

# Wits: Psychology Perspectives

SITS ON THE TABLE.  
FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS Behavioral

Cognitive

Biological

Psychodynamic

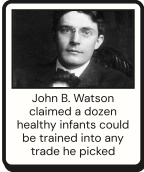
## ONE QUESTION Is it the **CAMP?** Or the **ISSUE?**

Every card is one camp and one issue. The card never tells you which. You work it out.

**Your turn** do ONE of these four

### 1 Match the camp

Play a card from the **same camp** as the top card, and name it.



ON THE PILE



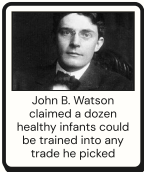
YOURS

YOU SAY  
"Behavioral."

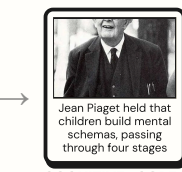
**Camp stays Behavioral**  
The next player has to match it too.

### 2 Outwit

A **different camp**, but the **same issue** as the top card. Say both.



BEHAVIORAL - CORE IDEA



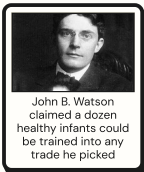
COGNITIVE - CORE IDEA

YOU SAY  
"Cognitive. Same issue – core idea."

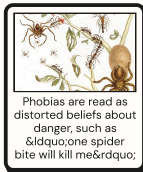
**Camp flips to Cognitive**  
Now everyone plays Cognitive.

### 3 Bluff it

Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



ON THE PILE



ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED  
"Behavioral."

**Get away with it?**  
The card is played. Get caught and it comes back, plus 2.

### 4 Draw one



TAKE ONE

→ Play it if it fits – otherwise your turn ends.

**Anyone, any time** including out of turn

### "CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

Flip this sheet to settle it



**They lied**

The card goes back to their hand and they **draw 2**.



**They told the truth**

**You** draw 2 instead.

**Action cards** no camp, no issue – play them on anything

ACTION

**Wild Wit**

Play on anything. **You** name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

ACTION

**Witless**

The next player is witless – they **lose their turn**.

ACTION

**Outwit**

Next player must **Outwit** on the issue or **draw 2**. No action card saves them.



**"Wit!"**

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**.

**First player out of cards wins** – but you can't go out on a Wild Wit.

# Answer Key

Camps across, issues down. **Flip this over to settle a challenge.**

|                                                                                                         | Behavioral                                                                                                                                                                                               | Cognitive                                                                                                                                                                                           | Biological                                                                                                                                                                                                           | Psychodynamic                                                                                                                                                                                                         |
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| <br><b>CORE IDEA</b>   | <p>John B. Watson claimed a dozen healthy infants could be trained into any trade he picked</p> <p>B. F. Skinner held that people repeat what is rewarded and drop what is punished</p>                  | <p>Jean Piaget held that children build mental schemas, passing through four stages</p> <p>Atkinson and Shiffrin's 1968 model passed information from sensory to short-term to long-term store</p>  | <p>In Minnesota, Thomas Bouchard found identical twins raised apart alike in IQ and traits</p> <p>Charles Darwin's 1872 book held that human facial expressions of emotion are inherited</p>                         | <p>Freud held that personality is set in the first five years through oral, anal and phallic stages</p> <p>Freud pictured the id, ego and superego in constant conflict inside each person</p>                        |
| <br><b>FEARS</b>       | <p>Watson and Rayner clanged a steel bar behind Little Albert each time he touched a white rat</p> <p>Albert's fear of the white rat later spread to a rabbit, a dog and a fur coat, Watson reported</p> | <p>Phobias are read as distorted beliefs about danger, such as "one spider bite will kill me"</p> <p>David Clark held panic starts when a racing heart is misread as a heart attack</p>             | <p>On scans the amygdala flares when a person looks at a frightened face</p> <p>Klüver and Bucy removed monkeys' temporal lobes in the late 1930s, and they lost fear of snakes</p>                                  | <p>Freud read five-year-old Little Hans's terror of horses as fear of his father</p> <p>Anna Freud listed defenses such as repression, denial and displacement that shield the ego</p>                                |
| <br><b>DEPRESSION</b>  | <p>Martin Seligman's dogs, shocked with no escape, later lay down and ignored an open exit</p> <p>Peter Lewinsohn tied low mood to a drop in rewards, so a person does less and earns less</p>           | <p>Aaron Beck found depressed patients hold a gloomy view of self, world and future</p> <p>Aaron Beck listed depressed thinking errors, such as all-or-nothing thinking and expecting the worst</p> | <p>Depression is tied to low serotonin and norepinephrine, which antidepressants raise</p> <p>MRI scans show a smaller hippocampus in many people with long-running depression</p>                                   | <p>In 1917 Freud wrote that depression follows a loss when anger at the lost person turns on the self</p> <p>Karl Abraham held in 1911 that depression echoes a child's early disappointment in the mother's love</p> |
| <br><b>TREATMENT</b> | <p>Joseph Wolpe had clients relax while picturing a feared scene, weakest version first</p> <p>In 1924 Mary Cover Jones eased a boy's fear of a rabbit by moving it closer at snack time</p>             | <p>Albert Ellis had clients argue back at demands such as "I must never fail"</p> <p>Clients log a gloomy thought, then weigh it against the evidence for and against</p>                           | <p>Electroconvulsive therapy passes a brief current through the head to lift severe depression</p> <p>Chlorpromazine, first given for psychosis in 1952, calmed patients and helped empty asylum wards</p>           | <p>Freud had patients lie on a couch and say whatever came to mind, however trivial</p> <p>An analyst reads a dream's story for the hidden wish behind it, as Freud did in 1900</p>                                   |
| <br><b>EVIDENCE</b>  | <p>Ivan Pavlov's dogs drooled at a metronome that had always sounded before dinner</p> <p>Edward Thorndike timed cats escaping puzzle boxes, and each trial took less time</p>                           | <p>Edward Tolman's rats, with the usual maze path blocked, chose the arm pointing at the food</p> <p>Wolfgang Köhler's chimp Sultan stacked boxes to reach hung fruit, as if by sudden insight</p>  | <p>Phineas Gage survived an 1848 iron rod through his frontal lobe, and friends said his temper changed</p> <p>Roger Sperry tested epilepsy patients with a cut corpus callosum, one side of the brain at a time</p> | <p>Hermann Rorschach's 1921 inkblots ask people to say what shapes they see</p> <p>Freud drew on case histories such as Anna O., Breuer's patient, and the Rat Man</p>                                                |

**Challenged and right?** The card goes back to the player who lied, and they draw 2.

**Challenged and wrong?** The challenger draws 2 instead.

**An Outwit** needs a different camp **and** a matching issue. Check both here.



John B. Watson claimed a dozen healthy infants could be trained into any trade he picked

WITS



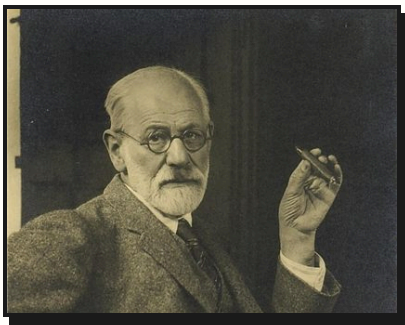
Jean Piaget held that children build mental schemas, passing through four stages

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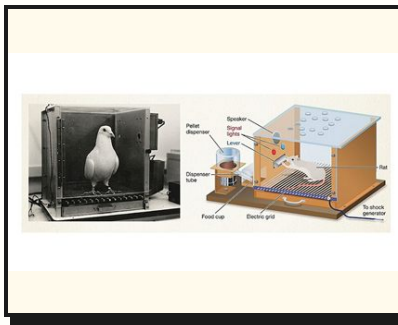
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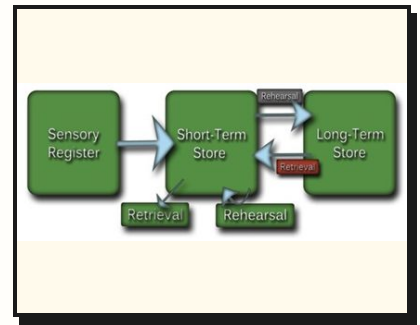
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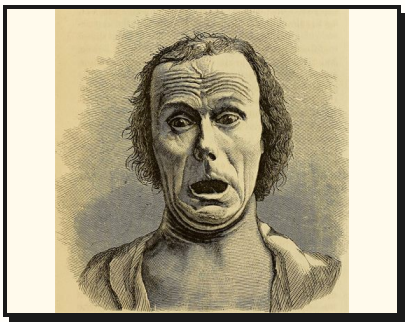
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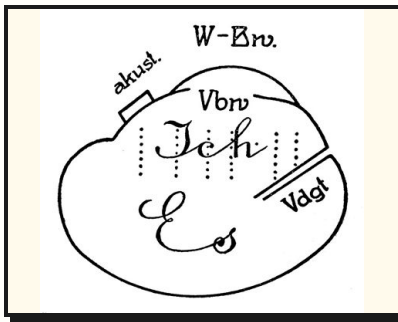
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Charles Darwin's 1872 book held that human facial expressions of emotion are inherited

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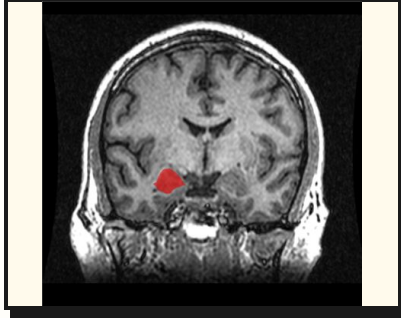
WITS

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Phobias are read as distorted beliefs about danger, such as “one spider bite will kill me”;

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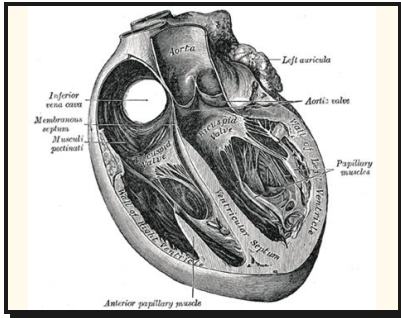
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*Now he fears even Santa Claus*

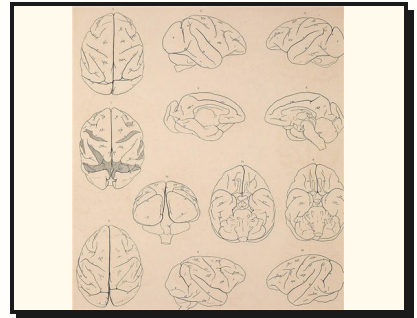
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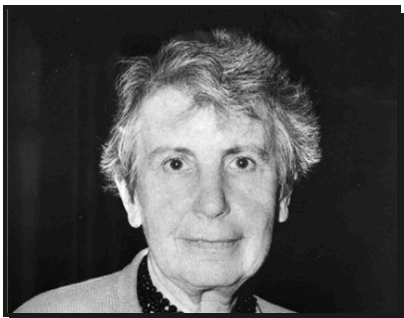
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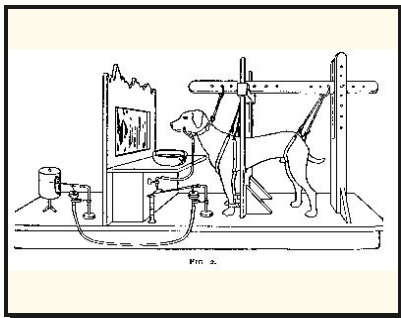
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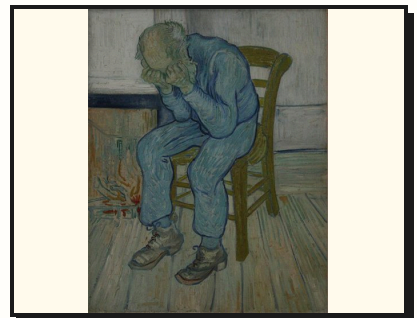
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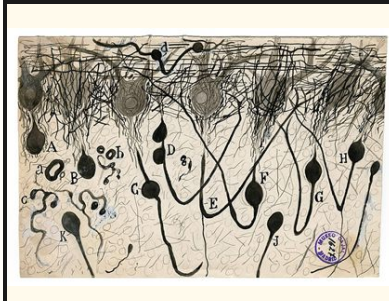
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Aaron Beck found depressed patients hold a gloomy view of self, world and future

