



[KidsHealth.org/classroom](http://KidsHealth.org/classroom)

## Teacher's Guide

This guide includes:

- Standards
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- Discussion Questions
- Activities for Students
- Reproducible Materials

## Standards

This guide correlates with the following National Health Education Standards:

Students will:

- Comprehend concepts related to health promotion and disease prevention to enhance health.
- Analyze the influence of family, peers, culture, media, technology, and other factors on health behaviors.
- Demonstrate the ability to access valid information and products and services to enhance health.
- Demonstrate the ability to use interpersonal communication skills to enhance health and avoid or reduce health risks.
- Demonstrate the ability to use decision-making skills to enhance health.
- Demonstrate the ability to use goal-setting skills to enhance health.
- Demonstrate the ability to practice health-enhancing behaviors and avoid or reduce health risks.
- Demonstrate the ability to advocate for personal, family, and community health.

National Health Education Standards: [www.cdc.gov/healthyschools/sher/standards/index.htm](http://www.cdc.gov/healthyschools/sher/standards/index.htm)

With video games at home, computers at school, and TVs just about everywhere, screens are hard to avoid. Spending too much time watching screens can affect students' health and their performance in class. These activities will help your students understand how and why to limit their screen time.

## Related KidsHealth Links

### Articles for Kids:

#### **Are Video Games Bad for Me?**

[KidsHealth.org/en/kids/video-gaming.html](http://KidsHealth.org/en/kids/video-gaming.html)

#### **Why Exercise Is Cool**

[KidsHealth.org/en/kids/work-it-out.html](http://KidsHealth.org/en/kids/work-it-out.html)

#### **It's Time to Play**

[KidsHealth.org/en/kids/what-time.html](http://KidsHealth.org/en/kids/what-time.html)

#### **How to Pick a Great Book to Read**

[KidsHealth.org/en/kids/find-book.html](http://KidsHealth.org/en/kids/find-book.html)

#### **Be a Fit Kid**

[KidsHealth.org/en/kids/fit-kid.html](http://KidsHealth.org/en/kids/fit-kid.html)

#### **What if I Don't Like Sports**

[KidsHealth.org/en/kids/no-sports.html](http://KidsHealth.org/en/kids/no-sports.html)

## Discussion Questions

*Note: The following questions are written in language appropriate for sharing with your students.*

1. What do you like to do when you aren't in school?
2. How much time do you spend watching TV, using a computer and playing video games each day?
3. Why is it important to be physically active every day? What can you do to be more active every day?
4. What are some things your family can do together instead of watching TV?



## Activities for Students

*Note: The following activities are written in language appropriate for sharing with your students.*

### Going Screenless

#### Objectives:

Students will:

- Explore ways to have fun without a screen

#### Materials:

- White paper
- Markers or crayons

#### Class Time:

- 30 minutes

#### Activity:

Think about your favorite app, video, or computer games and what makes them fun. Now we're going to divide the class into two teams and make up our own game - writing down as many fun things as possible that don't include TV, computer, tablet, smartphone, or video game screens. The team with the most ideas on their list after 10 minutes wins. (Tally up the points and then compare each list.) Now, draw a picture of you doing your most fun thing without a screen.

#### Extension:

Have students create a poster or decorate a classroom or hallway wall showing their favorite screen-free activities.



## All Aboard the Screen-Free Train!

### Objectives:

Students will:

- Keep track of their screen-free choices for a week

### Materials:

- “All Aboard the Screen-Free Train” handout

### Class Time:

- 10 minutes a day for 1 school week

### Activity:

This week, whenever you’re about to turn on the TV, play a video game, or grab your tablet or smartphone, STOP - and take a ride on the screen-free train instead! I’m going to put a train engine on the board to start us off. Every time you choose an activity at home that doesn’t use a screen (for example, reading, drawing, dancing, playing outside), you’ll get to add a passenger car to it. Just write or draw a picture of the activity on the boxcar, along with your name, and bring it back to school. Each day we’ll add new cars to the train. Let’s see how long we can make it!

### Extensions:

1. Have students discuss in class (or keep a journal) what it was like to go screen-free for a week.
2. Arrange to have your class, grade or school participate in the annual Screen-Free Week; visit [ScreenFree.org](http://ScreenFree.org).

