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Unit 3B · Learning · Two players · Four games of Four in a Row, or two games of Fox

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

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

GAME ONE

FOUR IN A ROW

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

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

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

Board full with no line: draw.

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

FOUR TO A SHEET

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

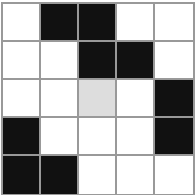
GAME TWO

FOX

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SETUP

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



One way to place 4, 3, and 2.
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Say **"Found!"** when you have found a whole shape.

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Unit 3B · 24 terms · Alphabetical

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Cognitive Map

Internal representation of a space, such as a maze, built from exploring.

Conditioned Response

Learned reaction, like drooling, that the once-neutral cue now provokes.

Conditioned Stimulus

Formerly neutral cue, like a bell, that comes to trigger a reaction.

Extinction

Learned reaction weakens when the cue stops being paired with the trigger.

Fixed-Interval

Reward after a set time passes, producing a scalloped response graph.

Habituation

Diminished reaction as an organism grows used to a repeated stimulus.

Higher-Order Conditioning

A new neutral cue is paired with an already learned cue.

Insight Learning

Sudden grasp of a solution with no trial-and-error, reward, or demonstration.

Instinctive Drift

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Latent Learning

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Passivity after experiencing that actions cannot control or escape aversive events.

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Positive Punishment

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Reward that satisfies a biological need, like food or water.

Shaping

Rewarding successive steps that gradually approach the desired behavior.

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Variable-Ratio

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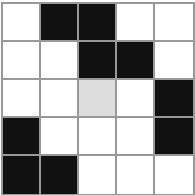
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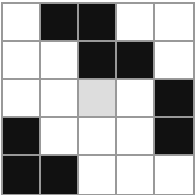
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ANSWER KEY — *Learning*

Unit 3B · 24 terms · Alphabetical

Biological Preparedness

Inborn tendency to learn some pairings, like taste and nausea, faster.

Cognitive Map

Internal representation of a space, such as a maze, built from exploring.

Conditioned Response

Learned reaction, like drooling, that the once-neutral cue now provokes.

Conditioned Stimulus

Formerly neutral cue, like a bell, that comes to trigger a reaction.

Extinction

Learned reaction weakens when the cue stops being paired with the trigger.

Fixed-Interval

Reward after a set time passes, producing a scalloped response graph.

Habituation

Diminished reaction as an organism grows used to a repeated stimulus.

Higher-Order Conditioning

A new neutral cue is paired with an already learned cue.

Insight Learning

Sudden grasp of a solution with no trial-and-error, reward, or demonstration.

Instinctive Drift

Trained animal slips back into innate behaviors, undermining reward-based training.

Latent Learning

Knowledge gained without reward that stays hidden until it is needed.

Learned Helplessness

Passivity after experiencing that actions cannot control or escape aversive events.

Modeling

Imitating a demonstrated behavior, especially from someone similar to oneself.

Negative Punishment

Removing a pleasant consequence to make a behavior less likely.

Negative Reinforcement

Removing an unpleasant consequence to make a behavior more likely.

Positive Punishment

Adding an unpleasant consequence to make a behavior less likely.

Positive Reinforcement

Adding a desirable consequence to make a behavior more likely.

Primary Reinforcer

Reward that satisfies a biological need, like food or water.

Shaping

Rewarding successive steps that gradually approach the desired behavior.

Spontaneous Recovery

Reappearance of a faded reaction when the cue returns after a pause.

Unconditioned Response

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Unconditioned Stimulus

Event that automatically triggers a reflex before any learning has occurred.

Variable-Ratio

Reward after an unpredictable number of responses, producing steady high rates.

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FOUR IN A ROW

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YOUR TURN

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Board full with no line: draw.

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

FOUR TO A SHEET

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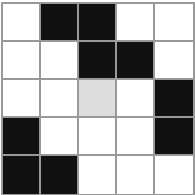
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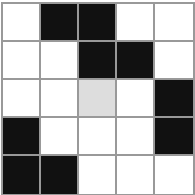
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Unit 3B · Learning · Two players · Four games of Four in a Row, or two games of Fox

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GAME ONE

FOUR IN A ROW

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Board full with no line: draw.

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

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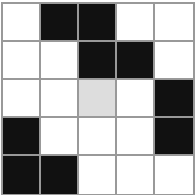
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Unit 3B · 24 terms · Alphabetical

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Inborn tendency to learn some pairings, like taste and nausea, faster.

Cognitive Map

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Conditioned Response

Learned reaction, like drooling, that the once-neutral cue now provokes.

Conditioned Stimulus

Formerly neutral cue, like a bell, that comes to trigger a reaction.

Extinction

Learned reaction weakens when the cue stops being paired with the trigger.

Fixed-Interval

Reward after a set time passes, producing a scalloped response graph.

Habituation

Diminished reaction as an organism grows used to a repeated stimulus.

Higher-Order Conditioning

A new neutral cue is paired with an already learned cue.

Insight Learning

Sudden grasp of a solution with no trial-and-error, reward, or demonstration.

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Shaping

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Spontaneous Recovery

Reappearance of a faded reaction when the cue returns after a pause.

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Variable-Ratio

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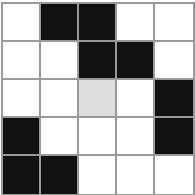
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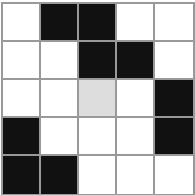
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Unit 3B · Learning · Two players · Four games of Four in a Row, or two games of Fox

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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.

