

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

Positive (+) Negative (-) Subtract Add Present Remove Pleasant (Desirable) Stimulus Aversive (Undesirable) Stimulus

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

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

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

Positive (+)
Add
Present

Negative (-)
Subtract
Remove

Pleasant (Desirable)
Stimulus

Positive
Reinforcement
Increases
Probability
of Behavior

Negative
Punishment
Decreases
Probability
of Behavior

Aversive (Undesirable)
Stimulus

Punishment
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Positive (+)
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Pleasant (Desirable)
Stimulus

Positive
Reinforcement
Increases
Probability
of Behavior

Decreases
Probability
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Aversive (Undesirable)
Stimulus

Punishment
Decreases
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Positive (+)
Add
Present

Negative (-)
Subtract
Remove

Pleasant (Desirable)
Stimulus

Positive
Reinforcement
Increases
Probability
of Behavior

Decreases
Probability
of Behavior

Aversive (Undesirable)
Stimulus

Punishment
Decreases
Probability
of Behavior

Reinforcement Increases Probability of Behavior

Positive (+)
Add
Present

Negative (-)
Subtract
Remove

Pleasant (Desirable)
Stimulus

Positive
Reinforcement
Increases
Probability
of Behavior

Decreases
Probability
of Behavior

Aversive (Undesirable)
Stimulus

Punishment
Decreases
Probability
of Behavior

Punishment?
Negative?
Reinforcement
Increases

Probability

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