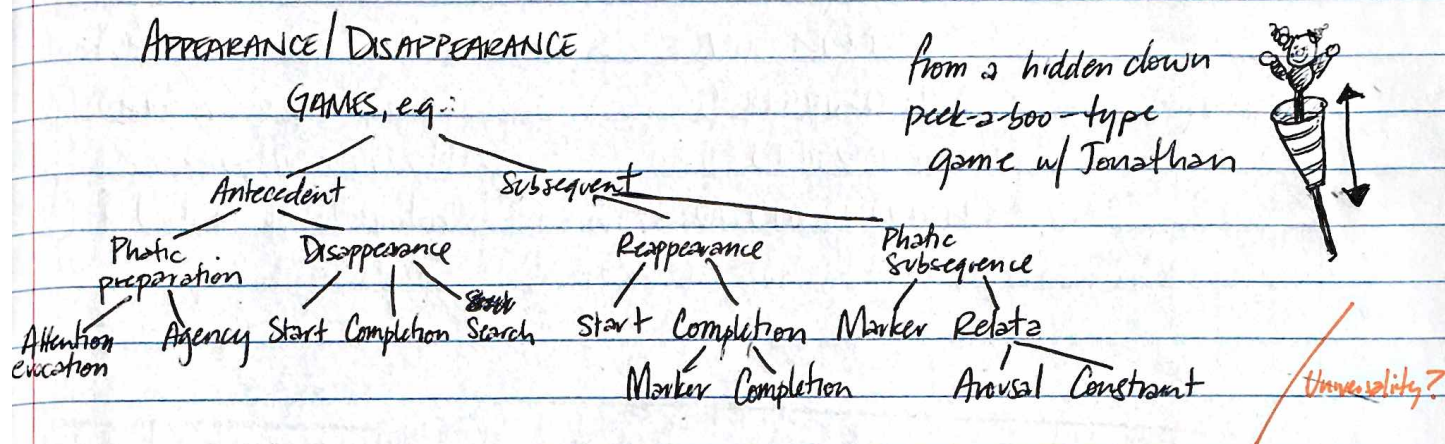


RATNER & BRUNER 1978

13 APRIL 2020



Phatic = est joint attn & marking end of a cycle in these examples

evocation = communication?
lead for language?
is not?

≡ Potential benefits of rule-governed play ≡

The SEMANTIC DOMAIN
is highly restricted

the elements that can be
plugged in and their order
and relation are very limited

The INTERACTIONAL
STRUCTURE is highly
predictable

the aims & basic structure are
predefined, so the order of events is fairly
prescribed despite allowance for variation
↳ permits anticipation

Participant **ROLES** are clearly
demarcated and **REVERSIBLE**

structural parts are pre-allocated to
participants w/ diff roles (hider/seeker) but
can be flexibly reassigned to participants
between cycles if they each know their "parts"
↳ children experiment w/ control,
elements, eventually taking over as "hider"
↳ parents accordingly change overt
marking for each sub-action

Task constituents can VARY
IN THEIR CONSTRUCTION /
SUBSEQUENCES

the basic subparts of the task (e.g.
disappearance & reappearance) can be
stretched & reinterpreted for analogous
application to other contexts (e.g.,
solo play w/ "hello house", "goodbye house")

PLAYFUL ATMOSPHERE permits
child experimentation ~ innovation

w/ rule-breaking easily / consequences for rule-breaking
↳ reduced frustration on child's part while learning

- Longitudinal case study of Jonathan & Richard, focusing on 0;5-0;9 with some notes from later sessions (J: 1;2, R: 1;11)

- Different games used between kids (clown, peek-a-boo), but w/ similar high-level game structure

↳ both kids gradually take on leading roles & provide innovations after a period of relative disinterest in the basic, mother-led version of the game

Their generalizations:

- These games led kids into dialogic interaction
- With other interlocutors than their mothers
- Within this pretend/game realm, kids practice skills that appear later in "real world" situations → e.g. asking for help

How far would this 'benefit' extend for real conv/interaction, even for WEIRD kids?