| APPEARANCE DISAPPEARANCE | from a hidden clown of peck-2-boo-type game w/ Jonathan |
|--|--|
| Games, eq.: | peck-2-boo-type |
| 사내 그 그 그 그 그 나를 선생하는 것이 같은 때 돈을 하는데 하는데 사이를 하는데 다시 때문에 없다. | game of Jonathan |
| Antecedent Sussequent | |
| Photic Disopperance Reap | operance subsequence |
| Photic Disopperance Responsition Photic Disopperance Responsition Agency Start Completion Search Start Ma | Completion Marker Relata |
| Ma | viker Completion Arousal Constraint the |
| | |
| c = est joint offn \$ marking end of a c | cucle in these examples |
| - 2 | |
| == Potential benefits of whe | -convenied when |
| political Braining of Mar | alour blant |
| The COMMITTED TOWN ALL | The INTERPORTION IN |
| The SEMANTIC DOMAIN) | The INTERACTIONAL CONTRACTOR IN 1/1 |
| is highly restricted | (STRUCTURE IS highly) |
| the elements that can be | predictable |
| plugged in and their order | the aims & bonce structure an |
| and relation are very limited | predefined, so the order of events is fairly |
| | presembed despite allowance for variation |
| articipant POLES are clearly | To permits anticipation |
| movested and REVERSIBLE | |
| weteral parts are pre-allocated to | (Task constituents can VARY |
| aponts of diff roles (hider/seeker) but | IN THEIR CONSTRUCTION) |
| e flexibly resssigned to perhaponts | SUB-SEQUENCES SEE |
| een cylis of they each know their "parts" | the basic subports of the took leg. |
| dilden expendent w/ control, | disappearance & respectance) con be |
| elements, eventually taking one as "hider" | stretched & reinterpreted for analogous |
| | application to other contexts (e.g., |
| pomis accordingly change overt | |
| when for each sub-action | So lo play w/ "hello house", "goodbye house") |
| | |
| NEW ATMORPHEDE DOWN LE | |
| YFUL ATMOSPHERE permits 1 experimentation ~ innovation | |

| longitudinal case study of Jonathan & Richard, focusing on 0;5-0 some notes from later sessions (J:1;2, R:1;11) |);9 woth |
|--|--------------------|
| some notes from later scorners (J:1;2, R:1;11) | |
| Different games used between lads (clown, peck-2-boo), but w/ similar h | igh-level |
| BAME STYLLAUFE | A TOTAL SER |
| Lo both kids gradually take on leading roles & provide innovations. | He come |
| period of relative disinterest in the basic, mother-led version of | ne aprile |
| The alizability | |
| Their generalizations: | A |
| J These games ted kids into dislogic interaction | |
| - With other interlocators than their mothers | |
| - Within this pretend game realm, kids practice skills that | |
| appear later in "real world" structions -> e.g. asking for help | |
| | Now for would thus |
| | benefit extend for |
| | for weire kild? |
| | |
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| <u>- 그렇는 경기를 하는 이 문제를 받는 것을 하는 것이 하는 것을 것을 하는 것을 하는 것을 하는 것을 하는 것을 하는 것을 것을 것을 수 없습니다. 되었다면 하는 것 것이 것을 하는 것을 것을 것을 하는 것을 하는 것을 하는 것을 하는 것을 하는 것을 수 없습니다. 것을 </u> | |
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