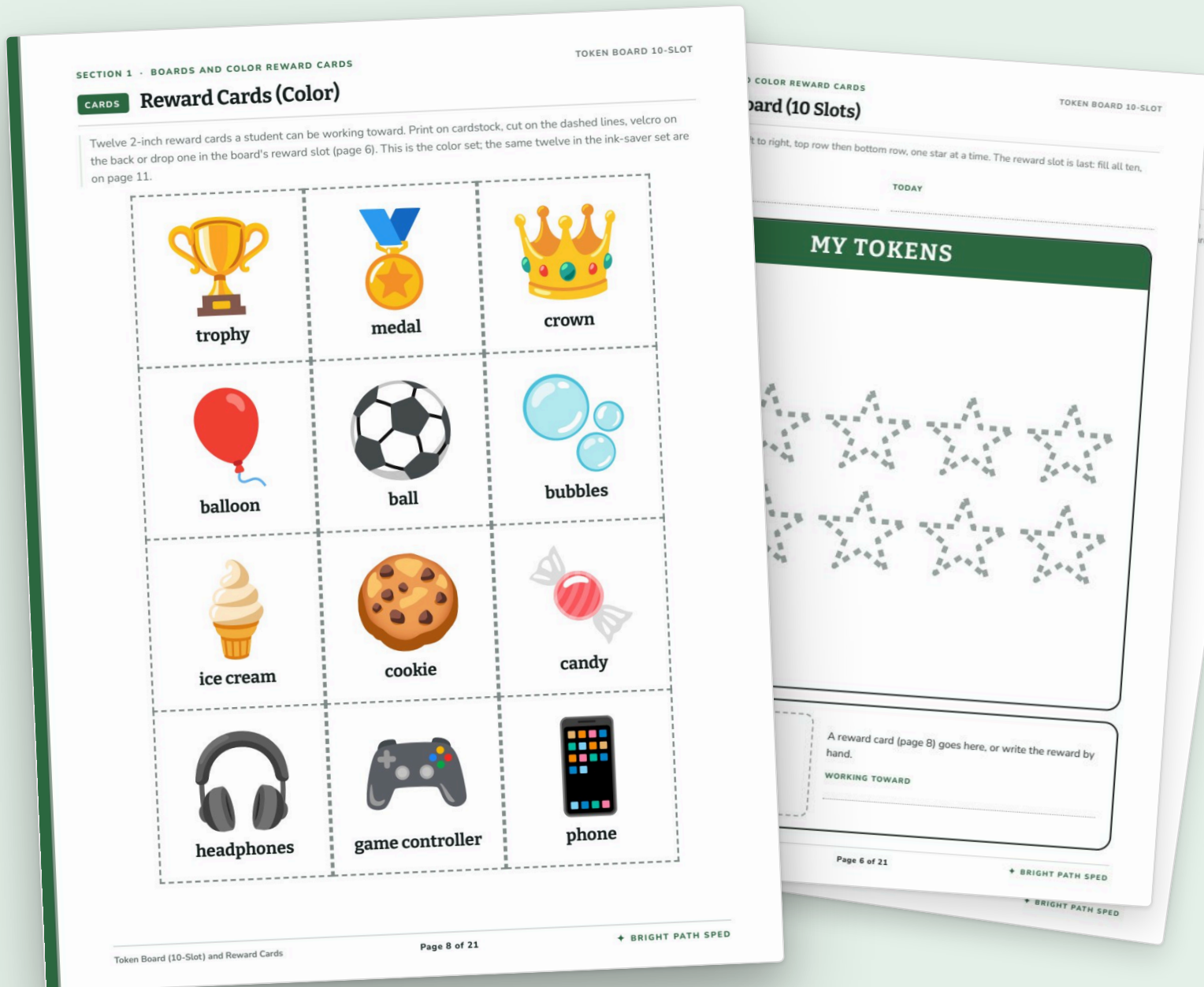


Token Board 10-Slot Reward Cards



21 PAGES

12 REWARD CARDS

BOARD + LOG

COLOR + INK-SAVER

What Is Inside, and Where

Before you begin

PAGE 4



Start Here —
Three Steps
START HERE

4

01 Boards and Color Reward Cards

PAGES 6–9



Token Board (10
Slots)
BOARD

6



Two Desk-Size
Token Boards
BOARD

7



Reward Cards
(Color)
CARDS

8



Blank Reward
Cards (Type or
Write the Word)
CARDS

9

02 The Ink-Saver Reward Cards

PAGE 11



Reward Cards
(Ink-Saver)
CARDS

11

03 Using It, Data and Home

PAGES 13–20



How to Use the
Token Board
REFERENCE

13



Token Log
LOG

14



Weekly Roll-Up
and Graph
TRACKER

15



Filled Example
EXAMPLE

16



Family Page
NOTES

17



Hand-Off to
Another Adult or
Room
NOTES

18



Phrase Bank
REFERENCE

19



Storage and
Binder Labels
REFERENCE

20

HOW THE TAGS ON EACH PAGE WORK

Every page carries a small tag in its top corner, the same word used above: **Board** a form to fill out and cut, **Cards** a sheet of cut-apart pictures, **Log** the data sheet, **Tracker** the weekly roll-up, **Example** the filled-in sample, **Notes** a page meant to be sent out or handed off, and **Reference** everything else you read rather than fill in.

☆ START HERE

Start Here — Three Steps



1

Print and cut

Print the board (page 6) and the reward cards (page 8) from the color set on cardstock, or the ink-saver set (page 11) on plain paper. Laminate, cut on the dashed lines, velcro on the back.

Blank cards for any reward missing are on page 9: type the word, print, cut.



2

Pick a reward, then earn stars

Put one reward card in the board's reward slot (page 6). Each time the expected step happens, a star goes in the next empty slot.

The how-to page (13) has the rest: what earns a star, what to do when the board is not full by day's end, and changing the reward.



3

Log it, roll it up, send it home

