

Guided Reading Activity 9-2

Operant Conditioning

For use with textbook pages 250-258

Directions: Filling in the Blanks Use your textbook to fill in the blanks using the words in the box.

approximation	interval	reinforcement
avoidance conditioning	partial	response chains
continuous	primary reinforcers	secondary reinforcers
escape conditioning	ratio	shaping

Learning from positive or negative consequences of behavior

B.F. Skinner - behavior influenced by a person's history of rewards + punishments

Reinforcement

1 Reinforcement is a stimulus or event that increases the likelihood that a behavior will be repeated. 2 Primary reinforcers satisfy needs such as hunger, thirst, and warmth. 3 Secondary reinforcers are effective only when they have acquired value through classical conditioning.

Social Approval, Money, Privileges

(money, baseball cards, collectibles, etc.)
praise, status, prestige

Positive Reinforcement - desire added
Negative Reinforcement - punishment eliminated

Schedules of Reinforcement

For operant conditioning to be effective, behavior must be reinforced over time. A schedule that reinforces behavior each time it occurs is a(n) 4 continuous schedule. 5 Partial schedules of reinforcement create long-lasting behaviors. 6 Ratio schedules base reinforcement on the number of correct responses. 7 Interval schedules base reinforcement on time between reinforcement.

WHY? correct

can be fixed or variable

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Shaping and Chaining

A complex behavior that is unlikely to happen by itself can be trained using 8 shaping. Each time a behavior reaches a closer 9 approximation to the desired behavior, reinforcement occurs. Skills that involve several processes can be divided into several 10 response chains.

sculpting new responses from old ones (SKILLS)

(Long Jump = Approach + Take Off + Landing)

Aversive Control

A person may use 11 escape conditioning to stop an unpleasant event. Behavior that stops an unpleasant event from happening results from 12 avoidance conditioning.

whining, crying

previous escape conditioning eliminates unpleasant event

Negative Reinforcement
- unpleasant stimuli removed
(removing rock from shoe)

Punishment
- unpleasant stimuli added
(walking on)

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