

How does our
environment shape
who we become?



Station 1 Graphic Organizer



Positive (ADD)

Negative (SUBTRACT)

Reinforcement (INCREASE)



Definition

Adding a stimulus to the environment in order to **increase** the behavior

Example

Earning a token or badge every time you pass a new level in your game.



Definition

Subtracting a stimulus from the environment in order to **increase** the behavior

Example

Taking an aspirin to get rid of your headache

Punishment (DECREASE)



Definition

Adding a stimulus to the environment in order to **decrease** the behavior

Example

A child getting spanked for arguing with his little brother



Definition

Subtracting a stimulus from the environment in order to **decrease** the behavior

Example

A repeat offender drunk driver loses his license

Station 2

Reinforcers
Forced Choices
Discussion



Reinforcers Forced Choices Discussion

Reinforcers are going to INCREASE desired behavior. Think about yourself as a student. Which of these would potentially be MOST reinforcing to your study habits?

Step 1 (INDIVIDUAL): The following are common primary + secondary reinforcers. Choose your top 10 by circling the ones you would keep. You must choose TWO from each category.

<ul style="list-style-type: none">• Soda• Chips• Candy• Fast food• Pizza	<ul style="list-style-type: none">• Fruit• Vegetables• Bread• Cheese• Milk• Water	<ul style="list-style-type: none">• Smiles• Compliments + praise• Encouraging nods• Eye contact• Holding hands• Hugs	<ul style="list-style-type: none">• Cash• Increased Credit limit• Stock option• Tokens• Gift cards	<ul style="list-style-type: none">• Fear of failure• An award or recognition• Losing privileges because of bad grades• Respect/judgement
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Step 2 (PARTNER): Compile your partnerships' answers by writing in ONLY the ones that both of you had circled. List those here. THEN you may each add ONE item that the other person did not have but you want to keep.

Step 3 (GROUP): Compile your groups' answers by writing in ONLY the ones that everyone had listed in step 2.

Step 4 (DISCUSSION): What happens if what is reinforcing for one person is not reinforcing for someone else? How can schools take this into consideration? How might this affect parenting choices?

