

Agonist	Autonomic Nervous System	Twin Studies	Nature	Endorphins
Refractory Period	Tolerance	Reflex Arc	Parasympathetic	Threshold
Stimulants	Depressants	FREE	Somatic Nervous System	Peripheral Nervous System
Sympathetic	Antagonist	All-or-None Principle	Reuptake	Central Nervous System
Nurture	Interneuron	Dopamine	Adoption Studies	Glial Cells

Four in a Row: four across, down, or diagonal wins; FREE counts for both. · Fox: shade 4 + 3 + 2. · witsooth.com

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WITTY — *two games, one board*

Unit 1A · Heredity, Nerves & Neurons · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

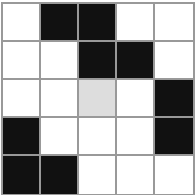
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
Any shape works as long as the squares connect edge to edge.

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A hit earns a free guess at any square touching it, no card needed. Keep going while you keep hitting.

Say **"Found!"** when you have found a whole shape.

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Find all three shapes. Two games to a sheet, one on each side.

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ANSWER KEY — *Heredity, Nerves & Neurons*

Unit 1A · 24 terms · Alphabetical

Adoption Studies

Research comparing children with birth parents and the family raising them.

Agonist

Drug that mimics or boosts a neurotransmitter and encourages neural firing.

All-or-None Principle

A neuron fires at full strength or does not fire.

Antagonist

Drug that blocks a neurotransmitter's action and discourages neural firing.

Autonomic Nervous System

Branch that governs involuntary processes and contains two opposing divisions.

Central Nervous System

Brain and spinal cord, the body's main control hub.

Depressants

Class of drugs, such as alcohol, that slow bodily and mental functioning.

Dopamine

Neurotransmitter tied to reward, motivation, and voluntary movement.

Endorphins

Natural chemicals that relieve pain, as in a runner's high.

Glial Cells

Support units that provide structure, insulation, and waste transport for neurons.

Interneuron

Connector in the spinal cord between incoming sensory and outgoing motor messages.

Nature

Genetic predispositions that shape physical, behavioral, and mental traits.

Nurture

External experiences, such as family interactions or education, that shape traits.

Parasympathetic

Division that calms the body and conserves energy after arousal.

Peripheral Nervous System

Network beyond the brain and spinal cord relaying messages to the body.

Reflex Arc

Spinal circuit that produces a rapid automatic response to a stimulus.

Refractory Period

Brief recovery time after firing when a neuron cannot fire again.

Reuptake

Process by which a sending cell reabsorbs leftover neurotransmitter from the synapse.

Somatic Nervous System

Branch governing voluntary actions, such as moving skeletal muscles.

Stimulants

Drugs, such as caffeine and cocaine, that raise alertness and arousal.

Sympathetic

Division that arouses the body for fight-or-flight, speeding the heart.

Threshold

Minimum level of stimulation needed to trigger a neuron to fire.

Tolerance

Needing larger doses of a drug to achieve the same effect.

Twin Studies

Research comparing identical and fraternal siblings born together to estimate genetic influence.

WITTY · HEREDITY, NERVES & NEURONS

Genetic predispositions that shape physical, behavioral, and mental traits.

WITTY · HEREDITY, NERVES & NEURONS

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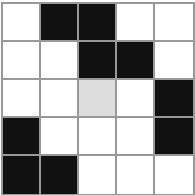
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Nurture

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Parasympathetic

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Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

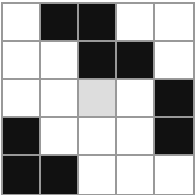
GAME TWO

FOX

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SETUP

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ANSWER KEY — *Heredity, Nerves & Neurons*

Unit 1A · 24 terms · Alphabetical

Adoption Studies

Research comparing children with birth parents and the family raising them.

Agonist

Drug that mimics or boosts a neurotransmitter and encourages neural firing.

