

Young children's reasoning in games of nonsocial and social logic: "Tic Tac Toe" and a "Guessing Game"

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Early childhood research quarterly

1990; 5(4):445-459

ARTICLE IDENTIFIERS

DOI: 10.1016/0885-2006(90)90013-Q

PMID: unavailable

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available

pISSN: 0885-2006

eISSN: not available

OCLC ID: not available

CONS ID: not available

US National Library of Medicine ID: not available

This article was identified from a query of the SafetyLit database.