

# Mario from Super Mario in kindergarten

Anne Lise Wie 2024

Associate Professor

Nord University, Norway



# Sociocultural learning theory

- In the sociocultural learning theory, participating in a community with speech and practical activity is important for the child's development [1].
  - Visiting kindergartens to get to know the children's interests, play, and culture
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# Literacy

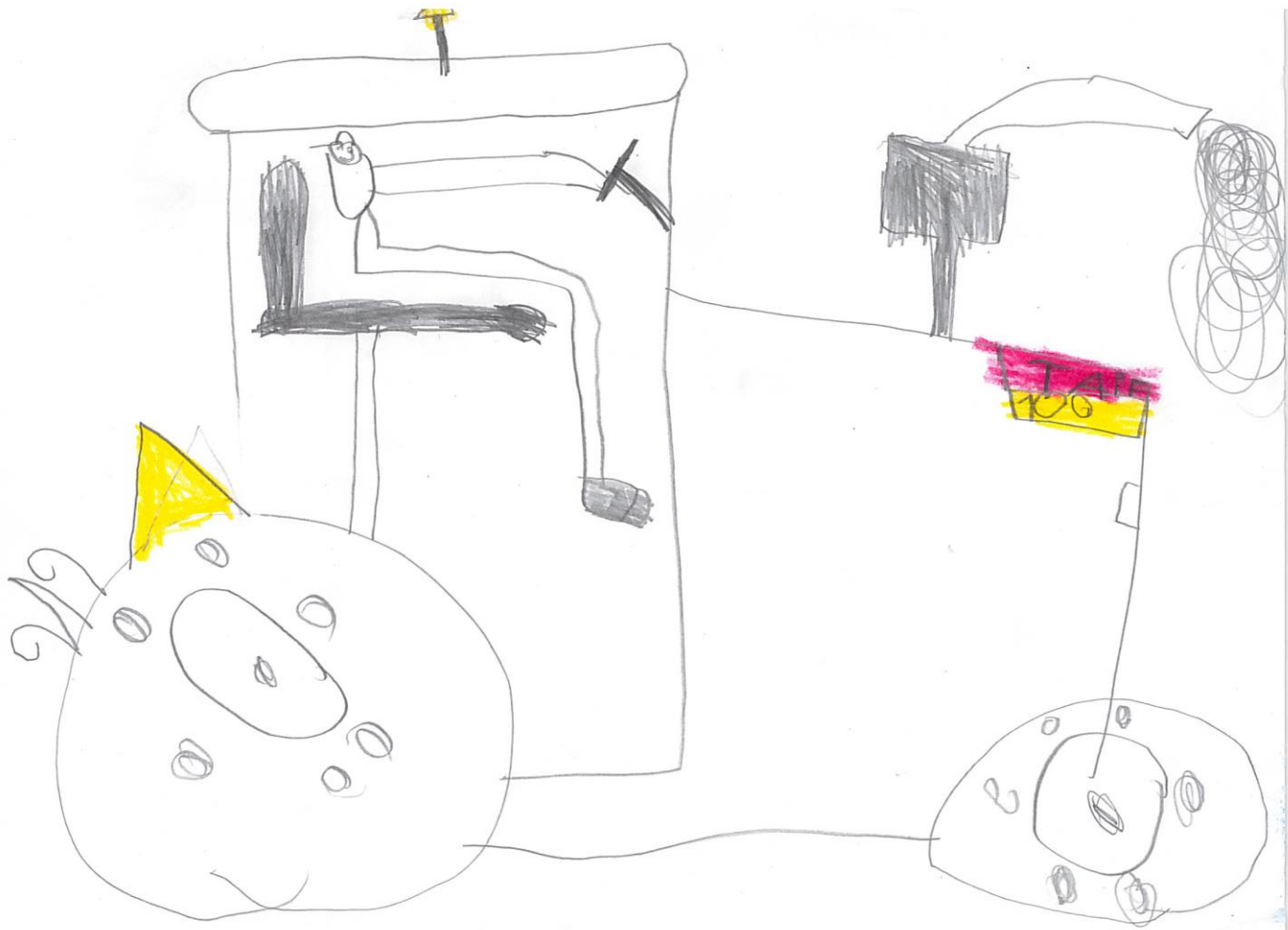
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- Literacy is a composite competence that "involves skills in creating meaning using different signs and different modalities." [2].
- Literacy "is about language development, about being able to interpret and understand text, and to communicate both in writing and orally" [3].

# Multimodal texts

- A multimodal text consists of at least two different modalities or ways of expressing oneself, for example by image, music, dance, video, oral, or written text.
- "A narrative can be defined as a course of events with a beginning and an end, as a bounded temporal sequence." [4], though the child's stories will often lack the basic structure and dynamic development [5].











