Reasoning Decision Perception **Dynamics** Action handwriting robot's previous M<sub>R</sub>[R] maintain based on actions behave reason child's last state & robot's progress commitment new demo (learning by M<sub>R</sub>[C teaching) improve behave reason child's percept. handwriting child's progress error child's VFoA prediction deteriorate error repair mis**handwriting**  $M_R[C,R]$ understanding look at (reverse oehave reason the child dynamics) predict. child's error exaggerate feedback an action