

Table 1: Different Types of Reinforcement Schedules

TYPE OF REINFORCEMENT	Description	Advantage	Disadvantage
Continuous	Reinforcement is provided after each correct response.	Learning occurs quickly.	<ul style="list-style-type: none"> ○ Time consuming ○ Satiation may occur
Intermittent	Reinforcement is provided for some, but not all, correct responses.	Maintains behaviors over time	Not effective for teaching new behaviors
Ratio reinforcement schedule:	Reinforcement is provided after a specific number of correct responses. Two types of ratio reinforcement schedules may be used: fixed and variable.		
1. Fixed Ratio Schedule	Reinforcement is delivered after a specified number of correct responses. For example, when a learner raises his hand in class, the teacher calls on him every third time he raises his hand.	Builds a high response rate	Irregular responding may occur if reinforcement is stopped
2. Variable Ratio Schedule	A learner is reinforced based on an average number of correct responses. For example, if the average number of correct responses is three, a teacher might call on a learner after he raises his hand two times and then after he raises his hand four times.	Learner's rate of responding remains constant	Not effective for teaching new behaviors
Interval reinforcement schedules	Learners are reinforced after a period of time. Two types of interval reinforcement schedules may be used: fixed interval and variable interval.		
1. Fixed interval schedules	A learner is reinforced following a specified amount of time. For example, reinforcement is provided for every 5 minutes of staying seated.	Easy to implement	Learner may stop using target skill following reinforcement and begins to work again just before the next reinforcement period
2. Variable interval schedules	Reinforcement is provided after an average amount of time. For example, a teacher might provide reinforcement on an average of every 5 minutes. Sometimes the amount of time between reinforcement is longer than 5 minutes and sometimes it is shorter.	Easy to implement	Not effective for teaching new behaviors