Doctors Prescribe More Big Bird, Less Brainless “Screen Time” for Young Kids

In the wake of updates to guidelines produced by the American Academy of Pediatrics on media use and young children, Cooney Center Executive Director Michael Levine and Lisa Guernsey of New America share their thoughts on the early learning landscape, along with tips for making screen time with little ones more impactful.

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Announcing a Tap, Click, Read Toolkit to Help Promote Early Literacy

The Joan Ganz Cooney Center and New America Ed are partnering with First Book and the Campaign for Grade-Level Reading to release fourteen research-based resources—including tipsheets, discussion guides, ratings lists, and a quiz—designed to help educators and other leaders put these insights into practice to help children learn to read.

Learn More »

Who Plays Which Games? And What Does That Say About Our Culture?

The latest infographic in our series on digital games and family life explores the types of video games that kids—and their parents—choose to play.

In response, Senior Fellow Jordan Shapiro explores the implications of this new research for parents, teachers, and researchers.

Learn More »

Sparking a Love of Lifelong Learning Early at the Public Library

Children's librarian and media mentor Claudia Haines of Homer Public Library explains the evolving role of libraries in providing access to digital media and learning opportunities for families.

Learn More

Upcoming Events

- Technology and Media in Children's Development Conference | Oct. 27–30

The Society for Research in Child Development presents an interdisciplinary event for those
looking to learn more about the role of technology and media in children’s lives, including a panel on Media and Technology as Learning Tools Among Diverse Families presented by researchers from the Families and Media (FAM) Project.

- **2016 NAEYC Annual Conference** | Nov. 2–5
  
  Join Tap, Click, Read authors Michael Levine and Lisa Guernsey for their featured panel on the use of new technologies in early learning programs.

- **STEM Challenge Awards Ceremony and Reception** | Nov. 14
  
  Winners of the 2016 National STEM Video Game Challenge will be announced during this culminating event held at the National Geographic Museum in Washington, D.C.

View the Cooney Center Events Calendar

### What We're Reading

- [The Digital Lives of African American Tweens, Teens, and Parents: Innovating and Learning with Technology](#)
- [3 Ways to Use Game-Based Learning](#)
- [How Digital Media Can Promote Literacy Instead of Undermining It](#)
- [The Beginning of the End of the Screen Time Wars](#)

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