Behavior Modification & Increasing Student Motivation

> Dr. Kathleen Hogan 10/11/2012 3:30-5:50

## Last Month's Homework

- What types of positive and negative consequences did you see being used in your classrooms?
- How is motivation being enhanced in your classrooms?

# Consequences

- Can be positive or negative
- Key to changing behavior
- Logical and natural consequences
  - Clearly connected to a behavior
  - Punishment should fit the crime
- Congruent consequences
  - Teacher and student interpret the consequence the same way
  - Natural consequences are more congruent than logical because there is no need for interpretation
  - Consequences change depending on the situation
- Assertive consequences
  - Should not be physically or psychologically harmful
  - Consequences are choices the students made
  - Do not need to be severe to be effective
  - Hierarchy of consequences

Three R's (key requirements for consequences)

- Must be related to misbehavior
- Must be reasonable
- Must be respectfully applied





# What about consequences?

- Establish consequences for both reinforcement and punishment
- Consequences work best when they are...
  - Clear and specific
  - Directly related to rules and procedures
  - Arranged in a hierarchy
  - Natural and logical



# Your Turn

- As a group we will decide if the following are positive or negative consequences, or inappropriate.
- <u>http://iris.peabody.vanderbilt.edu/posnegv2/</u> <u>default.htm</u>



### Reinforcement vs. Punishment

|                      | Positive (+)<br>(giving<br>something) | Negative (-)<br>(taking<br>something<br>away) |
|----------------------|---------------------------------------|---|
| Reinforcement<br>(ⓒ) | + 🙂                                   | - ⓒ   |
| Punishment (🐵)       | + 🛞                                   | - 🔅   |

# Examples

- Positive Reinforcement
  - Sticker for good work
- Positive Punishment
  - Extra homework since you misbehaved in class
- Negative Reinforcement
  - No homework tonight since you worked so hard in class
- Negative Punishment
  - You lose 5 minutes of recess for hitting your friend in class

# Punishment

- Stops behaviors but does not teach any replaceable behaviors
- According to behaviorists
  - Presenting or removing a stimulus that reduces a problem behavior
  - Example
    - Student is noncompliant in math and you put her in the hall...you are removing her from what she doesn't want to do, so you are positively reinforcing her behavior because she does not have to do her math in the hall
    - We will talk about more about this in a few weeks
- Punishments and consequences are not the same
  - Punishment = authority
  - Consequences = level the playing field; generally accepted by students
  - If you use punishment too often, your students will not care about being punished anymore and the adult loses control of the situation

Students learn to not trust adults

# **Behavior Modification**

- Premise is changing the environment
- Target behavior observable behavior
- Three types
  - Positive Reinforcement
  - Negative Reinforcement
  - Modeling



# *"FAIR IS OFTEN* NOT IDENTICAL TREATMENT, BUT **RATHER GIVING** WHAT IS NEEDED''

# Positive Reinforcement

Reinforcing a behavior to INCREASE a behavior Tangible reinforcers

Food, stickers, pencils, stamps, etc. Social reinforcers



Hugs, praise, smiles

Token reinforcers – used as tangible reinforcers and are traded for something else at a later time

Easy to administer but sometimes delay gratification

Reinforcement considerations

Opt for social reinforcement first

Use tangible with social reinforcement and eventually gradually remove tangibles

Natural reinforcers

Goal is to get the students to a point where they are naturally reinforced for appropriate behavior

**Group Contingencies** 

Reinforcement based on group behavior

# **Positive Consequences**

| Free and Frequent | Intermittent        | Strong and Long-term         |
|-------------------|---------------------|------------------------------|
| Verbal praise     | Notes home          | Field trips                  |
| Smiles            | Phone calls         | Special projects             |
| Stickers          | Special privileges  | Recognition to the principal |
| Rubber stamps     | Extra computer time | Student of the week          |
| Thumbs up         | Special seat        | Honor roll                   |

#### Reinforcement Suggestions-Individual (Elementary)

- Feeding pets
- Playing a board game
- Arts and Crafts
- Computer time
- Line leader
- Teachers helper
- Delivering messages
- Music
- Reading
   Playing sports

- Snack
- Stickers
- Pencils
- Positive time with the principal
- Play with dolls or cars
- Play with puppets
- Puzzles
- Drawing/coloring on chalkboard/dry erase
  - Buddy time

#### Reinforcement Strategies-Individual (Secondary)

- Computer time
- Time to sleep
- Reading magazines/ newspapers/books
- Listening to music
- Working on a hobby
- Arts and crafts
- Snacks
- Library/Teacher/
   Coach assistant
   Game playing

