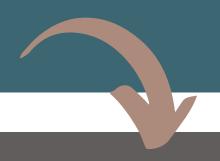
DETERMINE GOAL BEHAVIORS

- Define Goal Behaviors
 - Observable
 - Measurable
 - Objective
 - Specific



DEVELOP THE TOKEN ECONOMY SYSTEM

- Select tokens
- Select reinforcers
- Set value of token
- Set cost of reinforcers
- Construct a bank
- Arrange times for exchange



IMPLEMENT THE TOKEN ECONOMY SYSTEM

- Teach student the system
- Teach student the value of the token
- Award tokens with praise
- Fade tokens
- Make needed adjustments