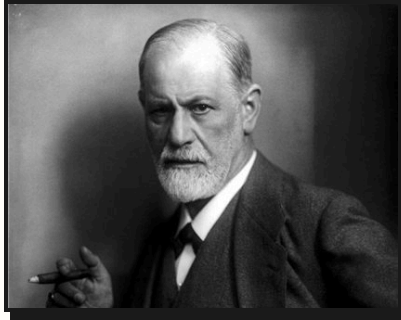
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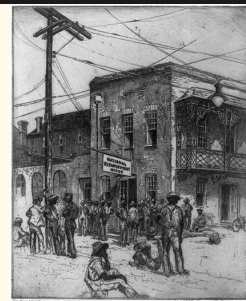
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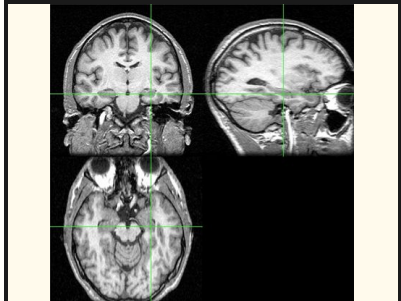
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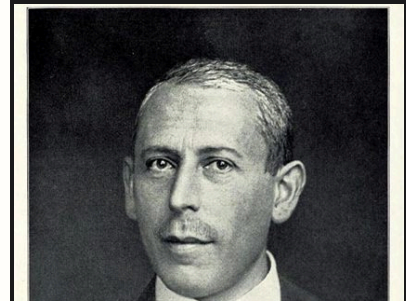
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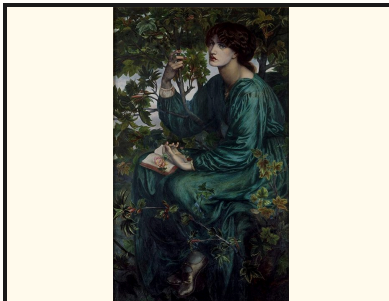
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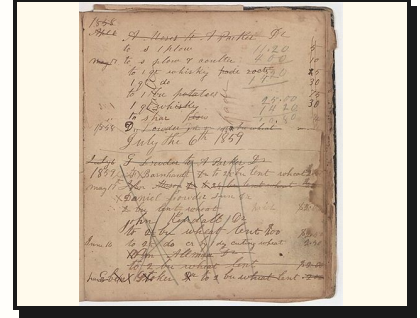
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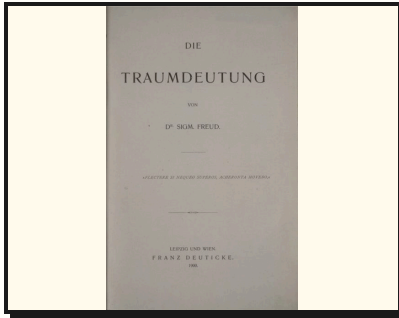
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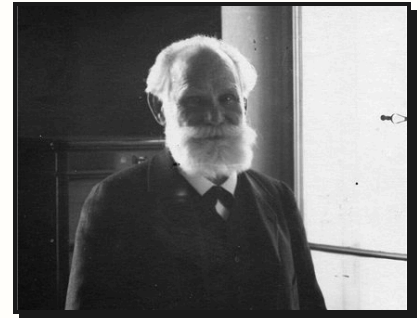
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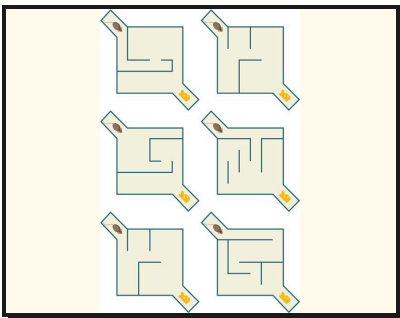
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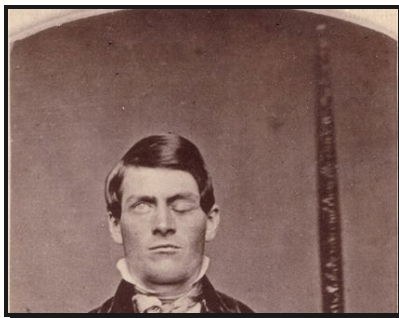
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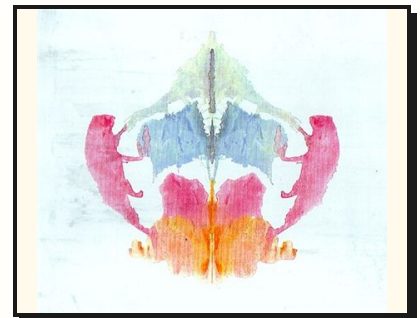
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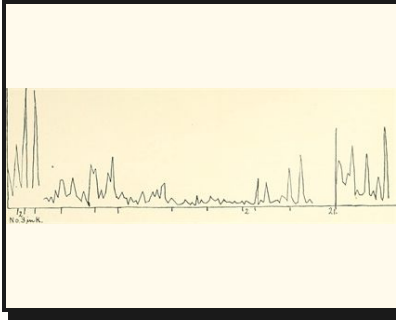
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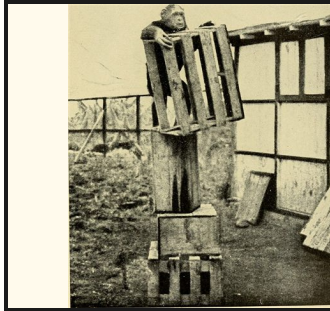
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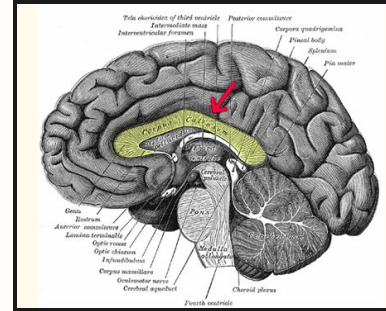
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WITS



Freud drew on case histories such as Anna O., Breuer's patient, and the Rat Man

WITS

ACTION

## Wild Wit

Play it on anything except an Outwit. Then name the camp that comes next.

ACTION

## Witless

Play it on anything except an Outwit. The next player is witless — they lose their turn.

ACTION

## Outwit

The next player may not match the camp, and no action card will save them. Outwit on the issue, or draw 2.

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[illegible]

**ACTION**

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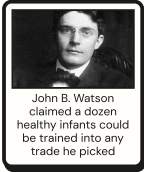
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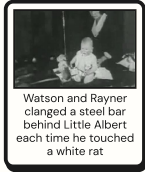
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Play a card from the **same camp** as the top card, and name it.



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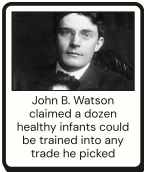
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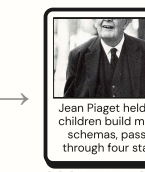
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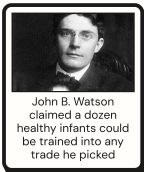
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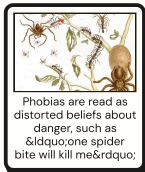
**Camp flips to Cognitive**  
Now everyone plays Cognitive.

### 3 Bluff it

Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



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ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED  
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**Get away with it?**  
The card is played. Get caught and it comes back, plus 2.

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TAKE ONE

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### "CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

Flip this sheet to settle it



**They lied**

The card goes back to their hand and they **draw 2**.



**They told the truth**

**You** draw 2 instead.

**Action cards** no camp, no issue – play them on anything

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Play on anything. **You** name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

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The next player is witless – they **lose their turn**.

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Next player must **Outwit** on the issue or **draw 2**. No action card saves them.



**"Wit!"**

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**.

**First player out of cards wins** – but you can't go out on a Wild Wit.

# Answer Key

Camps across, issues down. **Flip this over to settle a challenge.**

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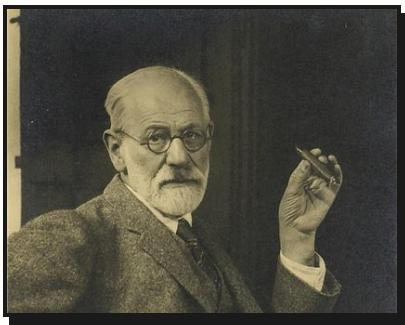
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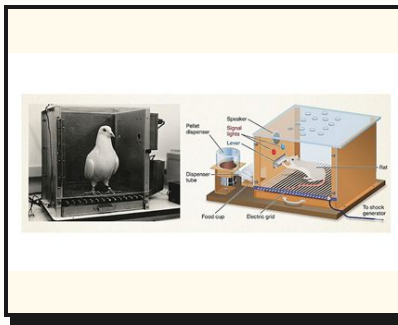
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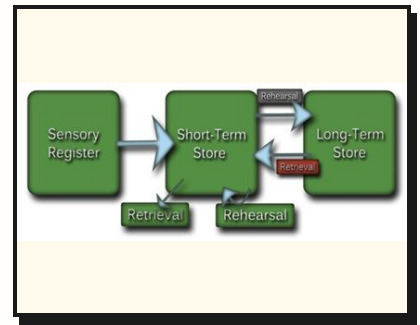
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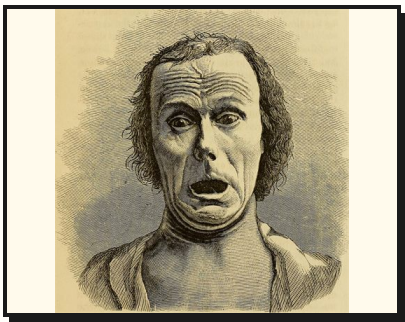
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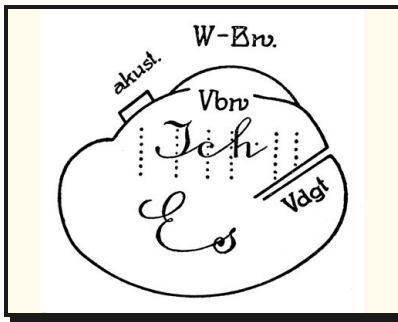
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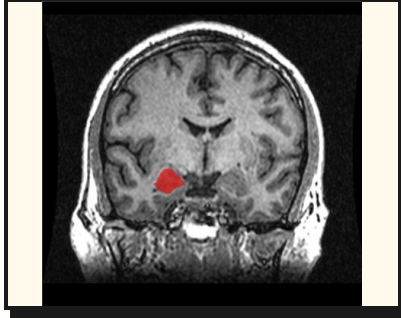
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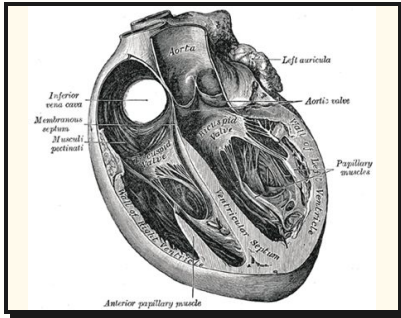
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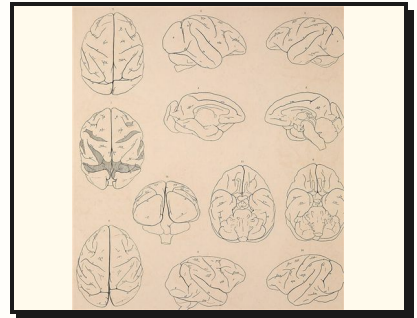
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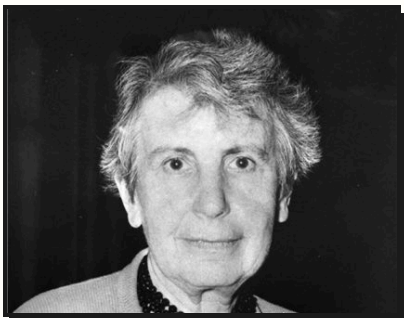
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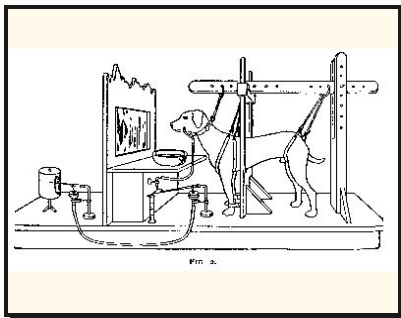
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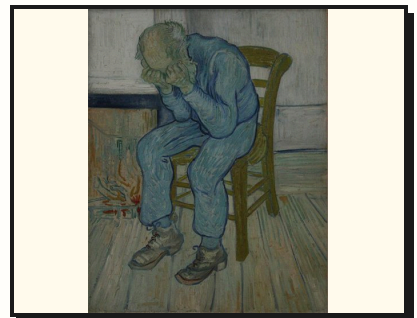
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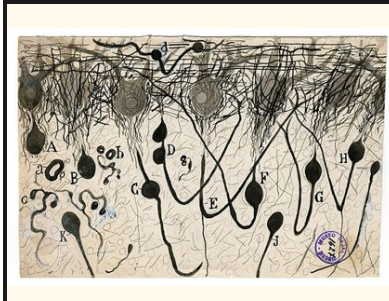
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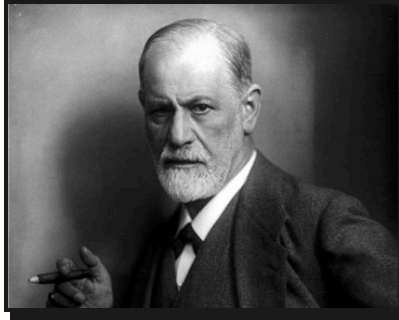
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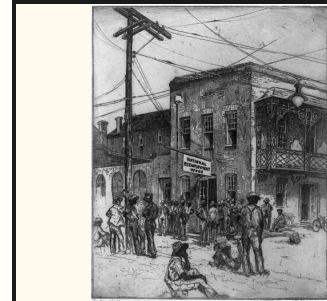
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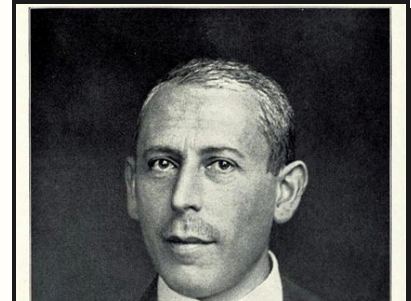
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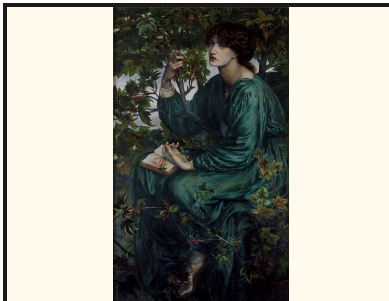
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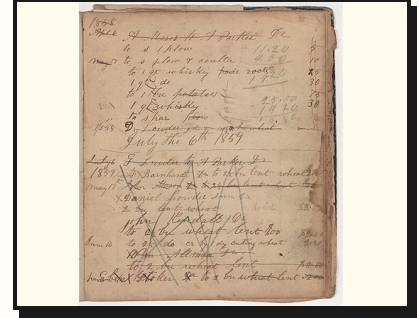
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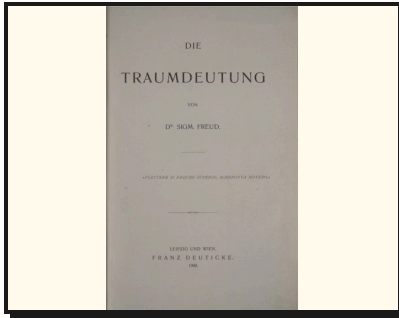
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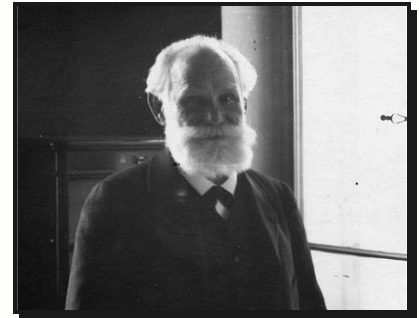
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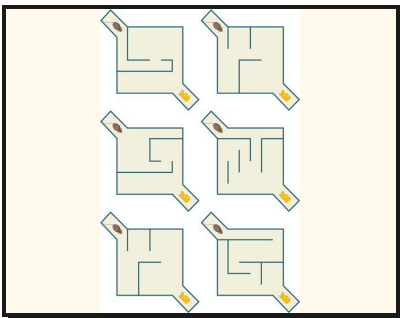
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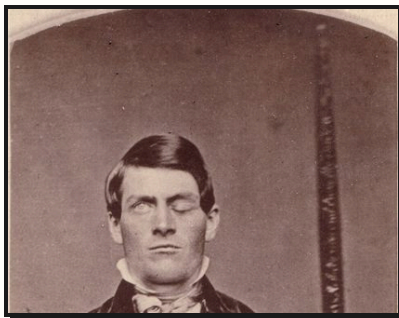
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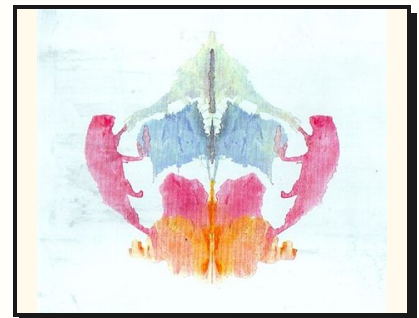
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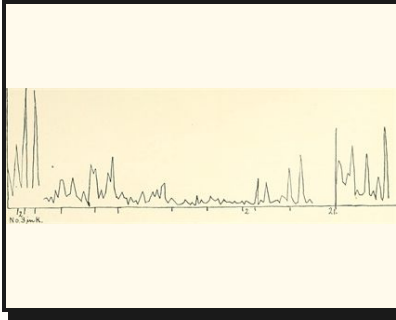
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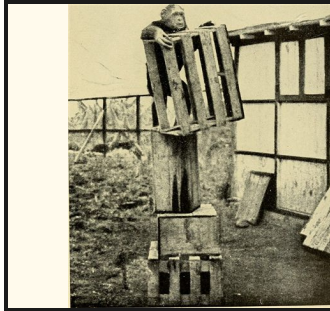
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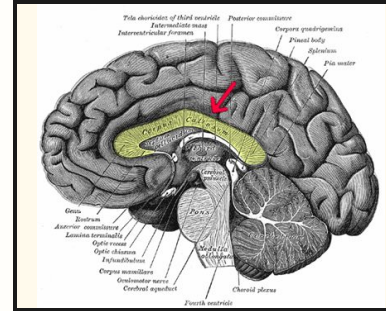
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WITS