## Reproducible Materials

### Handout for Teachers: All Aboard the Screen-Free Train!

[KidsHealth.org/classroom/prekto2/personal/fitness/screen\\_time\\_handout1.pdf](http://KidsHealth.org/classroom/prekto2/personal/fitness/screen_time_handout1.pdf)

### Handout for Students: All Aboard the Screen-Free Train!

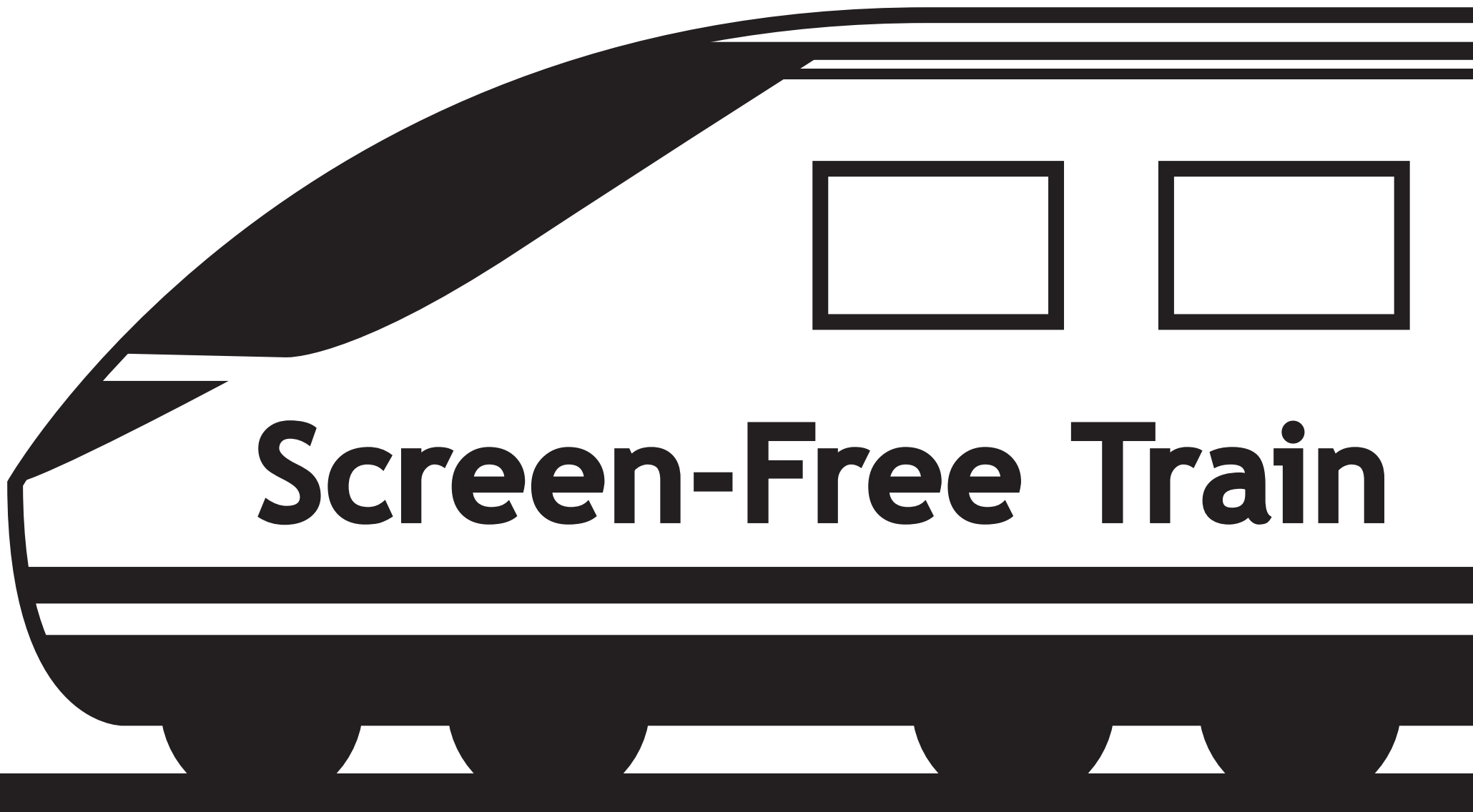
[KidsHealth.org/classroom/prekto2/personal/fitness/screen\\_time\\_handout2.pdf](http://KidsHealth.org/classroom/prekto2/personal/fitness/screen_time_handout2.pdf)

### Quiz: Screen Time

[KidsHealth.org/classroom/prekto2/personal/fitness/screen\\_time\\_quiz.pdf](http://KidsHealth.org/classroom/prekto2/personal/fitness/screen_time_quiz.pdf)

### Answer Key: Screen Time

[KidsHealth.org/classroom/prekto2/personal/fitness/screen\\_time\\_quiz\\_answers.pdf](http://KidsHealth.org/classroom/prekto2/personal/fitness/screen_time_quiz_answers.pdf)



**Screen-Free Train**





