Infancy and Childhood: Cognitive Development
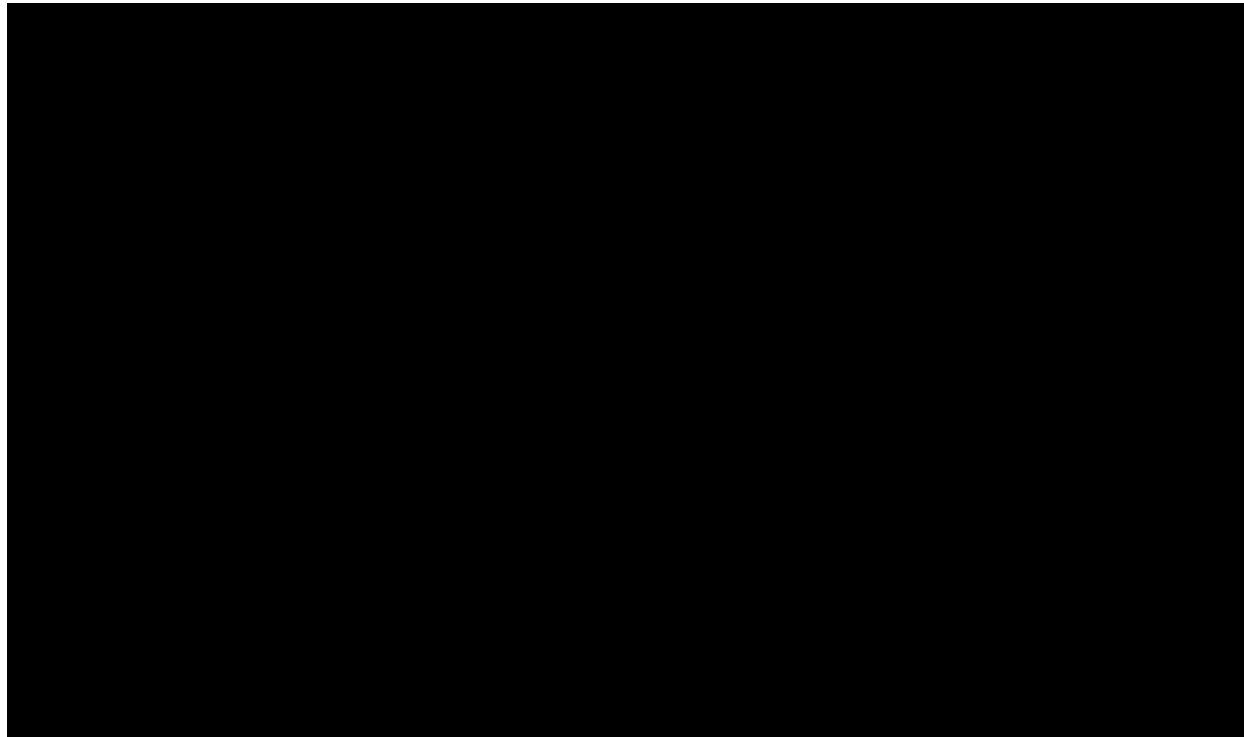
- ## Schema
  - a concept or framework that organizes and interprets information

- ## Assimilation
  - interpreting one's new experience in terms of one's existing schemas

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- Accommodation
  - adapting one's current understandings (schemas) to incorporate new information

- **Cognition**
  - All the mental activities associated with thinking, knowing, remembering, and communicating

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- Object Permanence
  - the awareness that things continue to exist even when not perceived