- Running errands
- Extra time in high interest areas (shop, PE, art, etc.)
- Puzzle time
- Assist with younger children
- Socialization time
- Sitting at teachers desk
- Door prizes/drawings
- Crosswords/Word Searches

# Reinforcement Strategies (Class)

- Class visitor/guest speaker
- Field Trip
- Class outside
- Lunch outside
- Class movie
- Longer recess
- Special snack

Class party



#### Cougar Traíts

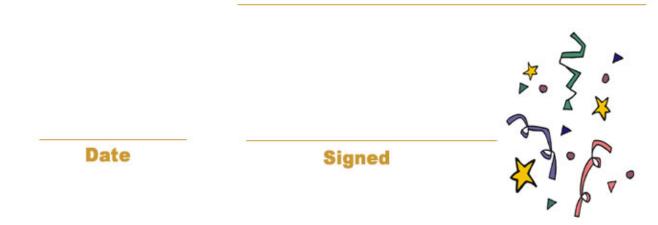
Student Name \_\_\_\_\_

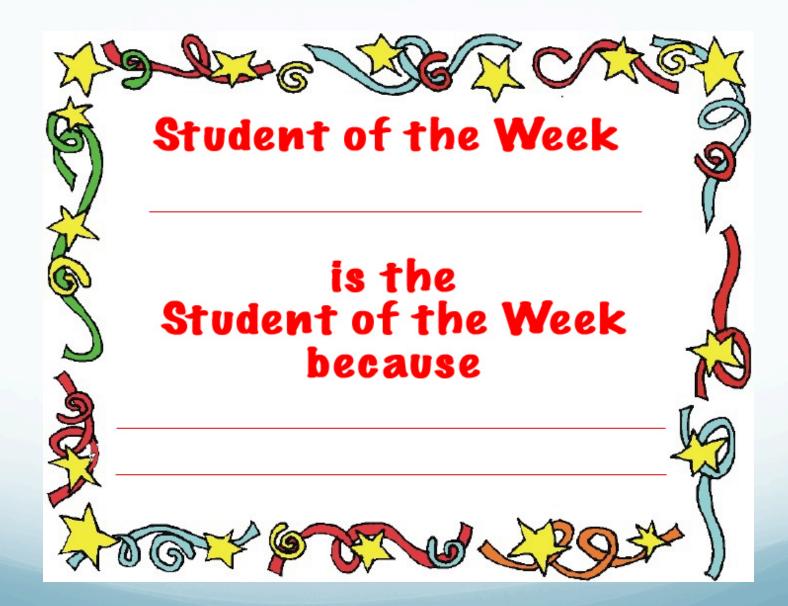
Displayed the Cougar Trait of: Show Respect Show Responsibility Show Caring Show Citizenship (Circle the trait you observed)

Signature \_\_\_\_\_\_ If you would like to write on the back the details of what you observed feel free!



#### Good Behavior Award





# Negative Reinforcement

- Negative Reinforcement
  - Remember that punishment decreases the behavior
  - Removing a stimulus which INCREASES a behavior
    - Example...Driving in heavy traffic is a negative condition for most of us. You leave home earlier than usual one morning, and don't run into heavy traffic. You leave home earlier again the next morning and again you avoid heavy traffic. Your behavior of leaving home earlier is strengthened by the consequence of the avoidance of heavy traffic.



# Modeling



- Teaching by demonstration
- Teachers must model appropriate behavior
- Students can model appropriate behavior especially through the use of peer tutoring and cooperative learning
  - Child must developmentally and intellectually capable of imitating role models
  - May lack intrinsic motivation and need social or tangible reinforcers
  - Choose role models carefully





Enhancing Student Motivation



# Motivation

- Students who are motivated are more likely to be successful students both socially and academically
- School Dropout
  - 1983 = 40% of 12<sup>th</sup> graders found school meaningful
  - 2000 = 28% of 12<sup>th</sup> graders found school meaningful
  - Recommendations to close the dropout gap between white and other ethnic groups include...
    - Tailoring instruction to draw on student's cultures and real world experiences
    - Make greater efforts to coordinate with community social and health services
    - Break down comprehensive high schools into smaller learning communities
    - Eliminate formal and informal tracking of students
    - Pair students and families with an adult advocate who can help them navigate academic and personal challenges (Gehring, 2003)

# Failure Syndrome

- Self-Handicapping Behavior
  - Students who are not high academic achievers will display inappropriate behaviors in order to cover up their feelings regarding class displays of academic achievement
  - It is better to appear lazy, bad, busy, or give excuses than it is to appear "dumb"
- Afraid of Failure
  - Students avoid taking risks for fear of making a mistake and looking "dumb"

