

9. Use of Video, TV, and/or Computers (Item 27 – Page 279)

Encourage active Involvement:

- Dance
- Play musical instruments
- Finger plays
- Sing
- Exercise
- Creative drawing or painting
- Think and solve problems (computer games)
- Support and extend classroom themes and activities
- Add to children's experiences

IMPORTANT:

- Staff are actively involved in use of equipment (participate in activities, watch and discuss videos with children, do activities suggested in educational TV programming, help children learn to use computer)
- Materials used are non-violent, culturally sensitive, and/or "good for children" (Sesame St., Educational Videos, Educational computer games)
- Time children are allowed to use computer or TV is limited. (TV- 1 hour / Computer - 20 minutes daily)
- 2 or more alternative activities are accessible to children while TV/Computer is being used but carries no negative message.
- Use of this equipment is optional.

I need: _____