

The approaches game

B.F. Skinner	Operant conditioning	Twin studies	Concordance
Ivan Pavlov	Classical conditioning	Phenotype	Nurture
Behaviourism	J.B. Watson	Roger Sperry	Split-brain operation
Albert Bandura	Social learning theory	Charles Darwin	Natural selection
Vicarious reinforcement	Bobo doll	Neuro-transmitter	Dopamine
This game will help you remember links between key terms. Why not add some of your own cards? And you could add illustrations.		Genes	DNA

The rules of Pelmanism (a test of memory)

- Shuffle the cards and place them all face down and spread out.
- Select two cards. If they match (colour and shape in top right-hand corner), remove them from the table and you score a point and have another turn. If they don't match, turn the two cards back.
- When you fail to find a match, it is then your opponent's turn.

Working memory	Episodic buffer	Defence mechanism	Repression
Multi-store model	Computer model	Superego	Phallic stage
Schema	Package of information	Pleasure principle	Id
Cognitive	Mental processes	Carl Rogers	Self-actualisation
Negative triad	Beck	Physiological needs	Maslow's hierarchy