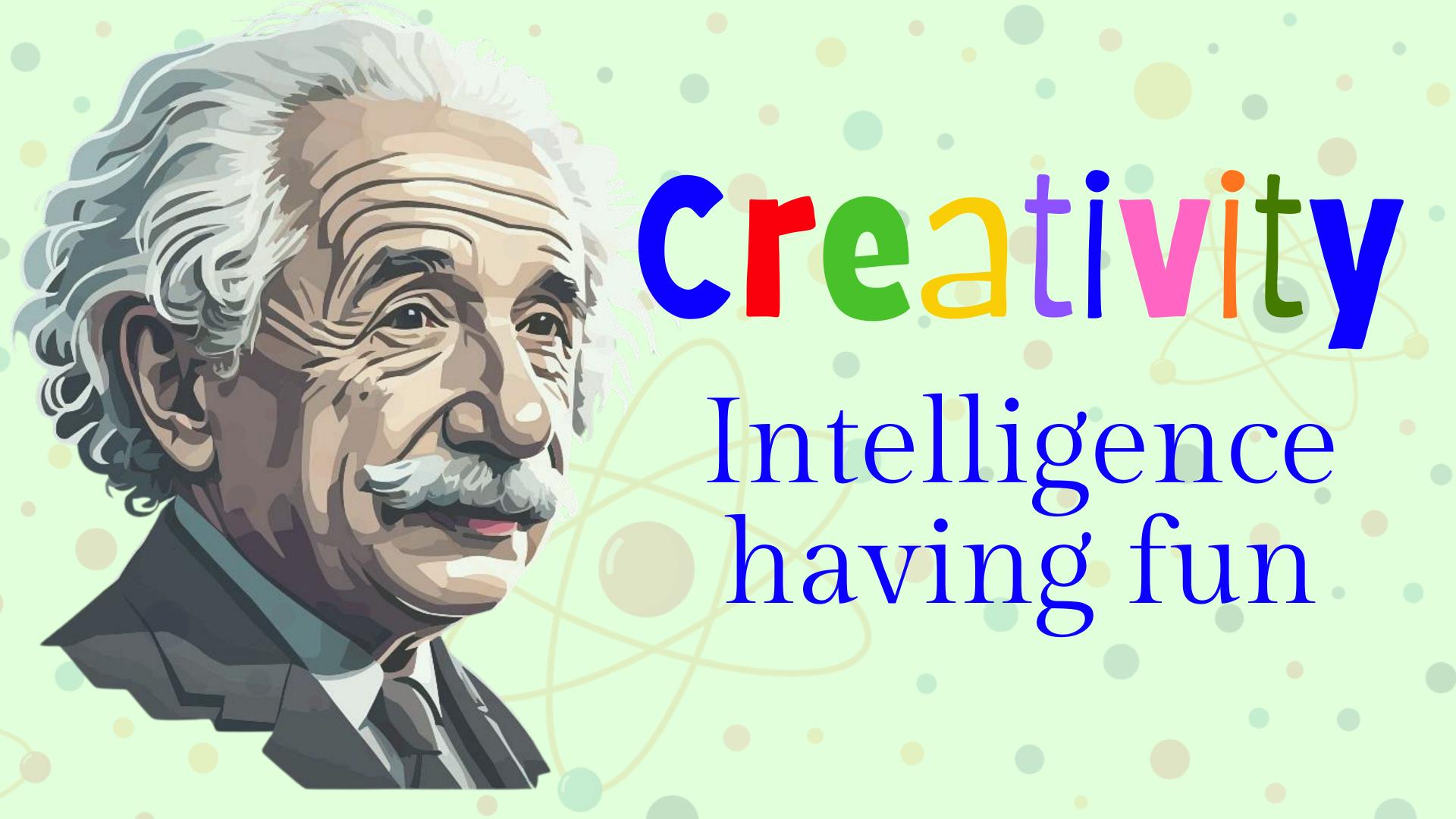
Toward developing well in the Early Years



Jenifer Joy Madden
Global Alliance for Inspiring Non-tech Infant Nurturing and Growth





