# Reinforcement (R+)

---Implementation Checklist---

<table>
<thead>
<tr>
<th>Observation Date</th>
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<tbody>
<tr>
<td>Observer’s Initials</td>
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## Step 1: Planning
- 1.1 Collect data on target skill or behavior
- 1.2 Establish performance criteria for program goals
- 1.3 Identify reinforcers
- 1.4 Prepare supporting materials:
  - Positive: create a reinforcer menu and schedule
  - Token economy: establish token economy system
  - Negative: prepare pictorial, written, or verbal instructions

## Step 2: Using
- Positive Reinforcement:
  - Deliver reinforcement each time learner uses target skill/behavior
  - Prevent satiation by varying reinforcers
  - Fade reinforcers and use reinforcers consistently across settings
- Token Economy:
  - Describe to learners components of token economy program
  - Provide a token to learner each time skill/behavior is displayed
  - Learners select reinforcement from the reinforcer menu
  - Fade tokens and use tokens consistently across settings
- Negative Reinforcement:
  - Cue learner to use target skill/behavior
  - Remove negative reinforcer when target skill or behavior is used
  - Transition to positive reinforcement

## Step 3: Monitoring
- 3.1 Collect data on target behaviors
- 3.2 Adjust reinforcement based on performance criteria
- 3.2 Determine next steps based on learner progress

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**Before you start:**

- Have you...
  - Identified the behavior
  - Collected baseline data through direct observation
  - Established a goal or outcome that clearly states when the behavior will occur, what the target skill is, and how the team will know when the skill is mastered.

**If the answer to any of these is “no”, refer to the “Selecting EBPs” section on the website:** [afirm.fpg.unc.edu](http://afirm.fpg.unc.edu)