

Exercise walk-through

2.3

Learning

GAC Psychology

You must be able to

- compare associations with consequences
- distinguish positive/negative from reinforcement/punishment
- explain why negative reinforcement increases behaviour

1

The method

Method — Ask what changes behaviour

Classical conditioning 经典条件作用 learns an association: a neutral cue becomes linked to a response. **Operant conditioning** 操作性条件作用 changes behaviour through its consequences.

Reinforcement 强化 increases behaviour; punishment decreases it. Positive means added; negative means removed. Removing an unpleasant alarm when a seatbelt is fastened is negative reinforcement because seatbelt use increases.

2

Practice

Practice 2.1 ■ 1 mark

State whether classical conditioning is mainly about associations or consequences.

Solution 2.1

Method: Ask what changes behaviour — p.4

Worked steps

- Associations. **B1**

Practice 2.2 ■ 1 mark

State whether reinforcement increases or decreases behaviour.

Solution 2.2

Method: Ask what changes behaviour — p.4

Worked steps

- Increases. **B1**

Practice 2.3 ■ 2 marks

Explain why negative reinforcement is not punishment.

Solution 2.3

Method: Ask what changes behaviour — p.4

Worked steps

- Negative means something is removed. **B1**
- Reinforcement increases behaviour, while punishment decreases it. **A1**

3

Exam-style

Exam-style 3.1 ■ 4 marks

A teacher removes extra homework when a class submits work on time. Explain this using operant conditioning.

Solution 3.1

Method: Ask what changes behaviour — p.4

Worked steps

- Submitting work on time is the behaviour. (B1)
- Extra homework is removed after that behaviour. (A1)
- Removing something unpleasant is negative. (A1)
- Timely submission is likely to increase, so it is reinforcement. (B1)

Exam-style 3.2 ■ 4 marks

Compare classical and operant conditioning.

Solution 3.2

Method: Ask what changes behaviour — p.4

Worked steps

- Both explain how behaviour can be learned. **B1**
- Classical conditioning links a neutral cue with an existing response. **A1**
- Operant conditioning changes behaviour through consequences. **A1**
- The first is associations; the second is outcomes. **B1**