One row on the log (page 14) each time a star is earned, and a Y on the row that fills the tenth slot.

Total the week on the roll-up (page 15) and dot the graph. Send the family page (page 17) home the week the board is new; the hand-off page (page 18) goes with the board to any other adult.

WHAT THIS FILE IS

A fillable PDF: a 10-slot token board (full size and a desk-size pair), 12 reward picture cards in two sets, and the data pages behind it, with type-in fields on the board, the log, the roll-up, the family and hand-off pages and the blank cards. It works offline with no account or subscription and prints the same on every machine.

WHAT THIS FILE IS NOT

It is not an editable online slideshow or word-processor document, and it is not a behavior plan or a program. It supplies no prompt hierarchy, fading schedule or mastery rule and promises no outcome; it gives a student a way to see progress toward a reward and counts what happened.

WHICH PAGE, WHEN

YOUR SITUATION	GO TO
A student working toward one chosen reward	Board, page 6; reward cards, page 8
Several students, or a board that travels in a folder	Desk-size boards, page 7
A photocopier, or a copy that goes home	Ink-saver cards, page 11
A reward the printed twelve does not cover	Blank cards, page 9
The IEP meeting or a family conference	Roll-up and graph, page 15; example, page 16

IF SOMETHING DOES NOT WORK, AND WHERE THIS FILE LIVES

A field will not hold my typing. Open the file in Adobe Acrobat Reader (free) or Preview, not a browser tab. **A reward card does not match what my student wants.** Use a blank card for that reward; the **Ask a Question** tab on the product page reaches me, and a fix is a free update. **Confidentiality:** a filled-in log, roll-up or example-style note is a student record — initials only on anything that leaves your hands, first name only on the family page.

