



# Behavior Basics

## Module 6

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# Behavior Basics #35

A *conditioned reinforcer* is something previously neutral that has gained reinforcing potential.

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# Behavior Basics #36

Create a *conditioned reinforcer* by pairing it with something good that the child already *likes*.

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# Behavior Basics #37

Good candidates for **conditioned reinforcers** are a short, sharp sound, flash of light, quick hand signal.

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# Behavior Basics # 38

Use a *conditioned reinforcer* to reinforce *immediately* after the behavior - follow with the candy, sticker etc.

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# Behavior Basics

# # 39

A conditioned  
reinforcer must be  
*clear, precise and  
consistent.*

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# Behavior Basics #40

A *great* conditioned reinforcer for a child with autism is a *click* sound.

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# Behavior Basics #41

Click **once** to  
reinforce a desired  
behavior.

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# Behavior Basics

# # 42

Click *immediately* to  
reinforce a desired  
behavior.

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