



Thinking and Language

# Unit	7
📅 Rev 1	
▼ Rate	
🔗 Vocab 1	
🔗 Vocab 2	

7.1 - Cognition

▼ Thinking

Thinking, or *cognition*, refers to a process that involves knowing, understanding, remembering, and communicating.

▼ Cognitive Psychologists

Thinking involves a number of mental activities, which are listed below. Cognitive psychologists study these in great detail

▼ Concept

The mental grouping of similar objects, events, ideas, or people. There are a variety of chairs but their common features define the concept of a chair.

▼ Category Hierarchies

We organize concepts into category hierarchies

▼ Development of Concepts

- Form concepts with definitions
- Form concepts with mental images (prototypes)

▼ Example

A robin is a prototype of a bird, but a penguin is not

▼ Problem Solving

Two ways to solve problems:

▼ Algorithms

Methodical, logical rules or procedures that guarantee solving a particular problem

- Anyone can solve the problem by applying the rules/steps

▼ Examples

-

▼ Insight

Insight involves a sudden novel realization of a solution to a problem. Humans and animals have insight

- Incubation Period
- “AHA” experience

7.2 - Fixation

▼ Fixation

Being stuck on one problem/solution and not seeing other possibilities

▼ *Fixation*

An inability to see a problem from a fresh perspective

▼ Examples

- Mental Set
- Functional Fixedness

▼ The Matchstick Problem

How would you arrange six matches to form four equilateral triangles?

▼ Mental Set

A tendency to approach a problem in a particular way, especially if that way was successful in the past

▼ **Functional Fixedness**

A tendency to think only of the familiar functions of an object

▼ **Obstacles in Solving Problems**

▼ Confirmation Bias

A tendency to search for information that confirms a personal bias. Often ignore the counter-evidence.

▼ **Heuristics**

▼ Representativeness Heuristic

Judging the likelihood of things or objects in terms of how well they seem to represent, or match, a particular prototype. Similar to stereotyping.

▼ Availability Heuristic

Whatever increases the ease of retrieving information increases its perceived availability.

▼ How is retrieval facilitated?

1. How recently we have heard about the event
2. How distinct it is.
3. How correct it is.

▼ **Overconfidence**

Intuitive Heuristics, confirmation of beliefs, and the inclination to explain failures increase our overconfidence. Overconfidence is a tendency to overestimate

▼ **Exaggerated Fear**

The opposite of having overconfidence is having an exaggerated fear about what may happen. Such fears may be unfounded.

- The 9/11 attacks led to a decline in air travel due to fear.

▼ **Framing Decisions**

Decisions and judgments may be significantly affected depending upon how an issue is framed

▼ Belief Bias

The tendency of one's preexisting beliefs to distort logical reasoning by making invalid conclusions.

7.3 - Language

▼ Language

- Our spoken, written, or gestured work
- A way to communicate meaning to ourselves and others

▼ Language Structure

▼ Phonemes

The smallest distinct sound unit in a spoken language

▼ Example

bat, has three phonemes *b - a - t*

chat, has three phonemes *ch - a - t*

▼ Morphemes

The smallest unit that carries a meaning. It may be a word or a part of a word

▼ Example

Milk = *milk*

Pumpkin = *pump - kin*

Unforgettable = *un - for - get - table*

▼ Structuring Language

▼ Phonemes

Basic sounds

▼ Morphemes

Smallest meaningful units

▼ Words

Meaningful units

▼ Phrase

Composed of two or more words

▼ Sentence

Composed of many words

▼ Grammar

The system of rules in a language that enable us to communicate with and understand others

▼ Semantics

The set of rules by which we derive meaning from morphemes, words, and sentences

▼ Example

Semantic rule tells us that adding *-ed* to the word *laugh* means that it happened in the past

▼ Syntax

Consists of the rules for combining words into grammatically sensible sentences

▼ Example

In English, adjectives come before nouns; *white house*

In Spanish, it is reversed; *casa blanca*