

# Reinforcement (R+)

## ---Implementation Checklist---

*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)*

Observation Date	1	2	3	4
Observer's Initials				
<b>Step 1: Planning</b>				
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:				
<input type="checkbox"/> Positive: create a reinforcer menu and schedule				
<input type="checkbox"/> Token economy: establish token economy system				
<input type="checkbox"/> Negative: prepare pictorial, written, or verbal instructions				
<b>Step 2: Using</b>				
- Positive Reinforcement:				
<input type="checkbox"/> Deliver reinforcement each time learner uses target skill/behavior				
<input type="checkbox"/> Prevent satiation by varying reinforcers				
<input type="checkbox"/> Fade reinforcers and use reinforcers consistently across settings				
- Token Economy:				
<input type="checkbox"/> Describe to learners components of token economy program				
<input type="checkbox"/> Provide a token to learner each time skill/behavior is displayed				
<input type="checkbox"/> Learners select reinforcement from the reinforcer menu				
<input type="checkbox"/> Fade tokens and use tokens consistently across settings				
-Negative Reinforcement:				
<input type="checkbox"/> Cue learner to use target skill/behavior				
<input type="checkbox"/> Remove negative reinforcer when target skill or behavior is used				
<input type="checkbox"/> Transition to positive reinforcement				
<b>Step 3: Monitoring</b>				
3.1 Collect data on target behaviors				
3.2 Adjust reinforcement based on performance criteria				
3.2 Determine next steps based on learner progress				