

### BEHAVIOR PERSISTS BECAUSE IT WORKS

#### TOPOGRAPHY VS. FUNCTION

**Topography** is what a behavior looks like.

**Function** is the reason why we do it.

A **response class** is a "group of responses with the same function."

#### REINFORCEMENT

It's a consequence (change in the environment following a behavior).

It increases the future occurrence of similar behaviors in similar contexts.

### BEHAVIOR CAN INCREASE VIA TWO PATHS

#### POSITIVE REINFORCEMENT

Response is followed by the **presentation of a stimulus** that increases the future occurrence of similar behavior.

#### NEGATIVE REINFORCEMENT

Response produces **termination, reduction, postponement, or avoidance of a stimulus**.

#### TYPES OF REINFORCERS

**Tangible · Edible · Sensory · Activity · Social**

**Social:** Need another person

**Automatic:** Don't need others

#### UNLEARNED VS. LEARNED

**Unlearned:** Requires no learning history

**Learned:** Requires learning history

A **generalized conditioned reinforcer** has been paired with many unconditioned and conditioned reinforcers.

#### MOTIVATING OPERATIONS (MO)

Environmental event that alters the reinforcing or punishing effectiveness of a stimulus, object, or event and alters the frequency of behavior.

**Establishing Operation (EO)** - increases effectiveness

**Abolishing Operation (AO)** - decreases effectiveness

#### PUNISHMENT

A response is followed by a stimulus change (consequence). That stimulus change decreases the future frequency of that type of behavior.

Punishment is defined by its effects, specifically the decrease in future behavior.

#### We must understand:

When the behavior occurs

What the behavior accomplishes Under what conditions it occurs

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