

Malott Homework Set# 1 Chapter 11 Learned Reinforcers and Learned Aversive Conditions

MATCHING: Use each answer only once for questions 1-5.

- a. pairing procedure
- b. value-altering principle
- c. learned reinforcer
- d. generalized learned reinforcer
- e. token economy

1. A learned reinforcer that is a reinforcer because it was paired with a variety of other reinforcers. (p.190)

2. The pairing procedure converts a neutral stimulus into a learned reinforcer or learned aversive condition. (p.188)

3. A stimulus, event, or condition that is a reinforcer because it has been paired with another reinforcer. (p.187)

4. A system of generalized learned reinforcers in which the organism that receives those generalized reinforcers can save them and exchange them for a variety of backup reinforcers later. (p.191)

5. The immediate presentation of a neutral stimulus with a reinforcer or aversive condition. (p.188)

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6. One of the crucial ways we learn normal human behavior is through social reinforcement in the form of approval and attention. (p.189)

~True or False?

7. A learned reinforcer is effective only if the organism is deprived of the other reinforcers with which it acquired its reinforcing properties. (p.190-191)

~True or False?

8. Tokens are generalized learned reinforcers, and so is money. (p.191)

~True or False?

9. A stimulus, event, or condition that is an aversive condition because it has been paired with another aversive condition. (p.194)

- a. differential punishment
- b. generalized learned aversive stimulus
- c. learned aversive condition

10. The pairing of "no" with various aversive events and losses of reinforcers is how "no" becomes such a powerful learned aversive condition for us. (p.194)

~True or False?

11. Conditional stimulus: A stimulus may be a learned reinforcer or aversive stimulus only when it occurs in the presence of some other stimulus conditions. (p.196) ~True or False?

12. We call a reinforcer a learned reinforcer, because it causes learning. (p.198) True or False?

13. A reinforcer that acquires its unlearned reinforcing properties as a result of being the first stimulus the organism contacts during a brief period shortly after birth (p.204)

- a. premack principle
- b. imprinted reinforcer
- c. reinforcement contingency
- d. addictive reinforcer