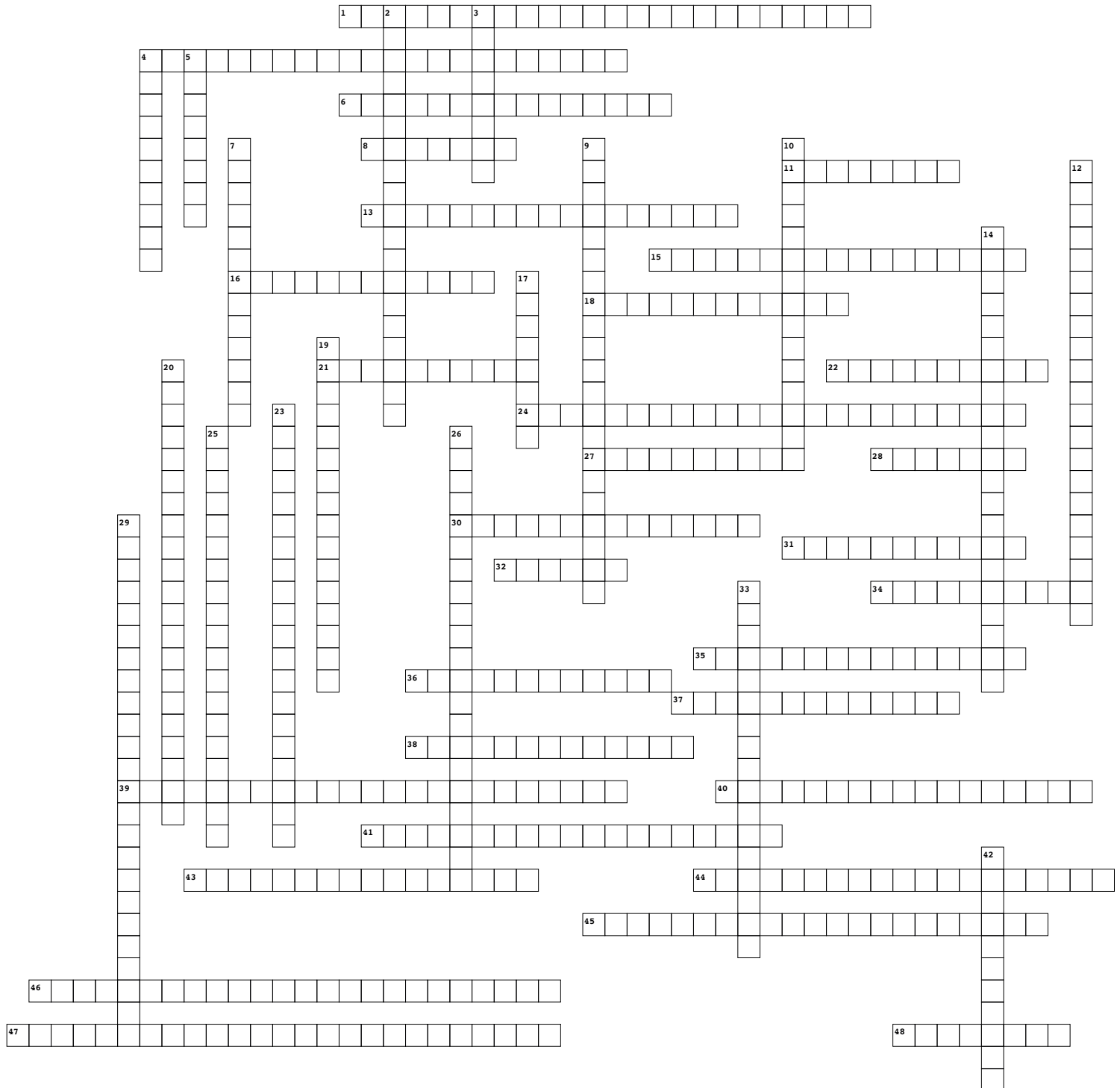


Behavioral Learning



Across

- 1.** The gradual and step-by-step changes or behaviors that lead to the desired target behavior in shaping.
- 4.** The introduction of an aversive stimulus following a behavior to decrease the likelihood of that behavior occurring again.

