

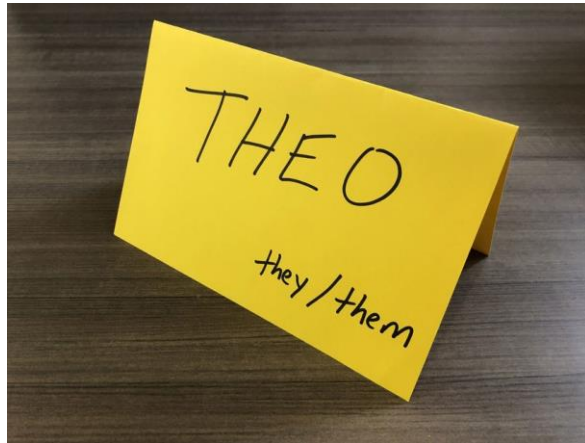
# Chapter 1

## Introduction to Child Development Cont.

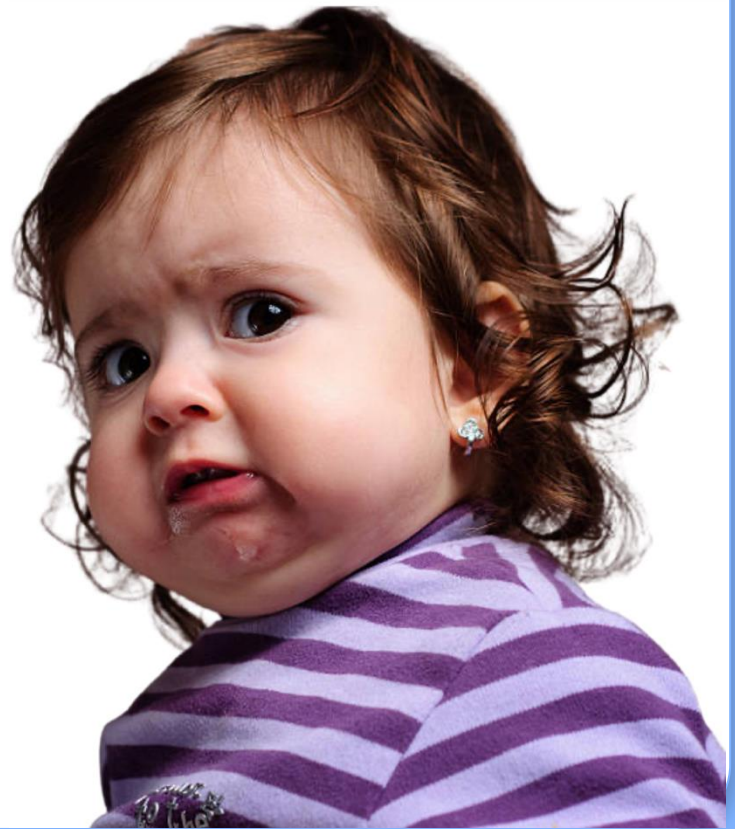


Make a name tent with your first name in large letters. Write down the name you wish to be called.

