BOOSTING THE
BENEFITS OF SCREEN TIME

BEFORE

Consider your child & goal
Give a preview
Set clear boundaries

DURING

Be engaged
Direct their attention
Connect, reflect, & predict

AFTER

Repeat the lesson
Expand the learning
Transfer the knowledge

those media moms

C-R-O-W-D SAMPLE SCRIPTS

Let's say you and your child are watching an episode of Sesame Street together. During one of the segments, Elmo and his friends ran out of blocks while building and are looking for other items to finish their tower. Here are examples of each CROWD prompt that relates to this secnario:

COMPLETION: FILL IN THE BLANK
Oh, no. Elmo and his friends have a problem to solve. Hmm. "I wonder, what if, _____...?" ("I wonder, what if, let's try" is a commonly repeated phrase in this show.)

RECALL: REMEMBER SOMETHING THAT ALREADY HAPPENED
Which objects did they try already to build the tower?

OPEN-ENDED: EXPLAIN WHAT ALREADY HAPPENED OR PREDICT WHAT MIGHT HAPPEN NEXT
I wonder what they'll use instead of blocks to finish their tower, do you have any ideas?

"WH-": WHO, WHAT, WHEN, WHERE, AND WHY QUESTIONS
What is Elmo using instead of a block?

DISTANCING: RELATE CONTENT REAL-LIFE EXPERIENCES
Do you remember when we ran out of legos yesterday when we were making a tower?

P-E-E-R SAMPLE SCRIPTS

The PEER method is used as a way to get children to think critically while using media. This back-and-forth conversation helps them form meaningful connections with the content and supports deep learning. PEER scripts can be especially helpful with content that's advanced or a bit beyond your child's skill level. Using the same scenario as listed in the CROWD script, here is an example of the PEER sequence:

PROMPT: ASK THE CHILD A "C-R-O-W-D" QUESTION
Elmo is trying to make the tallest tower ever but he ran out of blocks! What other things did he use to build?

EVALUATE: ASSESS THEIR RESPONSE
That's right, nice work!
-OR- Not quite, let's think.

EXPAND: BUILD UPON THEIR RESPONSE
They used some boxes for their tower. They also tried bottles and containers. Those were sturdy just like blocks.

REPEAT: ECHO THE CONVERSATION
Elmo and Rosita ran out of blocks and needed to think of other things to use. That was a problem to solve! They solved the tower problem with boxes, containers, and bottles!