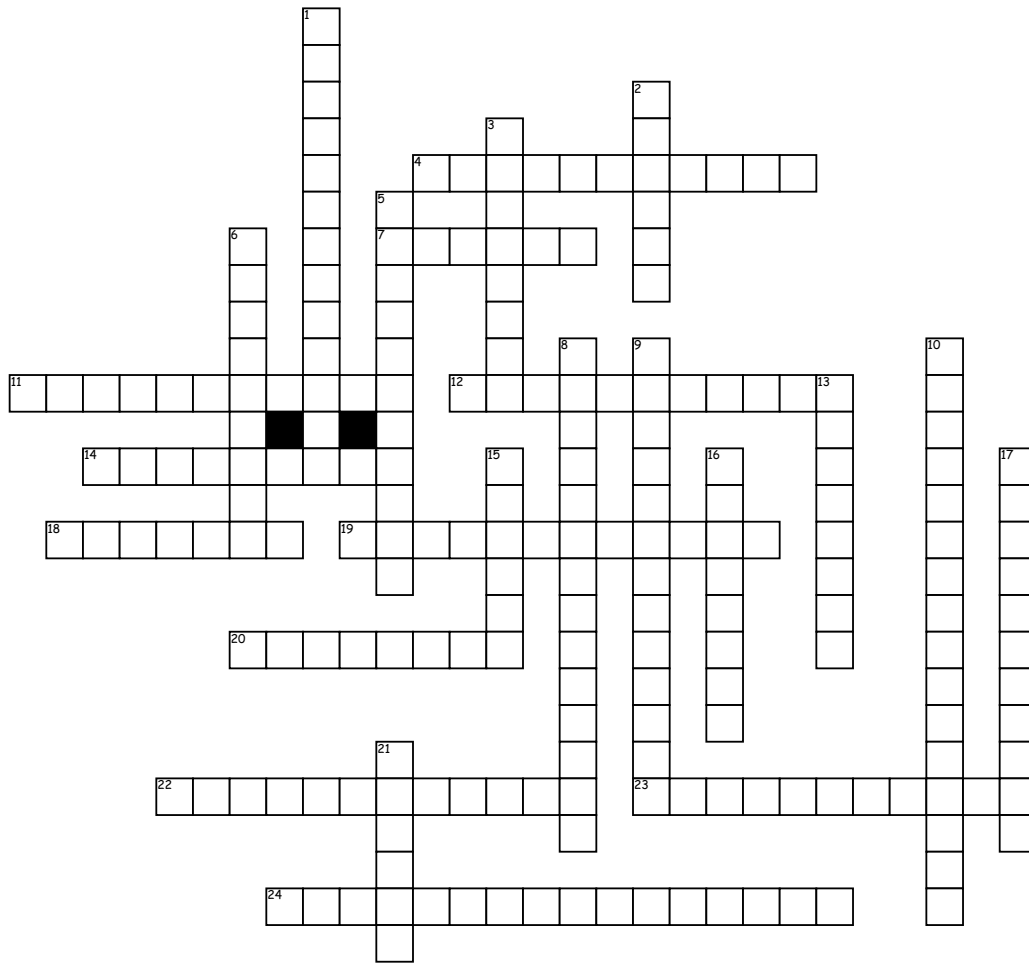


Cognitive Development in Infancy and Early Childhood



Across

4. This principle states that number names must always be counted in the same order.

7. Because of this type of participation, children learn from other's how to connect new experiences/skills with what they already know.

11. The diminished response to a stimulus as it continues to become familiar.

12. An example of this type of speech is "he sleeping" instead of "he is sleeping"

14. Psychologist who came up with Operant Conditioning Theory.

18. _____ playing is a helpful way to improve a child's attention span.

19. When new experiences are readily incorporated into existing schemes.

20. Psychologist who proposed that development is an apprenticeship in which children advance when they collaborate with others who are more skilled.

22. Period of infancy (0-2 years)

23. The diminished response to a stimulus as it becomes more familiar.

24. Piaget believed that infants lacked this for most of their first year.

Down

1. When a child's meaning of a word is broader than an adult's.

2. When babies do this, it often times sounds like they are excited.

3. Mental _____ refers to mental and neural structures that are built in and allow the mind to operate.

5. One of Piaget's most famous experiments (the three-mountains problem) exhibits this

6. When a newborn tries to match an adult's acts.

8. Cognitive development involves changes in mental hardware and in _____.

9. _____ is an intermediate step between speech others and inner speech. (2 words)

10. An emergent sense of self contributes to _____ memory.

13. _____ operational is the period of development for the age range of 7-11 years old.

15. The amygdala, hippocampus, and prefrontal cortex support _____

16. The basic building blocks of language.

17. A style in which teachers gauge the amount of assistance they offer to match the learner's needs.

21. A Swiss psychologist known for his work in child development.

Word Bank

Mental Software

Assimilation

Autobiographical

Pretend

Imitation

Sensorimotor

Scaffolding

Guided

Hardware

Phonemes

Cooing

Habituation

Private Speech

Vygotsky

Egocentrism

Memory

Overextension

Stable-Order

Piaget

Object Permanence

B.F. Skinner

Telegraphic

Habituation

Concrete