



Objective

☞ Students will examine the reinforcement schedules of operant conditioning and identify them in real life situations.

Warm Up



Mrs. Neuvo Profesor is exasperated with her 9th grade class. She wants to use operant conditioning to improve their behavior, specifically starting their warmups after the class bell rings to start class.

Think of one example of each of the following she could do to improve students starting work on time:

- Positive Reinforcement
- Negative Reinforcement
- Negative Punishment
- Positive Punishment

Premack Principle



- ❧ Preferred behaviors can be used to reinforce non-preferred behaviors.
- ❧ Is the reinforcer wanted... or at least is it more preferable than the targeted behavior?

Immediate and Delayed Reinforcers

Immediate Reinforcer

- ⌘ A reinforcer that occurs instantly after a behavior. A rat gets a food pellet for a bar press.



Delayed Reinforcer

- ⌘ A reinforcer that is delayed in time far from a certain behavior. A paycheck that comes at the end of a week.



Punishment



- ☞ designed to **DECREASE** behavior
- ☞ There are two types of punishment: positive punishment and negative punishment.

Positive Punishment



- addition of something unpleasant
- Spanking is used to **DECREASE** a behavior.



Negative Punishment



- ∞ removal of something pleasant
- ∞ Your car keys are removed to decrease your bad grades.

Reinforcement Schedules

- ⌘ Operant conditioning techniques
- ⌘ Refers to the rate of reinforcement

Continuous Reinforcement



reinforcing the
desired behavior
EVERY time it
occurs

quick acquisition

quick extinction



Partial Reinforcement



☞ aka “intermittent”

☞ behavior is sometimes reinforced,
sometimes not

☞ acquisition is slower

☞ greater resistance to extinction

4 types of partial reinforcement

- ❧ 1. fixed-ratio schedules
- ❧ 2. variable-ratio schedules
- ❧ 3. fixed-interval schedules
- ❧ 4. variable-interval schedules

THESE WILL BE ON THE TEST!!!!

Fixed-ratio schedules



- ☞ Reinforce behavior after a set number of desired responses
- ☞ Ex: The coffee shop gives you one free cup of coffee after the purchase of 10 cups.

Variable-ratio schedule



- ❧ Provide reinforcers after an unpredictable number of desired responses
- ❧ Hard to extinguish because the more you respond the greater the chance you will get the reinforcer you want.
- ❧ **SLOT MACHINES DO THIS!!!!**

Variable-ratio schedule



☞ Ex: Gambling and fishing fall into this category.



Ratio Schedules



∞ are dependent on the behavior itself – a certain number of behaviors are needed before reinforcement will occur

Fixed-Interval Schedules



- ❧ Provide reinforcers only after a specific TIME has elapsed
- ❧ Ex: When you're baking cookies, they are done every 10 minutes.

Variable-Interval Schedules



- ☞ Provides reinforcement after a VARYING time interval
- ☞ Ex: You are often checking for email, for a varying amount of time, and when you see the phrase “You’ve got mail!”, you are rewarded for your persistence.

Interval Schedules



- ❧ Involve a time element
- ❧ Time must pass before reinforcement will occur
- ❧ The subject must be behaving at the right time to get reinforcement.

Classwork



☞ Reinforcement schedules