Station 3

Schedules of Reinforcement

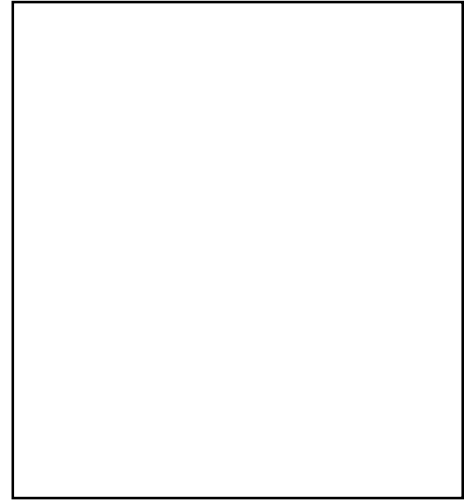
Foldable



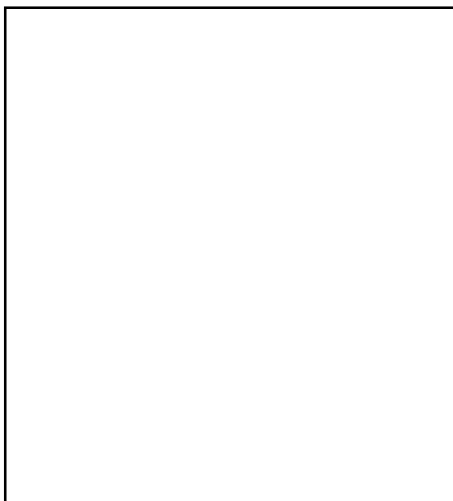
Fixed Ratio



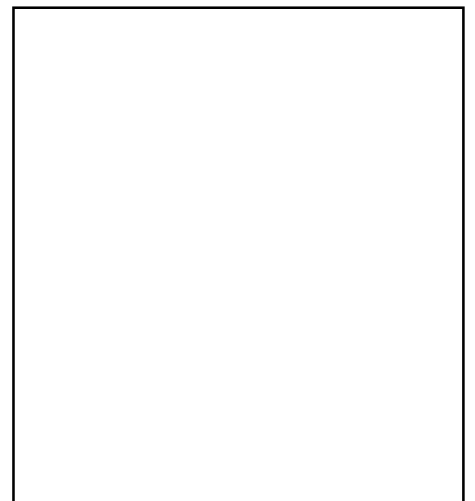
Fixed Interval



Variable Ratio



Variable Interval



Directions for Station 3

- Use the information on the following pages to complete the foldable
- Fold the paper in half width-wise (hamburger style) so that the “fixed” categories are on top. Add in “Fixed” information under the word fixed.
- Then flip to the bottom half and fill in the “Variable” information along the bottom row under the word ‘variable.’
- Fold the paper in half height wise (hot dog style) so that the “Ratio” column is visible. Add in the “ratio” information the word ‘ratio’.
- Then flip to the right half and fill in the “interval” information on the right column under the word ‘interval’.
- Unfold the paper and complete the examples on the PowerPoint.

