

Learning Theory

	Reinforcement	Punishment
Positive (Adding Something)	Reward Desired Behaviour Primary Reinforcer: Food Secondary Reinforcer: Praise, Scratch, Rest, Turnout	Punish Undesired Behaviour Adding an Unpleasant Stimulus: Shout, Smack, Jerk.
Negative (Taking Something Away)	Reward Desired Behaviour Removal of Stimulus: Pressure, cluck, tap. Most Common in Horse Training. Timing is Crucial	Punish Undesired Behaviour Removing a Stimulus: Rarely applicable for horses; better for children.



*Miniature
Horsemanship*
Kendra Gale