



Preference Assessment

Edible Reinforcers

Ex. M&M's / Cherios

1.
2.
3.
4.
5.
6.

Activity Reinforcers

Ex. Board games / Peek a boo

1.
2.
3.
4.
5.
6.

Toy Reinforcers

Ex. Trains / Figures

1.
2.
3.
4.
5.
6.

Social Reinforcers

Ex. High five / Tickling

1.
2.
3.
4.
5.
6.

Manipulative Reinforcers

Ex. Piggy Bank / Blocks

1.
2.
3.
4.
5.
6.

Sensory Reinforcers

Ex. Play Doh / Slime

1.
2.
3.
4.
5.
6.



Child's Likes:

Child's Dislikes:

Other Information:
