

Learning	A relatively permanent change in an organism's behavior due to experience
Associative Learning	Learning that certain events occur together
Conditioning	The process of learning associations
Operant Conditioning	Learning to associate a response and its consequence -> repeat actions followed by good results ->avoid actions followed by bad results
Observational Learning	Learn from others' experience and examples
Classical (/Pavlovian/Respondent) Conditioning	A learning process that occurs through associations between an environmental stimulus and a naturally occurring stimulus. -we see lightning and then hear thunder-> next time we see lightning, we expect to hear thunder
Behaviorism	The view that psychology should be an objective science [that studies behavior without reference to mental processes]. Most research psychologists today agree only with the first part of the statement
Unconditioned Response (UR)	In classical conditioning, the unlearned, naturally occurring response to the unconditioned stimulus (US)
Unconditioned Stimulus (US)	In classical conditioning, a stimulus that unconditionally (naturally and automatically triggers a response)
Conditioned Response (CR)	In classical conditioning, the learned response to a previously neutral (but now conditioned) stimulus
Conditioned Stimulus (CS)	In classical conditioning, an originally irrelevant stimulus that, after association with an unconditioned stimulus (US), comes to trigger a conditioned response
Acquisition	The initial stage in classical conditioning; the phase associating a neutral stimulus with an unconditioned stimulus so that the neutral stimulus comes to elicit a conditioned response
Extinction	The diminishing of a conditioned response
Spontaneous Recovery	The reappearance, after a pause, of an extinguished conditioned response
Generalization	The tendency, once a response has been conditioned, for stimuli similar to the conditioned stimulus to elicit similar responses
Discrimination	In classical conditioning, the learned ability to distinguish between a conditioned stimulus and stimuli that do not signal an unconditioned stimulus
Respondent Behavior	Behavior that occurs as an automatic response to some stimulus
Operant Behavior	Behavior that operates on the environment, producing consequences
Law of Effect	Thorndike's principle that behaviors followed by favorable consequences become more likely, and those followed by unfavorable ones become less likely

Operant Chamber/ “Skinner box”	A chamber containing a bar or key an animal can manipulate to obtain food or water reinforcer, with attached devices to record the animal's rate of bar pressing or key pecking
Shaping	An operant conditioning procedure in which reinforcers guide behavior toward closer and closer approximations of the desired behavior
Reinforcer	In operant conditioning, any event that strengthens the behavior it follows
Positive Reinforcement	Increasing behaviors by presenting positive stimuli
Negative Reinforcement	Increasing behaviors by stopping or reducing negative stimuli
Primary Reinforcer	An innately reinforcing stimulus
Conditioned (/secondary) Reinforcer	A stimulus that gains its reinforcing power through its association with a primary reinforcer
Continuous Reinforcement	Reinforcing their desired response every time it occurs
Partial (intermittent) Reinforcement	Reinforcing a response only part of the time
Fixed-Ratio Schedule	In operant conditioning, a reinforcement schedule that reinforces a response only after a specified number of responses
Variable-Ratio Schedule	In operant conditioning, a reinforcement schedule that reinforces a response after an unpredictable amount of responses
Fixed-Interval Schedule	In operant conditioning, a reinforcement schedule that reinforces a response only after a specified time has elapsed
Variable Interval Schedule	In operant conditioning, a reinforcement schedule that reinforces a response at unpredictable time intervals
Punishment	An event that decreases the behavior it follows
Cognitive Map	A mental representation of the layout of one's environment
Latent Learning	Learning that occurs but is not apparent until there is an incentive to demonstrate it
Intrinsic Motivation	A desire to perform a behavior for its own sake
Extrinsic Motivation	A desire to perform a behavior due to promised rewards or threats of punishment
Modelling	The process of observing and imitating a specific behavior
Mirror Neurons	Frontal Lobe Neurons that fire when performing certain actions or when observing another do so
Prosocial Behavior	Positive, constructive, helpful behavior-opposite of anti-social behavior