And what Micheal you are today



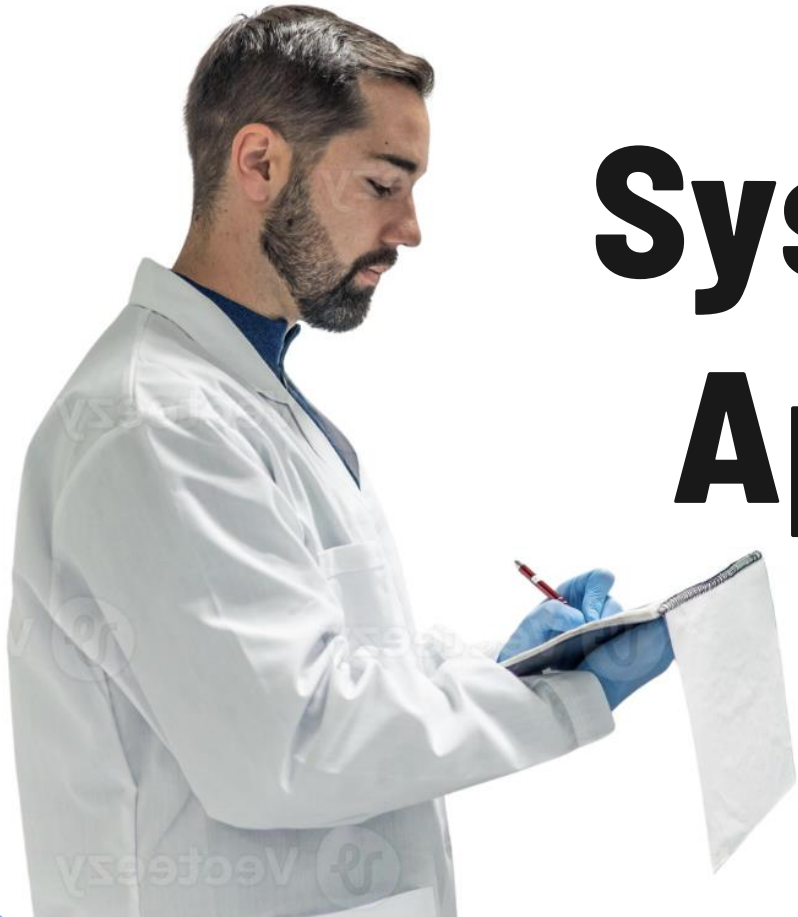
# Question of the Day



# Question of the Day

How do we know when a claim about human behavior is actually supported by science—and not just opinion or personal experience?

Which is more important in research: studying behavior realistically (real life) or studying it under control (accuracy)? Why?



# **Systematically Approaching Science**

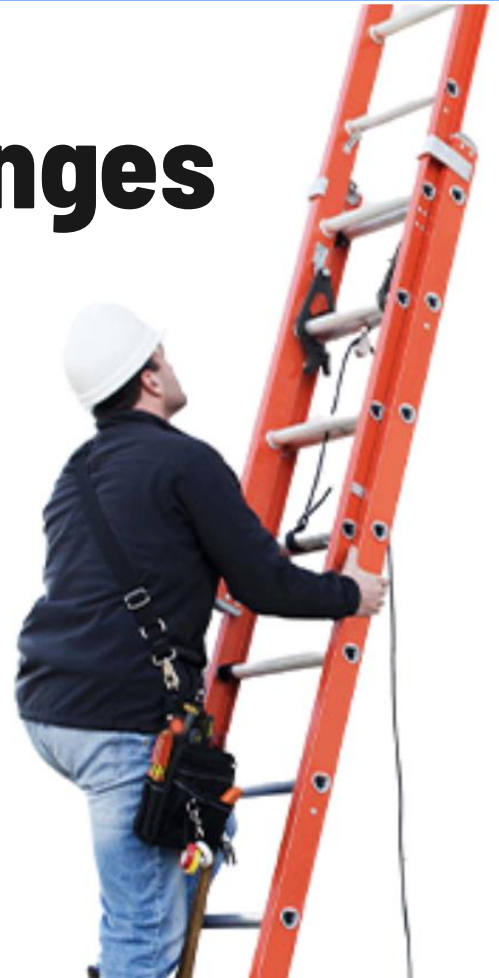
# Why Science Changes

**Science = a process of continual questioning**

- Uses systematic procedures to gather evidence
- Built to keep skepticism and testing alive
- Goal: Describe, Explain, or Test phenomena

**Why do researchers “change their stories”?**

- New evidence lead to better explanations
- Science inherently updates itself over time

