

**BEHAVIOR THERAPY BASED
ON
MAJOR TYPES OF LEARNING:**

(1) CLASSICAL CONDITIONING

(2) OPERANT CONDITIONING

(3) SOCIAL OBSERVATION
LEARNING (MODELING,
IMITATIVE LEARNING, ETC.)

**BEHAVIOR FOLLOWED BY
ONE OF FIVE POSSIBLE
EVENTS:**

- (1) PUNISHMENT BY APPLICATION, E.G.,
SLAP ON THE BUTT**
- (2) PUNISHMENT BY REMOVAL, E.G.,
TIME OUT**
- (3) REINFORCEMENT BY APPLICATION,
E.G., GRADE OF A, CANDY, PRAISE,
ETC.**
- (4) NEGATIVE REINFORCEMENT, E.G,
TAKING AWAY SOMETHING
NEGATIVE, E.G., CHORES, RAIN,
HEADACHE**
- (5) NOTHING (EXTINCTION)**

SCHEDULES OF REINFORCEMENT

FIXED RATIO E.G., COUNTING # OF TIMES

VARIABLE RATIO UNKNOWN # OF TIMES

**FIXED INTERVAL E.G., PASSAGE OF TIME IN
MINUTES, DAYS, WEEKS,
ETC.**

**VARIABLE INTERVAL
UNKNOWN AMOUNT OF
TIME**