



Advanced Techniques in Reinforcement and Fading

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Behavior plans are great!

...but sometimes they're not

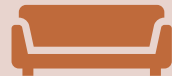
Common Issues



Students can “game” the system



Students stuck on the same, intensive plan forever



Resource room turns into a break room

Assumptions



- Positive and trusting relationship with staff
- Prioritized problem behavior
- Strong behavior definitions
- Correctly identified the function
- Reinforcement matches the function
- Implementation with fidelity

Broad Goal of Behavior Plans

1. Teach a skill
2. Contrived reinforcement to encourage practice
3. Fade to natural reinforcement for long term maintenance

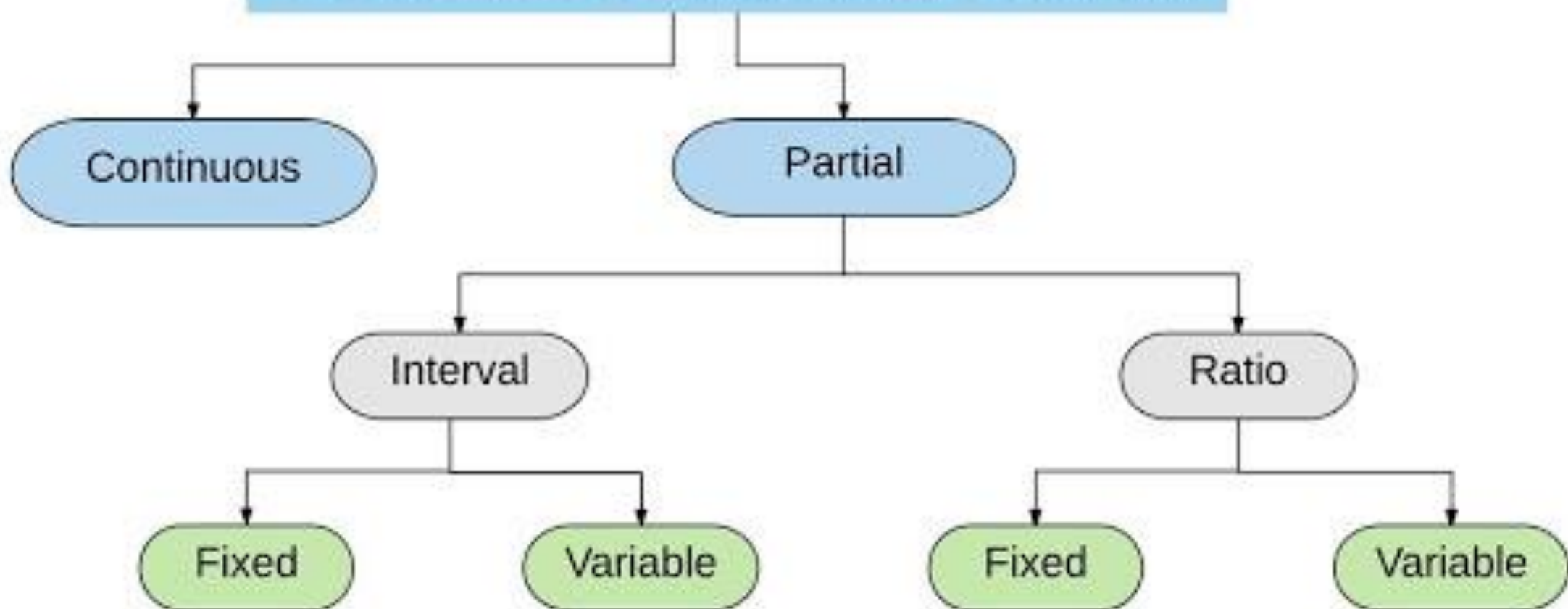




Instructional Control

“Be an Oasis in the Desert”