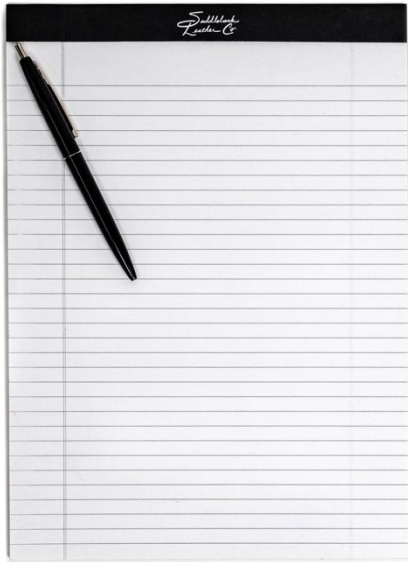


# THINK-PAIR-SHARE

Why do you think “falsifiable” matters in science? What’s the risk of believing a claim that can’t be proven wrong?

1. Write down your answer
2. Turn to a nearby classmate and share what you wrote
3. Get ready to share: you can share what you wrote or what a classmate shared with you

# What Makes Science “Science”



## Our Assumptions shape our perception

- We often “see” what we already believe

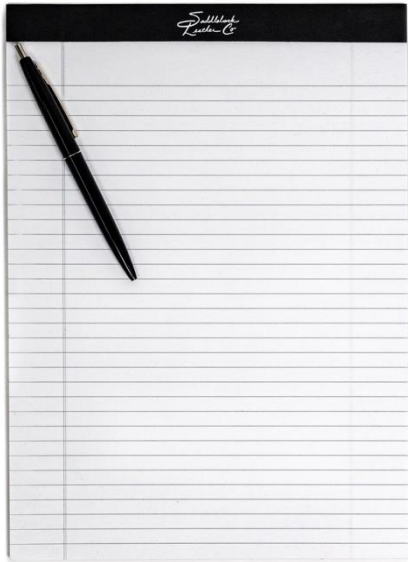
## Confirmation Bias

- We look for evidence that we’re right
- We ignore or downplay evidence that contradicts us

## Science must be Falsifiable

- A science claim must be testable in a way that could be proven wrong
- If it can’t be falsified, it’s not scientific

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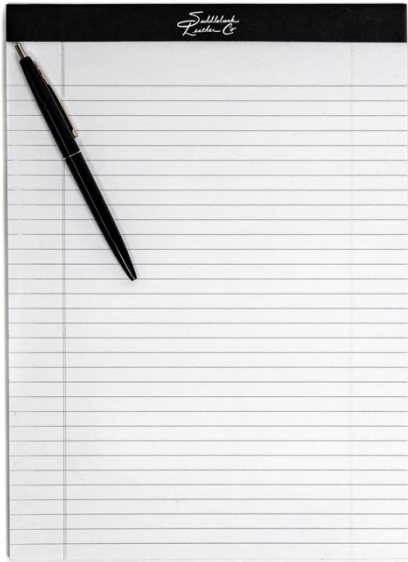
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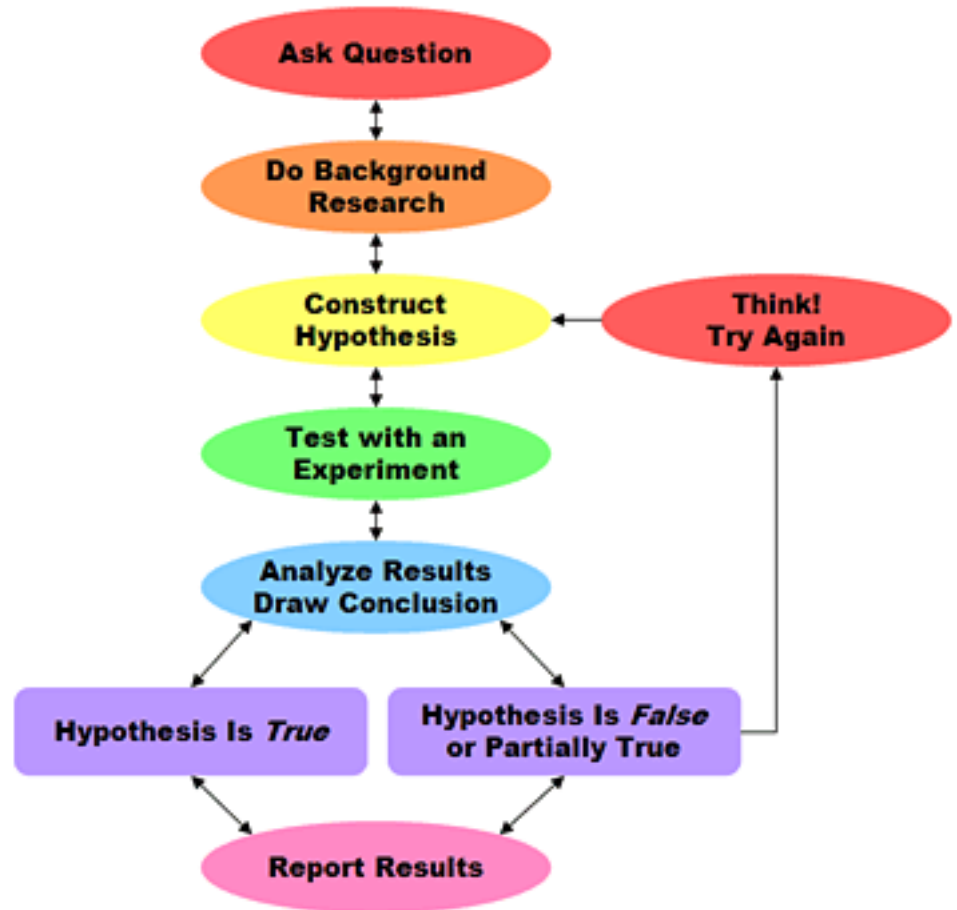
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# Research Methods