All-or-None Principle

A neuron fires at full strength or does not fire.

Antagonist

Drug that blocks a neurotransmitter's action and discourages neural firing.

Autonomic Nervous System

Branch that governs involuntary processes and contains two opposing divisions.

Central Nervous System

Brain and spinal cord, the body's main control hub.

Depressants

Class of drugs, such as alcohol, that slow bodily and mental functioning.

Dopamine

Neurotransmitter tied to reward, motivation, and voluntary movement.

Endorphins

Natural chemicals that relieve pain, as in a runner's high.

Glial Cells

Support units that provide structure, insulation, and waste transport for neurons.

Interneuron

Connector in the spinal cord between incoming sensory and outgoing motor messages.

Nature

Genetic predispositions that shape physical, behavioral, and mental traits.

Nurture

External experiences, such as family interactions or education, that shape traits.

Parasympathetic

Division that calms the body and conserves energy after arousal.

Peripheral Nervous System

Network beyond the brain and spinal cord relaying messages to the body.

Reflex Arc

Spinal circuit that produces a rapid automatic response to a stimulus.

Refractory Period

Brief recovery time after firing when a neuron cannot fire again.

Reuptake

Process by which a sending cell reabsorbs leftover neurotransmitter from the synapse.

Somatic Nervous System

Branch governing voluntary actions, such as moving skeletal muscles.

Stimulants

Drugs, such as caffeine and cocaine, that raise alertness and arousal.

Sympathetic

Division that arouses the body for fight-or-flight, speeding the heart.

Threshold

Minimum level of stimulation needed to trigger a neuron to fire.

Tolerance

Needing larger doses of a drug to achieve the same effect.

Twin Studies

Research comparing identical and fraternal siblings born together to estimate genetic influence.

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Nurture	Interneuron	Dopamine	Adoption Studies	Glial Cells

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Unit 1A · Heredity, Nerves & Neurons · Two players · Four games of Four in a Row, or two games of Fox

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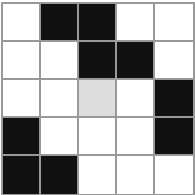
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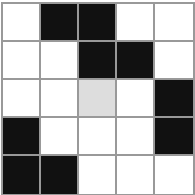
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A neuron fires at full strength or does not fire.

WITTY · HEREDITY, NERVES & NEURONS

Brief recovery time after firing when a neuron cannot fire again.

WITTY · HEREDITY, NERVES & NEURONS

Minimum level of stimulation needed to trigger a neuron to fire.

[illegible]

WITTY · HEREDITY, NERVES & NEURONS

Process by which a sending cell reabsorbs leftover neurotransmitter from the synapse.

WITTY · HEREDITY, NERVES & NEURONS

Drug that mimics or boosts a neurotransmitter and encourages neural firing.

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WITTY · HEREDITY, NERVES & NEURONS

Drugs, such as caffeine and cocaine, that raise alertness and arousal.

WITTY · HEREDITY, NERVES & NEURONS

Class of drugs, such as alcohol, that slow bodily and mental functioning.

WITTY · HEREDITY, NERVES & NEURONS

Needing larger doses of a drug to achieve the same effect.

[illegible]

Agonist	Autonomic Nervous System	Twin Studies	Nature	Endorphins
Refractory Period	Tolerance	Reflex Arc	Parasympathetic	Threshold
Stimulants	Depressants	FREE	Somatic Nervous System	Peripheral Nervous System
Sympathetic	Antagonist	All-or-None Principle	Reuptake	Central Nervous System
Nurture	Interneuron	Dopamine	Adoption Studies	Glial Cells

Four in a Row: four across, down, or diagonal wins; FREE counts for both. · Fox: shade 4 + 3 + 2. · witsooth.com

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Agonist	Autonomic Nervous System	Twin Studies	Nature	Endorphins
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WITTY — *two games, one board*

Unit 1A · Heredity, Nerves & Neurons · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

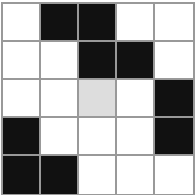
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
Any shape works as long as the squares connect edge to edge.

