## **Learning**

Most human	and	is the result of		
How are sensation and	perception related to l	earning?		
3 Steps that illustrate I	now sensation and perc	eption are closely related to learning:		
Step one:	– Our senses pr	– Our senses provide the raw materials through sight sound, touch, taste and		
Step two: interpreting	– Our mind then	_ — Our mind then works with that information: selecting, organizing		
Step three: retain it so we can app	ly it in new situations	- We then use this information to acquire knowledge and		
:	a term used by psycho	logists to describe how we acquire, store and use knowledge		
:	a change in knowledge	e or behaviour as a result of experience		
Learning is not the	only influence on o	ur behaviour.		
born with and that help	_ <b>and</b> them survive	: responses that members of a species are		
	: inborn patterns of b	ehaviour that are characteristic of a species		
	<u>Kin</u>	ds of Learning		
Two major types of	Learning:			
<b>A.</b>				
В				
Α				
Conditioned Learni - We learn to res	ng: acquiring pond to a particular stin	in the presence of an mulus in a particular way.		

Examples of behaviours we are conditioned to do:

- Smile back when someone smiles at us
- Respond when someone says good morning

- We share this type of learning with other species.

- Stop for a red light at the intersection

Two types of Cor	nditioning:
1.	
<ul><li>A learning prescription</li><li>Stimulus</li><li>Discovered b</li></ul>	conditioning rning to transfer a natural response from one situation to another rocedure in which associations are made between a natural stimulus and a neutral by (1849-1936) – a Russian psychologist studying digestion of dog study - Page 53
	(UR): an automatic, unlearned (or natural) reaction to a stimulus
	(CR): a learned reaction
typically without pre	(US): an event that elicits a certain predictable response evious training
after a period of tra	(CS): a once-neutral event that elicits a given response sining in which it has been paired with an unconditioned stimulus
US (food) ⇒ UR (s	salivation)
US (food) + CS (be	II)   UR (salivation)
CS (bell) ⇒ CR (s	alivation)
Examples:	Taste Aversions Music signals Bed-wetting treatment Conditioned emotions (fear)
	: the CR gradually dies out
Spontaneous Red US	covery: previously extinguished CR may occur again when the CS is presented with the
decreases in - Formulated I events (no st - Description of	which a certain action is reinforced or punished, resulting in corresponding increases occurrence by B.F. Skinner to describe behaviour that occurred before being triggered by outside

A driver slowing down at a red light to avoid an accident

	_: a stimulus or event that follows a response and		
the likelihood that that response	will be repeated		
future	_: something good is presented, which encourages the behaviour in t	good is presented, which encourages the behaviour in the	
behaviour	_: something bad is removed, which encourages the occurrence of th	e	
	stimulus or event that follows a response and the lbe repeated		
future	_: something bad is presented, which discourages the behaviour in th	le	
the future	: something good is removed, which discourages the behaviou	r in	
<ul> <li>people learn to avoid the influencing behaviour by</li> <li>likely to suppress, but not</li> </ul>	de effects such as rage, aggression and fear person delivering the aversive consequences (aversive control: procemeans of unpleasant stimuli)		
	_: a person's behaviour causes an unpleasant event to stop		
	_: a person's behaviour has the effect of preventing an unpleasant part of sustaining an anxiety disorder		
Classical Conditioning vs. C	Operant Conditioning		

Classical Conditioning	Operant Conditioning	
<ul> <li>Always a specific stimulus (US) that elicits</li> </ul>	- No identifiable stimulus; learner must first	
the desired response	respond, then behaviour is reinforced	
<ul> <li>US does not depend upon the learner's</li> </ul>	- Reinforcement depends upon learner's	
response	behaviour	
<ul> <li>Learner responds to environment</li> </ul>	- Learner actively operates on its environment	

- Formulated to describe learning that occurs as we observe other people performing a new task Playing a musical instrument Driving a car Examples:

Playing a sport

## Albert Bandura identified 4 processes crucial to observational learning:

Process	Definition	Example
	You must pay attention to the	Paying attention as someone
	behaviour of others to learn	shows you how to play a song on a
	through observation.	piano.
	You must store a mental	Noting what piano keys the
	representation of what you	person pressed and in what order
	observe in your memory.	so you can remember it.
	You convert your stored memory into action.	Practicing the same song, trying to recall which keys to press and in what order.
	You must believe the skill is useful or important in order to practice the skill.	Internal motivation: enjoying the song and wanting to play it. External Motivation: wanting to please your parents who have paid for your piano lessons