

Direct Measurement	
Indirect Measurement	
Event Recording	
Frequency	

Duration	
Rate	
Latency	
Inter-Response Time	

Permanent Product	
Continuous Measurement	
Token economy	
Backward chaining	

Total Task chaining	
Incidental Teaching	
Discontinuous Measurement	
Partial Interval Recording	

Whole interval Recording	
Momentary Time Sampling	
Fixed Ratio (FR)	
Fixed Interval (FI)	

Variable Ratio (VR)	
Variable interval (VI)	
Permanent Product	
Behaviour	

Antecedent	
Environment	
Preference Assessment	
Single Stimulus Preference Assessment	

<p>Paired Stimuli Preference Assessment</p>	
<p>Multiple Stimuli with Replacement Preference Assessment</p>	
<p>Multiple Stimuli without Replacement Preference Assessment</p>	
<p>Reinforcer Assessment</p>	

Operational Definition	
Target Behaviour	
Consequence	
3-Term Contingency	

Functional Behaviour Assessment	
Functional Analysis	
Direct Observation	
Indirect Assessment	

Maintenance	
Generalization	
Conditioned Reinforcement	
Unconditioned Reinforcement	

<p>Discrete Trial Training (DTT)</p>	
<p>6 Steps of a Discrete Trial</p>	
<p>Natural Environment Teaching (NET)</p>	
<p>Naturalistic Teaching Procedures</p>	

Task Analysis	
Shaping	
Chaining	
Discrimination Training	

Stimulus Control	
Stimulus Fading	
Prompt	
Gestural Prompt	

Verbal Prompt	
Partial Physical Prompt	
Full Physical Prompt	
Textual Prompt	

Prompt Fading	
Function of behaviour	
4 most common functions of behaviour	
Establishing Operation	

Abolishing Operation	
Motivating Operation	
Discriminative Stimulus (SD)	
Differential Reinforcement	

Differential Reinforcement of High Rates of Behaviour (DRH)	
Differential Reinforcement of Low Rates of Behaviour (DRL)	
Differential Reinforcement of Other Behaviour (DRO)	
Differential Reinforcement of Alternate Behaviour (DRA)	

Differential Reinforcement of Incompatible Behaviour (DRI)	
Forward chaining	
Role of RBT	
Service Delivery System	

Dual Relationships	
Conflict of Interest	
Positive Reinforcement	
Negative Reinforcement	

Positive Punishment	
Negative Punishment	
Punishment	
Reinforcement	

Extinction	
Extinction Burst	
Resurgence	
Spontaneous Recovery	

Objective Session Notes	
Client Dignity	

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