

Year 13	Introduced	Used	Used	Confident
Sleep				
<p>Circadian, infradian, and ultradian rhythms, including the role of endogenous pacemakers and of exogenous zeitgebers in the control of circadian rhythms</p> <ul style="list-style-type: none"> • Disruption of biological rhythms, for example shift work, jet lag/limitations 				
<ul style="list-style-type: none"> • The nature of sleep including stages of sleep and lifespan changes in sleep • Functions of sleep, including evolutionary and restoration explanations <p>Explanations for sleep disorders, including insomnia, sleep walking and narcolepsy</p>				
Perception				
<ul style="list-style-type: none"> • Gregory's top down/indirect theory of perception • Gibson's bottom up/direct theory of perception 				
<ul style="list-style-type: none"> • The development of perceptual abilities, including depth/distance, visual constancies. • Perceptual development, including infant and cross-cultural research 				
Aggression				
<ul style="list-style-type: none"> • Social psychological theories of aggression, for example, social learning theory, deindividuation • Institutional aggression • Neural and hormonal mechanisms in aggression • Genetic factors in aggressive behaviour • Evolutionary explanations of human aggression, including infidelity and jealousy • Evolutionary explanations of group display in humans, for example sport and warfare 				
Schizophrenia				
<p>Clinical characteristics of the chosen disorder</p> <ul style="list-style-type: none"> • Issues surrounding the classification and diagnosis of their chosen disorder, including reliability and validity • Biological explanations of their chosen disorder, for example, genetics, biochemistry • Psychological explanations of their chosen disorder, for example, behavioural, cognitive, psychodynamic and socio-cultural • Biological therapies for their chosen disorder, including their evaluation in terms of appropriateness and effectiveness • Psychological therapies for their chosen disorder, for example, behavioural, psychodynamic and cognitive-behavioural, including their evaluation in terms of appropriateness and effectiveness 				
Media				
<ul style="list-style-type: none"> • Explanations of media influences on pro- and anti-social behaviour • The positive and negative effects of computers and video games on behaviour • The application of Hovland-Yale and Elaboration Likelihood models in explaining the persuasive effects of media • Explanations for the persuasiveness of television advertising • The attraction of 'celebrity', including social psychological and evolutionary explanations. • Research into intense fandom, including, celebrity worship and celebrity stalking. 				