

2024



AP[®] Psychology

Sample Student Responses and Scoring Commentary Set 2

Inside:

Free-Response Question 1

- Scoring Guidelines**
- Student Samples**
- Scoring Commentary**

Question 1: Concept Application**7 points****General Considerations**

1. Answers must be cogent enough for the meaning to come through. Spelling and grammatical mistakes do not reduce a score, but spelling must be close enough so that the reader is convinced of the word.
2. A response can earn points only if the student clearly conveys what part of the question is being answered. It is possible to infer the part of the question being answered if it is consistent with the order of the question.
3. The response must apply the concept to the prompt. A definition alone will not earn the point, but a clear definition can support the application.
4. Examples provided in the Scoring Guidelines for each of the points are not to be considered exhaustive.
5. Within a point, a response will not be penalized for incorrect information unless it *directly contradicts* correct information that would have otherwise earned a point. For example, if a response applies a concept in two contradictory ways (such as identifying both the independent and dependent variables as the independent variable or describing proactive interference as interference from both older and newer information), the point is not earned.

NOTE: In certain cases, a response will not score if it includes a correct answer amongst multiple incorrect answers related to the same general concept/theory (e.g., a response that describes the Big Five trait of conscientiousness as being diligent, trusting, highly emotional, outgoing, and intellectually curious).

6. Within a bulleted question part, if the response addresses details from a scenario other than the one in the prompt, the point is not earned.

Part A Claire’s sports team made it to the championship basketball game. To play the game, the teammates will need to work together to move a ball toward their own goal. They must then aim carefully to throw the ball into a hoop that is elevated about 10 feet off the ground. The winner is the team that gets the ball into the hoop the most times.

Explain how each of the following might help Claire be successful during the game.

Retinal disparity**1 point**

Response must indicate that the difference in visual signals from each of Claire’s eyes allows her to see depth, which helps her be successful during the game.

Acceptable explanations include:

- *Claire can see depth because she sees two slightly different images out of each eye, making her able to throw the ball accurately.*

Unacceptable explanations include:

Any reference to monocular cues or convergence

- *Claire uses linear perspective to tell how far away the goal is.*

Any reference to depth perception without references to two retinal images

- *This will help Claire with her depth perception to make more accurate free throws.*

Intrinsic motivation**1 point**

Response must indicate that Claire has some specific kind of internal motivation instead of external motivation that helps her to be successful during the basketball game.

Acceptable explanations include:

- *Claire is motivated by doing her best, so she does well in the game because of her good work ethic.*
- *Claire is motivated by her personal goal to be the best player in the game.*

Unacceptable explanations include:

The response is about extrinsic motivation.

- *Claire wants to win the approval of her parents, so she tries hard to be successful in the game.*
-

Social facilitation**1 point**

Response must indicate that Claire’s success in the game is helped by the physical presence of others.

Acceptable explanations include:

- *Claire is really energized by the presence of the crowd at the game, so she does better than she typically does at practice.*
- *Claire is really energized by the presence of the crowd at the game, so she plays better than she has in the past when she practiced alone.*

Unacceptable explanations include:

Responses that refer to cooperation or collaboration.

- *Claire’s teammates help each other to perform well.*

Responses that refer to social inhibition.

- *Claire does poorly because people are watching her.*
-

Kinesthetic sense**1 point**

Response must indicate that Claire’s sensation of the movement of her body and/or the position of her body part(s) is related to her success in the game.

Acceptable explanations include:

- *Claire’s ability to know where her hands are in relation to other parts of her body will help her be successful when she dribbles or shoots.*
- *Claire’s awareness of how her hand moves as she dribbles and shoots helps her score points in the game.*

Unacceptable explanations include:

Responses that refer only to the ability to move one’s body or that refer to the vestibular sense or a sense of balance.

- *Claire has a great sense of balance, so she does well in the game.*
 - *Claire’s kinesthetic sense allows her to control her muscles, which will help her successfully shoot the ball.*
-

Part B Claire’s team won the championship game. Ten years later, the team got together for a reunion at the gym where the game was originally held. At the reunion they discussed the championship game.

Explain how each of the following might influence Claire’s recollection of the game.

Context-dependent memory

1 point

Response must indicate that Claire remembers more about the game because she is in the same physical location where she encoded the memory.

