

Autism Initiative: Training Series

Module 3: Skill Development and Learning for Life Chapter 3.2: Basic Components of Effective Skill Development

Part 4: Token Economy

Self-Assessment of Material

1. What is a token economy?
 - a. A system used to provide unconditioned reinforcers immediately when a behavior occurs.
 - b. A system in which conditioned reinforcers are given to individuals for desirable behaviors.
 - c. A required system for collecting money from targeted individuals.

2. What are backup reinforcers?
 - a. Primary reinforcers that can only be obtained using tokens.
 - b. Tangible objects, activities, or privileges that are already reinforcers.
 - c. Social praise and food only.
 - d. Tokens used in the token economy.

3. A generalized conditioned reinforcer is:
 - a. A special type of conditioned reinforcer that is paired with only one back-up reinforcer.
 - b. A type of conditioned reinforcer that is paired with many back-up reinforcers.
 - c. A tangible object or privilege that can be exchanged for food.
 - d. An item that is reinforcing for many different reasons based on the conditioning procedure.

4. Which of the following items describes an advantage of using token economies?
 - a. Easy to use for immediate punishment.
 - b. Easy to use even though consistency in use is difficult.
 - c. Easy to carry and collect.
 - d. Represents a limited, specific set of reinforcers.