

## [Games for Birth–6](#)



Play is an important part of childhood and helps children connect their knowledge with the world around them! For this reason, we've researched different games for specific age groups to help you easily choose a game that's right for you and your child along with expert recommendations based on research from the [Media and Children Communication Toolkit](#). Because every child and family is unique, it's good to do what feels right for your own situation. What works for one family might not work for yours. Your family might also be interested in creating a [Family Media Plan](#), as recommended by the American Academy of Pediatrics.

Here are some of our librarian recommended games websites for children between birth and 6 years of age. You can also borrow [Playaway Launchpad tablets](#), pre-loaded with learning games or [video games](#) from the Library.

## Infant-2 Years

For most of the kids, learning with a device starts when they are around 2 years old. Children under 2 years are developing at a rapid pace that can set them up for success throughout their entire life if cultivated and encouraged! Children at this age need engaging hands-on exploration and social interaction with their caregivers and parents to aid in cognitive, language, motor, and social-emotional skill development. Though every situation and child is different, these are some basic guidelines you can consider: The American Academy of Pediatrics recommends that families avoid digital media use (except video-chatting) in children younger than 18 to 24 months. For children ages 18 to 24 months of age, digital media can be added in moderation if it's high-quality programming and families use the media together with their child.

[Here are some of our favorite games for infants to 2 year olds!](#)

## 3-4 Years

Children in the 3-4 age range are still developing many of their cognitive, language, motor, and social-emotional skills. Though every situation and child is different, these are some basic guidelines you can consider: For children 2 to 5 years of age, the American Academy of Pediatrics recommends limiting screen use to 1 hour per day of high-quality programming while viewing the content with your children to help them understand what they are seeing and help them apply what they learn to the world around them.

[Here are some of our favorite games for 3 to 4 year olds!](#)

## 5-6 Years

Children who fall into the 5-6 year age range can have more opportunities to explore digital games and screen time. The American Academy of Pediatrics recommends that children and adolescents get the recommended amount of daily physical activity (1 hour) and adequate sleep (8–12 hours, depending on age), but can enjoy screen time beyond that. As always, the amount of time your child spends on a screen is entirely up to the family and can be widely different depending on many circumstances.

[Here are some of our favorite games for 5 to 6 year olds!](#)

If you are looking for game recommendations for older kids, please see [games for tweens](#).

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