



# Constructing fictional worlds. A study with argentinian young children from different social groups.

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# Previous research

## Linguistic development in play or narratives

Bruner, 1986; Nelson, 1996;  
Pellegrini, 1985; Tomasello, 1998,  
2003; Vigotsky 2009.

## Fictional worlds in symbolic play or fictional narratives

Engel, 2005; Halliday, 1967;  
Garvey, 1985; Garvey & Kramer,  
1989; Sawyer, 2002; Trionfi &  
Reese, 2009.

## Linguistic resources used to create fiction

Auwärter, 1986; Howe et al., 2005;  
Pellegrini & Galda, 1982; Manrique  
y Rosemberg, 2009; Pellegrini,  
1985; Rosemberg, 2008

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- Few studies attend to:
    - ✓ Children from different social groups
    - ✓ Spanish-speaking children

# The current study

<b>Data</b>
<b>Corpus 1</b>
50 children (4- years old)
Spontaneous situations at home
<b>Corpus 2</b>
30 children (5- years old)
Quasi-experimental situations at pre-school

<b>Data processing</b>
<b>Corpus 1</b>
CLAN (MacWhinney, 2000)
<b>Corpus 2</b>
ELAN (Max Planck Institute for Psycholinguistics, 2018)
<b>CHAT format</b>
(MacWhinney, 2000)

# The current study

## Procedure

### Quantitative and qualitative procedures

## Linguistic resources

Direct and indirect speech; decontextualized language; metalludic statements; alternation of verb tenses; connectors

## Characteristics of the situation

Participants and roles

Objects and activities

# Example qualitative analysis - Corpus 2

Vanina is playing with a fairy, Carolina with a butterfly and Matías with blocks. After a few minutes Matías grabs a dragon.

1 VAN {cambia la voz} hola xxx la hada  
"(voice change) Hello xxx the fairy" → direct speech

2 CAR ella se quedó ahí y vino el dragón y =ella=

3 CAR y ella estaba con ella y después le comió a ella

4 VAN porque era su mariposa =y xxx= "because it was his butterfly = and xxx =" → causal connector

5 MAT =no esperen= ((juega con los bloques))

6 VAN la mariposa le daba la varita.

7 CAR ((asiente)) sí le regaló una varita porque era el cumple de ella

"((nods)) he gave her a wand because it was her birthday" → causal connector

8 MAT ((deja los bloques)) están haciendo adentro/ ((agarra el dragón y lo coloca mirando hacia el juego))

9 VAN &toc &toc

10 MAT dale que yo era el guardia de acá/ ((acerca al dragón a la escena))

"I was the guard here / ((brings the dragon to the scene))" → metalludic statement

11 CAR y después le dijiste {voz del personaje} no puedes entrar {voz del personaje}

(...)



# Thanks!

Questions?

Feedback and commentaries are always welcome:

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