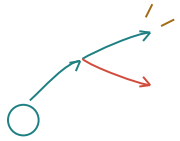
2.2 / Thinking, Problem-Solving, Judgments, and Decision-Making



Name _____ Date _____

1 Make the connection.

Explain each concept in your own words. Add a brief example that shows why it fits.

Concept

Prototype

Assimilation

Accommodation

2 Build the explanation.

Build a category. Match knowledge-organization processes.

Choose from the pieces below. Some do not belong. Write a letter in each position and explain the connection.

A. A mental category for related objects, events, or ideas.

B. Changing a schema to fit information that does not fit well.

C. Interpreting new information within an existing schema.

D. A prototype excludes every less typical category member.

E. A typical or best-fitting example of a category.

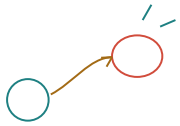
Concept - Piece: _____

Prototype - Piece: _____

Assimilation - Piece: _____

Accommodation - Piece: _____

Use the idea. Explain the connection.



3 Choose, then explain.

1. A fair coin produced five heads. What is the probability of heads on the next independent flip?

A. One because the coin has a winning streak.

B. One half.

C. Zero because tails is due.

My choice: _____ Why it fits:

2. A team has spent 20 hours on a plan. New evidence shows an alternative will work better from today onward. Which reason avoids the sunk-cost fallacy?

A. Compare future costs and benefits of the available choices.

B. Continue solely to justify the 20 hours already spent.

C. Ignore all evidence because any change is a failure.

My choice: _____ Why it fits:

4 Bring it together.

When is a heuristic useful, and when can it mislead?

One idea I corrected: _____

One question I still have: _____