

Screen Time vs. Screen Value

It's not about how long students are on screens. It's about what they're doing on them. Two devices. Two classrooms. The same amount of screen time. The gap between them isn't measured in minutes — it's measured in **purpose**.

"Low Screen Value" vs. "High Screen Value"



Low screen value:
Passive. Consuming. Distracting.



 Passive watching
 No interaction
 Entertainment only
 Endless scrolling



High screen value:
Active. Engaging. Empowering.



 Creativity
 Collaboration
 Critical Thinking
 Communication

In schools, **technology must empower thinking** — not replace it.

120 mins logged — two scenarios

Low Value: 2 hours of passive video watching. Nothing created. Nothing solved. Nothing connected.

High Value: 2 hours researching, creating, collaborating, completing a project. Screen value generated: immeasurable.

The number is identical. The outcome is not.
Only one created any value.

5 mins recovered or lost, every lesson

- Without the right tools in place:** Students open games. Students search unrelated topics. Students lose focus. Five minutes lost, every class, before teaching even starts.
- With the right tools in place:** The correct app launches the moment class starts. Students start together, focused. Five minutes returned, every class, every day.



Same clock. Same classroom.
What fills the time decides whether it's screen time or screen value.



What measures screen value



Creativity
Students express and create original ideas using technology as their canvas.



Collaboration
Students work together across the classroom — and across the world.



Critical Thinking
Students analyze, evaluate and solve real problems rather than consume passively.



Communication
Students express ideas clearly and purposefully to authentic audiences.

Technology alone doesn't create screen value

Educators
Teachers design experiences, create engagement, and know when technology should serve learning and when it should step aside.

Families
Families support learning at home, manage expectations, and encourage healthy digital habits beyond the classroom.

Technology
IT and Jamf provide the focus, access, safety, and partnership tools that let educators and families work as one team for better learning outcomes.

One Jamf experience, every moment of the day

In the Classroom:
Jamf Teacher
Purposeful, planned screen time. Lesson templates, app and website locking, and focused, distraction-free learning.

Everywhere Online:
Jamf Safe Internet
Visibility and reporting on website usage across every device, giving schools the evidence behind their screen value story.

Beyond the School:
Jamf Parent
Screen value continues at home. Device rules, app and website management, and healthy habits, set once and trusted.



[Explore Jamf for K-12 >>](#)



Stop asking the wrong question

Instead of: "How much screen time did students have?"



ASK:
What did students create today?

ASK:
What problems did they solve?
What connections did they make?

ASK:
What opportunities did technology unlock?

Quality of use > **quantity of time**. Let's focus on screen value.