Schedules of Reinforcement



Continuous Reinforcement

Reinforce after every instance of the target behavior

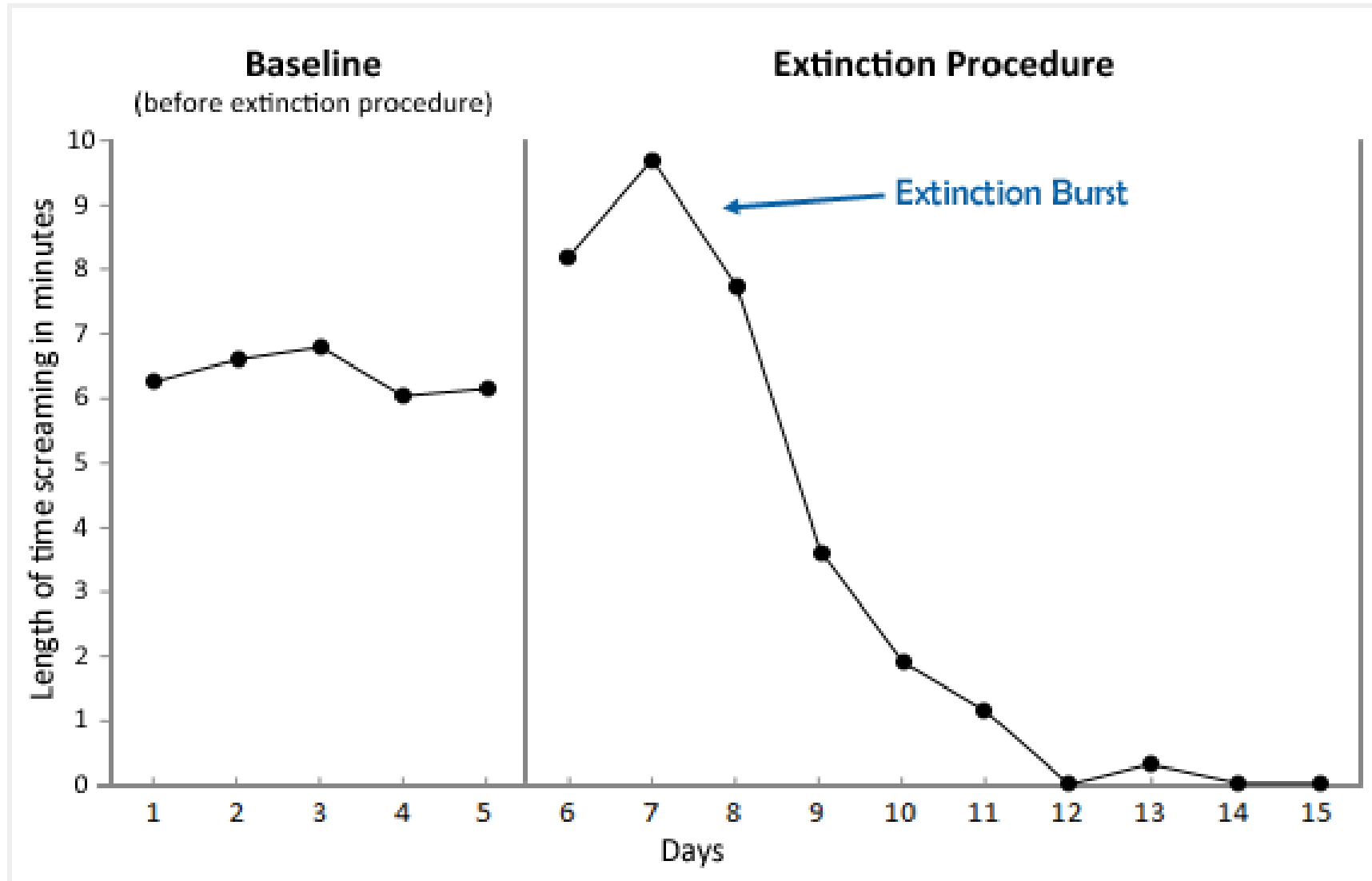
Excellent for skill acquisition

Very high response rate

Behavior ends when reinforcement ends

Vulnerable to extinction bursts

**Every.
Single.
Time.**





Continuous Reinforcement

Examples

A student gets adult attention every single time he taps on his desk.

A student gets 5 minutes of computer time every time he completes an assignment.

A student earns a break after every problem is done.

An administrator gets a soda every time he puts money in the machine.

Fixed Interval



Reinforce after a set, predictable amount of time (ex: every 5 minutes)

Leads to high bursts of behavior...

....but with a serious hangover

Examples

A student gets a break card if they are working when the resource teacher walks in ...which happens every 30 minutes.

A student gets praise for working when the teacher walks by. The teacher set a timer to remind herself to do so every ten minutes.

An administrator does a scheduled walkthrough every 9 weeks.