BOARD

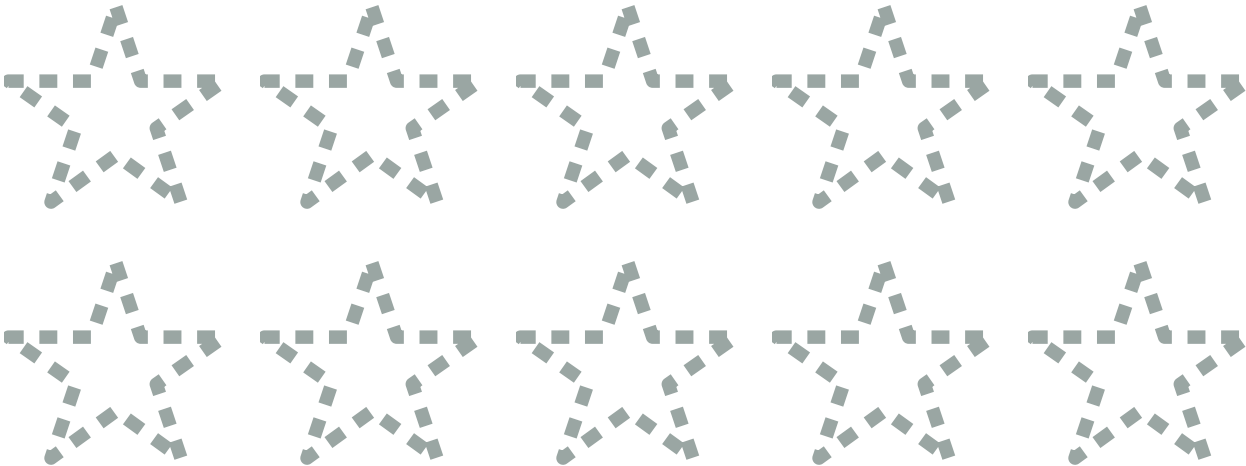
Token Board (10 Slots)

Ten identical slots, filled left to right, top row then bottom row, one star at a time. The reward slot is last: fill all ten, then trade the board in.

NAME

TODAY

MY TOKENS



REWARD



A reward card (page 8) goes here, or write the reward by hand.

WORKING TOWARD

BOARD

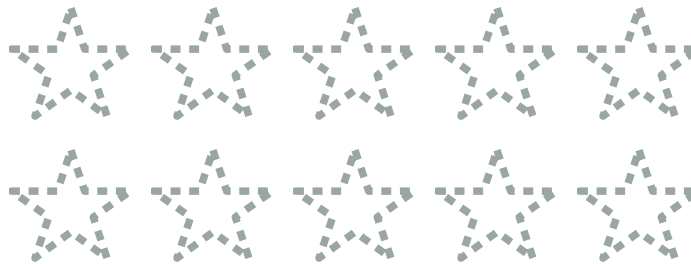
Two Desk-Size Token Boards

Two smaller boards on one sheet, for a folder, a second student, or a spare. Same ten slots, same one reward slot, at desk size.

NAME

TODAY

MY TOKENS



REWARD



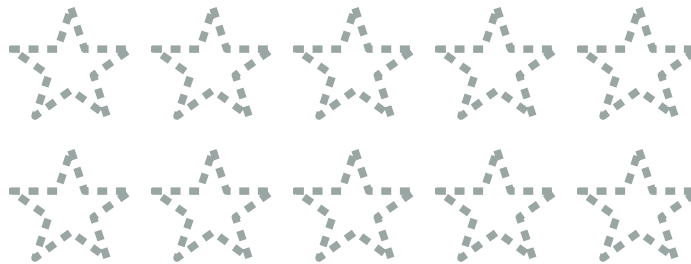
A reward card (page 8) goes here, or write the reward by hand.

CUT HERE

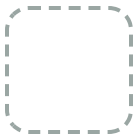
NAME

TODAY

MY TOKENS



REWARD



A reward card (page 8) goes here, or write the reward by hand.

CARDS

Reward Cards (Color)

Twelve 2-inch reward cards a student can be working toward. Print on cardstock, cut on the dashed lines, velcro on the back or drop one in the board's reward slot (page 6). This is the color set; the same twelve in the ink-saver set are on page 11.



