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Experimental Design I

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Name _____ Class _____ Date _____

NOTES: FILL IN THE BLANKS WHILE YOU WATCH

The logic of experiments

1. An _____ tests whether changing one thing causes another thing to change.
2. _____ uses chance to choose participants; _____ uses chance to place them into groups.
3. The _____ receives the treatment; the _____ gives a comparison, so researchers can tell whether the treatment caused a change.

Variables and confounds

4. The _____ is the variable the researcher actively changes.
5. The _____ is the outcome being measured; its value may depend on the independent variable.
6. A _____ is a factor other than the IV that could influence the DV, so groups should be treated the same except for the IV.

CHECK YOUR UNDERSTANDING

1. A researcher uses a random number generator to pick 200 students from the school roster, then flips a coin to decide which condition each one joins. The first and second steps are:

(A) Random assignment, then random sampling
(B) Random sampling, then random assignment
(C) Random sampling both times
(D) Random assignment both times

2. A researcher gives every participant a new study app for a week, and quiz scores rise. Why can't she conclude the app caused the rise?

(A) Quiz scores were the independent variable
(B) She manipulated the app
(C) The app was the dependent variable
(D) There was no control group for comparison

3. Testing whether caffeine improves memory, a researcher has the caffeine group study in a quiet room and the control group in a noisy cafeteria. How should she fix the design?

(A) Give the caffeine group even more caffeine
(B) Measure memory only in the caffeine group
(C) Have both groups study in the same room
(D) Let participants choose their own room

NOTES

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