

Dia de los Muertos Token Board



Designed to Keep
Students Motivated
and Engaged



Built-In
Student
Choice

SCROLL
to take a look inside!

WHAT MAKES REINFORCEMENT TRICKY

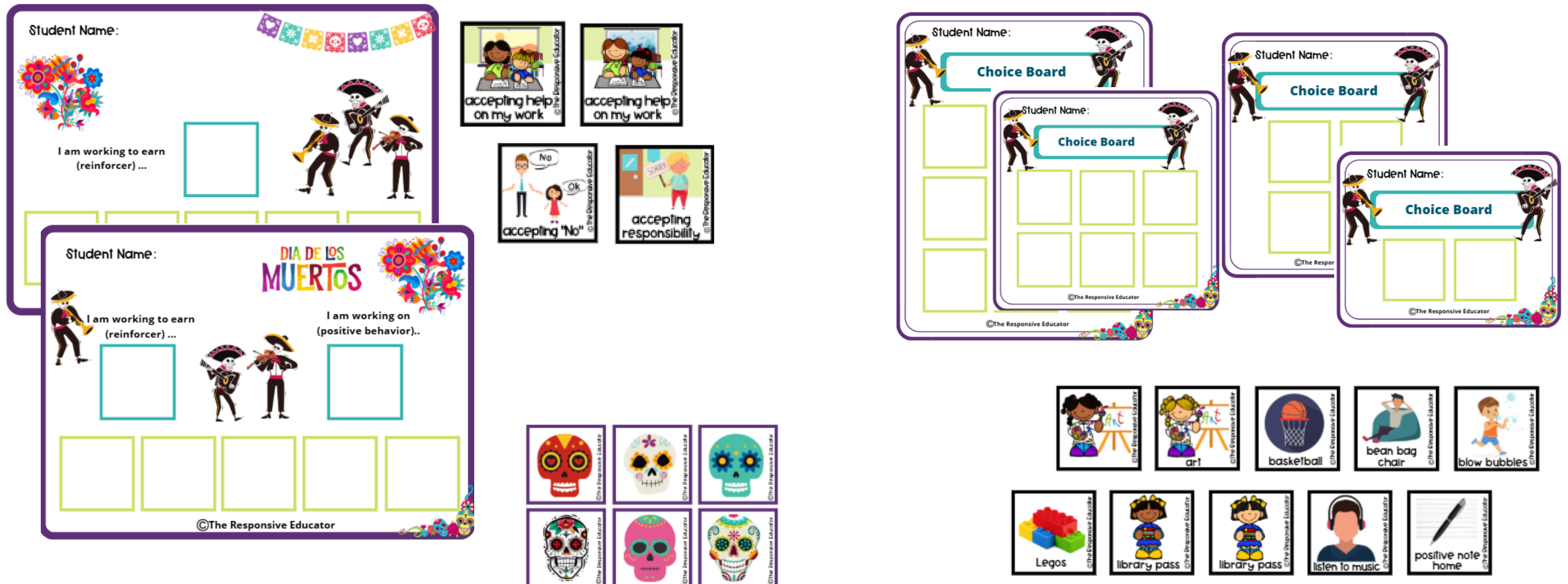
- Motivation looks different for every student
- Reinforcers lose impact if they aren't meaningful
- Too much choice can be just as challenging as too little
- Behavior systems need flexibility, not constant redesign

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?