Schedules of Reinforcement

Foldable & Graphs



Fixed

- Unchanging
- Exact
- Precise
- Stable

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Variable

- Changing
- Adjustable
- Average
- Inconstant

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Ratio

- Behaviors
- Actions
- Performance
- Verbs: something you DO



Interval

- Time
- Period
- Stretch
- Phase
- Uses a CLOCK

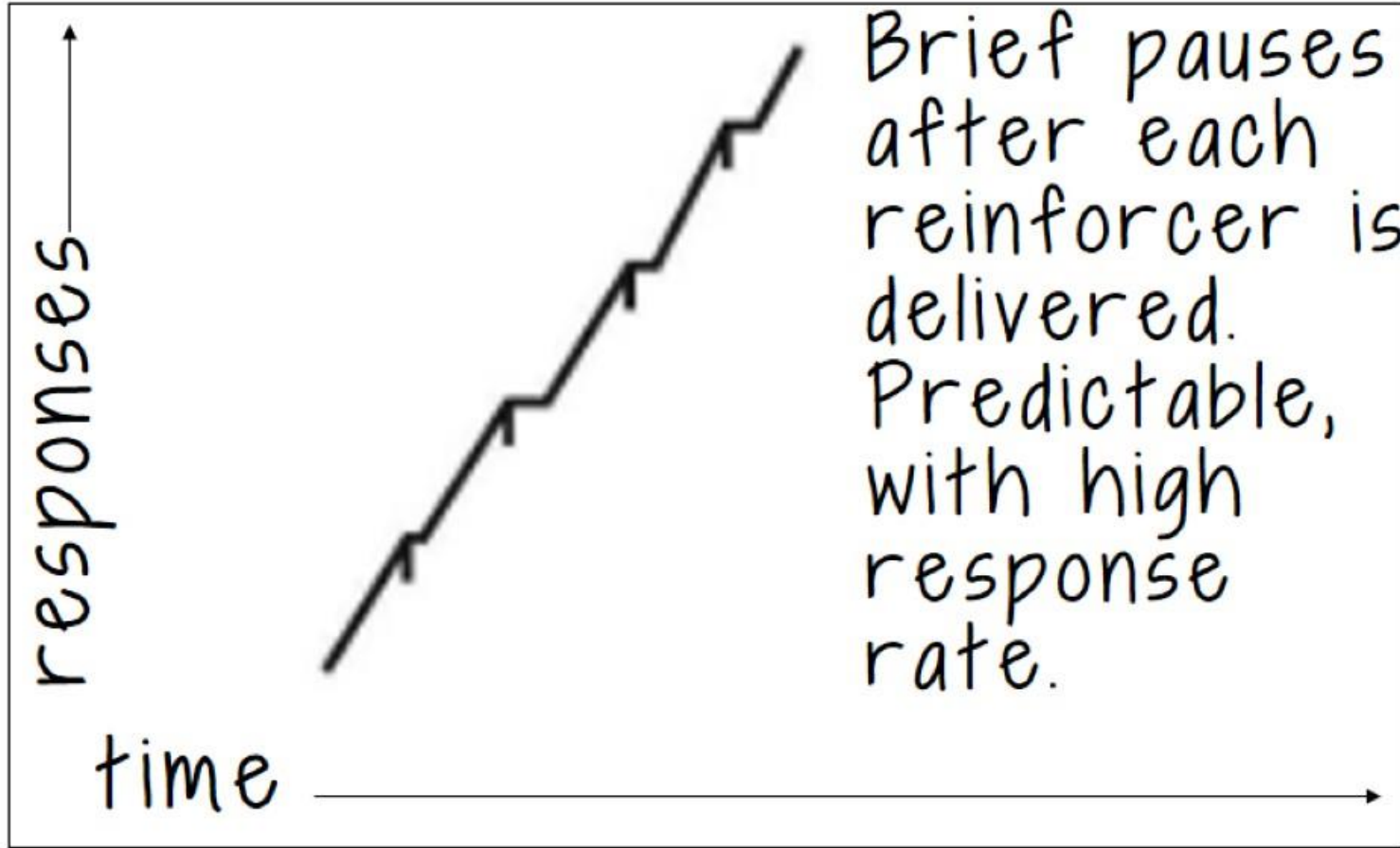


Fixed Ratio

- Fixed = unchanging
- Ratio = behavior
- For every three questions you get right on a spelling test, your teacher gives you a sticker.
 - *Behavior = correct spelling*
 - *Fixed = every 3*
 - *Reinforcement = sticker*



