## Lecture #5: May 15th 2017

## PSY100 Operant Conditioning

	Add/Give something	Take away something
Make a behaviour happen	Positive Reinforcement	Negative Reinforcement
more	- Get good things	- Lose bad things
	Ex: praise	Ex: headache goes away
Make a behaviour happen	Positive	Negative Punishment
less	Punishment	- Lose good things
	- Get bad things	Ex: lose privileges
	Ex: get yelled at	

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	SUITIET	TAKE AWAY SOMETHING
MAKE A BEHAVIOUR	Positive Reinforcement	Negative Reinforcement
HAPPEN MORE	get good things	lose bad things ex. headache goes away
	ex. praise	ex headache goes along
MAKE A BEHAVIOUR HAPPEN <u>LESS</u>	Positive Punishment get bad things ex. yelled at	Negative Punishment lose good things ex-lose privileges