



DISCOVERING PSYCHOLOGY

LEARNING

Directions: This will be due at the end of this film. You are to answer the following questions. The concepts are presented chronologically during the film.

1. According to the film, what is a reflex?
2. What is a fixed action pattern?
3. What two things related to learning seem to separate humans from the rest of the animal world?
4. What three things did Pavlov use as conditioned stimuli for his experiment?
5. What has Pavlov's discovery become known as?
6. According to the film, when does conditioning take place?
7. Pavlov's conclusion was that any perceived \_\_\_\_\_ can illicit any \_\_\_\_\_.
8. How was classical conditioning used to accidental kill the ice in the experiment?
9. What was Thorndyke's brand of conditioning called?
10. What is the basic law of effect?
11. Who was little Albert?
12. Who was Mary Jones?
13. What are Skinner's ABC's?  
A: \_\_\_\_\_  
B: \_\_\_\_\_  
C: \_\_\_\_\_
14. What was the Skinner Box?
15. A behavior that operates on the environment is called an \_\_\_\_\_ behavior.
16. Which schedule of reinforcement seems to be the best?
17. How are agoraphobics treated using behavioral therapy?

**Learning**  
**The Basic Study of How Behavioral Tendency Can Be Altered**

What are the significant issues that you need to know about the process of learning?

You should be able to discuss the elements of classical conditioning.

*Essential Details*

Ivan Pavlov identified the association or relationship between two independent stimuli.

A neutral stimulus is one that elicits no response or reflex. It is completely independent.

An unconditioned stimulus always elicits a response or reflex. The subject always responds or reacts.

Once an association is made between the unconditioned and neutral stimulus, it becomes conditioned.

The initial reflex is an unconditioned response. Once associated, it is a conditioned response.

Discrimination means that the subject can recognize the difference between two stimuli.

Generalization means that the subject responds to similar conditioned stimuli.

Extinction occurs when the association between stimuli decays. Spontaneous Recovery may occur.

You should be able to discuss the elements of instrumental and operant conditioning.

*Essential Details*

John B. Watson, the Father of Behaviorism demonstrated classically conditioned fear with Little Albert.

Thorndyke's Law of Effect suggests that behaviors that are rewarded tend to continue.

An instrumental behavior is one that first happens, often at random, and if rewarded will continue.

B. F. Skinner used functional analysis to describe operant conditioning.

An operant behavior is one that operates on the environment and is then reinforced or punished.

Once conditioned, a person will often avoid punishment, demonstrate escape or helplessness.

The reinforcing of approximately correct responses is called Shaping.

Other important concepts are Primary and Secondary Reinforcers, and Fixed and Variable Schedules.

You should be able to discuss the concepts and issues related to cognition and social learning.

*Essential Details*

Learned helplessness is the condition of accepting an unpleasant stimulus with no change in response.

Latent learning is a change in behavior without direct classical, instrumental or operant conditioning.

A cognitive map is a mental representation of that which a person experiences based on one's schema.

Gestalt Psychology suggests that one cannot completely understand reality but can gain insight.

Observational learning suggests that people learn by acting like their role models.

Bandura is the most famous of the observational learning theorists and made the bobo clown experiment.

Bandura suggested that people learn vicariously rather than directly.

Schema or our sense of reality is based on neural nets and their subjective associations.

Learning theory has been studied from many different perspectives.

Unit 09: Learning

Directions: Each week in Advanced Placement Psychology, there will be three quizzes. Each quiz is worth 10 test points. This sheet will be turned in at the end of the week.

Quiz 01 (02 Points Each)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

Total Points \_\_\_\_\_

Quiz 02 (02 Points Each)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

Total Points \_\_\_\_\_

Quiz 03 (02 Points Each)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

Total Points \_\_\_\_\_

Grand Total \_\_\_\_\_

Learning

Directions: Answer each of the following questions. Explain the significance of each answer.

