



Student Screen Time: a Statement by The Bethlehem Area School District

The BASD is committed to working in partnership with parents and community members to ensure that our students develop a safe, discerning, and healthy relationship with technology. Student screen time is a complex issue, with no easy answers; the proliferation of personal devices is a reality of modern society. Our objective is to chart a clear path forward, with an emphasis on the **quality**, rather than the quantity, of student screen time.

Screen Time Quality Continuum

Quality	Very Low	Low	High	Very High
Descriptor	Passive Consumption	Passive Interaction	Active Communication	Content Creation
Examples (including but not limited to)	Watching TV Watching YouTube videos Scanning social media for “likes” and “follows”	Posting on social media “Liking” and “following” on social media Playing video games	Classroom discussion boards: posting and replying Peer editing written work Pair computing	Creating videos Blogging Composing music Coding Writing collaboratively

In school and beyond the classroom walls, we will work to ensure that the majority of learning-related screen time is aligned to activities on the **higher** end of the screen time quality continuum.

Common Sense Media has excellent resources for parents on screen time at home, [which are available here.](#)

How learner-centered digital tools improve teaching and learning:

Blended Learning: An integrated approach that combines small group instruction, collaborative learning, and independent practice

Feedback: Students receive feedback in real time, as the learning unfolds. Teachers quickly and efficiently collect information about their students’ prior knowledge, current competencies, interests, attitudes, and emotional readiness to learn. In this setting, teachers know their students well, and can respond quickly to address their needs.

Content Creation: 21st century digital creation tools allow students to create original digital content in more collaborative ways than were possible even a few years ago. These newer tools provide opportunities for students to engage in communication, creativity, collaboration, and critical thinking. The content they create can easily be shared digitally with authentic real world audiences.