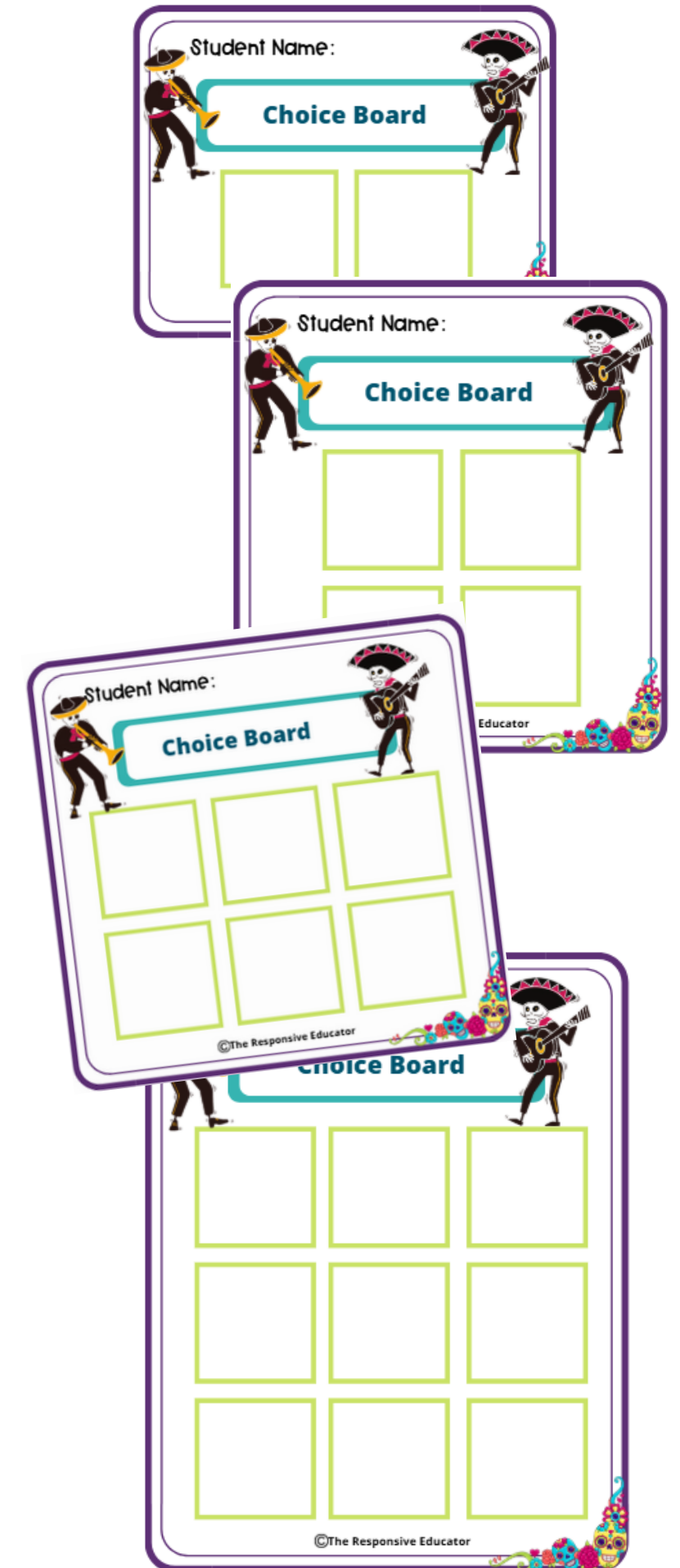
DESIGNED TO EVOLVE AS STUDENT NEEDS CHANGE



