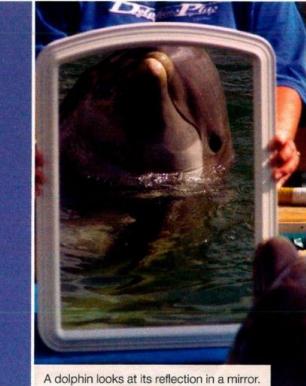


# Animal Minds



A mouse runs through a maze.



A dolphin looks at its reflection in a mirror.

## Before Viewing

**A | Using a Dictionary.** You will hear the words in blue in the video. Read the sentences. Then match each word with its definition below. Use your dictionary to help you.

1. Dreams show that our minds are working even **unconsciously**.
2. Don't use **coercion** to train an animal. Rather, reward good behavior.
3. Computers have large memories but no other **cognitive** abilities.
4. In 1859, Charles Darwin's theory of evolution came as a **revelation** to the world.
5. Whale songs are very **sophisticated** and could contain a lot of information.
6. I locked the dog in the room, but it **outsmarted** me by unlocking the door.
7. Seeing claw marks and brown fur, we **deduced** that a bear had gotten into our car.

- a. \_\_\_\_\_ (n.) surprising knowledge that is made known to people
- b. \_\_\_\_\_ (adv.) without being fully aware
- c. \_\_\_\_\_ (v.) to reach a conclusion based on things that are true
- d. \_\_\_\_\_ (v.) to gain an advantage by thinking effectively
- e. \_\_\_\_\_ (adj.) relating to the mental process involved in knowing, learning, and understanding
- f. \_\_\_\_\_ (n.) the act of forcing a person or animal to do something that they don't want to do
- g. \_\_\_\_\_ (adj.) complex or advanced

## While Viewing

**A |** Watch the video. Then circle the correct answers.

1. What did a rat do that surprised scientists in the early 1900s?
  - a. It followed a maze correctly from end to end and found the food.
  - b. It got on top of a maze and used its memory to find the food.
  - c. It completed a maze backwards as easily as it did forwards.
2. How do the trainers in the video shape dolphin behavior?
  - a. They use coercion.
  - b. They use a whistle and food.
  - c. They use speaking and touching.
3. How did Karen Pryor cause dolphins to show creativity?
  - a. By rewarding all behavior
  - b. By rewarding only repeated behavior
  - c. By rewarding only new behavior

**B | Sequencing Events.** Watch the video again. Read the steps below. These are steps in the experiment Karen Pryor did to show creativity in dolphins. Number the steps in the correct order. The first step has been numbered for you.

- \_\_\_\_\_ a. After two weeks, the dolphin had run through all the normal behaviors.
- \_\_\_\_\_ b. The dolphin would start off with the behavior from the day before.
- \_\_\_\_\_ c. The dolphin offered all kinds of new behaviors, for which the trainers gave the dolphin a bucket of fish.
- \_\_\_\_\_ d. The dolphin and the trainers became very upset, and the trainers wondered if it was going to be the end of the experiment.
- \_\_\_\_\_ e. Karen picked a new behavior each day and rewarded the dolphin for it.
- \_\_\_\_\_ f. In session 16, the dolphin offered a new flip followed by a new tail swipe, both of which were reinforced by the trainers.