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October 2024 Parent Training Dr. Luciano Mrs. Kellachan





What arthe number of hours your children are spending on screens?

With children getting smartphones at younger and younger ages while also having access to TVs, tablets, video games and other technology in the home, they're getting a lot more daily screen time than previous generations.

Just how much time?

The numbers might shock you. The Centers for Disease Control and Prevention (CDC) reports the average daily hours by age group:

•8-10 years old: Six hours

•11-14 years old: Nine hours

•15-18 years old: Seven and 1/2 hours

And these figures don't even include the time kids spend on screens for their school work.

* Overview

- Your current plan
- Types of Screen Time, Social Media, and Quick Facts
- The good & the not so good!
- Recommendations
- Identify different types of social networks
- Learn red-flag behaviors of screentime
- Identify strategies to limit the risk factors of screen time
- Develop a personal family media plan



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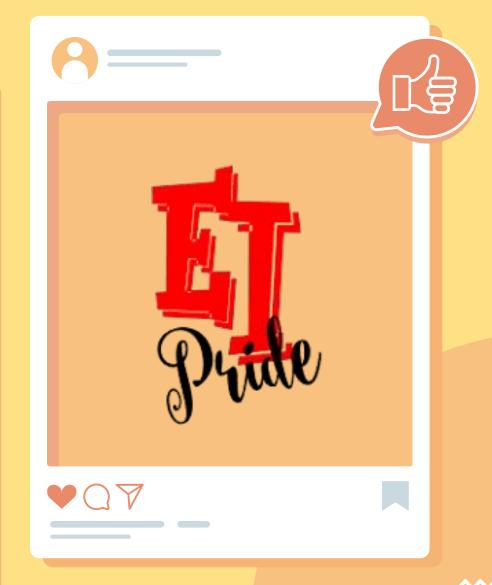


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What devices does your child use for screen time? What social media platforms do they use?

Are there any screen time/social media rules in your home? If so, what are they? 578 1K

Are there any negative outcomes of your child's screen usage? If so, what are they? 578 1K 5K 1

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Is there anything you would like to change about their screen usage?















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What are a few of the common screens?

- Phone
- Watches
- Video Games
- Chromebook
- Computer/iPad
- TV
- Communication Devices
- Smart Boards





Types of Social Media



- Social News (Reddit)
- Media Sharing (YouTube, TikTok)
- Microblogging (Twitter/X)
- Social Review Sites (Yelp)
- Gaming

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Social media platforms are designed to maximize user engagement. To do so they use:

- Push notifications
- Autoplay
- Infinite Scroll
- Displaying popularity (i.e. likes)
- Algorithms

Quick Facts





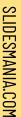
- 95% of youth ages 1317 use social media
 - 33% say they use social media almost constantly
 - Average is 3.5 hours per day
 - Social media/screen time becomes a habit, about 33% say they feel addicted
- 70% of parents say that parenting is harder today because of technology and social media
- Research is still developingwe don't know all the stats yet as this technology is new and ever evolving
 - American Psychological Association (2023) Health Advisory on Social Media Use in Adolescence





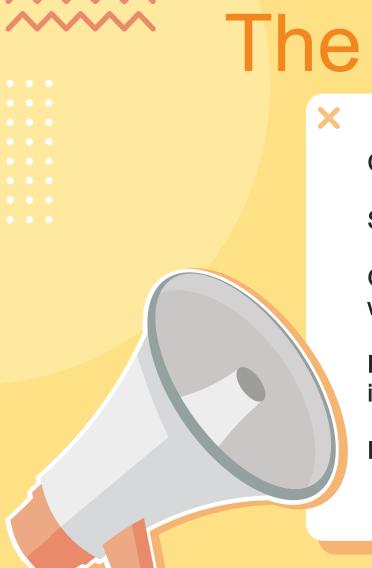












The Good



Can connect with others in a charitable way (GoFundMe, etc.)

Strengthens friendships: can help teens make and keep friends

Offers a sense of belonging: kids feel less lonely, especially for youth who experience adversity or isolation in offline environments

Provides genuine support: can validate someone who is marginalized, immediate access to support (i.e. online chats)

Helps with selfexpression



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The Not So Good...



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Social Media use is predictive of decrease in life satisfaction for girls ages 113 and boys ages 14 15.











