

Chapter 6

1. Reflexes tend to differ from instincts because reflexes are more of a motor and or neural response to a certain prompt. Reflexes tend to be much simpler than instincts and call for specific parts of the body. Involving the primate centers of the nervous system. Reflexes tend to be more of a natural tendency than an instinct is. An instinct tends to be the inherent reaction to ageing and the seasons. Instincts tend to be a bit more complex than reflexes and take place in higher brain centers. Both contrasting with one another on multiple levels.

6. Princess Sparklewhiskers was conditioned with the same conditioning that was done with Pavlov's dog, classical conditioning. Mateo can use higher-order conditioning or second-order conditioning. By pairing a new neutral stimulus and a conditioned stimulus, such as the squeaking of the front door (neutral stimulus) and then Mateo putting his shoes on (conditioned stimulus) along with getting the leash at the end. Princess Sparkles would know it is time to go outside, this would be one way to condition another stimulus.

8. Video games have been a real-world issue in life. A well-known case is that of Devin Moore he was trained to do what he did that led to the murder of those people. He jumped into a police car and murdered people. It took him less than a minute to make all the decisions he did. The affects that Grand Theft Auto and the combination of a rough childhood that led to the tragic killing of innocent people. The prefrontal cortex is still developing as a teen so when an angry teen repeatedly practices violence and is in a place of emotional stress this will lead to violence. This can be especially detrimental to teens and children because their brains are not completely developed. The combination of a rough/ violent household is what makes a huge difference in the violence of a teen. Because Moore came from a violent household and played video games that were also violent this led to the devastating outcome. Not all children that play violent video games will result to a tragic outcome it is the integration of violence.

12. The human response or in this case Little Albert demonstrated stimulus generalization by showing fear to all furry animals rather than just the white rat. Watson's repetitiveness of making a loud sound anytime Little Albert touched the rat. Albert started to associate that fear of the sound to the rat. His fear did not end there it spread to the association of all furry animals, including rabbits, a fur coat, and the Santa Clause beard.

30. After watching the video "Do Video Games Teach People to Be Violent?" The children and teens that come from broken homes and play violent video games are subject to violence in the real-world. There are many factors that contribute to the violence of teenagers and video games. The reality is a teenager's brain is not fully developed and they are easily influenced. The tragic reality of a teen playing violent video games influences a teen to make split decisions just as they do in video games. The continual practice to act on a whim in violence causes damage to the reality a teenage has in the world. In my mind a teenage is causing more harm to their perspective on reality in this world. I believe video games are fun but violent ones just influence

impulsivity, anger, and can ruin a teen whether they live in a healthy household or not.

Chapter 7

31. Describe the field of cognitive psychology.

Cognitive psychology is the understanding of a concept, such as solving a problem, how children acquire the ability to learn a language. The psychologist who looks for the answer to these questions are the ones that are cognitive psychologists. Cognitive psychology put simply is examining what and how people think.

35. The IQ test is the broad test for intelligence, by measuring one's intelligence with a broad spectrum of questions. IQ stands for intelligence quotient, and this is a score that is earned through a test focusing on a person's measure of intelligence. In today's time only psychologists with an advanced degree are allowed to administer an IQ test.

39. Artificial concepts is a concept that is explained in a specific set of characteristics. For example, the geometric shapes, such as triangles and squares are a good example of artificial concepts. Artificial concepts enhance the understanding of a topic that are a specific set of characteristics that are always the same.

41. Schemata is the permits the gaps in your mind to be filled. For example, if I were to introduce myself as a nurse your brain would activate the "nurse schemata". This would lead you to assuming that I am brave, work late hours, never sleep, and you must only wear clogs. This is your perspective even though you do not know me you gather the information you do know about nurses and make a judgment. Schemata can prove to be inaccurate at times because perhaps I am not a selfless person, but you believe I am. Imposing a general perception onto a specific context.

48. Overgeneralization is the overextension that exists in any language to an exception to the rule. An example of this in English an "s" is added onto the end of a word to indicate a word being plural. Young Children usually say words like "two mouses" or "three geeses" overgeneralizing the rule. Children generally start picking up the rules of their language at a rapid rate but start realizing the rules that apply.