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.

Positive reinforcement- adding something following the behavior that increases future probability of that behavior

Negative reinforcement- removing something following the behavior that increases future probability of that behavior

Examples: earning computer time, eating lunch with a favorite teacher

Examples: a homework pass, wearing headphones to remove noise distractions

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Reinforcement

Positive Reinforcement   Negative Reinforcement

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