3+/hours a day on social media doubles the risk of depression/anxiety

Reduction to <30 minutes a day saw 240% improvement in well-being











Girls (age 1317) surveyed on the effect of social media:

14% say it makes them feel better, 40% say no change on well-being, 46% say it makes them feel worse





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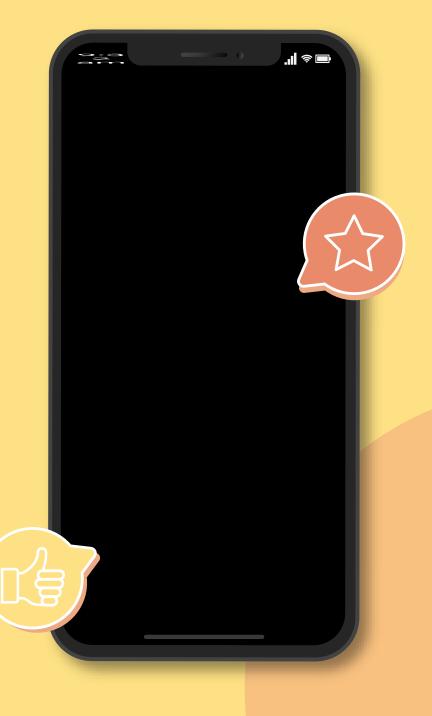




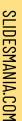
Red Flags of Online Behavior



- Ads and inapp purchases
- Age-inappropiate content
- Anonymity
- Location tracking and sharing
- Public Default Settings
- Random video chat
- Realtime video sharing
- Secret chat rooms
- Temporary pictures and video
- Toxic Culture
- Fake accounts (Finsta, etc)



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Ages 2-5

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Non-educational usage to 1 hour on weekdays.

Sleep

Children need about 10 hours of sleep, adolescents about 8.

Screen time within 1 hour of bedtime disrupts sleep.

Ages 6+

No specific set time: dependent on balance of sleep, exercise, socialzation, mood, etc.

Insufficient sleep is associated with disruptions to neurological development in emotional functioning.

Screen time should not interefere with sleep, physical activity, or daily living skills! Physical activity is essential for both physical &psychological health.

Exercise:

More than 1.5 hours of a day of screen increases the risk of obesity (think about excessive screen use & TV in the bedroom).

Recommendations:

What is Developmentally Appropriate?

Children should have adult supervision while using social media and screen time.

Early adolescence (i.e. typically 104 years) need adult monitoring: ongoing review, discussion, and coaching around social media use/content.

- Brain regions associated with desire for attention, feedback, and social reinforcement becomes extra sensitive during this time! Can result in some mental health challenges.
- Risktaking behaviors increase; selfcontrol does not fully develop until adulthood
- Need to be explicitly and repeatedly told about how their online behavior data is used, stored, and shared with others.



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Recommendations for Supervising Online Beh

What children see increases the likelihood of what they do. To reduce the risk of harm:

- Prohibit access to illegal/maladaptive behaviors (i.e. self harm, harm to others, other harmful behaviors, such as eating disordered behavior)
- Teach adolescents to recognize cyberhate: online discrimination, prejudice, hate, or bullying
 - Monitoring your child's content and discussing it with them can reduce the effects of exposure to cyberhate
- Teach adolescents to have social media literacy
 - Being able to question the accuracy of content, tactics used to spread misinformation, limiting overgeneralizations, signs of problematic social media use, how to solve conflicts on social media platforms.





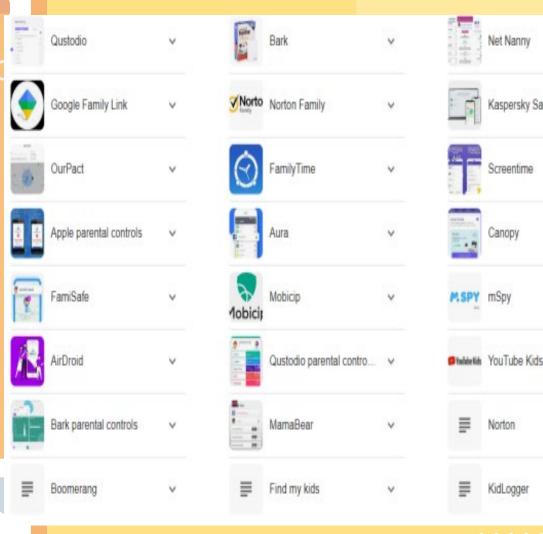


There are many apps which

iPhone's screen time app allows for parental controls.

Learn how here







Kaspersky Safe Kids

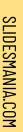
Screentime





- Reach out for help
- Create boundaries to help balance online and offline activities
- Develop protective strategies and healthy practices
 - Tracking time spent online, blocking unwanted contacts and content, using privacy and safety settings
- Be cautious about what you share
- Protect yourself and others
 - Don't keep online harassment or abuse a secret
 - Don't take part in online harassment or abuse, don't forward or share message. Report offensive content









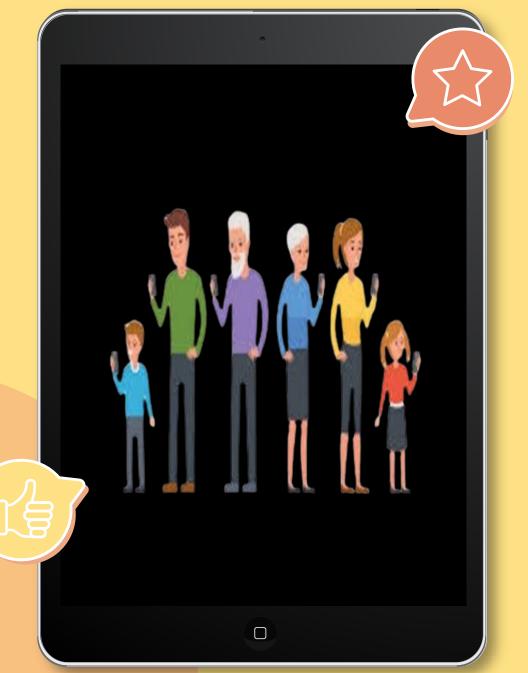
Recommendations: Modeling Behaviors











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Family Media Plan

Setting expectation for healthy technology boundaries at home, including social media use.

Promotes discussion around:

- Balancing screen/online time.
- Content boundaries
- Not disclosing personal information

Greate one here:

Family Media Plan





::: Additonal Resources





Family Tech Planner

This if for ages 13+.
They also have ages-2
8 and 9-12. There are
resources available in

Spanish as well.

Family Tech Planner





For families with teens

You can use the questions below to spark conversations with teens about their digital lives. Take it a step further by writing your thoughts and goals in the blanks provided.

Family Expectations



Staying safe with tech means not sharing private or financial information, being careful about who we trust online, and paving attention to feelings that signal something's not okay.

What are	e some examples of being unsafe with tech? (Texting while driving, sending nudes, etc.)
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vvnat s a	change or commitment to sarety we can make: 10 stay sare, we will
Adult:	
Teen:	

	ng up an
What are some examples of being unkind with tech? (Sharing photos of others without asking, sprumors, etc.)	reading

Vhat's a	change or commitment to kindness we can make? To be kind, we will
dult:	
een:	







ଜୁ	We	Think	Critically	y

Thinking critically with tech means understanding that not everything we read, hear, or see online is true. It means asking questions and considering whether a source is legit.

What are	some examples of not thinking critically with tech? (Posting false info, believing clickbait, etc.)
· · · · · · · · · · · · · · · · · · ·	Some examples of the unitaring efficiently with teers. It outing this time, benefiting effections, etc.)
What's a d	change or commitment to critical thinking we can make? To think critically, we will
Teen:	
physically What are	healthy relationship with tech means paying attention to how using technology makes us feel, and mentally. It means making time to enjoy other activities—and people—in our lives. some examples of not having a healthy relationship with tech? (Feeling like you always have to be online, missing out on family time because of tech use, etc.)
What's a	change or commitment to our physical and mental health we can make? To be healthy, we will
Adult:	



Additional Resources

Young Kids & Screens

- Has workshops available for parents and caregivers to help them facilitate meaningful conversations about screentime, including helping young children develop essential life skills, both with and without the use of screens.
- Workshops include: raising healthy kids in a digital world, finding balance with media
 use and technology at home, choosing highuality media with your kids, how to make
 meaningful connections using media and technology, and introducing online safety to
 young kids.

Family Engagement Resources (Tweens and Teens)

- Workshops designed for middle and high school studentsives families tips and tools
 for guiding children through the complexities of social media, including encountering
 mean behavior online.
- Workshops include: Dealing with digital drama, friendships and boundaries, "who are you on social media?", and who you're talking to online.



- Take it Down: website designed to get photos removed from the internet.
- CyberTipLine used for reporting child sexual exploitation
- 988: Suicide & Crisis Lifeline
- Common Sense Education: website which includes many family resources and workshops designed to provide families information regarding social media usage.
- The Center for Parent and Teen
 Communication:run by the Children's Hospital of Philadelphia it's a resource for thinking about how to talk with teens about a variety of topics, including social media and mental health.

Thank you!



