

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*

	Observation Date	1	2	3	4
	Observer's Initials				
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:				
	<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				
Step 2: Using					
	- 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				
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				