**AP PSYCHOLOGY 2022-23 November 28, 2022**

**Today’s Agenda (Day 60)**

1. HOMEWORK CHECK

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1. Class Activity:

🡪 **TEST: Unit 6**

**\* Go to** [**www.socrative.com**](http://www.socrative.com) **🡪 enter room “MSBPSYCH” 🡪 enter ID #**

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HOMEWORK:

* READ: Unit 7 – Cognition
* COMPLETE: Unit 7 Vocabulary
* STUDY: Unit 7 Vocabulary Quiz and Test

Unit 7

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| --- | --- | --- | --- | --- |
| algorithm | anterograde amnesia | aphasia | automatic processing | availability heuristic |
| babbling stage | belief perseverance | Broca's area | chunking | cognition |
| concept | confirmation bias | convergent thinking | creativity | deep processing |
| déjà vu | divergent thinking | echoic memory | effortful processing | encoding |
| explicit memory | flashbulb memory | framing | grammar | heuristic |
| hippocampus | iconic memory | implicit memory | insight | intuition |
| language | linguistic determinism | long term potentiation | long-term memory | memory |
| mental set | misinformation effect | mnemonics | mood congruent memory | morpheme |
| one-word stage | overconfidence | parallel processing | phoneme | priming |
| proactive interference | prototype | recall | recognition | relearning |
| representativeness heuristic | repression | retrieval | retroactive interference | retrograde amnesia |
| sensory memory | serial position effect | shallow processing | short-term memory | source amnesia |
| spacing effect | storage | telegraphic speech | testing effect | two-word stage |
| Wernicke's area | working memory |  |  |  |

REMINDERS:

* **TEST: Unit 6 🡪 Nov. 28**
* **QUIZ: Unit 7 Vocabulary – Dec. 1**
* **TEST: Unit 7 🡪 Dec. 7**
* **MIDTERM EXAM: Ch 1 - 7**

**AP PSYCHOLOGY 2022-23 CLASS REVIEW**

**Handout 26-1:** **Fact or Falsehood?**

Read each statement and decide whether you believe it is true or false.

T F 1. Teachers who grade with a red pen instead of a black pen usually spend more time grading the papers and make more comments.

T F 2. New behaviors take around 66 days to become habitual.

T F 3. For much of the 20th century, psychologists discounted the influence of inner thoughts and emotions as explanations for behavior.

T F 4. Pavlov’s experiments with the dogs were motivated by his desire to learn more about psychology.

T F 5. When a taste becomes associated with an immune system response, the body produces antibodies when presented with that taste.

**Handout 27-1:** **Fact or Falsehood?**

T F 1. Behavior that is rewarded is likely to recur.

T F 2. Reinforcement is always positive.

T F 3. If you wait to reward behavior that is perfect, you may never train someone to behave the way you want.

T F 4. Removing something negative is just as rewarding as getting something positive.

T F 5. Getting rewarded every time you behave correctly is not an effective way of learning.

T F 6. Behavior lasts longest if it is rewarded on a random schedule.

T F 7. Punishing behavior is a great technique for teaching people how to behave correctly.

**Handout 28-1:** **Fact or Falsehood?**

T F 1. When rewards are given accidentally, superstitious behavior often results.

T F 2. As long as a reward is given, it doesn’t matter what the target behavior is – good behavior will result.

T F 3. Giving in to a child’s request after they have been whining will result in more whining.

T F 4. Children don’t often end up repeating curse words if their parents laugh at them saying those words only once or twice.

**Handout 29-1:** **Fact or Falsehood?**

T F 1. If you become violently ill after eating a particular food, you will likely have a hard time eating that food again.

T F 2. Wolves who ate sheep meat tainted with a sickening poison later seemed afraid of live sheep when put in a pen with them.

T F 3. Women tend to perceive men as more attractive if they are in red clothing.

T F 4. You can easily train an animal to perform any behavior using operant conditioning.

T F 5. School officials should let freshmen students wander around school before the first day so they will be less likely to get lost when school starts.

T F 6. Giving rewards often leads to people loving the behavior for its own sake and not for receiving rewards.

T F 7. When we learn that we cannot control our circumstances, we will act helpless in other circumstances, even when it is possible to exert some control.

T F 8. People who believe in luck or fate do better in school and work.

**Handout 30-1:** **Fact or Falsehood?**

T F 1. Most children will avoid modeling violent behavior while playing with toys because their parents had previously taught them that such behavior was not right.

T F 2. Babies will only imitate behaviors they see as evolutionarily important.

T F 3. Negative behavior is far more easily learned through observation than positive behavior.

T F 4. Children who play violent video games always end up being more violent than their non-violent game playing peers.