

# Lesson 6: Reinforcing Correct Responses (OA)



This lesson describes and provides examples of how to reinforce correct responses.

- ☰ Positive Reinforcers
  - ☐ Delivering the Reinforcer
  - ☐ Immediacy of Reinforcer is Important
  - ☐ Don't Provide Too Little Reinforcement
  - ☐ Don't Provide Too Much Reinforcement
  - ☐ Remove Reinforcer Before Next Trial
- ☰ Error Correction Procedure
  - ☐ Practice Deciding Next Step
  - ☐ Practice Identifying Instructor Error

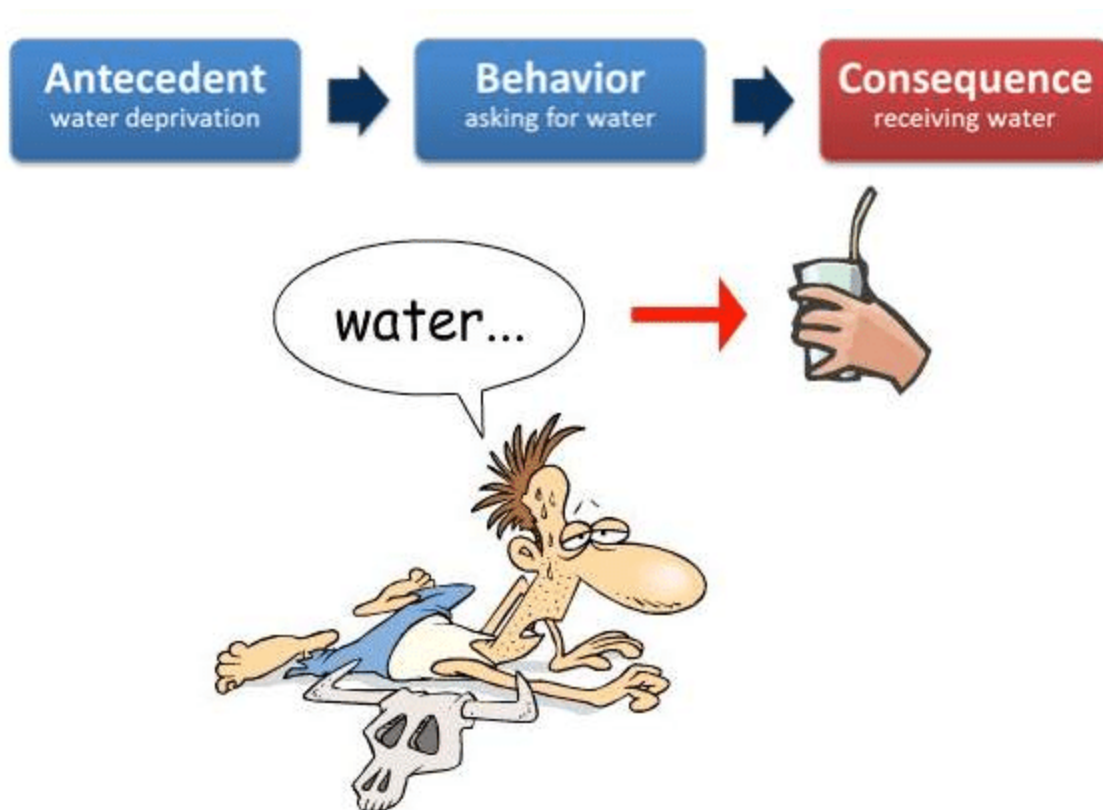


Review

# Positive Reinforcers

► ● 00:21

Our behaviors are affected by their immediate consequences. A positive reinforcer is a stimulus that, when presented immediately following a behavior, makes the behavior more likely to happen again and again. In general terms, positive reinforcers are things that individuals like or prefer. For example, praise, cookies, and high fives can be reinforcers for many children.





# Delivering the Reinforcer

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00:14

When the learner responds correctly, you should **IMMEDIATELY** deliver a tangible reinforcer (e.g., toy, snack) **AND** enthusiastic praise (e.g., “Way to go!” or “You did it!” or “That is awesome!” or “That was a pig!”).

# Immediacy of Reinforcer is Important

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00:12

It is important to deliver the reinforcers immediately after the correct response. If you wait to deliver the reinforcer, you might actually reinforce some other behavior that is happening (e.g., nose picking) that you do not want to see increase.

## Don't Provide Too Little Reinforcement

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00:10

Be sure to be enthusiastic with your praise and include a tangible reinforcer for each correct response. If you forget either or both of these, the response is less likely to be reinforced.

# Don't Provide Too Much Reinforcement

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00:18

When providing reinforcement, you should make one praise statement and provide one small edible or brief access (30 sec.) to one preferred item. If you provide too much reinforcement or provide reinforcement for too long, it may be hard to get the learner to focus on the next instruction or to stay motivated to continue working.



## Remove Reinforcer Before Next Trial

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00:13

Remember to remove reinforcers (e.g., toys) before you begin the next trial so the learner is not distracted when it's time to present the next instruction. If the learner does not hand it to you when you ask or reach for it, just gently remove it.

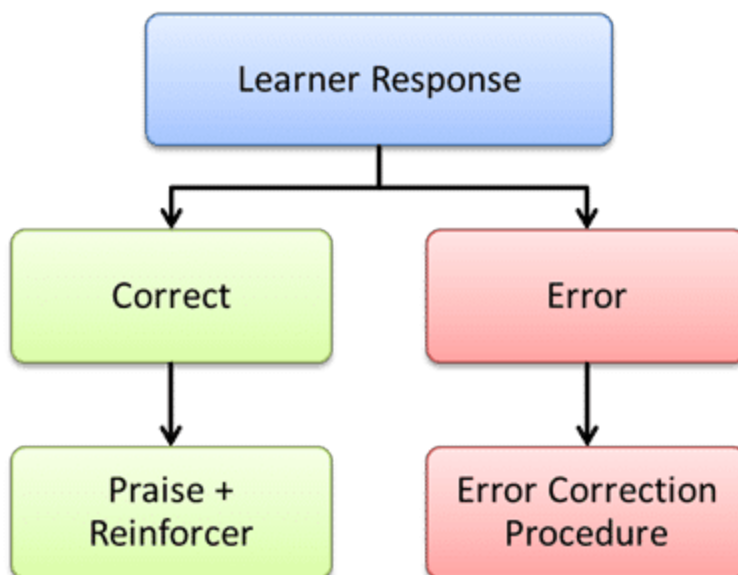
# Error Correction Procedure

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00:12

If a learner makes an error (e.g., scrolling response), then you **do NOT provide reinforcers**! No praise, no tangibles. Instead you will use the error correction procedure, which you will learn about later.



## Practice Deciding Next Step

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## Practice Identifying Instructor Error

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# Review

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When the learner responds correctly, you should **IMMEDIATELY** deliver a tangible reinforcer **AND** enthusiastic praise.

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Make one praise statement and provide one small edible or brief access (30 sec.) to one preferred item.

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Remove reinforcers (e.g., toys) before you begin the next trial.

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If a learner makes an error, then you do NOT provide reinforcers (no praise and no tangibles).

*End of Lesson*