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What is acquisition?  
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What is an antecedents?  
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What is an aversive stimulus?  
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What is avoidance learning?  
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What is bait shyness?  
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What is classical conditioning?  
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What is cognitive learning?  
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What is a cognitive map?  
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What is a conditioned aversion?  
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What is a conditioned emotional response?  
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What is a conditioned response?  
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What is a conditioned stimulus?  
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What is a conditioning chamber?  
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What are consequences?  
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What is continuous reinforcement?  
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What is discovery learning?  
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What is a discriminative stimuli?  
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What is escape learning?  
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What is expectancy?  
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What is extinction?  
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What is feedback?  
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What is a fixed interval schedule?  
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What is a fixed ratio schedule?  
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What is generalization?  
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What is a generalized reinforcer?  
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What is higher order conditioning?  
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What is the significance of a knowledge of results?  
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What is latent learning?  
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What is the law of effect?  
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What is a good definition of learning?  
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What is learning psychologist?  
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What is mild punishment?  
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What is the importance of models in learning?  
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What is a negative instance?  
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What is negative reinforcement?  
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What is negative transfer?  
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What is a neutral stimulus?  
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What is non-reinforcement?  
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What is observational learning?  
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What is operant conditioning?  
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What is operant extinction?  
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What is an operant reinforcer?  
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What is operant shaping?  
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What is operant stimulus discrimination?  
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What is operant stimulus generalization?  
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What is the orientation response?  
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What is partial reinforcement?  
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What is the partial reinforcement effect?  
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What is a positive instance?  
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What is positive reinforcement?  
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What is positive transfer?  
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What is the premack principle?  
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What is a primary reinforcers?  
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What is a punisher?  
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What is punishment?  
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What is reinforcement?  
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What is respondent conditioning?  
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What is respondent reinforcement?  
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What is response chaining?  
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What is a response cost?  
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What is a response-contingent?  
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What is a schedule of reinforcement?  
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What is a secondary reinforcer?  
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What is self-recording?  
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What is severe punishment?  
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What is shaping?  
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What is social reinforcement?  
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What is spontaneous recovery?  
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What is stimulus control?  
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What is stimulus discrimination?  
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What is stimulus generalization?  
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What are successive approximations?  
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What causes superstitious behavior?  
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What is a time out?  
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What is a token reinforcer?  
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What is an unconditioned response?  
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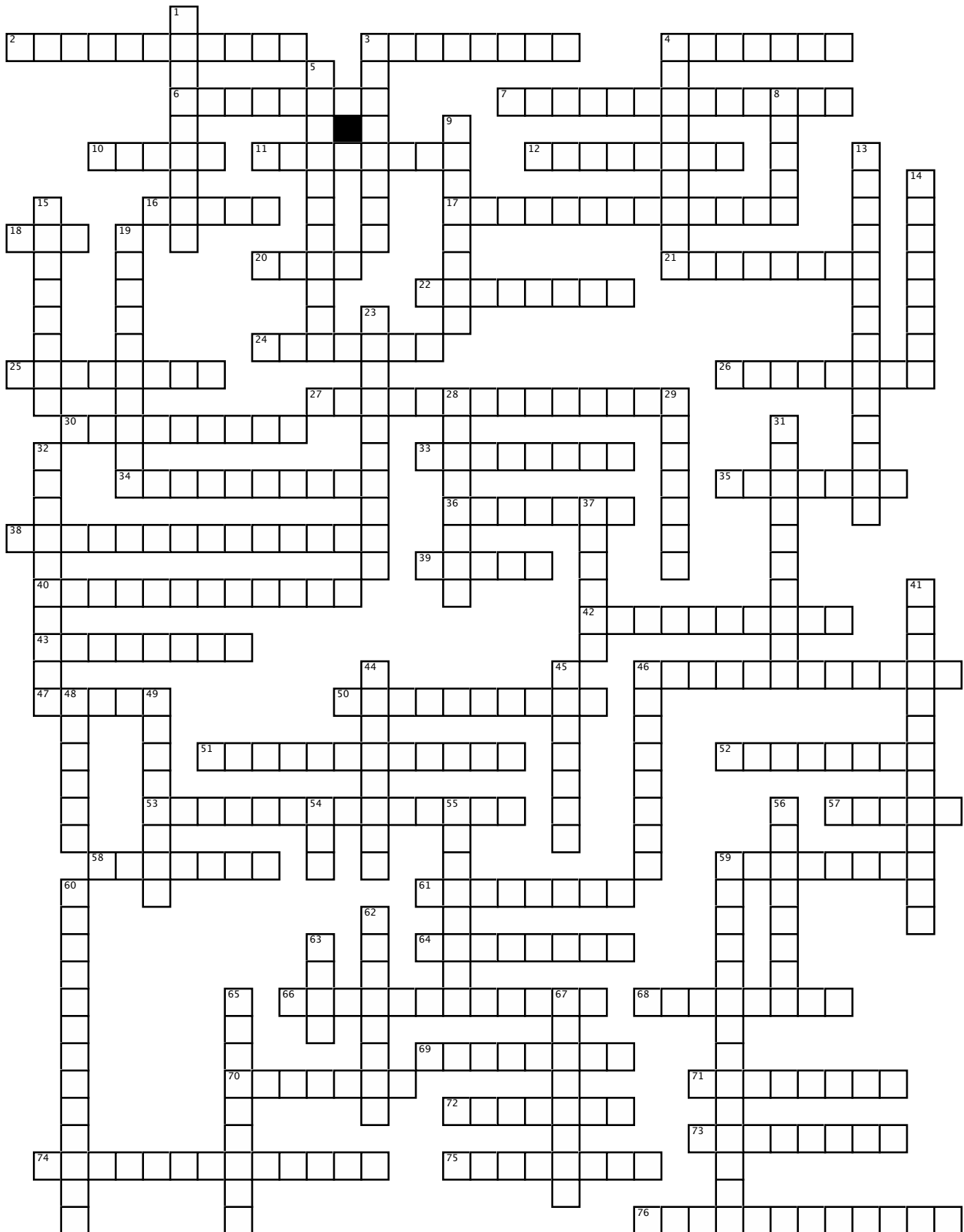
What is an unconditioned stimulus?  
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What is the variable interval schedule?  
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What is the variable ratio schedule?  
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What is vicarious classical conditioning?  
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Unit Review Number 09  
Learning



