

Healthy Early Development and Screen Time Act

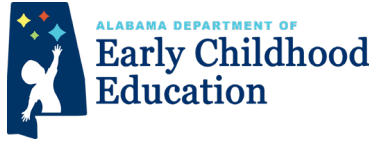
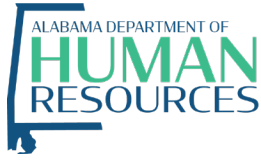
Key Terms and Definitions

Important to note:

The first seven definitions are taken directly from or closely reflect the language in § 26-24-60. Additional definitions have been included to clarify terms used throughout this guidance and to support consistent implementation of the Healthy Early Development and Screen Time Act.

Terms from Act 2026-169

Term	Meaning in Act 2026-169	Reference
Adult-supervised use	Media engagement in which a parent, guardian, or caregiver is actively present and guiding and discussing the media content.	§26-24-60(1)
Early childhood education program	A licensed child care facility serving children five years of age and younger; a prekindergarten program operating under Article 2*; or a public kindergarten program. The term also includes any afterschool, extended day, or summer program provided by one of those covered facilities or programs. *First Class Pre-K	§26-24-60(3)
High-quality programming	Screen-based media programs and platforms used in early childhood education programs that are age-appropriate, use a slow pace, are free of violence, and are free of advertisements determined to be harmful to children.	§26-24-60(4)
Licensed child care facility	A day care center, day care home, group day care home, or night care facility, as defined in Section 38-7-2.	§26-24-60(5)
Screen-based media	Visual media devices including, but not limited to, televisions, computers, smart phones, and tablets.	§26-24-60(6)
Screen time	Time spent using screen-based media. The term does not include live, interactive video communication, such as a video call with a child's family.	§26-24-60(7)
Passive screen time	A term used in the HB 78's prohibition on "background television and passive screen time."	§26-24-62(b)
Screen time standards	Standards to be developed by ADECE, in collaboration with DHR and ALSDE, based on current evidence-based research and practices. The standards must include age-appropriate screen time limits, guidelines for determining what constitutes high-quality programming, and best practices for screen time in early childhood education programs.	§26-24-63



Additional Key Terms for Implementation

Active media use	When children actively think, respond, create, communicate, solve problems, or interact with an educator while using technology. Technology is used to support learning through conversation, exploration, creativity, or hands-on activities before, during, or after screen use.
Background television	Any television, video, or other screen-based media that is on when no one is actively watching or using it. Even when children are not paying attention, background television can distract from play, conversation, learning, and interactions with others.
Guidelines	Research-based guidelines on healthy screen time practices for children from birth through five years of age will provide information for families and caregivers and will be available at no cost on the ADECE website.
Pacing	The speed at which information, pictures, sounds, and activities are presented in digital media.