

Procedural Fidelity Checklist

Individual Token System

Preparation	
Identify appropriate times or activities in the student's schedule/activity in which to implement a token system.	<input type="checkbox"/> Y <input type="checkbox"/> N
Identify appropriate tasks or behaviors the student needs to complete.	<input type="checkbox"/> Y <input type="checkbox"/> N
Identify how many tokens the student will need to earn to receive a preferred object or activity.	<input type="checkbox"/> Y <input type="checkbox"/> N
Identify preferred items or activities to use as reinforcement for the student.	<input type="checkbox"/> Y <input type="checkbox"/> N
Create materials for the token system (e.g., board, tokens, pictures of preferred items or activities).	<input type="checkbox"/> Y <input type="checkbox"/> N
Implementation	
Display the token system clearly in the student's view.	<input type="checkbox"/> Y <input type="checkbox"/> N
State the expectation to the student while referencing the token system. Example: "First, you have to earn your tokens, then you earn (preferred activity)."	<input type="checkbox"/> Y <input type="checkbox"/> N
Instruct the student to complete the first activity or to follow the expectations indicated on the token board.	<input type="checkbox"/> Y <input type="checkbox"/> N
Upon completion of the task, a token is placed on the board where the student can see it.	<input type="checkbox"/> Y <input type="checkbox"/> N
The student is provided with the preferred item or activity indicated on the token board immediately after earning all the required tokens.	<input type="checkbox"/> Y <input type="checkbox"/> N
Behavior-specific praise is used in conjunction with earning tokens while using the token system.	<input type="checkbox"/> Y <input type="checkbox"/> N
Tokens are not taken away once they are earned.	<input type="checkbox"/> Y <input type="checkbox"/> N
Assessment	
Collect data on completion of tasks or demonstrating desired behaviors while using the token system.	<input type="checkbox"/> Y <input type="checkbox"/> N
Make changes to the token system as needed (e.g., decrease the amount of tokens required, change the task or behavior expectations, change the reinforcer being used).	<input type="checkbox"/> Y <input type="checkbox"/> N

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