MODULE 3
REINFORCEMENT IN THE CLASSROOM

PROJECT ACCESS

JARGON DICTIONARY

CONSEQUENCE: CHANGE IN THE ENVIRONMENT FOLLOWING A BEHAVIOR

BEHAVIOR: ANYTHING A PERSON DOES INTERACTING WITH THEIR PHYSICAL ENVIRONMENT
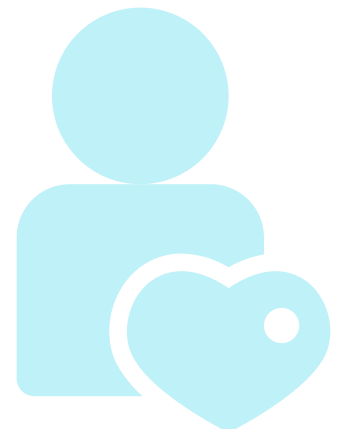
WHAT IS REINFORCEMENT?

A consequence that increases the future occurrence of similar behaviors in similar contexts

EXAMPLE

During a math lesson, a student correctly answers a difficult problem after raising their hand. The teacher responds with positive acknowledgement, saying, "Excellent work, you really nailed that problem!". In a future math lesson, the same student encounters another challenging problem. Because of the praise they received before, the student confidently raises their hand again, and answers the question.

TYPES OF REINFORCERS

Tangible	Edible	Sensory	Activity	Social
Toy car	Candy	Massage	Dancing	Texting
Slime	Coffee	Tickles	Reading	Media
Clothes	Icecream	Hugs	Cooking	Sports
Candles	Steak	Music	Tag	Party

APPLYING REINFORCEMENT IN THE CLASSROOM

CONSIDERATIONS

Identify target behaviors	Identify a student's reinforcers	Consider the parameters of reinforcement	Monitor for changes in behavior

PREFERENCE ASSESSMENTS

Ask	Free-Operant	Trial-Based
Ask the individual, ask people in their life, give a pre-task choice	Contrive observations, naturalistic observation	Single stimuli, paired stimuli, multiple stimuli

MEASURING PREFERENCE

- **Duration:** record how much time the student engages with the items
- **Hierarchy:** record when an item was selected relative to other items
- **Frequency:** record how many times a student approaches/plays with the item

REINFORCEMENT PARAMETERS

- **Response Effort:** amount of behavior required
- **Immediacy:** when reinforcement is delivered
- **Schedule:** how often reinforcement is delivered
- **Magnitude:** how much reinforcement is given
- **Type:** social, automatic, activity, edible, etc.
- **Quality:** how desirable the reinforcer is

DEFINING BEHAVIOR

Specific
Measurable
Attainable
Relevant
Time-bound

ADDITIONAL RESOURCES

AFIRM MODULES

PROJECT ACCESS RESOURCE LIBARARY

APPLIED BEHAVIOR ANALYSIS

Information gathered from Cooper, J. O., Heron, T. E., & Heward, W. L. (2020). Applied Behavior Analysis. Pearson Education.

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