ACTION

## Wild Wit

Play it on anything except an Outwit. Then name the camp that comes next.

ACTION

## Witless

Play it on anything except an Outwit. The next player is witless — they lose their turn.

ACTION

## Outwit

The next player may not match the camp, and no action card will save them. Outwit on the issue, or draw 2.

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# Wits: Psychology Perspectives

SITS ON THE TABLE.  
FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS Behavioral

Cognitive

Biological

Psychodynamic

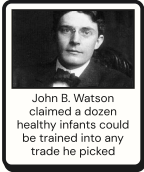
## ONE QUESTION Is it the **CAMP?** Or the **ISSUE?**

Every card is one camp and one issue. The card never tells you which. You work it out.

**Your turn** do ONE of these four

### 1 Match the camp

Play a card from the **same camp** as the top card, and name it.



ON THE PILE



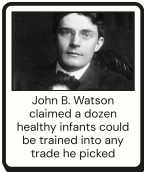
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YOU SAY  
"Behavioral."

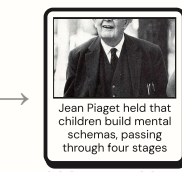
**Camp stays Behavioral**  
The next player has to match it too.

### 2 Outwit

A **different camp**, but the **same issue** as the top card. Say both.



BEHAVIORAL - CORE IDEA



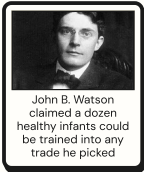
COGNITIVE - CORE IDEA

YOU SAY  
"Cognitive. Same issue – core idea."

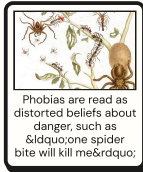
**Camp flips to Cognitive**  
Now everyone plays Cognitive.

### 3 Bluff it

Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



ON THE PILE



ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED  
"Behavioral."

**Get away with it?**  
The card is played. Get caught and it comes back, plus 2.

### 4 Draw one



TAKE ONE

→ Play it if it fits – otherwise your turn ends.

**Anyone, any time** including out of turn

### "CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

Flip this sheet to settle it



**They lied**

The card goes back to their hand and they **draw 2**.



**They told the truth**

**You** draw 2 instead.

**Action cards** no camp, no issue – play them on anything

ACTION

**Wild Wit**

Play on anything. **You** name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

ACTION

**Witless**

The next player is witless – they **lose their turn**.

ACTION

**Outwit**

Next player must **Outwit** on the issue or **draw 2**. No action card saves them.



**"Wit!"**

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**.

**First player out of cards wins** – but you can't go out on a Wild Wit.

# Answer Key

Camps across, issues down. **Flip this over to settle a challenge.**

|                                                                                                         | Behavioral                                                                                                                                                                                               | Cognitive                                                                                                                                                                                           | Biological                                                                                                                                                                                                           | Psychodynamic                                                                                                                                                                                                         |
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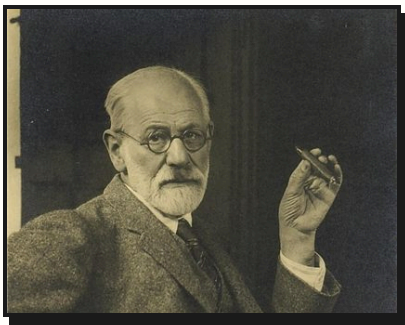
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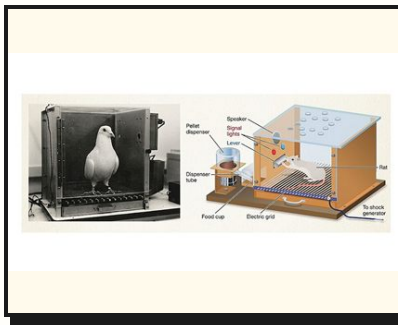
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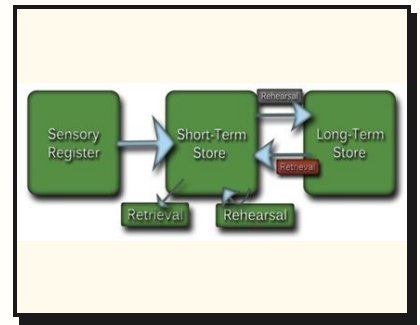
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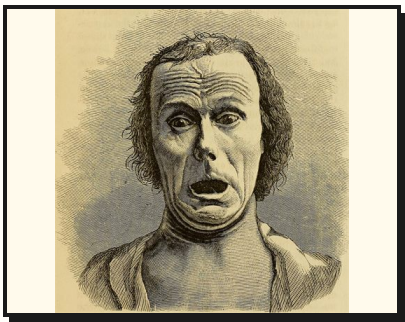
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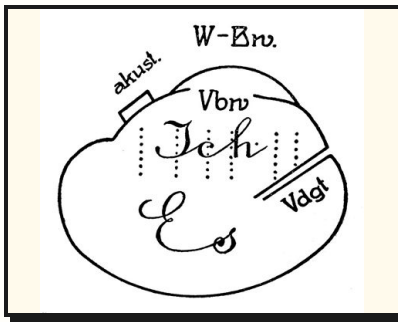
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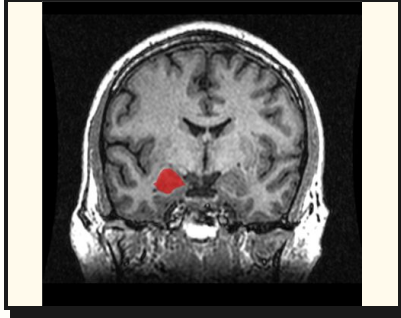
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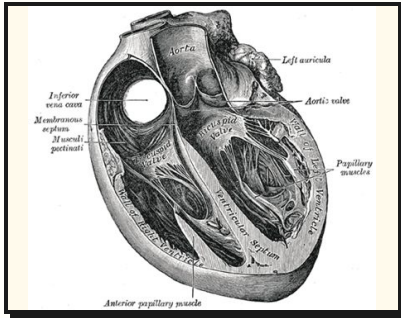
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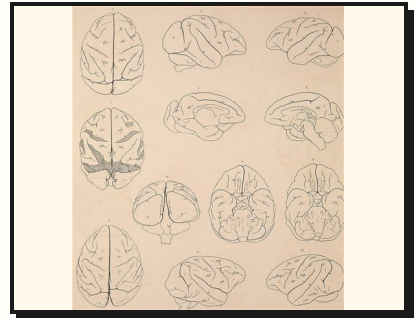
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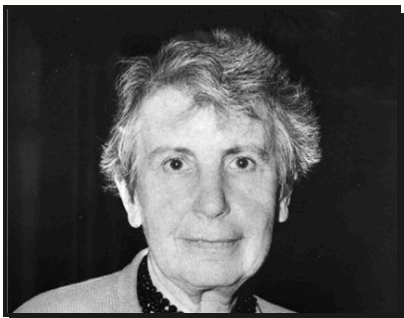
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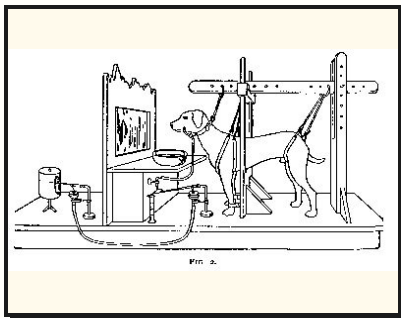
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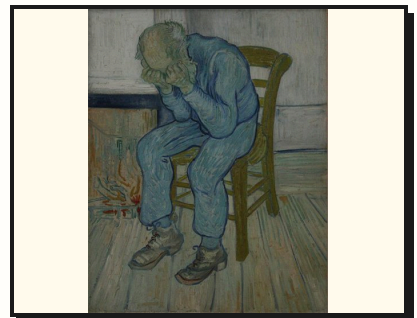
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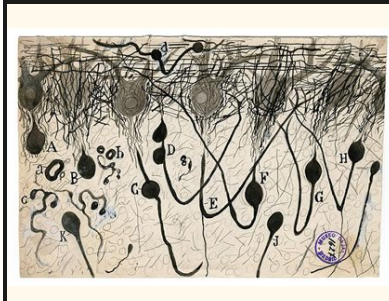
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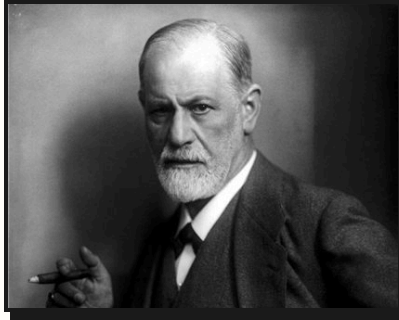
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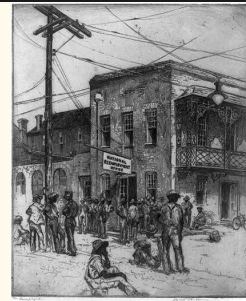
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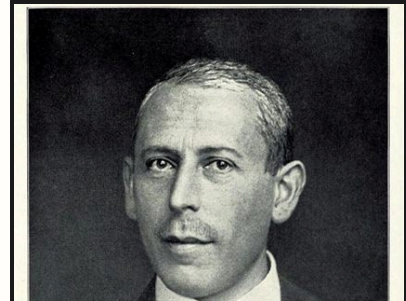
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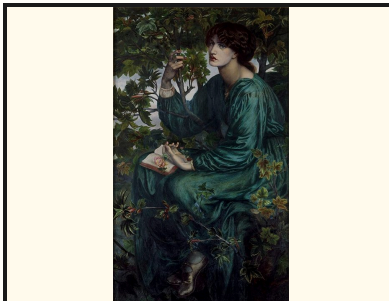
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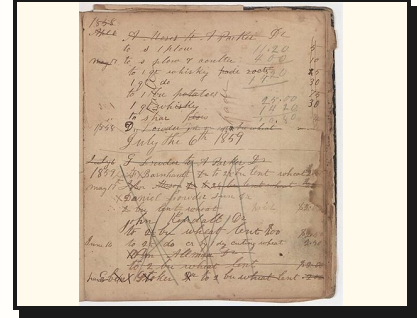
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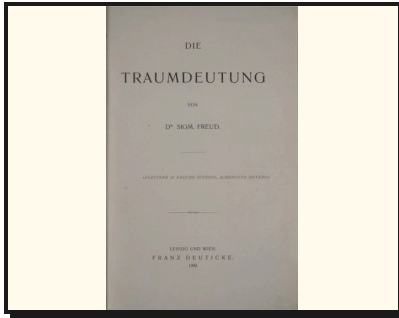
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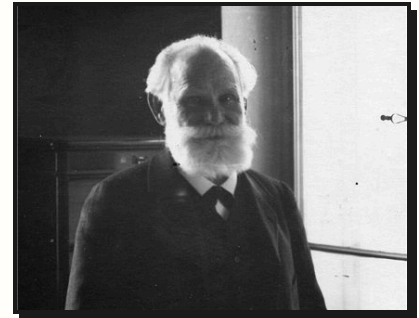
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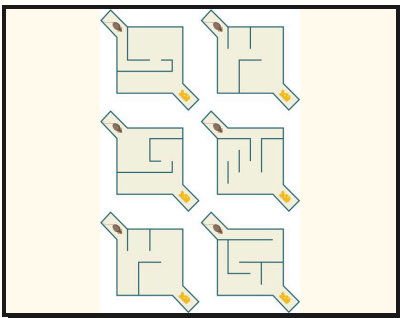
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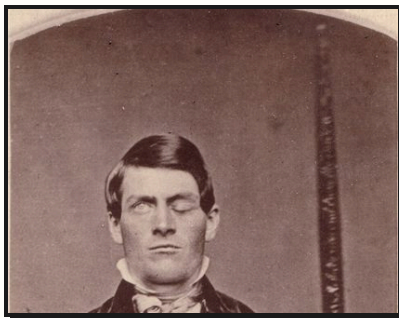
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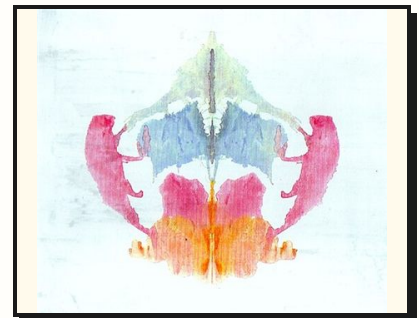
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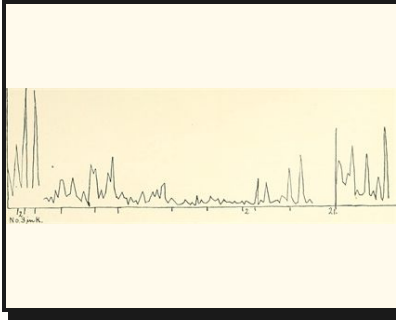
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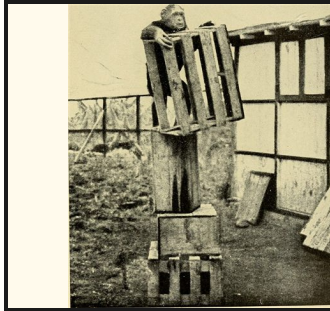
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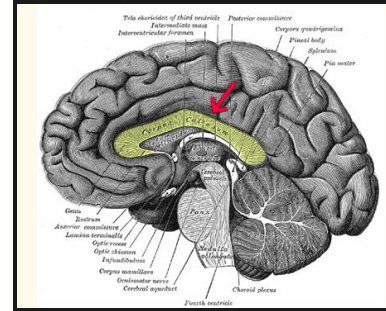
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WITS

