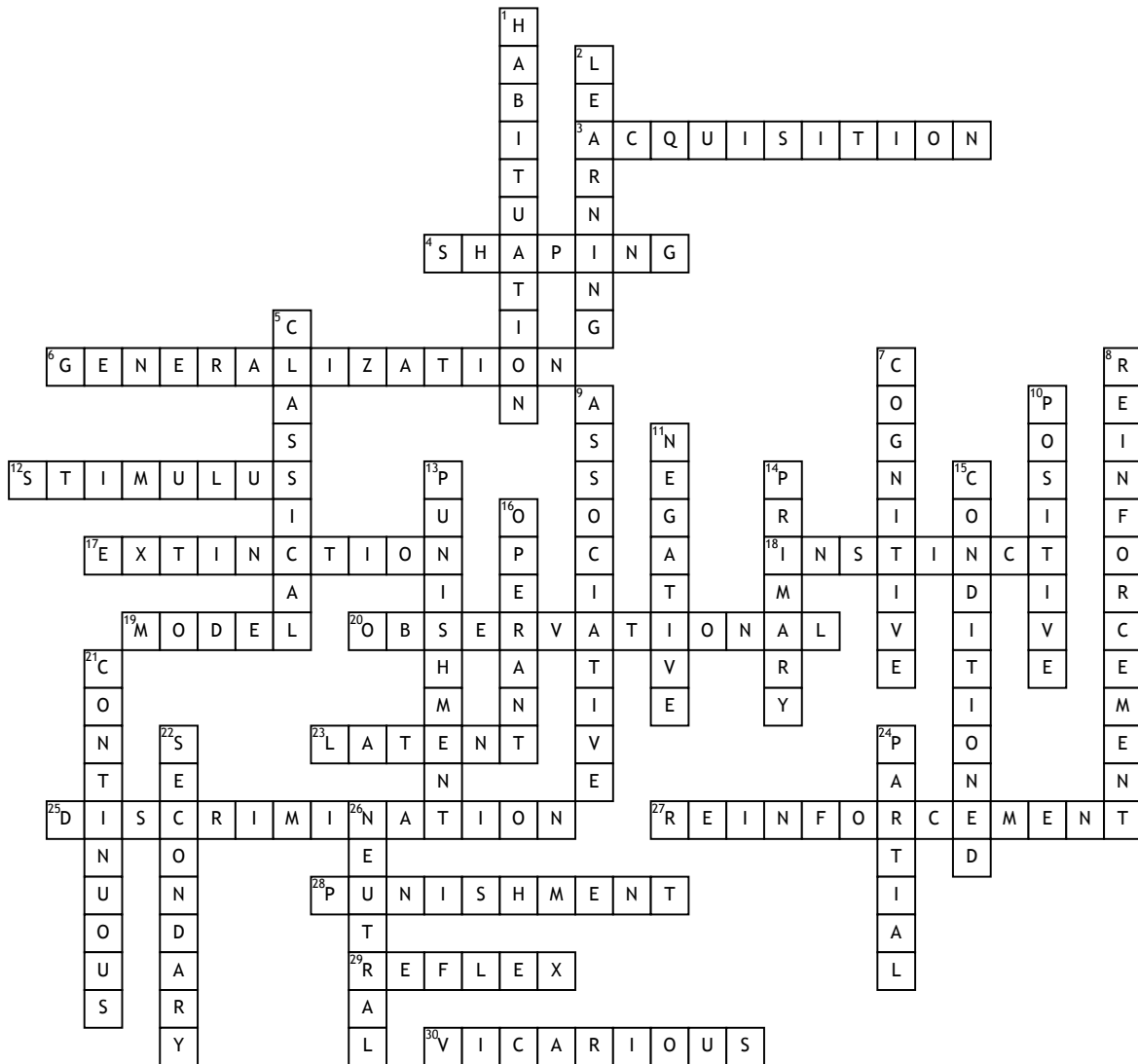


# PSYC 101 Chapter 6 Keywords



**Across**

- 3. 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.
- 4. 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 punished, making the observer 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 of 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