## Across

2. Non-reinforcement is the \_\_\_\_\_ of reinforcement after selected responses. This is also called extinction training.
3. A conditioned emotional \_\_\_\_\_ is an emotional response that has been linked to a previously non-emotional stimulus by classical conditioning.
4. The \_\_\_\_\_ principle suggests that any high-frequency response can be used to reinforce a low-frequency response.
6. An unconditioned \_\_\_\_\_ is a stimulus innately capable of eliciting a response.
7. Positive \_\_\_\_\_ occurs when a response is followed with a reward or other positive event.
10. The variable \_\_\_\_\_ schedule is a pattern in which a varied number of correct responses must be made to get a reinforcer
11. Consequences are the effects that follow a \_\_\_\_\_.
12. During learning, a knowledge of the results or \_\_\_\_\_ about the correctness of responses or other aspects of performance can aid in the learning.
16. A fixed \_\_\_\_\_ schedule is a pattern in which a set number of correct responses must be made to get a reinforcer. For example, a reinforcer is given for every four correct responses.
17. A fixed interval schedule of \_\_\_\_\_ is a pattern in which a reinforcer is given only when a correct response is made after a set amount of time has passed since the last reinforced response.
18. A time \_\_\_\_\_ is the removing of a person from a situation in which rewards for maladaptive behavior are available.
20. Mild punishment is that which has a relatively \_\_\_\_\_ effect, especially punishment that only temporarily slows a response.
21. Positive \_\_\_\_\_ occurs when mastery of one task aids learning or performing another.
22. A negative \_\_\_\_\_ is an object or event that does not belong to the construct or cognitive concept class.
24. Bait \_\_\_\_\_ is an unwillingness or hesitation on the part of animals to eat a particular food; often caused by the presence of a taste aversion.
25. The orientation \_\_\_\_\_ is the pattern of changes occurring throughout the body that prepares an organism to receive information from a particular stimulus.
26. Successive approximations are a series of steps that change behavior to a desired \_\_\_\_\_ pattern.
27. Operant stimulus \_\_\_\_\_ is the tendency to respond to stimuli similar to those present when an operant response was acquired.
30. A \_\_\_\_\_ reinforcer is a learned reinforcer.
33. Feedback is information on the effects a response has had that is returned to the person performing the \_\_\_\_\_.

## Down

1. Higher order conditioning is \_\_\_\_\_ conditioning in which a conditioned stimulus is used to reinforce further learning; that is, a CS is used as if it were a US.
3. Antecedents are events that precede a \_\_\_\_\_.
4. Learning is any relatively \_\_\_\_\_ change in behavior that can be attributed to conditioning, observation, or cognition.
5. Superstitious behavior is \_\_\_\_\_ conditioned behavior that happens because it seems to produce a reinforcement, even though it is actually unnecessary.
8. Reinforcement is any \_\_\_\_\_ that brings about learning or increases the probability that a particular response will occur.
9. Escape \_\_\_\_\_ is learning to make a response in order to end an aversive, painful or uncomfortable stimulus.
13. Operant stimulus \_\_\_\_\_ is the tendency to make a response when stimuli previously associated with reward are present and to withhold the response when stimuli associated with non-reward are present.
14. An unconditioned \_\_\_\_\_ is an innate reflex response elicited by an unconditioned stimulus.
15. A \_\_\_\_\_ is any event that decreases the probability or frequency of responses it follows.
19. An operant \_\_\_\_\_ is any event that reliably increases the probability or frequency of responses it follows.
23. Acquisition is the period in conditioning during which a response is \_\_\_\_\_.
28. Conditioned \_\_\_\_\_ is a learned dislike or conditioned negative emotional response to some stimulus.
29. A \_\_\_\_\_ stimulus is a stimulus that fails to elicit a response.
31. Severe punishment is intense \_\_\_\_\_; by definition, punishment capable of suppressing a response for long periods.
32. Operant \_\_\_\_\_ is the weakening or disappearance of a non-reinforced operant responses.
37. The law of \_\_\_\_\_ suggests that responses that lead to desirable effects are repeated and those that produce undesirable results are not repeated.
41. Respondent \_\_\_\_\_ occurs when the unconditioned stimulus closely follows the conditioned stimulus.
44. A conditioned \_\_\_\_\_ is a reflex response linked to a new stimulus through learning.
45. Stimulus generalization is the tendency to \_\_\_\_\_ to stimuli similar to, but not identical to, a conditioned stimulus.
46. Response \_\_\_\_\_ is the assembly of a series of responses into a chain of actions leading to reinforcement.