Down

- 2.** The learned response that occurs as a result of the conditioned stimulus in classical conditioning.
- 3.** Any event, object, or sensory experience that elicits a response from an organism.
- 4.** The application of an aversive stimulus or the removal of a desirable stimulus following a

- 6.** The degree to which a behavior is influenced by the presence or absence of specific stimuli in the environment.
- 8.** A procedure that involves removing access to positive reinforcement for a brief period following problem behavior.
- 11.** Behaviors that are influenced by their consequences and can be modified through reinforcement or punishment.
- 13.** Theories that emphasize the role of environmental factors in shaping behavior through learning processes.
- 15.** The removal of a desirable stimulus following a behavior to decrease the likelihood of that behavior occurring again.
- 16.** The removal of a specific reinforcer following a behavior to decrease the likelihood of that behavior occurring again.
- 18.** The process of breaking down a complex task into smaller, manageable steps or components.
- 21.** A stimulus or event that strengthens a behavior and increases the likelihood of its recurrence.
- 22.** The closeness in time between the occurrence of a behavior and the delivery of its consequences.
- 24.** A scientific approach to understanding and changing behavior by applying principles of behavior and learning.
- 27.** The process of eliminating or reducing a learned behavior by removing the reinforcement that maintains it.
- 28.** The process of gradually and systematically reinforcing successive approximations toward a desired behavior.
- 30.** Strategies and techniques used by individuals to regulate and modify their own behavior.
- 31.** Behaviors that are elicited by specific stimuli and are not under voluntary control.
- 32.** Providing a prompt or signal that indicates the desired behavior or response.
- 34.** Verbal corrections or expressions of disapproval given in response to inappropriate behavior.
- 35.** A stimulus that does not elicit a response before it is paired with an unconditioned stimulus.
- 36.** Events or stimuli that follow a behavior and influence the likelihood of that behavior occurring again.
- behavior to decrease the likelihood of that behavior occurring again.
- 5.** Learning through firsthand experience and active engagement with the environment.
- 7.** The process of strengthening a behavior by delivering a consequence that increases the likelihood of that behavior occurring again.
- 9.** Learning by observing the behavior of others and the consequences they experience.
- 10.** The deliberate separation or exclusion of an individual from social interactions and relationships.
- 12.** The naturally occurring response that is elicited by an unconditioned stimulus in classical conditioning.
- 14.** A stimulus that naturally and automatically elicits an unconditioned response in classical conditioning.
- 17.** A reinforcement schedule based on the passage of time between behaviors.
- 19.** The principle that a preferred or high-probability activity can be used as a reinforcer for a less-preferred or low-probability activity.
- 20.** The removal or avoidance of an aversive stimulus that increases the likelihood of a behavior occurring again.
- 23.** A theory that emphasizes the role of observational learning, modeling, and imitation in shaping behavior.
- 25.** A type of learning in which behavior is strengthened or weakened by the consequences that follow it.
- 26.** A type of learning where a neutral stimulus becomes associated with a naturally occurring stimulus, leading to a conditioned response.
- 29.** A system in which tokens or points are earned for desirable behavior and can be exchanged for desired rewards or privileges.
- 33.** Consequences that are delivered to a group of individuals based on their collective behavior.
- 42.** Events or stimuli that occur before a behavior and influence the likelihood of that behavior occurring.

- 37.** Teaching appropriate behavior to prevent the occurrence of problem behavior in a specific situation.
- 38.** A reinforcement schedule based on the number of responses emitted by an individual.
- 39.** Reinforcing a behavior every time it occurs.
- 40.** Providing oneself with a reward or reinforcement contingent upon the completion of desired behavior.
- 41.** A previously neutral stimulus that, through association with an unconditioned stimulus, comes to elicit a conditioned response.
- 43.** A group-based intervention that uses a game format to promote positive behavior and reduce disruptive behavior.
- 44.** An agreement specifying a set of behavioral goals and the consequences for meeting those goals.
- 45.** The presentation of a desired stimulus or reward following a behavior to increase the likelihood of that behavior occurring again.
- 46.** Strategies and interventions designed to promote positive behaviors and reduce problem behaviors.
- 47.** Reinforcing a behavior only occasionally or on a partial basis.
- 48.** The process of acquiring knowledge, skills, attitudes, or behaviors through experience, study, or teaching.