



CAPTAIN X

Evidence-Based Practice of the Month:

Reinforcement

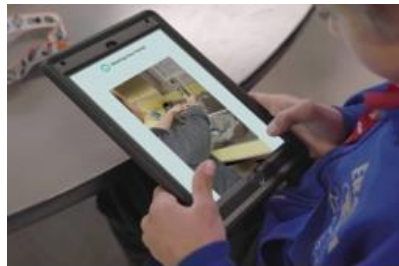
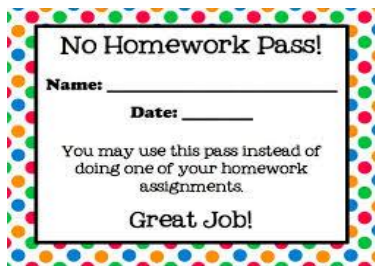
Reinforcement is a relationship between a behavior and its consequences. If a behavior increases in probability when a consequence is delivered, that consequence is considered a REINFORCER.

Two Types of Reinforcement:

- Positive Reinforcement
- Negative Reinforcement

Free module to learn more about reinforcement:

<https://afirm.fpg.unc.edu/node/2561>



Positive

Positive Reinforcement- adding something following the behavior that increases future probability of the behavior (e.g., giving a reward).

Examples: Adding more computer time, earning IPAD time, earning lunch time with a teacher.

Negative

Negative Reinforcement- removing something following the behavior that increases future probability of the behavior (e.g., do it right this time and I will let you out of doing the rest of them).

Examples: A homework pass, a student using headphones to remove noise distractions.

