Comparative study of adolescents' argumentation across settings and purposes

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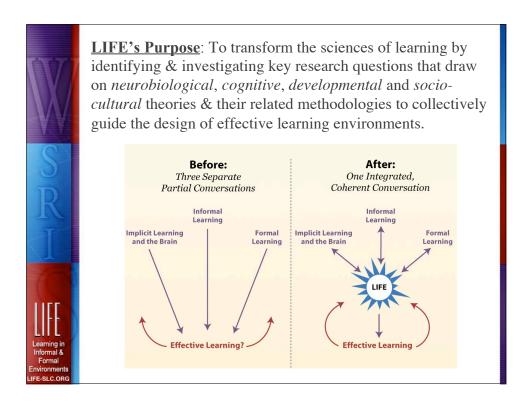
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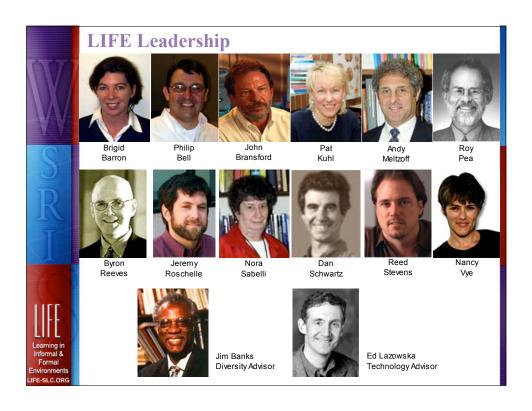
However, all opinions are strictly our own.

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LIFE research strands have own language, theory, and methods—need sustained conversation

Implicit: social cognition, neural commitment, imitation, early learning, representation





Informal: context, distributed participation, interaction, appropriation of tools, culture, improvisation

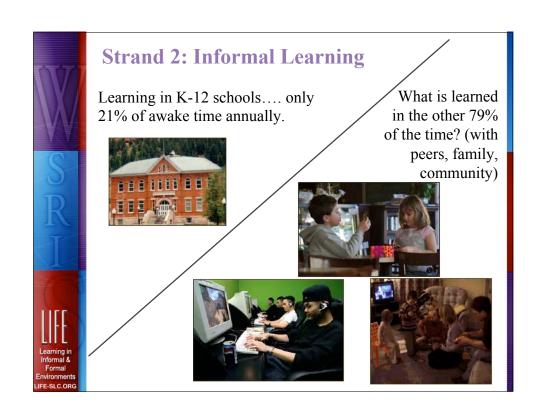




Formal: transfer, preparation for future learning, adaptability, efficiency, design of tools









Everyday science and technology learning within a multicultural, urban, high poverty community

- ➤ How do activities inside and outside of school influence children's learning of science and technology?
 - Multi-year ethnography, across the everyday contexts of children
 - Explore influences of everyday peer and family culture
 - Explore issues of access, equity, and implications for science and math related social futures



Conceptual themes

How do children learn about the living world across social settings and apply that understanding to their own lives?

Focus is on personal health, nutrition, and local environmental conditions.



Everyday Argumentation

What are the range of argument forms that children engage with and construct across settings?

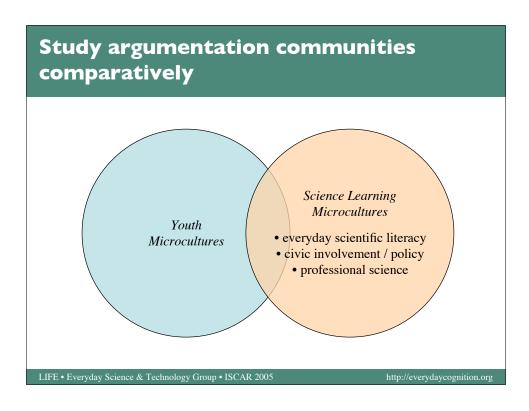
How do children learn about and with digital technologies?

Technological Fluencies



• Mix potions in test tubes.
• Discover new things.
• They estimate, or guess tubes.
• They see two animals live.
• They look at things with magnifying glasses.
• They tack it tugs outside and look at tugs.
• They tack it tugs.
• They do experiments.

Images of Science Based on the images they encounter, what do children count as 'science' and why?



Focus on argumentation associated with central cultural products...

- as valued by the community
- that involve specific argumentative practices
 - In two ways...
 - Embedded arguments within the cultural products (e.g., tricks in skateboarding)
 - Enabling arguments that make cultural products possible
 - Argument → Cultural Processes → Cultural Products
 - That implicate range of everyday cognition phenomena (e.g., embodiment, social and material distribution / contribution, rhetorical strategies, linguistic competencies)
- looking for connections across communities in terms of...
 - the employed cognitive phenomena & resources that support argumentation
 - how arguments fulfill goals / motives of participants

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