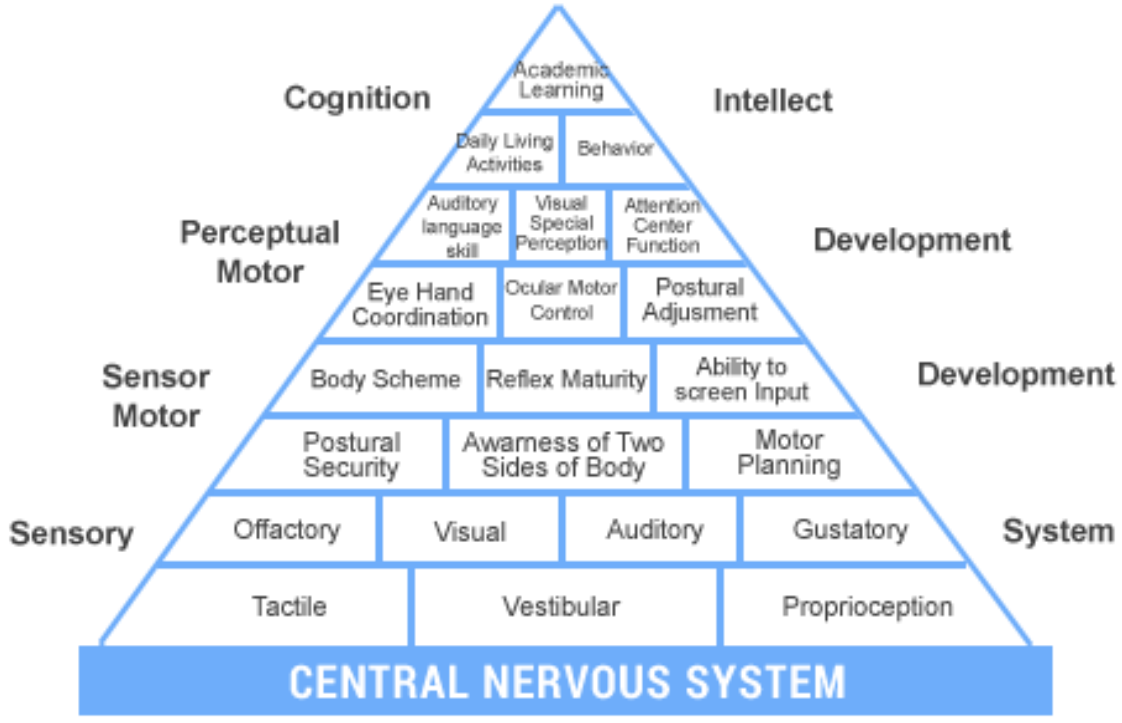
Teaching Generation Alpha

How the screen revolution affects child development and what to do about it

BRANCHING OUT
EDUCATIONAL CONSULTANTS

Part 1 - Kids Today

Prior Generations	Generation Alpha
Greatest Silent Baby Boomers Gen X Millennials/Gen Y Gen Z	



Pyramid of Learning. (Williams & Shellenbeger,1-4)

Child Development:

Vestibular Development

Proprioception

Sensory & Attention

Emotional Regulation

Cognition

Sensory Integration is the Key

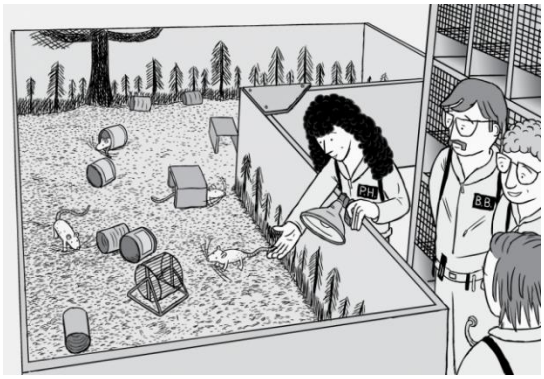
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How overuse of screens affects child development:

The Body	The Eyes	The Brain & Dopamine	Myelination



Welcome to the Rat Park



"Not forsaking our own assembling together, as is the habit of some, but encouraging one another; and all the more as you see the day drawing near."
Hebrews 10:25

Define and Explain Differences:

- **Addiction**
- **Syndrome**
- **Disorder**

Dr. Victoria L Dunckley, "Reset Your Child's Brain"

Electronic Screen Syndrome v. Screen Addiction – result is mimicking actual disorders

Healthy Tech Use

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Moving Forward: How to think about our current "Technology Disorder"

Boundaries Therapy Classroom Strategies

Boundaries: American Academy of Pediatrics Recommendations:

- Birth – 18 months:
- 18-24 months:
- 2-5 years:

Boundaries by Silicon Valley Engineers:

Therapy:
Physical Development to Heal the Body

- Foundations
- Movement
- Go Outside

The Biophilia Movement

Spiritual Effects

Classroom Priorities:

1. The value of _____ for learning, for _____ _____, _____, and physical development.

2. Understanding that _____ _____ _____ is interactive. This is true in the exchange of ideas and cementing of concepts in the upper grades.

3. _____ _____ is a sign of better human connectivity and shows less effect of dopamine.

4. Children should practice appropriate levels of emotional _____ - _____.

5. Include <u>intentional</u> _____.

Gen Alpha Learner Characteristics

Growing up differently means students engage with learning differently. Some characteristics we are seeing:

- Brains are wired for fast delivery of content, data, and images
- 43% prefer digital learning and find it easiest to learn from the Internet
- Driven by graphics over text in learning
- Comprehend complex graphics better than previous generations
- Constant multi-taskers
- Can deal with a lot of data and make decisions
- Like random access to information and love to explore using their own routes
- Want instant feedback
- Must be taught to discover, curate, and manage information – slow down
- Need to be challenged with project based, collaboration, and active learning to meet the demands of the future.
- Dislike lecture-test classrooms
- Want a customized education
- Parents are more involved in their children's education and want options and choices

Ideas for MY classroom – what do MY students need?

Classroom Strategies

Outdoor	Classroom Movement	Teaching

"Let us hold fast the confession of our hope without wavering, for He who promised is faithful; and let us consider how to stimulate one another to love and good deeds."
Hebrews 10:23,24