

AP PSYCH
Confusing Pairs

Unit 2

Independent Variable / Dependent Variable

Independent (what is being tested) – ex. would be a drug

Dependent (what is being measured) – ex. would be the effects of the drug

Experimental Group / Control Group (both parts of the Independent Variable)

Experimental (group that is tested) – ex. would be the actual drug

Control (group used for comparison to the experimental group) – ex. would be the placebo

Random Sample / Random Assignment

Sample – used in SURVEYS; every person in the group has an equal chance of participating (the “group” must first be a *representative* sample)

Assignment – used in EXPERIMENTS; randomly assigning participants to either the experimental or control group

Operational definition / Replication

Operational definition – statement of the procedures... MUST HAVE in order for replication to take place

Replication – repeating an experiment (done to increase reliability of results)... MUST HAVE operational definition for this to happen

So... the two go hand in hand!

Unit 3A

Central Nervous System (NS) / Peripheral Nervous System (NS)

Central – brain & spinal cord

Peripheral – motor and sensory neurons that connect to the CNS

Autonomic NS / Somatic NS

Autonomic – glands and muscles of the internal organs (controls “automatic” functions of the body)

Somatic – aka skeletal NS, voluntary control of skeletal muscles

Sympathetic NS / Parasympathetic NS

Sympathetic – “fight or flight”; arouses the body

Parasympathetic – calms the body down

Mnemonic: We have “sympathy” for those experiencing a stressful situation.

A *paramedic* helps to “calm” someone down in an emergency.

Sensory Neurons / Motor Neurons

Sensory – carry incoming info. from the sense receptors to the CNS; also called “afferent” neurons

Motor – carry outgoing info. from the CNS to muscles and glands; also called “efferent” neurons

Mnemonic: SAME (Sensory – Afferent – Motor – Efferent)

Neurotransmitters / Hormones

Neurotransmitters – in the nervous system

Hormones – in the endocrine system

Unit 3B

Left Brain / Right Brain

Left – language (only hemisphere with angular gyrus, Broca’s area, and Wernicke’s area) and logic

Right – creative and spatial

Corpus Callosum / Cerebral Cortex

Corpus callosum – divides the brain

Cerebral cortex – covers the brain

Angular Gyrus / Wernicke’s Area / Broca’s Area

Angular gyrus – transforms visual representations into an auditory code

Wernicke’s area – interprets auditory code

Broca's area – controls speech via the motor cortex; “makes words” from the auditory code sent by the wernicke's area

Mnemonic: Barack Obama – a good public “speaker”

EEG / PET / MRI

EEG – amplified recording of the waves of electrical activity that sweep across the brain's surface; electrodes placed on the head

PET – visual display of brain activity that detects where a radioactive form of glucose (a form of sugar) goes while the brain performs a given task

Hint: PET ice cream is full of sugar.

MRI – generates images of different types of *soft tissue*; able to see structures within the brain; (commonly asked questions on the test regarding schizophrenia and the fluid-filled regions in the brain)

Location of Motor Cortex / Sensory Cortex

Motor – FRONTAL lobe

Sensory – PARIETAL lobe

Unit 3C

Identical Twins / Fraternal Twins

Identical – same fertilized egg

Fraternal – two separate eggs

Unit 4

Sensation / Perception

Sensation – bottom-up processing

Perception – top-down processing

Absolute Threshold / Difference Threshold

Absolute – minimum stimulation needed to detect *A* particular stimulus 50% of the time

Difference – minimum difference between *TWO* stimuli required for detection 50% of the time

Rods / Cones

Rods – night vision; see black and white

Cones – daytime vision; see color

Trichromatic Theory / Opponent Process Theory

Trichromatic – three different color receptors in the eye (red, blue, green); together, the eye can see any color with those three combinations

Hint: Tri = 3

Opponent process – opposing retinal processes enable color vision (red/green, yellow/blue, black/white... why there are no red/green colors or yellow/blue, but reddish yellow (orange) and bluish red (purple))