Every child deserves a chance



New risks because babies are living differently than ever before

Baby Brain BASICS

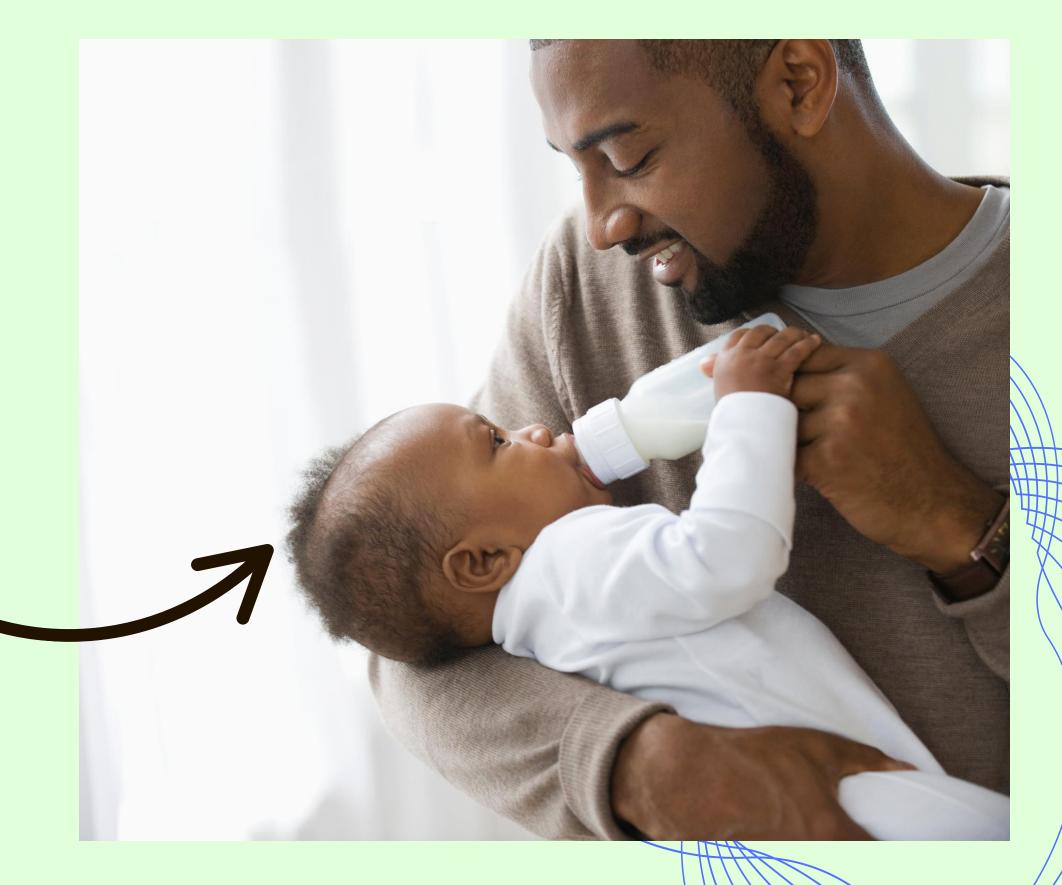


A baby's brain is DIFFERENT from ours

Growing faster than any time in life



1 MILLION
new neural
connections
every SECOND!





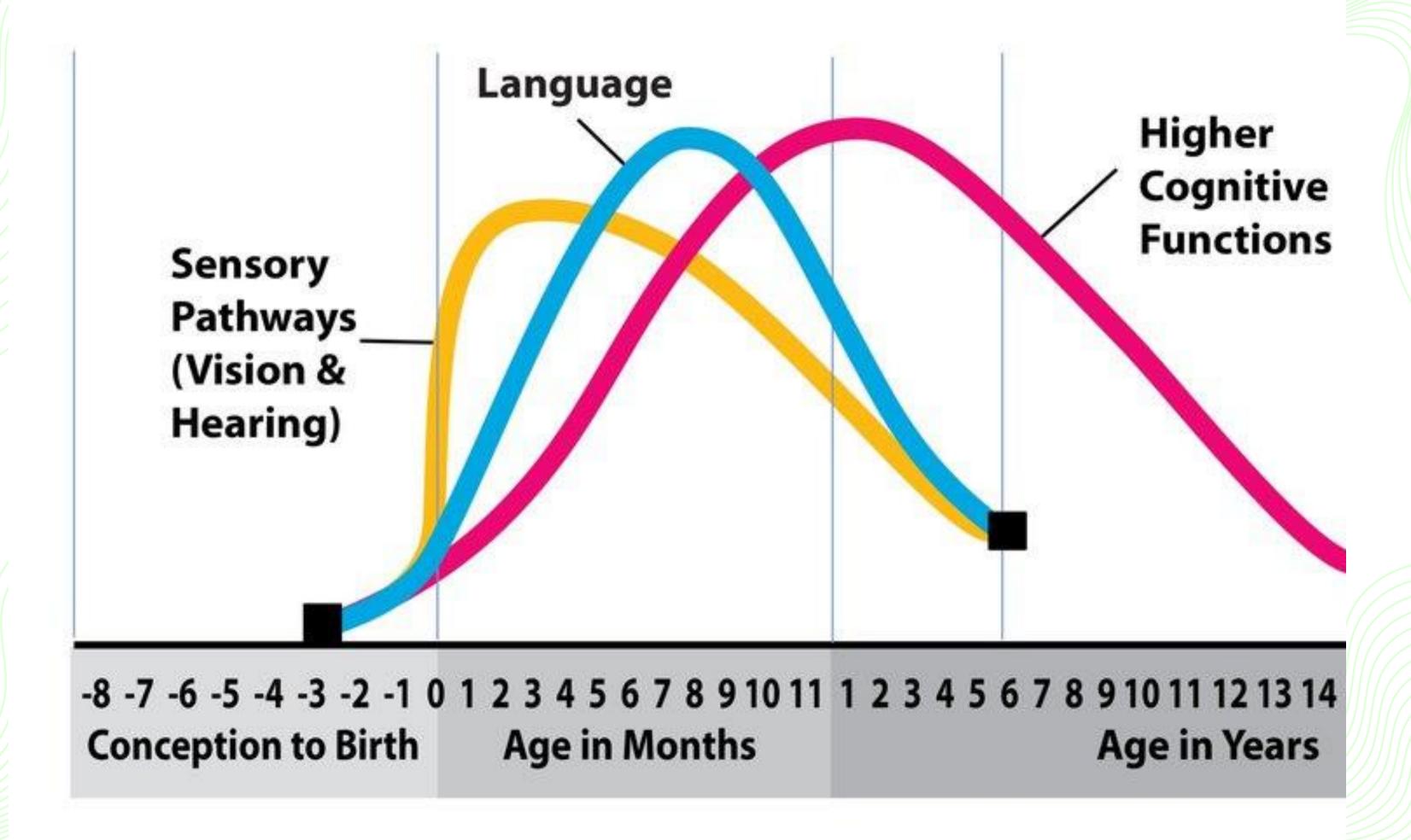
Young children's brains grow according to what they SENSE

