

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

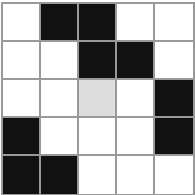
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior knowledge, working from the big picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw sensory input rather than expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous stimulus one particular way, based on experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes' images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fitting new information into an existing schema, leaving the schema unchanged.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Adjusting an existing schema because new information does not fit it.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

A method that tries every possible solution until the right one appears.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging likelihood by how easily a vivid example comes to mind.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging category membership by how closely something resembles the typical case.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Reusing a strategy that succeeded before, even when it no longer suits.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Inability to see a familiar object as useful for a new purpose.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Continuing a losing choice because of time or money already spent.



WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to drive performance across many mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using identical procedures and environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average intelligence scores, tied to health and nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group belief, which can hurt test performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be developed through effort and experience.

[illegible]

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

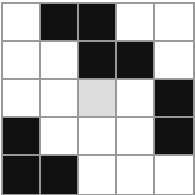
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior
knowledge, working from the big
picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw
sensory input rather than
expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous
stimulus one particular way, based on
experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object
and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud
chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene
because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes'
images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a
category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fitting new information into an existing schema, leaving the schema unchanged.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Adjusting an existing schema because new information does not fit it.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

A method that tries every possible solution until the right one appears.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging likelihood by how easily a vivid example comes to mind.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging category membership by how closely something resembles the typical case.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Reusing a strategy that succeeded before, even when it no longer suits.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Inability to see a familiar object as useful for a new purpose.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Continuing a losing choice because of time or money already spent.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to drive performance across many mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using identical procedures and environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average intelligence scores, tied to health and nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group belief, which can hurt test performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be developed through effort and experience.

[illegible]

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

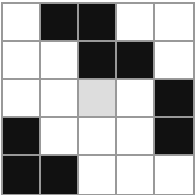
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior
knowledge, working from the big
picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw
sensory input rather than
expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous
stimulus one particular way, based on
experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object
and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud
chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene
because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes'
images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a
category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fitting new information into an existing schema, leaving the schema unchanged.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Adjusting an existing schema because new information does not fit it.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

A method that tries every possible solution until the right one appears.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging likelihood by how easily a vivid example comes to mind.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging category membership by how closely something resembles the typical case.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Reusing a strategy that succeeded before, even when it no longer suits.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Inability to see a familiar object as useful for a new purpose.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Continuing a losing choice because of time or money already spent.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to
drive performance across many
mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what
it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the
same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using
identical procedures and
environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average
intelligence scores, tied to health and
nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group
belief, which can hurt test
performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone
will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be
developed through effort and
experience.

[illegible]

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

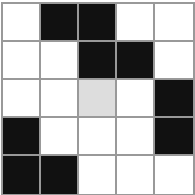
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior knowledge, working from the big picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw sensory input rather than expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous stimulus one particular way, based on experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes' images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Fitting new information into an
existing schema, leaving the schema
unchanged.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Adjusting an existing schema because
new information does not fit it.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**A method that tries every possible
solution until the right one appears.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Judging likelihood by how easily a
vivid example comes to mind.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Judging category membership by how
closely something resembles the
typical case.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Reusing a strategy that succeeded
before, even when it no longer suits.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Inability to see a familiar object as
useful for a new purpose.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Continuing a losing choice because of
time or money already spent.**

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to drive performance across many mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using identical procedures and environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average intelligence scores, tied to health and nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group belief, which can hurt test performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be developed through effort and experience.

[illegible]

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

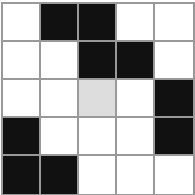
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior
knowledge, working from the big
picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw
sensory input rather than
expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous
stimulus one particular way, based on
experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object
and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud
chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene
because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes'
images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a
category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Fitting new information into an
existing schema, leaving the schema
unchanged.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Adjusting an existing schema because
new information does not fit it.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**A method that tries every possible
solution until the right one appears.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Judging likelihood by how easily a
vivid example comes to mind.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Judging category membership by how
closely something resembles the
typical case.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Reusing a strategy that succeeded
before, even when it no longer suits.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Inability to see a familiar object as
useful for a new purpose.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Continuing a losing choice because of
time or money already spent.**

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to drive performance across many mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using identical procedures and environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average intelligence scores, tied to health and nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group belief, which can hurt test performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be developed through effort and experience.

