



Behavior Basics

Module 4

autismchaostocalm.com

Behavior Basics #21

A **reinforcer** increases the likelihood that a **behavior** will happen again.

autismchaostocalm.com

Behavior Basics # 22

A *reinforcer* is anything the learner *likes* and will work for (candy, stickers, money, praise etc.).

autismchaostocalm.com



Behavior
Basics # 23

To build a desired
behavior, **reinforce** it!

autismchaostocalm.com

Behavior Basics #24

To build a desired behavior, **reinforce it immediately** after it occurs.

autismchaostocalm.com

Behavior Basics # 25

To build a desired behavior, **reinforce** it **every time** it occurs.

autismchaostocalm.com



Behavior
Basics

26

Remember, movements
are behaviors.
Behaviors are
movements.

autismchaostocalm.com