CHAPTER 33 ■ Mammals	Name			Class		Date	
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The Most Intelligent Mammal

Pre-Lab Discussion

Mammals have the most highly developed brain of all animals. This enables them to perform a wide range of complicated behaviors.

Some of a mammal's behaviors are unlearned. This means that the mammal is capable of performing the behavior without being taught. Unlearned behaviors include reflexes and instincts. Reflexes are simple, quick, automatic responses—jerking away from contact with a hot object, for example. Instincts are inborn behavioral patterns that can be modified very little, if at all. A spider's web-building, a crane's courtship dance, and a newborn mammal's suckling are examples of instincts.

Many of a mammal's behaviors are learned, or acquired through experience. Because mammals have a large, highly sophisticated cerebrum—the part of the brain involved with learning, memory, and thinking—they are capable of performing a wide array of learned behaviors. Some examples of learned behaviors in humans include habits and solving visual or word problems. The most advanced type of learned behavior is known as insight learning, or reasoning. Reasoning is the ability to apply previous learning to a totally new situation. Reasoning is rare in animals other than primates and is found most often in humans, which are the most intelligent of all mammals.

In this investigation, you will study learned and unlearned human behavior.

Problem

Which types of human behaviors are unlearned and which are learned? What roles do reflexes, conditioned responses, habits, trial-and-error learning, and reasoning play in human behavior?

Materials (per pair of students)

Paper

Pencil

Clock or watch with second hand

Procedure

Part A. Reflexes

- 1. A reflex is a simple, automatic response to a stimulus. A reflex usually involves only part of the body. Working with a partner, you will alternate as subject and helper while you test two human reflexes. You will record the responses in Data Table 1.
- 2. Close your eyes and cover them with your hands. At the end of one minute, remove your hands and open your eyes while your partner watches your eyes closely. Record the response in Data Table 1.

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3. Stand with your side to a wall. Hold your arm down at your side and slightly away from your body. Tightly press the back of your hand against the wall until your shoulder begins to ache. After one minute, step away from the wall while still holding your arm stiff. Record the response in Data Table 1.

Part B. Conditioned Responses

- 1. Read the following instructions to your partner: "Each time I say 'Write,' I want you to make a tally mark on a sheet of paper. Then place your pencil in position to make the next mark."
- 2. Give the command to write several times in succession. For most of the commands, hit your pencil on the desk at the same time that you say the word "Write."
- 3. Occasionally, hit your pencil on the desk but do not give the command to write. Try this several times. Answer question 1 in Observations.

Part C. Habits

- 1. Divide a sheet of lined paper in half lengthwise. Label one column "Normal Hand." Label the other column "Other Hand." Now use your normal writing hand to write your name as many times as you can in 30 seconds. Follow the same procedure in the second column using your other hand. Answer questions 2 and 3 in Observations.
- 2. Dictate the following passage to your partner while he or she writes it down. Dictate at a fairly rapid pace. "Habits are often useful in allowing routine activities to be carried out quickly. But most of us have some habits that we would like to break. Breaking a habit is not a simple thing to do."
- 3. Dictate the same passage again, but this time instruct your partner not to cross any *t*'s or dot any *t*'s. Answer question 4 in Observations.

Part D. Trial-and-Error Learning

- Trial-and-error learning begins when an animal associates certain responses with favorable or unfavorable consequences. The animal then tries to repeat those behaviors that led to favorable results.
- 2. Find out how quickly you can successfully complete a path through Maze 1 in Figure 1 in Observations. Use a pencil to mark your path and have your partner time you. Record the time needed to complete Maze 1 in Data Table 2.
- 3. Complete the rest of the mazes in succession, timing each one as you go. Cover each completed maze as you finish so that you cannot look back at the completed mazes. Record your results in Data Table 2. Graph your results on the graph in Observations.

Part E. Reasoning

- 1. Reasoning is a type of learning that involves thinking, judgment, and memory. Reasoning enables humans to solve new problems without resorting to trial and error.
- 2. Use your ability to reason to solve the following problems.
 - a. There are four separate, equal-sized boxes. Inside each box there are two separate small boxes. Inside each of the small boxes there are three even smaller boxes. Answer question 5 in Observations.

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 b. Figure 2 in Observe more square encloaders of the two 	rations represents ni osures within this on o new enclosures dir	e so that each b	ear is in a pen b	t the zoo. Build two y itself. Draw the
c. There are five girls necessarily in the Maureen is next to	s: Maureen, Sue, Jill, order named. Neithe	Robin, and Pamer Maureen nor S nor Sue is next	They are standi ue is next to Rol to Jill. Pam is ju	ing in a row, but not oin. Neither Sue nor st to the right of Jill.
Observations				• •
Data Table 1	•	•		
Stimulus		Response		
		nesponse		
Light		•		
Pressure on arm muscle				
1. What happened when	you hit the pencil o	n the desk but d	id not give the c	ommand to write?
	• • •			t
2. How many times did y	ou write your name	with your norma	al writing hand?	
			:	
3. How many times did y	ou write your name	with your other	hand?	
4. How many times did y	ou cross <i>t</i> 's or dot <i>t</i> '	s in the second _l	passage?	