Acceptable explanations include:

- *Claire remembered a lot of information about the game because she was in the same gym where she made the memories.*

Unacceptable explanations include:

- *Claire remembers the context of where she played, which helped her remember.*
- *Listening to her teammates recall the game helps Claire remember more details about the game.*

Responses that refer only to mood-congruent or state-dependent memory.

- *Claire’s joy from seeing her friends reminds her of the joy of winning the game.*

Self-serving bias

1 point

Response must indicate that Claire takes credit for events with positive outcomes and/or blames others for negative events in her recollection of the game.

Acceptable explanations include:

- *As Claire remembers the game, she takes credit for the team winning.*
- *As Claire remembers the game, she blames the referees for her fouling out of the game.*

Unacceptable explanations include:

- *Claire only does things that help herself and not others.*

Retroactive interference

1 point

Response must indicate that a recent memory is preventing Claire from remembering something about the championship game.

Acceptable explanations include:

- *Claire couldn’t remember what number she had in the championship game because she was confusing it with her college number.*
- *Claire couldn’t recall the exact final score in the Championship game because she confused it with all the scores of games she had played since then.*

Unacceptable explanations include:

- *Claire can’t remember her current team members’ names because she can only remember the old team members’ names.*
- *Claire interferes with how people remember retroactively, meaning she gets involved after the fact.*

Total for question 1 7 points

Important: Completely fill in the circle that corresponds to the question you are answering on this page.

Question 1

Question 2



Begin your response to each question at the top of a new page. Do not skip lines.

Retinal disparity is a two eye visual cue that compares the disparity/differences in both visual fields to gauge the distance objects are from an individual. Retinal disparity may help Claire be successful by allowing her to gauge how far the hoop is and therefore making her judgements ~~and~~ better.

Intrinsic motivation is the personal drive to do something because a person personally enjoys it or feels good doing it, not due to any outside or extrinsic factors. In the case of Claire, if she plays basketball just because she loves doing it, she may be intrinsically motivated to do better and play better during the game.

Social facilitation is the phenomenon ~~that~~ where a person performs better on a well-practiced task when there are more people around to watch. This could help Claire be successful if she has social facilitation ^{as} the big crowd of the championship game along with the many viewers may allow her to play better on the game of basketball, which she has long practiced for.

Kinesthetic sense is the ability to know where your body parts are in space even if you cannot see the body parts. Claire's kinesthetic sense may help her be successful

Page 2

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Question 1

Question 2



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during the game as it allows her to know where her hands, feet, ~~and the baton~~ are without having to look at them, allowing her eyes to focus on other things like the position of all the players as well.

Context dependent memory is memory that depends on where a person is, and may not be able to be recalled if a person is not in that same context/location. In the case of Claire, her recollection of the game may be ~~less~~ more accurate as the discussion where she has to recall the memory it is at the same context/location, the gym where the game was originally held.

Self-serving bias is the bias where an individual attributes positive consequences to themselves and negative consequences to others. In the case of Claire, her recollection of the championship win may be biased toward herself and ~~she~~ ^{she} may give herself more credit for the win than others if she has a self-serving bias.

Retroactive interference is the interference in which the retrieval of old memories is blocked by ~~new~~ ^{recent} memories and events. In the case of Claire, she may not be able

Page 3

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Question 1

Question 2



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to recall or recollect the championship game as much because her more recent memories and events, possibly important ones like going to college or getting a job, block her from retrieving her old recollection of the championship game, which was 10 years ago.

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Question 1 Question 2



Begin your response to each question at the top of a new page. Do not skip lines.

Part A) Retinal Disparity will help Claire see where she should throw the ball in order to make it into the basket + improve her accuracy which will help her team score more points + be successful. Intrinsic Motivation will help Claire become motivated to win + help her team be successful because if she is internally motivated, her performance will be a lot better vs. if someone forced her to play the game. Her love for basketball will help her be more successful. Social facilitation might help Claire be successful during the game because she knows she can rely on her teammates if she's in a difficult situation that prevents her from making a shot, she knows she can pass the ball + rely on her teammates to score or guard for her. Claire's Kinesthetic sense will help her be aware of the movements of her body + it will help her control her hands + legs in order to move the ball, focus on her foot movements, + throw the ball to score points to win the game.

