

Quick Study Guide

Topic: Learning

Related Course(s): Psych 1100, 2800, 3000, 3200

page 1 of 2

Key Terms – Learning

acquisition period of initial learning in classical conditioning in which a human or an animal begins to connect a neutral stimulus and an unconditioned stimulus so that the neutral stimulus will begin to elicit the conditioned response

associative learning form of learning that involves connecting certain stimuli or events that occur together in the environment (classical and operant conditioning)

classical conditioning learning in which the stimulus or experience occurs before the behavior and then gets paired or associated with the behavior

cognitive map mental picture of the layout of the environment

conditioned response (CR) response caused by the conditioned stimulus

conditioned stimulus (CS) stimulus that elicits a response due to its being paired with an unconditioned stimulus

continuous reinforcement rewarding a behavior every time it occurs

extinction decrease in the conditioned response when the unconditioned stimulus is no longer paired with the conditioned stimulus

fixed interval reinforcement schedule behavior is rewarded after a set amount of time

fixed ratio reinforcement schedule set number of responses must occur before a behavior is rewarded

habituation when we learn not to respond to a stimulus that is presented repeatedly without change

higher-order conditioning (aka, second-order conditioning) using a conditioned stimulus to condition a neutral stimulus

instinct unlearned knowledge, involving complex patterns of behavior; instincts are thought to be more prevalent in lower animals than in humans

latent learning learning that occurs, but it may not be evident until there is a reason to demonstrate it

law of effect behavior that is followed by consequences satisfying to the organism will be repeated and behaviors that are followed by unpleasant consequences will be discouraged

learning change in behavior or knowledge that is the result of experience

model person who performs a behavior that serves as an example (in observational learning)

negative punishment taking away a pleasant stimulus to decrease or stop a behavior

negative reinforcement taking away an undesirable stimulus to increase a behavior

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page 2 of 2

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neutral stimulus (NS) stimulus that does not initially elicit a response

observational learning type of learning that occurs by watching others

operant conditioning learning in which the stimulus/experience happens after the behavior is demonstrated

partial reinforcement rewarding behavior only some of the time

positive punishment adding an undesirable stimulus to stop or decrease a behavior

positive reinforcement adding a desirable stimulus to increase a behavior

primary reinforcer has innate reinforcing qualities (e.g., food, water, shelter, sex)

punishment implementation of a consequence in order to decrease a behavior

reflex unlearned, automatic response by an organism to a stimulus in the environment

reinforcement implementation of a consequence in order to increase a behavior

secondary reinforcer has no inherent value unto itself and only has reinforcing qualities when linked with something else (e.g., money, gold stars, poker chips)

shaping rewarding successive approximations toward a target behavior

spontaneous recovery return of a previously extinguished conditioned response

stimulus discrimination ability to respond differently to similar stimuli

stimulus generalization demonstrating the conditioned response to stimuli that are similar to the conditioned stimulus

unconditioned response (UCR) natural (unlearned) behavior to a given stimulus

unconditioned stimulus (UCS) stimulus that elicits a reflexive response

variable interval reinforcement schedule behavior is rewarded after unpredictable amounts of time have passed

variable ratio reinforcement schedule number of responses differ before a behavior is rewarded

vicarious punishment process where the observer sees the model punished, making the observer less likely to imitate the model's behavior

vicarious reinforcement process where the observer sees the model rewarded, making the observer more likely to imitate the model's behavior