

S.F. No. 1012 – Digital Well-Being Grant

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Section 1. Digital Well-Being Grant.

Subdivision 1. Findings; grant. Paragraph (d) Requires the commissioner to award a grant to LiveMore ScreenLess, a Minnesota-based organization that works with communities to support digital well-being.

Subd. 2. Digital well-being resource hub. Requires the grant to be used to support the creation of a library of resources which promote digital well-being in Minnesota.

Subd. 3. Network of organizations. Requires that LiveMore ScreenLess identify, collaborate, and coordinate with both local and national organizations that are focused on healthy screen use and healthy youth development. This includes cyberbullying, suicide prevention, mental health, antipornography, mindfulness, and social and emotional learning.

Subd. 4. Train-the-trainer series. Requires LiveMore ScreenLess to implement the digital well-being train-the-trainer series for everyone in Minnesota who serves and advocates for young people in Minnesota.

Subd. 5. Peer-to-peer training development. Requires LiveMore ScreenLess to deliver peer-to-peer training so that young people in the state can advocate and promote digital well-being to other students.

Sect. 2. Appropriation.

Subd. 1. Department of Education. States that the appropriation comes from the general fund to the Department of Education.

Subd. 2. Digital well-being. Paragraph (a) Includes a blank appropriation for a grant to LiveMore ScreenLess for fiscal year 2022 and fiscal year 2023.

Paragraph (b) Includes a blank base amount starting in fiscal year 2024 and later.