



## 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 scenario:

### **C** 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.)*

### **R** RECALL: REMEMBER SOMETHING THAT ALREADY HAPPENED

*Which objects did they already try to build the tower with?*

### **O** 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?*

### **W** "WH-": WHO, WHAT, WHEN, WHERE, AND WHY QUESTIONS

*What is Elmo using instead of a block?*

### **D** DISTANCING: RELATE SHOW TO 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 helps kids think carefully when using media. This back-and-forth talk helps them connect better with what they see and hear, making it easier to learn. PEER scripts are especially helpful for more difficult content that's a little harder for your child. Here's an example of the PEER method using the same scenario from the CROWD script:

### **P** 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?*

### **E** EVALUATE: CHECK IF WHAT THEY SAY IS CORRECT

*That's right, nice work!*

*-OR- Not quite, let's think.*

### **E** EXPAND: BUILD UPON WHAT THEY SAID

*They used some boxes for their tower. They also tried bottles and containers. Those were sturdy just like blocks.*

### **R** 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!*



# BOOSTING THE BENEFITS OF SCREEN TIME



## BEFORE

Consider your child & your goal  
Give a preview  
Set clear rules



## DURING

Watch, use, and talk together  
Help your child focus  
Connect, reflect, & predict ideas



## AFTER

Repeat the big ideas  
Expand the learning  
Talk about real life connections