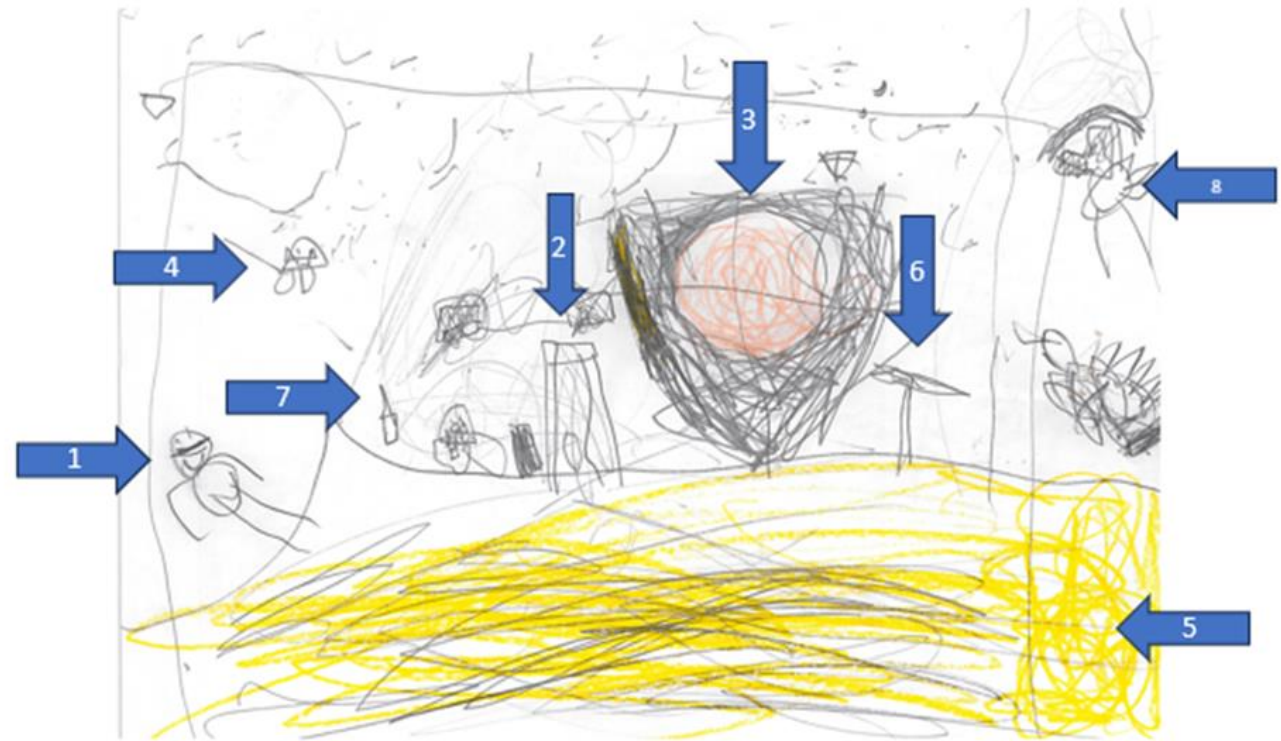


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## Peder's narrative

There is Mario (1). There is a locked door (2). There you see a round window with the moon (3). It is the moon that shines. There's Bom Bom (4). We have to jump on Bom Bom's head three times. And then there is lava below (5). We have to press that ax there (6). There is a room where there are lots of things, but it is difficult to find the key (7). There is a Bowser (8). There are several Bowsers here, there are two of them that have been hiding somewhere. And then there are many question marks. You see, we have to do some tasks to get the key to unlock the door.

You may keep the drawing and take it home with you and learn more, and also play. It's a game. [6]





Mario [7]



Bowser [7]



Bob Omb [7]  
(Bom Bom)







# Artifactual Literacies

- British professors Kate Pahl and Jennifer Roswell present the theory of Artifactual Literacies. Artefacts or objects have an important role in most people's lives, they are material, and they represent culture. For a child an artefact could be a motivating force in writing. The tangible objects have a story to tell [8].
- Peder brought a cultural experience with him from home, where the computer game about Mario is the artefact that initiates a process for him.

# Digital games and children

- Norwegian senior researcher Beate Wold Hygen points to the many existing negative associations with digital games:
  - Concerns about aggression, over-gaming, reversed circadian rhythms, addiction, weakened social skills and poor physical fitness gnaw at many parents and often become a source of conflict in the home [9].
- Hygen calls for research that looks at the possible benefits of computer gaming [9].



# Digital literacies

- Children do not play to learn, but that does not mean they don't learn anything from playing. The same can be said about computer games; children do not play them to learn, but that does not say that learning does not take place, rather the opposite [10].
- To understand digital games, you need a new type of literacy where you interpret signs, pictures, and other visual symbols [10].

# Peder and Super Mario

Peder shows knowledge of how to read a computer game, and he can convey a message through pictures or signs. Through digital play he has received an important knowledge he can bring with him and develop further when he learns to convey a message using letters for encoding.



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