

## Concept 3.3

Learning is behavior based on Experience

### Learning

-a change in an animal's behavior resulting from experience.

### Habituation

-a simple form of learning in which an animal learns not to respond to a repeated stimulus that conveys little or no important information.

### Imprinting

- is learning that is limited to a specific time period in an animals life and that is usually irreversible.

## Conditioning

-learning that a particular stimulus or a particular response is linked to a reward or punishment.

Classical conditioning - a meaningless stimulus is associated with a reward or a punishment . Eventually the animal learns to respond to the stimulus even in the absence of a reward or punishment.

Operant conditioning - an animal learns to associate one of its own behavioral acts with a positive or negative effect

Repeats - if it is rewarded

Avoids - if it is harmed

**Insight** - the ability to respond appropriately to a new situation without previous experience. Involves the ability to analyze problems and to test possible solutions.