Operant Conditioning – Types of Consequences

Label each of the following as examples of

- * **Positive reinforcement**: An event or thing that is presented after a response that makes it more likely that the response will be repeated
- * **Negative reinforcement**: An event or thing that, when *removed* after a response, makes it more likely the response will be repeated
- * **Positive punishment**: An undesirable event that is presented after a response that makes it less likely the response will be repeated; sometimes simply called *punishment*
- * Negative punishment: A desirable event that is *removed* after a response, making it less likely the response will be repeated; sometimes called *omission training*

less likely the response will be repeated; sometimes called <i>omission training</i>
1- If you do all your in-class assignments without bothering other students, I will stop calling your parents everyday
2- If you continue to fool around, bothering other students during our in-class assignments, I will call your parents
3- If you continue to bother other students during in-class assignments, I will no longer love you
4- Because you keep bothering other students during their in-class assignments, you can't watch your favorite television show
5- Here is a gold star for earning a grade of 90% on your test
6- Because you scored below 70% on this test, you must submit a 1,000 page term paper
7- If you complete this arithmetic assignment quickly, you can go out to recess early
8- If you complete this arithmetic assignment quickly, you will no longer have to stay in during recess
9- When you learn to hang your pants on a hanger, you will look neater when you wear them
10- When you learn to hang your pants on a hanger, you will not look so ridiculous when you wear them