HEAR
SEE
TASTE
FEEL
SMELL

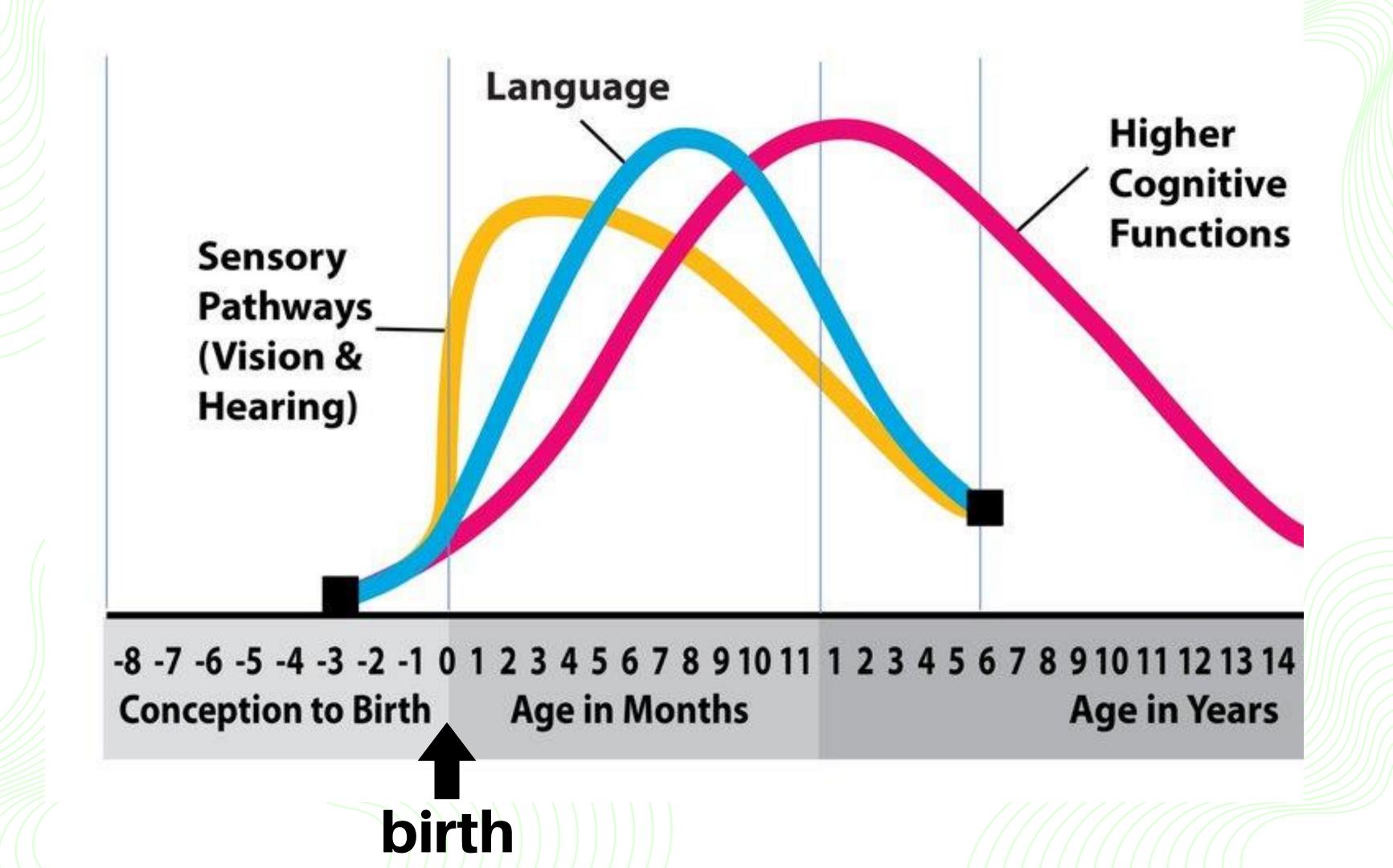


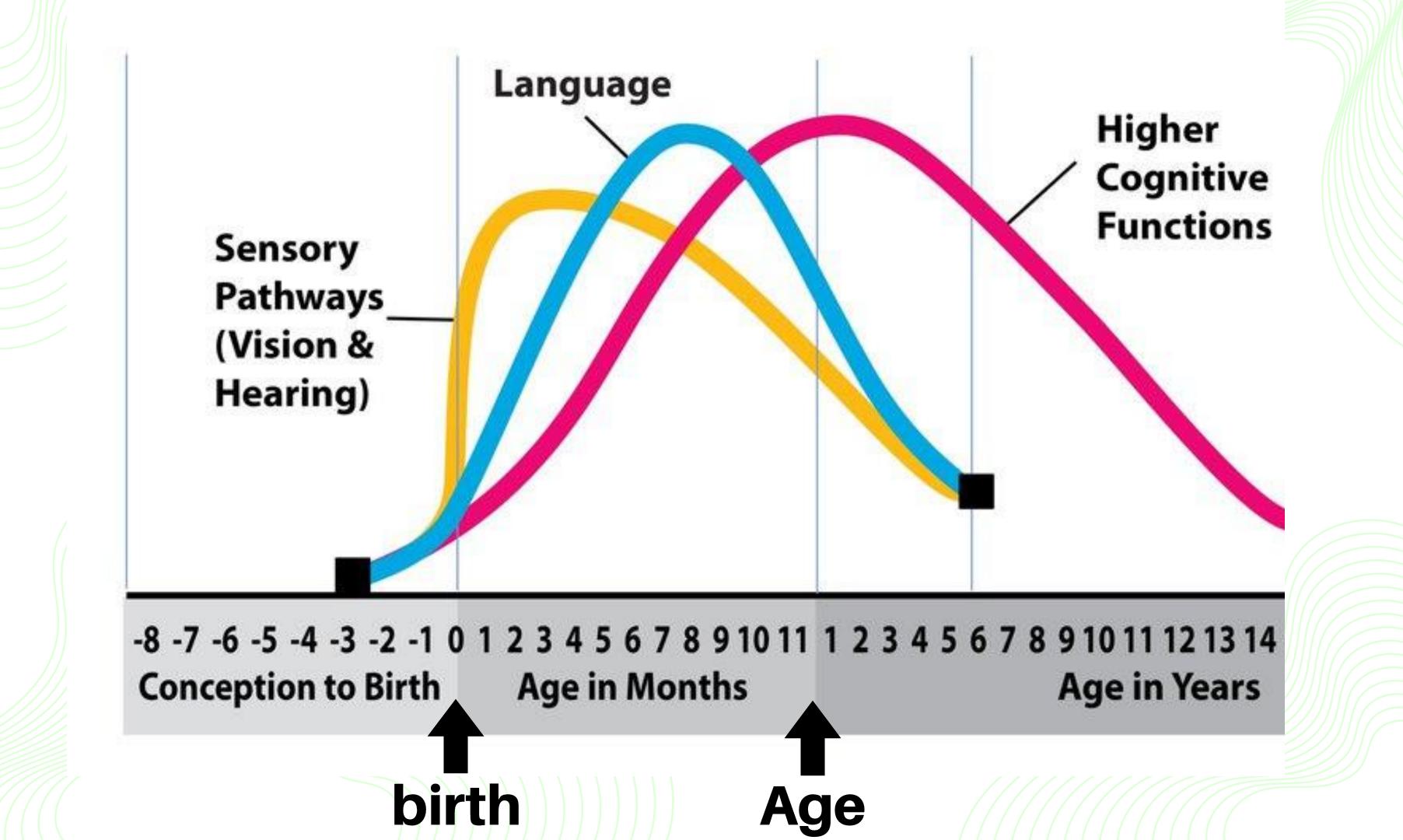
Babies and young children learn certain things best at certain times





Charles Nelson III, Early Adversity and Critical Periods, 2020









Like playing ball



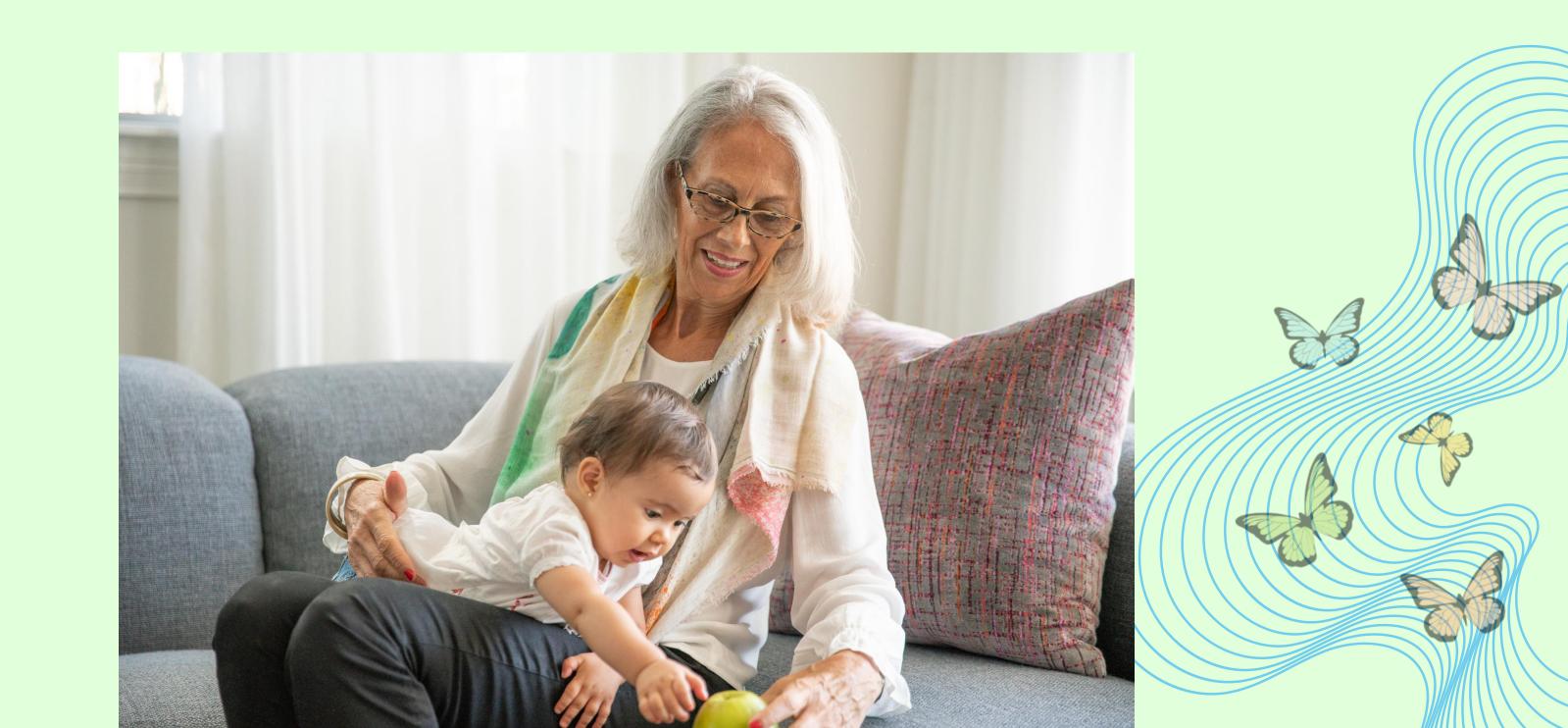
They make a sound or gesture and you speak or gesture back



