

Presents

A Community Café: The Impact of Screen Usage on Children and Families

May 23, 2024 www.southingtonearlychildhood.org

Agenda

- Welcome and Introductions
- What and Why
- Recommendations
- Sparkler
- Building a "Kit"
- Speaker Kristin Rouse
- What can we do?





Welcome and Introductions



Mission: Collaborating to ensure Southington's children are healthy and prepared to learn through advocacy, programs, resources, and support.

Introductions

- Joanne Kelleher, Executive Director
- Betsy Mintz, Parent Ambassador
- Jessica Springer-Cap, Parent Ambassador



Who are you?

Now that you've met us, tell us about you and your reason for being here tonight.



What is a Community Café?

Opportunity for parent engagement

Promote strong parent leaders

Many to many conversation, not just a presentation

Facilitated dialogue and interaction around a central idea of theme

Community Agreement

- Your expectations
- Photos
- Summary report



Why this topic?

- On average, children ages 8-12 in the United States spend 4-6 hours a day watching or using screens, and teens spend up to 9 hours. (AACAP) Most of which is recreational not educational.
- Kids with difficult temperaments/ADHD/Self-Regulation issues/Socio-emotional. Delays more likely to spend too much time on screens.



Why this topic?

- Excessive screen-time in early childhood can lead to cognitive, language and socio-emotional delays. Poor executive function in preschoolers.
- 1-2 hours of screen exposure in early childhood connected to higher levels of aggression, sleep disturbances, obesity, lower math/school achievement... - Paul Weigle, Campaign for Commerical Free Childhood at https://fairplayforkids.org/





Recommendations

American Academy of Pediatrics
The American Academy of Child and
Adolescent Psychiatry

NAEYC

Digital ResponsAbility

There is no research showing that when children younger than 2 years old use screen media independently it enhances their development.



American Academy of Pediatrics

- Younger than 18 months, discourage use of screen media other than video-chatting.
- 18 to 24 months of age, choose high-quality programming/apps and use them together with children
- Age 2 -5, limit media to 1 hour or less per day of high-quality programming.
- No screens during meals and for 1 hour before bedtime.
- Keep bedrooms, mealtimes, and parent-child playtimes screen free.
- https://www.aap.org/en/patient-care/media-and-children/

American Academy of Pediatrics

Develop, consistently follow, and routinely revisit a Family Media Use plan.



https://www.healthychildren.org/English/fmp/Pages/MediaPlan.aspx



AMERICAN ACADEMY OF CHILD & ADOLESCENT PSYCHIATRY

Similar guidelines to AAP.

https://www.aacap.org/AACAP/Families_and Youth/Facts_for_Families/FFF-Guide/Children-And-Watching-TV-054.aspx

Technology and Interactive Media as Tools in Early Childhood Programs Serving Children from Birth through Age 8

- A joint position statement issued by the National Association for the Education of Young Children and the Fred Rogers Center for Early Learning and Children's Media at Saint Vincent College. (1/2012)
- www.naeyc.org/resources/topics/technology-and-media
- Read the Position Statement (PDF)
- View Key Messages Summary (PDF)



NAEYC Key Messages

- When used intentionally and appropriately, technology and interactive media are effective tools to support learning and development.
- Intentional use requires early childhood teachers and administrators to have information and resources regarding the nature of these tools and the implications of their use with children.
- Limitations on the use of technology and media are important.
- Special considerations must be given to the use of technology with infants and toddlers.
- Attention to digital citizenship and equitable access is essential.
- Ongoing research and professional development are needed.



NAEYC Effective Practice

- Examples of Effective Practice with Infants and Toddlers
- Examples of Effective Practice with Preschoolers and Kindergarteners
- Examples of Effective Practice with School-Age Children



BESPONS BILITY

- Blog
- Classes
- Videos
- Books

https://respons-ability.net/



The 3Ms of Fearless Digital Parenting: Proven Tools to Help You Raise Smart and Savvy Online Kids by Carrie Rogers-Whitehead

- Model good tech behavior (age 0-8)
- Manage a growing tween's digital life
- Monitor their teen's behavior and mentor



Additional Resources

Child Mind Institute -Screen Time & Technology, Learn how to help kids use screens in a healthy way. https://childmind.org/topics/screen-time-technology/

Sesame Workshop – Managing Screen Time. https://sesameworkshop.org/resources/maesminute-screen-time-routines/





Sparkler and Developmental Screening

www.southingtonearlychildhood.org/sparkler/

Sparkler is the MOBILE Way for Families to Access ASQ

5:54

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Let's see how much Leo has grown!

Get Started!

I'll do it later

Ages & Stages Questionnaires®,
Third Edition (ASQ®-3), Squires & Bricker.
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By using Sparkler's mobile app, families can access developmental screening whenever, wherever.

Mobile access means:

 More access to screening for families with young children, age 5 and under
 More equitable access to screening





What Does the ASQ-3 Measure?

The ASQ-3 covers 5 domains of development:



Communication (Words)



Gross Motor (Body)



Fine Motor (Body)



Problem -Solving (Mind)



Personal -Social (Heart)



What Does the ASQ:SE Measure?



Social Emotional (Heart)

The ASQ:SE-2 measures SEVEN core social-emotional behavioral areas:

- **1. Self-regulation** A child's ability or willingness to calm or settle down or adjust to physiological or environmental conditions or stimulation
- **2. Compliance** A child's ability or willingness to conform to the direction of others and follow rules
- **3. Adaptive functioning** A child's success or ability to cope with physiological needs (e.g., sleeping, eating, elimination, safety)
- **4. Autonomy** A child's ability or willingness to self-initiate or respond without guidance (i.e., independence)
- **5. Affect** A child's ability or willingness to demonstrate his or her own feelings and empathy for others
- **6. Social-communication** A child's ability or willingness to interact with others by responding to or initiating verbal or nonverbal signals to indicate interests or needs, feelings, and affective or internal states
- 7. Interaction A child's ability or willingness to respond or to initiate social responses to parents, other adults, and peers.

Now it is your turn!

Let's make a kit
Family Agreement Activity ...





ECCS

Early Childhood Collaborative of Southington



Conversation Speaker: Kristin Rouse, LCSW

Helping children and families thrive locally here in Southington. Kristin is a licensed clinical social worker at Healing Springs Wellness Center, Plantsville

https://healingspringswellness.com

Media Literacy As Children Grow

- Advertising
- Gaming
- Online Safety passwords, phishing, etc.
- Digital Privacy
- Stunts and challenges encouraging unsafe behavior
- Exposure to violence and misleading info
- Sexting, Sexual Content and Pornography
- Cyberbullying

Community Conversation

- What are your thoughts?
- What resonated with you?
- What other needs are there in the community?

All comments are welcome.



Wrap-up and Next Steps

Thanks to Community Cafe Supporters









Survey

- What other needs are there in the community?
- Topics for future Community Cafes?
- How can we work together?
- What else can the ECCS do?

Questions?

Joanne C. Kelleher Executive Director

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