1. not reacting to stimuli similar to the CS in the same way
2. using something rewarding to get behavior that is not rewarding
3. phobia treatment-learn to associate relaxation with fear
4. learn through associating consequence with behavior, affects future behavior
5. associate sickness with food, and then avoid that food
6. anonymous with learned taste aversion
7. learn actions have no effect on environment
8. things that are innately rewarding
9. learn 1 behavior by rewarding successive approximations of that behavior
10. give token for desired behavior, turn in for reinforcers
11. learn by associating NS with US until it’s a CS that elicits a CR
12. when no longer demonstrate learning
13. hidden learning demonstrated when needed
14. treat phobias by completely confronting fear
15. act in similar way to stimuli similar to the CS
16. external reward for something innately rewarding becomes less satisfying
17. after extinction, no training, response comes back
18. negatively reinforcing because you get out of bad situation already underway
19. negatively reinforcing because you avoid bad situation
20. putting together a series of shaped behaviors to earn reward
21. sudden understanding
22. when learning has occurred and is demonstrated
23. learned to find rewarding
24. associate something unpleasant with CS to get rid of unwanted behavior
25. when use CS as a US to teach new CS (light + bell = salivation)
26. learn by observing and imitating
27. part of brain that is where we learn by modeling
28. Mental maps
29. relatively permanent change in behavior
30. dendrites grow to create new connections or strengthen connections when we learn

Acquisition Aversive conditioning Avoidance learning Chaining Classical conditioning

Cognitive map Discrimination Escape learning Extinction Flooding

Garcia Effect Generalization Insight learning Latent learning Learned helplessness

Learned taste aversion Learning Long-term potentiation Mirror neurons Observational learning

Operant conditioning Overjustification effect Premack principle Primary reinforcers 2nd order conditioning

Secondary reinforcers Shaping Spontaneous recovery Systematic desensitization Token economy

Identify these people:

Ivan Pavlov BF Skinner

John Watson Robert Rescorla

John Garcia Mary Jones

Edward Thorndike Martin Seligman

Edward Tolman Wolfgang Kohler

Albert Bandura Joseph Wolpe

1. Give the following for Pavlov’s experiment:

US UR

CS CR

Little Albert experiment:

US UR  
CS CR

When you are at school you stomach always begins to growl and you experience pangs of hunger at the sound of the lunch bell.

US UR

CS CR

Psychologists use antabuse to make alcoholics get sick and develop a learned taste aversion to alcohol.

US UR

CS CR

1. Give the consequence: (PR, NR, PP, NP)

-sitting under an umbrella to avoid getting sunburned -going surfing and catching a big wave

-going surfing and wiping out -refusing to swim in the ocean because you are afraid of sharks

-not putting on sunscreen and getting burnt -trying a new restaurant and having terrible service

-eating seafood and getting food poisoning -trying to talk to someone new, and them walking away

-going to your favorite ice cream place -playing mini-golf and losing your ball in the blue lagoon

-playing mini-golf in the middle of the hot, hot day -winning against your friends in go-kart races

-building a sand castle and getting compliments -coming in and taking a shower to wash off the sand

-the ocean washing away your sand castle -you bring water to the beach to drink when you are thirsty

1. Give the schedule of reinforcement: (VR, FR, VI, FI)

-wearing “lucky” socks when your team plays “it helps them win” -making a shot in basketball

-March Madness -committing a foul

-make 10 free throws you can leave practice early -shopping for good deals on Black Friday

-summer break -get 3 friends to sign up and you earn cash back

-growing tomatoes in the summer -NHS meetings on the same day every month

-graduating from high school -winning at Call of Duty

**Outline the following essay:**

Psychologists often use their knowledge of learning to explain and treat psychological disorders. Explain how each of the following could lead to an addiction to alcohol.

-**modeling**

definition:

application:

**-negative reinforcement**

definition:

application:

**-positive reinforcement**

definition:

application:

**-learned helplessness**

definition:

application:

Provide an example of how each of the following could be used to treat an addiction to alcohol.

**-aversive classical conditioning**

definition:

application:

**-token economy**

definition:

application: