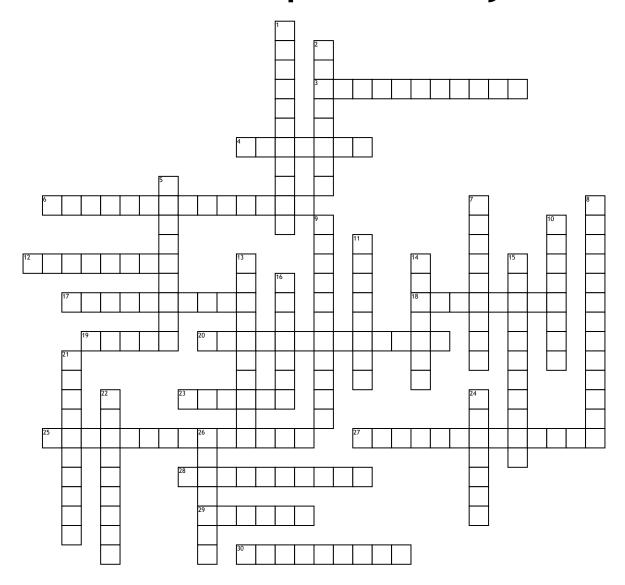
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PSYC 101 Chapter 6 Keywords



Across

- period of initial learning in classical conditioning in which human or animal begins to connect a neutral stimulus and an unconditioned stimulus so that the neutral stimulus will begin to elicit the conditioned response.
- $\ensuremath{\mathbf{4}}\xspace$ rewarding successive approximations toward a target behavior.
- **6.** stimulus _____ demonstrates the conditioned response to stimuli that are similar to the conditioned stimulus.
- **12.** The conditioned ______ elicits a response due to its being paired with an unconditioned stimulus
- 17. the decrease in the conditioned response when the unconditioned stimulus is no longer paired with the conditioned stimulus.
- 18. unlearned knowledge, involving complex patterns of behavior; thought to be more prevalent in lower animals than in humans
- 19. person who performs a behavior that serves as an example
- 20. type of learning that occurs by watching others
- 23. a type of learning that may not be evident until there is a reason to demonstrate it.
- 25. stimulus is the ability to respond differently to similar stimuli
- **27.** implementation of a consequence in order to increase a behavior

- **28.** taking away a pleasant stimulus to decrease or stop a behavior is an example of negative ______.
- **29.** unlearned, automatic response by an organism to a stimulus in the environment
- **30.** Type of punishment where the observer sees the model punihed, making the pbserver less likely to imitate the model's behavior

Down

- 1. when we learn not to respond to a stimulus that is presented repeatedly without change
- 2. change in behavior or knowledge that is the result of experience
- 5. ____ conditioning a type of learning in which the stimulus or experience occurs before the behavior and then gets paired or associated with the behavior.
- 7. a mental picture of the layout of the environment is a map.
- **8.** adding a desirable stimulus to increase a behavior is positive ______.
- 9. form of learning that involves connecting certain stimuli or events that occur together in the environment.
- 10. punishment is adding an undesirable stimulus to stop or decrease a behavior 11. taking away an undesirable stimulus to increase a
- behavior is _____ reinforcement

 13. implementation ofo a consequence in order to decrease a behavior

- **14.** Food, water, shelter and sex are examples of reinforcers
- 15. ____ response is a response caused by the conditioned stimulus
- 16. _____ conditioning is a form of learning in which the stimulus/experience happens after the behavior is demonstrated.
- 21. a type. of reinforcement that rewards behavior everytime it occurs
- **22.** A _____ reinforcer has no inherent value unto itself and only has reinforcing qualities when linked with something else (poker chips, money, gold stars)
- 24. rewarding behavior only some of the time is ______ reinforcement
- **26.** type of stimulus that does not initially elicit a response