

BEHAVIORISM

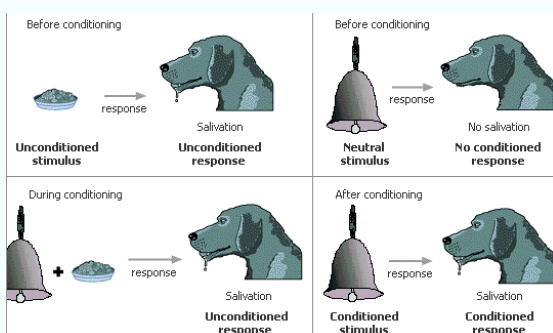
LEARNING THEORIES

Behaviorism: How Does It Relate to Learning?

- Learning occurs through forming stimulus associations.
- A Neutral Stimulus (NS) paired with an Unconditioned Stimulus (US) becomes a Conditioned Stimulus (CS).
- The CS gradually produces a Conditioned Response (CR).
- Extinction occurs when the CS is no longer paired with the US.
- Spontaneous recovery is the reappearance of the CR after extinction.
- Learning is demonstrated through observable and measurable performance.



Section 1: Classical Conditioning



Core Principles

Learning is behavioral change.

Learning follows stimulus-response mechanisms.

Internal processes are excluded as unobservable.

Behavior is conditioned by experience.

Equal-potentiality: humans and animals learn similarly.

Theorists

Ivan Pavlov: Classical conditioning experiments with dogs.

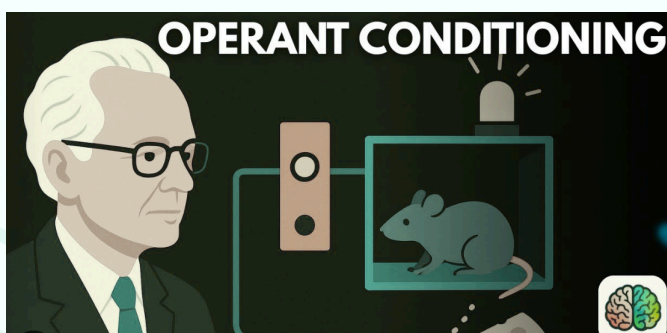
John B. Watson: Founder of behaviorism, emphasized observable behavior.

Edwin Guthrie: One-trial learning principle.

Key Terms

Neutral Stimulus (NS) • Unconditioned Stimulus (US) •
Conditioned Stimulus (CS) • Conditioned Response (CR) •
Extinction • Spontaneous Recovery • Stimulus
Generalization • Stimulus Discrimination

Section 2: Operant Conditioning



Core Principles

Reinforcement strengthens behavior.

Punishment weakens behavior.

Shaping: Reinforcing closer approximations toward the desired behavior.

Chaining: Linking smaller behaviors into a complex sequence.

Theorists

B.F. Skinner: Operant conditioning, reinforcement and punishment.

Edward Thorndike: Law of Effect.

Key Terms

Free Operant Level: Natural frequency of a behavior before reinforcement.

Terminal Behavior: The specific final behavior aimed for.

Reinforcement: Increases the chance of repeating a behavior.

Punishment: Decreases the chance of repeating a behavior.

Shaping: Teaching by rewarding closer steps to the target behavior.

Chaining: Linking smaller behaviors into a full sequence.

Extinction: Behavior fades when reinforcement stops.

Superstitious Behavior: Behavior repeated due to accidental reinforcement.