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## Wild Wit

Play it on anything except an Outwit. Then name the camp that comes next.

ACTION

## Witless

Play it on anything except an Outwit. The next player is witless — they lose their turn.

ACTION

## Outwit

The next player may not match the camp, and no action card will save them. Outwit on the issue, or draw 2.

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# Wits: Psychology Perspectives

SITS ON THE TABLE.  
FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS Behavioral

Cognitive

Biological

Psychodynamic

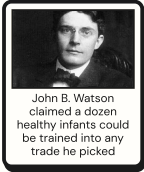
## ONE QUESTION Is it the **CAMP?** Or the **ISSUE?**

Every card is one camp and one issue. The card never tells you which. You work it out.

**Your turn** do ONE of these four

### 1 Match the camp

Play a card from the **same camp** as the top card, and name it.



ON THE PILE



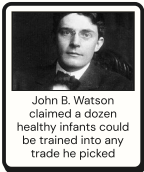
YOURS

YOU SAY  
"Behavioral."

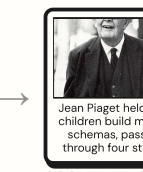
**Camp stays Behavioral**  
The next player has to match it too.

### 2 Outwit

A **different camp**, but the **same issue** as the top card. Say both.



BEHAVIORAL - CORE IDEA



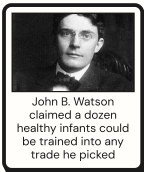
COGNITIVE - CORE IDEA

YOU SAY  
"Cognitive. Same issue – core idea."

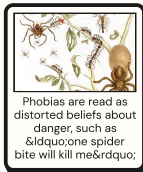
**Camp flips to Cognitive**  
Now everyone plays Cognitive.

### 3 Bluff it

Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



ON THE PILE



ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED  
"Behavioral."

**Get away with it?**  
The card is played. Get caught and it comes back, plus 2.

### 4 Draw one



TAKE ONE

→ Play it if it fits – otherwise your turn ends.

**Anyone, any time** including out of turn

### "CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

Flip this sheet to settle it



#### They lied

The card goes back to their hand and they **draw 2**.



#### They told the truth

**You** draw 2 instead.

**Action cards** no camp, no issue – play them on anything

ACTION

#### Wild Wit

Play on anything. **You** name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

ACTION

#### Witless

The next player is witless – they **lose their turn**.

ACTION

#### Outwit

Next player must **Outwit** on the issue or **draw 2**. No action card saves them.



"Wit!"

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**.

**First player out of cards wins** – but you can't go out on a Wild Wit.

# Answer Key

Camps across, issues down. **Flip this over to settle a challenge.**

|                                                                                                         | Behavioral                                                                                                                                                                                               | Cognitive                                                                                                                                                                                           | Biological                                                                                                                                                                                                           | Psychodynamic                                                                                                                                                                                                         |
|---------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <br><b>CORE IDEA</b>   | <p>John B. Watson claimed a dozen healthy infants could be trained into any trade he picked</p> <p>B. F. Skinner held that people repeat what is rewarded and drop what is punished</p>                  | <p>Jean Piaget held that children build mental schemas, passing through four stages</p> <p>Atkinson and Shiffrin's 1968 model passed information from sensory to short-term to long-term store</p>  | <p>In Minnesota, Thomas Bouchard found identical twins raised apart alike in IQ and traits</p> <p>Charles Darwin's 1872 book held that human facial expressions of emotion are inherited</p>                         | <p>Freud held that personality is set in the first five years through oral, anal and phallic stages</p> <p>Freud pictured the id, ego and superego in constant conflict inside each person</p>                        |
| <br><b>FEARS</b>       | <p>Watson and Rayner clanged a steel bar behind Little Albert each time he touched a white rat</p> <p>Albert's fear of the white rat later spread to a rabbit, a dog and a fur coat, Watson reported</p> | <p>Phobias are read as distorted beliefs about danger, such as "one spider bite will kill me"</p> <p>David Clark held panic starts when a racing heart is misread as a heart attack</p>             | <p>On scans the amygdala flares when a person looks at a frightened face</p> <p>Klüver and Bucy removed monkeys' temporal lobes in the late 1930s, and they lost fear of snakes</p>                                  | <p>Freud read five-year-old Little Hans's terror of horses as fear of his father</p> <p>Anna Freud listed defenses such as repression, denial and displacement that shield the ego</p>                                |
| <br><b>DEPRESSION</b>  | <p>Martin Seligman's dogs, shocked with no escape, later lay down and ignored an open exit</p> <p>Peter Lewinsohn tied low mood to a drop in rewards, so a person does less and earns less</p>           | <p>Aaron Beck found depressed patients hold a gloomy view of self, world and future</p> <p>Aaron Beck listed depressed thinking errors, such as all-or-nothing thinking and expecting the worst</p> | <p>Depression is tied to low serotonin and norepinephrine, which antidepressants raise</p> <p>MRI scans show a smaller hippocampus in many people with long-running depression</p>                                   | <p>In 1917 Freud wrote that depression follows a loss when anger at the lost person turns on the self</p> <p>Karl Abraham held in 1911 that depression echoes a child's early disappointment in the mother's love</p> |
| <br><b>TREATMENT</b> | <p>Joseph Wolpe had clients relax while picturing a feared scene, weakest version first</p> <p>In 1924 Mary Cover Jones eased a boy's fear of a rabbit by moving it closer at snack time</p>             | <p>Albert Ellis had clients argue back at demands such as "I must never fail"</p> <p>Clients log a gloomy thought, then weigh it against the evidence for and against</p>                           | <p>Electroconvulsive therapy passes a brief current through the head to lift severe depression</p> <p>Chlorpromazine, first given for psychosis in 1952, calmed patients and helped empty asylum wards</p>           | <p>Freud had patients lie on a couch and say whatever came to mind, however trivial</p> <p>An analyst reads a dream's story for the hidden wish behind it, as Freud did in 1900</p>                                   |
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**Challenged and right?** The card goes back to the player who lied, and they draw 2.