1

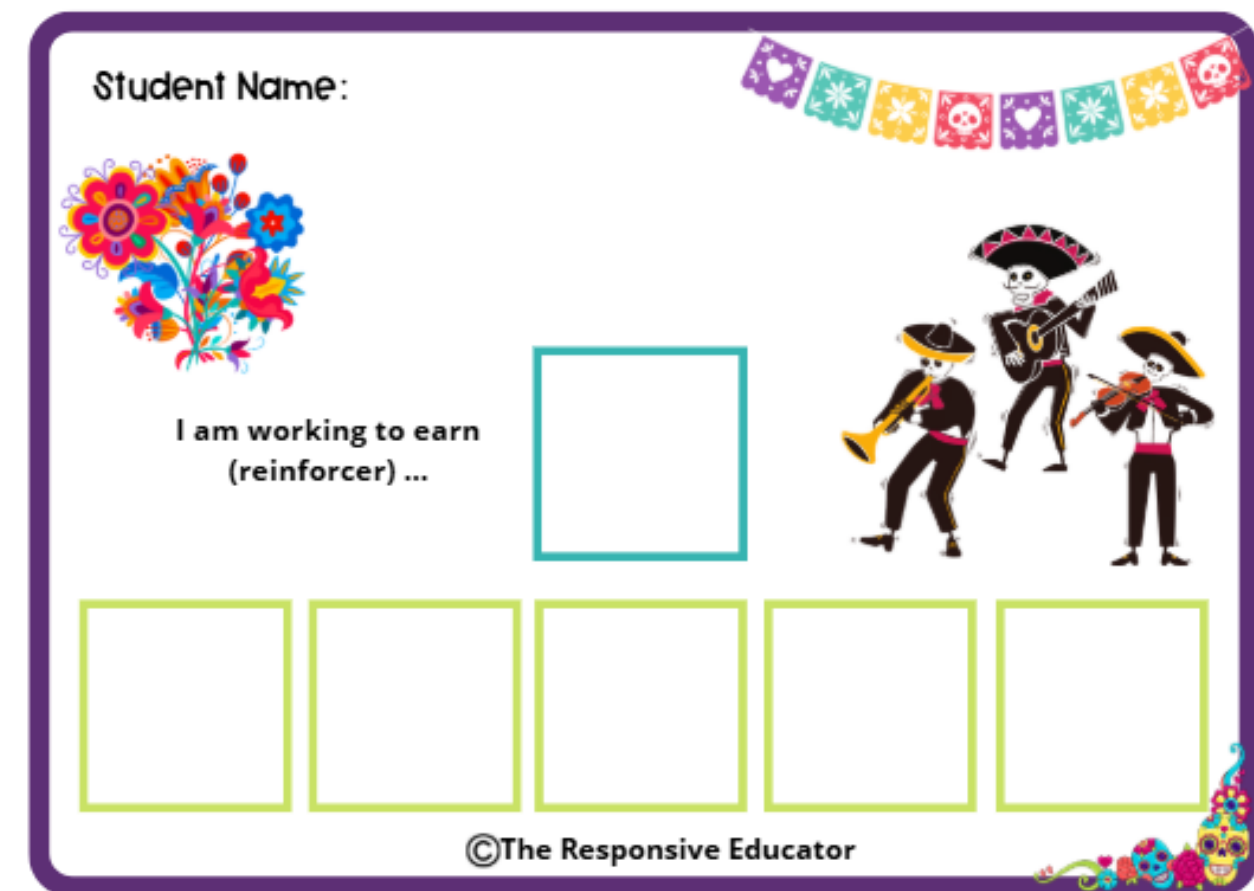
Flexible Choice—Without Overwhelm

- 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: _____

DIA DE LOS MUERTOS

I am working to earn (reinforcer) ...

I am working on (positive behavior) ..

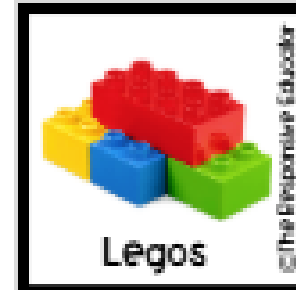
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The token board is a rectangular sheet with a purple border. At the top left, it says 'Student Name:'. In the center, it says 'DIA DE LOS MUERTOS' in colorful, stylized letters. To the right of the title is a bouquet of colorful flowers. Below the title, there are two large teal boxes. The left box is labeled 'I am working to earn (reinforcer) ...' and the right box is labeled 'I am working on (positive behavior) ..'. Between these two boxes are two illustrations of skeletons playing instruments. Below the teal boxes are five smaller green boxes arranged in a row. At the bottom left, it says '©The Responsive Educator'. At the bottom right, there is a small illustration of a skeleton's head. A purple arrow points from the text 'Helps students connect what they are earning and how they are earning it' to the teal boxes.