Mnemonic: think of the yellow, green, & black British flag we looked at in class; explains afterimages

Place Theory / Frequency Theory

Place – explains how we hear HIGH pitched sounds

Frequency – explains how we hear LOW pitched sounds

(Volley principle explains how we can hear the sounds in the highest pitch range...ie. upper third of the piano)

Binocular Cues / Monocular Cues

Binocular – takes BOTH eyes to be able to see

- Retinal disparity, convergence

Monocular – can still see with use of only ONE eye

- Relative size, interposition, relative clarity, texture gradient, relative height, relative motion, linear perspective, relative brightness

Unit 5

Manifest Content / Latent Content

Manifest – remembered story line of a dream (it is what it is!)

Latent – underlying meaning of a dream (usually sexual or embarrassing according to Freud)

Unit 6

Classical Conditioning / Operant Conditioning

Classical – an organism learns to associate stimuli (involuntary); respondent behavior; Pavlov

Operant – an organism learns to associate consequences (punishments or rewards) with their behavior (voluntary); operant behavior; Skinner

Reinforcement / Punishment

Reinforcement – anything meant to INCREASE behavior

Punishment – anything meant to DECREASE behavior

Positive Reinforcement / Negative Reinforcement

(+) – Adding a positive stimulus (ex: money for good grades)

(–) – Organism must remove a negative stimulus (ex: mom yells at you to clean your room... the yelling is a negative stimulus and you clean your room to shut her up... she got the desired behavior which was for you to clean your room)

Positive Punishment / Negative Punishment

(+) – Add / administer an aversive stimulus (ex: spanking)

(–) – Remove a desirable stimulus (ex: your car gets taken away because you brought home bad grades on the report card)

Fixed / Variable

Fixed – happens a certain amount of times; is a certain amount

Variable – happens an unpredictable amount of times; is an unpredictable number

Ratio / Interval

Ratio – number; ask the question, “do I have to *do* something to get something?”

Interval – time; ask the question, “do I have to *wait* on something?”

Unit 7A

Semantic Encoding / Acoustic Encoding / Visual Encoding

Semantic – encoding of meaning (like word meanings)

Acoustic – encoding of sound

Visual – encoding of picture images

Iconic Memory / Echoic Memory

Iconic – sensory memory of visual stimuli (Hint: The EYE sees things)

Echoic – sensory memory of auditory stimuli (Hint: We can hear the ECHO)

Explicit Memory / Implicit Memory

Explicit – also called *declarative* memory; memory of facts and experiences that one can consciously know and declare

Implicit – also called *procedural* memory; retention independent of conscious recollection

Mnemonic: Remember the movie, “Bourne Identity”... Jason Bourne is able to do things (shoot guns with incredible accuracy, defend himself against attackers, speak multiple languages) (implicit memory), but he is unable to recall how he learned all of these things... he doesn’t even remember his name. (explicit memory)

Proactive Interference / Retroactive Interference

Proactive – PREVIOUS learning disrupts the learning of new information

Ex: After taking Spanish for two years, you decide to learn French. You keep getting confused in your French class, though, because you keep reverting back to everything you PREVIOUSLY learned in Spanish class.

Retroactive – new learning disrupts the recall of old information

Ex: You can no longer remember the combination to your locker from last year now that you have learned a new combination for this year’s locker

Mnemonic: PORN – proactive – old interferes w/ new. Retroactive – new interferes w/ old

Primacy Effect / Recency Effect

Primacy – first items remembered

Recency – last items remembered

Recall Memory / Recognition Memory

Recall – no cues (ex: fill-in-the-blank test)

Recognition – some hints (ex: matching vocabulary quiz or multiple-choice test)

Unit 7B

Algorithm / Heuristic

Algorithm – guarantees solving a particular problem; comes up with every possible solution; laborious

Heuristic – simple thinking strategy; speedier but more error prone than algorithms

Mnemonic: *Al Gore* had to help write the budget which was a very *laborious* task.

