Does the development of digital skills influence cardinal meaning development in 3- to 4-year-old children ?

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Many studies have shown that gestures support verbal number knowledge (Di Luca & Pesenti, 2011; Roesch & Moeller, 2015). Finger pointing and finger counting allow children to keep a visual track while reciting the verbal number sequence (Fuson, Richards & Briars, 1982; Saxe & Kaplan, 1981; Alibali & Di Russo, 1999). Fingers are usually used by young children to resolve arithmetic tasks (Fuson et al., 1982).

Finger gnosia are a good predictor of performance in arithmetics and problem-solving in primary school children (Fayol, Barrouillet & Marinthe, 1998; Noël, 2005). However, the role of fingers in the understanding of the concept of cardinality is less studied in children and is still a matter of debate. Nicoladis, Pika & Marentette (2010) found that preschoolers (2-, 3-, 4- and 5-year olds) had no advantage of number gestures compared to number words in How many & Give-a-number tasks. In contrast, Gunderson, Speapen, Gibson, Goldin-Meadow & Levine (2015) showed that children who did not master the cardinal meaning of number words (assessed with the Give-a-number task) were more accurate at estimating numbers with gestures than with words. Not only are these results contradictory, but these studies present an important limitation. The understanding of cardinality has never been examined using a longitudinal design that permits a precise assessment of the developmental curve of children. Moreover, no study has ever determined what component of digital skills really influence the numerical development: gnosia or fine motor skills ?





1. Does the progress in the understanding of the cardinal meaning of number gestures contribute to the progress in the understanding of the cardinal meaning of number words?

2. Does the development of digital non-numerical skills contribute to the progress in the understanding of the cardinal meaning of number words?

T3

T4

T5

Multilevel models examining whether progress in the « Give-a-number » task in digital modality explain progress in the « Give-a-number » task in verbal modality (HLM)							
Model 0 Model 1							
Fixed effects							
Intercept	3.06 (0.17)**	3.06 (0.12)**					
 Intra-individual level (level 1) Age Score in 'Give-a-number task' in digital modality Progress in 'Give-a-number task' in digital modality in the studied age range (score*age) 		0.12 (0.08) -0.01 (0.11) 0.11 (0.02)**					
 Inter-individual level (level 2) Initial state in 'Give-a-number task' in verbal modality Initial state in 'Give-a-number task' in digital modality 		0.61 (0.07)** -0.04 (0,06)					
Random effects - Variance component							
Intra-individual level21%Inter-individual level79%Total variance accounted for69%							

Multilevel models examining whether the development of digital non-numerical skills explain progress in the 'Give-a-number' task in verbal modality (HLM)

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TIME

T1

T2

				Fixed effects						
N = 60 N = 60 N =		N = 60	N = 60	N = 60	Intercept	2.85 (0.15)**	2.85 (0.09)**	2.85 (0.09)**	2.85 (0.09)**	
3 years 0 months 3 years 4 months 3 years 8			4 years 0 months	4 years 4 months	Intra-individuel level (level 1) - Age		0.46 (0.26)	-0.02 (0.20)	0.32 (0.14)*	
Verbal Digital Tasks	Verbal Digital Tasks	Verbal TasksDigital TasksNon- num. 	Verbal TasksDigital TasksNon- num. Tasks	Verbal TasksDigital TasksNon- num. Tasks	 Score in finger gnosia Progress in finger gnosia in the studied age range (score*age) Score in finger dissociation task Progress in finger dissociation skills in the studied age range (score*age) Score in finger coordination task 	0.03 (0.02)	-0.07 (0.04) 0.05 (0.01)**	-0.15 (0.09)		
Verhal Tasks				- Progress in finger coordination						
Assessment of the under	meaning Acc	Digital las	ng of cardinal moaning	skills in the studied age range				0.10 (0.02)**		
<i>« Give-a-number »</i> task			<i>a-number</i> » task		(score age) Inter-individuel level (level 2) - Initial state in Give-a-number		0.87 (0.09)**	0.84 (0.09)**		
 <i>« Can you give me / IHREE/ tokens? »</i> <i>• The child received 10 tokens</i> <i>• Cardinal development level = the largest numerosity accurately identified by the child two out of three times</i> 			 « Can you give me v tokens? » • The child received 10 tokens • Cardinal development level = the largest numerosity accurately identified by the shild two out of three times 		 Initial state in finger gnosia Initial state in dissociation skills Initial state in coordination skills 		-0.04(0.05)	-0.03 (0.03)		
$\rightarrow 0$ -knowers 1-knowers 2-knowe	ers 3-knowers 4-knowers	the ch	ld two out of three times		Random effects - Variance components					
→Cardinal-Principle-knowers			\rightarrow 0-knowers, 1-knowers, 2-knowers, 3-knowers, 4-knowers, \rightarrow Cardinal-Principle-knowers		Intra-individuel level Inter-individuel level Total variance accounted for	51% 49%	40%	ΛΛ0/	1 5 0/	
Digital non-numerical Tasks				Total variance accounted for		4070	4470	4370		
Assessment of finger gnosia, dissociation skills and coordination skills					C . I		· •			
Finger gnosia assessment Dissociation assessment Coordination assessment			The development o	of the unde	rstanding o	t number g	estures			
ringer gnosia assessment Dissociation assessment Ct			Coordination ass	Sessilient	cardinal meaning significantly influences the development					
« Can you tell me which finger I'm « Can you do the san		you do the same as my f	as my fingers ? » « Can you do the same as my fingers ? »		number words cardinal meaning. Moreover, this influence					
 touching ? » 8 touches for each hand behind a screen 10 digital configurations to imitate for each hand Presentation mirrored by the assessor 3 praxia to reproduce for each hand Presentation mirrored by the assessor Presentation mirrored by the assessor S praxia to reproduce for each hand Presentation mirrored by the assessor S praxia to reproduce for each hand Presentation mirrored by the assessor 			grows with age : the older the children, the more important is the influence of digital on verbal number representation in an							
			E.	A RANGE	identical task. Moreover, dissociation and coordination skills but not finger gnosia significantly influence the performance of children in the					

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understanding of number words cardinal meaning. This influence increases as children become older.