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Psychology Chapter 5

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| **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 reinforce that satisfies a biological need, such as food, water, physical contact; innate reinforce.  **27.** The process by which reinforces 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 reinforce.  **30.** Consequences, such as events or objects, that increase the likelihood of a behavior reoccurring.  **31.** the use of reinforces 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 reinforces to condition a series of small steps that gradually approach the target behavior.  **37.** Reinforces that do not satisfy biological needs but often gain their power through their association with primary reinforces. | **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 occurance that generally leads to a response |