Variable Interval

Reinforce after a random amount of time (ex: on average every 10 minutes, but could be from 1 to 20 minutes)

Creates a steady, moderate response rate

Resistant to extinction

Easy to fade



Examples

A mindfulness bell goes off, on average, every 5 minutes. Students earn points for being on task when it goes off.

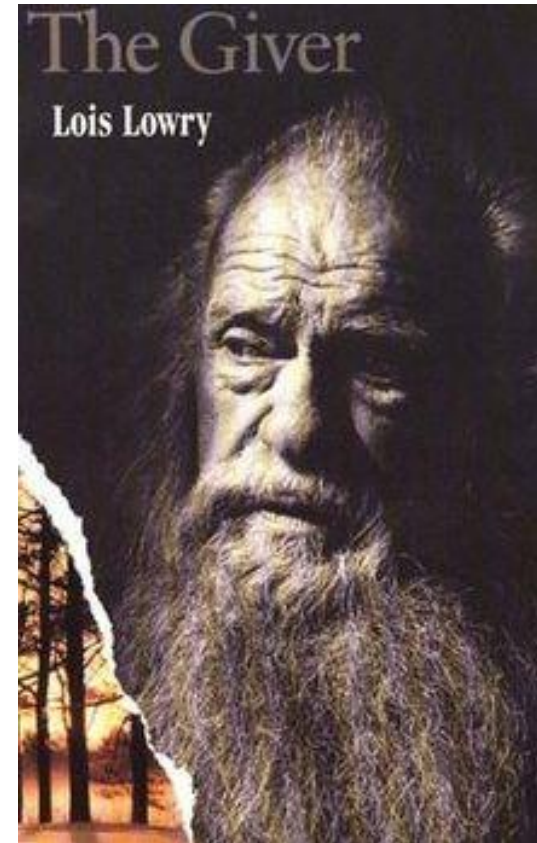
A teacher stops by a student's desk randomly, but on average every 15 minutes. If the student has been safe since the last check in, the student earns a break card.

An administrator checks Facebook. Maybe there's a notification this time?

Pause for Pairing

The process of making yourself reinforcing

- 1) Join their play (whatever that means for your kid)
- 2) Enhance their fun and be the giver of good things
- 3) Give directions
- 4) Use positive reinforcement instead of negative reinforcement



Fixed Ratio

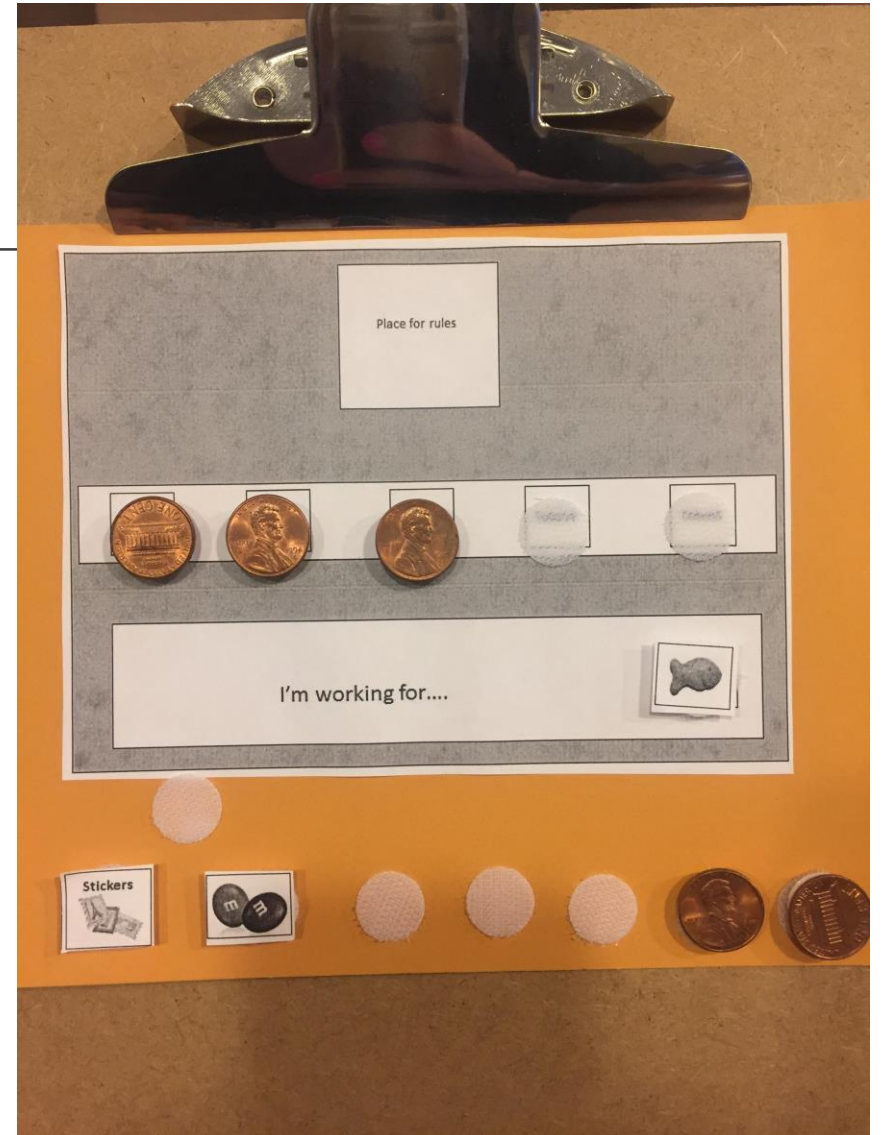
Reinforce after a set amount of responses

