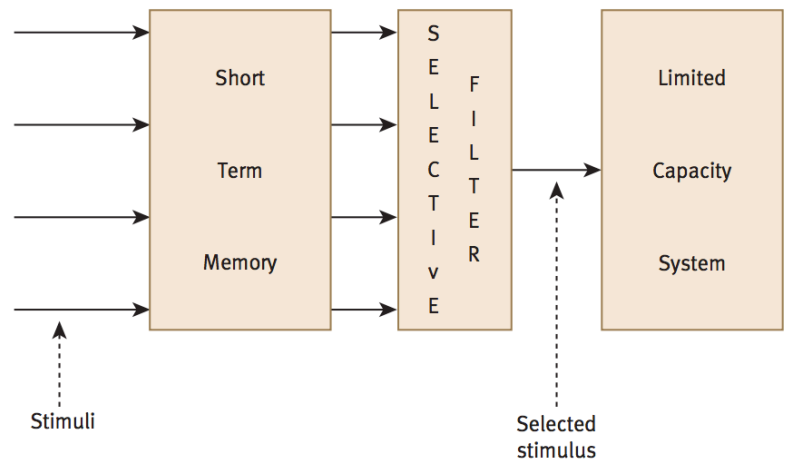


### 5.2.6 Discuss the relationship between selective attention and memory

- Given that our STM has a \_\_\_\_\_ capacity, we have a problem when trying to deal with all of the information in our \_\_\_\_\_.
- The limitation is so great that some \_\_\_\_\_ believe that we can only deal with one thing at a time; this is called \_\_\_\_\_ channel theory
- Others have argued that we can deal with more than one \_\_\_\_\_ of information at a time if the tasks are dissimilar, for example, running down the court \_\_\_\_\_ a basketball while at the same time making a \_\_\_\_\_ as to whether to pass or shoot.
  - Running with the ball occupies a \_\_\_\_\_ part of the brain to making the decision therefore the two tasks will not \_\_\_\_\_ one another.
  - The way we overcome this limited capacity is by the use of \_\_\_\_\_ **attention**.

**Selective attention refers to the \_\_\_\_\_ focusing on relevant information while ignoring irrelevant information.**

All information enters the \_\_\_\_\_, but we only attend to the selected stimuli. Unselected stimuli are filtered out but selected \_\_\_\_\_ are compared to information stored in LTM. This allows us to make decisions on what action to take.



- While selective \_\_\_\_\_ takes place stimuli being chosen for processing after entering STM, we can also make \_\_\_\_\_ on what to process before the information enters STM.
- Past experience of similar situations allows the \_\_\_\_\_ to search the appropriate areas of the environment for \_\_\_\_\_ information.
- Sometimes attention is \_\_\_\_\_, however. A sudden loud noise or a flash of bright light will attract our attention probably as a \_\_\_\_\_ safety factor.

### 5.2.7 Compare different methods of memory improvement

There are other strategies to help with \_\_\_\_\_ and retrieval for \_\_\_\_\_ learning, skill acquisition practice or teaching/coaching skills.

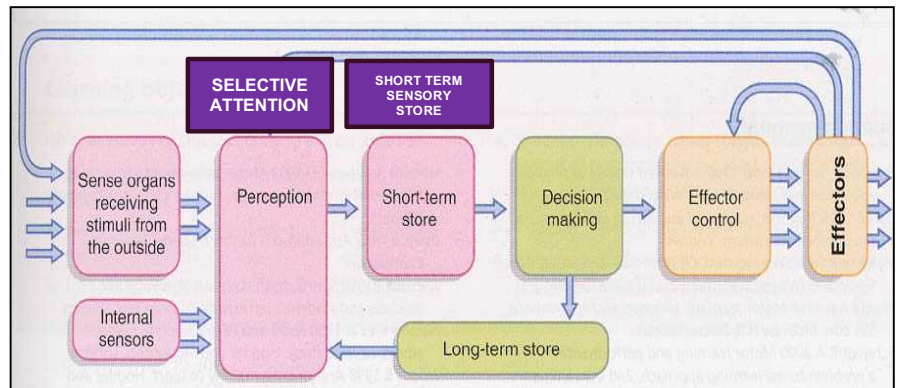
Outline the following:

- action words -
- brevity -

- clarity –
- organization -
- association –
- practice -

**RECAP – SA vs SM**

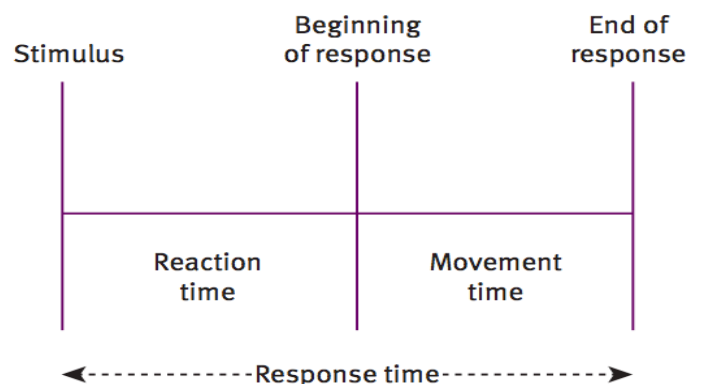
- Selective attention (SA) operates in the short term sensory store (STSS)
- Only the relevant information is passed to the short-term memory (STM) where it is held for several seconds
- Information selected to the STM can be determined through previous experience and information in the LTM
- SA ensures that information overload does not occur and prevents confusion as the brain would not be able to cope with streams of information
- SA is very important when accuracy/fast responses are required
- A filtering mechanism operates, which separates the relevant information from the irrelevant (noise) information so that athletes concentrate on one cue/stimulus (for example the ball, position of player in a game of tennis) to the exclusion of others
- SA can be improved by learning through past experience/practice/coaching which improves a person's anticipation/interaction with long-term memory/memory trace



