Select Concepts from Monday

✓ Stage of Processing Model
  ✓ Sensory Store (iconic, echoic) – short-lived, large capacity
  ✓ Short-term (working) memory – requires active rehearsal, 7 ± 2 limit
  ✓ Long-term memory – vulnerable to proactive & retroactive interference

✓ Types of information
  ✓ Episodic – narrative quality with time, context, self
  ✓ Semantic – knowledge, but without explicit recollection of when/where/how learned
  ✓ Procedural – skills, habits

✓ Serial Position Effects
  ✓ Primacy – first items recalled well, due to LTM
  ✓ Recency – last items recalled well, due to STM
Select Concepts from Wednesday

- **Types of information**
  - Episodic – narrative quality with time, context, self
  - Semantic – knowledge, without explicit recollection of when/where/how learned
  - Procedural – skills, habits

- **Misleading information can disrupt memory**
  - Loftus famous hit vs smash car crash study
  - Lost in the mall study
  - Implications for eyewitness testimony and for false memories in therapy contexts

- **Brain Injury/Illness and Memory Systems**
  - Typically impacts Episodic/Explicit memory
  - Leaves Procedural memory intact
  - New procedural learning possible (e.g. rehabilitation training)
Select Concepts from Monday

✓ Types of Mental Tests
  ✓ Ability/Aptitude: predict future performance
  ✓ Achievement: assess existing knowledge

✓ Binet’s notion of intelligence
  ✓ Reasoning and problem solving are key aspects
  ✓ Good items should be easier as children age
  ✓ Mental age: chronological age of typical child who does as well as this child on the test
  ✓ IQ = (Mental Age ÷ Chronological Age) * 100

✓ General (g) vs Multiple Domains of Intelligence
  ✓ Sternberg’s Analytic, Practical, and Creative
Select Concepts from Wednesday

✓ Genes account for up to 80% of intelligence test scores, given current environment
  ✓ Environmental disadvantage can explain racial differences in IQ
  ✓ Variations within race larger than those between races
  ✓ Biased items not likely to be a cause (but the B.I.T.C.H. makes the point of how biased items might hinder good performance)

✓ Bystander Apathy
  ✓ Results from diffusion of responsibility
  ✓ More likely with more observers, as no single person assumes responsibility

✓ Obedience to Authority (Milgram)
  ✓ 2/3 of subjects obeyed all the way to the final shock
  ✓ Individuals comply surprisingly often to authority