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A hit earns a free guess at any square touching it, no card needed. Keep going while you keep hitting.

Say **"Found!"** when you have found a whole shape.

WINNING

Find all three shapes. Two games to a sheet, one on each side.

CHALLENGE — BOTH GAMES

Either player, any time, before the next cards are drawn. Turn this sheet over and look it up. **Wrong claim:** cross out your mark, the guess does not count, and you lose your next turn. **Wrong challenge:** you lose your next turn.

Teacher note. Print the board sheet double-sided and fold it in the middle — never cut it, Fox needs the standing half. Every card in a deck carries the same number on its back. Print at 100%, not "fit to page."

ANSWER KEY — *Heredity, Nerves & Neurons*

Unit 1A · 24 terms · Alphabetical

Adoption Studies

Research comparing children with birth parents and the family raising them.

Agonist

Drug that mimics or boosts a neurotransmitter and encourages neural firing.

All-or-None Principle

A neuron fires at full strength or does not fire.

Antagonist

Drug that blocks a neurotransmitter's action and discourages neural firing.

Autonomic Nervous System

Branch that governs involuntary processes and contains two opposing divisions.

Central Nervous System

Brain and spinal cord, the body's main control hub.

Depressants

Class of drugs, such as alcohol, that slow bodily and mental functioning.

Dopamine

Neurotransmitter tied to reward, motivation, and voluntary movement.

Endorphins

Natural chemicals that relieve pain, as in a runner's high.

Glial Cells

Support units that provide structure, insulation, and waste transport for neurons.

Interneuron

Connector in the spinal cord between incoming sensory and outgoing motor messages.

Nature

Genetic predispositions that shape physical, behavioral, and mental traits.

Nurture

External experiences, such as family interactions or education, that shape traits.

Parasympathetic

Division that calms the body and conserves energy after arousal.

Peripheral Nervous System

Network beyond the brain and spinal cord relaying messages to the body.

Reflex Arc

Spinal circuit that produces a rapid automatic response to a stimulus.

Refractory Period

Brief recovery time after firing when a neuron cannot fire again.

Reuptake

Process by which a sending cell reabsorbs leftover neurotransmitter from the synapse.

Somatic Nervous System

Branch governing voluntary actions, such as moving skeletal muscles.

Stimulants

Drugs, such as caffeine and cocaine, that raise alertness and arousal.

Sympathetic

Division that arouses the body for fight-or-flight, speeding the heart.

Threshold

Minimum level of stimulation needed to trigger a neuron to fire.

Tolerance

Needing larger doses of a drug to achieve the same effect.

Twin Studies

Research comparing identical and fraternal siblings born together to estimate genetic influence.

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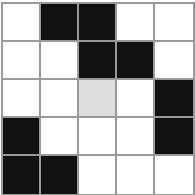
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Unit 1A · 24 terms · Alphabetical

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Refractory Period	Threshold	Peripheral Nervous System	Glial Cells	Reuptake
Somatic Nervous System	Autonomic Nervous System	FREE	Tolerance	Sympathetic
Dopamine	Reflex Arc	Nurture	Antagonist	All-or-None Principle
Endorphins	Stimulants	Central Nervous System	Nature	Interneuron

Four in a Row: four across, down, or diagonal wins; FREE counts for both. · Fox: shade 4 + 3 + 2. · witsooth.com

WITTY — *two games, one board*

Unit 1A · Heredity, Nerves & Neurons · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

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Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

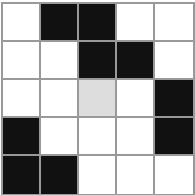
GAME TWO

FOX

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SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
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ANSWER KEY — *Heredity, Nerves & Neurons*

Unit 1A · 24 terms · Alphabetical

Adoption Studies

Research comparing children with birth parents and the family raising them.

