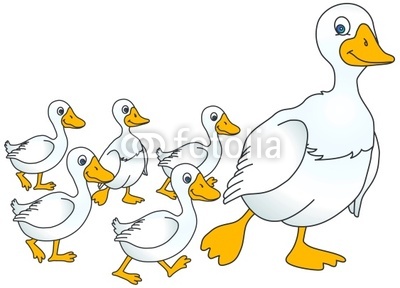
**Behaviors are a result of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_!**

**Innate Behaviors:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

|  |  |  |
| --- | --- | --- |
| **Automatic** | Reflex | |
| Fight-or-Flight | |
| **Instinct** | Simple | Suckling |
| More  Complex | Courtship |
| Territoriality |
| Aggression |
| Dominance Hierarchy |
| Photo- and Chemo- taxis |
| Cycles | Circadian Rhythm |
| Migration |
| Hibernation |
| Estivation |

**Learned Behaviors: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

|  |  |
| --- | --- |
| Habituation |  |
| Classical conditioning |  |
| Operant conditioning  (Trial-and-Error) |  |
| Insight/Reasoning |  |



**Combining Innate and Learned Behaviors**

1. Social Behaviors:
2. Imprinting:
3. Communication: