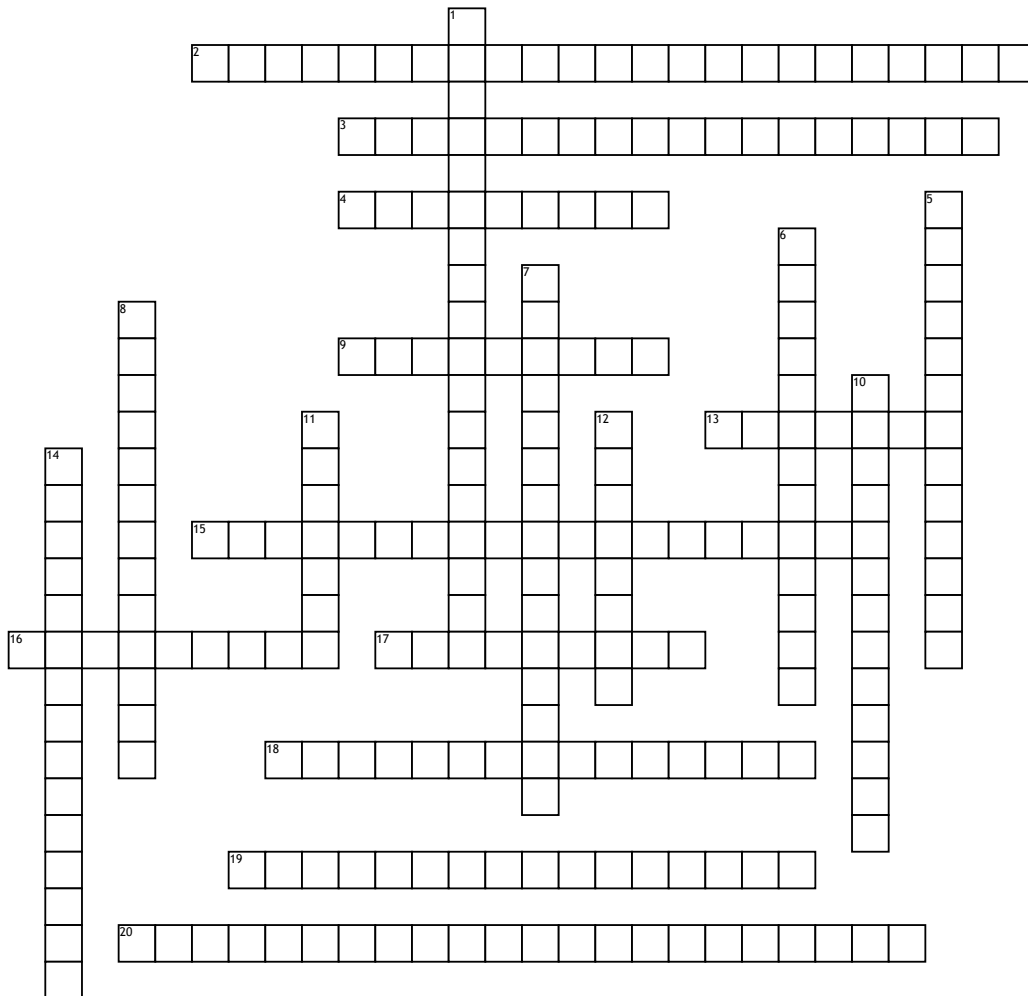


Cognition



Across

2. Assuming a woman will stay home with the kids because that's what they've done in the past

3. Even numbers are divisible by 2, 10 is an even number therefore 10 is divisible by 2.

4. When asked to name a piece of furniture, Sally says chair. The chair would be her

9. Using ROYGBIV to remember the colors of the rainbow

13. Your doctor tells you there's a 95% chance of survival instead of a 5% mortality rate.

15. Shanequa was at school and wanted to put her hair up but she left her hair tie at home. All she had was a rubber band but she didn't use it.

16. If you're trying to solve a familiar problem in math, your going to solve it the way you solved it last time.

17. A mental procedure that you follow step by step to get a solution.

18. You buy a blender you see on T.V. for \$10 a month for 12 months but you think it's a good deal because you heard \$10 first.

19. If you want to drive to Florida in the smallest amount of time, then during the drive your going to take the quickest routes.

20. Assuming everyone has an iPhone just because you have one.

Down

1. Big Timmy's dad is bald therefore all dads are bald.

5. Feeling bad about a test you took but when you get your A

6. When moving a couch into your house you try the front door, the back door, and then it fits through the double doors on the patio.

7. Meeting someone's parents and understanding why they act a certain way.

8. Realizing you should reread an article because you might've forgotten the key points.

10. Little Timmy was accepted into a college and said "I knew it!" even though he expressed his doubts to his mom earlier.

11. Despite the different types and colors of chairs, you recognize it is a chair when you see one.

12. A teacher yells at a student for being on their phone, but the student was having a family emergency.

14. You've flipped a coin 4 times and they all landed on heads so you think the next one if going to be tails.

Word Bank

Means-end Analysis

Deductive reasoning

Heuristic

Hindsight Bias

Availability Heuristic

Inductive reasoning

Trial and Error

Anchoring effect

Framing

Mental set

Insight Learning

Hindsight Bias

Algorithm

Representative Heuristic

prototype

Metacognition

Gambler's fallacy

Functional Fixedness

Rigidity

Concept