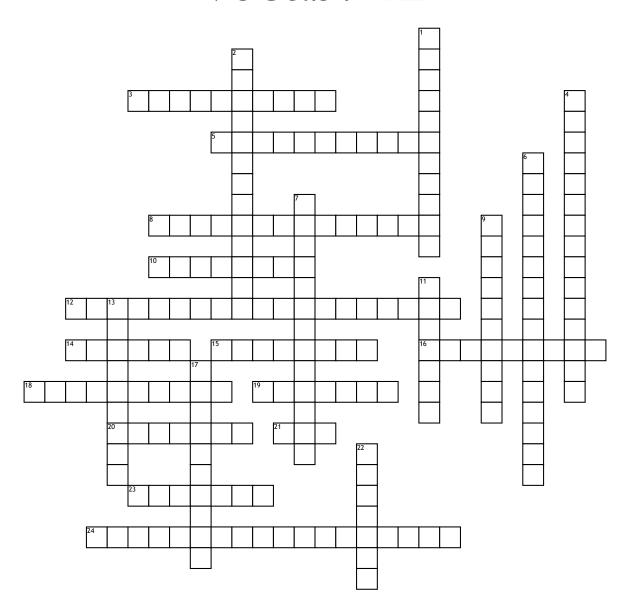
Name:	Date:	Period:

## vocab. 12



## **Across**

- **3.** a reinforcement schedule that reinforces a response only after a specified number of responses
- **5.** thorndikes principle that behaviors followed by favorable consequences become more likely, and that behaviors followed by unfavorable consequences become less likely
- **8.** a stimulus that elicits a response after association with reinforcement
- **10.** \_\_\_\_\_ reinforcer is any stimulus that strengthens the response
- **12.** organisms associate their own actions with consequences
- 14. \_\_\_\_ learning: learning that occurs but not apparent until there is an incentive to demonstrate it
- **15.** \_\_\_\_ reinforcer: increasing behaviors by stopping or reducing negative stimuli
- **16.** \_\_\_ motivation: a desire to perform a behavior effectively for its own sake

- **18.** \_\_\_\_\_ reinforcement: reinforcing the desired response every time it occurs
- **19.** \_\_\_\_ reinforcement: reinforcing a response only part of the time
- **20.** procedure in which reinforcers gradually guide an animals actions toward a desired behavior
- **21.** cognitive \_\_\_\_: a mental representation of the layout of ones environment
- **23.** a chamber contain in a bar or key that an animal can manipulate to obtain a food or water reinforcer
- **24.** behavior that occurs as an automatic response to some stimulus

## Down

- 1. \_\_\_\_ reinforcer: a stimulus that gains it's reinforcing power through its association w/ a primary reinforcer
- **2.** a reinforcement schedule that reinforces a response only after a specified time had elapsed

- **4.** behavior that operates on the environment, producing consequences
- **6.** a reinforcement schedule that reinforces a response at unpredictable time intervals
- **7.** a reinforcement schedule that reinforces a response only after a specified time has elapsed
- **9.** in operant conditioning any event that strengthens the behavior it follows
- **11.** a sudden and often novel realization of the solution to a problem
- **13.** \_\_\_ motivation: a desire to perform a behavior to receive promised rewards or avoid threatened punishment
- **17.** an event that decreases the behavior that it follows
- **22.** \_\_\_\_ reinforcer: an innately reinforcing stimulus