We Give Meaning To Technology.
There is no scientific or technological advance that is either good or bad in itself. It is only as we human beings give meaning to science or technology that they will have a positive or negative thrust.
The main question is not so much how the new technology can help children learn. Rather, it’s what will they do with what they learn? Only real human beings can help them know the difference.

Imagination Comes First.
It’s the things we play with and the people who help us play that make a great difference in our lives.
The very best kinds of playthings are open-ended, those that a child can make conform to his or her own unique fantasies and feelings. If most of their playthings are “single-action” toys, their play tends to be limited, as if they’re following the “formula” of what the manufacturer determined.

It’s Through Relationships That We Grow Best – And Learn Best.
Nothing will ever take the place of one person actually being with another person. Let’s not get so fascinated by what technology can do that we forget what it can’t do. A computer can help you learn to spell “H-U-G”, but it can never know the risks or the joy of actually giving or receiving one.
It’s through relationships that we grow best - and learn best.

Every Child Needs A Complete and Healthy “Play” Diet.
The best television programming can be a nourishing part of a complete diet that includes times with parents and with other children, times of active play, times of quiet play and, of course, plenty of time for sleep.
I have long believed that the best use of television happens when the program is over, and people integrate what has been presented. TV may be the only appliance that is more useful after it is turned off.

We Can Turn It Off.
We have to help give children tools, building blocks for active play. And the computer is one of those building blocks. No computer will ever take the place of wooden toys or building blocks. But that doesn’t mean they have to be mutually exclusive.
Where I become concerned, however, is when I see electronic games becoming the mainstay of a child’s play. I wanted children to know that I could use the computer, but that I could also turn it off.