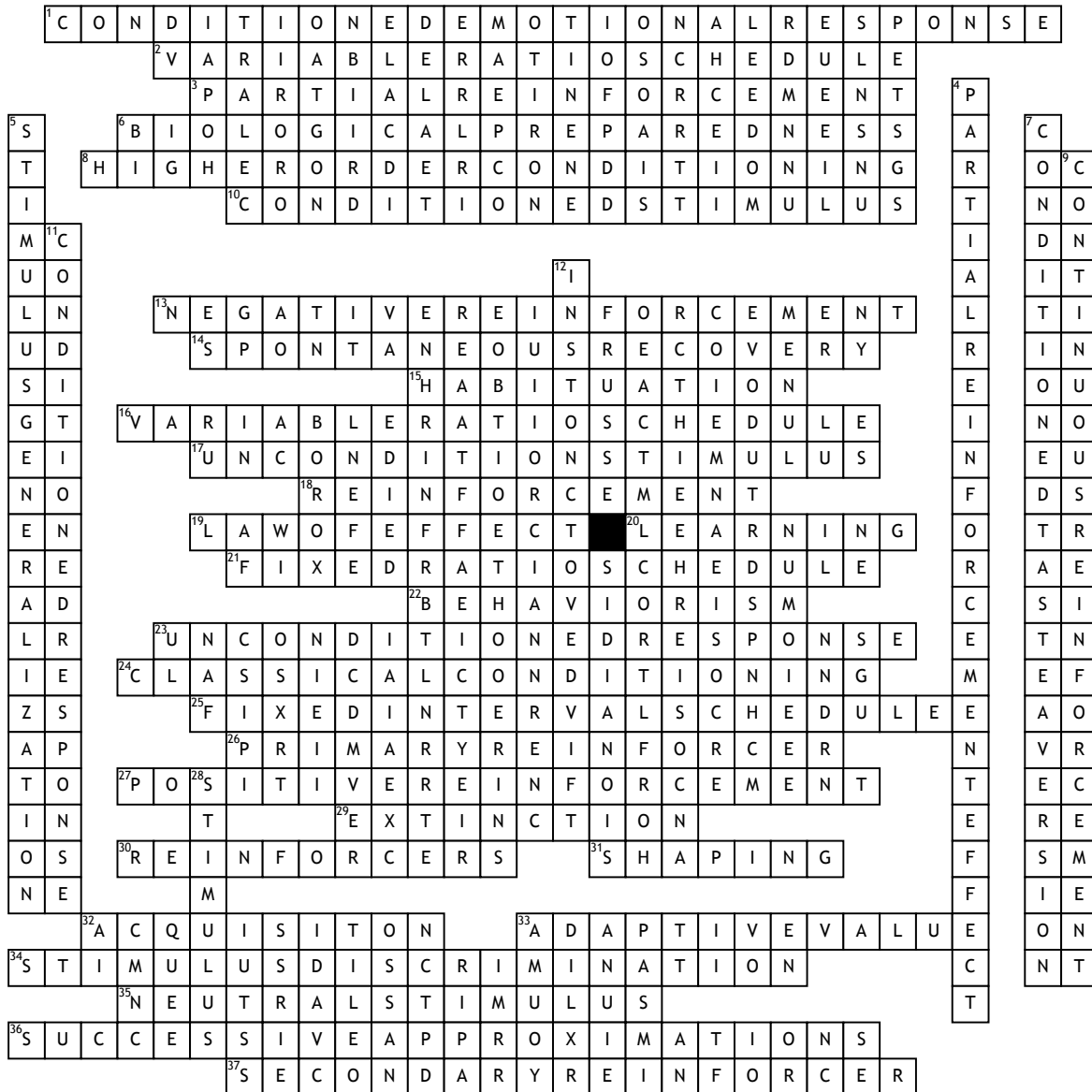


# Psychology Chapter 5



## Across

1. An emotional reaction acquired through classical conditioning; process by which an emotional reaction becomes associated with a previously neutral stimulus.
2. A schedule in which the number of desired behaviors that must occur before a reinforcer is given changes across trials and is based on an average number of behaviors to be reinforced.
3. A schedule of reinforcement in which target behaviors are reinforced intermittently, not continuously.
6. The tendency for animals to be predisposed or incline to from associations
8. With repeated pairings of a conditions stimulus and a neutral stimulus, the second neutral stimulus becomes a conditioned stimulus as well.
10. A previously neutral stimulus that an organism learns to associate with an unconditioned stimulus.
13. The removal of an unpleasant stimulus following a target behavior, which increases the likelihood of it occurring again.
14. The reappearance of a conditioned response following its extinction
15. A basic form of learning evident when an organism does not respond as strongly or as often to an event following multiple exposures to it.
16. A schedule in which the number of desired behaviors that must occur before a reinforcer is given changes across trials and is based on an average number of behaviors to be reinforced.
17. A stimulus that automatically triggers an involuntary response without any learning needed.
18. Process by which an organism learns to associate a voluntary behavior with its consequences.

19. Thorndike's principle stating that behaviors are more likely to be repeated when followed by pleasurable outcomes, and those followed by something unpleasant are less likely to be repeated.

20. A relatively enduring change in behavior or thinking that results from experiences

21. A schedule in which the subject must exhibit a predetermined number of desired behaviors before a reinforcer is given.

22. the scientific study of observable behavior

23. A reflexive, involuntary response to an unconditioned stimulus.

24. Learning process in which two stimuli become associated with each other; when an originally neutral stimulus is condition to elicit an involuntary response.

25. A schedule in which the reinforcer comes after a pre-established interval of times goes by: the behavior is only reinforced after the given interval is over.

26. A reinforcer that satisfies a biological need, such as food, water, physical contact; innate reinforcer.

27. The process by which reinforcers are added or presented following a targeted behavior, increasing the likelihood of it occurring again.

29. In classical conditioning the process by which the CR decreases after repeated exposure to the CS in the absence of the US; in operant conditioning the disappearance of the learned behavior through the removal of it's reinforcer.

30. Consequences, such as events or objects, that increase the likelihood of a behavior reoccurring.

31. the use of reinforcers to guide behavior to the acquisition of a desired, complex behavior

32. The initial learning phase in both classical and operant conditioning

33. The degree to which a trait or behavior helps an organism survive.

34. The ability to differentiate between a conditioned stimulus and other stimuli sufficiently different from it.

35. a stimulus that does not cause a relevant automatic or reflexive response.

36. A method of shaping that uses reinforcers to condition a series of small steps that gradually approach the target behavior.

37. Reinforcers that do not satisfy biological needs but often gain their power through their association with primary reinforcers.

## Down

4. The tendency for behaviors acquired through intermittent reinforcement to be more resistant to extinction than those acquired through continuous reinforcement.

5. The tendency for stimuli similar to the conditioned stimulus to elicit the conditioned response.

7. A form of classical conditioning that occurs when an organism learns to associate the taste of a particular goof or drink with illness.

9. A schedule of reinforcement in which every target behavior is reinforced

11. A learned response to a conditioned stimulus

12. The tendency for animals to revert to instinctual behaviors after a behavior pattern has been learned.

28. An event or occurrence that generally leads to a response