DPCDSB PSYCHOLOGY DEPARTMENT

GAMINGDURING COVID 19: GUIDELINES FOR MAINTAINING A HEALTHY BALANCE



Are all video/computer game**s**ad? No. There are many positives involved with playing them including

Fun and interactive learning through games

Communities within online games that may promoteocializing with others

Staying connected with family and frientthsough playing togethein-person or online

How can youhelp your child use technology and **ply** games in a safe and healthy way? The following tips may be of value

For younger children, have an open area for computer use where you can monitor what is being viewed or played until children develop a sense of responsible media use

Create houseulesfor gamingthat are reasonable for the child's age

Maintain a consistent daily scheduler gaming and consider writing it down and posting it in a communal space

Emphasize the need for daily exercise, and family engagement for a healtheylainee If you feel that the house rules with respect to gaming not being respected, consider reviewing them and developing a contract (set of expectations for behavind consequences)

to reinforce setting a limit on game time

What are the best types of ideo/computer games for young children (ages11)? For this age group, the best games:

Reward creativity and planning

Help your child learn about rules and strategy

Have different levels of difficulty, **sb**at games can evolve and your child can progress through stages

Have simple controls younger children can get frustrated if they can't work the controls Havepositive messages about gender and diversity

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What are the best types of games for older children (ages 12 and up)? For tweens and teens:

Focus on encouraging healthy gaming habits rather than looking for a specific game Games that give your child a way to work with other people in a team can be a good choice Look for games that have a positive message abouitty equal to six years.

How do youknow when gaming isnterfering with your child's well-being? As parents, we are always