

TABLE 17.2

## Applied Behavior Analysis Strategies

STRATEGY	DEFINITION	EXAMPLE
Premack Principle	Provide a desired activity as reinforcement rather than a tangible item.	"Once you finish your assignment, you can quietly chat with friends."
Shaping	Provide reinforcement for small steps toward a desired behavior.	Reinforce sitting, even if still talking, for several days. Then, reinforce when sitting and not talking.
Positive Practice	Have the student perform the correct behavior.	After running downing the hallway, have the student go back and walk down the hallway.
Overcorrection	Have the student make restitution and more for his or her misbehavior.	"Clean the desk you wrote on and all the other desks in the classroom."
Satiation	Have the student perform an inappropriate behavior repeatedly until it is no longer reinforcing.	Have a student toss crumpled paper into the trash can from his or her desk for the entire class period (and even continue after school if needed).
Response Cost	Take away something rewarding (type of punishment).	Do not allow the student to eat lunch with his or her friends but make that student eat in the office or a classroom.
Token Economy	Students are given a token for appropriate behavior and later exchange them for prizes.	Give a ticket to students who have raised their hands or lined up quietly. Provide various prizes, such as pencils, stickers, or bracelets, that can be bought with a certain number of tickets.
Group Consequences	Reinforcement is based on the behavior of the whole class.	If all students are seated and ready to begin when the bell rings Monday through Friday, they can have five minutes at the end of the period on Friday to talk and socialize.