Tmplementation Guide H○W T® IMPLEMENT VISUAL TO@LS



Give yourself and your little learner some grace. This is a completely new system! It will most likely not click on the first try, and that's perfectly normal. The more repetition and exposure your child gets, the quicker they will gain familiarity with the visual tools.

Create opportunities for your learner to utilize the visuals as much as you can, especially in the beginning. Have a few familiar people implement the visual tools with your child so the skill can be generalized from person to person, and can be used consistently.

## TOKEN BOARDS \& PEW ARD CHARTS

## Tips and Techniques

When you first introduce the token board, reward the tokens quickly, after every or almost every occurrence of the desired behavior. Explain to your child why they are getting a token and make it a celebration! You want your child to buy into this system and the best way to motivate is constant positive reinforcement! The idea over time, is to increase your expectations to earn each token, so your child will learn they need to do more to earn the tokens to get the reward. By this time, they will trust the system and know hard work and desired behaviors lead to positive outcomes. For example,
when the token board is first introduced, your child may earn a token every time they clean up after themselves (desired behavior), and will earn the reward rather quickly. Maybe in a week or two, you will decide to only give a token every other time they pick up, and then every two times, and so on.
 of the same toy, activity, or tasty treat if they earn it every time. It will lose its appeal. You know your child best and what they enjoy the most, and what they can live without, so choose what will truly motivate them, and not something they always have

Accomplishment equals Reward. Be sure to save the big, rare awards for the big accomplishments. If your child earns a huge reward, such as 30 minutes of screen time after throwing away their trash one time, then what is to motivate them to complete other, bigger tasks? They already got the big reward! The same goes for the other side of the spectrum; don't give a small reward for a big success. For example, one M8M is not the appropriate reward for filling a token board 5 times. This is another way to lose buy-in and trust. Establish with your child what they are working for in the beginning, so they will hold that incentive as they fill up their chart. Set up expectations from the beginning.

Talk about what your child will earn once all the tokens are attained.

AS S EM B L I N G


```
D UR A B I LI T Y
```

All products will fit on regular-sized paper ( $8.5 \times 11$ ). My advice would be to print the products on cardstock or thick paper. especially the small pieces! Another option is gluing the page to construction paper. There are also reusable packets where you can slip the visual into and even hang up as needed!

LA MI NA TI N G $\quad$ I P T TI

The best option is to have your products laminated. Your local office supplies store will most likely be able to laminate for you. Another option is purchasing self-adhesive lamination sheets, no laminator needed! There are at-home lamination machines if you are creating multiple products.

V EL CR $\odot$

If your product has interactive pieces, such as a token board or "first/then" board, you will need a way to attach and re-attach pieces for multiple uses. The best option is velcro dots. There are many types, any brand will do. They are also sold at the dollar store! Another option is sticky tack. Lastly, you could use Scotch tape, but it may not be as long lasting.

## $M \quad U \quad L \quad T \quad I \quad$ P $\quad$ E $\quad$ P A G E S

If your product has multiple pages, I would suggest hole punching and putting in a binder ring or heading to your local office supplies store for paper binding (they can laminate and bind within one trip!) This is the best way to keep all the pages within the product together and easily flip through.

