

The Token Jar 1-2-3: Quick Start

Companion to The Earn-Only Home Token Economy, a Data.Driven.AdvocacySM Field Guide and Calibration Tool | October 2026 | v0.10



Child: _____ Target behavior: _____

The idea in one line: every _____ earns a _____-point chip. Chips only go in. The child exchanges points for rewards they helped choose.

1. Set Up Once

- **Start with Greene's Collaborative & Proactive Solutions (CPS) Plan B.** Empathy ("I've noticed _____ is hard. What's up?"), your concern, then an invitation to solve it together. The token economy jar is one option.
- **Make the jar together.** A clear jar the child decorates. This is the bank.
- **Mark the goal line.** A line at the points for the reward being saved for, with a picture beside it.
- **Choose the chips together.** Chips with printed values. Adults keep the supply out of sight.
- **Make the reward menu with the child.** Values come from the token economy calibrator. No food rewards.
- **Pick one exchange time each day:** _____.

2. Every Time the Target Behavior Happens

- **Give the chip right away** and say what was earned. For example, "You did _____. That is _____ points."
- **Self-started earns double:** hand over a second chip when the child does it without a prompt.
- **Reminders are fine.** A chip earned after a reminder is still a chip.
- **If the child says no,** say calmly, "That is your choice," and move on.

3. Every Evening

- **Exchange time.** The child exchanges points for rewards. Savings stay in the jar.
- **Record a one-minute voice memo:** points earned, target behaviors and times, which were self-started, points exchanged, any hard moment and its context.

Our Exchange Menu

Daily Reward	Points

Saved-For Reward	Points

Four Things We Never Do

- **Never take a chip away,** for any reason.
- **Never use food** as a reward or a threat.
- **Never promise a reward** in advance. Chips come after the behavior.
- **Never hold back a reward** that was earned.