

CHLD 183 Course Outline as of Fall 2020**CATALOG INFORMATION**

Dept and Nbr: CHLD 183 Title: SCREEN MEDIA & CHILD DEV

Full Title: Screen Media and Child Development

Last Reviewed: 12/9/2019

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

Catalog Description:

This course will examine the influence of screen media on development in the early childhood years, from birth through age eight. This course is designed to provide teachers in early education, and others, with the skills and information necessary for interpreting the impacts of screen media on the developing child.

Prerequisites/Corequisites:**Recommended Preparation:**

Course Completion of CHLD 10 and Eligibility for ENGL 1A or equivalent

Limits on Enrollment:**Schedule of Classes Information:**

Description: This course will examine the influence of screen media on development in the early childhood years, from birth through age eight. This course is designed to provide teachers in early education, and others, with the skills and information necessary for interpreting the impacts of screen media on the developing child. (Grade Only)

Prerequisites/Corequisites:

Recommended: Course Completion of CHLD 10 and Eligibility for ENGL 1A or equivalent

Limits on Enrollment:

Transfer Credit:

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer:		Effective:	Inactive:
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Both Certificate and Major Applicable

COURSE CONTENT

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

1. Describe the various impacts of screen media in children's lives, birth through age eight.
2. Understand the influence of screen media on the child's evolving cognitive, biosocial, and psychosocial development.
3. Analyze child, family, community, and media interrelationships.

Objectives:

At the conclusion of this course, the student should be able to:

1. Describe the effects of screen media use on a child's growth and development.
2. Summarize research on screen media use.
3. Identify best practices for educating children and caregivers in media literacy skills.
4. Evaluate screen media safety and security guidelines.
5. Use various professional resources related to screen media.
6. Outline skills for community engagement and advocacy related to screen media.
7. Understand the impact of screen media on family and community systems.

Topics and Scope:

- I. Screen Media Statistics and Usage Patterns
- II. Effects of Screen Media on a Child's Development
 - A. Cognitive Development
 1. Brain development and a child's limits of understanding
 2. Media as an educational tool
 - B. Biosocial Development
 1. Health impacts
 2. Motor development impacts
 3. Potential benefits to physical development

- C. Psychosocial Development
 - 1. Prosocial behaviors
 - 2. Stereotypes and social messages
 - 3. Mental Health
 - 4. Consumerism
- III. Screen Media and Child, Family, and Community Relationships
 - A. Screen media in the context of family life
 - B. Screen media and social and political contexts
 - C. Adults modeling of screen use
- IV. Advocacy
 - A. Children's development in a media-saturated world
 - B. Avenues for advocacy
 - C. Media Literacy
 - 1. Media literacy skills
 - 2. Media literacy toolbox
 - D. Resources for media advocacy

Assignment:

1. Weekly reading assignments from the text, handouts, and/or the internet, of approximately 20 pages per week
2. Reflective writing; personal response to material presented in class and reading; 3-5 papers, 4-6 pages each
3. Group research project on selected topic pertaining to screen media and media culture requiring research and an interactive, in-class presentation of approximately 10 minutes and a written report of 4-6 pages
4. Written evaluations on children's screen media products; 3 - 5 pages per evaluation
5. Participation in class discussions and problem solving activities
6. Quiz(zes) (0-17)
7. Exams (2-5)

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Reflective writing; response papers; written evaluations on screen media products

Writing
30 - 50%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None

Problem solving
0 - 0%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

None

Skill Demonstrations
0 - 0%

Exams: All forms of formal testing, other than skill performance exams.

Quizzes and Exams

Exams
20 - 30%

Other: Includes any assessment tools that do not logically fit into the above categories.

Class participation (inclusive of problem-solving activities); group research project and presentation

Other Category
20 - 40%

Representative Textbooks and Materials:

Children, Adolescents, and the Media. 3rd ed. Strasburger, Victor and Wilson, Barbara and Jordan, Amy. Sage Publications. 2014 (classic)

Children and Families in the Digital Age. Gee, Elisabeth and Takeuchi, Luri and Wartella, Ellen. Routledge. 2018

Technology and Digital Media in the Early Years: Tools for Teaching and Learning. Donahue, Chip. Routledge. 2015 (classic)

Family Engagement in the Digital Age: Early Childhood Educators as Media Mentors. Donahue, Chip. Routledge. 2017

Instructor prepared materials