**Challenged and wrong?** The challenger draws 2 instead.

**An Outwit** needs a different camp **and** a matching issue. Check both here.



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WITS



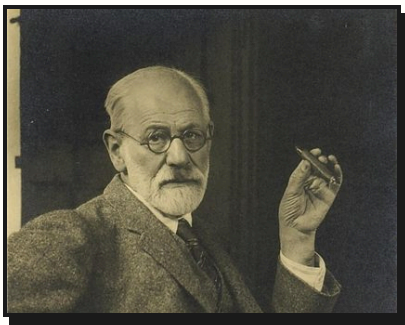
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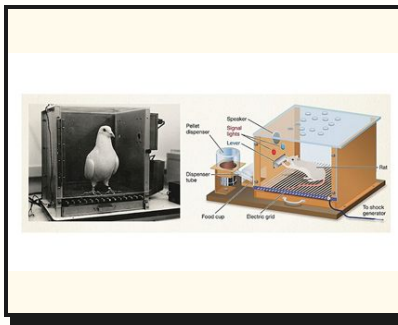
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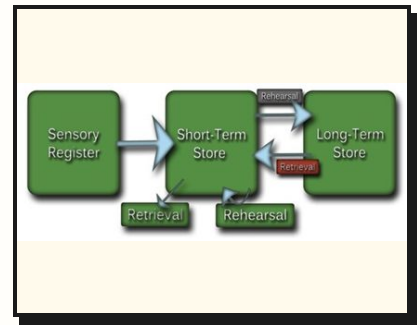
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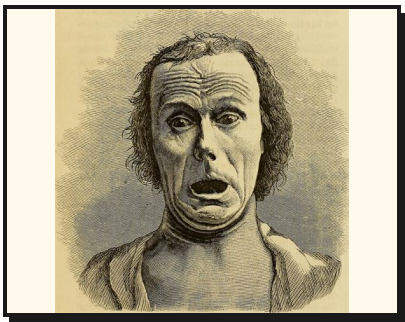
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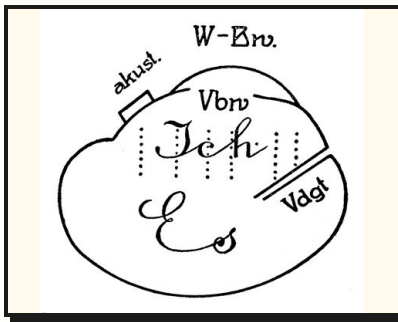
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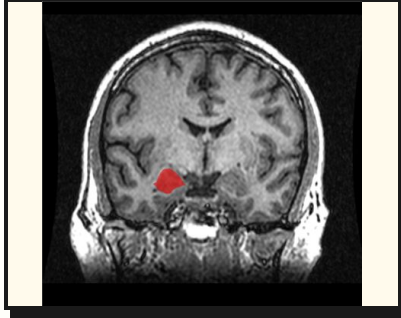
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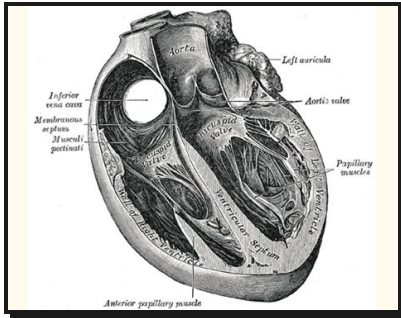
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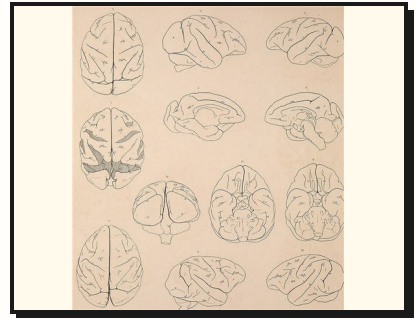
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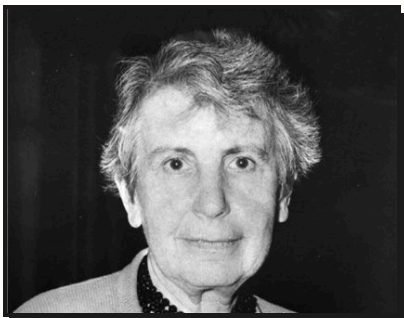
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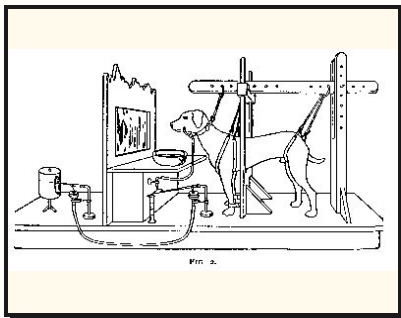
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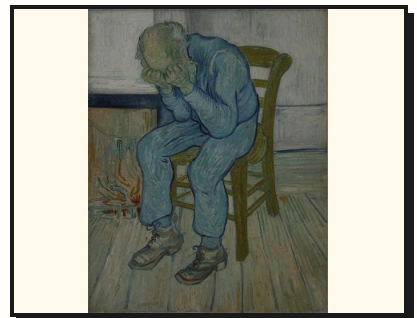
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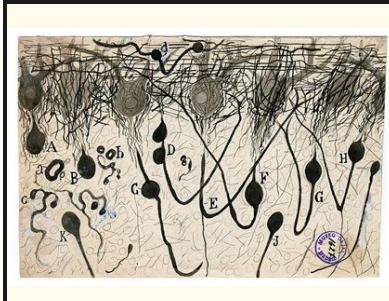
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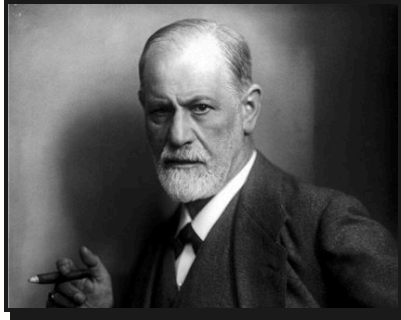
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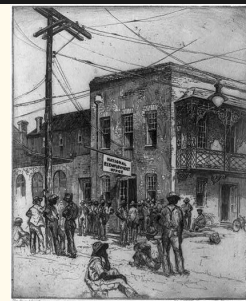
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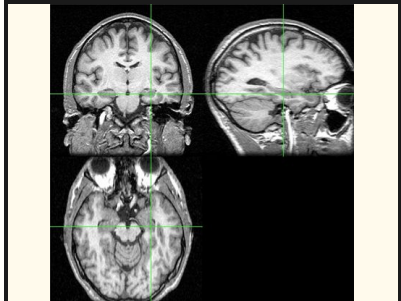
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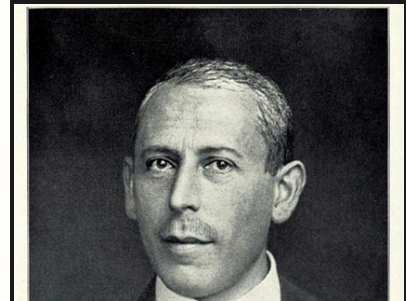
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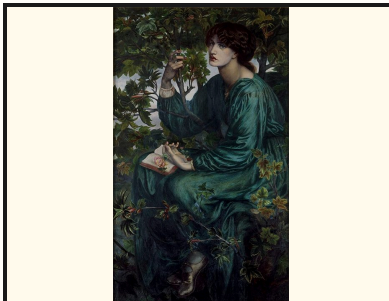
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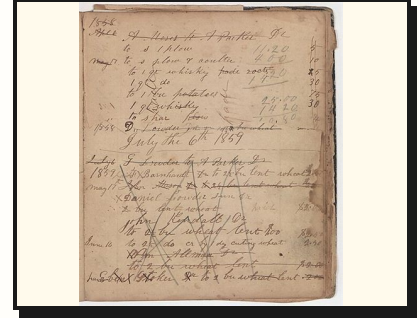
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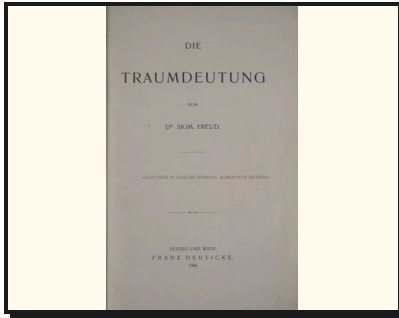
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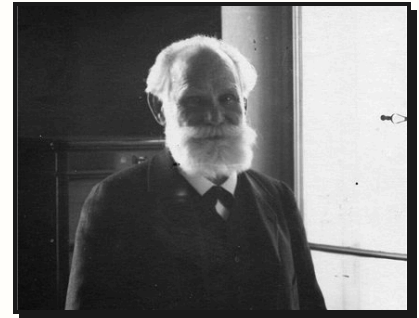
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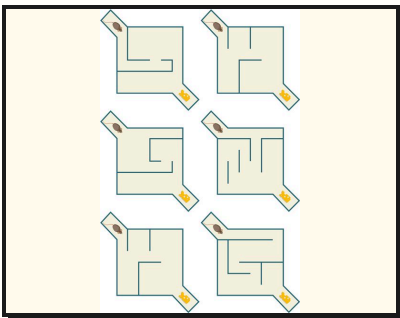
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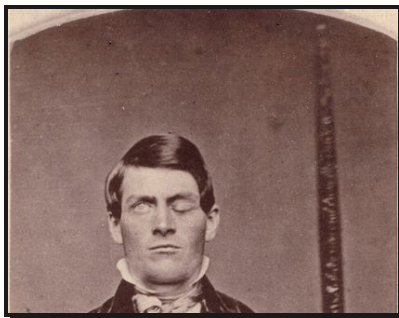
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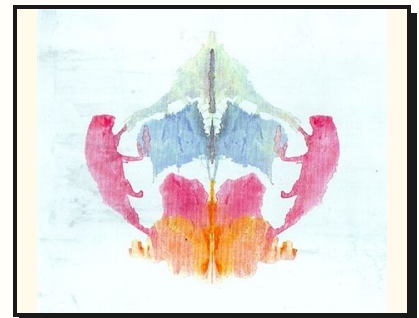
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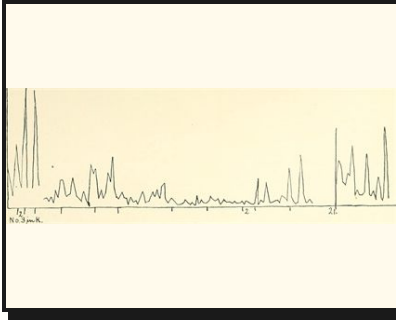
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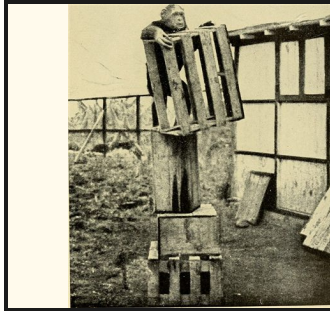
WITS

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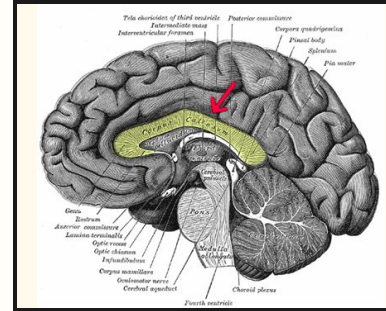
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Freud drew on case histories such as Anna O., Breuer's patient, and the Rat Man

WITS

ACTION

## Wild Wit

Play it on anything except an Outwit. Then name the camp that comes next.

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## Witless

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## Outwit

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# Wits: Psychology Perspectives

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FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS Behavioral

Cognitive

Biological

Psychodynamic

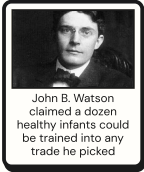
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**Your turn** do ONE of these four

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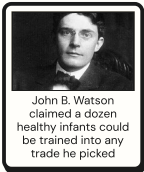
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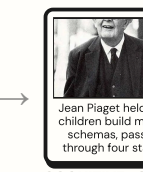
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A **different camp**, but the **same issue** as the top card. Say both.



BEHAVIORAL - CORE IDEA



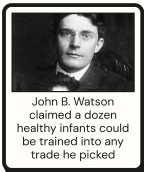
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YOU SAY  
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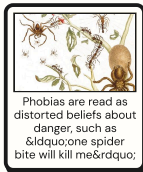
**Camp flips to Cognitive**  
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Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



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ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED  
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**Get away with it?**  
The card is played. Get caught and it comes back, plus 2.

### 4 Draw one



TAKE ONE

→ Play it if it fits – otherwise your turn ends.

**Anyone, any time** including out of turn

### "CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

Flip this sheet to settle it



**They lied**

The card goes back to their hand and they **draw 2**.



**They told the truth**

**You** draw 2 instead.

**Action cards** no camp, no issue – play them on anything

ACTION

**Wild Wit**

Play on anything. **You** name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

ACTION

**Witless**

The next player is witless – they **lose their turn**.

ACTION

**Outwit**

Next player must **Outwit** on the issue or **draw 2**. No action card saves them.



**"Wit!"**

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**.

**First player out of cards wins** – but you can't go out on a Wild Wit.

# Answer Key

Camps across, issues down. **Flip this over to settle a challenge.**

|                                                                                                         | Behavioral                                                                                                                                                                                               | Cognitive                                                                                                                                                                                           | Biological                                                                                                                                                                                                           | Psychodynamic                                                                                                                                                                                                         |
|---------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <br><b>CORE IDEA</b>   | <p>John B. Watson claimed a dozen healthy infants could be trained into any trade he picked</p> <p>B. F. Skinner held that people repeat what is rewarded and drop what is punished</p>                  | <p>Jean Piaget held that children build mental schemas, passing through four stages</p> <p>Atkinson and Shiffrin's 1968 model passed information from sensory to short-term to long-term store</p>  | <p>In Minnesota, Thomas Bouchard found identical twins raised apart alike in IQ and traits</p> <p>Charles Darwin's 1872 book held that human facial expressions of emotion are inherited</p>                         | <p>Freud held that personality is set in the first five years through oral, anal and phallic stages</p> <p>Freud pictured the id, ego and superego in constant conflict inside each person</p>                        |
| <br><b>FEARS</b>       | <p>Watson and Rayner clanged a steel bar behind Little Albert each time he touched a white rat</p> <p>Albert's fear of the white rat later spread to a rabbit, a dog and a fur coat, Watson reported</p> | <p>Phobias are read as distorted beliefs about danger, such as "one spider bite will kill me";</p> <p>David Clark held panic starts when a racing heart is misread as a heart attack</p>            | <p>On scans the amygdala flares when a person looks at a frightened face</p> <p>Klüver and Bucy removed monkeys' temporal lobes in the late 1930s, and they lost fear of snakes</p>                                  | <p>Freud read five-year-old Little Hans's terror of horses as fear of his father</p> <p>Anna Freud listed defenses such as repression, denial and displacement that shield the ego</p>                                |
| <br><b>DEPRESSION</b>  | <p>Martin Seligman's dogs, shocked with no escape, later lay down and ignored an open exit</p> <p>Peter Lewinsohn tied low mood to a drop in rewards, so a person does less and earns less</p>           | <p>Aaron Beck found depressed patients hold a gloomy view of self, world and future</p> <p>Aaron Beck listed depressed thinking errors, such as all-or-nothing thinking and expecting the worst</p> | <p>Depression is tied to low serotonin and norepinephrine, which antidepressants raise</p> <p>MRI scans show a smaller hippocampus in many people with long-running depression</p>                                   | <p>In 1917 Freud wrote that depression follows a loss when anger at the lost person turns on the self</p> <p>Karl Abraham held in 1911 that depression echoes a child's early disappointment in the mother's love</p> |
| <br><b>TREATMENT</b> | <p>Joseph Wolpe had clients relax while picturing a feared scene, weakest version first</p> <p>In 1924 Mary Cover Jones eased a boy's fear of a rabbit by moving it closer at snack time</p>             | <p>Albert Ellis had clients argue back at demands such as "I must never fail";</p> <p>Clients log a gloomy thought, then weigh it against the evidence for and against</p>                          | <p>Electroconvulsive therapy passes a brief current through the head to lift severe depression</p> <p>Chlorpromazine, first given for psychosis in 1952, calmed patients and helped empty asylum wards</p>           | <p>Freud had patients lie on a couch and say whatever came to mind, however trivial</p> <p>An analyst reads a dream's story for the hidden wish behind it, as Freud did in 1900</p>                                   |
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**Challenged and right?** The card goes back to the player who lied, and they draw 2.

