Reinforcement (R+)
---Implementation Checklist---

Observation	1	2	3	4
Date				
Observer's Initials				
Step 1: Planning				
1.1 Collect data on target skill or behavior				
1.2 Establish performance criteria for program goals				
1.3 Identify reinforcers				
1.4 Prepare supporting materials:				
☐　Positive: create a reinforcer menu and schedule				
☐　Token economy: establish token economy system				
☐　Negative: prepare pictorial, written, or verbal instructions				
Step 2: Using				
- Positive Reinforcement:				
☐　Deliver reinforcement each time learner uses target skill/behavior				
☐　Prevent satiation by varying reinforcers				
☐　Fade reinforcers and use reinforcers consistently across settings				
- Token Economy:				
☐　Describe to learners components of token economy program				
☐　Provide a token to learner each time skill/behavior is displayed				
☐　Learners select reinforcement from the reinforcer menu				
☐　Fade tokens and use tokens consistently across settings				
-Negative Reinforcement:				
☐　Cue learner to use target skill/behavior				
☐　Remove negative reinforcer when target skill or behavior is used				
☐　Transition to positive reinforcement				
Step 3: Monitoring				
3.1 Collect data on target behaviors				
3.2 Adjust reinforcement based on performance criteria				
3.2 Determine next steps based on learner progress				