CARDS

Reward Cards (Ink-Saver)

Twelve 2-inch reward cards a student can be working toward. Print on cardstock, cut on the dashed lines, velcro on the back or drop one in the board's reward slot (page 6). This is the ink-saver set; the same twelve in the color set are on page 8.





Weekly Roll-Up and Graph

STUDENT

GOAL (YOUR DISTRICT'S OWN WORDING)

CRITERION (YOUR TEAM SETS IT)

#	WEEK OF	DAYS RUN	BOARDS COMPLETED	PERCENT	AVERAGE STARS PER DAY	MOST-CHOSEN REWARD
1						
2						
3						
4						
5						
6						
7						
8						

PERCENT OF DAYS THE BOARD WAS COMPLETED · ONE DOT PER WEEK, THEN DRAW THE LINE



FIGURING THE NUMBERS

Count the rows on the log (page 14) for the week: days run is how many days the log has a row for; boards completed is how many of those days have a Y in the “board complete” column. Percent is boards completed divided by days run, times 100, rounded to the nearest whole number. Average stars per day adds every slot number reached that day and divides by days run.

BRINGING THIS PAGE TO A MEETING

A rising line says the board is being completed more often; the criterion field above is where your team’s own number goes, so every dot is read against the same line. This page counts what is plotted; it does not decide what a flat line means.



EXAMPLE

Filled Example

SAMPLE · INVENTED STUDENT

Marcus is invented, and so is every mark on this page. One day where all ten slots filled, then three weeks on the roll-up — including two days that did not fill the board — to show how the pages read once real marks are on them.

The log, one day (page 14)

#	DATE	TIME	SLOT	FOR COMPLETING	BOARD COMPLETE?	REWARD GIVEN	INITIALS
1	9/10	8:10	1	lined up for morning meeting	N	—	MZ
2	9/10	8:45	2	started morning work without a prompt	N	—	MZ
3	9/10	9:20	3	raised a hand instead of calling out	N	—	MZ
4	9/10	10:05	4	cleaned up centers	N	—	MZ
5	9/10	10:40	5	walked in the hallway line	N	—	MZ
6	9/10	11:15	6	used a break card instead of leaving the room	N	—	MZ
7	9/10	12:00	7	sat through lunch in the cafeteria	N	—	MZ
8	9/10	12:50	8	returned from recess on the bell	N	—	MZ
9	9/10	1:30	9	finished a work page	N	—	MZ
10	9/10	2:10	10	packed up for the bus	Y	headphones	MZ

The roll-up, three weeks (page 15)

#	WEEK OF	DAYS RUN	BOARDS COMPLETED	PERCENT	AVERAGE STARS PER DAY	MOST-CHOSEN REWARD
1	9/8	5	3	60%	9.4	headphones
2	9/15	5	4	80%	9.8	headphones
3	9/22	5	5	100%	10.0	headphones

READING THE NUMBERS

The day above: all ten slots filled by 2:10, traded in for headphones. The weeks: 3 of 5 days completed a board (60 percent), then 4 of 5 (80 percent), then 5 of 5 (100 percent) — a line rising week on week, which is what a board being completed more often looks like on paper. Average stars per day rose the same way: 9.4, 9.8, 10.0.

A LINE THIS SHEET COULD WRITE

“With the token board in place, Marcus completed 5 of 5 boards the week of 9/22 (100 percent), up from 3 of 5 the week of 9/8. Of the 12 boards completed across the three weeks, 7 were traded in for headphones time.”

HOW THE GRAPH WOULD LOOK

Three dots on the roll-up graph (page 15) at 60, 80 and 100, joined by a rising line. Two of the fifteen days behind those dots earned fewer than ten stars — the log still counts them.

WHAT THIS EXAMPLE IS NOT

One invented child’s day and three weeks. It sets no typical rate, predicts nothing about a real student, and the criterion field would hold whatever Marcus’s team wrote — not a number this file supplies. What counts as a completed step and what the reward is worth were the team’s decisions, not this file’s.