**Challenged and wrong?** The challenger draws 2 instead.

**An Outwit** needs a different camp **and** a matching issue. Check both here.



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WITS



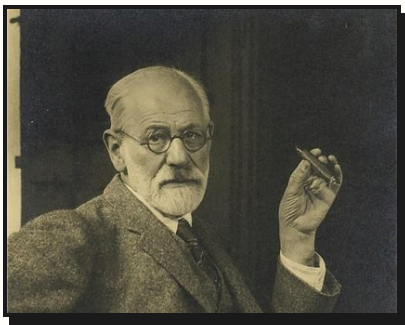
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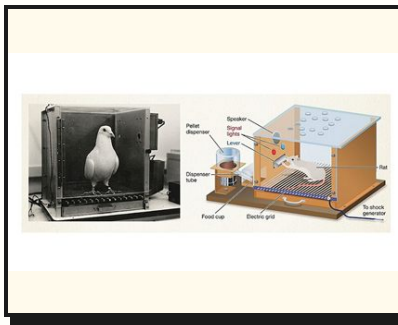
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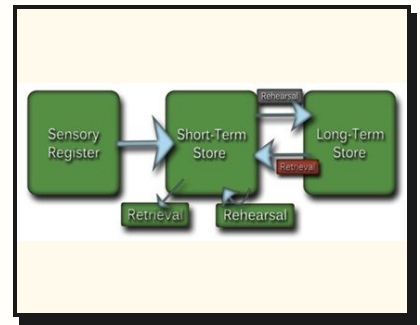
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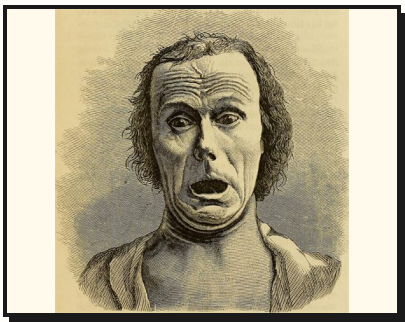
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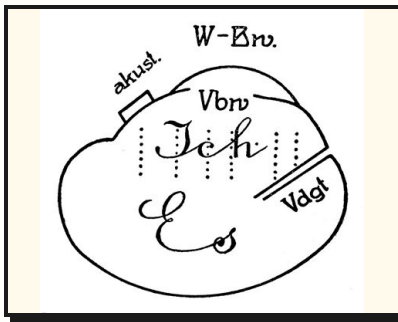
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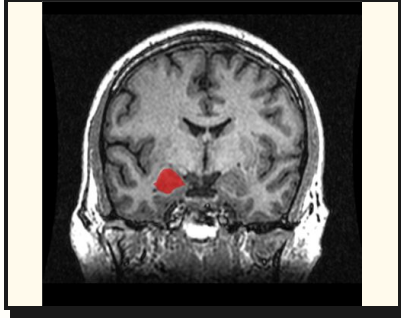
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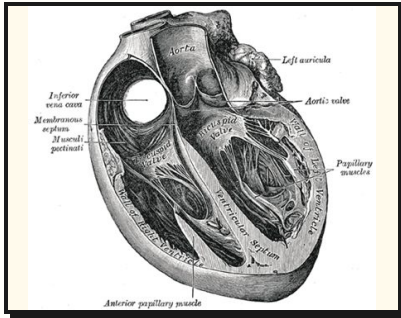
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*Now he fears even Santa Claus*

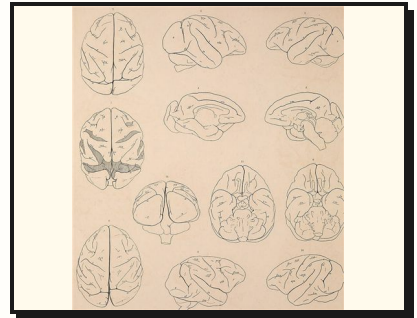
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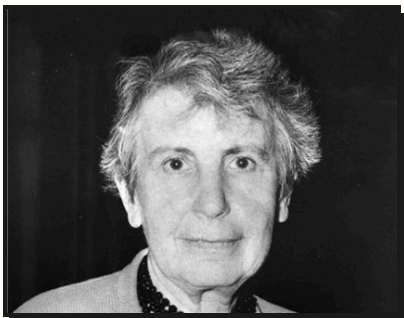
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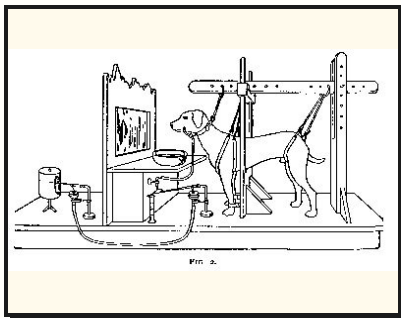
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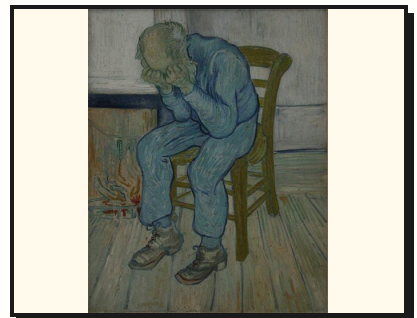
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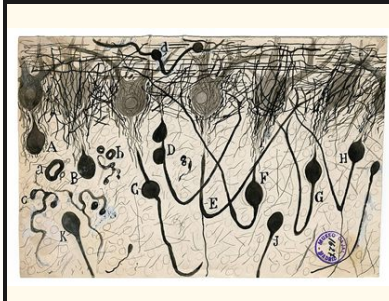
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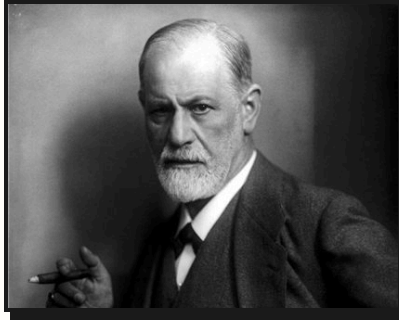
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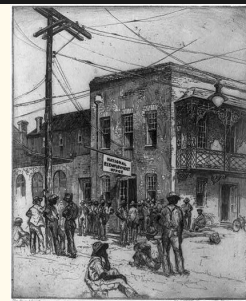
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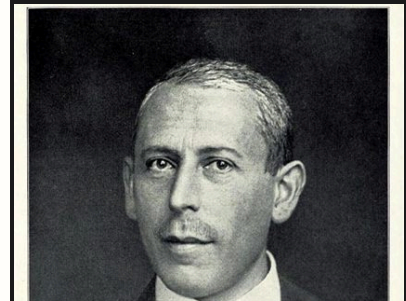
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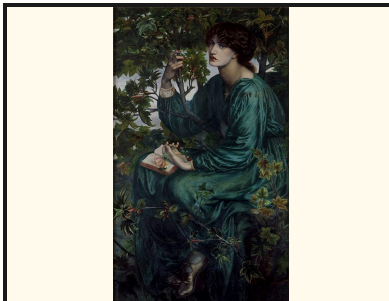
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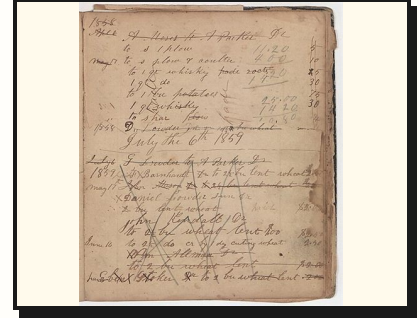
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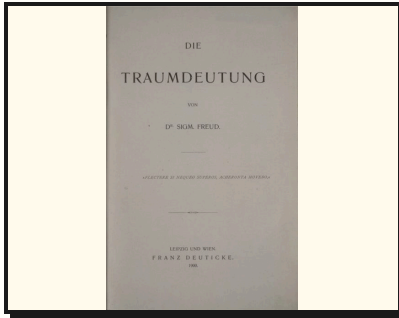
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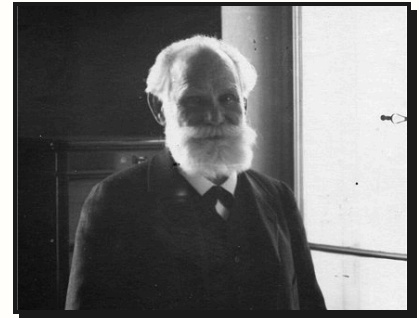
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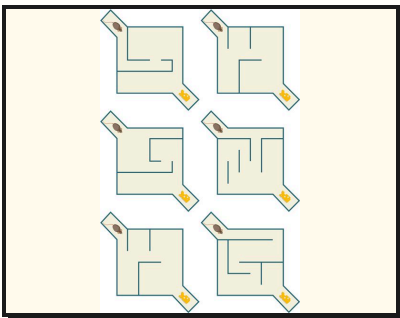
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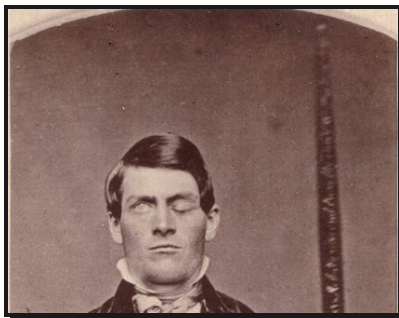
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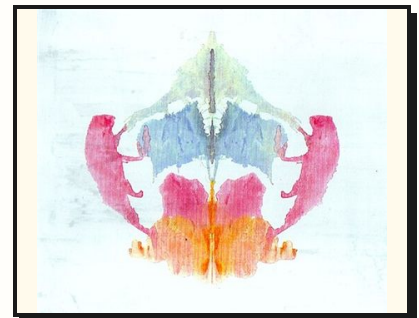
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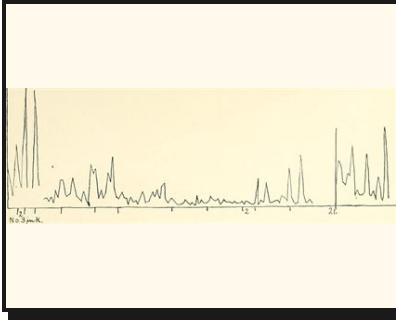
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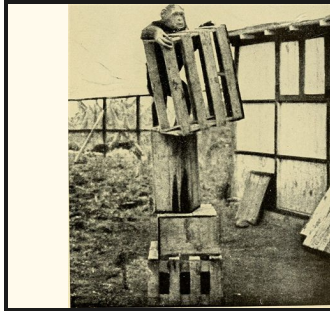
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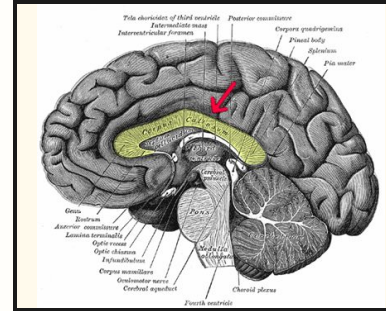
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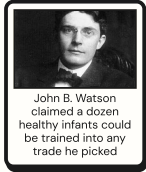
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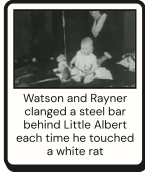
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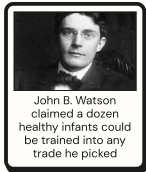
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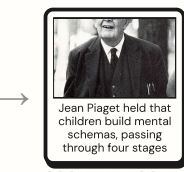
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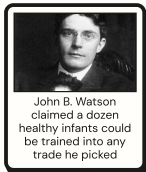
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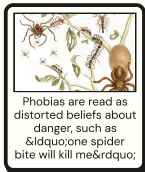
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Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

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The next player is witless – they **lose their turn**.

ACTION

#### Outwit

Next player must **Outwit** on the issue or **draw 2**. No action card saves them.



"Wit!"

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**.