Fixed Ratio

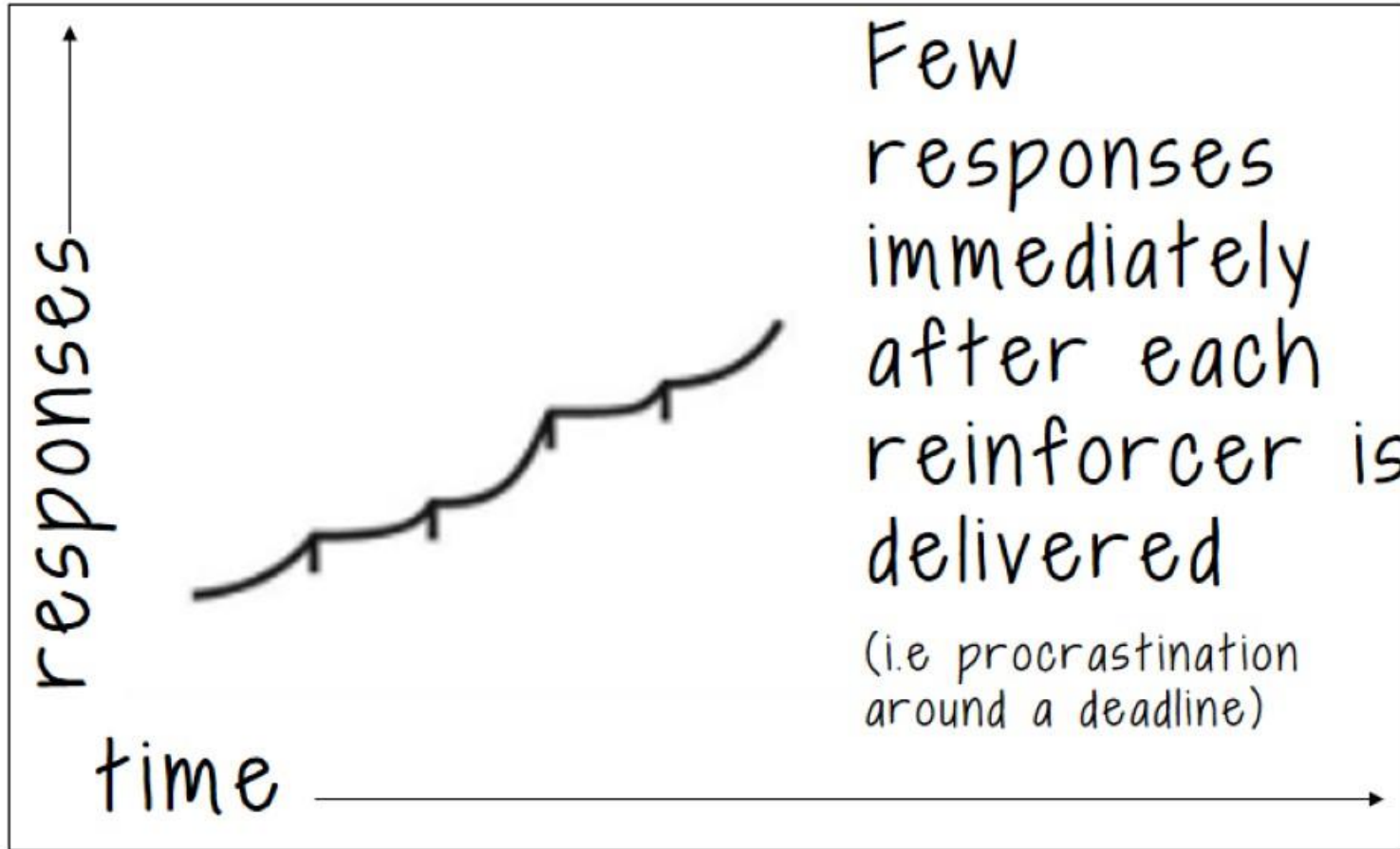


Fixed Interval

- Fixed = unchanging
- Interval = time
- At one minute intervals, the buzzer goes off. If you make that free throw, you earn a drink break.
 - *Behavior = successful free throw*
 - *Fixed = every minute*
 - *Reinforcement = drink break*