# Scientific Method



## **Qualitative research often begins broadly**

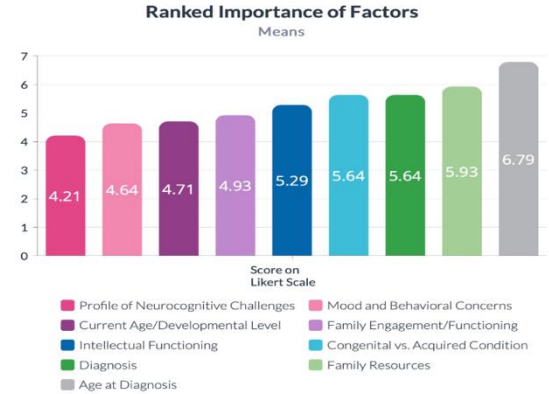
1. Start with a broad area of interest
2. Gain access to a group/setting
3. Collect field notes (setting, people, activities, structure)
4. Ask open-ended (“grand tour”) questions
5. Refine questions over time
6. Identify patterns / themes
7. Follow new directions that emerge as important to participants
8. Report findings

# **Qualitative Approaches**

# Descriptive Research

## Quantitative Results

Figure 1:



\*Lower mean score indicates higher rated importance

Figure 2:



# THINK-PAIR-SHARE

Which do you think is more accurate for understanding human behavior: observing what people do, or asking people to report what they do? Why?

1. Write down your answer
2. Turn to a nearby classmate and share what you wrote
3. Get ready to share: you can share what you wrote or what a classmate shared with you

# Research Methods in Psychology

Descriptive  
research

Simply gathers information  
and give detailed descriptions

Experimental  
research

Investigates specific variables

Correlational  
research

# Descriptive Research

**Descriptive research describes situations. This type describes data and characteristics of a particular phenomenon being studied.**

1. The data description is factual, accurate and systematic but the research cannot describe what caused a situation.
2. The description is used for frequencies, averages and other statistical calculations.
3. The goal is to portray what already exists in a group.

Ex. An opinion poll to find which political candidate people plan to vote for in an upcoming election.

