## THE DETERMINANTS OF BEHAVIOR - I, II

- I. Explanations
  - 1. Function of an Explanation
    - A. Prediction & Control
    - B. Understanding/Integration
  - 2. Types of Explanations
    - A. Analogy
    - B. Nonobservable Internal State
    - C. Reductionism
    - D. Antecedent Conditions
  - 3. Molar-Molecular Explanations
  - 4. The Search for Antecedent Conditions
  - 5. Biological Variability

**Probability Statements** 

Total Knowledge

If...Then Statements

Genetics
Early Experiences
Life Space
Learning
Expectancies

- II. Framework for Classifying the Antecedent Conditions which Determine Behavior, Thoughts, Feelings
  - 1. The Peanut Butter Theory of Behavior, an Overview
    - A. Genetics
    - B. Early Experience
    - C. Life Space
    - D. Learning
    - E. Expectancies
- III. Genetics: Basic Limit Setter
  - 1. Nature-Nurture and 10th Grade Biology
    - A. Mendel
    - B. Chromosomes and Genes; the Genome
  - 2. Heredity as a Limit Setter
    - A. On Potential
    - B. On Rate to Achieve Potential
  - 3. A. As Go Up Phylogenetic Scale, the Behavioral Specificity of Heredity Decreases
    - B If Can Assume or Assure a Constant Environment, Then Can Make Behavioral Predictions on Basis of Heredity.

- 4. Heritability and the Heritability Index
  - A. Japan's "McDonald's Generation"
  - B. Intelligence and Socioeconomic Level

5. Armadillos

6. Muscle Twitches and Gold Medals

Genetics
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## IV. Early Experience

- 1. Critical Period Concept: Sex; Stress and Learning
- 2. Reneé Spitz and Human Infants; Harry Harlow and Baby Rhesus Monkeys; Seymour Levine and Rat Pups
- 3. Enriched Environments and Deprived Environments: Behavior and The Brain; Stimulation and Growth
- V. Life Space -- The Range of Behaviors Possible; Determines Options and Opportunities, and Stresses
  - 1. Aspects: Time Period; Geographical Location; Age; Sex; Race; Self-Concept
  - 2. The Design of Environments
    - A. Physical vs Psychological: e.g., Crowding
    - B. Encouraging Certain Behaviors
    - B. Slowing Certain Behaviors
  - 3. Apartment Buildings and Corridors
  - 4. Matching Press of the Environment with the needs of the Individual
    - A. Football and Life
- VI. Learning Determines Specific Behaviors
  - 1. Behavior: Controlled By Its Consequences
  - 2. The Law of Effect, Thorndike
  - 3. Pragmatism and Grandma's First Law

## VII. Expectancies

- 1. The "Pull" From the "Future"
- 2. Locus of Control -- Rotter Internal/External
- 3. Perceived Control
- 4. Pygmalion Effect; Goethe