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- Conservation
    - the principle that properties such as mass, volume, and number remain the same despite changes in the forms of objects
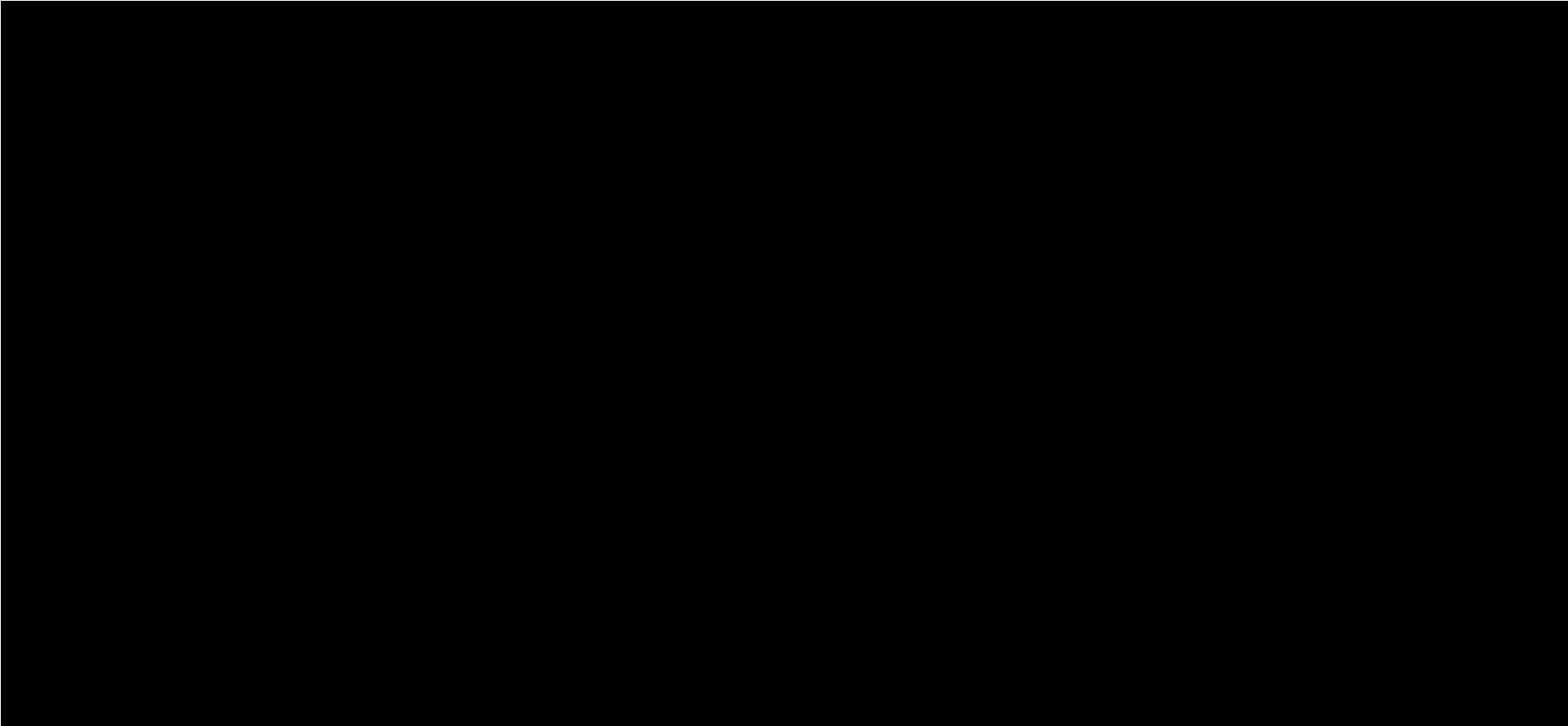
Social Development

