

Parents can you this Token **Economy Behaviour Chart** (both 5-token and 10-token versions).

What it actually is:

It's a customizable chart or board where a child earns **small tokens** (like stars, stickers, smiley faces, coins, or Velcro pieces) for completing specific target behaviours or tasks. Once they collect a set number of tokens (e.g., 5 or 10), they can **exchange** them for a bigger reward (called a "backup reinforce").

★ 5-Token Economy Chart

Goal/Behaviours: _____ (here you need to set any of goal as per the primary needs)

Reward: _____ (fix a reward for motivation)

Token 1 Token 2 Token 3 Token 4 Token 5

Fill one box for each correct behaviour

Reward given after all 5 tokens are filled

★ 10-Token Economy Chart

Goal/Behaviours: _____ (here you need to set any of goal as per the primary needs)

Reward: _____ (fix a reward for motivation)

1 2 3 4 5 6 7 8 9 10

Give 1 token per desired behaviour

Reward after completing all 10 tokens