|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Concept | Type | Predicted | Actual | Difference |
| Evaluation |  |  |  |  |
| Save | Behavior | -0.48 | 3.52 | -4.00 |
| Baby | Identity | -0.79 | 2.88 | -3.67 |
| Forget | Behavior | 1.96 | -1.67 | 3.63 |
| Feed | Behavior | -0.47 | 2.97 | -3.45 |
| Liberate | Behavior | -0.49 | 2.94 | -3.43 |
| Escape | Behavior | -1.26 | 2.10 | -3.36 |
| Scheme | Behavior | 0.29 | -2.70 | 2.99 |
| Flee | Behavior | -3.01 | -0.06 | -2.96 |
| Cripple | Behavior | -0.59 | -3.48 | 2.88 |
| Con | Behavior | -0.22 | -2.90 | 2.68 |
| Potency |  |  |  |  |
| Shrimp | Identity | 0.58 | -2.46 | 3.04 |
| Nobody | Identity | 0.04 | -2.74 | 2.78 |
| Spare | Behavior | -0.42 | 2.31 | -2.72 |
| Save | Behavior | 0.49 | 3.15 | -2.67 |
| Baby | Identity | -0.51 | -2.92 | 2.41 |
| Cripple | Behavior | -1.77 | 0.48 | -2.25 |
| Distress | Behavior | -1.50 | 0.63 | -2.12 |
| Feed | Behavior | 0.24 | 2.32 | -2.08 |
| Parent | Identity | 0.34 | 2.30 | -1.96 |
| Judge | Behavior | 2.08 | 0.13 | 1.95 |
| Activity |  |  |  |  |
| Cripple | Behavior | -1.81 | 1.60 | -3.41 |
| Nobody | Identity | 0.14 | -2.21 | 2.35 |
| Concede | Behavior | 1.23 | -0.96 | 2.18 |
| Slack | Modifier | -0.06 | -2.17 | 2.12 |
| Deadbeat | Identity | -0.15 | -2.25 | 2.10 |
| Bore | Identity | -0.04 | -1.94 | 1.90 |
| Humble | Behavior | -1.48 | 0.39 | -1.87 |
| Reserved | Modifier | -0.33 | -2.16 | 1.83 |
| Silly | Modifier | -0.17 | 1.63 | -1.80 |
| Hound | Behavior | 0.24 | 2.02 | -1.78 |