# Behavior reduction using differential reinforcement and alternative skill acquisition procedures

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#### **Behavior reduction**

Plans for reducing any behavior should always emphasize the following 2 considerations:

- What should this person do instead of the target beh?
- Why would he/she engage in that alternative beh? **FUNCTION**



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#### **Behavior reduction**

Emphasis on functions of behavior in applied settings

- appropriate: language, social, excesses
- inappropriate: tantrums, aggression



IT'S ALL BEHAVIOR

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#### Measurement

What behaviors to measure?

- o Behavior reduction (e.g., self-injury, aggression, etc.)
- **Skill acquisition** (e.g., language, attention, cognitive abilities, etc.)



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#### **Behavior reduction**

Why are various and detailed measurements important?

- Diagnostics (e.g., antecedents, consequences, times of day, etc.) - useful for developing & adjusting programs
- Evaluation (e.g., frequency, intensity, duration) - useful for determining effectiveness of current strategies

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# **Measurement / Diagnostics**

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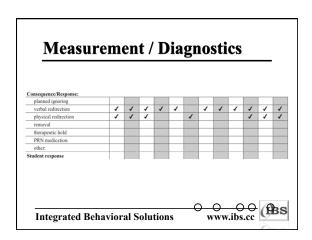


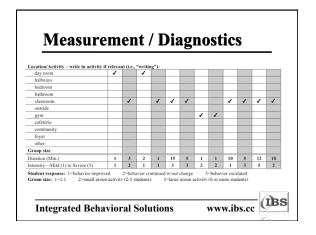
# **Measurement / Diagnostics**

	Date:	3-3	3-4	3-6		3-8			3-9				
	Time:	8:00	9:45	8:15	1:00	12:00	1:45	6:30	7:50	9:55	11:15	3:30	4:
Behavior:		AM	AM	AM	PM	PM	PM	PM	AM	AM	AM	PM	P
SIB		1										1	
physical aggression			1	1							1		
spitting								1					
attempt to leave: area=A / re	om=R				A	R				A			]
inappropriate vocalizations							1		1			1	
non-compliance / refusals		1	1		1	1	1	1	1	1			,
property destruction											1		
other: stripping	other Atribbina									1			



Antecedent:			_							_	_	
adult made request	1	-	1	1	1	1	1	1	1		1	1
can't get what she wants (told 'no')	-		1				1				1	1
loud, stressful, chaotic environment	-		-		1		٠.		_	_	-	1
inappropriate behavior interrupted	-		-				1			_	-	
preferred activity interrupted	-		_		_		_				_	
unknown												
waiting for reinforcement			1								1	
unexpected event												
family visit												
transition: high to low preference												
transition: low to high preference												
transition: no contrast in preference												
other:												





# **Behavior Management**

Identifying functions can help you in 3 ways:

- 1. Identify antecedents (eliminate or increase?)
  - Increase antecedents that evoke positive behavior
  - Decrease antecedents that evoke negative behavior



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# **Behavior Management**

Identifying functions can help you in 3 ways:

- 2. Identify consequences that maintain behavior (eliminate or increase?)
  - Positive reinforcement: Increase consequences that maintain positive behavior (particularly incompatible behavior).
  - Extinction: Decrease consequences that maintain negative behavior.

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# **Behavior Management**

Identifying functions can help you in 3 ways:

- 3. Identify and target functionally-equivalent behavior
  - Teach/reinforce replacement behavior (i.e., social skills)
  - Reinforcement related to function

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# **Behavior Management** Manding + Ignoring Baseline **Integrated Behavioral Solutions** www.ibs.cc

# **Behavior Management**

#### **Increasing behavior**

• Reinforcement: A consequence that increases the probability of the behavior it



**Optimum conditions:** 

- Contingent
- Immediate
- Appropriate to the person

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# **Behavior Management**

#### **Decreasing behavior**

• Extinction: Decreasing the probability of a behavior by removing reinforcement for the target behavior

#### **Optimum conditions:**

- Prepare for extinction "burst"
- Use in combination w/ R+ procedure



# **Behavior Management**

#### **Decreasing behavior**

- Differential reinforcement: Provide reinforcement for some behaviors and not for others
  - DRO: R+ for zero rates of behavior  $\circ$  DRA: R<sup>+</sup> for alternative behaviors
  - DRI: R+ for incompatible behaviors
  - DRL: R+ for low rates of behavior

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#### **Behavior Management**

• What about punishment? Should not be primary tx strategy

Effects diminish when threat decreases Does not teach what you SHOULD do Makes interaction less functional



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# Reinforcement vs. Bribery

#### **Reinforcement:**

Instruction → Behavior → R+

#### **Bribery:**

R+ offer → Instruction → Behavior (i.e., "I'll give you [this] if you do [this].")



# Reinforcement vs. Bribery

Avoid using rewards as bribes.



 Avoid telling student in advance about the R+ he/she will receive (dangling a carrot).

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# Reinforcement vs. Bribery

Avoid patterns of using rewards as bribes

- Do not remind the student of R<sup>+</sup> he/she would be getting if disruptive behaviors were not occurring (or will get if disruptive behaviors cease).
- Do not offer additional R+ if behaviors escalate in an attempt to calm him/her down.