Fixed Interval

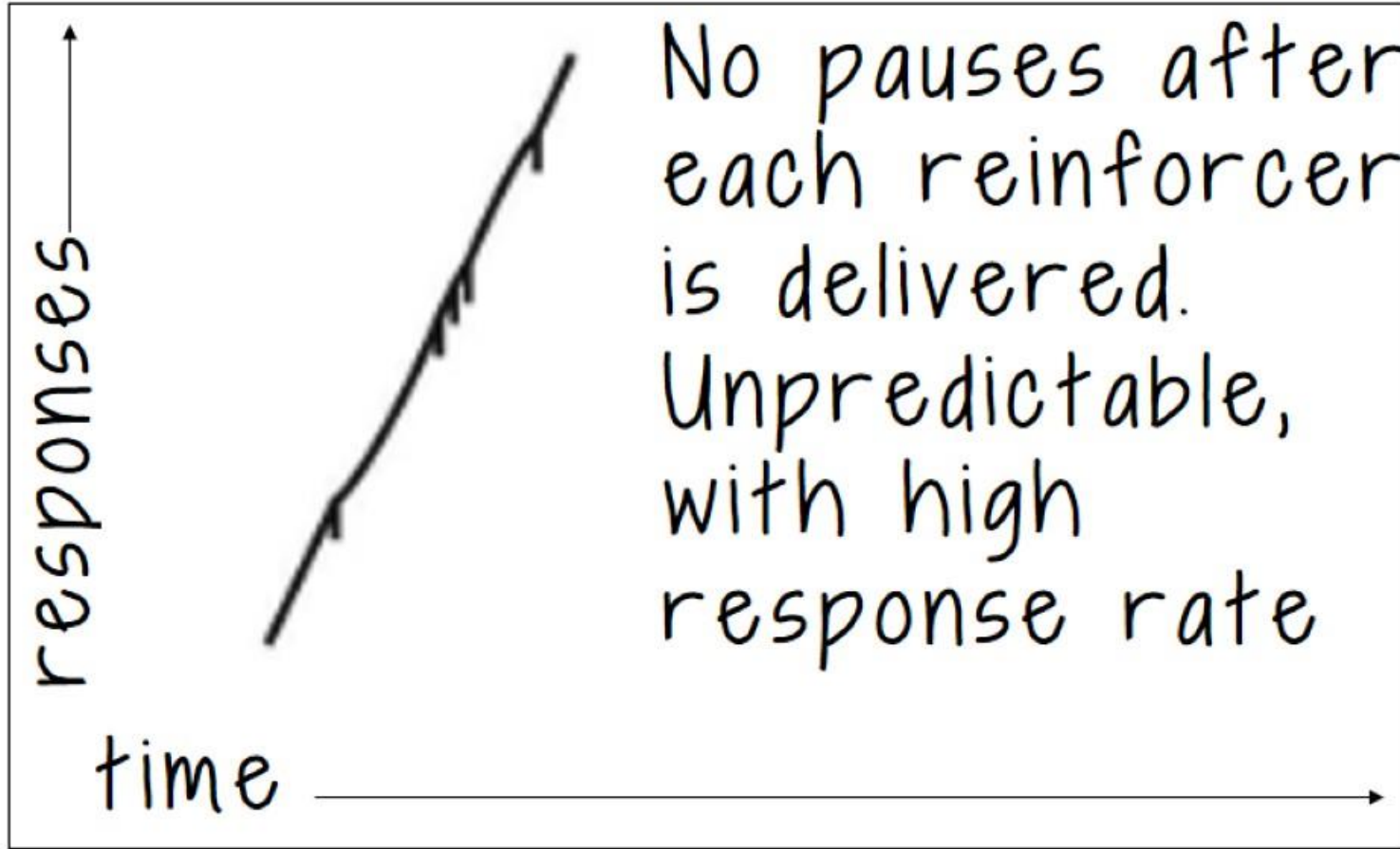


Variable Ratio

- Variable = on average
- Ratio = behavior
- For approximately every four spins of the wheel, you land on a cash reward.
 - *Behavior = spin the wheel*
 - *Variable = average of four*
 - *Reinforcement = cash reward*

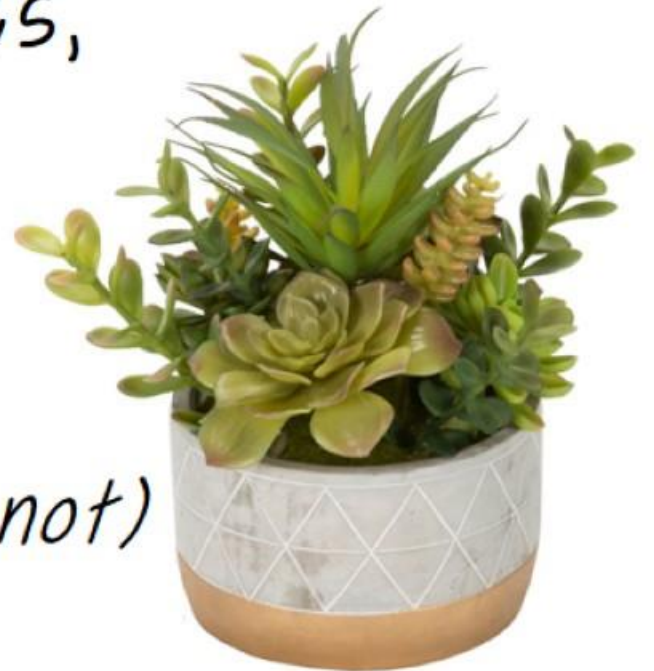


Variable Ratio



Variable Interval

- Variable = on average
- Interval = time
- On average of about three minutes, you get a bite on your fishing line when you reel it in.
 - Behavior = reel in line
 - Variable = average 3 minutes
 - Reinforcement = catching a fish (or not)



Variable Interval