Creates a high rate of behavior

Still prone to hangovers, but not as intense

Sets the student up to easily weigh the pros/cons of doing the work.

Can be faded by increasing the number of responses needed for reinforcement



Examples

Penny boards

Star charts

Simple token economies (5 bucks earns you....)

Variable Ratio



Reinforce after a random amount of responses

Creates a very high rate of behavior

Resistant to extinction

Easy to fade

Effortful

Examples

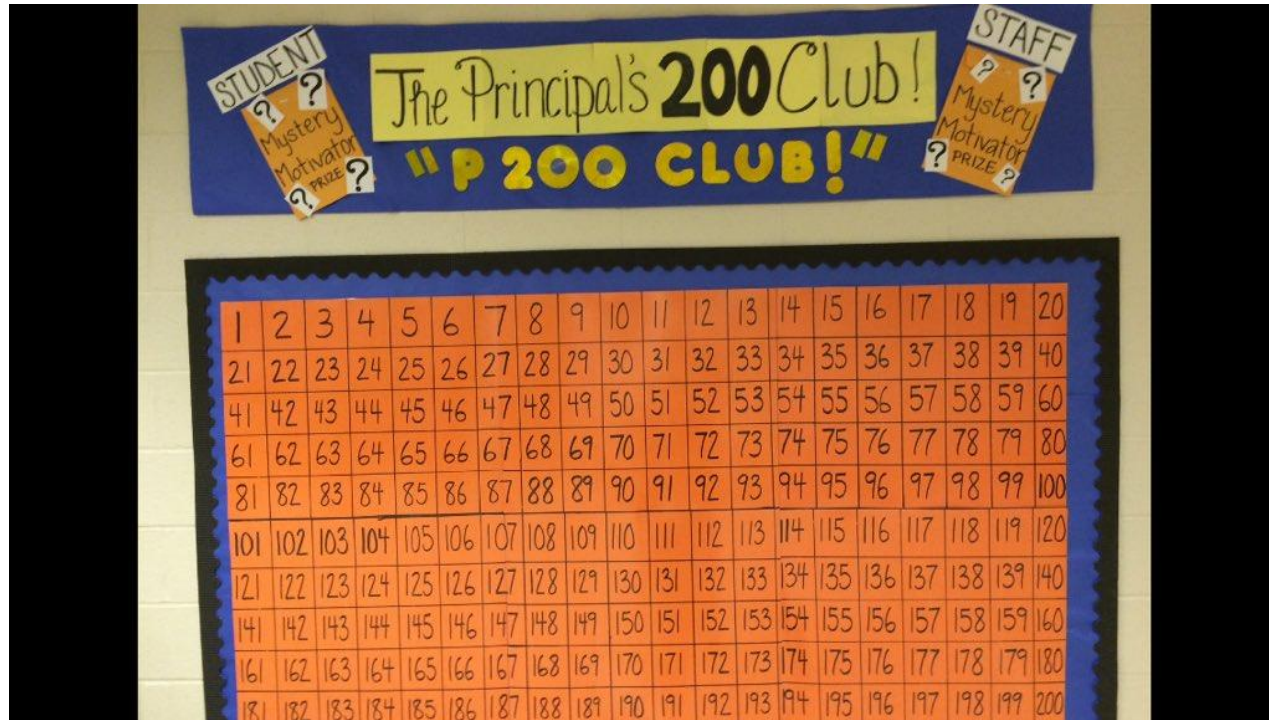
Strategic
Attention



More Examples



More Examples



"EASY - READ"