# **3 Types of Descriptive Methods**

1. Observational Methods

2. Case Study Method

3. Survey Methods

# Observational Studies

Observational studies = watching and recoding behavior

## Laboratory Observation

- In laboratory setting
- Paying close attention to participants reaction
- Allows more control but limits reality

## Naturalistic Observation

- Researchers take care to avoid interfering with the behaviors they are observing
- Uses real setting to observe behavior in natural state



# Observational Studies

## How data is Recorded

- **Structured:** checklist + frequency/duration counts
- **Unstructured:** detailed notes describing what happens

## Strength

- Captures real behavior (not just self-report)

## Limitations

- Cannot determine cause-and-effect
- People may change behavior if watched (Hawthorne effect)

# Case Studies

**Case studies** are in-depth study of **ONE** case

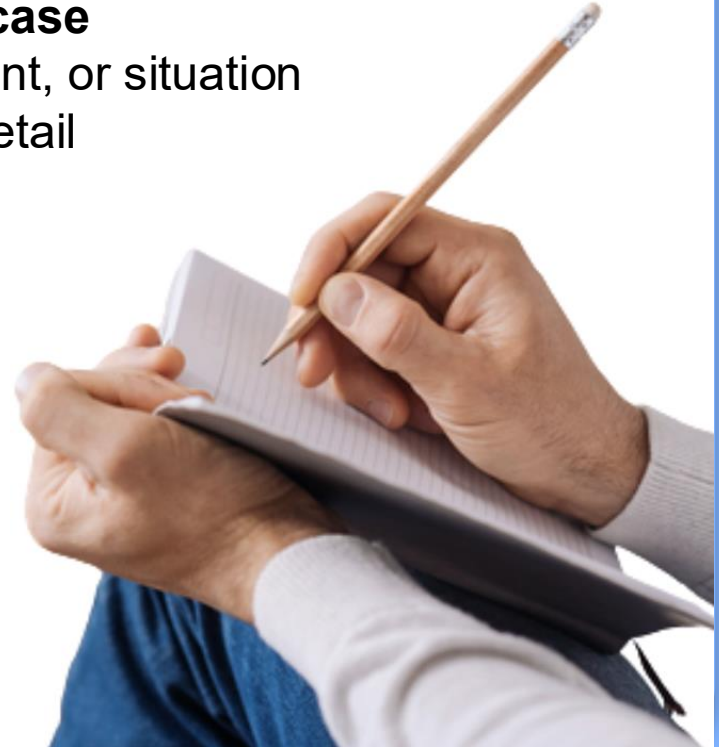
- Focus on a single person, group, event, or situation
- Goal: understand the case in great detail

**Data sources can include**

- Observation
- Interviews
- Psychological testing
- Records / reports / history

**Used when you want**

- A deep, “full picture” understanding
- Rich context and detail



# Case Studies

## Strengths

- Useful for unusual or rare cases
- Helpful when little is known about a topic
- Provides rich detail and generates new ideas
- Common in clinical practice

## Limitations

- Findings can not be generalized
- Cases are not randomly selected
- No control group for comparison
- Hard to determine cause-and-effect



# THINK-PAIR-SHARE

What makes a survey question “good” or “bad”? What kinds of questions might lead people to answer inaccurately—even if they’re trying to be honest?

1. Write down your answer
2. Turn to a nearby classmate and share what you wrote
3. Get ready to share: you can share what you wrote or what a classmate shared with you

# Survey Methods

**Survey:** a research tool that uses interviews and/or questionnaires to gather information about attitudes, beliefs, experiences or behaviors of a large group.

- factual information about individuals
- might aim to collect the “opinions” of the survey takers.

In order for the survey to be both reliable and valid it is important that the questions are constructed properly. Questions should be written so they are clear and easy to comprehend.



# Survey Methods

## Highly structured surveys

- Forced-choice response options
  - Using a Likert scale: *Strongly disagree* → *Strongly agree*

How likely is it that you will buy a product from this company again?

