

Preference and Reinforcement Survey for All Ages

Directions

Use this preference and reinforcement survey to help identify potential reinforcers for the student. Use the 'add reinforcers' box listed below to list reinforcers specific to each category. In the notes section, add any information you wish to share about the student regarding the reinforcement category. Provide as much detailed information as possible. For instance, if the student enjoys watching TV, make sure to specify the name(s) of their favorite show(s). The more specific you can be, the better understanding of tailoring reinforcement strategies.

Play/Leisure Activity Reinforcers:

Playing with Toys (ex: popping bubbles, putting together puzzles, stretching putty/slime, building Legos, etc.)	Playing games (ex: board games, tag, sports, etc.)	Leisure activities (ex: walking, listening to music, art, dancing, music, etc.)
Add reinforcers:	Add reinforcers:	Add reinforcers:
Notes:	Notes:	Notes:

Social Reinforcers:

Verbal praise (ex: saying "good job," "awesome," etc.)	Nonverbal praise (ex; winks, smiles, pat on back, high fives, etc.)	Tasks (helping teachers/families, hanging out with friends, etc.)
Add reinforcers:	Add reinforcers:	Add reinforcers:

Notes:	Notes:	Notes:
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Consumable Reinforcers:

Snacks (ex: cookies, chips, pretzels, fruit snacks, candy, etc.)	Drinks (ex: water, juice, milk, soda, etc.)	Restaurants with specific menu items (ex: McDonald's fries, Wendy's nuggets, Taco Bell burritos, etc.)
Add reinforcers:	Add reinforcers:	Add reinforcers:
Notes:	Notes:	Notes:

Tangible Reinforcers:

Electronics (ex: iPad, TV show, Apps, etc.)	Everyday items (ex: coins, books, clothes, jewelry, stickers, etc.)	Additional items (ex: strings, dust, bubble wrap, packing peanuts, etc.)
Add reinforcers:	Add reinforcers:	Add reinforcers:
Notes:	Notes:	Notes: