

Digital Devices for Young Children: Tools, Toys, or Tethers?



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Key Concepts from April 10 Presentation

1. The young brain is easily conditioned/addicted to screen technologies.
2. What works to keep *relevant information* from brain science at the forefront when making decisions about uses for digital devices for young children?
3. How do you apply *working knowledge* to give youngsters developmentally appropriate activities with 3-D experiences?
4. How do we tap our *inner wisdom* to make daily decisions that align with our core values and our Parenting Identity?

“Play is the serious business of childhood...”

1. The Young Child Naturally...
 - Thinks like a Poet
 - Acts like an Explorer
 - Observes like an Artist
2. For toddlers through age 2:
Movement needs to be 80% of child’s play/Imaginative Play 15% and Screen Technology 5%
3. For Children ages, 3-5:
Movement needs to be 70% of child’s play/Imaginative Play 25% and Screen Technology 5%
4. For Children ages 6-8:
Movement needs to be 65% of child’s play/Imaginative Play 25% and Screen Technology 10%

For a FREE Discussion Guide to Gloria’s book, *Parenting Well in a Media Age*, please see:

www.ParentingWellinaMediaAge.com Keep in touch with Gloria through her blog: www.LeftToOurDevices.com