Chapter Test

1. Knowing how to do something, like drive a car or play a sport, is referred to as

a. explicit knowledge

b. behavioral knowledge

c. procedural knowledge

d. implicit knowledge

Answer: C difficulty: 1 factual

Goal 1: Knowledge Base of Psychology

2. All of the following are examples of habituation, EXCEPT:

a. Dana's dog becomes quickly accustomed to her friends when they come over to visit and only barks when they first walk in the door.

b. Jerome's rate of sucking on his pacifier decreases the more he familiarizes himself with his mother's voice.

c. Latoya's last boyfriend was emotionally abusive and now she has more trouble trusting possible new mates.

d. Nikki's cat has become so lazy that his play reactions to string quickly fade after a minute or so.

Answer: C difficulty: 2 conceptual Goal 4: Application of Psychology

3. Because of this learning mechanism, your sensitivity to pain generally increases the longer the pain continues, both in the affected area of your body and in surrounding areas.

a. sensitization
b. habituation
c. conditioning
d. latent learning
Answer: A difficulty: 1 conceptual

Goal 1: Knowledge Base of Psychology

4. In classical conditioning, the neutral stimulus can only be associated with the unconditioned stimulus if

a. the neutral stimulus prepares the organism for the other stimulus

b. the neutral stimulus is sufficiently intense

c. the other stimulus produces an intense response

d. the other stimulus is particularly noxious

Answer: A difficulty: 2 conceptual

Goal 3: Critical Thinking Skills in Psychology

5. When a dog has food placed in its mouth, the dog begins to salivate. The salivation behavior is called the

a. unconditioned stimulus

b. conditioned stimulus

c. unconditioned response

d. conditioned response

Answer: C difficulty: 1 factual Goal 1: Knowledge Base of Psychology

6. The stimulus that is paired with an unconditioned stimulus and then associated with it is called the

a. unconditioned stimulus
b. conditioned stimulus
c. unconditioned response
d. conditioned response
Answer: B difficulty: 1 factual
Goal 1: Knowledge Base of Psychology

7. A light can be an unconditioned stimulus in a secondary conditioning experiment, if
a. the light is paired with a previously conditioned stimulus
b. the light is paired with food
c. the light is paired with another neutral stimulus
d. the light follows presentation of an unconditioned stimulus
Answer: A difficulty: 3 conceptual
Goal 3: Critical Thinking Skills in Psychology

8. Addicts who recover in the context of a drug treatment facility may experience a resurgence of craving for their drug of choice once they leave the facility and come into contact with people, places, or things associated with the drug. In classical conditioning, this is called

a. renewal
b. generalization
c. discrimination
d. spontaneous recovery
Answer: A difficulty: 2 factual
Goal 4: Application of Psychology

9. If your professor ended certain class days by sounding a bullhorn and then offering sweet-smelling cookies to the class, you would start to salivate to the sound of the bullhorn. If, on other days, your professor ended class by ringing a hand bell, and not offering cookies, you would not salivate to the sound of the hand bell. The aspect of classical conditioning responsible for that phenomenon is

- a. discrimination
- b. generalization
- c. spontaneous recovery
- d. renewal

Answer: A difficulty: 2 factual

Goal 4: Application of Psychology

10. All of the following statements about Watson and Rayner's (1920) "Little Albert" experiment are true, EXCEPT:

a. After about seven pairings of a loud sound with a rat, Albert began to show fear in the presence of the rat alone.

b. The methods used in the experiment were unethical, casual, and haphazard.

c. Watson and Rayner planned to recondition Albert away from the conditioned fear of rats.

d. The study was never successfully replicated with another infant.

Answer: C difficulty: 3 conceptual

Goal 3: Critical Thinking Skills in Psychology

11. This concept states that any neutral stimulus can be associated just as easily with one unconditioned stimulus as with any other.

a. equipotentiality

b. generalization

c. instinctive drift

d. latent learning

Answer: A difficulty: 2 conceptual

Goal 1: Knowledge Base of Psychology

12. Which of the following best captures the essence of the law of effect?

a. The presence of reward strengthens actions that prove to be successful while actions that prove unsuccessful become less likely to occur.

b. The presence of an aversive stimulus increases the arousal of an organism's response.

c. The effect of behavior is to cause reward.

d. The likelihood of a behavior is strengthened by all consequences, negative or positive.