## Across

34. A generalized \_\_\_\_\_ is a secondary reinforcer that has become independent of direct association with primary reinforcers.
35. Stimulus \_\_\_\_\_ is learning to pay attention to things that we identify in the environment that give us information about the effectiveness of our response subsequently controlling when and where the response will be made.
36. A conditioning chamber is an apparatus designed for the study of operant conditioning. In animal studies, it is called a \_\_\_\_\_ box.
38. A \_\_\_\_\_ stimuli is one that precedes a rewarded and non-rewarded response in operant conditioning and that comes to exert some control over whether the response is made.
39. A \_\_\_\_\_ is a person who serves as an example for observational learning or vicarious conditioning.
40. Respondent \_\_\_\_\_ is another term for classical conditioning.
42. A response \_\_\_\_\_ occurs when a reinforcement, punishment, or other consequence is followed only after a certain response.
43. A positive \_\_\_\_\_ in concept learning is an object or event that belongs to the construct or concept class.
46. Classical \_\_\_\_\_ is a basic form of learning in which existing reflex responses come to be elicited by new stimuli.
47. Primary reinforcers are unlearned reinforcers; usually those that satisfy physiological \_\_\_\_\_.
50. Continuous reinforcement is one of the schedules of reinforcement in which every correct response is followed by a \_\_\_\_\_.
51. Expectancy is the \_\_\_\_\_ concerning future events or relationships.
52. Negative \_\_\_\_\_ occurs when the mastery of one task conflicts with learning or performing another task.
53. Stimulus \_\_\_\_\_ is the learned ability to detect differences in stimuli, often produced by reinforcing responses to one stimulus but not another.
57. A \_\_\_\_\_ reinforcer is a tangible secondary reinforcer such as money, gold stars, poker chips, and the like.
58. Shaping is the gradual \_\_\_\_\_ of responses to a final desired pattern.
59. Punishment occurs when a \_\_\_\_\_ is followed with pain or an otherwise uncomfortable event.
61. Cognitive \_\_\_\_\_ is higher-level learning involving thinking, knowing, understanding, and anticipation.
64. An \_\_\_\_\_ stimulus is one that produces discomfort or displeasure.
66. A learning \_\_\_\_\_ studies how learning occurs.
68. Spontaneous \_\_\_\_\_ is the reappearance of a learned response after its apparent extinction.

## Down

48. The partial reinforcement \_\_\_\_\_ suggests that greater resistance to extinction is found in responses acquired on a schedule of partial reinforcement.
49. A \_\_\_\_\_ of reinforcement is a rule or plan for determining which responses will be reinforced.
54. A cognitive \_\_\_\_\_ is a mental image of an area that guides movement from one location to another.
55. The variable \_\_\_\_\_ schedule is a schedule in which a reinforcer is given for the first correct response made after a varied amount of time has passed.
56. Generalization is the transfer of a learned \_\_\_\_\_ from one stimulus situation to other similar situations.
59. Social \_\_\_\_\_ are things like praise, attention, approval, and/or affection from others.
60. Partial \_\_\_\_\_ is the pattern in which only some responses are reinforced.
62. Observational learning is achieved by \_\_\_\_\_ and imitating the actions of another or noting the consequences of those actions.
63. A response \_\_\_\_\_ occurs when a response leads to the removal of a positive reinforcer.
65. Vicarious \_\_\_\_\_ conditioning is conditioning brought about by observing another person react to a particular stimulus.
67. Avoidance learning occurs when making a particular response delays or prevents the onset of a painful or unpleasant \_\_\_\_\_.

**Across**

69. Discovery \_\_\_\_\_ is that which is based on insight or understanding rather than on mechanical application of rules.

70. Operant \_\_\_\_\_ is the gradually molding of responses by rewarding ever-closer approximations to a final desired pattern.

71. Latent \_\_\_\_\_ occurs without obvious reinforcement but remains unexpressed until reinforcement is provided.

72. Extinction is the \_\_\_\_\_ decrease in the frequency of a non-reinforced response.

73. Self-recording is self-management based on keeping records of \_\_\_\_\_ frequencies.

74. Negative \_\_\_\_\_ occurs when a response is followed with an end to discomfort or with the removal of an uncomfortable state of affairs.

75. A conditioned \_\_\_\_\_ is a previously neutral stimulus that acquires the capacity to evoke a response by being paired with an unconditioned stimulus.

76. Operant conditioning is learning based on the \_\_\_\_\_ of responding.