

<p>Meltzoff and Moore (1977) videotaped 12-21 day-old babies as they watched an adult experimenter perform different facial expressions.</p>	<p>The facial expressions were tongue protrusion, lip protrusion and mouth opening.</p>	<p>Observers who were blind to the research aim later watched the videos and coded the babies' own facial expressions.</p>	<p>It was found that the babies' facial expression matched the experimenter's significantly more often than would happen by chance.</p>
<p>Baillargeon et al (1985; 1987) showed babies (3-5 months) moving tableaux representing interactions between simple objects (a box and 'drawbridge', a truck rolling down a slope).</p>	<p>Some of Baillargeon's tableaux were physically possible and some were physically impossible.</p>	<p>The babies' direction of gaze was recorded as they were presented with each tableau.</p>	<p>Infants spent significantly more time looking at the 'impossible' events.</p>
<p>Meltzoff and Borton (1979) gave babies (average age 29 days) one of two different dummies to suck.</p>	<p>The dummies had different shapes: one was smooth, the other was textured.</p>	<p>The infants were then shown the dummies side-by-side and an observer recorded how long they spent looking at each one.</p>	<p>Infants spent significantly more time (71%) looking at the dummy they had felt with their mouths.</p>
<p>Wynn (1992) showed 5-month-old infants a Mickey Mouse doll.</p>	<p>A screen was placed in front of the doll. In sight of the child, the experimenter then placed an identical Mickey Mouse doll behind the same screen.</p>	<p>The screen was then removed to reveal either one or two dolls.</p>	<p>The infants looked for significantly longer when there was only one doll when the screen was removed.</p>