

**Classical Conditioning: Involuntary - No choice**

**Operant Conditioning: Cause and Affect - Not Involuntary**

Add Behavior	+ Positive Reinforcement	Add food = more of same behavior
	-Negative Reinforcement	Escapes to remove discomfort, behavior prior to removal reinforces behavior
Remove Behavior	+Positive Punishment	Violence to stop behavior, such as knee to chest stops jumping
	-Negative Punishment	Remove access to something he wants, such as a time out, no access to humans, play, toys, etc.