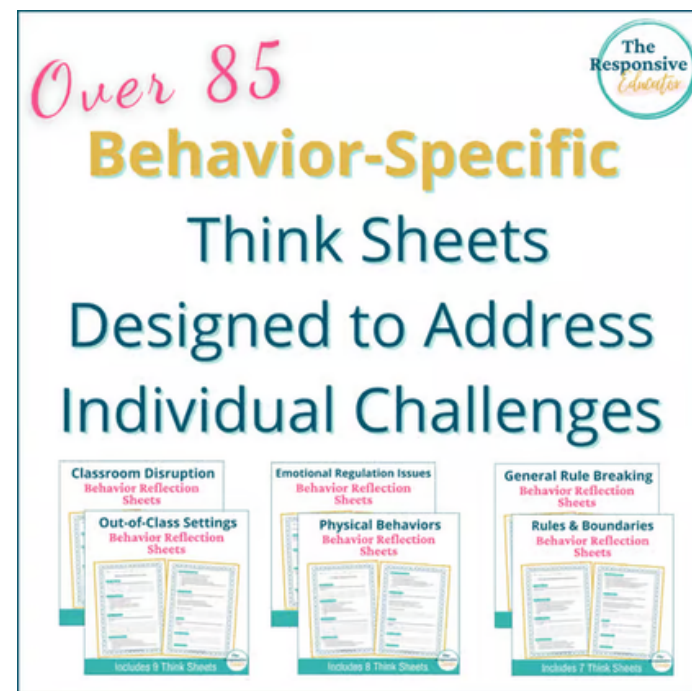
- ★ 2 themed token board options
(open version + visual target behavior version)
- ★ 4 flexible choice boards
(2, 4, 6, or 9 choices)
- ★ 50+ common positive target behaviors
(visual options included)
- ★ 80+ low-cost or no-cost reinforcers
(easy, realistic, and non-food options)

Looking for More Behavior Supports?

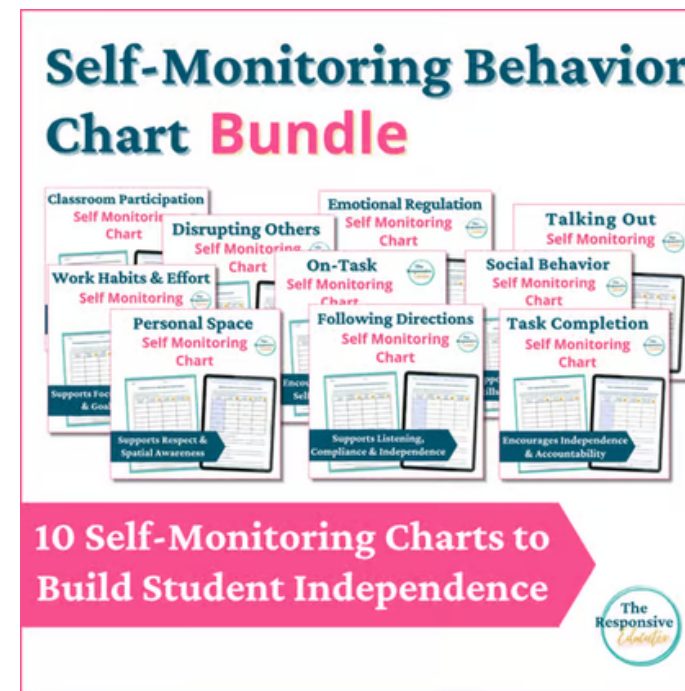
Token Boards



Behavior Think Sheets



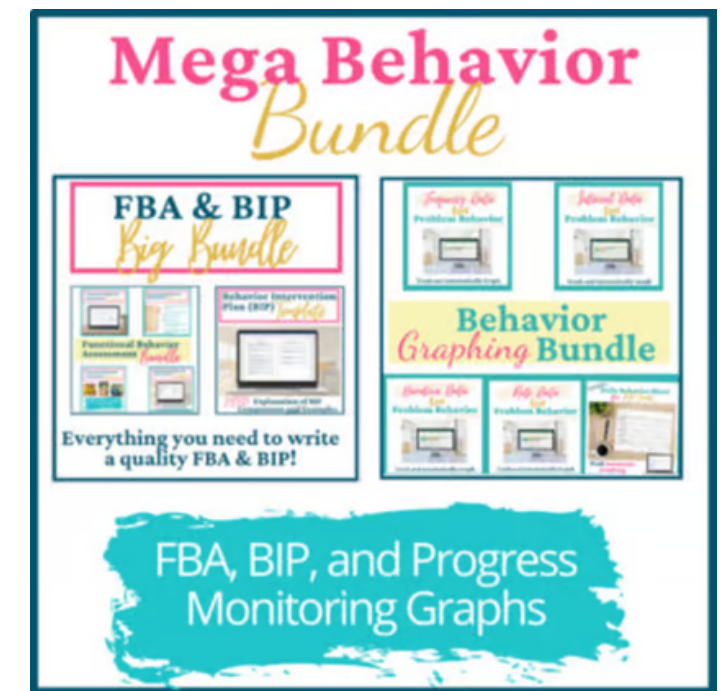
Self-Monitoring Charts



Behavior Data Collection



MEGA Behavior Bundle



Follow my store for updates on growing bundles and behavior supports!

