Affordable ABA

Evaluation of Token Economies as Effective Behavior Strategies for Early Learners

1. What type of learning process shapes behavior over time?

A. Cause and Effect
B. Operant Learning
C. Repetitive Learning
D. Environmental Effects

---

2. What behavior function is more likely to result in a false positive?

A. Attention
B. Escape
C. Automatic
D. Access to Tangible

---

3. What does FBA stand for?

A. Functional Behavior Alternative
B. Functions of Behavior Assessed
C. Functional Behavior Assignments
D. Functional Behavior Assessment

---

4. What factor best describes automatically reinforced behavior?

A. They are socially mediated
B. They occur when the individual is alone
C. They never involve sensory input
D. They are easy to intervene

---

5. What are the two components of function based treatment?

A. Extinction and Punishment
B. Negative reinforcement paired with positive reinforcement
C. Extinction and replacement behavior
D. Behavior function and intervention

---

6. What is extinction?

A. The process in which behaviors reduce on their own
B. The process of withholding reinforcement
C. The point at which we remove the intervention
D. A reinforcement strategy

---

7. Which of the following is a benefit of noncontingent reinforcement?

A. It is used independently to replace the need for more than 1 intervention strategies
B. It helps by reducing the motivating operation of the problem behavior
C. It allows the learner to access reinforcement as soon as they perform a skill
D. Non-contingent reinforcement teaches learners that reinforcement will not be accessible when a problem behavior occurs

---

8. What are the two forms of differential reinforcement reviewed in the course?

A. There was one, DRA
B. DRA and DRI
C. DRI and DRL
D. DRO and DRA

---

9. What does DRA stand for?

A. Differential Reinforcement of Alternative Behavior
B. Differential Reinforcement of Altering Behavior
C. Distinctly Reinforcing Appropriate Behavior
D. Disconnecting Reinforcement and Access

---

10. For what learners would a DRO be most effective?

A. Those with a large repertoire of skills
B. Learners who display 1 specific problem behavior infrequently
C. Learners with high rates of problem behaviors and a small repertoire of skills
D. All learners benefit equally

---

11. What are the effects of FCT on the motivating operation?

A. The Motivating operation decreases
B. Nothing, the motivating operations stays the same
C. The FCT helps replace the motivating operation with something more appropriate
D. FCT uses the existing motivating operation within the process

---

12. What type of reinforcer is a token after pairing?

A. Conditioned
B. Non-contingent
C. Functional
D. Behavioral

---

13. What is one component of a strong behavior definition?

A. The definition describes topography and biography
B. The definition is short in length
C. The definition is objective in nature
D. The definition can be interpreted in various ways

---

14. Why should tokens be something that are not in the everyday environment?

A. The become a reinforcer for access
B. It will reduce their value as a reinforcer
C. It will cause the practitioner to run out
D. They lose all value and need to be replaced

---

15. How should you go about choosing the tokens?

A. They should be something that the learner is highly motivated by to skip the phase of pairing
B. They should be something that can be found in all environments to reduce the need for transportation of the system
C. They should be durable and easily accessible
D. They should be cumbersome and large so the learner notices them

---

16. Can you use themes of interest within the token economy?

A. Yes, because it can increase the effectiveness
B. No, because they will be a distraction
C. Yes, but only if the theme is school appropriate
D. No, because themes have no effect on the system and are a visual distraction

---

17. What is a backup reinforcer?

A. Backup reinforcers are those which you can use in the event that the tokens chosen seem to have no effect
B. They are the reinforcer you plan to fade the system to in the future
C. They are the reinforcers that are available in the community when you do not have access to the usual menu of options
D. Backup reinforcers are the items or activities the learner can exchange tokens for

18. Choose the best description of a token exchange ratio

A. The number of tokens that should be delivered in a period of time
B. The amount of tokens the learner can keep without needing to exchange
C. The ratio of appropriate behaviors which must occur in a specific time period in order to receive a token for reinforcement
D. The criteria for when and how tokens can be exchanged

---

19. How may tokens must the learner have in order to exchange them?

A. The average is 10
B. It will depend on the criteria set in the token economy plan
C. No more than 25
D. As many as they choose, learners can have control over how often they choose to exchange

---

20. What type of procedure is token removal?

A. Positive punishment
B. Negative punishment
C. Positive reinforcement
D. negative reinforcement

---

21. What is another term for token removal?

A. Response cost
B. Reinforcement removal
C. Cost contingency
D. Behavior Cost System (BCS)

---

22. Why do tokens need to be paired as conditioned reinforcers?

A. To speed up the learning process
B. To reduce the likelihood that response cost is needed
C. Because they hold now reinforcing values on their own
D. In order to find the most effective pairing

---

23. How long should the paired training phase last?

A. Until the learner understands the system
B. Up to 60 minutes, then repeated daily
C. No longer than 30 minutes
D. If it cannot be achieved within an hours, the system should be modified

24. What type of agreement should be reviewed?

A. Monthly
B. Behavior definition
C. Behavior contract
D. Interobserver

---

25. What can you do if the system does not seem to be working?

A. Start over with a new system
B. Observe and confirm it is being implemented correctly
C. Choose a different theme and token
D. Ask the caregivers why

---

26. How can you tell if the system is effective?

A. Look to see if the problem behavior is reducing
B. Count how many tokens are delivered every 5 minutes
C. Compare the initial data to the current data
D. Based on the items that the learner exchanges for

---

27. What should you do if regression occurs?

A. Present the child two tokens at a time
B. Try to increase the number of tokens needed to exchange
C. Consider returning to a denser schedule of reinforcement
D. Change the system as this one was not the most effective

---

28. What does it mean if the system is too intrusive?

A. It gets in the way of items on the table
B. It is a distraction to peers
C. It is noticeable by strangers in public
D. It requires too much effort from the caregiver

---

29. What is regression?

A. Regression occurs when a child who has learned a skill no longer demonstrated the ability to do what they previously had learned
B. Regression is the process of slowly fading out the token economy in order to replace it with a new one
C. Regression is the side effect of a new problem behavior emerging
D. Regression only occurs after extinction, when the behavior no longer occurs.

30. How can you promote generalization?

A. By prompting the client to save their tokens for longer
B. By trying new systems to replace the old when it stops working
C. By giving the system to new people to see if it can be followed
D. By thinning the schedule of reinforcement as the replacement behavior improves