

## interactionism

Interactionism is a theory of language acquisition that argues that a child's language development is a result of the interaction between their innate, biological capacities and their social environment. It serves as a middle ground between the nativist theory (which focuses on innate abilities) and the behaviorist theory (which focuses on environmental factors).

### The Core Idea

Interactionism, often associated with researchers like Jerome Bruner, posits that while humans may be born with a cognitive predisposition for language, this ability can only flourish through meaningful social interaction. A child's internal mechanism for language acquisition requires a specific kind of environmental support to process and learn.

Bruner introduced the concept of the **Language Acquisition Support System (LASS)**, which is the complementary, structured environment that caregivers provide to a child. This support system includes:

- **Child-Directed Speech (CDS):** Also known as "motherese," this is the simplified, high-pitched, and repetitive speech that adults use when talking to children. CDS provides a simplified linguistic input that is easier for a child to understand and process.
- **Scaffolding:** Parents and caregivers act as "scaffolds," structuring conversations and activities to help the child move to the next level of linguistic ability. For example, a parent might ask questions, expand on a child's short utterance, or use repetition to reinforce a new word.

### Interactionism vs. Other Theories

- **Behaviorism:** Focuses solely on external factors like imitation and reinforcement, largely ignoring innate abilities.
- **Nativism:** Focuses on an innate, internal mechanism (Noam Chomsky's Language Acquisition Device or LAD), arguing that the environment's role is minimal.
- **Interactionism:** Combines both, proposing that the innate LAD needs the external LASS to successfully acquire language. The theory emphasizes that language learning is a social and collaborative process.