# TECHNOLOGY & THE Developing Young Child

Little Madison Academy

Rowan, C. (2017, December 7). The Impact of Technology on the Developing Child. Retrieved from https://www.huffpost.com/entry/technology-children-negative-impact\_b\_3343245 HOW IS TECHNOLOGY IMPACTING TODAY'S YOUNG CHILDREN?

## RELYING ON TECHNOLOGY FOR MAJORITY OF PLAY

Has the following effects on children:

- Does not challenge creativity or imagination
- Sedentary lifestyle
- Increase of physical, psychological & behavior disorders
- Increase of obesity & childhood disease

#### SEDENTARY BODIES

- 1. Sedentary bodies <u>bombarded</u>
  with chaotic sensory
  stimulation:
  - a. May develop milestone delays
  - b. May lack basic foundation skills to achieve literacy



#### BRAINS HARD-WIRED FOR HIGH SPEED

- Struggle w/ self-regulation & attention skills required for learning
- Struggle w/ behavior management



- Are <u>associated</u> w/ increased diagnosis of the following:
  - ADHD
  - Autism
  - $\circ$  Coordination Disorder
  - Developmental Delays
  - Unintelligible Speech
  - Learning Difficulties
  - Sensory Processing Disorder
  - Anxiety
  - Depression
  - Sleep Disorders

### CRITICAL FACTORS FOR HEALTHY CHILD DEVELOPMENT

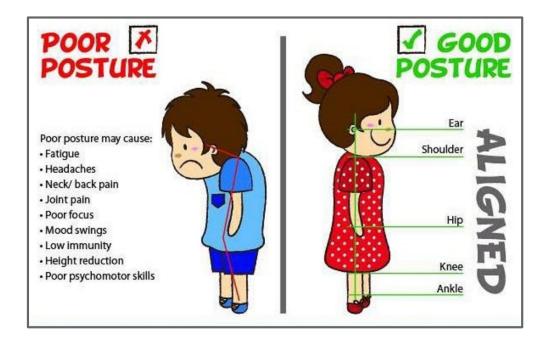
## MOVEMENT TOUCH HUMAN CONNECTION EXPOSURE TO NATURE



#### MOVEMENT

#### Ensures normal development of:

Good Posture



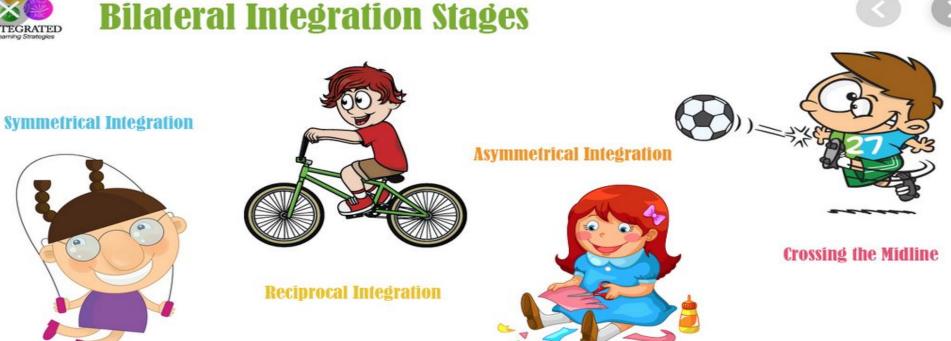
# MOVEMENT, TOUCH, HUMAN CONNECTION & EXPOSURE TO NATURE

Ensures normal development of necessary foundational skills.



#### MOVEMENT, TOUCH, HUMAN CONNECTION & EXPOSURE TO NATURE ENSURES DEVELOPMENT OF:





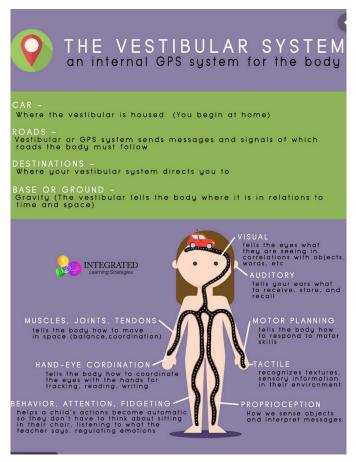
#### 2-3 HOURS OF ACTIVE PLAY/DAY ACHIEVES:

Adequate development of vestibular system which provides brain w/ info about:

- Motion
- Head position
- Spatial orientation

Which helps with:

- Balance
- Movement
- Posture



#### 2-3 HOURS OF ACTIVE PLAY/DAY ACHIEVES:

Adequate development of proprioceptive systems:

• Sense of self-movement & body position

Adequate development of tactile systems:

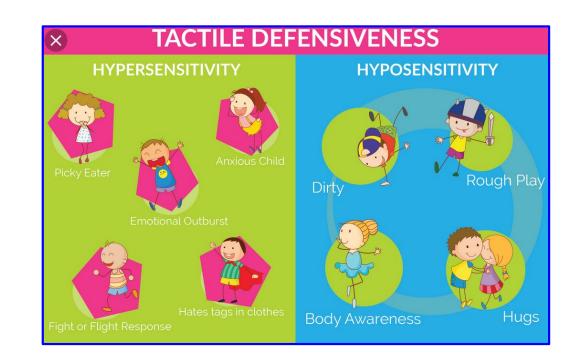
• Using the 5 senses to sense of the world



#### 2-3 hours of active play/day ensures:

#### Tactile Stimulation Through Touch and Helps:

- Develop planned movement patterns
- Activate the parasympathetic system
  - Lowers cortisol
    - Nature's built in alarm system
  - $\circ$  Lowers adrenalin
    - Fight or flight response
  - Lowers anxiety



#### NATURE & GREEN SPACE HAS A POSITIVE EFFECT

- Calming influence
- Attention restorative
- Promotes learning

Little Madison Academy provides a minimum of an hour of active play per school day.



#### FURTHER ANALYSIS OF IMPACT OF TECHNOLOGY ON YOUNG CHILD



#### LITTLE MA'S RECOMMENDED SCREEN TIME (TV/DEVICES) Based on Research

Developmental Age	How Much	Non-Violent TV/ Non-Violent Games	Non-Violent/ Violent Video Games	Online Violent Games & Pornography
0 - 2 years	None	Never	Never	Never
3 - 5 years	1 hour/day	Yes	Never	Never
6 - 12 years	2 hours/day	Yes	Never	Never
13 - 18 years	2 hours/day	Yes	Limit of 30 minutes/day	Never

#### ADDITIONAL RESOURCES

#### Why Are Kids Impatient, Bored, Friendless, and Entitled?

https://deeprootsathome.com/kids-friendless-bored-impatient/

### MRIs show screen time linked to lower brain development in preschoolers

https://wgntv.com/2019/11/05/mris-show-screen-time-linked-to-lower-brain-development-in-preschoolers/

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