**AP PSYCHOLOGY 2022-23 November 14, 2022**

**Today’s Agenda (Day 53)**

1. HOMEWORK CHECK

🡪

1. Class Activity:

🡪 **TEST: Unit 5**

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

🡪TUESDAY: Unit 6 PPT Review

1. Module 26 – How do we learn and classical conditioning
2. Module 27 – Operant conditioning
3. Module 28 – Operant conditioning’s applications, and comparison to classical conditioning
4. Module 29 – Biology, cognition and learning
5. Module 30 – Learning by observation

HOMEWORK:

* READ: Unit 6 – Learning
* COMPLETE:
* STUDY: Unit 6 Vocabulary Quiz and Test

Unit 6

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| acquisition | coping | higher-order conditioning | neutral stimulus | reinforcement |
| associative learning | discrimination | insight | observational learning | reinforcement schedule |
| behaviorism | discriminative stimulus | internal locus of control | operant behavior | respondent behavior |
| biofeedback | emotion-focused coping | intrinsic motivation | operant chamber | self-control |
| classical conditioning | external locus of control | latent learning | operant conditioning | shaping |
| cognitive learning | extinction | law of effect | partial reinforcement | Spontaneous recovery |
| cognitive map | extrinsic motivation | learned helplessness | positive reinforcement | stimulus |
| conditioned reinforcer | fixed-interval schedule | learning | primary reinforcer | unconditioned response |
| conditioned response | fixed-ratio schedule | mirror neurons | problem-focused coping | unconditioned stimulus |
| conditioned stimulus | generalization | modeling | prosocial behavior | variable-interval schedule |
| continuous reinforcement | habituation | negative reinforcement | punishment | variable-ratio schedule |

REMINDERS:

* **TEST: Unit 5 🡪 ~~Nov. 10~~ Nov. 14**
* **QUIZ: Unit 6 Vocabulary – Nov. 21**
* **TEST: Unit 6 🡪 Nov. 28**

**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.