**First player out of cards wins** – but you can't go out on a Wild Wit.

# Answer Key

Camps across, issues down. **Flip this over to settle a challenge.**

|                                                                                                         | Behavioral                                                                                                                                                                                               | Cognitive                                                                                                                                                                                           | Biological                                                                                                                                                                                                           | Psychodynamic                                                                                                                                                                                                         |
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WITS



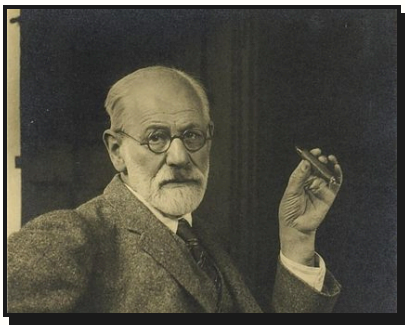
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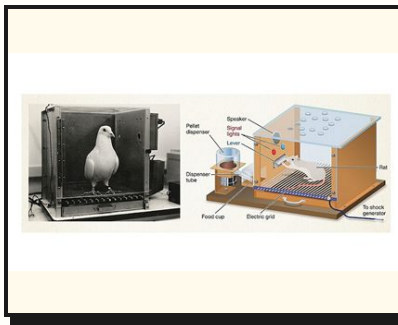
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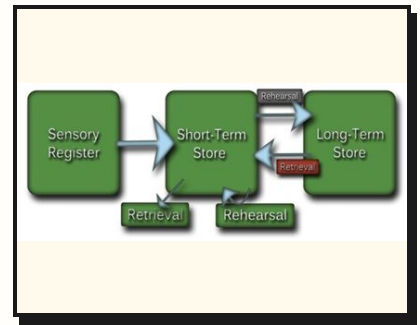
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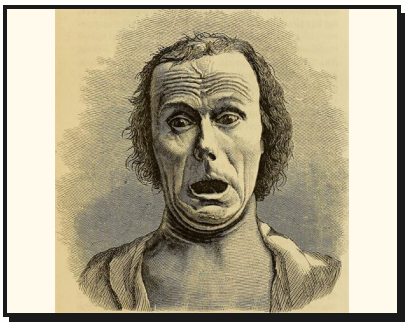
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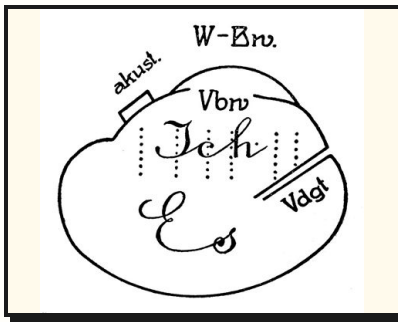
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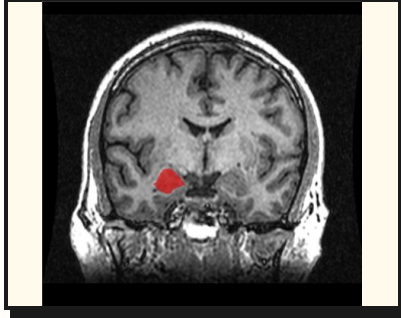
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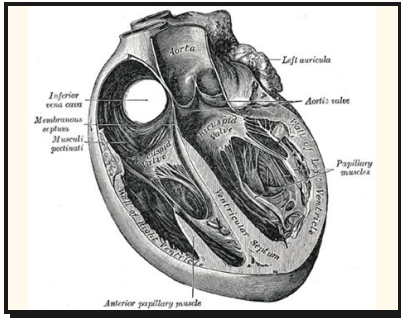
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*Now he fears even Santa Claus*

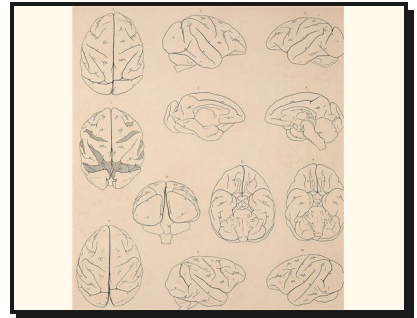
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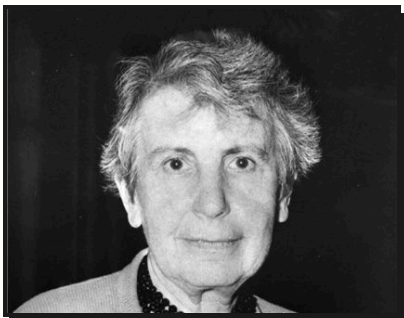
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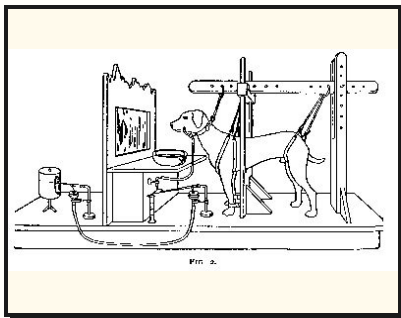
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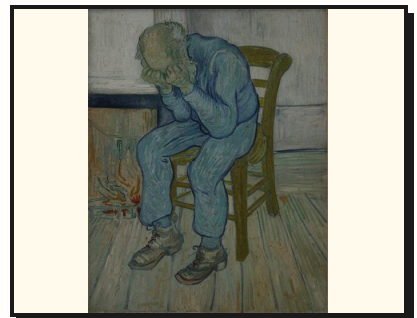
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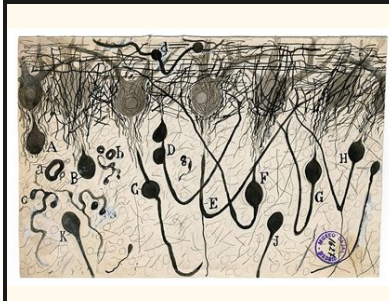
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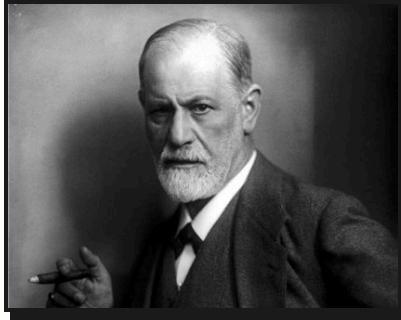
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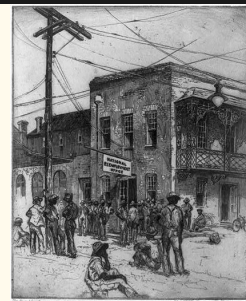
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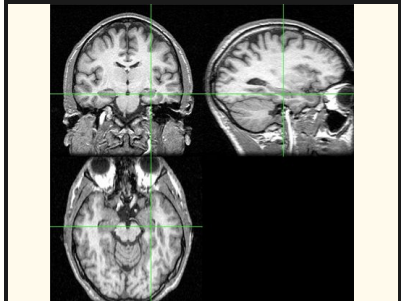
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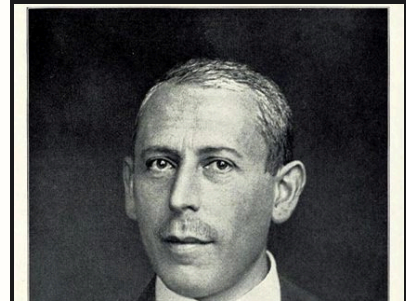
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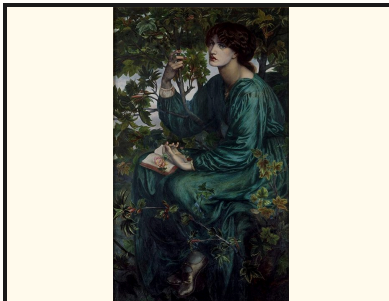
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WITS

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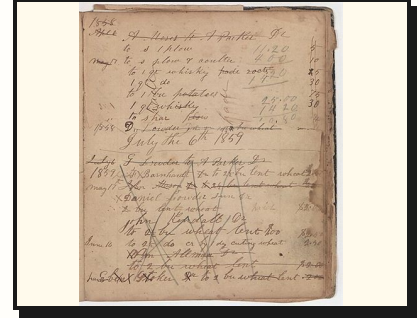
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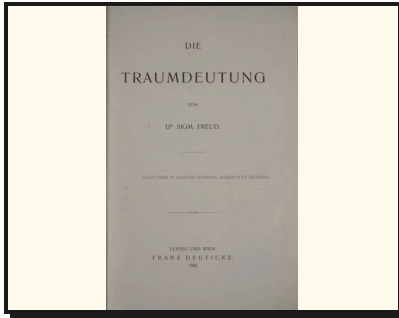
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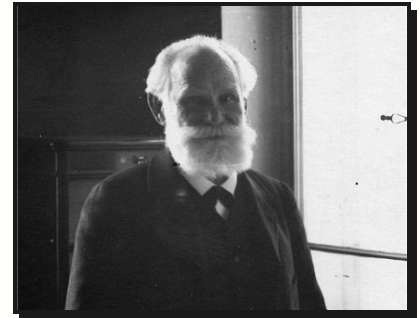
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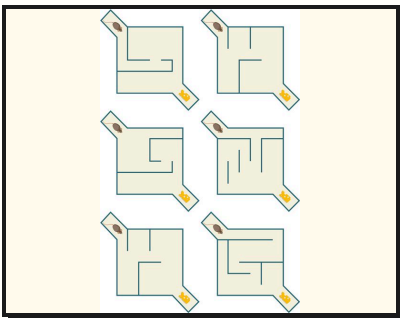
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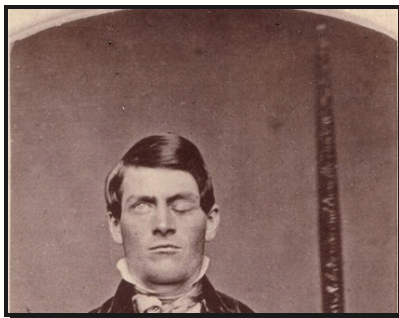
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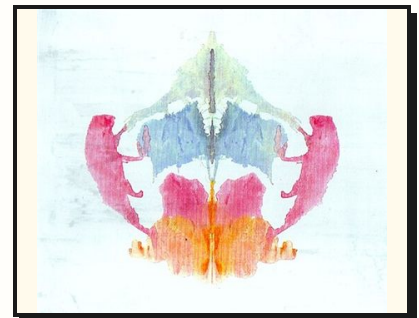
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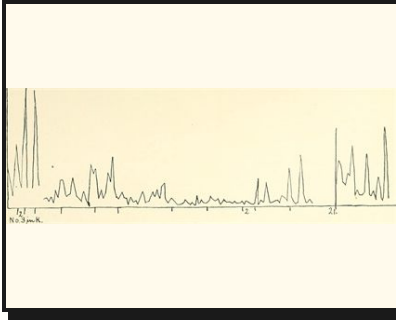
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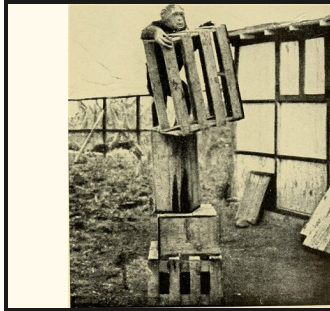
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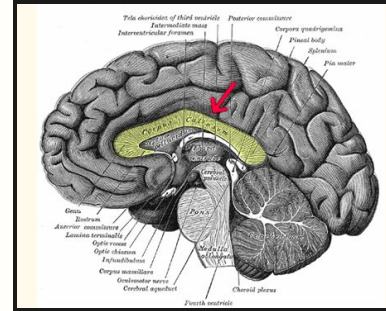
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WITS

ACTION

## Wild Wit

Play it on anything except an Outwit. Then name the camp that comes next.

ACTION

## Witless

Play it on anything except an Outwit. The next player is witless — they lose their turn.

ACTION

## Outwit

The next player may not match the camp, and no action card will save them. Outwit on the issue, or draw 2.

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[illegible]

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[illegible]

# Wits: Psychology Perspectives

SITS ON THE TABLE.  
FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS Behavioral

Cognitive

Biological

Psychodynamic

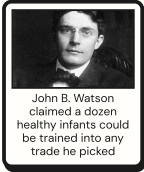
## ONE QUESTION Is it the **CAMP?** Or the **ISSUE?**

Every card is one camp and one issue. The card never tells you which. You work it out.

**Your turn** do ONE of these four

### 1 Match the camp

Play a card from the **same camp** as the top card, and name it.



ON THE PILE



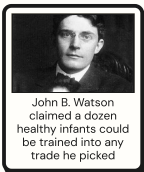
YOURS

YOU SAY  
"Behavioral."

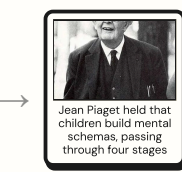
**Camp stays Behavioral**  
The next player has to match it too.

### 2 Outwit

A **different camp**, but the **same issue** as the top card. Say both.



BEHAVIORAL - CORE IDEA



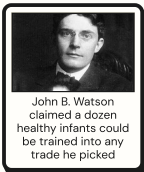
COGNITIVE - CORE IDEA

YOU SAY  
"Cognitive. Same issue – core idea."

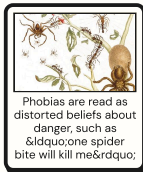
**Camp flips to Cognitive**  
Now everyone plays Cognitive.

### 3 Bluff it

Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



ON THE PILE



ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED  
"Behavioral."

**Get away with it?**  
The card is played. Get caught and it comes back, plus 2.

### 4 Draw one



TAKE ONE

→ Play it if it fits – otherwise your turn ends.

**Anyone, any time** including out of turn

### "CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

Flip this sheet to settle it



#### They lied

The card goes back to their hand and they **draw 2**.



#### They told the truth

**You** draw 2 instead.

**Action cards** no camp, no issue – play them on anything

ACTION

#### Wild Wit

Play on anything. **You** name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

ACTION

#### Witless

The next player is witless – they **lose their turn**.

ACTION

#### Outwit

Next player must **Outwit** on the issue or **draw 2**. No action card saves them.



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Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**.

