

HB26-1418 be amended as follows:

1 Amend proposed committee amendment (HB1418_L.001), page 2, strike
2 lines 19 through 38.

3 Page 2, strike line 1 and substitute:

4 "(a) (I) YOUNG PEOPLE SPEND A SIGNIFICANT PORTION OF EACH
5 DAY ENGAGING WITH SOCIAL MEDIA, ONLINE GAMING, AND OTHER DIGITAL
6 PLATFORMS DESIGNED TO MAXIMIZE ATTENTION, FREQUENCY OF USE, AND
7 IN-PLATFORM TRANSACTIONS;

8 (II) ALTHOUGH SOCIAL MEDIA TECHNOLOGIES CAN SUPPORT
9 CONNECTION AND ENTERTAINMENT, EXCESSIVE OR UNSUPERVISED
10 ENGAGEMENT CAN CONTRIBUTE TO SOCIAL ISOLATION, DISRUPTED SLEEP,
11 REDUCED PHYSICAL ACTIVITY, AND INCREASED RISK OF ANXIETY,
12 DEPRESSION, AND COMPULSIVE USE BEHAVIORS;

13 (III) RESEARCH DEMONSTRATES THAT STRONG PROTECTIVE
14 FACTORS, INCLUDING CONSISTENT ACCESS TO SUPPORTIVE ADULTS,
15 POSITIVE PEER RELATIONSHIPS, AND STRUCTURED OPPORTUNITIES FOR
16 ENGAGEMENT, ARE CRITICAL TO PROMOTING YOUTH MENTAL HEALTH,
17 BUILDING RESILIENCE, AND MITIGATING THE NEGATIVE EFFECTS OF SOCIAL
18 ISOLATION AND EXCESSIVE SCREEN TIME;

19 (IV) OUT-OF-SCHOOL TIME PROGRAMS ARE A PROVEN STRATEGY
20 FOR DELIVERING THESE PROTECTIVE FACTORS BY PROVIDING SAFE,
21 SUPERVISED ENVIRONMENTS, FOSTERING MEANINGFUL RELATIONSHIPS
22 WITH TRUSTED ADULTS AND PEERS, AND ENGAGING YOUNG PEOPLE IN
23 HANDS-ON LEARNING, PHYSICAL ACTIVITY, AND SKILL DEVELOPMENT
24 THAT REDUCE RELIANCE ON PASSIVE OR EXCESSIVE DIGITAL USE AND
25 IMPROVE SOCIAL-EMOTIONAL OUTCOMES;

26 (V) THERE IS SIGNIFICANT UNMET DEMAND FOR OUT-OF-SCHOOL
27 TIME PROGRAMS ACROSS COLORADO; MANY CHILDREN WOULD
28 PARTICIPATE IF PROGRAMS WERE AVAILABLE;

29 (VI) STATE-LEVEL SUPPORT FOR EDUCATIONAL RIGHTS, INCLUDING
30 LEGAL RESOURCES, TECHNICAL ASSISTANCE, AND FAMILY AWARENESS,
31 PROMOTES ACCOUNTABILITY, HELPS FAMILIES NAVIGATE COMPLEX
32 SYSTEMS, AND STRENGTHENS TRUST IN EDUCATIONAL INSTITUTIONS; AND

33 (VII) IT IS IN THE BEST INTEREST OF THE STATE TO INVEST IN
34 PREVENTION AND EARLY INTERVENTION STRATEGIES THAT PROMOTE
35 YOUTH WELL-BEING, INCLUDING SUSTAINABLE FUNDING FOR
36 OUT-OF-SCHOOL TIME PROGRAMS AND EDUCATIONAL RIGHTS
37 ENFORCEMENT, AND TO REQUIRE CERTAIN SOCIAL MEDIA PLATFORMS THAT
38 PROFIT FROM YOUTH ENGAGEMENT, INCLUDING GAMING TRANSACTIONS,
39 TO".

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