Welcome 2017: The Joan Ganz Cooney Center's Tenth!

For the Cooney Center team, this is a very special year. In December, we will celebrate our tenth year as an organization dedicated to advancing learning for children in the digital age. For those who follow our work closely, you will recall our first report—an analysis of the rapidly evolving digital landscape of educational toys, software and games called *D is for Digital* which found that the marketplace was full of products that may have had good intentions, but fell short on evidence of impact.

Shortly thereafter in May 2008, we officially launched the Center's operations at our first public forum with a report that channeled our founder Joan Ganz Cooney's original process for planning Sesame Street. In 1966, she traversed the country speaking with academic experts, practitioners, and policy experts to seek new strategies to harness the power of television—the ubiquitous medium of the time—to help young children learn.

Read More of Michael Levine's 2017 Statement »

Exploring Children's Apps: A Course for Media Mentors

Children’s librarian and kid-app aficionado Carissa Christner teamed up with the Wisconsin Department of Public Instruction to create a free, self-directed online course for anyone interested in learning more about finding high-quality apps for kids. Learn More »

10 Ideas for Global Education and Citizenship in the New Year

Michael Levine and Esther Wojcicki, educator and journalist, discuss the challenges and resolutions needed to reimagine education and provide equal opportunity to all children in 2017 and beyond. Read More »

Reframing the Digital Divide: Parents' Hopes and Concerns About Classroom Technology

Most parents (80%) think technology improves the quality of education, but significant groups of parents—particularly those who belong to historically marginalized groups—don't know how much time their child spends using digital devices at school. Learn more in the Cooney Center's latest infographic. View Infographic »
5 Tips for Using Apps as a Family to Promote Learning

Learn how to find the best apps to fit your child’s needs—and make the process of selecting apps less overwhelming and more fun.

Read More »

When Parents and Children Play Video Games Together

Family meals work because children need grownups in their lives who consistently talk to them, challenge their thinking, and model positive ways of being—but they’re not a magic solution. Inspired by our latest digital games and family life infographic, Senior Fellow Jordan Shapiro proposes a 21st century alternative.

Learn More »

A Look Back at the 2016 National STEM Video Game Challenge

In November, we honored the winners of the 2016 STEM Challenge at a ceremony at National Geographic in Washington, D.C.. Check out the full album for images of the winners, their families, and STEM Challenge sponsors and partners.

View the Album »

Upcoming Events

- Educational Media and Technology: A Conversation with Michael Levine, Ph.D. | January 24
  A conversation about education media between Michael Levine and Bill Baker at Fordham University.

- Kidscreen Summit | February 13–16
  Kidscreen’s premier annual event, the world’s leading conference on the business of kids entertainment featuring critical dialogue and networking opportunities.

- Beyond School Hours National Education Conference | February 22–25
  BSH provides vital professional development opportunities for educators and leaders working with students of all ages, across the learning day, all across America.

View the Cooney Center Events Calendar

What We’re Reading

- 5 Years of Obama’s Educate to Innovate Initiative
- The Truth About Parenting In A World Full Of Screens
- Making Peace in Kindergarten: Social and Emotional Growth for All Learners
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