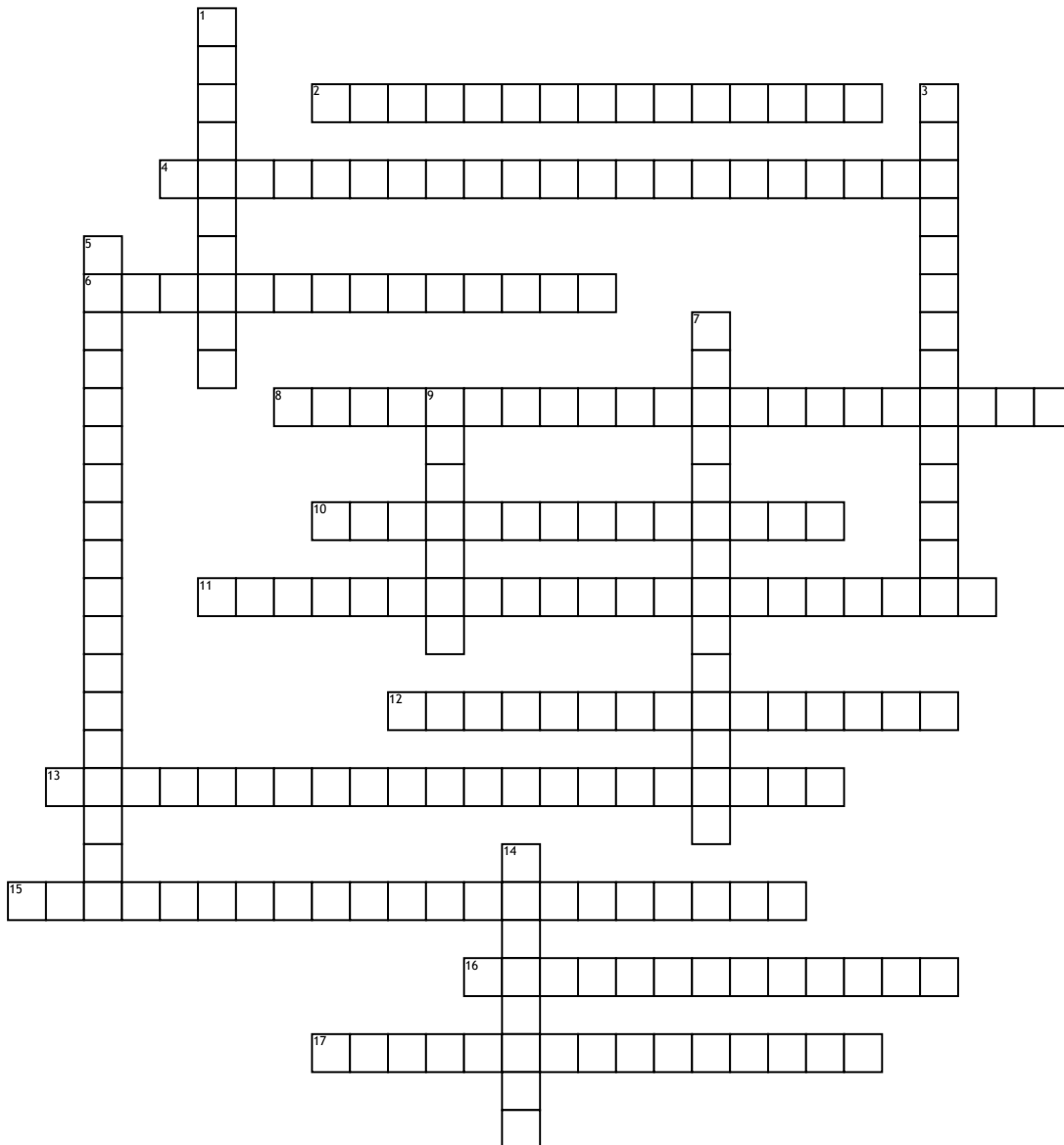


Learning: Principles and Applications



Across

- 2. when rewards come without any effort resulting in a person never learning to work
- 4. an event that has a predictable response without previous training
- 6. individuals alter their behavior by observing and imitating the behavior of others
- 8. a person's or animal's old response to a prompt or stimulus becoming attached to a new prompt or stimulus
- 10. responses that follow one another in a sequence that are combined
- 11. the person's behavior that has the effect of preventing an unpleasant situation from happening
- 12. a stimulus which initially produces no specific response other than focusing attention

- 13. natural and automatic reaction when the unconditioned stimulus is presented
- 15. painful or unpleasant stimuli that is reduced or removed increasing the frequency of a behavior
- 16. a stimulus or event that increases the likelihood that the preceding behavior will be repeated
- 17. unpleasant consequences that influence much of our everyday behavior

Down

- 1. gradual disappearance of a conditioned response when the conditioned stimulus is presented without the unconditioned stimulus
- 3. the ability to respond in different ways to different stimuli
- 5. a person's behavior that causes an unpleasant event to stop

- 7. occurs when an animal responds to a second stimulus similar to the original conditioned stimulus without prior training
- 9. a process in which reinforcement is used to sculpt new responses out of old ones
- 14. type of social learning in which an individual learns by imitating others and copying behavior