**First player out of cards wins** – but you can't go out on a Wild Wit.

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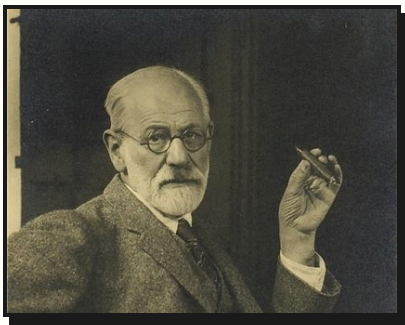
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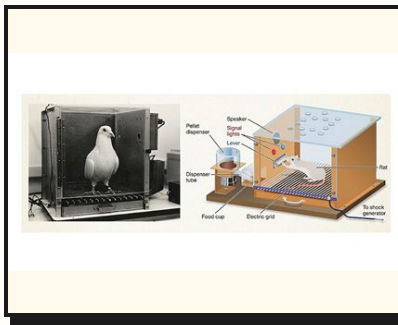
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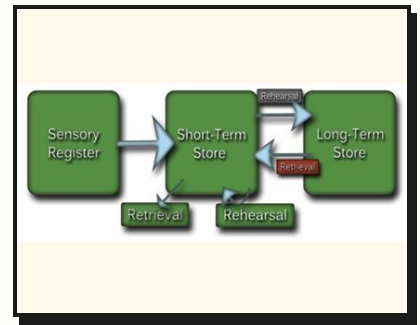
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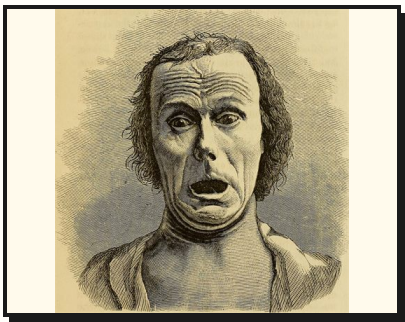
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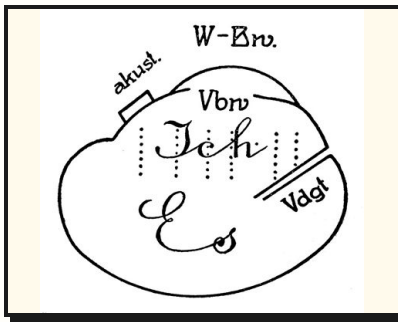
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Freud pictured the id, ego and superego in constant conflict inside each person

WITS



Watson and Rayner clanged a steel bar behind Little Albert each time he touched a white rat

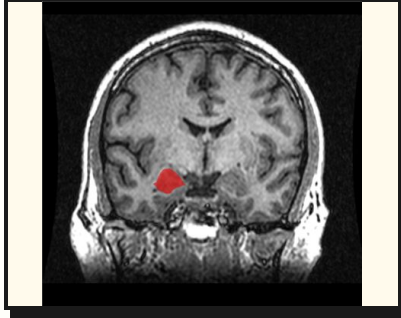
WITS

[illegible]



Phobias are read as distorted beliefs about danger, such as “one spider bite will kill me”;

WITS



On scans the amygdala flares when a person looks at a frightened face

WITS



Freud read five-year-old Little Hans's terror of horses as fear of his father

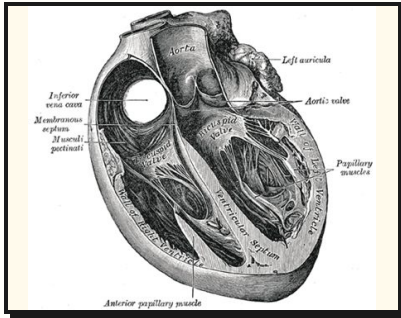
WITS



*Now he fears even Santa Claus*

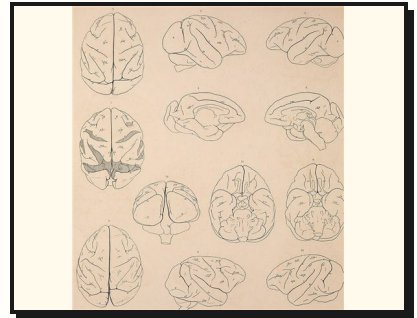
Albert's fear of the white rat later spread to a rabbit, a dog and a fur coat, Watson reported

WITS



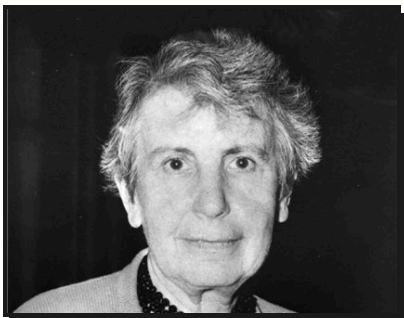
David Clark held panic starts when a racing heart is misread as a heart attack

WITS



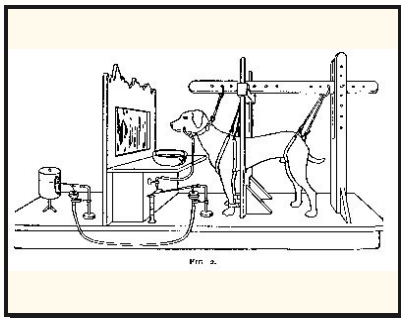
Klüver and Bucy removed monkeys' temporal lobes in the late 1930s, and they lost fear of snakes

WITS



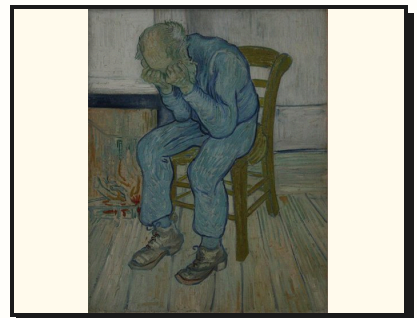
Anna Freud listed defenses such as repression, denial and displacement that shield the ego

WITS



Martin Seligman's dogs, shocked with no escape, later lay down and ignored an open exit

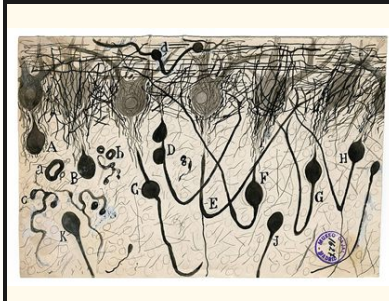
WITS



Aaron Beck found depressed patients hold a gloomy view of self, world and future

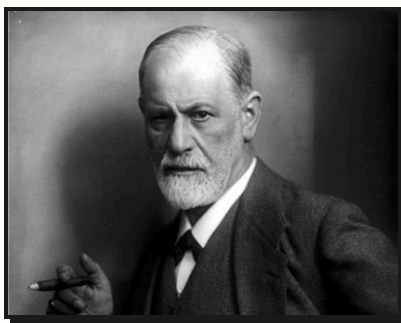
WITS

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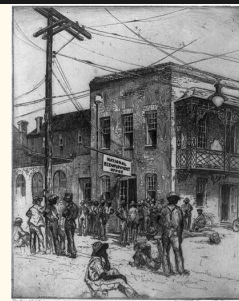
Depression is tied to low serotonin and norepinephrine, which antidepressants raise

WITS



In 1917 Freud wrote that depression follows a loss when anger at the lost person turns on the self

WITS



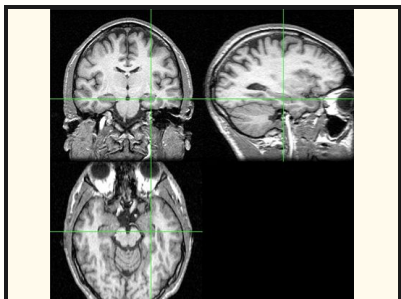
Peter Lewinsohn tied low mood to a drop in rewards, so a person does less and earns less

WITS



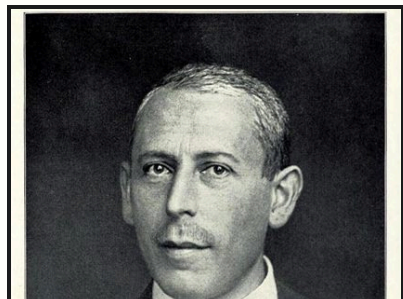
Aaron Beck listed depressed thinking errors, such as all-or-nothing thinking and expecting the worst

WITS



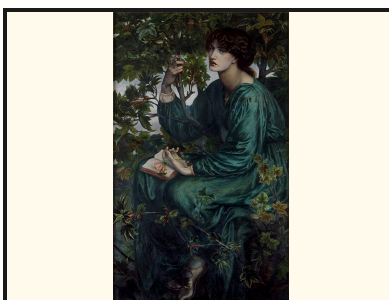
MRI scans show a smaller hippocampus in many people with long-running depression

WITS



Karl Abraham held in 1911 that depression echoes a child's early disappointment in the mother's love

WITS



Joseph Wolpe had clients relax while picturing a feared scene, weakest version first

WITS



Albert Ellis had clients argue back at demands such as "I must never fail";

WITS



Electroconvulsive therapy passes a brief current through the head to lift severe depression

WITS

[illegible]



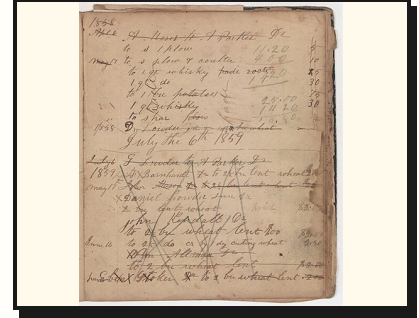
Freud had patients lie on a couch and say whatever came to mind, however trivial

WITS



In 1924 Mary Cover Jones eased a boy's fear of a rabbit by moving it closer at snack time

WITS



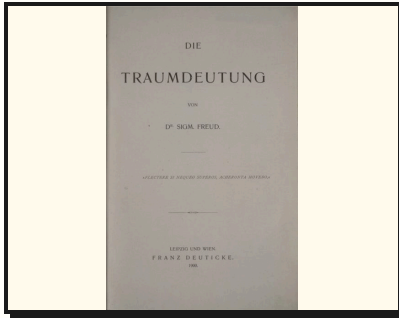
Clients log a gloomy thought, then weigh it against the evidence for and against

WITS



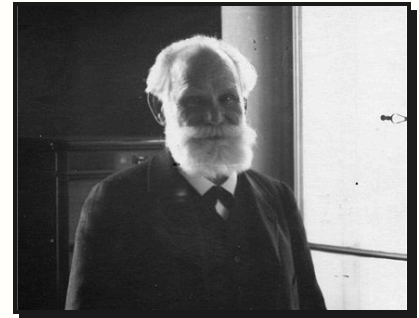
Chlorpromazine, first given for psychosis in 1952, calmed patients and helped empty asylum wards

WITS



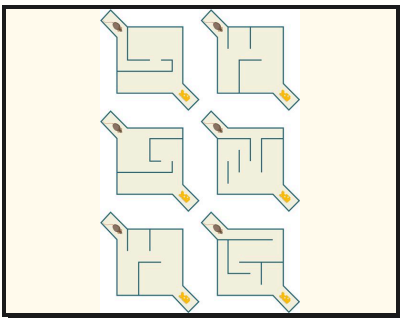
An analyst reads a dream's story for the hidden wish behind it, as Freud did in 1900

WITS



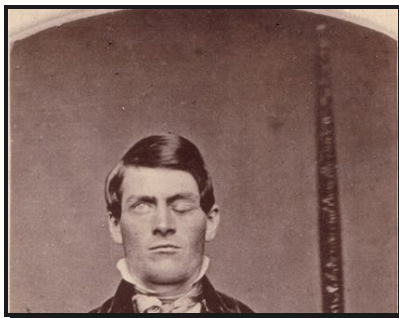
Ivan Pavlov's dogs drooled at a metronome that had always sounded before dinner

WITS



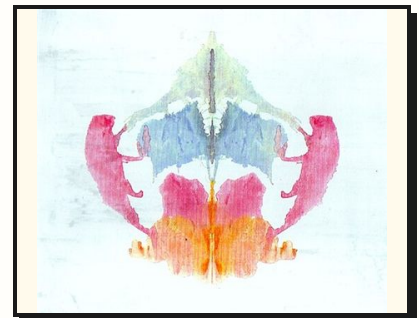
Edward Tolman's rats, with the usual maze path blocked, chose the arm pointing at the food

WITS



Phineas Gage survived an 1848 iron rod through his frontal lobe, and friends said his temper changed

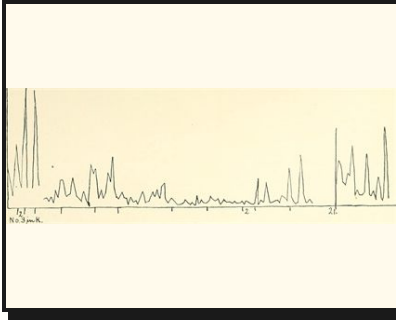
WITS



Hermann Rorschach's 1921 inkblots ask people to say what shapes they see

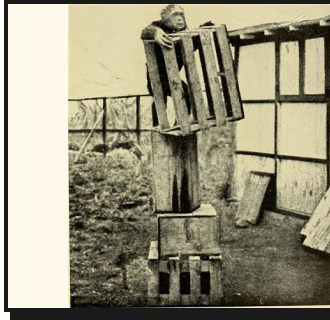
WITS

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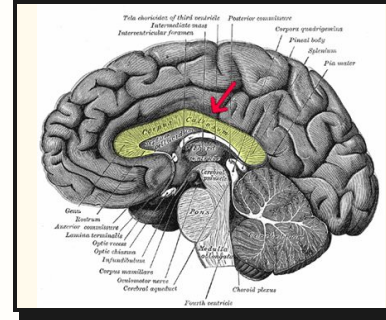
Edward Thorndike timed cats escaping puzzle boxes, and each trial took less time

WITS



Wolfgang Köhler's chimp Sultan stacked boxes to reach hung fruit, as if by sudden insight

WITS



Roger Sperry tested epilepsy patients with a cut corpus callosum, one side of the brain at a time

WITS



Freud drew on case histories such as Anna O., Breuer's patient, and the Rat Man

WITS

ACTION

## Wild Wit

Play it on anything except an Outwit. Then name the camp that comes next.

ACTION

## Witless

Play it on anything except an Outwit. The next player is witless — they lose their turn.

ACTION

## Outwit

The next player may not match the camp, and no action card will save them. Outwit on the issue, or draw 2.

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[illegible]

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