

1. GAC029 Psychology II: Introduction to Psychology

Weeks 1–15

GAC029 心理学 II: 心理学导论

They should be able to

- 1. Describe the principles and history of psychology as an academic field.
- 2. Conduct a psychological experiment and create a report of the findings following academic conventions.
- 3. Identify the properties and functions of different emotions, including their similarities and differences.
- 4. Explain how personality is the result of learned experience.
- 5. Connect the fundamental theories of motivation with behaviour.
- 6. Explain how the human senses work and how our perception interprets sensory input.
- 7. Understand and apply the theories of sleep and consciousness.
- 8. Describe the important structures of the human brain and their various functions.

Stage	Use	Your notes
Starter 10 min · retrieval practice	Topic quiz 01 (10 questions, answers on sheet 2)	
Teach the new content	Handout 01 Vocabulary list 01	
Practice guided then independent	<i>nothing in the Library for this stage yet</i>	
Check before they leave	<i>nothing in the Library for this stage yet</i>	
Homework set from the Library	<i>nothing in the Library for this stage yet</i>	

2. GAC030 Psychology III: Research in Psychology

Weeks 16–30

GAC030 心理学 III: 心理学研究

They should be able to

- 1. Develop and justify a valid methodology for a psychological research project.
- 2. Conduct a psychological research study and create a report of the findings following academic conventions.
- 3. Explain the systems and mechanisms of memory.
- 4. Describe and apply the processes of cognition.
- 5. Compare the various theories of intelligence.
- 6. Explain and apply the process of conditioning to learning.
- 7. Describe the stages of adolescent and adult development.
- 8. Compare individual and group behavior and describe the consequences of conformity.

Stage	Use	Your notes
Starter 10 min · retrieval practice	Topic quiz 02 (10 questions, answers on sheet 2)	
Teach the new content	Handout 02 Vocabulary list 02	
Practice guided then independent	<i>nothing in the Library for this stage yet</i>	
Check before they leave	<i>nothing in the Library for this stage yet</i>	
Homework set from the Library	<i>nothing in the Library for this stage yet</i>	