Babies learn from PEOPLE



Babies learn from PEOPLE and need IRL back-and-forth conversation





Describing their world builds their brain and language power



And human love and connection

We are made for each other

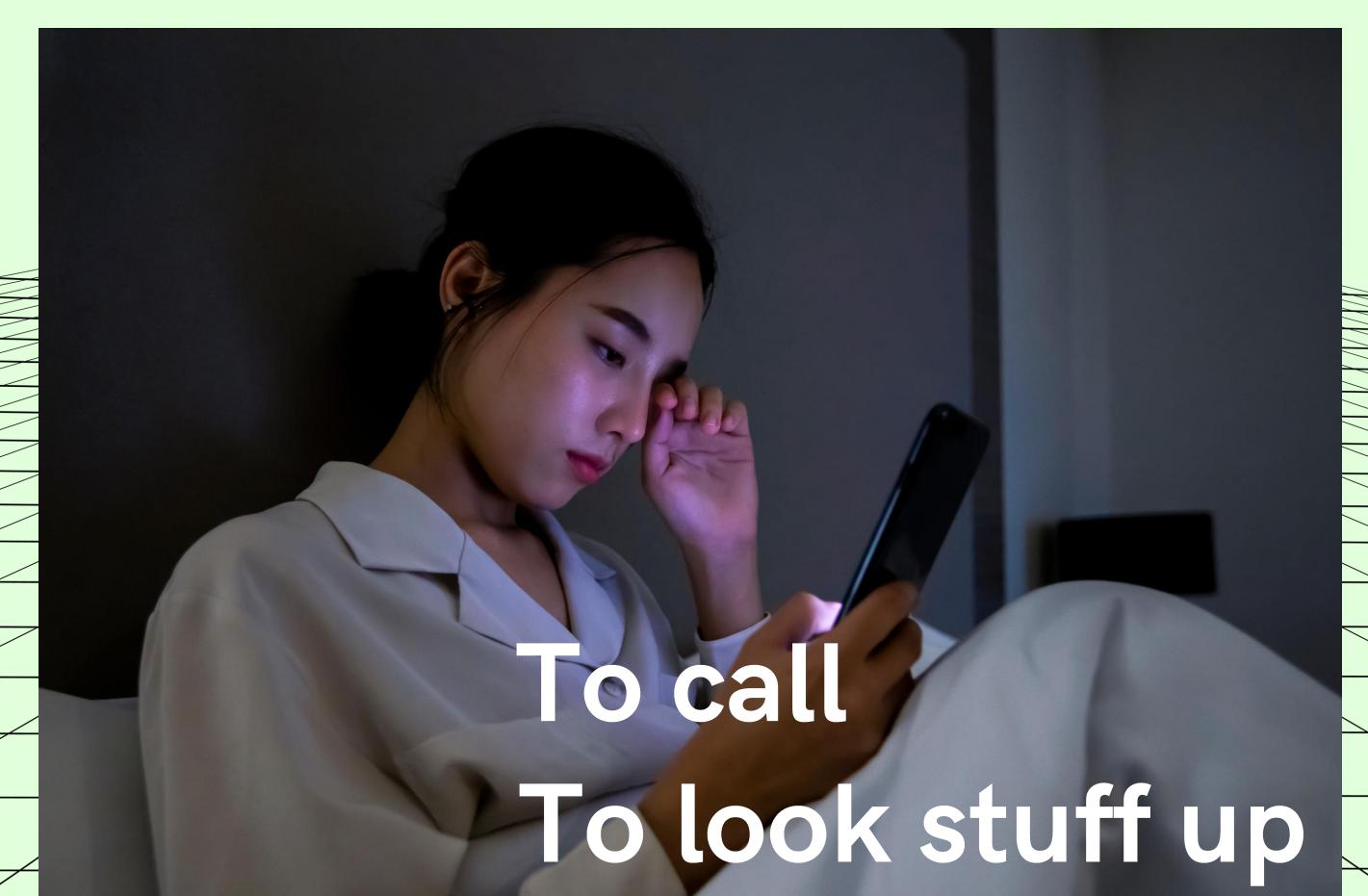


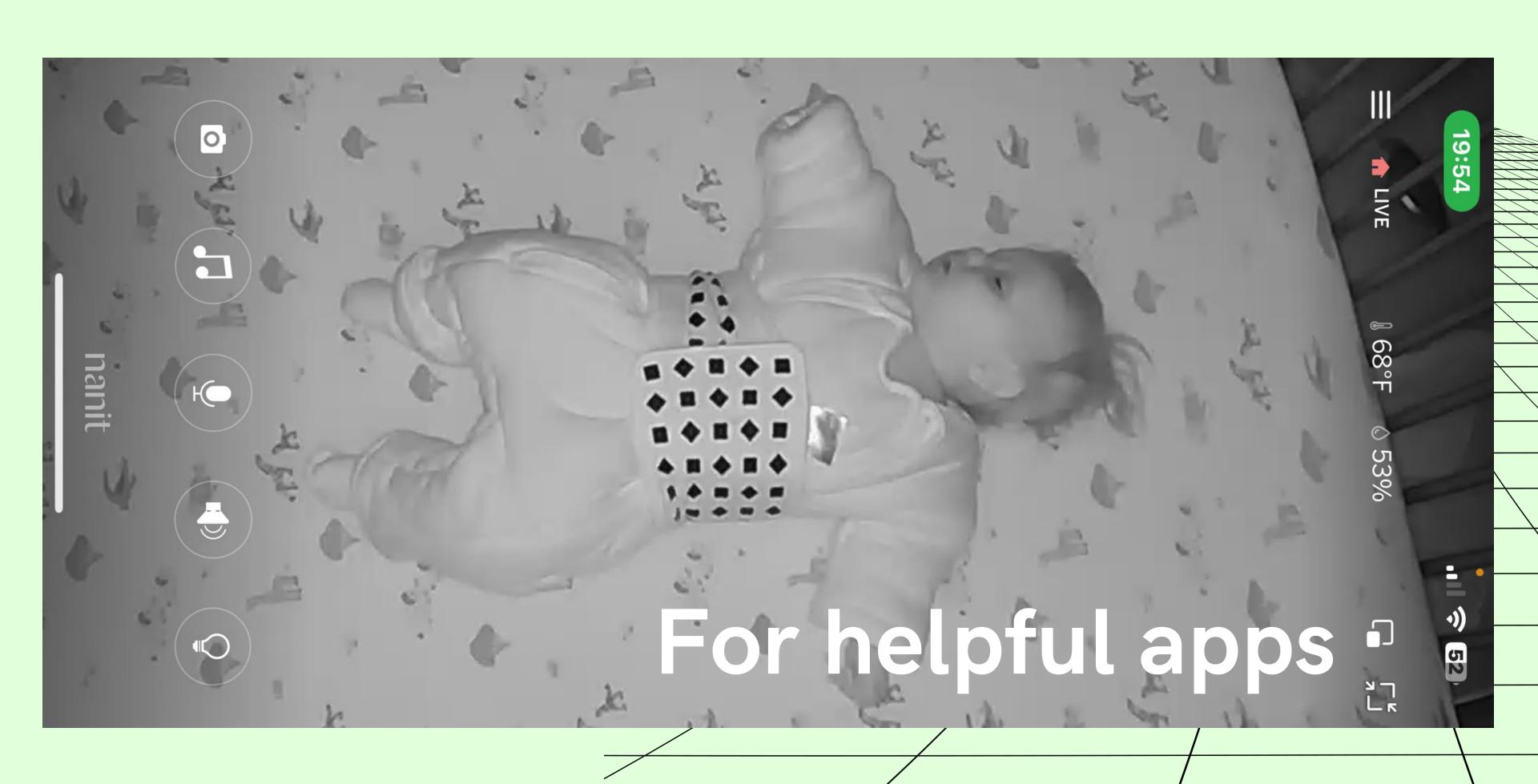






Yes we need them





But while WE learn well from screens, babies DON'T



But while WE learn well from screens, babies DON'T

It's called the "Video Deficit"



Babies may stare at a screen, but they don't learn that way. Up until at least age 2, their brains are not capable.

The sights and sounds are SENSORY OVERLOAD





60 Billion minutes streamed on YouTube in Q1 2023

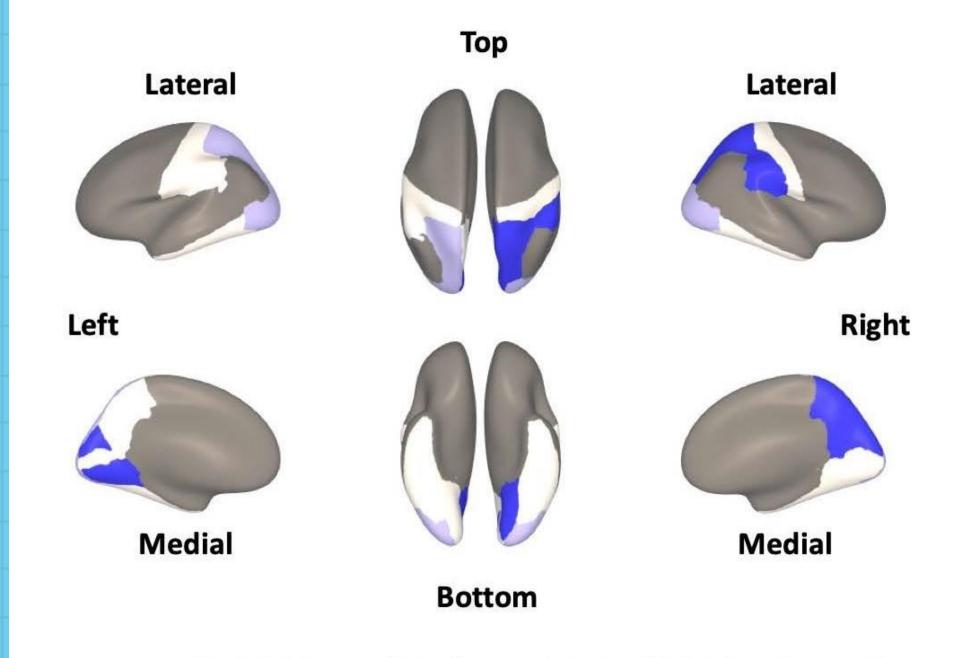
From an internalCoComelon email, according to The New Yorker



"High stimulation level"

Sensory Details	
Dialogue Intensity:	Low
Scene Frequency:	High
Sound Effects Level:	High
Total Sound Effect Time:	High
Music Tempo:	Moderate-High
Total Music Level:	High
Interaction Level:	High
Animation Style:	3D CGI Animation with extremely bright and vivid colors.