[illegible]

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

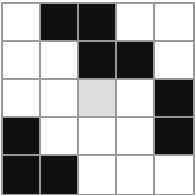
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior knowledge, working from the big picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw sensory input rather than expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous stimulus one particular way, based on experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes' images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Fitting new information into an
existing schema, leaving the schema
unchanged.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Adjusting an existing schema because
new information does not fit it.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**A method that tries every possible
solution until the right one appears.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Judging likelihood by how easily a
vivid example comes to mind.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Judging category membership by how
closely something resembles the
typical case.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Reusing a strategy that succeeded
before, even when it no longer suits.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Inability to see a familiar object as
useful for a new purpose.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Continuing a losing choice because of
time or money already spent.**

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to drive performance across many mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using identical procedures and environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average intelligence scores, tied to health and nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group belief, which can hurt test performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be developed through effort and experience.

[illegible]

WITTY *Perception, Thinking & Intelligence*

Layout A · P1 _____ P2 _____

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

WITTY *Perception, Thinking & Intelligence*

Layout A · P1 _____ P2 _____

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

WITTY *Perception, Thinking & Intelligence*

Layout A · P1 _____ P2 _____

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

WITTY *Perception, Thinking & Intelligence*

Layout A · P1 _____ P2 _____

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

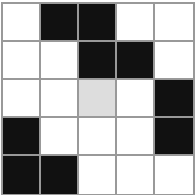
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior knowledge, working from the big picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw sensory input rather than expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous stimulus one particular way, based on experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes' images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fitting new information into an existing schema, leaving the schema unchanged.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Adjusting an existing schema because new information does not fit it.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

A method that tries every possible solution until the right one appears.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging likelihood by how easily a vivid example comes to mind.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging category membership by how closely something resembles the typical case.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Reusing a strategy that succeeded before, even when it no longer suits.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Inability to see a familiar object as useful for a new purpose.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Continuing a losing choice because of time or money already spent.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to drive performance across many mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using identical procedures and environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average intelligence scores, tied to health and nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group belief, which can hurt test performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be developed through effort and experience.

[illegible]

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

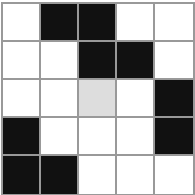
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior knowledge, working from the big picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw sensory input rather than expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous stimulus one particular way, based on experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes' images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fitting new information into an existing schema, leaving the schema unchanged.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Adjusting an existing schema because new information does not fit it.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

A method that tries every possible solution until the right one appears.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging likelihood by how easily a vivid example comes to mind.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging category membership by how closely something resembles the typical case.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Reusing a strategy that succeeded before, even when it no longer suits.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Inability to see a familiar object as useful for a new purpose.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Continuing a losing choice because of time or money already spent.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to
drive performance across many
mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what
it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the
same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using
identical procedures and
environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average
intelligence scores, tied to health and
nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group
belief, which can hurt test
performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone
will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be
developed through effort and
experience.

[illegible]

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

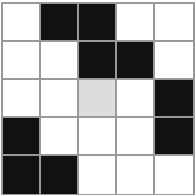
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior
knowledge, working from the big
picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw
sensory input rather than
expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous
stimulus one particular way, based on
experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object
and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud
chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene
because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes'
images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a
category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fitting new information into an existing schema, leaving the schema unchanged.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Adjusting an existing schema because new information does not fit it.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

A method that tries every possible solution until the right one appears.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging likelihood by how easily a vivid example comes to mind.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging category membership by how closely something resembles the typical case.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Reusing a strategy that succeeded before, even when it no longer suits.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Inability to see a familiar object as useful for a new purpose.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Continuing a losing choice because of time or money already spent.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to drive performance across many mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using identical procedures and environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average intelligence scores, tied to health and nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group belief, which can hurt test performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be developed through effort and experience.

[illegible]

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

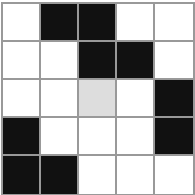
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior knowledge, working from the big picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw sensory input rather than expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous stimulus one particular way, based on experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes' images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fitting new information into an existing schema, leaving the schema unchanged.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Adjusting an existing schema because new information does not fit it.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

A method that tries every possible solution until the right one appears.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging likelihood by how easily a vivid example comes to mind.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging category membership by how closely something resembles the typical case.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Reusing a strategy that succeeded before, even when it no longer suits.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Inability to see a familiar object as useful for a new purpose.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Continuing a losing choice because of time or money already spent.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to drive performance across many mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using identical procedures and environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average intelligence scores, tied to health and nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group belief, which can hurt test performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be developed through effort and experience.

