

Token Board 12-Slot

SECTION 1 · BOARDS AND COLOR CARDS

TOKEN BOARD 12-SLOT

CARDS

Reward Cards (Color)

Twelve 2-inch cards: concrete rewards a student can be working toward. Print on cardstock, cut on the dashed lines, velcro on the back or keep in the REWARD slot on the board (page 6). This is the color set; the same twelve in the ink-saver set are on page 13.



COLOR CARDS

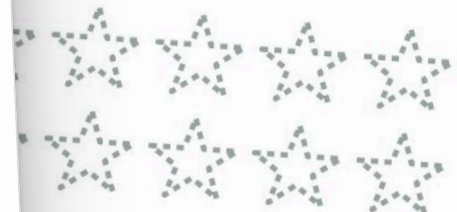
board (12 Slots)

TOKEN BOARD 12-SLOT

Left to right, top row then bottom row, one star at a time. The reward slot is last: fill all in.

TODAY

MY TOKENS



A reward card (page 9) goes here, or write the reward by hand.

WORKING TOWARD

What Is Inside, and Where

Before you begin

PAGE 4



Start Here —
Three Steps
START HERE

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01 Boards and Color Cards

PAGES 6–11



Token Board (12
Slots)
BOARD

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Two Desk-Size
Token Boards
BOARD

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Whole-Group
Token Overview
BOARD

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Reward Cards
(Color)
CARDS

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Reward Menu —
Choosing What to
Work For
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10



Blank Reward
Cards (Type or
Write the Word)
CARDS

11

02 The Ink-Saver Cards

PAGE 13



Reward Cards
(Ink-Saver)
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03 Using It, Data and Home

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How to Use the
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Token Log
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TRACKER

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Filled Example
EXAMPLE

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Binder Labels
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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 9) from the color set on cardstock, or the ink-saver set (page 13) on plain paper. Laminate, cut on the dashed lines, velcro on the back.

Blank cards for any reward missing are on page 11: 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 (15) 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 16) each time a star is earned, and a Y on the row that fills the twelfth slot.

Total the week on the roll-up (page 17) and dot the graph. Send the family page (page 19) home the week the board is new; the hand-off page (page 20) goes with the board to any other adult.

WHAT THIS FILE IS

A fillable PDF: a 12-slot token board (full size, a desk-size pair and a whole-group overview), 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, the reward menu 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 9
Several students at once, or a whole group	Whole-group overview, page 8
A board that travels in a folder	Desk-size boards, page 7
Deciding which rewards to offer	Reward menu, page 10
A photocopier, or a copy that goes home	Ink-saver cards, page 13
The IEP meeting or a family conference	Roll-up and graph, page 17; example, page 18

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

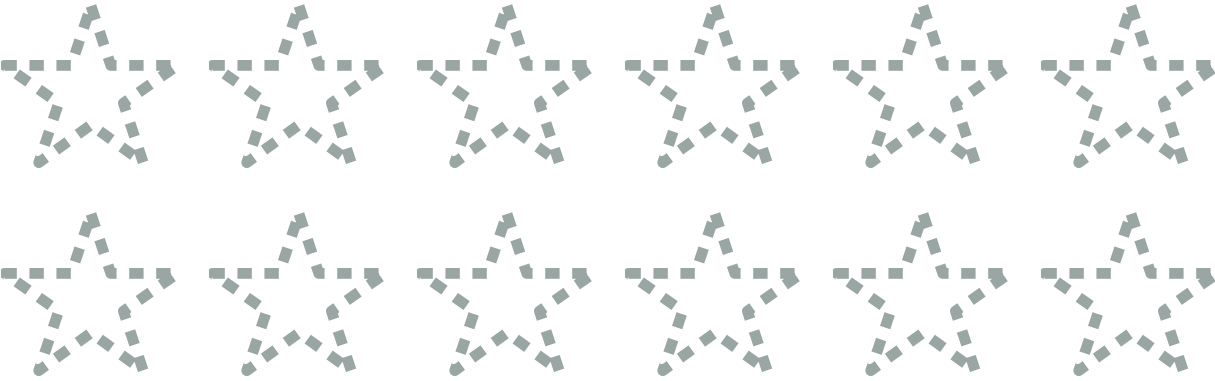
Token Board (12 Slots)

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

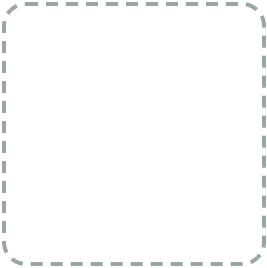
NAME

TODAY

MY TOKENS



REWARD



A reward card (page 9) goes here, or write the reward by hand.