# What Students Think

- 3 Factors that motivate HS students
  - Relationships
  - Involvement
  - Independence
- Student Voices
  - Students who are at-risk try to avoid...
    - Making a mistake
    - Being wrong
    - Demonstration of ignorance
  - 6 qualities of good teachers
    - Good teachers push students
    - Good teachers maintain order
    - Good teachers explain until everyone understands
    - Good teachers vary classroom activities
    - Good teachers try to understand students
       Good teachers are willing to help

# **Motivation Approaches**

- Extrinsic Motivation
  - Motivation is propelled by the environment
  - Examples = stickers, rewards, certificates, candy
  - Use of positive reinforcement and tangibles
  - Tangible Incentives
    - Good idea until the student becomes satiated
  - Social Incentives
    - Praise
  - Best Practices
    - Link positive feedback to specific criteria
    - Give the class preferred activity time as an incentive
    - Praise effort rather than intelligence
    - Inform parents of noteworthy accomplishments
    - Instill a sense of personal satisfaction
    - Put tangible rewards with positive verbal comments
    - Use tangible rewards sparingly
    - Incentives work best when dull tasks need to be completed
       Direct positive feedback at competent behavior rather than negative feedback at problem behaviors
       Give incentives in a low-key non-controlling manner

# **Motivation Approaches**

- Intrinsic Motivation
  - Accomplishing tasks because of enjoyment or feeling of accomplishment (internal)
  - Intrinsic needs must be met in order for students to be motivated
  - Intrinsic need areas
    - Survival
      - Provide opportunities to get food
      - Maintain behavioral goals
      - Develop consistent rules and procedures
    - Belonging
      - Learn student names as soon as possible
      - Greet students at door
      - Let students get to know you personally
      - Teach students how to work cooperatively
    - Power
      - Solicit student's input
      - Meet students at their instructional level
      - Teach to a variety of learning styles
      - Use research-based instructional practices
    - Freedom
      - Provide choices to students
      - Listen to students
      - Set classroom goals together
      - Fun
      - Begin class with team-building activities
      - Incorporate music and art
      - Use brain teasers and games

# **Motivation Approaches**

- Intrinsic Motivation
  - Best practices
    - Meet students' trust and competence needy by giving them responsibilities
    - Attribute students' success to things student can control, such as planning and effort
    - Look for ways to increase student decision making in the classroom
    - Recognize that misbehavior can be caused by unmet needs for attention, mastery, and belonging
    - Try to inject fun into activities
    - Inject enthusiasm into teaching
    - Focus on mastery
    - Provide learning activities that encourage socialization and affiliation
      - Remember that deadlines, evaluations, and imposed goals undermine intrinsic motivation

# Self-Efficacy

- Ways to boost self-efficacy
  - Mastery experiences
    - Identify students strengths and interests and use those to motivate students
  - Vicarious experiences
    - Inspiring effort by modeling
  - Social Persuasion
    - Use verbal encouragement along with successful experiences
  - Physical and emotional states
    - Help students understand that fear and anxiety are normal emotions
  - Best Practices
    - Praise students for effort rather than intelligence
    - Praise the person not the process
    - State your confidence in your students ability
    - Do not characterize activities are easy or hard
    - Structure tasks so they can be achieved with reasonable effort
    - Emphasize the value of learning over grades
    - Give reasons to strive
      Build on students' mistakes
      Acknowledge your own mistakes

# Encourage Effort

- Recommendations to encourage effort
  - Dignify "wrong " answers
    - Remind students that answers require thoughts and expand on partial answers
  - Allow the Three R's...Redo, Retake, and Revise
    - Encourages students to keep trying
  - Provide students with frequent feedback about their progress
  - Reframe unmotivated behavior
    - Identify the positive aspects of what your students do and highlight those over the negatives
  - Give students a reason to strive
    - Search out examples of the relationship between effort and accomplishment
- Attribution Training
  - Teach students to attribute success to factors they control
  - Helps students to be accountable for their behavior

# **Motivational Guidelines**

- Use novelty to hold attention and create interests
  - Vary instruction
- Every day, allow students to make some choices about how or what they learn
  - Control empowers students
- Encourage students to set their own goals and evaluate their learning in terms of incremental progress
  - Gives direction to learning and jump starts effort
- Use tangible inceptives such as prizes only as last resort

# Homework

- Identify a student who lacks motivation. Once you have identified this student, determine what you believe the reason for the lack of motivation.
- Then identify ways to increase both their intrinsic and extrinsic motivation. Implement the motivation strategies and bring the results to our next meeting.
- We will meet again on November 1, 2012 and will be discussing the following
  - Understanding the Acting Out Cycle
  - Disciplining students with behavior problems
  - Addressing disruptive and non-compliant behaviors