	Not at all likely	Not very likely	Somewhat likely	Very likely	Extremely likely
Product A	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Product B	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Product C	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

- Semi-structured questions (short written responses)
- Combination of multiple choice + open-ended items

# Experiments



# Experiments

## Experiments test hypotheses in controlled settings

- Goal: explain how/why factors produce outcomes
- Focus on relationships between variables

## Variable = anything that can change

- Researchers must define variables clearly

## Operationalization

- Turning a concept into something measurable
  - *Example:* “stress” is defined as score on a stress scale or cortisol level

## Two main variables

- **Independent Variable (IV):** manipulated by researcher
- **Dependent Variable (DV):** outcome that is measured

# Conditions for Cause-and-Effect

To claim **causation**, three conditions must be met:

## 1. IV and DV are related

- When IV changes → DV changes

## 2. Cause comes before effect

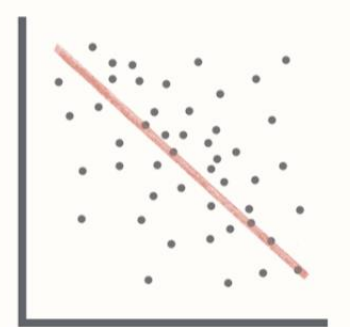
- Measure DV **before and after** IV
- Establish a **baseline**

## 3. Cause must be isolated

- Rule out other explanations
- Control outside variables (confounds)



Positive Correlation



Negative Correlation

# Basic Experimental Design

## Basic experiment structure

- Start with a **sample** (subset of a population)
- **Random assignment** to:
  - **Experimental group**: gets the IV
  - **Control group**: does NOT get the IV (comparison group)

## Process

1. Measure DV (baseline)
2. Apply IV to experimental group
3. Measure DV again
4. Compare groups

# THINK-PAIR-SHARE

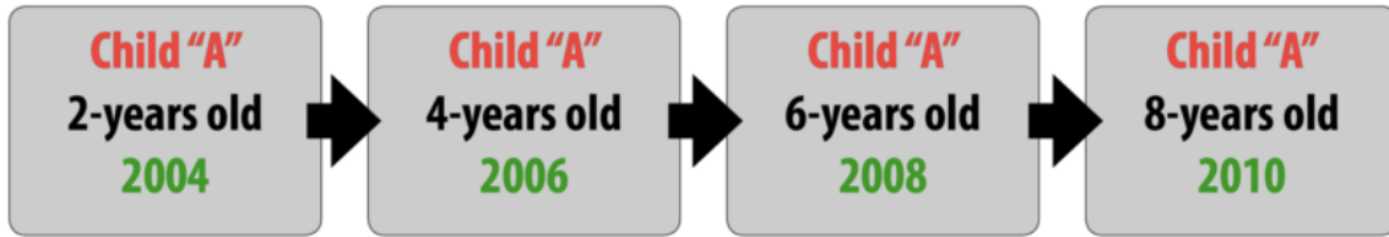
Imagine we want to test: *“Listening to music improves memory.”*

What would be the independent variable and the dependent variable?

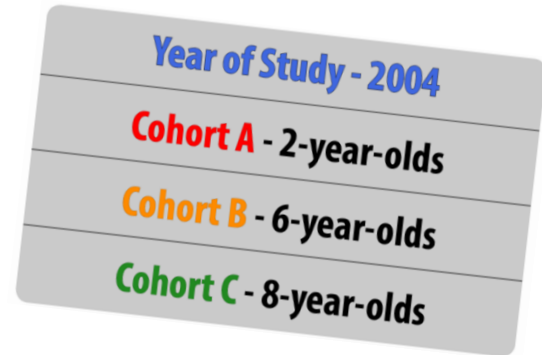
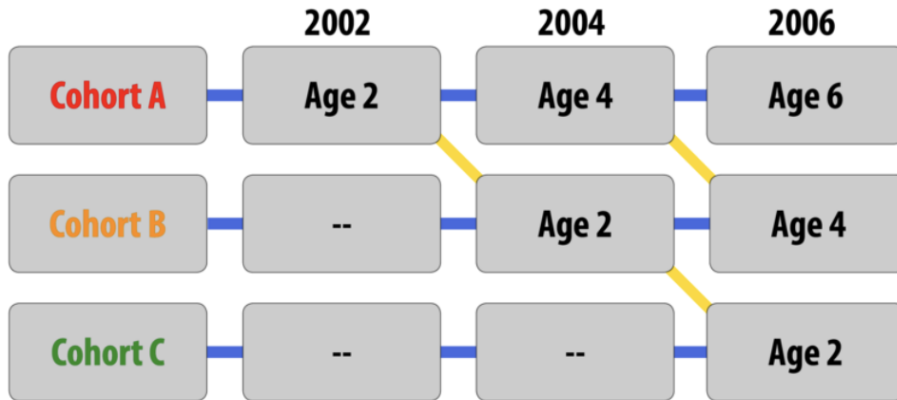
Decide how you would operationalize both variables (how you’d measure them).