Agonist

Drug that mimics or boosts a neurotransmitter and encourages neural firing.

All-or-None Principle

A neuron fires at full strength or does not fire.

Antagonist

Drug that blocks a neurotransmitter's action and discourages neural firing.

Autonomic Nervous System

Branch that governs involuntary processes and contains two opposing divisions.

Central Nervous System

Brain and spinal cord, the body's main control hub.

Depressants

Class of drugs, such as alcohol, that slow bodily and mental functioning.

Dopamine

Neurotransmitter tied to reward, motivation, and voluntary movement.

Endorphins

Natural chemicals that relieve pain, as in a runner's high.

Glial Cells

Support units that provide structure, insulation, and waste transport for neurons.

Interneuron

Connector in the spinal cord between incoming sensory and outgoing motor messages.

Nature

Genetic predispositions that shape physical, behavioral, and mental traits.

Nurture

External experiences, such as family interactions or education, that shape traits.

Parasympathetic

Division that calms the body and conserves energy after arousal.

Peripheral Nervous System

Network beyond the brain and spinal cord relaying messages to the body.

Reflex Arc

Spinal circuit that produces a rapid automatic response to a stimulus.

Refractory Period

Brief recovery time after firing when a neuron cannot fire again.

Reuptake

Process by which a sending cell reabsorbs leftover neurotransmitter from the synapse.

Somatic Nervous System

Branch governing voluntary actions, such as moving skeletal muscles.

Stimulants

Drugs, such as caffeine and cocaine, that raise alertness and arousal.

Sympathetic

Division that arouses the body for fight-or-flight, speeding the heart.

Threshold

Minimum level of stimulation needed to trigger a neuron to fire.

Tolerance

Needing larger doses of a drug to achieve the same effect.

Twin Studies

Research comparing identical and fraternal siblings born together to estimate genetic influence.

WITTY · HEREDITY, NERVES & NEURONS

Genetic predispositions that shape physical, behavioral, and mental traits.

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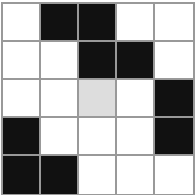
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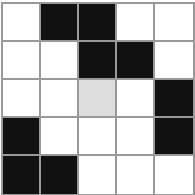
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WITTY · HEREDITY, NERVES & NEURONS

Research comparing identical and fraternal siblings born together to estimate genetic influence.

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Research comparing children with birth parents and the family raising them.

WITTY · HEREDITY, NERVES & NEURONS

Brain and spinal cord, the body's main control hub.

WITTY · HEREDITY, NERVES & NEURONS

Network beyond the brain and spinal cord relaying messages to the body.

WITTY · HEREDITY, NERVES & NEURONS

Branch that governs involuntary processes and contains two opposing divisions.

WITTY · HEREDITY, NERVES & NEURONS

Branch governing voluntary actions, such as moving skeletal muscles.

[illegible]

WITTY · HEREDITY, NERVES & NEURONS

Division that arouses the body for
fight-or-flight, speeding the heart.

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Division that calms the body and
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WITTY · HEREDITY, NERVES & NEURONS

Support units that provide structure,
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Spinal circuit that produces a rapid
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Connector in the spinal cord between
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WITTY · HEREDITY, NERVES & NEURONS

A neuron fires at full strength or does
not fire.

WITTY · HEREDITY, NERVES & NEURONS

Brief recovery time after firing when a
neuron cannot fire again.

WITTY · HEREDITY, NERVES & NEURONS

Minimum level of stimulation needed
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[illegible]

WITTY · HEREDITY, NERVES & NEURONS

Process by which a sending cell reabsorbs leftover neurotransmitter from the synapse.

WITTY · HEREDITY, NERVES & NEURONS

Drug that mimics or boosts a neurotransmitter and encourages neural firing.

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Drugs, such as caffeine and cocaine, that raise alertness and arousal.

