



retention.

11. The process of finding solutions to problems through various cognitive processes and strategies.

13. A cognitive process that involves drawing comparisons and making inferences based on similarities between different situations or concepts.

15. The application or transfer of knowledge, skills, or strategies from one context or problem to another.

21. Techniques or approaches used to enhance learning, such as organization, elaboration, summarization, or self-explanation.

22. The idea that cognitive processes are influenced by and intertwined with bodily experiences and sensory-motor systems.

23. A visual representation that organizes and connects concepts or ideas to illustrate their relationships and hierarchies.

25. A situation or challenge that requires a solution or decision-making process to achieve a desired goal.

26. The awareness and understanding of one's own cognitive processes, including thinking, learning, and problem-solving.

27. A purposeful and structured approach to practice that involves focused effort, feedback, and repetition to improve performance.

4. A problem-solving approach that starts with the desired goal state and works backward to determine the necessary steps or actions.

5. A cognitive bias that limits a person's ability to see or use an object or concept in new or unconventional ways.

6. The finding that retrieving information from memory through testing enhances long-term retention.

7. The tendency to maintain beliefs or judgments even in the face of contradictory evidence.

10. A tendency to respond to questions or tasks in a consistent or predictable way, influenced by factors such as habits or biases.

12. The tendency to seek, interpret, or remember information in a way that confirms preexisting beliefs or expectations.

14. A mental shortcut where the perceived likelihood or frequency of an event is based on its ease of retrieval from memory.

16. A problem-solving strategy that involves identifying subgoals and working systematically towards reducing the discrepancy between the current state and the desired goal state.

17. A mental shortcut where the likelihood of an event or the category membership of an object is based on how closely it resembles a prototype or stereotype.

18. The process of expressing thoughts, ideas, or problem-solving steps in words or spoken language.

19. Mental shortcuts or rules of thumb that simplify decision-making and problem-solving by providing quick but potentially imperfect solutions.

20. A problem-solving approach that relies on preexisting mental frameworks or schemas to guide problem-solving processes.

24. The process of presenting and defending arguments or reasons in a logical and persuasive manner.