- Stranger Anxiety
  - fear of strangers that infants commonly display
  - beginning by about 8 months of age
- Attachment
  - an emotional tie with another person
  - shown in young children by their seeking closeness to the caregiver and displaying distress on separation
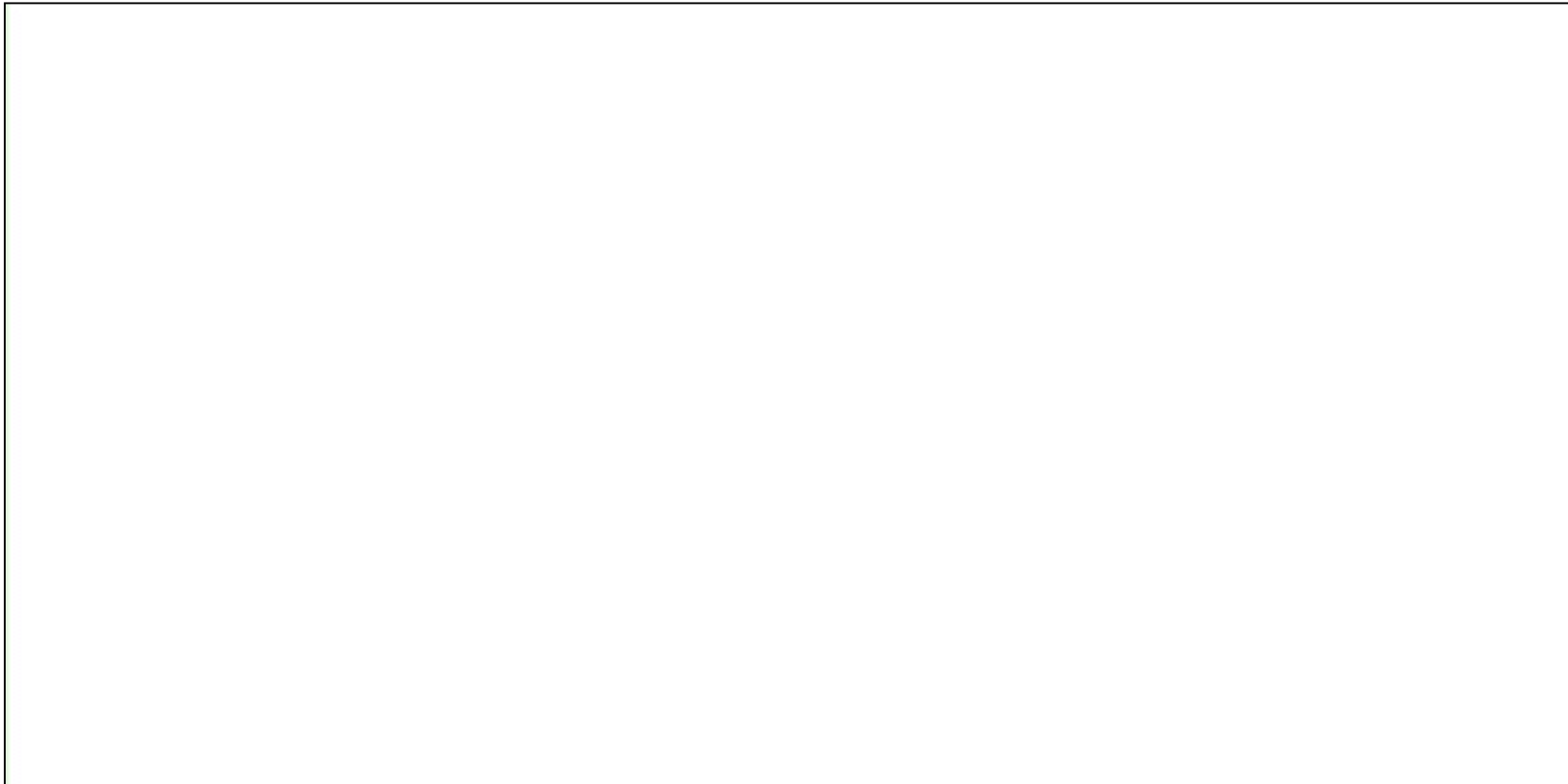
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- Egocentrism
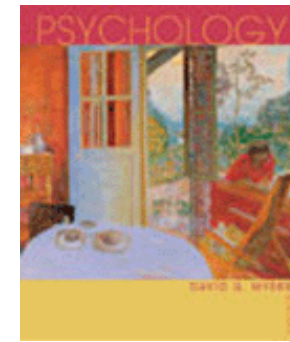 - the inability of a child to take another's point of view

Theory of Mind

- people's ideas about their own and others' mental states- about their feelings, perceptions, and thoughts and the behavior these might predict
- Hiding a stuffed animal in a small scale room and in the same place in the big room.
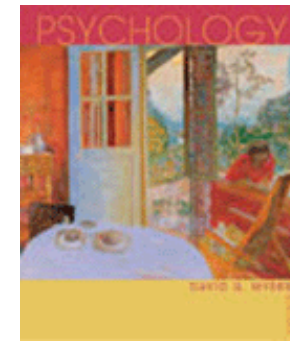
- Autism
  - a disorder that appears in childhood
  - Marked by deficient communication, social interaction and understanding of others' states of mind

Piaget's Stages of Cognitive Development

Typical Age Range	Description of Stage	Developmental Phenomena
Birth to nearly 2 years	*Sensorimotor* **Experiencing the world through senses and actions (looking, touching, mouthing)**	•Object permanence •Stranger anxiety
About 2 to 6 years	*Preoperational* **Representing things with words and images but lacking logical reasoning**	•Pretend play •Egocentrism •Language development
About 7 to 11 years	*Concrete operational* **Thinking logically about concrete events; grasping concrete analogies and performing arithmetical operations**	•Conservation •Mathematical transformations
About 12 through adulthood	*Formal operational* **Abstract reasoning**	•Abstract logic •Potential for moral reasoning

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- ## Baby Mathematics
  - Shown a numerically impossible outcome, infants stare longer (Wynn, 1992)

4. Possible outcome:
Screen drops, revealing
one object.

1. Objects placed in case.

2. Screen comes up.

3. Object is removed.

4. Impossible outcome:
Screen drops, revealing
two objects.