

BEHAVIOR REDUCTION TERMS

Aversive Stimuli – stimuli presented following a behavior that are perceived as noxious, painful or otherwise unpleasant and which, when presented, suppress the future likelihood of that behavior.

Aversive Conditioning (also called punishment) – the planned presentation of an aversive stimuli following an inappropriate behavior.

Classical Aversive Conditioning – repeated pairing of an unconditioned aversive stimulus with another stimulus that elicits an autonomic nervous system response, as a procedure to reduce the probability of the inappropriate behavior.

Differential Reinforcement of Alternative or Incompatible Behavior (DRA/DRI) – behaviors which compete, interfere or are incompatible with inappropriate behaviors are reinforced while the inappropriate behavior is put under extinction.

Differential Reinforcement of Low Rates of Responding (DRL) – reinforcement for a lower rate of a particular behavior during a specific time interval.

Emergency – an unforeseen situation in which immediate intervention is necessary to protect a pupil or other individual from physical injury or to prevent severe property damage.

Extinction – discontinuing reinforcement of an emitted behavior.

Ignoring – a form of extinction in which social reinforcement is withheld following an emitted behavior.

Inappropriate, Problematic, Aberrant, or Undesirable Behavior – behavioral excesses, such as aggression, self-injury, disruptiveness, anti-social, stereotypic or other acts which may result in social stigmatization or inhibit social development. Behaviors that are defined as inappropriate reflect the values, norms and customs of the observer in a specific context.

Intervention – a specific and planned act or behavior toward a student intended to improve social behaviors.

Intrusive – a characteristic of any stimulus employed to interrupt or stop an ongoing behavior. Intrusiveness varies in degree from subtle to strong and relates to the impact on the student.

Isolation (also called seclusion timeout) – use of a locked timeout room.

Negative Practice or Mass Practice – required repetition of an otherwise inappropriate behavior until the behavior becomes punishing.

Negative Reinforcement – a behavior enhancement procedure when an aversive stimulus is contingently removed following a specific behavior to be learned.

Over Correction – involves two conditions: 1) Restitution, where the individual is required to restore the environment to a vastly improved state from what existed prior to a specific behavior which disrupted that environment; and 2) Positive Practice, where the individual must repeatedly practice a positive behavior following an inappropriate behavior.

Punishment (also called aversive conditioning) – a reduction of the future probability of a specific response as a result of the immediate delivery of a stimulus following that response.

Reprimands – verbal admonitions to cease an inappropriate, or to initiate and appropriate behavior.

Response Cost – withdrawal or removal of a quantity of previously acquired reinforcers (possessions and or privileges) following a target behavior.

Restraint – physical, mechanical or chemical means to restrict an individual's freedom of movement.

Target Behavior – an explicitly described behavior selected to be increased with reinforcement procedures, or decreased with behavior reduction procedures.

Timeout – procedures that deny access, for a brief or fixed period of time, to reinforcement of the target behavior. Its application involves a combination of extinction, punishment, positive reinforcement and negative reinforcement elements, and varies in degree of intrusiveness, including: a) planned ignoring – withholding attention; b) contingent observation – able to observe but not participate; c) removal of materials – temporarily take away materials; d) reduction of response maintenance stimuli – elimination or reduction of the stimuli that are necessary for the response to occur and enrichment of the “timein” environment; e) exclusion – complete removal from the timein environment; and f) seclusion – placement in a specially designed isolation room.

Timein environment – the “normal” or routine setting or place where the individual typically is taught and reinforced for engaging in expected / appropriate behaviors.

Treatment or behavioral intervention – planned application of educational and related services derived from behavioral, social learning, and applied behavior analysis research employed to improve academic and social functioning.