WITTY · HEREDITY, NERVES & NEURONS

Class of drugs, such as alcohol, that slow bodily and mental functioning.

WITTY · HEREDITY, NERVES & NEURONS

Needing larger doses of a drug to achieve the same effect.

WITTY HEREDITY 10

Agonist	Autonomic Nervous System	Twin Studies	Nature	Endorphins
Refractory Period	Tolerance	Reflex Arc	Parasympathetic	Threshold
Stimulants	Depressants	FREE	Somatic Nervous System	Peripheral Nervous System
Sympathetic	Antagonist	All-or-None Principle	Reuptake	Central Nervous System
Nurture	Interneuron	Dopamine	Adoption Studies	Glial Cells

Four in a Row: four across, down, or diagonal wins; FREE counts for both. · Fox: shade 4 + 3 + 2. · witsooth.com

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Agonist	Autonomic Nervous System	Twin Studies	Nature	Endorphins
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WITTY — *two games, one board*

Unit 1A · Heredity, Nerves & Neurons · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

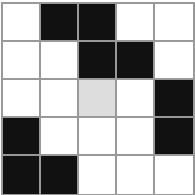
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
Any shape works as long as the squares connect edge to edge.

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The term you matched is your guess. Your opponent says **hit** or **miss**. Mark it on your standing grid.

A hit earns a free guess at any square touching it, no card needed. Keep going while you keep hitting.

Say **"Found!"** when you have found a whole shape.

WINNING

Find all three shapes. Two games to a sheet, one on each side.

CHALLENGE — BOTH GAMES

Either player, any time, before the next cards are drawn. Turn this sheet over and look it up. **Wrong claim:** cross out your mark, the guess does not count, and you lose your next turn. **Wrong challenge:** you lose your next turn.

Teacher note. Print the board sheet double-sided and fold it in the middle — never cut it, Fox needs the standing half. Every card in a deck carries the same number on its back. Print at 100%, not "fit to page."

ANSWER KEY — *Heredity, Nerves & Neurons*

Unit 1A · 24 terms · Alphabetical

Adoption Studies

Research comparing children with birth parents and the family raising them.

Agonist

Drug that mimics or boosts a neurotransmitter and encourages neural firing.

All-or-None Principle

A neuron fires at full strength or does not fire.

Antagonist

Drug that blocks a neurotransmitter's action and discourages neural firing.

Autonomic Nervous System

Branch that governs involuntary processes and contains two opposing divisions.

Central Nervous System

Brain and spinal cord, the body's main control hub.

Depressants

Class of drugs, such as alcohol, that slow bodily and mental functioning.

Dopamine

Neurotransmitter tied to reward, motivation, and voluntary movement.

Endorphins

Natural chemicals that relieve pain, as in a runner's high.

Glial Cells

Support units that provide structure, insulation, and waste transport for neurons.

Interneuron

Connector in the spinal cord between incoming sensory and outgoing motor messages.

Nature

Genetic predispositions that shape physical, behavioral, and mental traits.

Nurture

External experiences, such as family interactions or education, that shape traits.

Parasympathetic

Division that calms the body and conserves energy after arousal.

Peripheral Nervous System

Network beyond the brain and spinal cord relaying messages to the body.

Reflex Arc

Spinal circuit that produces a rapid automatic response to a stimulus.

Refractory Period

Brief recovery time after firing when a neuron cannot fire again.

Reuptake

Process by which a sending cell reabsorbs leftover neurotransmitter from the synapse.

Somatic Nervous System

Branch governing voluntary actions, such as moving skeletal muscles.

Stimulants

Drugs, such as caffeine and cocaine, that raise alertness and arousal.

Sympathetic

Division that arouses the body for fight-or-flight, speeding the heart.

Threshold

Minimum level of stimulation needed to trigger a neuron to fire.

Tolerance

Needing larger doses of a drug to achieve the same effect.