[illegible]

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

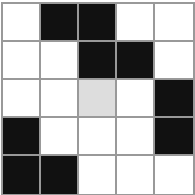
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior knowledge, working from the big picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw sensory input rather than expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous stimulus one particular way, based on experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes' images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fitting new information into an existing schema, leaving the schema unchanged.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Adjusting an existing schema because new information does not fit it.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

A method that tries every possible solution until the right one appears.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging likelihood by how easily a vivid example comes to mind.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging category membership by how closely something resembles the typical case.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Reusing a strategy that succeeded before, even when it no longer suits.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Inability to see a familiar object as useful for a new purpose.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Continuing a losing choice because of time or money already spent.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to drive performance across many mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using identical procedures and environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average intelligence scores, tied to health and nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group belief, which can hurt test performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be developed through effort and experience.

[illegible]

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

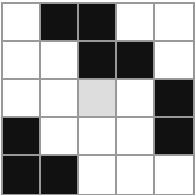
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior knowledge, working from the big picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw sensory input rather than expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous stimulus one particular way, based on experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes' images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fitting new information into an existing schema, leaving the schema unchanged.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Adjusting an existing schema because new information does not fit it.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

A method that tries every possible solution until the right one appears.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging likelihood by how easily a vivid example comes to mind.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging category membership by how closely something resembles the typical case.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Reusing a strategy that succeeded before, even when it no longer suits.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Inability to see a familiar object as useful for a new purpose.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Continuing a losing choice because of time or money already spent.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to
drive performance across many
mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what
it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the
same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using
identical procedures and
environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average
intelligence scores, tied to health and
nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group
belief, which can hurt test
performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone
will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be
developed through effort and
experience.

[illegible]

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

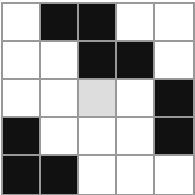
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior
knowledge, working from the big
picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw
sensory input rather than
expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous
stimulus one particular way, based on
experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object
and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud
chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene
because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes'
images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a
category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Fitting new information into an
existing schema, leaving the schema
unchanged.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Adjusting an existing schema because
new information does not fit it.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**A method that tries every possible
solution until the right one appears.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Judging likelihood by how easily a
vivid example comes to mind.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Judging category membership by how
closely something resembles the
typical case.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Reusing a strategy that succeeded
before, even when it no longer suits.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Inability to see a familiar object as
useful for a new purpose.**

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

**Continuing a losing choice because of
time or money already spent.**

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to
drive performance across many
mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what
it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the
same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using
identical procedures and
environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average
intelligence scores, tied to health and
nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group
belief, which can hurt test
performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone
will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be
developed through effort and
experience.

[illegible]

WITTY *Perception, Thinking & Intelligence*

Layout A · P1 _____ P2 _____

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

WITTY *Perception, Thinking & Intelligence*

Layout A · P1 _____ P2 _____

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

WITTY

Perception, Thinking & Intelligence

Layout A · P1 _____ P2 _____

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

WITTY

Perception, Thinking & Intelligence

Layout A · P1 _____ P2 _____

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

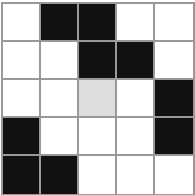
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior knowledge, working from the big picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw sensory input rather than expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous stimulus one particular way, based on experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes' images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fitting new information into an existing schema, leaving the schema unchanged.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Adjusting an existing schema because new information does not fit it.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

A method that tries every possible solution until the right one appears.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging likelihood by how easily a vivid example comes to mind.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging category membership by how closely something resembles the typical case.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Reusing a strategy that succeeded before, even when it no longer suits.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Inability to see a familiar object as useful for a new purpose.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Continuing a losing choice because of time or money already spent.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to
drive performance across many
mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what
it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the
same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using
identical procedures and
environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average
intelligence scores, tied to health and
nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group
belief, which can hurt test
performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone
will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be
developed through effort and
experience.

