

Starter Quiz

GAC Psychology

Name: _____ Score: _____

1. Your study finds no effect. What should you do?

- ☐ Collect more data until it works
- ☐ Report it – a null result is a valid result
- ☐ Adjust the analysis until something appears
- ☐ Change the hypothesis to match

2. A word later returns after a helpful cue. Which process best describes the earlier difficulty?

- ☐ Retrieval
- ☐ Encoding
- ☐ All three
- ☐ Storage

3. A student hands in homework and the nagging stops. The behaviour increases. What is this?

- ☐ Negative reinforcement
- ☐ Positive reinforcement
- ☐ Positive punishment
- ☐ Negative punishment

4. A stranger is short with you and you decide they are rude. What is this?

- ☐ Conformity
- ☐ A situational attribution
- ☐ A dispositional attribution
- ☐ Obedience

5. You could not control the time of day participants were tested. What should you do?

- ☐ Discard those participants
- ☐ Claim it makes no difference
- ☐ Leave it out of the report
- ☐ Name it in the limitations

6. Memory works like a recording that plays back what was stored.

- ☐ True ☐ False

- ☐ True ☐ False

8. A result from selected participants proves that every person would respond identically.

- ☐ True ☐ False

9. More sleep goes with better grades. Which explanations remain possible? Choose all that apply.

- ☐ A third factor causes both
- ☐ The correlation proves sleep causes grades
- ☐ Worry about grades reduces sleep
- ☐ Sleep improves grades

Tick every correct option.

10. In the fictional example, dramatic cycling stories are easy to recall. Why might the class overestimate cycling injuries?

- ☐ Ease of recall is used in place of the recorded frequency
- ☐ Cycling must be most dangerous
- ☐ The record proves every story false
- ☐ No one can count

1. **Report it – a null result is a valid result**

Report the method, findings and uncertainty honestly. No detected effect does not prove the true effect is exactly zero.

2. **Retrieval**

Later cued access supports a retrieval difficulty. A single unsuccessful report alone cannot show whether the information was stored.

3. **Negative reinforcement**

Something unpleasant was removed and the behaviour went up: removal plus increase is negative reinforcement.

4. **A dispositional attribution**

Calling the stranger rude proposes a personal disposition. Situational alternatives remain possible.

5. **Name it in the limitations**

Report testing-time variation and whether it was linked to condition. An extra variable is a confound when it varies systematically with the condition.

6. **False**

Memory is reconstructive and later information can influence a report. This does not imply that every recalled detail is false.

7. **False**

A reinforcer is defined by its effect, not by the intention or how pleasant it seems.

8. **False**

False. Recruitment, sample and procedure limit the claim. Neither a group label nor one study establishes a universal response.

9. **A third factor causes both; Worry about grades reduces sleep; Sleep improves grades**

Three live explanations, and the correlation alone cannot separate them.

10. **Ease of recall is used in place of the recorded frequency**

Availability uses recall ease as a cue. The supplied record has 2 cycling and 8 running injuries, so the vividness does not match that frequency.