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Nurture	Interneuron	Dopamine	Adoption Studies	Glial Cells

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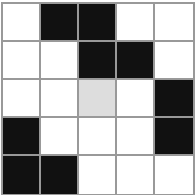
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Stimulants	Depressants	FREE	Somatic Nervous System	Peripheral Nervous System
Sympathetic	Antagonist	All-or-None Principle	Reuptake	Central Nervous System
Nurture	Interneuron	Dopamine	Adoption Studies	Glial Cells

Four in a Row: four across, down, or diagonal wins; FREE counts for both. · Fox: shade 4 + 3 + 2. · witsooth.com

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WITTY — *two games, one board*

Unit 1A · Heredity, Nerves & Neurons · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

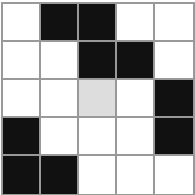
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FOX

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SETUP

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ANSWER KEY — *Heredity, Nerves & Neurons*

Unit 1A · 24 terms · Alphabetical

Adoption Studies

Research comparing children with birth parents and the family raising them.

Agonist

Drug that mimics or boosts a neurotransmitter and encourages neural firing.

All-or-None Principle

A neuron fires at full strength or does not fire.

Antagonist

Drug that blocks a neurotransmitter's action and discourages neural firing.

Autonomic Nervous System

Branch that governs involuntary processes and contains two opposing divisions.

Central Nervous System

Brain and spinal cord, the body's main control hub.

Depressants

Class of drugs, such as alcohol, that slow bodily and mental functioning.

Dopamine

Neurotransmitter tied to reward, motivation, and voluntary movement.

Endorphins

Natural chemicals that relieve pain, as in a runner's high.

Glial Cells

Support units that provide structure, insulation, and waste transport for neurons.

Interneuron

Connector in the spinal cord between incoming sensory and outgoing motor messages.

Nature

Genetic predispositions that shape physical, behavioral, and mental traits.

Nurture

External experiences, such as family interactions or education, that shape traits.

Parasympathetic

Division that calms the body and conserves energy after arousal.

Peripheral Nervous System

Network beyond the brain and spinal cord relaying messages to the body.

Reflex Arc

Spinal circuit that produces a rapid automatic response to a stimulus.

Refractory Period

Brief recovery time after firing when a neuron cannot fire again.

Reuptake

Process by which a sending cell reabsorbs leftover neurotransmitter from the synapse.

Somatic Nervous System

Branch governing voluntary actions, such as moving skeletal muscles.

Stimulants

Drugs, such as caffeine and cocaine, that raise alertness and arousal.

Sympathetic

Division that arouses the body for fight-or-flight, speeding the heart.

Threshold

Minimum level of stimulation needed to trigger a neuron to fire.

Tolerance

Needing larger doses of a drug to achieve the same effect.

Twin Studies

Research comparing identical and fraternal siblings born together to estimate genetic influence.

WITTY · HEREDITY, NERVES & NEURONS

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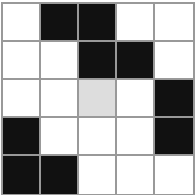
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FOX

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Unit 1A · 24 terms · Alphabetical

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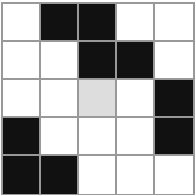
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Autonomic Nervous System

Branch that governs involuntary processes and contains two opposing divisions.

Central Nervous System

Brain and spinal cord, the body's main control hub.

Depressants

Class of drugs, such as alcohol, that slow bodily and mental functioning.

Dopamine

Neurotransmitter tied to reward, motivation, and voluntary movement.

Endorphins

Natural chemicals that relieve pain, as in a runner's high.

Glial Cells

Support units that provide structure, insulation, and waste transport for neurons.

Interneuron

Connector in the spinal cord between incoming sensory and outgoing motor messages.

Nature

Genetic predispositions that shape physical, behavioral, and mental traits.

