

Characteristics of Effective Reinforcement

Characteristics	Description	Example
Contingency	Reinforcement is only offered when the child demonstrates the target behaviour.	Your child receives a sticker every time they clean up her toys before going off to bed. They <u>only</u> receive a sticker when she cleans up her toys.
Immediacy	Reinforcement is delivered as soon as the child demonstrates the target behaviour.	You give your child the sticker <u>immediately</u> after they have picked up the toys.
Variety	A variety of reinforcers are offered to avoid the satiation effect.	You have a variety of stickers available (e.g., 3D stickers, scratch and sniff stickers, wall stickers, etc.) and you <u>alternate</u> to keep your child interested.
Magnitude	The amount/quality of reinforcement must be matched to the difficulty of the target behaviour.	When your child picks up a few toys, they get <u>one</u> sticker. If there are multiple toys to pick up around the entire house, they get <u>three</u> stickers and a lot of <u>praise and positive attention</u> .