Too much screen exposure too soon can change how a baby's brain FORMS



Lower cortical thickness (blue) associated with higher ScreenQ score

More developmental harms associated with screen time:



Trouble learning words and communicating

Trouble managing emotions and anger

Over- or under-sensitivity to light, sounds

Problems with Sleep

Massaroni, ITALY, 2023; Radesky, US, 2023; Heffler, US, 2024; Lin, CHINA, 2022

OF GREAT CONCERN in the research associated with too much screen viewing



OF GREAT CONCERN in the research associated with too much screen viewing

New behaviors which may resemble Autism

Fewer spoken words

Extreme focus on patterns

"Going into their own little world"



It happened to him



For children using tablets at age 3.5, by the time they are age 5.5:

Anger management issues
Social & physical skill deficits
More dependence on screens



Almost all content has embedded TRICKS to keep them watching



Almost all content has embedded TRICKS to keep them watching



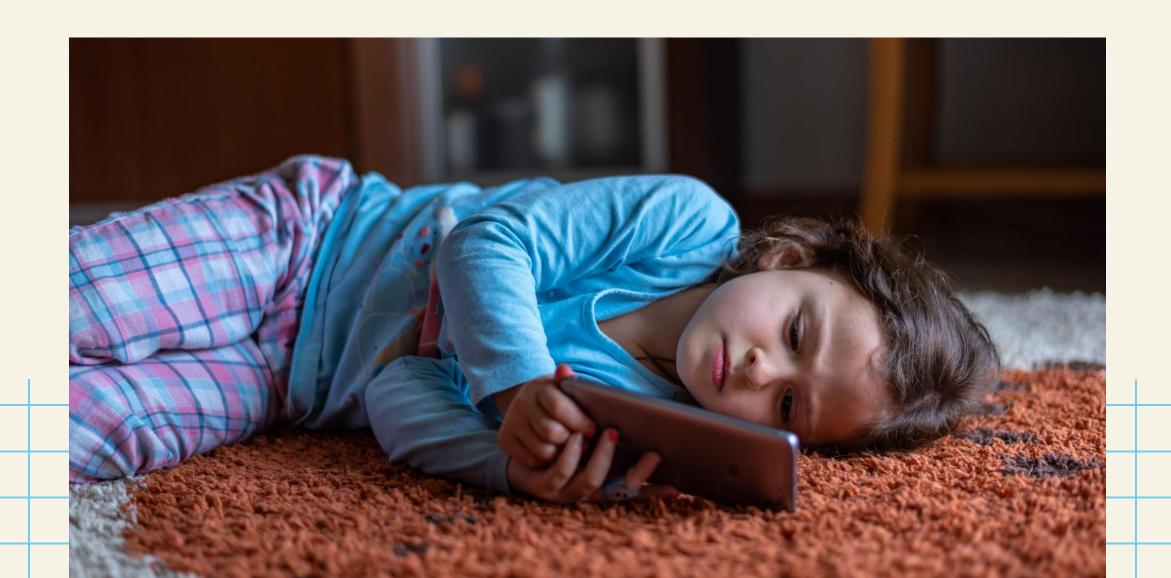
It's called "persuasive design"

Time on screens takes away the time kids need to:

Build skills

Get exercise

Learn to interact with other people



The data shows

IV makes everyone STOP TAIKING



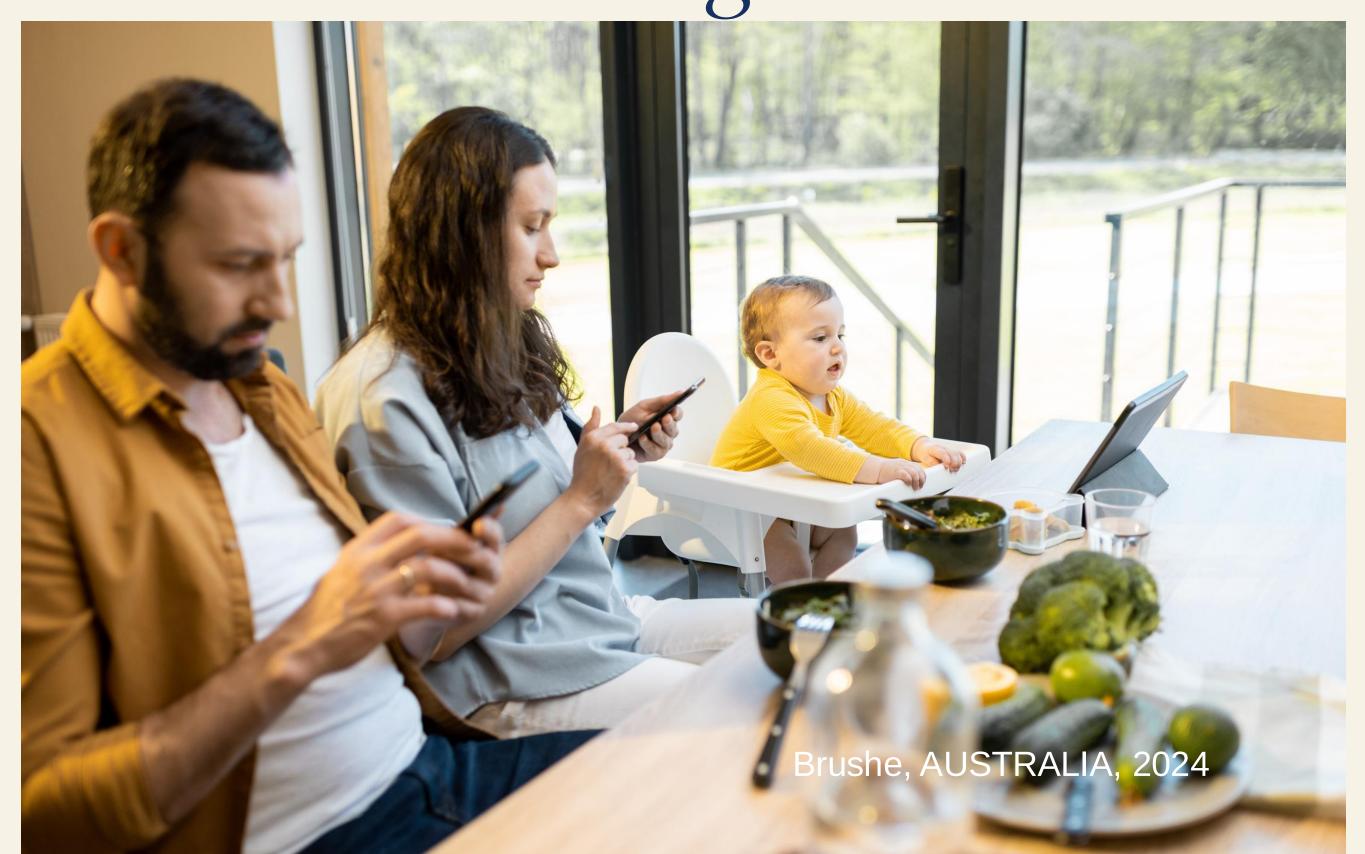
For every additional 1 minute screen exposure, parents and children talked or vocalised less and engaged in fewer back-and-forth interactions.

3-year-old avg ~3 hr watching vs 1 hr

100 fewer adult words 840 fewer vocalizations 194 fewer conversations turns



Language delays happen because there is not enough conversation



TECHNOFERENCE





Brushe, AUSTRALIA, 2024

TECHNOFERENCE

The more device use in presence of child, the more:

Poor mental processing Lower developmental scores Less secure attachment Problem behavior



Toledo-Vargas, AUSTRALIA 2025; Ogata, JAPAN 2025

So what AREthe recommendations?

