Solutions

Each answer shows the steps, then the **result**.

2.1

- algorithm: guaranteed to find the answer if one exists; heuristic: fast and usually good enough

2.2

- judging likelihood by how easily an example comes to mind; so vivid or heavily reported events are systematically overestimated

2.3

(a)

- framing

(b)

- decisions depend on how information is described, not only on the information itself

2.4

- calling a cat a “dog” fits it into her existing schema: assimilation
- making a new category for cats changes the schema: accommodation

3.1 B

- coverage makes examples easy to recall, inflating the estimate

3.2 C

- the coin’s usual function blocks the new use

3.3

(a)

- confirmation bias

(b)

- the search feels like ordinary evidence-gathering, and disconfirming material is never encountered, so nothing signals that anything was missed

3.4

(a)

- gambler’s fallacy (each spin is independent)

(b)

- sunk-cost fallacy

(c)

- a prototype, the most typical example of the concept “bird”

(d)

- mental set

(e)

- divergent thinking (creativity)

3.5 A

- executive functions organise, plan and carry out goal-directed behaviour