

## Sample Preference Inventory

<b>Reinforcer</b>	<b>Value Rating Scale 1 = low, 5 = high</b>	<b>Presently available?</b>	<b>Acquire in the future?</b>
<b>Toys/Playthings</b>			
<b>Electronic Games</b>			
<b>Board Games</b>			
<b>Movies</b>			
<b>Music</b>			
<b>Excursions</b>			
<b>Dancing</b>			
<b>Playing Instruments</b>			
<b>Drawing/Painting</b>			
<b>Other Crafts</b>			
<b>Sports</b>			
<b>Reading</b>			
<b>Computer Games</b>			
<b>Recess</b>			

[illegible]