

Goals • Learn the Importance of choosing effective reinforcers Learn different informal and formal methods of assessment Part 1: Reinforcers To be successful in changing behavior, functional _____ must be used. If we want to a behavior we use a reinforcement procedure. Remember that reinforcement is a ______in which behavior is followed by some consequence. Behavior is ______, or more likely to occur again in future. A (antecedent /before) –B (response/behavior) - C (consequence/ after) = Strengthened behavior/ behavior is more likely to occur Potential Reinforcers: 1. Food 2. Toys 3. Activities 4. Social Interaction 5. Praise **Examples of Reinforcers** Food: _____, cookies, Activities: game,_____ Social interaction: ______, Physical interactions: tickles, _______, high fives Break from a task or demand Items: coins, stickers, _____ Sample Reinforcement Process The goal is for the student to look at the and say "yes" when (s)he calls his name: • Present the reinforcer after he does what is asked. Give the reinforcer only after the student does what is . Make sure to give with the reinforcer __what you are praising • Initially, reinforce even if you_____the student do what you ask As you____your prompts offer better rewards Reserve the best reinforcers for _____responses **Important Factors to Consider when Choosing Reinforcers** How desirable the reinforcer is: how much the learner wants access to the reinforcer • The preferences of the learner: what each learner specifically likes and dislikes Remember, each learner is and has different preferences, so to help us determine what the

learner prefers, we can use various informal and formal



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Methods for choosing reinforcers:	
1. Ask	
2. Watch	
3. Sample	
4. Offer choices	
5. Try and see	
Ask: simply ask the learner what he or she; the person's response careinforcers. Factors to consider include:	
 A person's desires may not stay the same over time;	check and ask what the
2. A person might want the item or activity only at certain times or situa	tions.
 A learner may like to swing, but only on specific types of swings. 	
3. If the learner can't communicate,other people	e who know the learner well:
family members, caregivers, therapists, teachers.	
Watch: spend timethe student to see what he or s	he chooses to do during
playtime or leisure time.	
the student when he or she is spending leisure time with care items and activities or restricted interests.	givers to identified preferred
items and activities or restricted interests.	
Sample: usesampling to help the student expand his or her range of	interests.
Sampling involves providing a sample of some reinforcers th	
or experienced before.	
 Example: expose the student to new board games during leisure 	time
Example: expose the student to new sourd games during leisure	
Offer choices: provide aof items or activities that are available and the wants.	
Chosen item will be provided afterbehavior is demonst	rated.
Try and see: Student demonstrated desired> provide different i	tems and activities> observe
what happens to the behavior	
 if the item is a reinforcer, behavior should occur again 	
 if it is a reinforcer, behavior will not likely occur again 	
Vary and add to reinforcer list This helps the student stay motiva new items and activities as well, as they can become reinforcers. If the student or pair food with praise until the praise becomes a reinforcer.	ited. Expose students to nly likes food for example,



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Part 3: Formal Assessments	
Formal standard assessmentsdetermining a person's preference.	_: refer to standard assessment procedures used for
Preference Assessments Present aof items in a structured manner	
 Measure how often items are Coll and analyze data Item chosen most often = potential reinforce 	
Prior to performing an assessment, gather a group of	of items to assess.
Three types of preference assessments 1. Single stimulus: present one item at a time 2. Paired stimulus: present two items at a time 3. Multiple stimulus: present more than two it	•
Part 4: Conducting a Preference Assessment	
g. Reviewto determine the determine to determine the determine to determine the d	testeditems at a time to determine which is most preferred. ed to least preferred items is created. and assign a number to each item e on the left and one on the age with it Ill items have been paired with each other mine the percentage of trials an item was chosen items were chosen ost preferred
hierarchy of most preferred to least preferred items a. Gather items b. Place items in a straight line in from c. Assign each item a d. Ask the child to choses one item e. Allow the child to eat/engage with f. Record which item was chosen ar	ont of the learnerposition h the item



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(common)
h. Reassign the starting numbers i. Repeat
j. Data reflects order of
k. The first item chosen is the most preferred the last item the least preferred.
Review Success of reinforcement procedures depends on how desirable or preferred the consequence is
Informal assessment methods: 1. Ask 2. Watch 3. Sample 4. Offer choices 5. Try and see
Formal methods include conducting preference assessments - Three preference assessments: 1. Single stimulus 2. Paired stimulus 3. Multiple stimulus