

Suggested North American Translations of Behavior Analytic and Operant Conditioning Terms

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A

ADJUNCTIVE BEHAVIOR—what adjunct professors do

ANACLITIC OPERANT—technique described in the *Joy of Sex*

AUTO SHAPING—what is done in an auto body shop

B

BASELINE—where Chris Evert plays from

BIOFEEDBACK—book review of a biography

C

CHAINED RESPONSES—behavior of a penal work crew in the south

CHAINING—foreplay by bondage devotees¹

CHANGEOVER—the outcome of a trip to a plastic surgeon

CHANGEOVER DELAY—what occurs in a plastic surgeon's waiting room

COMPETING RESPONSES—playing a sport

CUMULATIVE RECORDER—a historian

CONDITIONED INHIBITION—Catholic sex education

CONDITIONED SUPPRESSION—the long term effects of living in Haiti

CONJUGATE REINFORCEMENT—conjugating the verb reinforce

CONSEQUENCES—suffered by untruthful contestants in a fifties game show

CONSUMMATORY BEHAVIOR—see *Jaws*

CONTINUOUS REINFORCEMENT—the pillars supporting the Acropolis

COVERT BEHAVIOR—performance by Ollie North¹

CUEING—frequently seen in pool rooms

D

DISCRETE RESPONSE—telling someone his fly is open

DISCRIMINATION—prevented by 1964 Federal Law

DISCRIMINATION TRAINING—commonly conducted by Klu Klux Klan and Afrikaners

E

ELICIT—defined by the Commission on Pornography

EMIT—a poorly designed baseball glove

ESCAPE BEHAVIOR—inmate's goal

EVENT RECORDING—use of VCR during Olympics

EXTINCTION—The disappearance of a species. Can cause concern for parents when they are told, "We would like to put your son, Jason, on extinction"

EXTINGUISHING—fireman's goal

F

FADING—what happens when you use too much bleach

FOOD MAGAZINE—*Gourmet*

FORCED CHOICE PROCEDURE—a presidential election

FREQUENCY—see AM, FM

G

GENERALIZATION—promotion to top rank in the Army¹

GOOD BEHAVIOR GAME—no penalty flags were thrown

I

IMITATION—a Gucci look-alike manufactured in Hong Kong

I want to thank Roger Poppen for critically reviewing the list. Items added by Roger are indicated by a ¹. Reprints may be obtained from the author, Choate Mental Health and Developmental Center, Anna, IL 62906.

- INCOMPATIBLE BEHAVIOR—often seen by marriage counselors and divorce attorneys
- INTERMITTENT—setting on a car's windshield wipers
- INTERRESPONSE TIME—minimum standard for participating in Olympic event such as the 100 meters
- L**
- LEARNING HISTORY—what students do in History 101
- LIMITED HOLD—duration of layaway
- LOCAL RATE—a 50¢ phone call at most hotels
- M**
- MAND—the opposite of womand¹
- MASS PRACTICE—altar boy training
- MATCHING—clothes selection often displayed by mothers of twins/behavior displayed after removing socks from clothes dryer¹
- MODELING—see Tiegs, Cheryl
- MULTIPLE-BASELINE DESIGN—building a tennis complex
- O**
- OBSERVING RESPONSE—commonly displayed by a Peeping Tom
- P**
- PACING—behavior displayed by expectant fathers
- PAVLOVIAN CONDITIONING—training program for Russian athletes¹
- PEAK SHIFT—a motorist changing to a lower gear when approaching the top of a mountain road
- PRIME—lending rate for a bank's best customers
- PROBE—tool used by a proctologist
- Q**
- QUANTIFICATION—spending one's holiday on an Australian airline¹
- R**
- RELIABILITY—the curse of a Maytag repairman
- RESISTANCE TO EXTINCTION—heading south during the Ice Age
- RESPONDENT CONDITIONING—physical fitness training for a pen pal
- REVERSAL—wrestling move worth 1 point
- S**
- SCALLOP—a tasty bivalve mollusk
- SCHEDULE OF REINFORCEMENT—when an s is added indicates the timetable for the arrival of fresh troops
- SELF-PUNITIVE BEHAVIOR—what conventioners do (see at ABA)
- SETTING EVENT—a sports contest for chickens
- SHAPING—the actions of a sculptor
- SPONTANEOUS RECOVERY—behavior displayed by Lazarus
- SUPPRESSION—totalitarian behavioral objective
- T**
- TACT—see discrete response
- TARGET BEHAVIOR—what archers do
- TERMINAL BEHAVIOR—insulting a Mafia Don
- TERMINAL RATE—the number of passengers traveling through O'Hare per minute
- TIME SAMPLING—periodically looking at one's watch
- TIMEOUT—a prespecified time during which a team can discuss strategy. More likely to occur if late in the game and team is behind
- TOKEN—prized by bus riders
- TOPOGRAPHY—the upper portion of a graph¹
- W**
- WARM-UP EFFECT—no muscle pulls
- WHITE NOISE—cheers from a hockey crowd
- Y**
- Y-AXIS—question posed by conservationist discussing Amazon Rain Forest
- YOKED CONTROL—the aim of an oxen driver