Guidelines for healthy development

Kids under age 2 (at the earliest!) full time playing and learning in real life











Guidelines for healthy development

For kids under age 2, video calls are OK because they are face to face





Guidelines for healthy development

Kids up to age 5 (at the earliest!) also need PLAY. Any screen time should total less than 1 hour nacay GAINING, American Academy of Pediatrics, World Health Organization



For healthy development

Media should be:

- Slower paced
- Non-violent
- Ideally cowatched

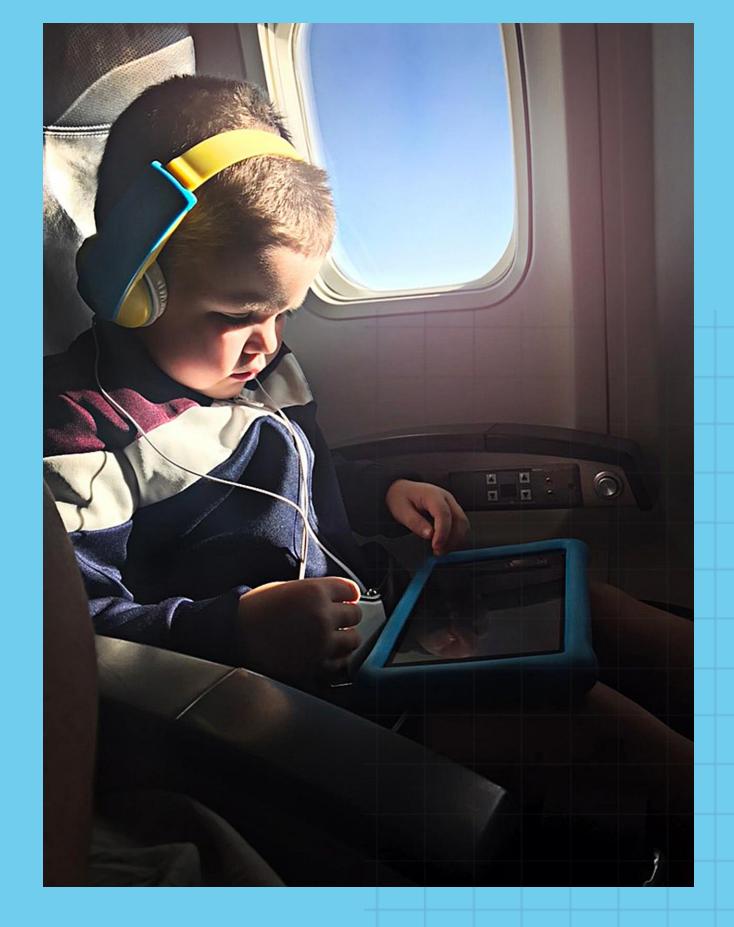






But the REALITY is:

EARLY SCREEN VIEWING HIGHEST AMONG TODDLERS, **ESPECIALLY** BETWEEN 19 and 23 MONTHS



Fairplay/Screen Time Action Network Survey, 2025

How much screen time per day do your children 5 or younger get?

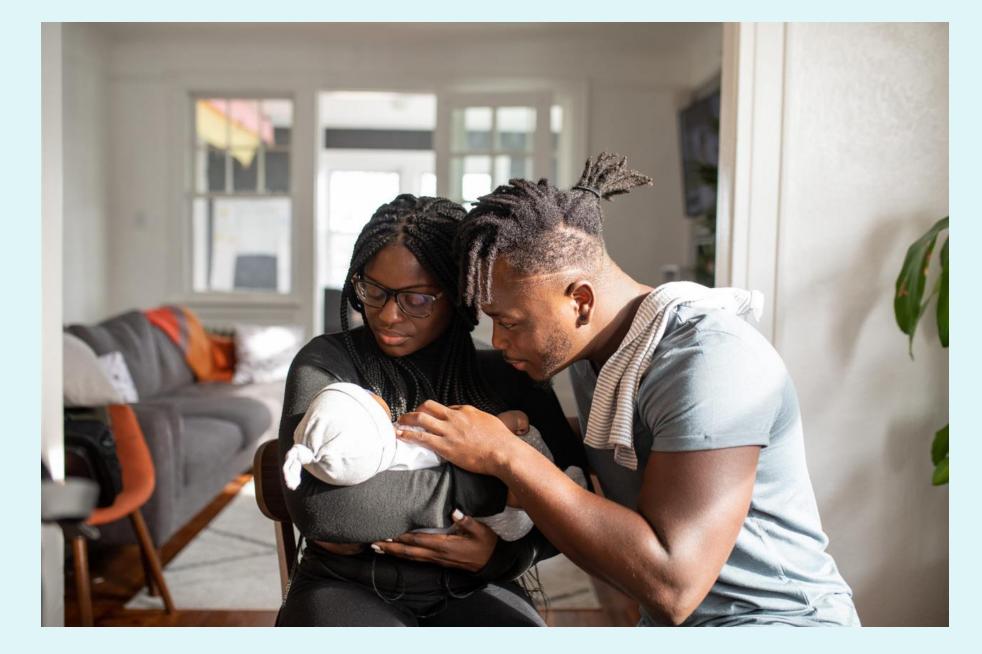


How much screen time per day do your children 5 or younger get?



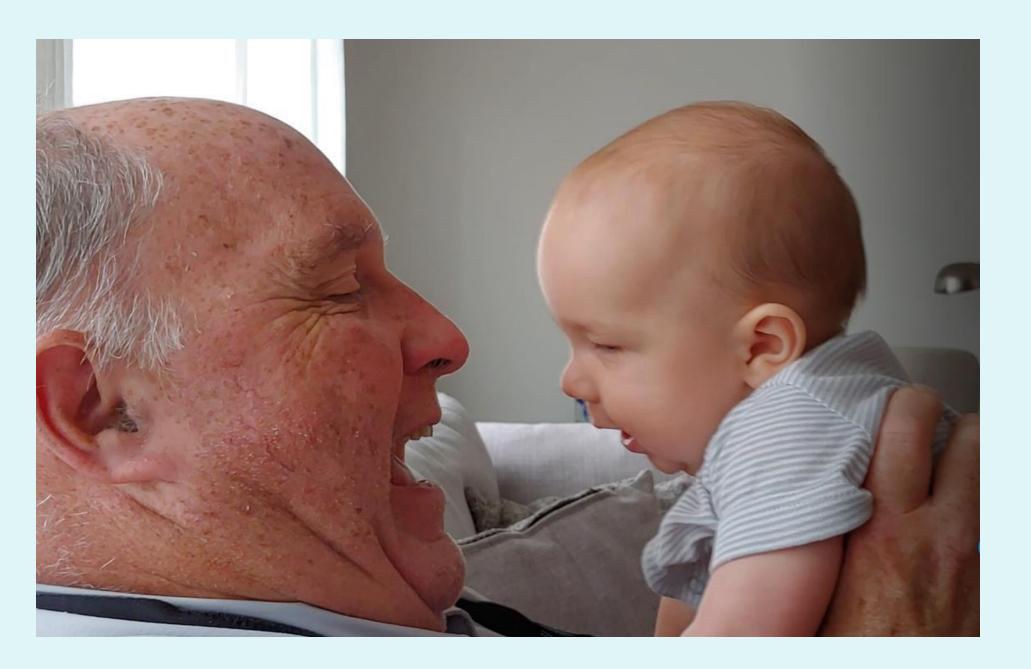
So what to do?

Inform



When they know better, they do better!

