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Behavior Change Strategies Applicable in Classroom Management Systems

1. Which schedule of reinforcement is included in The Good Behavior Game?

- A. Differential reinforcement of high rates (DRH) schedule of reinforcement
 - B. Differential reinforcement of low rates (DRL) schedule of reinforcement
 - C. Differential reinforcement of alternative behavior (DRA) schedule of reinforcement
 - D. Differential reinforcement of incompatible behavior (DRI) schedule of reinforcement
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2. Which interventions is known for outlining and specifying the contingent relationship that exists between the completion of a targeted behavior and that of the reward that is delivered once the targeted behavior is completed?

- A. Group contingency
 - B. The Good Student Game
 - C. Contingency contract
 - D. Token economy
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3. Which classroom management strategy is used to reinforce either one or more students that have met a predetermined goal (i.e., group, individual) by delivering them a reward?

- A. Group Contingency
 - B. Contingency Contract
 - C. Behavioral Contract
 - D. The Great Behavior Game
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4. When were contingency contracts initially theoretically discussed and practically applied?

- A. 1990s
 - B. 1970s
 - C. 1980s
 - D. 1960s
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5. What is the main difference between The Good Student Game and The Good Behavior Game?

- A. A dependent group contingency is aligned
 - B. A differential reinforcement of high rates (DRH) schedule of reinforcement is used
 - C. The system of reinforcement
 - D. Self-monitoring is implemented
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6. Which response does not indicate a component of a task as outlined in a contingency contract?

- A. How poorly the task can be completed
 - B. Who performs the task
 - C. Who will receive the reward when the task is completed
 - D. Timeframe that task should be completed by
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7. Which term represents when a person or a small group of individuals is able to earn the reinforcer for the whole group?

- A. Interdependent group contingency
 - B. Hero procedure
 - C. Independent group contingency
 - D. Reinforcement winner
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8. Which group contingency does The Good Behavior Game coincide with?

- A. Dependent group contingency
 - B. Group contingency
 - C. Interdependent group contingency
 - D. Independent group contingency
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9. When should a reward be delivered when implementing a contingency contract?

- A. As soon as the individual states they should earn the reward
 - B. After at least 90% of the task has been completed
 - C. After the first step of the task has been completed
 - D. After the task has been completed
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10. Which interventions are often paired with independent group contingencies?

- A. Contingency contracting and response cost systems
 - B. Response cost systems and behavioral checklists
 - C. Contingency contracting and token reinforcement programs
 - D. Token reinforcement programs and The Good Behavior Game
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11. Which component of a contingency contract can be optional?

- A. Task Record
 - B. Reward
 - C. Individuals involved
 - D. Task
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12. What is known as a behavior that is under the control of a specific rule that is verbally mediated?

- A. Decisional behavior
 - B. Rule-governed behavior
 - C. Contingency shaped behavior
 - D. Discrimination behavior
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13. Which response was noted as being a disadvantage of an independent group contingency?

- A. Lacks efficiency within a classroom setting
 - B. Peer pressure may occur
 - C. Individual responsibility for one's own behavior is not achieved
 - D. Individual preferences not taken into consideration
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14. What is the first step that can be used to assist with the development and implementation of a group contingency?

- A. Identify and define the targeted behavior
 - B. Determine the reinforcers
 - C. Record baseline data
 - D. Test for prerequisite skills needed
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15. What is the first step that should be considered when developing a contingency contract?

- A. Creating List A
 - B. Convening a meeting
 - C. Determining the task for completion
 - D. Training the individual on any skills needed prior to contract implementation
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16. Which group contingency relies on the use of peer pressure and a sense of cohesiveness within the group to encourage behavior that is desired or targeted?

- A. Dependent group contingency
 - B. Group contingency
 - C. Interdependent group contingency
 - D. Independent group contingency
-

17. Which list is used to help the different group members to delineate possible tasks that could be included within the contingency contract for other group members as well as behaviors that are helpful that are currently being completed by those group members?

- A. List A
- B. List B

- C. List C
 - D. List D
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18. In The Good Behavior Game, feedback is provided_____.

- A. at each occurrence of rule-breaking behavior
 - B. at the end of each interval
 - C. when a peer recognizes that a rule has been broken
 - D. at the onset of each interval
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19. Which response is not an option that was provided for determining reinforcement within a group contingency intervention?

- A. Interview or questions
 - B. Choice board
 - C. Teacher recommendation
 - D. Form reinforcer assessment
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20. Which group contingency can be described as an intervention that allows an individual student to have access to reinforcement based on the performance of an individual?

- A. Dependent group contingency
 - B. Group contingency
 - C. Interdependent group contingency
 - D. Independent group contingency
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