Name

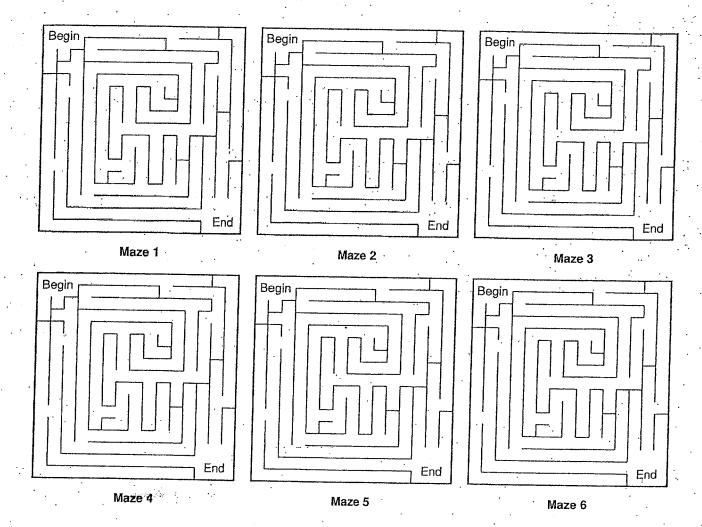
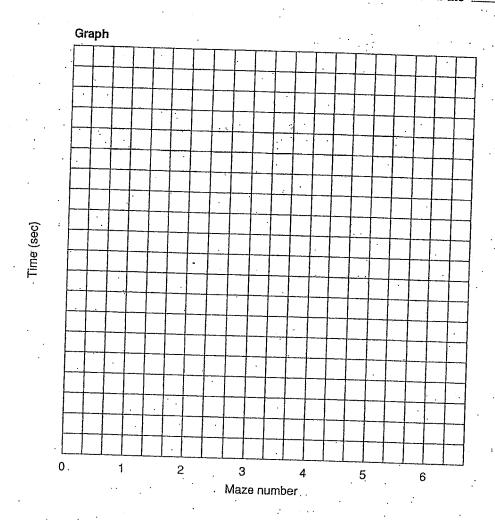


Figure 1

Data Table 2

Maze Number	Time (sec)		
1			
2			
3			
4			
 5			
6			



5. What is the total number of boxes?

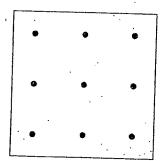


Figure 2

6. Name the girls from left to right:

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1. Name three of	ther reflexes in hu	ımans				٠.	
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	•						-
2. How are reflex	kes useful to huma	ane?			. •		. ,
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			.,				· · · · · · · · · · · · · · · · · · ·
							•
Is a reflex a lea	arned or an unlear	ned behavior	?			• (_
· · · · · · · · · · · · · · · · · · ·			1				·. ·
:	•						-
. Were you able	to condition or "fo	ool" voiir nar	tner into alw	arre malsing a m			
when you hit y	our pencil on the	desk but did	not give the	command to w	iark on the p rite? Explain	aper why you	
	or were not able						
				· .			
			·	· · · · · · · · · · · · · · · · · · ·	· · · · · · · · · · · · · · · · · · ·		
•	***			•			
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Is the response	to the pencil tap	a learned or a	n tiplearned	hehavior?			
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						·	
			•			٠.	٠.
11/h., J:J - J:/(
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	ence exist in the r		nes you could	l write your na	me with you	r normal	
			nes you could	l write your na	me with you	r normal	
			es you couk	l write your na	me with you	r normal	
writing hand and	d with your other	hand?				r normal	
writing hand and		hand?				r normal	
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Writing hand and What would you Is a habit a learn	d with your other have to do to mal	hand?ke your signa	ture written	by both hands	the same?		
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What would you Is a habit a learn	d with your other have to do to mal	hand?ke your signa	ture written	by both hands	the same?		

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Name	Class _		Date
Critica	al Thinking and Application		
	. How is the blinking response a protective reflex?		
	Dec. of the control o		
	. Describe three conditioned reflexes that you exhibit wh	ile at school.	
•			· · · · · · · · · · · · · · · · · · ·
3.	How might you go about breaking yourself of a particula	r habit?	
	1		
		·	
		· .	
4.	Describe three situations in which you learned through t	rial and away	
	January anough t	rial and crior.	
•		·	
			;
5. I	Describe two situations in which the ability to reason was	s useful to you.	
		•	
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Going Further

- 1. Design and conduct an experiment to show how distractions, such as noise, television, or music, affect the time it takes to learn a short poem or solve an arithmetic problem. Construct a data table to record your results.
- 2. Cover Columns B, C, and D of the table on page 430 with a piece of paper. Study the words in Column A for one minute. Then write down as many words as you can remember. Record your score. Follow the same procedure for Column B, then C, and then D.

A	В	С	Ď
Zop	House	Purple	Sally
Wab	Tree	Gold	and
Dod	Shoe	Red	Вор
Jav	Sock	Blue	went
Cug	Dog	Yellow	to
Sor	Floor	Green	the
Duz	Rock	Orange	football
Tig	Father	Black	game
Wek	Candy	White	last
Foy	Picture	Pink	night

Which column was easiest to remember? How do you explain the difference in your ability to learn the words in each column? How can this experiment help you in studying?