

Reinforcement vs Punishment Schedules of Reinforcement

Name: _____ Period: _____

Notice how many ways operant conditioning occurs in our everyday lives.

For each example below identify the type of **consequence**. Remember, in each case a consequence is something which follows a behavior. Consequences may increase or decrease the likelihood (in the future) of the behavior that they follow. For example:

PR (positive reinforcement) - something good is presented, which encourages the behavior in the future

NR (negative reinforcement) - something bad is removed or avoided, which encourages the occurrence of the behavior.

PP (positive punishment) - something bad is presented, which discourages the behavior in the future.

NP (negative punishment) - something good is removed, which discourages the behavior in the future.

___ Police stop drivers and give them a prize if their seatbelts are buckled; seat belt use increases in town.

___ A basketball player who commits a flagrant foul is removed from the game; his fouls decrease in later games.

___ A soccer player rolls her eyes at a teammate who delivered a bad pass; the teammate makes fewer errors after that.

___ The annoying child jumps up and down, hand raised, yelling "Me, me, me!" until the teacher calls on her.
The child jumps and yells even more in the future.

___ After a good workout in physical therapy, hospital patients are given ice cream sundaes. They work harder in later sessions.

___ Homeowners who re-cycle get to **deduct** 5% from their utility bill. Recycling increases after this program begins.

___ After completing an Alcohol Education Program, the suspension of your driver's license is lifted.
More DWI drivers now complete the program.

___ After Jodi flirted with someone else at the party, her boyfriend stopped talking to her. Jodi didn't flirt at the next party.

___ The employee of the month gets a reserved parking space. Employees now work harder.

___ A dog is banished to his doghouse after soiling the living room carpet. The dog has fewer accidents after that.

___ A professor allows those students with A averages in the class to skip the final exam. Students work harder for As.

___ You clean up your stuff more regularly now to avoid your roommate's (or mother's) nagging.

___ You've learned a particular response in your videogame gets rid of one of the "bad guys".
You now always respond that way at the appropriate time.

___ Making just the right facial expression softens up your sweetie when he/she is mad at you.
You make that facial expression more often now .

Schedules of Reinforcement - for each example below identify the schedule of reinforcement (6 pts)

Remember: Consequences don't always follow every occurrence of a behavior. Some common contingencies or ways of "scheduling" when a reinforcement is available are:

FR (fixed ratio) - the reinforcement is delivered only after a certain fixed number of correct response have occurred

VR (variable ratio) - the reinforcement is delivered only after a variable (unpredictable) number of responses have occurred

FI (fixed interval) - reinforcement is delivered after the first response that occurs after a specific interval of time has passed

VI (variable interval) - reinforcement is delivered after the first response occurring after a variable interval of time has passed

___ You get paid once every two weeks.

___ A worker is paid \$2 for every 100 envelopes stuffed.

___ Slot machines at casinos payoff after a variable number of plays.

___ Students are released from class when the end-of-period bell rings.

___ A fly fisherman casts and reels back his line several times before catching a fish.

___ You get a nickel for every pop can that you return.

___ Every time you buy a sandwich you get your card punched; after 10 punches you get a free sandwich.

___ Sometimes the mail is delivered at 1:00, sometimes closer to 2:00.

___ A car salesman who gets a commission on each sale.

___ Getting a small increase in your hourly wage every 6 months.

___ Every so often you like to surprise your special other with something nice.

___ Matt gets a hit *about* once every 3 times he is at bat (sometimes a little more often, sometimes less).