[illegible]

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

----- fold here — never cut -----

Validity	Retinal Disparity	Perceptual Set	Top-Down Processing	Flynn Effect
Functional Fixedness	Growth Mindset	Availability Heuristic	Accommodation	Sunk-Cost Fallacy
Stereotype Threat	Aptitude Test	FREE	Prototype	Change Blindness
Assimilation	Reliability	Mental Set	g Factor	Cocktail Party Effect
Bottom-Up Processing	Representativeness	Standardization	Figure and Ground	Algorithm

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

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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

----- fold here — never cut -----

WITTY *Perception, Thinking & Intelligence*

Layout B · P1 _____ P2 _____

Validity	Aptitude Test	Perceptual Set	Accommodation	Figure and Ground
Functional Fixedness	Sunk-Cost Fallacy	Change Blindness	Algorithm	g Factor
Prototype	Retinal Disparity	FREE	Growth Mindset	Assimilation
Standardization	Availability Heuristic	Bottom-Up Processing	Reliability	Mental Set
Flynn Effect	Stereotype Threat	Cocktail Party Effect	Top-Down Processing	Representativeness

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 2A · Perception, Thinking & Intelligence · 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.

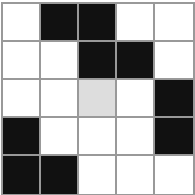
GAME TWO

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.

YOUR TURN

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 — *Perception, Thinking & Intelligence*

Unit 2A · 24 terms · Alphabetical

Accommodation

Adjusting an existing schema because new information does not fit it.

Algorithm

A method that tries every possible solution until the right one appears.

Aptitude Test

Exam meant to predict how someone will perform in the future.

Assimilation

Fitting new information into an existing schema, leaving the schema unchanged.

Availability Heuristic

Judging likelihood by how easily a vivid example comes to mind.

Bottom-Up Processing

Building a perception from raw sensory input rather than expectations.

Change Blindness

Missing an altered detail in a scene because attention was elsewhere.

Cocktail Party Effect

Noticing your own name amid loud chatter you were ignoring.

Figure and Ground

Separating a scene into a focal object and its backdrop.

Flynn Effect

Generational rise in average intelligence scores, tied to health and nutrition.

Functional Fixedness

Inability to see a familiar object as useful for a new purpose.

g Factor

Single underlying ability proposed to drive performance across many mental tasks.

Growth Mindset

Belief that intelligence can be developed through effort and experience.

Mental Set

Reusing a strategy that succeeded before, even when it no longer suits.

Perceptual Set

Readiness to see an ambiguous stimulus one particular way, based on experience.

Prototype

The ideal example that best captures a category in your mind.

Reliability

Yielding similar results each time the same test is taken again.

Representativeness

Judging category membership by how closely something resembles the typical case.

Retinal Disparity

Slight difference between the two eyes' images, which signals nearness.

Standardization

Administering a test to everyone using identical procedures and environments.

Stereotype Threat

Fear of confirming a negative group belief, which can hurt test performance.

Sunk-Cost Fallacy

Continuing a losing choice because of time or money already spent.

Top-Down Processing

Interpreting input by applying prior knowledge, working from the big picture downward.

Validity

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Interpreting input by applying prior knowledge, working from the big picture downward.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Building a perception from raw sensory input rather than expectations.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Readiness to see an ambiguous stimulus one particular way, based on experience.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Separating a scene into a focal object and its backdrop.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Noticing your own name amid loud chatter you were ignoring.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Missing an altered detail in a scene because attention was elsewhere.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Slight difference between the two eyes' images, which signals nearness.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

The ideal example that best captures a category in your mind.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fitting new information into an existing schema, leaving the schema unchanged.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Adjusting an existing schema because new information does not fit it.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

A method that tries every possible solution until the right one appears.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging likelihood by how easily a vivid example comes to mind.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Judging category membership by how closely something resembles the typical case.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Reusing a strategy that succeeded before, even when it no longer suits.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Inability to see a familiar object as useful for a new purpose.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Continuing a losing choice because of time or money already spent.

[illegible]

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Single underlying ability proposed to drive performance across many mental tasks.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Extent to which a test measures what it is designed to measure.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Yielding similar results each time the same test is taken again.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Administering a test to everyone using identical procedures and environments.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Generational rise in average intelligence scores, tied to health and nutrition.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Fear of confirming a negative group belief, which can hurt test performance.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Exam meant to predict how someone will perform in the future.

WITTY · PERCEPTION, THINKING &
INTELLIGENCE

Belief that intelligence can be developed through effort and experience.

[illegible]