Representative Heuristic / Availability Heuristic

Representative – judging the likelihood of things in terms of how well they seem to represent, or match, particular prototypes; stereotypes

Ex: all tall people play basketball

Availability – estimating the likelihood of events based on their availability in memory

Ex: Because things like airplane crashes and school shootings make headline news, people are more prone to believe that they happen more than they really do. People are generally more afraid to fly in planes the travel in cars due to availability heuristics.

Phonemes / Morphemes

Phonemes – smallest distinctive sound unit (ex: cats – 4 phonemes... “c”, “a”, “t”, “s”)

Morphemes – smallest unit that carries meaning in a word (ex: cats – 2 morphemes... “cat”, “s”)

Unit 8A

Lateral Hypothalamus / Ventromedial Hypothalamus

Lateral – stimulates hunger (if stimulated, the organism will eat... if destroyed, the organism will not eat)

Ventromedial – suppresses hunger (if stimulated, the organism will stop eating... if destroyed, the organism will not know when to stop eating)

Mnemonic: Lateral = little hunger, Ventromedial = very much hungry

Intrinsic Motivation / Extrinsic Motivation

Intrinsic – motivation comes from within; for personal satisfaction

Extrinsic – external motivators influence behavior; for rewards or to avoid punishments

Theory Y / Theory X (*not covered in our book*)

Y – democratic

X – rewards or punishments

Unit 8B

Type A / Type B (*not covered in our book*)

Type A – high stress

Type B – low stress

Unit 9

Assimilation / Accommodation

Assimilation – incorporating new experiences into EXISTING schemas

Accommodation – ADJUSTING current schemas to incorporate new information (after adjusting once, all new information that comes in related to that new schema would then be “assimilated”)

Concrete Operational / Formal Operational

Concrete – logical thinking

Formal – abstract / philosophical thinking

Authoritarian Parenting / Authoritative Parenting

Authoritarian – impose rules; expect obedience (“my way or the highway”)

Authoritative – both demanding and responsive; set rules, explain reasons, encourage discussion, make exceptions

Unit 10

Id / Ego / Superego

Id – operates on the pleasure principle; the “devil” on your shoulder

Ego – the mediator between the id and the superego; operates on the reality principle, “referee”

Superego – the voice of conscience; operates on the ideal principle; the “angel” on your shoulder

Internal Locus of Control / External Locus of Control

Internal – YOU control what happens to you
External – the ENVIRONMENT controls what happens to you

Unit 11

Aptitude Test / Achievement Test

Aptitude – designed to PREDICT future performance

Achievement – designed to ASSESS what the individual HAS LEARNED

Reliability / Validity

Reliability – extent to which a test yields consistent results; is it dependable?

Validity – extent to which a test measures what it is supposed to

A test can be invalid, but still be dependable.

Fluid Intelligence / Crystallized Intelligence

Fluid – ability to reason speedily and abstractly; starts to decrease in older age

Concrete – acquired knowledge; stays the same or continues to increase throughout the life span

Unit 12

Positive Symptoms of Schizophrenia / Negative Symptoms of Schizophrenia

(+) – presence of inappropriate behavior (hallucinations, disorganized thoughts/speech, inappropriate laughter)

(-) – absence of appropriate behavior (toneless voice, expressionless face, mute and rigid body)

Chronic Schizophrenia / Acute Schizophrenia

Chronic – *process* schizophrenia; develops over time; patients are much less likely to recover

Acute – *reactive* schizophrenia; reaction to life stresses; happens quickly; patients are much more likely to recover

Unit 13

Thorazine / Clozaril (or Clozapine)

Thorazine – commonly used drug for (+) symptom patients

Clozaril – commonly used drug for (-) symptom patients

Lithium / Librium

Lithium – commonly used to treat bi-polar disorder

Librium – commonly used to treat anxiety (*not covered in our book*)