Part B) Claire's context dependent memory might influence her recollection of the game because since it has been 10 years since the Championship game, she's forgotten probably a lot, however reuniting at the gym where it took place will allow memories to come back, thus reminding + remembering the game. Claire's self-serving bias could influence her to believe she did a lot in order for her team to win + without her they wouldn't have won. Claire's retroactive interference could influence her recollection of the game because it's been 10 years + Claire has made tons

Page 2

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Question 1 Question 2



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of new memories since then + ~~the~~ new memories could get in the way of her old memories + diminish her recollection of the game.

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Question 1

Question 2



Begin your response to each question at the top of a new page. Do not skip lines.

- A) Retinal disparity would allow Claire to observe ^{how far they} ~~the~~ opponent team members surrounding her. Intrinsic motivation would allow Claire to have the desire to win which fuels her ability to perform well during the basketball game. Social facilitation would allow Claire to shoot multiple goals due to the presence of the crowd and her teammates. Kinesthetic sense would help Claire in moving the basketball around to her teammates to avoid the opponent team.
- B) Context-dependent memory would help Claire remember the goal she made by standing in the exact location on the basketball court. Self-serving bias would cause Claire to remember memories that benefited her and her mood. Retroactive interference would cause Claire's recent memories to interfere with her ability to recall memories from the championship game.

Page 2

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Question 1

Note: Student samples are quoted verbatim and may contain spelling and grammatical errors.

Overview

Responses to this question were expected to demonstrate how specific psychological concepts applied to the scenario, which described the experiences of an athlete playing in a championship basketball game. The responses needed to demonstrate an understanding of retinal disparity, intrinsic motivation, social facilitation, kinesthetic sense, context-dependent memory, self-serving bias, and retroactive interference.

Sample: 1A

Score: 7

The **retinal disparity point** scores because the response indicates that the differences in both visual fields will help Claire to perceive depth and allow her to “gauge how far the hoop is” to be successful. The **intrinsic motivation point** scores because the response identifies a specific internal motivator of Claire’s love for playing basketball, which motivates her to “play better during the game.” The **social facilitation point** scores because the response indicates that “the big crowd” will allow her to play better. The **kinesthetic sense point** scores because Claire’s awareness of her body parts in space allows her to “know where her hands, feet are without having to look at them” to be successful. The **context-dependent memory point** scores because the response indicates that the “same context/location, the gym where the game was originally held” helps Claire to recall memories. The **self-serving bias point** scores because the response indicates that Claire “may give herself more credit for the win than others” as she remembers the game. The **retroactive interference point** scores because Claire’s more recent memories “block her from retrieving her old recollection of the championship game.”

Sample: 1B

Score: 5

The **retinal disparity point** does not score because the response does not indicate a difference in visual signals leading to depth perception. The **intrinsic motivation point** scores because the response indicates that her intrinsic “love for basketball” helps her performance to be better. The **social facilitation point** does not score because the response indicates cooperation of the team rather than improved performance due to the physical presence of others. The **kinesthetic sense point** scores because the response indicates that Claire’s awareness of the “movements of her body” helps her “throw the ball to score points to win the game.” The **context-dependent memory point** scores because the response indicates that “reuniting at the gym” allows “memories to come back.” The **self-serving bias point** scores because the response indicates that self-serving bias allows Claire to believe “she did a lot for her team to win.” The **retroactive interference point** scores because the response indicates that “new memories could get in the way of her old memories.”

Question 1 (continued)

Sample: 1C

Score: 3

The **retinal disparity point** does not score because the response does not indicate a difference in visual signals, allowing Claire to see depth. The **intrinsic motivation point** does not score because the response does not indicate a specific internal motivation to win. The **social facilitation point** scores because Claire will “shoot multiple goals due to the presence of the crowd and her teammates.” The **kinesthetic sense point** does not score because the response explains Claire’s ability to move rather than a sensation of body movement or position. The **context-dependent memory point** scores because Claire remembers the goal she made when “standing in the same location on the basketball court” where the memory was formed. The **self-serving bias point** does not score because the response does not indicate that Claire takes credit for or blames others for events in the game. The **retroactive interference point** scores because the response indicates that recent memories interfere with Claire’s “ability to recall memories from the championship game.”