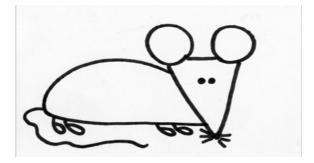






Unit 1 Vocabulary

- Thoughts
 - Automatic Thought: A thought that happens so quickly you might not notice it.
 - Problem Solving Thought: A thought that solves a problem or answers a question.
- Emotions
 - Gentle Emotion: Little feeling that you might not notice.
 - Strong Emotion: Big feeling that you cannot ignore.
- Behaviors (used interchangeably with actions)
 - Reaction: Action that happens without thinking.
 - ° Response: Action you choose to do after thinking about it.
- Doer: Someone who acts without thinking.
- Decider: Someone who thinks before acting.



Unit 2 Vocabulary

- Seek: Trying to get something that seems awesome.
- Avoid: Trying to stay away from something that seems dangerous or uncomfortable.
- Impulse: Action message from your brain to seek or avoid something.

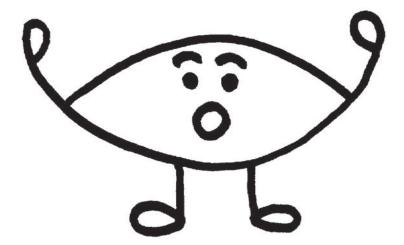






Unit 3 Vocabulary

- Amygdala: The brain's alarm system that keeps a lookout for things that might be dangerous or uncomfortable.
- Myg: Brain Talk's character that keeps a lookout for dangerous and uncomfortable things.
- **Fight:** An **impulse** that tells the brain to attack in order to avoid an uncomfortable thing.
- **Flight:** An **impulse** that tells the brain to run away in order to avoid an uncomfortable thing.
- **Freeze:** An **impulse** that tells the brain to stop everything and hold very still with the hope that an uncomefortable thing will just go away.
- **Myg Moment:** The moment when **Myg** tells the rest of the brain about something it thinks is dangerous or uncomfortable.
- Trigger: Anything that makes the brain want to seek or avoid something.

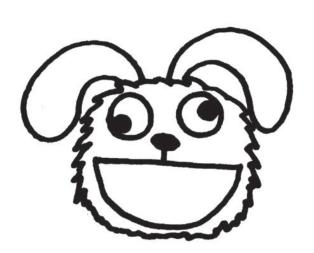


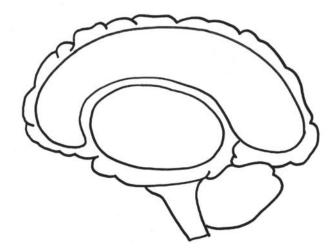






- Pleasure-and-Reward Circuit: The part of the brain that keeps a
- lookout for things that seem awesome.
- Buster: Brain Talk's character that keeps a lookout for things that seem awesome.
- Grab-and-Gulp: An impulse that tells the brain to try to get something as quickly as possible.
- **Buster Bam:** The moment when **Buster** tells the rest of the brain about something that seems awesome.





Unit 5 Vocabulary

- Feeling Brain (used interchangeably with limbic brain and emotional brain): The part of the brain where Myg and Buster live.
- **Thinking Brain** (used interchangeably with thinking cap): The part of the brain that humans have for solving problems.
- Taming Tool: Any activity that helps Myg and Buster feel calmer.







Unit 6 Vocabulary

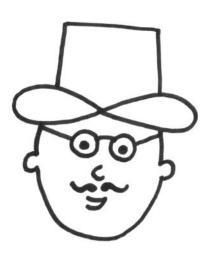
- **Hippocampus**: The brain's library where personal memories are stored.
- Ms. Hipp: Brain Talk's character that records personal memories.
- **P.A.S.T. facts:** The people, actions, space(s), and time from a personal memory.
- P.A.S.T. Feeling(s): The feeling(s) from a personal memory.
- P.A.S.T. Pattern(s): Certain people, actions, spaces, or times that repeatedly create a Myg Moment or Buster Bam.

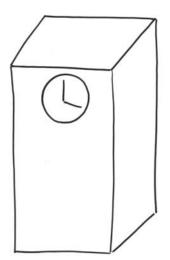






Talk





Unit 7 Vocabulary

- **Prefrontal Cortex:** The part of the **thinking brain** that solves the hardest problems and helps with learning.
- The Professor: Brain Talk's character that makes plans to solve problems and get rewards.
- **Ultimate Reward** (used interchangeably with goal): A bigger, better reward that is available in the future.
- Immediate Reward: A reward that is available right now.
- NOW Bubble: Thinking about right now without thinking about what you
 have learned from the past or what you want in the future.
- Options: Possible actions to respond to what is happening right now..

Unit 8 Vocabulary

- **Mental Time Travel:** Thinking about what you want in the future and what you have learned in the past to make a plan for right now.
- Brain Talk: The conversation between Myg, Buster, Ms. Hipp, and The Professor that lets them work together to decide how to respond.