

Consequences of Behavior

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	Positive (+) Add Present	Negative (-) Subtract Remove

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Pleasant (Desirable) Stimulus		
Aversive (Undesirable) Stimulus		

Consequences of Behavior

	Positive (+) Add Present	Negative (-) Subtract Remove
Pleasant (Desirable) Stimulus	Positive Reinforcement Increases Probability of Behavior	
Aversive (Undesirable) Stimulus		

Consequences of Behavior

	Positive (+) Add Present	Negative (-) Subtract Remove
Pleasant (Desirable) Stimulus	Positive Reinforcement Increases Probability of Behavior	
Aversive (Undesirable) Stimulus	Positive Punishment Decreases Probability of Behavior	

Consequences of Behavior

	Positive (+) Add Present	Negative (-) Subtract Remove
Pleasant (Desirable) Stimulus	Positive Reinforcement Increases Probability of Behavior	Negative Punishment Decreases Probability of Behavior
Aversive (Undesirable) Stimulus	Positive Punishment Decreases Probability of Behavior	

Consequences of Behavior

	Positive (+) Add Present	Negative (-) Subtract Remove
Pleasant (Desirable) Stimulus	Positive Reinforcement Increases Probability of Behavior	Negative Punishment Decreases Probability of Behavior
Aversive (Undesirable) Stimulus	Positive Punishment Decreases Probability of Behavior	Negative Reinforcement Increases Probability of Behavior

Consequences of Behavior

	Positive (+) Add Present	Negative (-) Subtract Remove
Pleasant (Desirable) Stimulus	Positive Reinforcement Increases Probability of Behavior	Negative Punishment Decreases Probability of Behavior
Aversive (Undesirable) Stimulus	Positive Punishment Decreases Probability of Behavior	Negative Reinforcement Increases Probability of Behavior

Consequences of Behavior

	Positive (+) Add Present	Negative (-) Subtract Remove
Pleasant (Desirable) Stimulus	Positive Reinforcement Increases Probability of Behavior	Time Out Negative Punishment Decreases Probability of Behavior
Aversive (Undesirable) Stimulus	Positive Punishment Decreases Probability of Behavior	Negative Reinforcement Increases Probability of Behavior

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	Positive (+) Add Present	Negative (-) Subtract Remove
Pleasant (Desirable) Stimulus	Positive Reinforcement Increases Probability of Behavior	Time Out Negative Punishment Decreases Probability of Behavior
Aversive (Undesirable) Stimulus	Positive Punishment Decreases Probability of Behavior	<u>Negative</u> ? Reinforcement Increases Probability of Behavior

Consequences of Behavior

	Positive (+) Add Present	Negative (-) Subtract Remove
Pleasant (Desirable) Stimulus	Positive Reinforcement Increases Probability of Behavior	Time Out Negative Punishment Decreases Probability of Behavior
Aversive (Undesirable) Stimulus	Positive Punishment Decreases Probability of Behavior	Punishment? <u>Negative</u> ? Reinforcement Increases Probability of Behavior

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	Positive (+) Add Present	Negative (-) Subtract Remove
Pleasant (Desirable) Stimulus	Positive Reinforcement Increases Probability of Behavior	Negative Punishment Decreases Probability of Behavior
Aversive (Undesirable) Stimulus	Positive Punishment Decreases Probability of Behavior	Negative Reinforcement Increases Probability of Behavior