- What counts as “music”?
- What counts as “memory”?

1. Write down your answer
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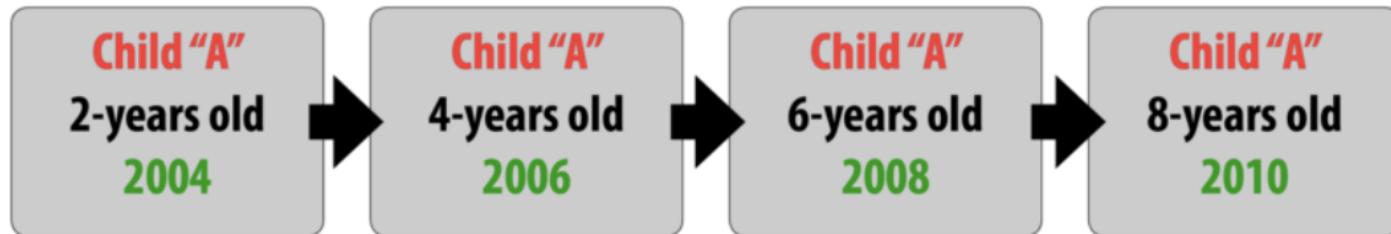
# Developmental Design



# Longitudinal Design

**Longitudinal research = same people studied over time**

- Start with a group (often similar in age/background)
- Measure the same participants repeatedly
- Follow them for months, years, or decades



# Longitudinal Design

## Strengths

- Tracks developmental change over time
- Can compare people to their younger selves

## Challenges

- Expensive and time-intensive
- Participant dropout over time (attrition)



# Cross-Sectional Design

**Cross-sectional research = compare different groups at one time**

- Sample represents a cross-section of the population
- Participants vary in: Age, Gender, Ethnicity, social class

**How it works**

- Measure each participant **once**
- Compare groups (ex: younger vs older, men vs women)

**Year of Study - 2004**

**Cohort A - 2-year-olds**

**Cohort B - 6-year-olds**

**Cohort C - 8-year-olds**

# Cross-Sectional Design



## Strengths

- Faster + less expensive than longitudinal research
- Useful for identifying group differences

