Learning Theory
Operant Conditioning & Cognitive Learning
Reading Quiz PREVIEW

Completion
Complete each statement. One term in the word bank is not used. One term is used twice.

1. In ______________________________, learning is based on the consequences of responding. In other words, our tendency to repeat a behavior or not is shaped by whether we expect something happen afterwards, such as a reinforcer, a punishment, or nothing. It is one of the most powerful tools in psychology.
2. The ______________________________, first proposed by Edward Thorndike, states the probability of a response is altered by the effect it has.
3. ______________________________ refers mainly to learning voluntary responses. This is in contrast to classical conditioning, which refers mainly to learning passive, involuntary responses. This is a fundamental difference between the two.
4. ______________________________ occurs when a response is followed by a reward or other positive event. It will increase the chances a behavior will be repeated.
5. An ______________________________ is any event that follows a response and increased its probability of occurring again.
6. An ______________________________ is an apparatus designed to study operant conditioning in animals. It is also called a “Skinner Box” after B.F. Skinner, the psychologist who invented it (and formulated operant conditioning for that matter).
7. The assembly of separate responses into a series of actions that lead to reinforcement is called ______________________________. Following all the steps of a recipe to get the reward of a delicious meal is an example.
8. ______________________________ are repeated because the appear to produce reinforcement, even though they are actually unnecessary.
9. When someone (or something) gets a reward for obtaining ever-closer matches (aka successive approximation) to a desired response, the subject is undergoing ______________________________, or the gradual molding of responses to a desired pattern. By rewarding small steps in the right direction in this way, B.F. Skinner eventually taught pigeons how to play Ping-Pong.
10. Through ______________________________, learned responses that are not reinforced gradually fade away. That is why it is best to ignore the actions of those seeking attention by acting out instead of yelling at them.
11. ______________________________ occurs when a response is followed by an end to discomfort or they the removal of an unpleasant event. It is similar to the answer to Number 4 because it increases the likelihood of a behavior.
12. ______________________________ is different than the answer to Number 11 in that it decreases the likelihood a behavior is repeated.
13. The removal of a positive reinforcer after a response is made is called ______________________________.
14. There are different kinds of answer to Number 5. ________________ are non-learned – they usually satisfy physiological needs. Because of this, they usually are very powerful. Food, water, sex, and psychoactive drugs are examples.

15. ________________ are learned. It becomes a reinforcer because it becomes associated with an answer to Number 14. Examples are money, praise, attention, approval, success, affection, grades, etc.

16. Answers to Number 15 that can be exchanged for answers to Number 14 are called _________________. Money and gold stars are examples.

17. As stated before, praise, attention, approval, success, and affection are examples of Number 15. Specifically, they are _________________. How would you classify grades -- the answer to Number 16 or 17?

18. Reinforcement can follow different patterns, or schedule. The effectiveness of these reinforcement schedules on the promotion of behavior vary. ________________ happens when a reinforcer follows every response. Interestingly, it is not the most effective reinforcement schedule.

19. ________________ happens when a reinforce only follow some responses, not all. Due to the partial reinforcement effect, they are much more resistant to extinction than the answer to Number 18.

20. ________________ are plans for determining which responses will be reinforced. There are for basic examples.

21. Those on a ________________ schedule must make a set number of correct responses before receiving a reinforcer. They produce high response rates.

22. The number of correct responses vary before receiving a reinforce when on ________________ schedule. These tend to produce a greater resistance to extinction than the answer to Number 21.

23. Those on a ________________ schedule receive a reinforcer only when a correct response is made after a fixed amount of time has passed. This time interval is measured from the last reinforced response. Responses made during the time interval are not reinforced. They produce moderate response rates.

24. ________________ schedules use reinforcement for the first response after a varied amount of time. These produce slow, steady response rates and tremendous resistance to extinction.

25. Stimuli present when an operant response is acquired tend to control when and where the response is made. This is called _________________.

26. ________________ is the tendency to respond to stimuli similar to those that preceded operant reinforcement.

27. The tendency to make an operant response when stimuli previously associated with reward are present and to withhold the response when stimuli associated with non-reward are present is called _________________.

28. Again, punishment lowers the probability that a response will occur again. You may have heard that punishment is a waste of time. That is not true. It has limited effectiveness. However, it has its drawbacks. First, since punishment is painful and uncomfortable, people and situations associated with punishment tend, through classical conditioning, to become feared, resented, or disliked. Next, it encourages _________________. This is when we learn to make a response in order to stop receiving an aversive stimulus, or to make a response to postpone discomfort. These behaviors can have a negative effect on one’s life satisfaction.

29. Finally, punishment can greatly increase _________________. Humans in pain have a tendency to lash out at others. Unfortunately lashing out may feel good because it releases anger and frustration. This reward makes it more likely that one lashes out again in the future.

30. On p.240-241 of Coon there are tips concerning using punishment when all else fails. This is a ____________ statement.

31. Much learning can be explained by the classical and operant conditioning. But not all, especially in humans. There is also _________________.

32. An internal representation of an area is called a _________________.

33. Learning that occurs without obvious reinforcement is called _________________.

34. Learning that takes place through repetition and memorization is called _________________.

35. Learning based on insight and understanding is called _________________.

36. Learning based on watching and imitating others is called _________________. Not only do we watch the behaviors, we take note of the consequences of those behaviors.

37. A person who serves as an example in the answer to Number 36 is called a _________________.