WORKING TOWARD

BOARD

Whole-Group Token Overview

One row per student, up to ten, so a whole group running the same token system shows on a single page — color in a star as each token is earned.

#	STUDENT	TOKENS (COLOR ONE IN AS EACH IS EARNED)	REWARD CHOSEN	DATE COMPLETED
1		☆☆☆☆☆☆ ☆☆☆☆☆☆		
2		☆☆☆☆☆☆ ☆☆☆☆☆☆		
3		☆☆☆☆☆☆ ☆☆☆☆☆☆		
4		☆☆☆☆☆☆ ☆☆☆☆☆☆		
5		☆☆☆☆☆☆ ☆☆☆☆☆☆		
6		☆☆☆☆☆☆ ☆☆☆☆☆☆		
7		☆☆☆☆☆☆ ☆☆☆☆☆☆		
8		☆☆☆☆☆☆ ☆☆☆☆☆☆		
9		☆☆☆☆☆☆ ☆☆☆☆☆☆		
10		☆☆☆☆☆☆ ☆☆☆☆☆☆		

USING THIS PAGE

A classroom-wide view, not a group behavior plan: each row is one student’s own twelve slots, filled and reset independently. It is meant to sit where an adult running several boards at once can see all of them together, not to compare students against each other.

RESETTING A ROW

Once a student trades a filled row for a reward, cross it out or draw a new set of twelve stars beside it and keep going — this page is a snapshot for one stretch of time, not a permanent record. For the detail behind any one student’s row, the log (page 16) is where it is written down step by step.

CARDS

Reward Cards (Color)

Twelve 2-inch cards: concrete rewards a student can be working toward. Print on cardstock, cut on the dashed lines, velcro on the back or keep in the REWARD slot on the board (page 6). This is the color set; the same twelve in the ink-saver set are on page 13.



CARDS

Reward Cards (Ink-Saver)

Twelve 2-inch cards: concrete rewards a student can be working toward. Print on cardstock, cut on the dashed lines, velcro on the back or keep in the REWARD slot on the board (page 6). This is the ink-saver set; the same twelve in the color set are on page 9.



LOG

Token Log

One row every time a token is placed. It counts one thing: how many boards were filled all the way to a reward.

STUDENT

SETTING OR ROUTINE

WEEK OF

#	DATE	TIME	STEP (YOUR OWN WORDS)	SLOT FILLED (1-12)	REWARD EXCHANGED? (Y / N)	INITIALS
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						

WHAT “STEP” MEANS ON THIS SHEET

Your own short description of what actually happened — the same words every time a similar step is met, so two rows can be compared later.

WHAT “REWARD EXCHANGED” MEANS

Y only on the row where the twelfth slot was filled and the reward was given. Total the Y rows on the roll-up (page 17) at the end of the week.



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 16) 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 “reward exchanged” 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

Dante is invented, and so is every mark on this page. One day, all twelve slots filled, then three weeks on the roll-up — two days short of a full board — to show how the pages read with real marks on them.

The log, one day (page 16)

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

The roll-up, three weeks (page 17)

#	WEEK OF	DAYS RUN	BOARDS COMPLETED	PERCENT	AVERAGE STARS PER DAY	MOST-CHOSEN REWARD
1	9/8	5	3	60%	11.0	trophy
2	9/15	5	4	80%	11.6	trophy
3	9/22	5	5	100%	12.0	trophy

READING THE NUMBERS

The day above: all twelve slots filled by 2:15, traded in for trophy. 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: 11.0, 11.6, 12.0.

A LINE THIS SHEET COULD WRITE

“With the token board in place, Dante 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, 6 were traded in for trophy time.”

HOW THE GRAPH WOULD LOOK

Three dots on the roll-up graph (page 17) at 60, 80 and 100, joined by a rising line. Two of the fifteen days behind those dots earned fewer than twelve 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 Dante'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.