**Course Name-Bachelor of Physical Education** 

Year - IInd (Part-1)

Paper Name - Psychology with Special Reference to Physical Education

**Topic Name - Heredity and Environment** 

Topic No. - Sec - C (7)

Paper No. - IInd

Lecture No. - 10

## Lecture Title Heredity and Environment

## Glossary

- **Inherit:** Receive (money, property, or a title) as an heir at the death of the previous holder
- **Trait:** A distinguishing quality or characteristic, typically one belonging to a person.
- **Reflex action:** An involuntary and nearly instantaneous movement in response to a stimulus.
- **Instinct:** An innate, typically fixed pattern of behavior in animals in response to certain stimuli.
- **Beget:** Cause; bring about.
- **Replica:** An exact copy or model of something.
- **Recessive:** Relating to or denoting heritable characteristics controlled by genes which are expressed in offspring only when inherited from both parents.
- **Feeble Minded:** Unable to make intelligent decisions or judgements.
- **Orphan:** A child whose parents are dead.
- **Absurd:** Wildly unreasonable, illogical, or inappropriate.
- **Analogy:** A comparison between one thing and another, typically for the purpose of explanation or clarification.
- **Endow:** Provide with a quality, ability, or asset.
- **Bickering:** Argue about petty and trivial matters.