Answer: A difficulty: 2 conceptual

Goal 1: Knowledge Base of Psychology

13. The "positive" and "negative" terms applied to reinforcement and punishment refer to a. whether a consequence is good or bad

b. whether something is added or removed as a consequence

c. whether a consequence adds or subtracts from behavior

d. whether a consequence is concrete or abstract

Answer: B difficulty: 2 conceptual

Goal 3: Critical Thinking Skills in Psychology

14. When the frequency or probability of a behavior is increased as a result of the addition or presentation of something following the performance of the behavior, it is called

a. positive reinforcement

b. positive punishment

c. negative reinforcement

d. negative punishment

Answer: A difficulty: 1 factual

Goal 1: Knowledge Base of Psychology

15. In an attempt to get his class to quiet down more quickly, Dr. Johnson continuously sounds a very loud bullhorn until the class stops talking. This is an example of

a. positive reinforcement
b. positive punishment
c. negative reinforcement
d. negative punishment
Answer: C difficulty: 1 factual
Goal 1: Knowledge Base of Psychology

16. Among other things, food, water, and sex have been found to be the best

a. classical reinforcers
b. primary reinforcers
c. operant reinforcers
d. secondary reinforcers
Answer: B difficulty: 1 factual
Goal 4: Application of Psychology

17. Slot-machine players do not typically pause for rest following reinforcement, but rather, they continue to respond at high rates to reach the next pay-off. The schedule of reinforcement in effect here is

- a. fixed-interval
- b. fixed-ratio
- c. variable-interval
- d. variable-ratio

Answer: A difficulty: 1 factual Goal 1: Knowledge Base of Psychology

18. Many operant conditioning programs set up in substance abuse treatment facilities, which work by reinforcing desired behaviors with prizes, chances to win prizes, or tokens that may be redeemed for various privileges, use this technique.

a. conditioned taste aversion

b. behavioral analysis

c. contingency management

d. progressive shaping

Answer: C difficulty: 2 factual Goal 4: Application of Psychology

19. This schedule of reinforcement, sometimes reinforcing hunting strategies in animals, and shopping strategies in humans, generally produces the lowest rate of responding because reinforcement is delivered at unpredictable time intervals.

a. fixed-interval

b. fixed-ratio

c. variable-interval

d. variable-ratio

Answer: C difficulty: 1 factual Goal 1: Knowledge Base of Psychology 20. If a behavior, like playing a slot machine, is continuously reinforced, the behavior is initially strong but

a. stays strong long after playing ceases to become rewarding

b. is extinguished soon after the slot machine ceases delivering rewards

c. is more likely to occur in a different context from the casino

d. lingers longer than a partially reinforced behavior

Answer: B difficulty: 2 conceptual

Goal 3: Critical Thinking Skills in Psychology

21. Tolman's research on latent learning focused on distinguishing between learning and

a. cognition

b. aptitude

c. intelligence

d. performance

Answer: D difficulty: 2 conceptual

Goal 1: Knowledge Base of Psychology

22. In the Tolman and Hoznik (1930) experiment on latent learning, the group of rats that were reinforced only after several days of navigating the maze without reinforcement showed a(n)

a. decrease in the latency of reinforcing behavior compared with other groups

b. increase in the rate of errors compared with the other groups

c. reduction in the speed at which they reached the goal box compared with other groups

d. reduction in the rate of errors across subsequent trials compared to other groups

Answer: D difficulty: 3 conceptual

Goal 2: Research Methods in Psychology

23. According to a study by Breland and Breland (1961), it was no trouble to condition a raccoon to slip coins into the slot on a laboratory "piggy bank." However, the raccoon would not let the coins go, but dipped them in and out of the slot, and rubbed them together in his paws. This was because

a. the raccoon could not be conditioned to use only one paw and persisted on grasping with both

b. the procedure used a continuous reinforcement contingency

c. the raccoon's saving behavior had not been properly shaped

d. the raccoon had come to associate the coins with receiving food and was treating the coins as food

Answer: D difficulty: 3 conceptual

Goal 2: Research Methods in Psychology

24. In the original version of Bandura's experiment, preschoolers were left in the company of an adult model who would either punch and kick an inflatable clown doll ("Bobo")—the kind with a rounded, weighted base that springs back up when knocked down—or, in the control conditions, the adult would a. insult the doll

b. do nothing to the dollc. physically throw the dolld. play a violent TV program for the dollAnswer: B difficulty: 2 factualGoal 2: Research Methods in Psychology

25. Which of the following does NOT describe one of the four stages in the process of vicarious conditioning?

a. One must first direct one's attention to a model's behavior and to the rewards or punishments that follow from the behavior.

b. One must retain a memory of the observed behavior.

c. One must be motivated to perform the observed behavior.

d. One must have been previously conditioned to seek rewarding consequences for acting aggressively.

Answer: D difficulty: 2 conceptual

Goal 3: Critical Thinking Skills in Psychology