Nurture

External experiences, such as family interactions or education, that shape traits.

Parasympathetic

Division that calms the body and conserves energy after arousal.

Peripheral Nervous System

Network beyond the brain and spinal cord relaying messages to the body.

Reflex Arc

Spinal circuit that produces a rapid automatic response to a stimulus.

Refractory Period

Brief recovery time after firing when a neuron cannot fire again.

Reuptake

Process by which a sending cell reabsorbs leftover neurotransmitter from the synapse.

Somatic Nervous System

Branch governing voluntary actions, such as moving skeletal muscles.

Stimulants

Drugs, such as caffeine and cocaine, that raise alertness and arousal.

Sympathetic

Division that arouses the body for fight-or-flight, speeding the heart.

Threshold

Minimum level of stimulation needed to trigger a neuron to fire.

Tolerance

Needing larger doses of a drug to achieve the same effect.

Twin Studies

Research comparing identical and fraternal siblings born together to estimate genetic influence.

WITTY · HEREDITY, NERVES & NEURONS

Genetic predispositions that shape physical, behavioral, and mental traits.

WITTY · HEREDITY, NERVES & NEURONS

External experiences, such as family interactions or education, that shape traits.

WITTY · HEREDITY, NERVES & NEURONS

Research comparing identical and fraternal siblings born together to estimate genetic influence.

WITTY · HEREDITY, NERVES & NEURONS

Research comparing children with birth parents and the family raising them.

WITTY · HEREDITY, NERVES & NEURONS

Brain and spinal cord, the body's main control hub.

WITTY · HEREDITY, NERVES & NEURONS

Network beyond the brain and spinal cord relaying messages to the body.

WITTY · HEREDITY, NERVES & NEURONS

Branch that governs involuntary processes and contains two opposing divisions.

WITTY · HEREDITY, NERVES & NEURONS

Branch governing voluntary actions, such as moving skeletal muscles.

[illegible]

WITTY · HEREDITY, NERVES & NEURONS

Division that arouses the body for
fight-or-flight, speeding the heart.

WITTY · HEREDITY, NERVES & NEURONS

Division that calms the body and
conserves energy after arousal.

WITTY · HEREDITY, NERVES & NEURONS

Support units that provide structure,
insulation, and waste transport for
neurons.

WITTY · HEREDITY, NERVES & NEURONS

Spinal circuit that produces a rapid
automatic response to a stimulus.

WITTY · HEREDITY, NERVES & NEURONS

Connector in the spinal cord between
incoming sensory and outgoing motor
messages.

WITTY · HEREDITY, NERVES & NEURONS

A neuron fires at full strength or does
not fire.

WITTY · HEREDITY, NERVES & NEURONS

Brief recovery time after firing when a
neuron cannot fire again.

WITTY · HEREDITY, NERVES & NEURONS

Minimum level of stimulation needed
to trigger a neuron to fire.

[illegible]

WITTY · HEREDITY, NERVES & NEURONS

Process by which a sending cell reabsorbs leftover neurotransmitter from the synapse.

WITTY · HEREDITY, NERVES & NEURONS

Drug that mimics or boosts a neurotransmitter and encourages neural firing.

WITTY · HEREDITY, NERVES & NEURONS

Drug that blocks a neurotransmitter's action and discourages neural firing.

WITTY · HEREDITY, NERVES & NEURONS

Neurotransmitter tied to reward, motivation, and voluntary movement.

WITTY · HEREDITY, NERVES & NEURONS

Natural chemicals that relieve pain, as in a runner's high.

WITTY · HEREDITY, NERVES & NEURONS

Drugs, such as caffeine and cocaine, that raise alertness and arousal.

WITTY · HEREDITY, NERVES & NEURONS

Class of drugs, such as alcohol, that slow bodily and mental functioning.

WITTY · HEREDITY, NERVES & NEURONS

Needing larger doses of a drug to achieve the same effect.

[illegible]