B	I	N	G	O
14	20	32	52	71
10	27	42	55	64
7	23	FREE <small>0075</small>	58	69
11	28	34	56	72
15	25	33	53	66

DON'T
FORGET
TO FADE

Broad Goal of Behavior Plans

1. Teach a skill
2. Contrived reinforcement to encourage practice
3. Fade to natural reinforcement for long term maintenance



Fade To Something

Not Just From Something

Walk the Walk



Plan for Fading from the Start

Wait for Sustained Success

Fade Gradually

Inform the Student

What Can We Fade?

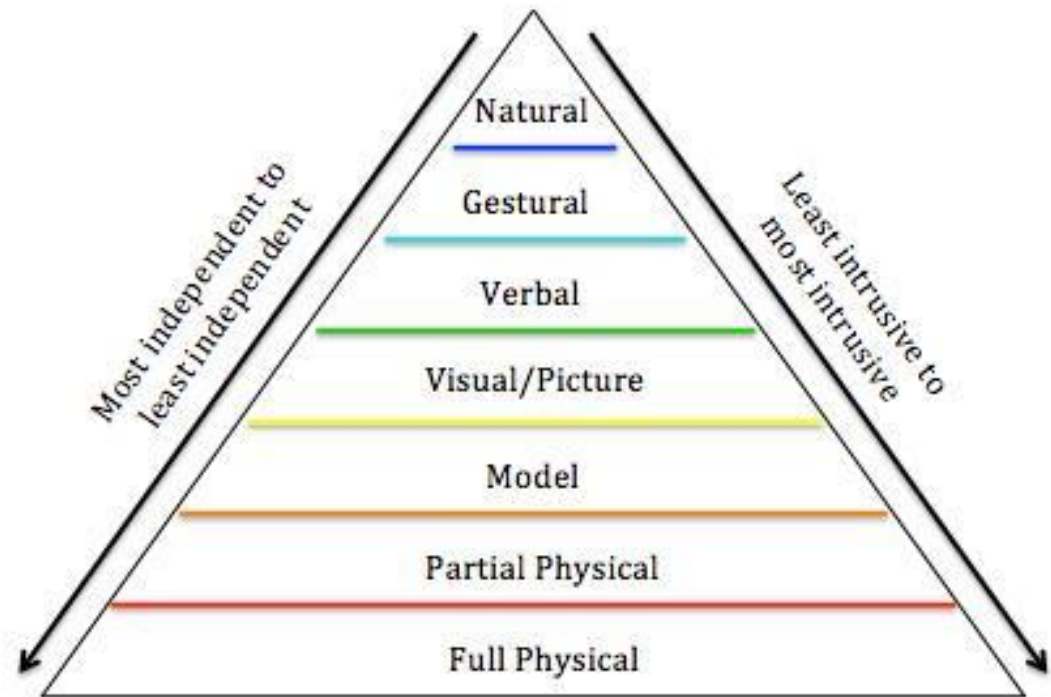
Frequency of reinforcement

Response effort or criteria

Strength of reinforcement

Self monitoring

Prompts



The Prompt Hierarchy

Effective Progressions

Continuous

Fixed

Variable

Natural

Continuous

Variable

Natural

Application Example

Matilyn goes under the desk when she becomes frustrated with work. Left unchecked, this will escalate to property destruction. She receives a break card every time she instead goes to the calm-down bean bag.

How can the reinforcement schedule be strengthened?

How can we plan for fading?

Application Example

Jordan is extremely disruptive in 4 of his 8th grade classes. He seems to be wanting peer attention. His current plan is that he earns points for every class he is not disruptive in, and after earning 10 points he gets McDonalds for him and 2 friends.

How can the reinforcement schedule be strengthened?

How can we plan for fading?

*Thank you for your time and
attention!*

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