

Questionnaire about knowledge of ABA and EIBI

1. A positive reinforcer is:
 - a. Something that people like
 - b. A consequence that increases a behaviour
 - c. Something that makes people laugh and smile
 - d. A consequence increasing with time

2. Errorless learning means:
 - a. The adult may not make errors
 - b. No one may make errors
 - c. The child will not have to make errors because he/she gets help
 - d. The child learns on its own

3. Continuous reinforcement means:
 - a. Access to reinforcers all the time
 - b. Reinforcement is given regardless of behaviour
 - c. Reinforcement is given each time a particular behaviour occurs
 - d. Continuous testing of new reinforcers

4. When dad asks Sara to fetch the milk and at the same time points to the fridge it's an example of:
 - a. Modeling
 - b. Physical prompt
 - c. Verbal prompt
 - d. Visual prompt

5. Discriminative learning means:
 - a. Teaching one thing at a time
 - b. Using cards
 - c. At the beginning teaching new things that are extremely different from each other
 - d. Both a and c

6. Shaping is a good technique to use:
 - a. When you can't reinforce
 - b. When you can't prompt
 - c. For simple tasks
 - d. When nothing else works

7. George likes to play with the ball and his mother takes the opportunity to teach him how to roll and toss. This is an example of:
 - a. Incidental learning
 - b. Discrete trial training
 - c. Both a and b
 - d. Neither a nor b

8. To avoid extinction of learned behaviour in the natural environment it is important to:
 - a. Reinforce each time the behaviour occurs
 - b. Never reinforce the behaviour
 - c. Not reinforce every time the behaviour occurs

- d. To reinforce other behaviour
9. When chaining:
- a. A behaviour becomes the signal for the next behaviour
 - b. It is essential to use verbal prompts
 - c. You always start from the end
 - d. No prompt is given
10. When you teach to request it is important that he/she:
- a. Is satisfied
 - b. Can talk
 - c. Has to wait
 - d. Wants something
11. Reinforcers that need to be learned are called :
- a. Negative reinforcers
 - b. Unconditioned reinforcers
 - c. Conditioned reinforcers
 - d. Ineffective reinforcers
12. What is an example of a positive punisher?
- a. The withdrawal of allowance
 - b. No money comes out of the ATM
 - c. The librarian whispers "Do not shout, please!"
 - d. All, that is, a,b and c
13. When you teach someone to imitate it is important:
- a. For the person to see what you are doing
 - b. To label the action
 - c. To be completely silent
 - d. Both a and b
14. The identification of a stimulus and the consequences affecting a behaviour is called:
- a. Systematic manipulation
 - b. Functional analysis
 - c. Direct observation
 - d. Scatterplot
15. To receive maximum effect it is important to deliver the reinforcer:
- a. Before the prompt
 - b. Directly after the instruction
 - c. Directly after the behaviour
 - d. Directly after the prompt