preserving true play in a screen filled world

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JACK HIROSE CONFERENCES ON

Developmental & Emotional Challenges with Children & Adolescents

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Part 1

Why Play?

PLAY IJ THE LEADING EDGE OF DEVELOPMENT

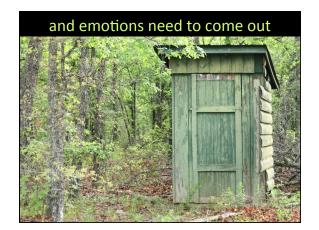
Play is where ...

- a child processes their world
- a child's tentative self can safely emerge
- o curiosity and creativity are born



- the brain's problem solving networks are programmed
- a child is most receptive to learning
- emotion can be expressed without repercussion





what is needed ...

emotional safety







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for things to

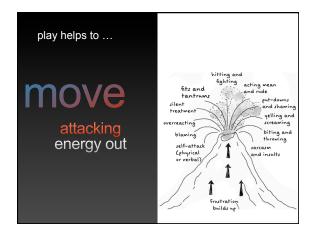
move



a release

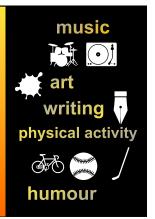
an outlet

expression without repercussion



play provides ...

a **release** for the frustration in the system that has built up and turned foul



a **release** for the frustration in the system that has built up and turned foul

... before it leaks out other places



play helps to ...

move

us closer to our feelings

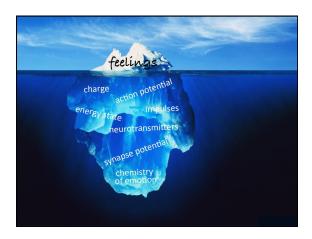
how?

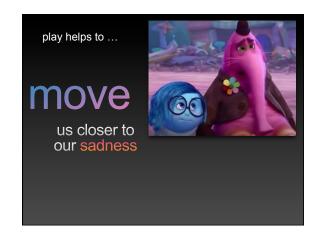
more indirect

makes it possible to access feelings that are too vulnerable to look at directly

our system is at rest and so alarm doesn't get in the way

we can only feel that which moves

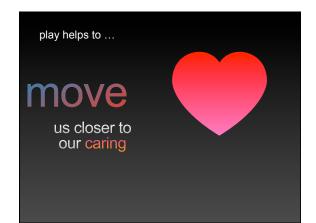




a way to access the disappointment, the missing, the melancholy

... so it doesn't get stuck inside







technology offers . . . a shortcut outside in vs inside out information driven not led by curiosity information at fingertips no room for own ideas, thoughts, questions or creative outcomes no room for wonder creates grooves instead of networks shortcut to reward system so can lead to a drive and obsession technology offers . . . an escape, a distraction more stimulating than releasing avoidance of vulnerable feelings avoidance of futility leading to lack of adaptation and lack of resiliency CAVEAT - even though the intention may be escape, certain offerings allow access to difficult feelings indirectly technology offers . . . often limits to a superficial connection loss of appetite for real

relationship

being known always "on" so no true rest no satiation so can lead to obsessive need to connect

may lead to a false sense of





risk of too deep too soon

- roots can't support
- may not be safe
- potential for danger
- risk getting wounded



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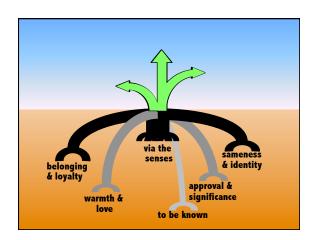
Part 3

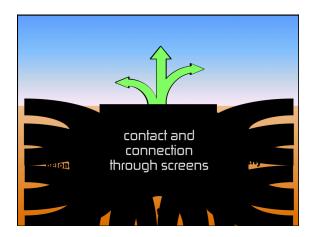
Readiness and Warning Signs



child becomes bored quickly and seeks stimulation – not able to be in the present child's use of the device becomes obsessive increased frustration at thwarted contact which comes out as attacking energy avoidance of vulnerable feelings not able to adapt to futilities









"we must give our children
a chance to mature
so that they can
become the masters
of these new tools,
not their slaves."

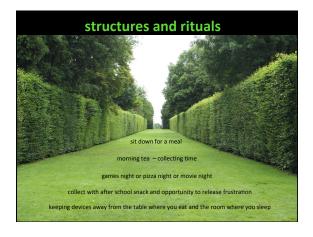
from Hold on to your kids



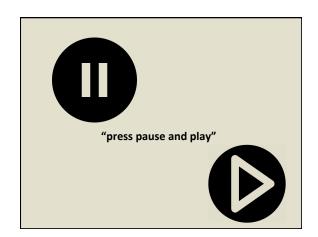
The trouble with play

is that it is not demanding
and requires a SPACE FREE of
attachment-preoccupations
stimulation
& outcome-based activities













"We become the ANSWER a child needs when we take care of a child's ATTACHMENT to us as well as PROTECT the space needed for TRUE PLAY"

Dr. Gordon Neufeld



