A psychometric test designed to test a person's knowledge and **Achievement Test** skills. (page 332) **Affective heuristic** (c) A mental shortcut to make decisions or judgments based on current emotions. (page 314) A psychometric test designed to test a person's ability to learn **Aptitude test** some particular new skill in the future. (page 332)

Analogical representations



Mental representations, usually visual images, that have some of the physical characteristics of objects. (page 304)

Availability heuristic

(a)



A mental shortcut used to assess how common or probable something is based on how quickly information comes to mind. (page 313)

Concept

Mental representation used to categorize related objects, events, or ideas based on shared features (such as musical instruments or fruits). (page 307)

The tendency of people to pay greater attention to evidence that supports their beliefs and **Confirmation bias** ignore or downplay evidence that does not support their beliefs. (page 311) **Convergent thinking** The ability to generate the single best or most correct solution to a problem or question. (page 326) The ability to come up with novel ideas to produce Creativity successful outcomes. (page 325)

Crystallized intelligence

Intelligence that reflects knowledge gained through experience and the ability to use that knowledge to solve problems. (page 324)

Decision making



You use **decision making** to select between options. People often have to choose between foods that maximize pleasure and those that are better for their health.

> Jamie Grill/Getty Images Copyright © 2022 W. W. Norton & Co., Inc.

Attempting to select the best alternative among several options. (page 312)

Divergent thinking



Courtesy of So Copyright © 2022 W.W. Norton The ability to generate multiple ideas or solutions to a problem. (page 326)

Emotional intelligence	The ability to manage and use emotions to guide thoughts and actions, to recognize other people's emotions, and to understand emotional language. (page 328)
Exemplar model	A way of thinking about concepts: All examples in a category are exemplars; together, they form the representation of the concept. (page 308)
Fluid intelligence	Intelligence that reflects the ability to process information, particularly in novel or complex circumstances. (page 324)

Framing How information is presented; framing affects how information is perceived and influences decisions. (page 314) A tendency to think of things based on their usual functions, **Functional fixedness** which may make it harder to solve a problem. (page 322) The single common factor that General intelligence (g) contributes to performance on any intellectual task. (page 324)

Heuristic	A shortcut (rule of thumb or informal guideline) used to reduce the amount of thinking that is needed to make decisions. (page 313)
Hindsight bias	The tendency of people to believe they could have predicted or known something after they know the outcome or after information becomes known. (page 312)
Illusory Correlation	The misperception that two events that happen at the same time by chance are somehow related. (page 311)

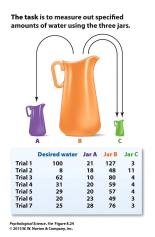
Insight FIGURE 8.18 Diffsports is Consigned a Baster of Baster of A. No.	The sudden realization of a solution to a problem. (page 321)
Intelligence	The ability to use knowledge to reason, make decisions, make sense of events, solve problems, understand complex ideas, learn quickly, and adapt to environmental challenges. (page 323)
Intelligence quotient (IQ)	A measure of intelligence obtained through the administration of an intelligence test. (page 323)

Mental age

An assessment of a child's intellectual standing compared with that of same-age peers; determined by comparing the child's test score with the average score for children of each chronological age.

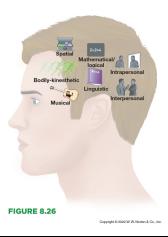
(page 332)

Mental sets



An established way of thinking that has worked in the past but might not be the best way to solve a problem. (page 321)

Multiple Intelligences



Gardner's theory that people have many different types of intelligence that are independent of one another. (page 326)

Problem solving



obstacles. For example, how did this man solve the problem of getting out of the corner he painted himself into?

Using knowledge to find away around obstacles to reach goals. (page 318)

Prototype model

A way of thinking about concepts: Within each category, there is a best example -- a prototype -- of the concept. (page 307)

Reasoning



Using information to determine if a conclusion is valid. (page 310)

Reliability



The degree to which a test is stable and consistent over time. (page 331)

Representativeness heuristic



A mental shortcut used to place people or objects in a category if they are similar to the prototype for that category.

(page 314)

Restructuring

Thinking about a problem in a new way in order to solve it. (page 312)

Column Schemas (a) (b) (c) (c) (d) (d) (d) (e) (e) (f) (f) (f) (f) (f) (f	Mental structurescollections of ideas, prior knowledge, and experiencesthat help organize information and guide thought and behavior. (page 306)
Stereotypes	Schemas that allow for easy, fast processing of information about people, events, or objects, based on how that information is categorized. (page 308)
Stereotype threat	Apprehension about confirming negative stereotypes related to one's own group. (This term is in your book, but not listed as a key term)

Symbolic representations (b) Vicin	Abstract mental representations that consists of words or ideas. (page 305)
Thinking	The mental manipulation of analogical and symbolic representations. (page 304)
Triarchic theory Analytical Practical Figure 8.27 Capyright D 2022 W. W. Marine & Co., Inc.	Sternberg's theory that people have three types of intelligence; analytical, creative, and practical. (page 328)

The degree to which a test **Validity** measures what it is intended to measure. (page 331) Warning: not all of the key ideas are on this list of key terms