

Creating an Individualized Positive Reinforcement Menu

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Creating an Individualized Positive Reinforcement Menu!

Presented by:

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This session will include

- Positive Reinforcement – one size does not fit all
- Identifying what motivates behavior
- Creating an individualized menu of support
- Marketing the plan
- As many ideas as time will allow



An example

- <http://www.firstpost.com/topic/issue/applied-behavior-analysis-positive-reinforcement-the-big-bang-theory-video-JA96Fba-WHk-86423-1.html>



Quiz?

- Helping the custodian rub heel marks off the floor.
- Winning a coffee mug.
- Pouring a bucket of ice water over your head.
- Performing on Jimmy Kimmel live.



Aim of positive reinforcement

- To increase the future rate or likelihood of the response occurring



To increase a behavior you need to know

- Is the individual capable of the behavior?
- What would they find reinforcing?



Individualize

- So how can you find out what motivates the behavior and what kind of experiences are reinforcing to that individual.



What is the Forced-Choice Reinforcement Survey

- PBIS WORLD:

- <http://www.pbisworld.com/tier-3/forced-choice-reinforcement-survey/>

- <http://www.pbisworld.com/tier-2/reward-system/>



What Do You Get?

- Five Motivators:

- Adult Approval

- Competitive Approval

- Peer Approval

- Independent Rewards

- Consumable Rewards



Adult Approval

- Examples:
 - Verbal Praise for Positive Behavior(s)
 - Great job following directions!
 - Thank you for sitting quietly and working!
 - Non-verbal Recognition of Positive Behavior(s)
 - Writing 100, Perfect, or placing a sticker on an assignment.



Competitive Approval

- Examples:

- Any form of individual attention:

- First to finish an assignment.

- Only one to get to do a task or activity.

- Display of student's work to the class or in the hallway.



Peer Approval

- Examples:
 - Group Activities
 - Working with a classmate that he/she likes.
 - Sitting with friends at lunch.
 - Leadership Rolls
 - Handing out papers.
 - Leading the line.
 - Running office errands.



Independent Rewards

- Examples:

- Time alone

- Freedom to choose a desired activity or reward.
 - Going to a quiet place to read.
 - Selecting a desired activity to complete in isolation or separate from the class.



Consumable Rewards

- Examples:

- Food

- Snacks (i.e., fruit snacks, mini candy bars, gum etc.)

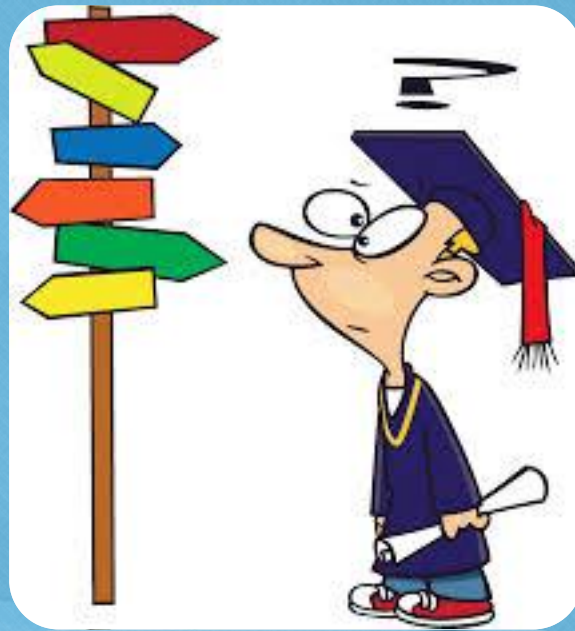
- Parties (i.e., pizza party, popcorn parties, etc.)

- Tangible Objects

- School Supplies (i.e., pencils, note pads, erasers, etc.)

- Toys/Games (i.e., stuffed animals, action figures, etc.)

What Next?



List of Reinforcers





Jackpot- The Menu

o Jackpot-Interventioncentral.org:

o <http://www.interventioncentral.org/teacher-resources/student-rewards-finder>

Lets Make An Example





Steps to Creating a Customized Motivation Checklist

- Step 1: Complete Forced-Choice Reinforcement Survey with student.
- Step 2: Select reinforcement(s) (from attached list) and/or create options with student and teacher(s).
- Step 3: Input reinforcers into Jackpot and print off forms.
- Progress monitor (if applicable).

Questions?





Time between behavior and reinforcement?

- Developmental level
- Severity of behavior
- Secondary reinforcers
- Long enough to keep the eye on the prize

A graphic design for a marketing presentation. It features a large orange sun in the top left corner, a blue thought bubble with a white outline in the top center, and a blue paperclip on the left side. The background is a light blue with a subtle grid pattern. Two dark blue, rounded rectangular shapes are positioned diagonally across the lower half of the image. The word "Marketing" is written in a large, bold, yellow font on the upper dark blue shape. Below it, on the lower dark blue shape, the question "How do we sell it?" is written in a smaller, yellow, italicized font.

Marketing

How do we sell it?



What makes reinforcers exciting?

