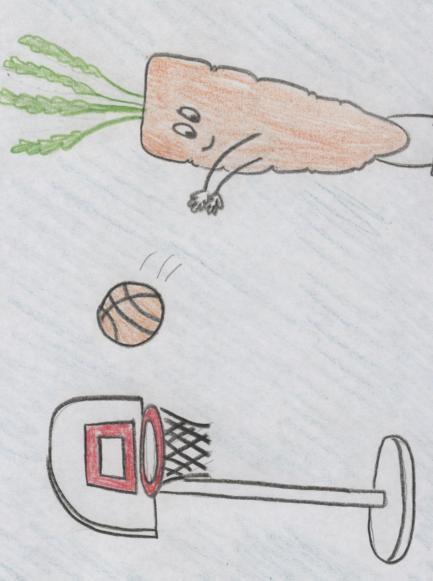
Darius Shoots for Success



ed by Abigail Tobin Written and Illust

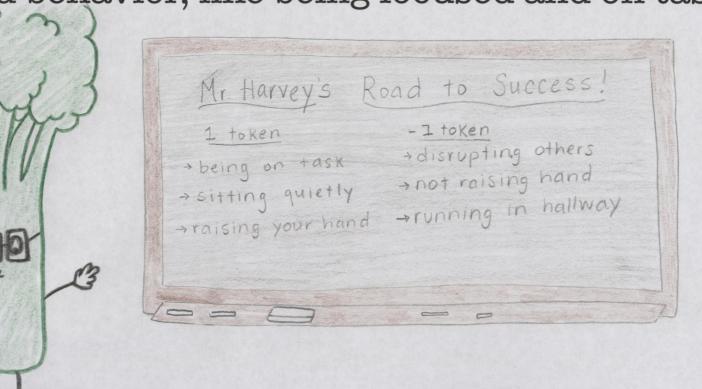


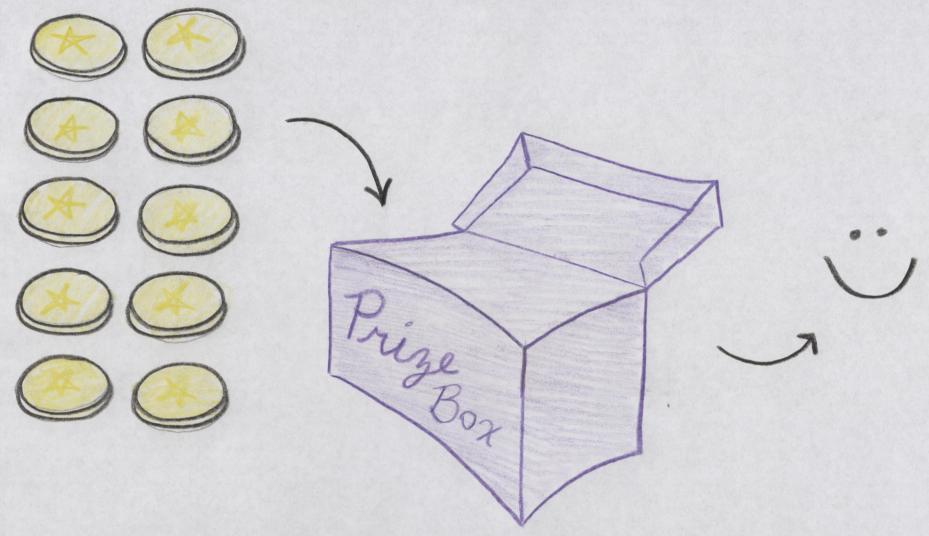
Darius loves basketball. He wishes he could play basketball all day long. Sometimes during the school day, he daydreams of shooting baskets outside. When he grows up he wants to be a professional basketball player!



In fact, Darius daydreams so much that it can get him into trouble at school. Today, he was daydreaming a lot...

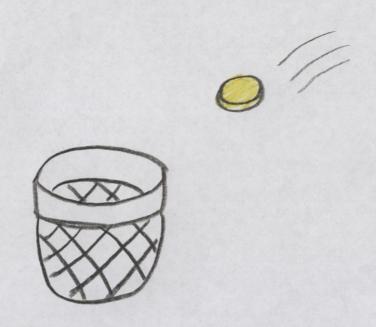
While Darius was daydreaming, Mr. Harvey explained to the class about a new way to earn prizes and privileges. He told the class that a student could win a golden token for showing good behavior, like being focused and on task.

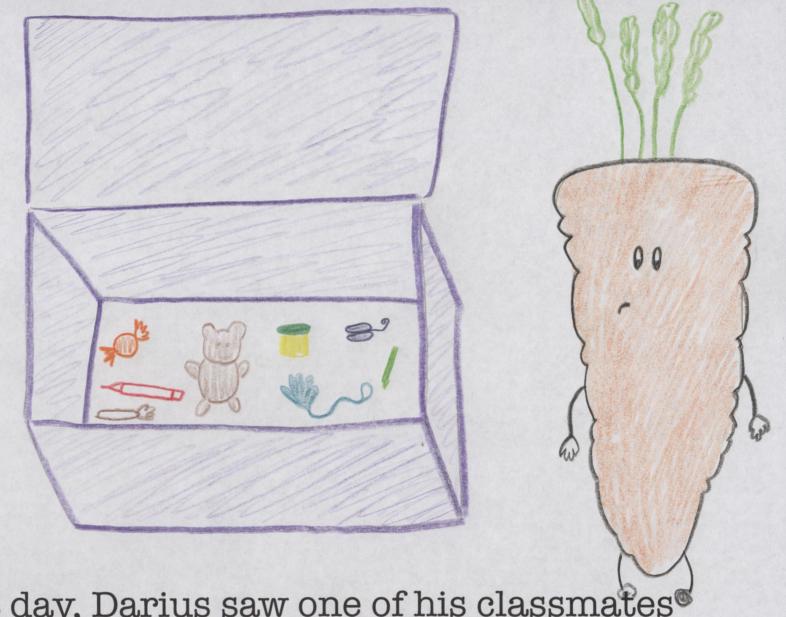




Mr. Harvey told the class that when they win 10 golden tokens, they can pick a prize from the prize box! Darius was too busy day dreaming to hear what his teacher said...