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

Board full with no line: draw.

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

FOUR TO A SHEET

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

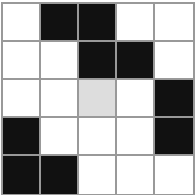
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FOX

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SETUP

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.



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ANSWER KEY — *Learning*

Unit 3B · 24 terms · Alphabetical

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Extinction

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Fixed-Interval

Reward after a set time passes, producing a scalloped response graph.

Habituation

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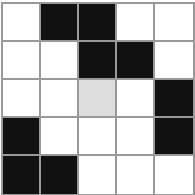
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Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

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.

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GAME ONE

FOUR IN A ROW

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

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

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

Board full with no line: draw.

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

FOUR TO A SHEET

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

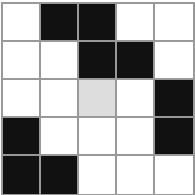
GAME TWO

FOX

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SETUP

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

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

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

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

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ANSWER KEY — *Learning*

Unit 3B · 24 terms · Alphabetical

Biological Preparedness

Inborn tendency to learn some pairings, like taste and nausea, faster.

Cognitive Map

Internal representation of a space, such as a maze, built from exploring.

Conditioned Response

Learned reaction, like drooling, that the once-neutral cue now provokes.

Conditioned Stimulus

Formerly neutral cue, like a bell, that comes to trigger a reaction.

Extinction

Learned reaction weakens when the cue stops being paired with the trigger.

Fixed-Interval

Reward after a set time passes, producing a scalloped response graph.

Habituation

Diminished reaction as an organism grows used to a repeated stimulus.

Higher-Order Conditioning

A new neutral cue is paired with an already learned cue.

Insight Learning

Sudden grasp of a solution with no trial-and-error, reward, or demonstration.

Instinctive Drift

Trained animal slips back into innate behaviors, undermining reward-based training.

Latent Learning

Knowledge gained without reward that stays hidden until it is needed.

Learned Helplessness

Passivity after experiencing that actions cannot control or escape aversive events.

Modeling

Imitating a demonstrated behavior, especially from someone similar to oneself.

Negative Punishment

Removing a pleasant consequence to make a behavior less likely.

Negative Reinforcement

Removing an unpleasant consequence to make a behavior more likely.

Positive Punishment

Adding an unpleasant consequence to make a behavior less likely.

Positive Reinforcement

Adding a desirable consequence to make a behavior more likely.

Primary Reinforcer

Reward that satisfies a biological need, like food or water.

Shaping

Rewarding successive steps that gradually approach the desired behavior.

Spontaneous Recovery

Reappearance of a faded reaction when the cue returns after a pause.

Unconditioned Response

Unlearned reaction, such as drooling, to food or other natural trigger.

Unconditioned Stimulus

Event that automatically triggers a reflex before any learning has occurred.

Variable-Ratio

Reward after an unpredictable number of responses, producing steady high rates.

Vicarious Conditioning

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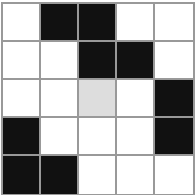
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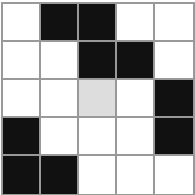
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WITTY — *two games, one board*

Unit 3B · Learning · 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.

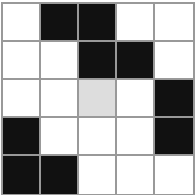
GAME TWO

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

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

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

WINNING

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

CHALLENGE — BOTH GAMES

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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 — *Learning*

Unit 3B · 24 terms · Alphabetical

Biological Preparedness

Inborn tendency to learn some pairings, like taste and nausea, faster.

Cognitive Map

Internal representation of a space, such as a maze, built from exploring.

Conditioned Response

Learned reaction, like drooling, that the once-neutral cue now provokes.

Conditioned Stimulus

Formerly neutral cue, like a bell, that comes to trigger a reaction.

Extinction

Learned reaction weakens when the cue stops being paired with the trigger.

Fixed-Interval

Reward after a set time passes, producing a scalloped response graph.

Habituation

Diminished reaction as an organism grows used to a repeated stimulus.

Higher-Order Conditioning

A new neutral cue is paired with an already learned cue.

Insight Learning

Sudden grasp of a solution with no trial-and-error, reward, or demonstration.

Instinctive Drift

Trained animal slips back into innate behaviors, undermining reward-based training.

Latent Learning

Knowledge gained without reward that stays hidden until it is needed.

Learned Helplessness

Passivity after experiencing that actions cannot control or escape aversive events.

Modeling

Imitating a demonstrated behavior, especially from someone similar to oneself.

Negative Punishment

Removing a pleasant consequence to make a behavior less likely.

Negative Reinforcement

Removing an unpleasant consequence to make a behavior more likely.

Positive Punishment

Adding an unpleasant consequence to make a behavior less likely.

Positive Reinforcement

Adding a desirable consequence to make a behavior more likely.

Primary Reinforcer

Reward that satisfies a biological need, like food or water.

Shaping

Rewarding successive steps that gradually approach the desired behavior.

Spontaneous Recovery

Reappearance of a faded reaction when the cue returns after a pause.

Unconditioned Response

Unlearned reaction, such as drooling, to food or other natural trigger.

Unconditioned Stimulus

Event that automatically triggers a reflex before any learning has occurred.

Variable-Ratio

Reward after an unpredictable number of responses, producing steady high rates.

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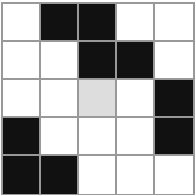
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