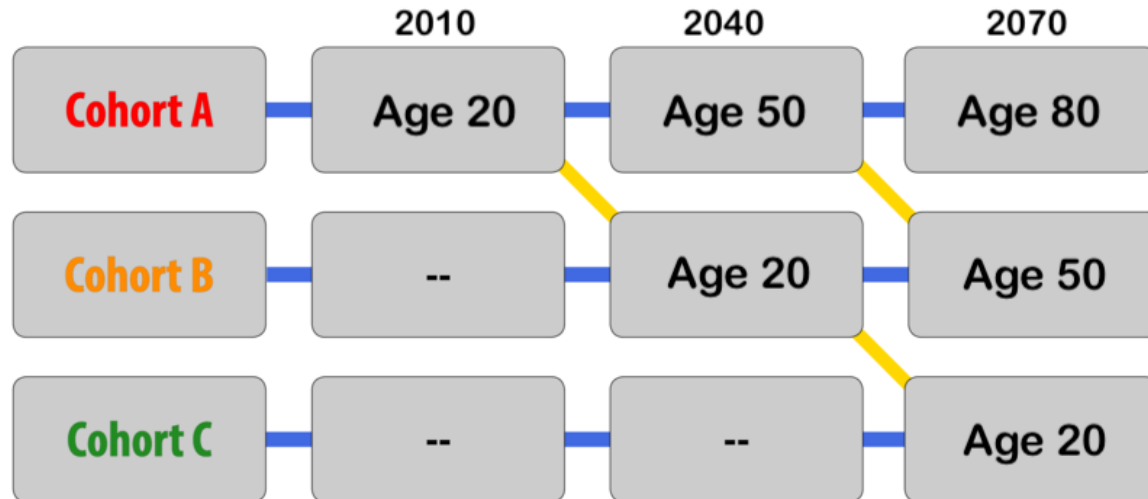
## Limitations

- Cannot separate age effects from cohort effects
  - differences may reflect life experiences, not aging

# Sequential Design

**Sequential research = cross-sectional + longitudinal**

- Start with multiple age groups
- Measure those groups repeatedly over time

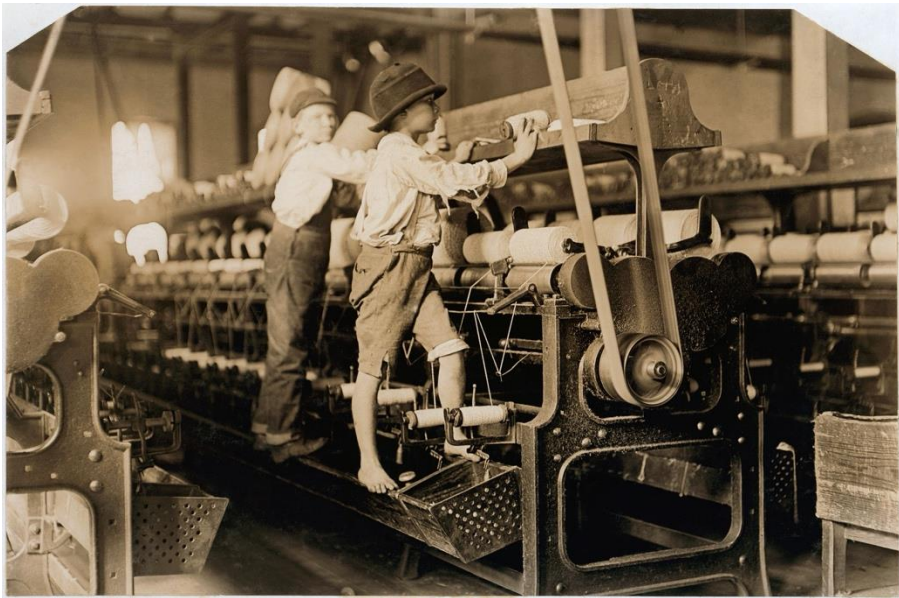


# Sequential Design

- Tracks change over time (like longitudinal)
- Compares different ages (like cross-sectional)
- Helps separate:
  - age effects vs cohort effects
- Strong for studying differences across: Gender, social class, ethnicity

- Expensive and time-intensive
- Risk of attrition (dropout over time)
- Complex to manage/analyze
- more groups + more time points

**Correlation  
Does Not Equal  
Causation**



**Throughout  
History**

# Children as Small Adults

Time period (approx.): 1200s–1600s (Europe)

## Common view

- Childhood often not treated as a highly protected “special stage”
- Children expected to **join adult responsibilities early**

## What life looked like

- Helping with family labor (farming, household work)
- Apprenticeships in trades (as kids/teens)
- Adult-like clothing/roles in many contexts



# What is Coming Up?

Homework 1

And Annotating the  
textbook for extra credit  
as we go along