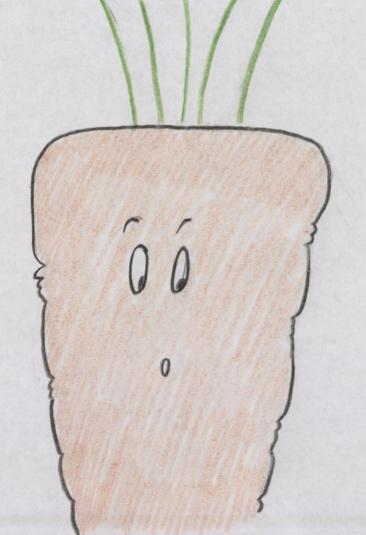
Darius earned a token that afternoon, but he wasn't really sure what the golden token was for. He decided to throw his token in the wastebasket to practice his basketball shot. Shoot.... SCORE!

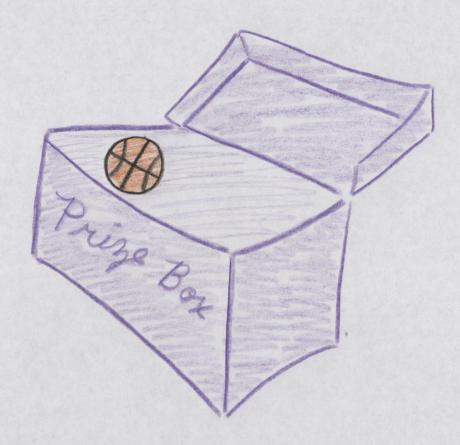




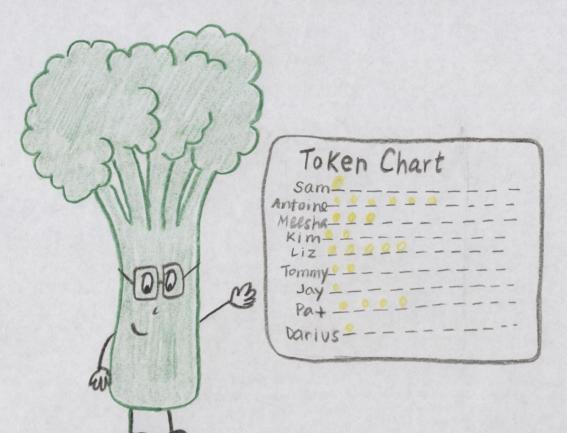
The next day, Darius saw one of his classmates win a prize from the prize box. He didn't like any of the prizes in the prize box.

Darius hadn't earned any more coins and he was still daydreaming about basketball. That afternoon Darius spotted something out of the corner of his eye....





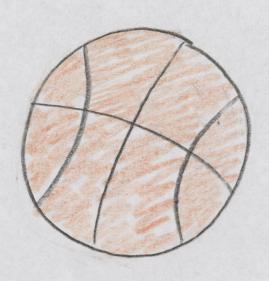
He saw a shiny mini basketball in Mr. Harvey's prize box. He just had to have it. It would be so fun to play with outside at recess and at his hoop at home.

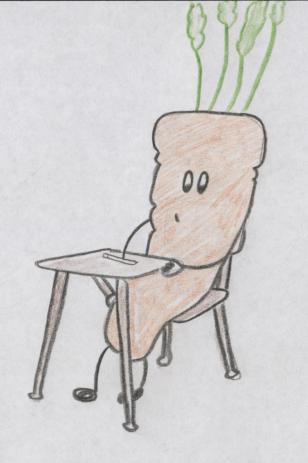


Darius ran to his teacher and asked him if he could have the basketball. Mr. Harvey sat down with Darius and showed him the token chart. Darius learned that if he stayed on task during work time instead of dreaming of basketball, he could earn tokens.

The best part about the tokens was that if he earned 10 tokens, Darius could pick from the prize box and could get a chance to take home the shiny new basketball!









Darius became very excited about this new discovery. During work time, he focused extra hard for the whole time and he earned 2 golden tokens! Darius was excited to put the tokens in his chart and wanted to earn 10 as fast as he could.



By the end of the week, Darius earned 10 coins. He realized he could focus for longer than he thought and he only day dreamed about basketball twice, instead of all the time.

Note to Reader:

This story is designed to help show you how a token economy system can help children change their behavior. A token economy is a system that gives children a small token for a desired behavior. The small tokens can be later exchanged to get a larger reward. The token economy system can also be extremely effective when implemented both at home and at school. It is important that the large reward a child can work towards is something that the child finds desirable. In order to do so, include the child in the process of choosing this reward, and they will be more likely to be excited about this system. This system should be reviewed to make sure that the methods chosen are working for the students and to see if any changes need to be made. If you are looking to learn more about token economy systems, please take a look at the posted bibliography which includes many helpful resources!