**5.2.8 Define the term response time**

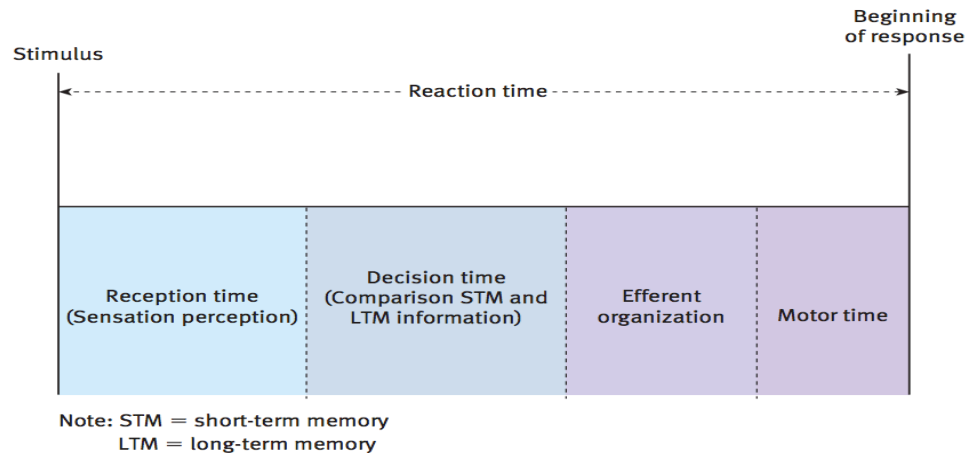
**Response time is the time from the introduction of a stimulus to the completion of the action required to deal with the problem.**

- Response time is made up of \_\_\_\_\_ time and \_\_\_\_\_ time.
- Reaction time is the time that \_\_\_\_\_ from the sudden onset of a stimulus to the beginning of an overt response.
- Movement time is the time it takes to carry out the motor \_\_\_\_\_ of the performance.



## 5.2.9 Outline factors that determine response time

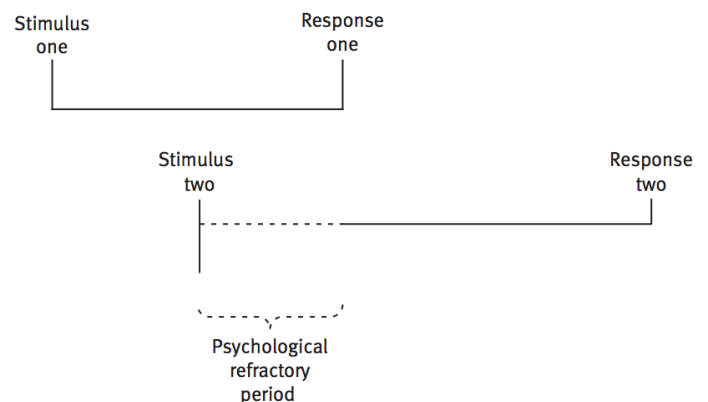
- Response time \_\_\_\_\_ throughout childhood and adolescence, however, as we get older it gets slower.
- Movement time is affected by \_\_\_\_\_, particularly power and speed of limb movement.
- Training can greatly affect movement time but **reaction time is less easy to \_\_\_\_\_.**



- The main factor affecting speed of reaction is **the \_\_\_\_\_ of choices that the individual has to make.**
- If there are no choices, what we call \_\_\_\_\_ reaction time, the mean times range between 170 and 200 msec.
  - However, as we increase the number of choices, what is termed choice \_\_\_\_\_ time, the times increase.
- Hick (1952) found that as you \_\_\_\_\_ the number of stimulus-response couplings the reaction time increased.
- If the \_\_\_\_\_ time is plotted against the log of the stimulus-response couplings there is a \_\_\_\_\_ increase.
  - **This is known as Hick's Law.** Generally, reaction time \_\_\_\_\_ by about 150 msec every time the stimulus-response groupings are doubled.

## 5.2.10 Evaluate the concept of the psychological response period (PRP)

- When two stimuli are \_\_\_\_\_ close together the reaction time to the second stimulus is slower than \_\_\_\_\_ reaction time.
  - The time gap was called the \_\_\_\_\_ **refractory period.**
  - Welford claimed that processing of stimulus 2 (S2) could not take place until processing of stimulus 1 (S1) had been completed.
- The effect of the psychological \_\_\_\_\_ period can be seen in many sports.
  - Any example of a feint, dodge or dummy is an example of the use of the psychological refractory period.
  - The feint is S1 and the \_\_\_\_\_ movement is S2. If the timing is correct, the defender will be comparatively slow in reacting to the real movement.



- **Feint** - make a deceptive or \_\_\_\_\_ movement, typically during a fight.
- This is the skill of football players like Le'Veon Bell, basketball players like Russell Westbrook and soccer players such as Cristiano Ronaldo.
  - Similar feints can be seen in the drop shot in badminton or a dummy punch in boxing.