Depict

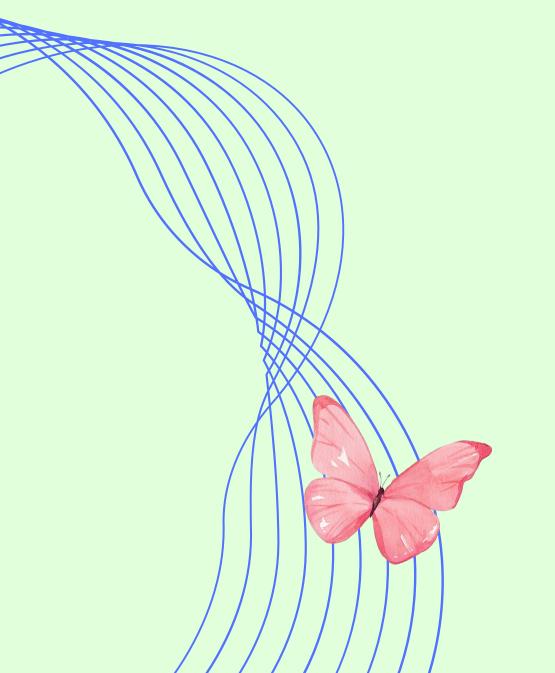




INTERACTING Wherever and Whenever



Being there in the MINI MOMENTS



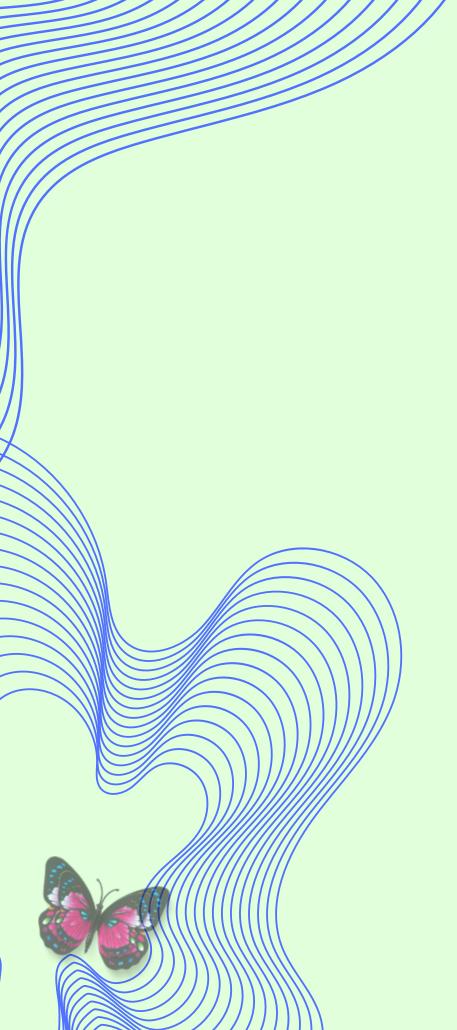


Involving them in routines





Wherever they go





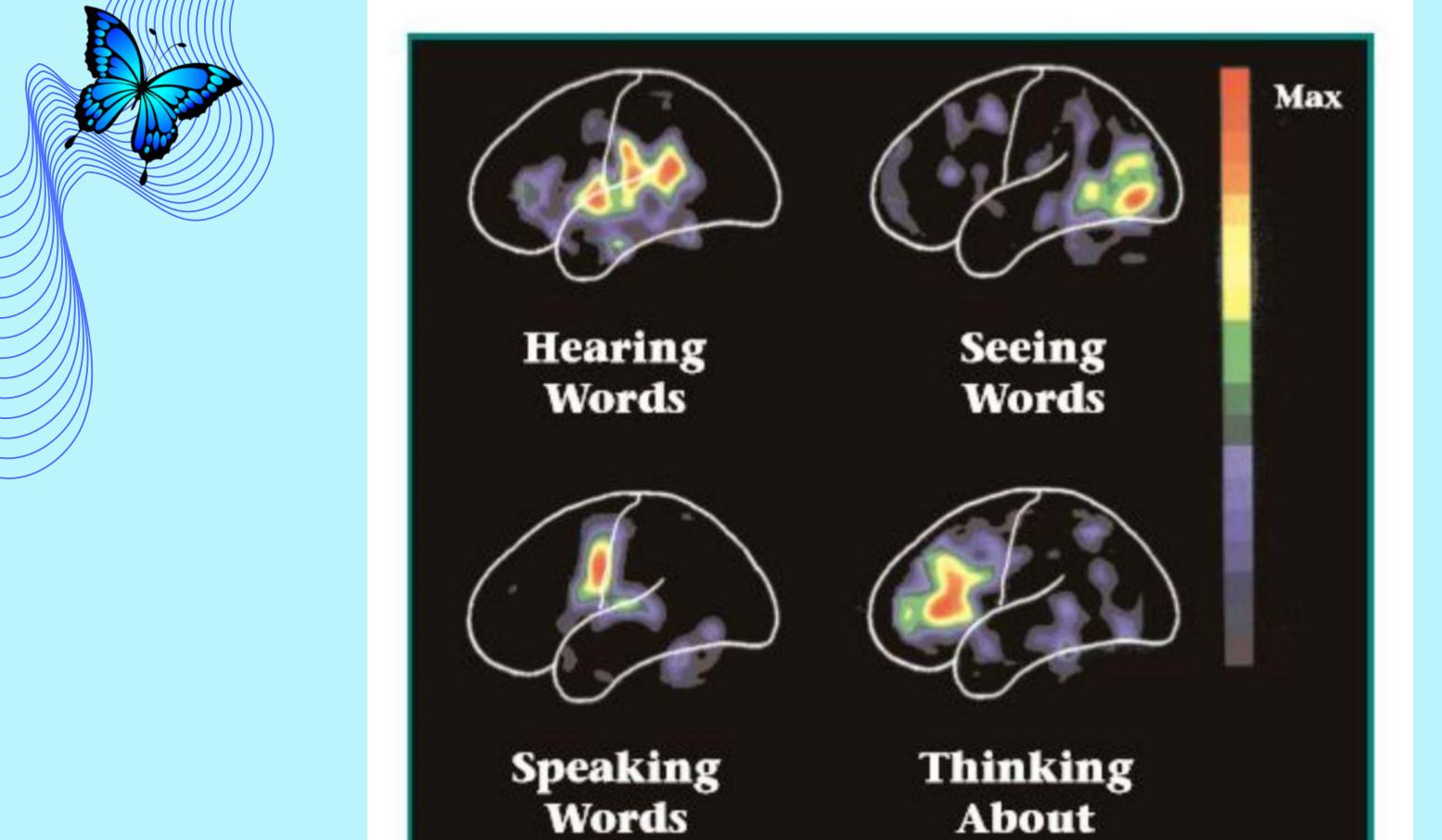


PLAYING!

(indoors and out, alone and together)





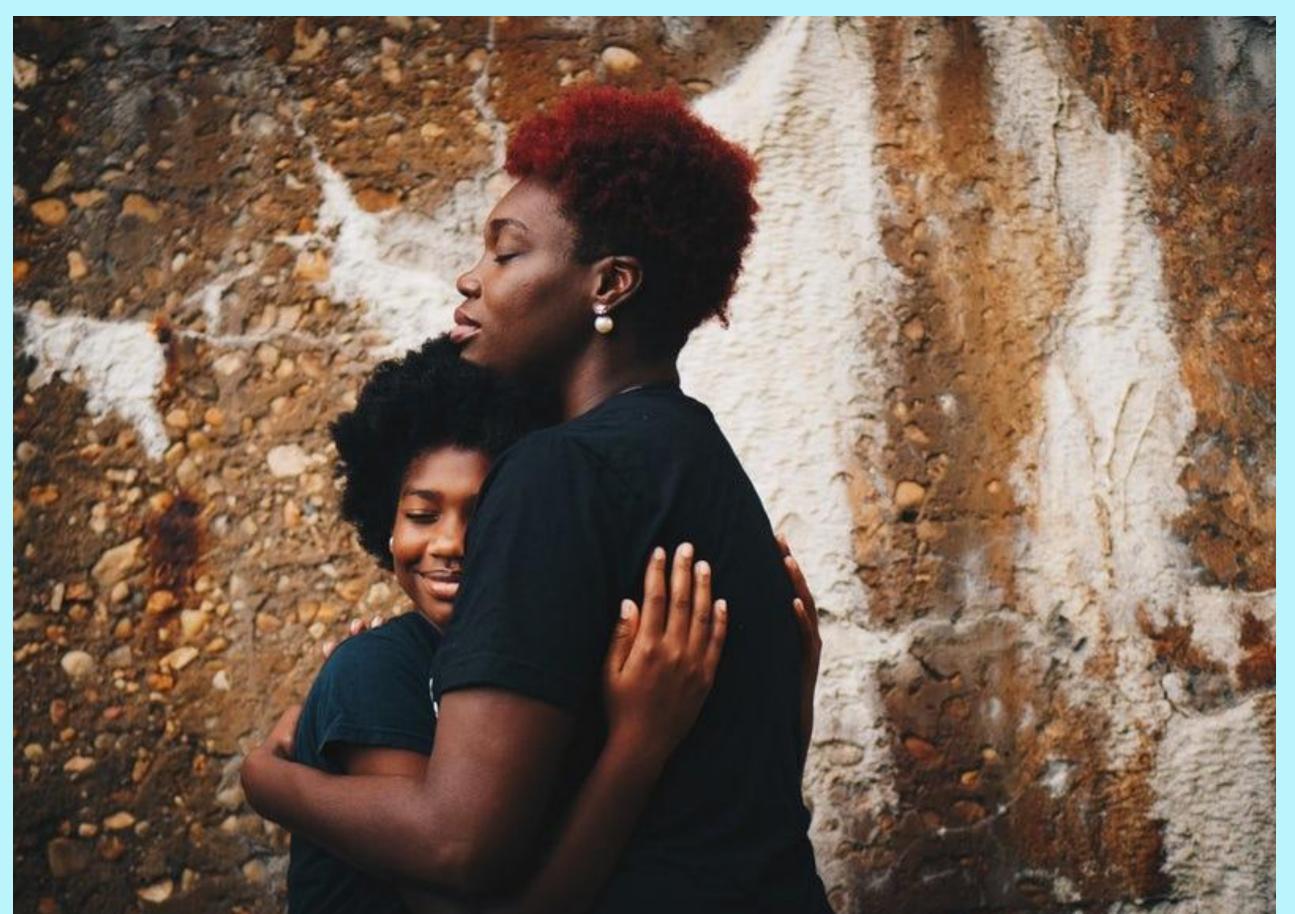


Reproduced with permission of the office of Marcus E. Raichle, M.D., Department of Radiology and Neurology, Washington University School of Medicine, St. Louis.

