

Effective Use of Positive Reinforcement

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Positive Feedback

The most powerful intervention we know of – but can only be used when the student is correct

Big Idea: Students need to be acknowledged when they are correct or appropriate. This increases the probability that they will do it again and again until we no longer need to acknowledge.

- Use the least amount necessary
- Immediate and consistent to begin
- Fade
- Avoid the use of tangibles (food, toys, items, etc)
- Use more group contingencies

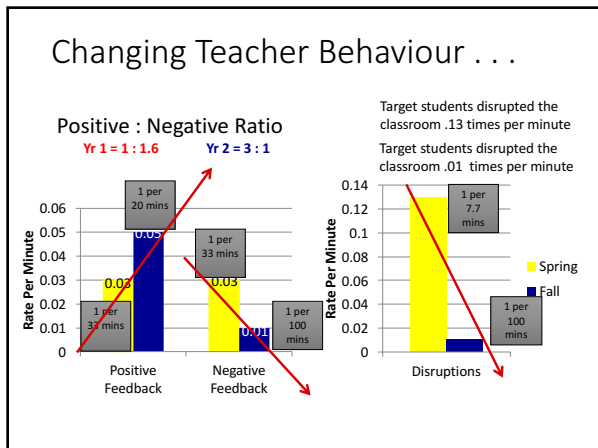
School Instruction, Practice, & Assessment *Systemic PD and Danielson*

	Increase Knowledge	Skill Demonstration	Use in the Classroom
Presentation/Discussion	10%	5%	0%
+Demonstration	30%	20%	0%
+Practice and Feedback	60%	60%	5%
+Coaching in Classroom	95%	95%	95%

Joyce and Showers, 2002

Keys to Facilitating Sustainable Change

- Provide a logic – *why should I do this?*
- Teach discrimination – *do I understand the keys?*
- Discuss relevance – *how would I use with my kids?*
- Observe and evaluate – *can I assess others?*
- Formative practice – *do I think about this all year?*

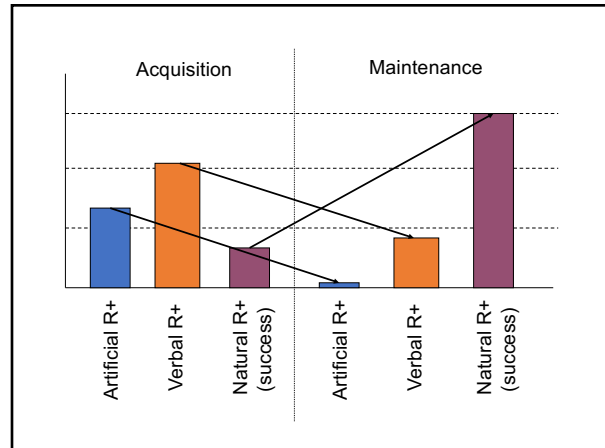
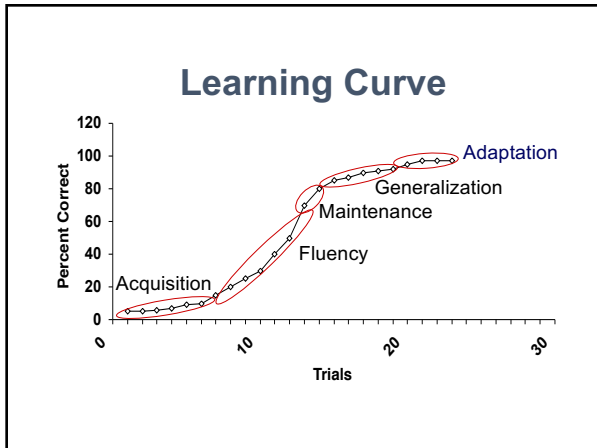


Frequent Feedback

Positive acknowledgement is associated with positive relationships and increased student achievement

- **Feedback is a Teacher Behaviour**

Effective Use of Positive Reinforcement



Acknowledge Success

- Level 1: Verbal Praise
 - Age appropriate
 - "thanks" "I appreciate" "I'm impressed" etc.
 - Delivered with specificity "you did XX correctly"
 - Mix up use of superlatives
 - Exactly, super, awesome, perfect, thank you, etc

Acknowledge Success

- Level 2: Access to Privilege
 - Things that are already exist and are used
 - Make contingent

Acknowledge Success

- Level 3: Public Acknowledgement
 - For those who like it
 - For those deserving more
 - Free

Acknowledge Success

- Level 4: Token Reinforcement
 - For specific behaviors, times, & contexts based on data
 - Token may be the reinforcement for young children
 - Trade for existing privileges
 - Drawings and Chances to Win
 - More tokens = better chance

Effective Use of Positive Reinforcement

Positive Acknowledgement - Elementary



Positive Acknowledgement - Secondary



Positive Reinforcement



Acknowledge Errors with Correction

1. Feedback that Behaviour is inappropriate
 - "is that the right way?"
 - "is there a better way?"
 - "are you being respectful – why not?"
2. Re-teach appropriate Behaviour
 - "what is a better way?"
 - "what would it look like if it was done better?"
 - "what is a more respectful Behaviour?"
3. Facilitate success with positive feedback
 - "Show me that --- thanks – remember to do that."



Elem Rate = .007 Middle School Rate = .004 High School Rate = .005

Error Correction



Behaviour Correction - Elementary



Effective Use of Positive Reinforcement

Behaviour Correction - Secondary



High Probability Teacher Responses

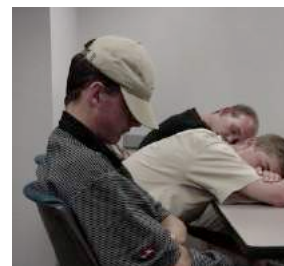
- Provide extra praise to others
- Begin with a question or statement of why it is a problem – lead to demonstration of correct way
- Give very specific directions (redirection)
- Private talk after class
- Change seat (assigned seat)
- Make-up work for time off-task
- Engage in other ways (redirect)

Differential Reinforcement

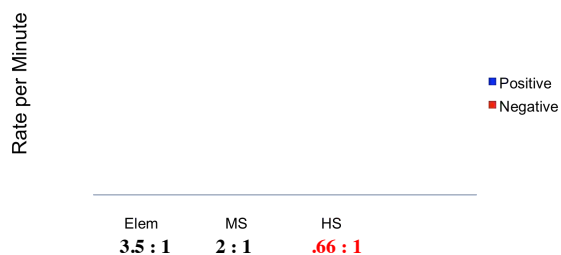


Negative Consequences to Decrease Behavior

- Does this look like a negative consequence for these students?
- Consequences don't need to be big to be effective
- Effective consequences for negative behavior make behavior decrease



What Do You Think Average Feedback Rates Look Like for Students?



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