

Pink's Screen Time

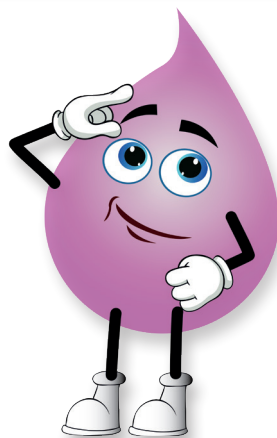
Instructions for Talking Cards

(pack includes 12x talking cards)

The Pink's Screen Time game can be used as a standalone resource or as an extension activity to the Pink's Screen Time storybook/animation.

This game consists of 12 photographs that show a range of different ways we can use technology. Early Years Practitioners should explain the situation on each card and allow students to decide whether it is a healthy or unhealthy use of technology.

The children's responses will showcase understanding and current knowledge.





Sanjeet switches on the console in his room at 5pm and plays it until midnight.



Gabriel is using his phone to take photos of himself and is sending them to people he does not know.



Libby sets her alarm to wake her up at 5am so she can play her online games whilst her parents sleep.





Eryka is playing a new game and is chatting to lots of people she does not know in the chat room.



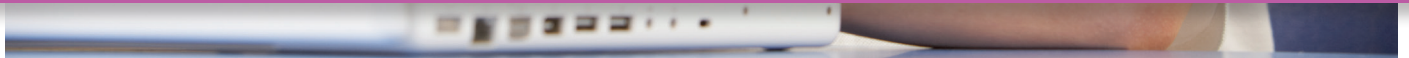
Kenny is using his camera to take photos of other people. He does this in secret.



Polly sends an unkind email to the children in her class.



Jack is at school and uses the class computer to find out more about tigers.



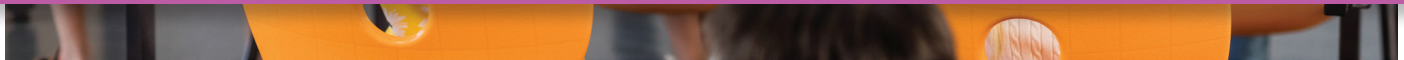


Asha is using an app on her mum's phone to take pictures of plants and identify them.





Mrs Chapman is using the big screen in the classroom to show the next activity.





Misba and her auntie and uncle play video games for an hour every Sunday.



Dwayne uses his mum's phone to video call his grandad and grandma.





Benjamin uses his tablet to call his dad when he is working away from home.