Words



For calming: hugs not screens



TV off when ho one is watching



Care givers control the device

with time limits



Families in the same bubble



Watching together

Sharing the experience

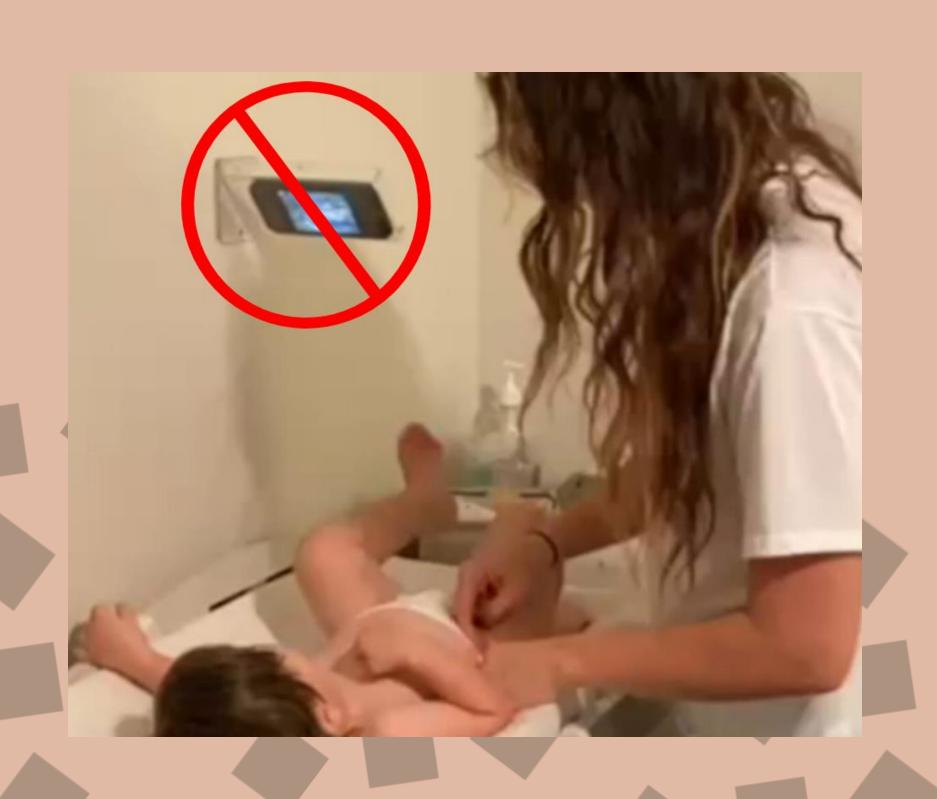
Screenfree meals



and screenfree bedrooms



Beware of "helpful" products





Here come the



Google & Sesame Street

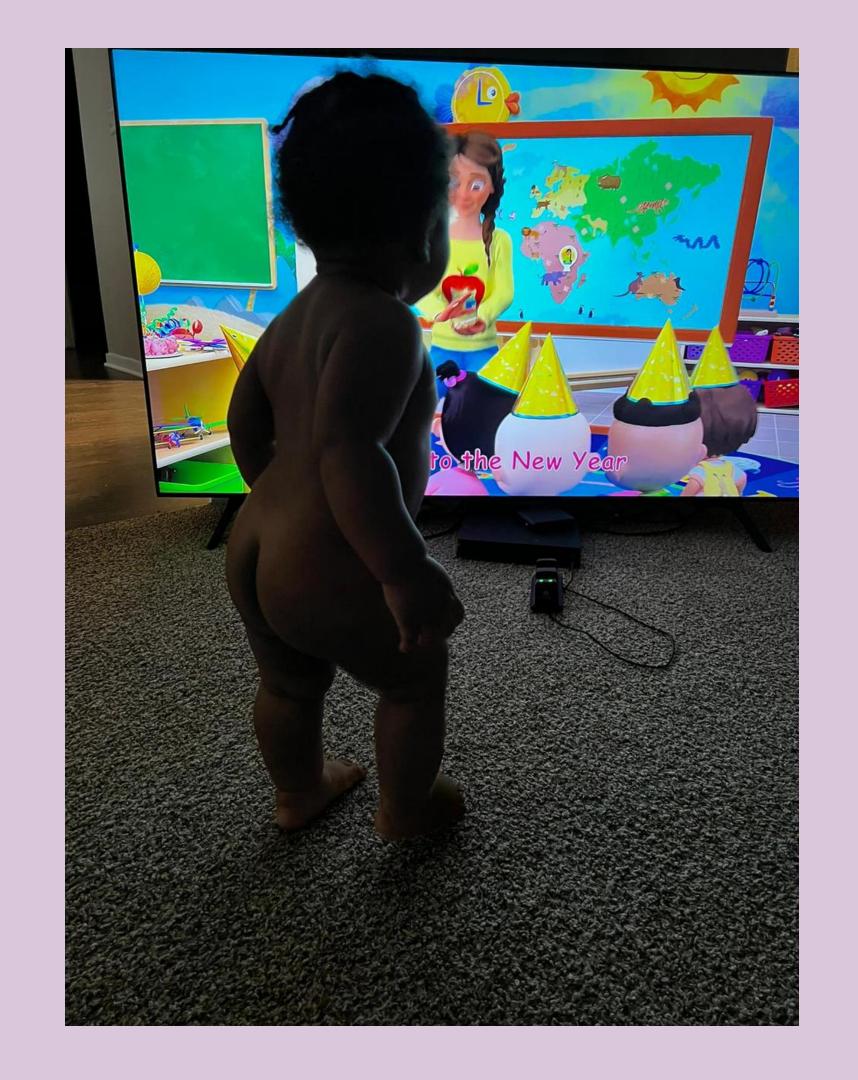


"Digital Wellness"

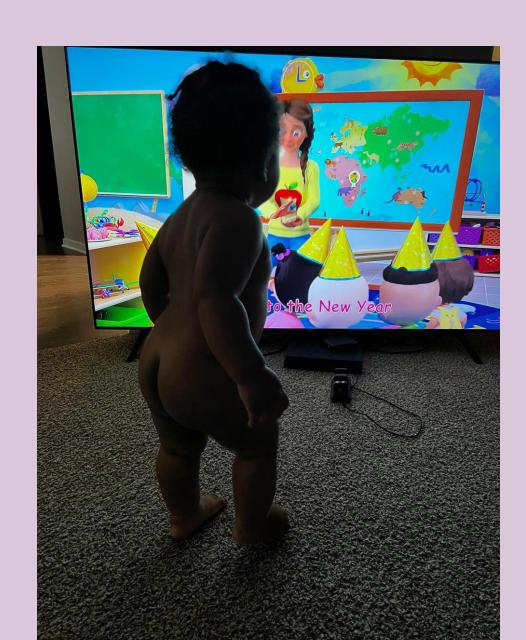
The Hope

True Story

Kicked out of of preschool



When the TV stopped and real play and interaction increased, his problematic symptoms went away.



Same discovery around the world



FRANCE, US, IRAN, AUSTRALIA, JAPAN, NETHERLANDS, etc.

Screen management works!



This is about

PREVENTION



If parents get this right, the mental health carnage we see today does not have to be repeated





GAINING Developmental Wellness Wish List

Public awareness & education



GAINING Developmental Wellness Wish List

Public awareness & education Role models



GAINING Developmental Wellness Wish List

Public awareness & education Role models
Champions!