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

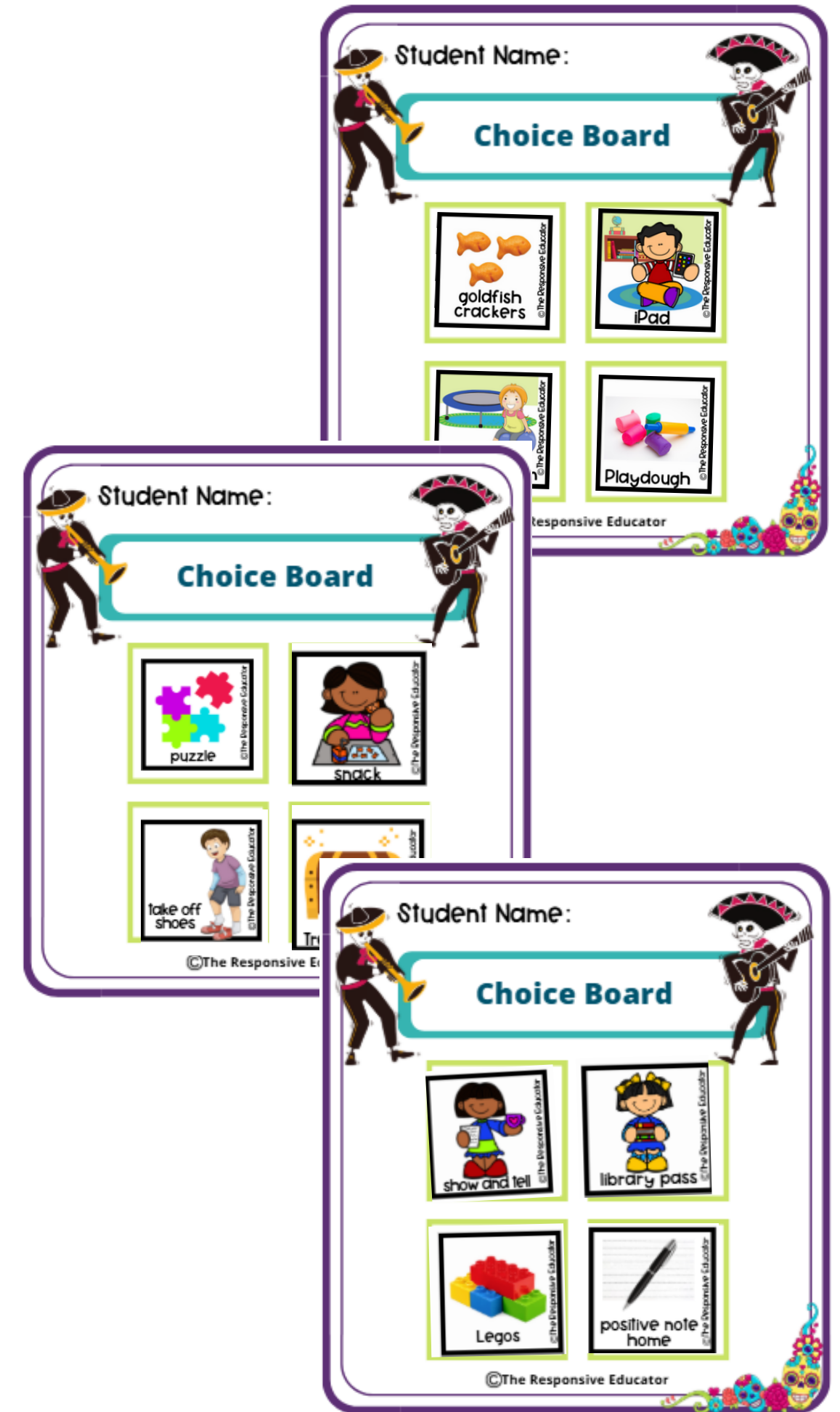
3 Reinforcers Students Care About—Without Extra Work

- 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



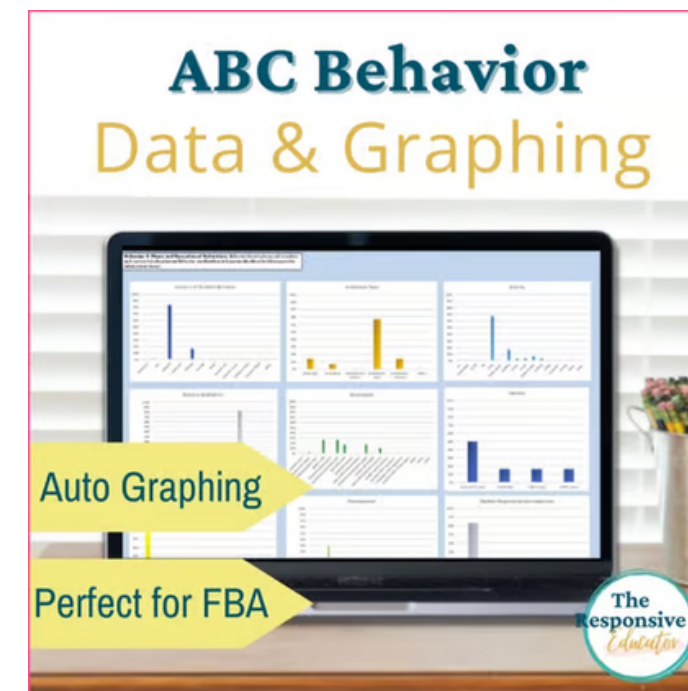
Behavior Think Sheets



Self-Monitoring Charts



Behavior Data Collection



MEGA Behavior Bundle



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

