

adolescents were in the law and order stage, they might decide that damaging others' property was unlawful and, thus, would resist the temptation to break the law.

Conformity is very similar to the principle of Kohlberg's stage 3 reasoning. It is adopting the attitudes and behaviors of groups that you belong to. Not wanting to be excluded from the group, members tend to go along. In this situation, one might jump to the conclusion that teens would be likely to damage property of those who did not give them treats. Conforming behavior operates on group norms, and whatever the majority decided to do in this situation, the others would be likely to follow.

Deindividuation is a state of high arousal in a large group situation. Antisocial acts are more likely to occur because of the anonymity of the individual group members. On this Halloween night, groups of adolescents who are already in costumes and masks, thus shielding their identity, would be more likely to damage property because of the emotional arousal felt in this situation. They are out seeking "treats" and, angered by someone's refusal to comply with their requests, they might turn to destructive measures. Individually, most of the adolescents would probably not do this, but collectively and because of the anonymity of the situation, they would be more likely to be carried away by the emotions of the situation.

Finally, modeling is defined as a learning method in which someone observes someone else doing a specific behavior and then imitates that behavior. Bandura says that others tend to model those they consider of equal or greater status. If there were one or more leaders in this group, whatever behavior they initiated would likely be imitated by others who were watching. With adolescents who may tend to take risks, Halloween night might be an opportunity to vandalize by those who had already "learned" this behavior and for others to imitate what they had seen, thus damaging the property of those who did not give them treats.

Scoring Rubric for Essay 2

This is a 10-point essay: 2 points assigned for the design of the experiment and 8 points for the individual components asked for in the question.
Design an experiment:

2 points for identification of two of the following: research question, hypothesis, ethics.
Question: Will a new drug stop the progression of Alzheimer's disease in people who are in the initial stages of the disease?

Hypothesis: If the new drug is given to a sample of people in the early stages of Alzheimer's, then it will stop the progression.

Ethics: Because this drug is experimental, patients who volunteer and show a baseline memory loss will be told that they may or may not be given the drug. Should it be found to be effective, with possible side effects noted, those receiving the placebo will be allowed to take the drug as well. The potential harm would be discussed with patients and informed consent must be given for participation. Patients may withdraw at any point during the experiment.

1 point for **Sample**—a subgroup of the population of Alzheimer's patients that participates in the study; could be obtained by volunteers from a newspaper solicitation in major cities or from lists of patients with Alzheimer's from gerontologists in the area. You want it to be representative of all early-stage patients.
1 point for **Assignment**—division of the sample into groups such that every individual has an equal chance of being put in either the drug or placebo group. Group matching would be important.