- When it is novel
- When there is a limited quantity
- When uncertainty is involved
- When it is anticipated
- Social element



The Surprise

You know your getting something, but what?

Pill Box with Visual Schedule





Spinner

Reinforcers are random



Spinner

- Social aspect
- Novelty
- Limited quantity
- Anticipated
- Uncertainty involved



What else fits this model?

- Fish bowl
- Dice
- Secret envelope or choose an envelope
- Shuffled deck of reinforcers



Chance of a Reinforcer

Secondary Reinforcers



Lottery

Something for everybody

Lottery

Social

Novel

Limited Quantity

Anticipation

Uncertainty



Russian dolls



A shot at a shot





Other Earn-a-Chance Models

- Mystery motivators
- Treasure hunt
- Game move that might result in success
- Shell game

What is behind door #1?





Gaming: ratio or interval

- Why reinvent the wheel?

Games

That have an element of risk in them. What are some ideas?





Working for Marshmallows





Part-to-whole, not necessarily social

- Secondary reinforcers help build some stamina to the primary reinforcers.

A token of appreciation



Working to add features



Tom's sad. He doesn't have a tail. Connect the dots in a-b-c order and color.



Working for Lego Pieces



Paper Chain

Or any other kind





Variable schedule

- Adjusting to the student's level of need.
- Example: token economy with inflation

Why I like it

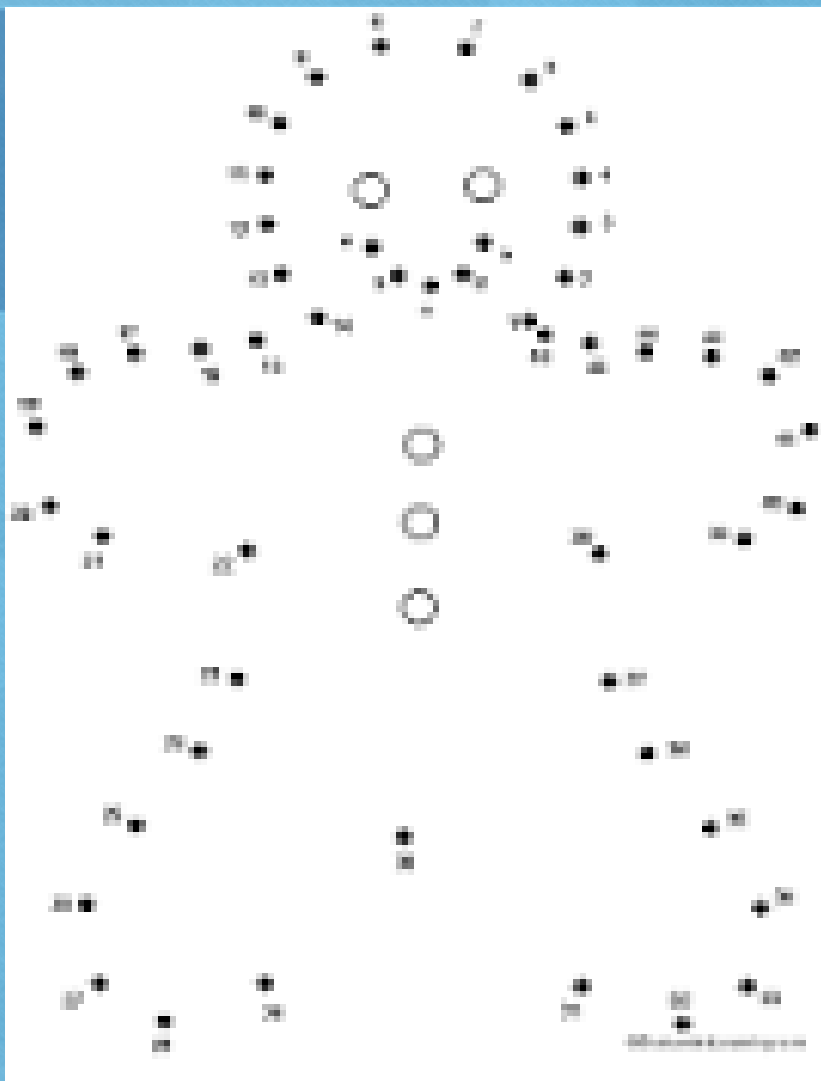
Auditory Reminder

Visual Reminder

Not disruptive

Vary size





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Playing Horse



Why I like it

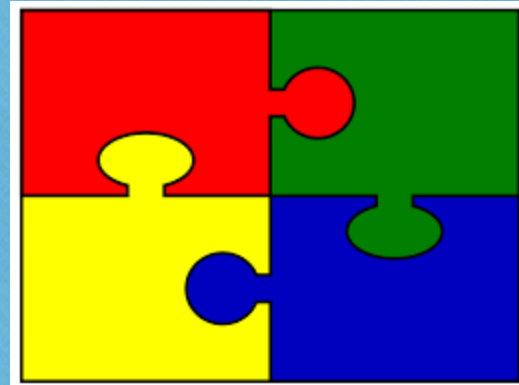
Picture

Word or words

What is won

Interest in completing

Adjust pieces as appropriate





Show and Tell

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