Outcome	Specific Outcome	Exposure	Lead Author, Date	r with 95% CI	I²	K	N	
Learning	Academic performance	Screen use: General	Adelantado–Renau, 2019	−0.22 [−0.31, −0.13]	97%	18	13100	Meets Criteria
	Academic performance	TV programs and movies: General	Adelantado–Renau, 2019	−0.12 [−0.16, −0.07]	96%	18	62135	Meets Criteria
	Academic performance	Video games: General	Adelantado–Renau, 2019	−0.09 [−0.12, −0.06]	2%	10	4276	Meets Criteria
	Educational achievement problems	Internet use: Cyberbullying victimization	Gardella, 2017	0.15 [0.13, 0.17]	0%	7	7768	Unclear
	General	E–Books: Narration	Takacs, 2014	0.19 [0.14, 0.23]	20%	50	2288	Meets Criteria
	General	Screen–based intervention: Education (via computer)	Liao, 2008	0.22 [NA, NA]		48	5121	Unclear
	General	Screen–based intervention: Education (via touch screen)	Xie, 2018	0.29 [0.24, 0.34]	72%	79	5810	Meets Criteria
	General	Screen–based intervention: Sesame Street	Mares, 2013	0.14 [0.10, 0.19]		24	10596	Unclear
	General	Screen–based intervention: Augmented reality (in schools)	Tekedere, 2016	0.33 [0.25, 0.42]	69%	15	1474	Meets Criteria
	General	Screen–based intervention: Literacy (via computer in school classrooms)	Archer, 2014	0.17 [0.11, 0.23]	91%	38	18078	Unclear
	General	Screen use: General (mobile phone)	Kates, 2018	−0.12 [−0.19, −0.05]		8	135131	Unclear
	General	TV programs and movies: General	Williams, 1982	−0.09 [−0.13, −0.04]	96%	23	86507	Meets Criteria
	Literacy and numeracy	Screen–based intervention: Sesame Street	Mares, 2013	0.14 [0.08, 0.20]		15	7604	Unclear
	Physical and social environment	Screen–based intervention: Sesame Street	Mares, 2013	0.17 [0.09, 0.24]		13	7797	Unclear
	School attendance problems	Internet use: Cyberbullying victimization	Gardella, 2017	0.20 [0.18, 0.21]	0%	9	25242	Unclear
Literacy	Decoding	E–Books: General	Zucker, 2009	0.64 [0.27, 1.01]	89%	2	109	Unclear
	General	Screen use: General	Madigan, 2020	−0.14 [−0.20, −0.09]	91%	38	18318	Meets Criteria
	General	Screen–based intervention: Literacy	McArthur, 2018	0.22 [0.11, 0.33]	0%	6	294	Unclear
	General	Screen–based intervention: Literacy videos	Hurwitz, 2018	0.10 [0.07, 0.13]	0%	783	24624	Unclear
	General	Screen use: General (coviewing)	Madigan, 2020	0.15 [0.02, 0.28]	96%	12	6083	Meets Criteria
	General	TV programs and movies: Coviewing	Madigan, 2020	0.11 [0.01, 0.20]		9	3376	Unclear
	General	TV programs and movies: Educational	Madigan, 2020	0.13 [0.03, 0.23]	81%	13	1955	Meets Criteria
	General	TV programs and movies: General	Adelantado–Renau, 2019	−0.12 [−0.15, −0.09]	54%	8	16761	Unclear
	General	TV programs and movies: General (in background)	Madigan, 2020	−0.19 [−0.31, −0.06]	71%	5	2792	Unclear
	Listening comprehension	Screen–based intervention: Literacy (Abracadabra; in schools)	Abrami, 2015	0.09 [−0.06, 0.23]	82%	7	1171	Unclear
	Phonics	Screen–based intervention: Literacy (Abracadabra; in schools)	Abrami, 2015	0.09 [0.04, 0.15]	1%	19	1238	Unclear
	Phonics	Screen–based intervention: Literacy (phonics; via computer)	McArthur, 2012	0.15 [−0.02, 0.33]	0%	4	124	Unclear
	Phonemic awareness	Screen–based intervention: Literacy (Abracadabra; in schools)	Abrami, 2015	0.16 [0.11, 0.21]	0%	20	1753	Unclear
	Reading	Screen–based intervention: Reading (in schools)	Cheung, 2012	0.08 [0.06, 0.10]	77%	84	60553	Unclear
	Reading comprehension	E–Books: General	Zucker, 2009	0.81 [0.69, 0.93]	97%	7	401	Unclear
	Reading comprehension	Screen–based intervention: Literacy (Abracadabra; in schools)	Abrami, 2015	0.03 [−0.03, 0.09]	0%	6	1045	Unclear
	Reading fluency	Screen–based intervention: Literacy	Blok, 2002	0.13 [0.07, 0.18]	62%	50	1121	Unclear
	Reading fluency	Screen–based intervention: Literacy (Abracadabra; in schools)	Abrami, 2015	0.04 [−0.06, 0.14]	73%	6	1725	Unclear
	Vocabulary knowledge	Screen–based intervention: Literacy (Abracadabra; in schools)	Abrami, 2015	0.05 [−0.04, 0.14]	50%	15	1167	Unclear
	Writing	Screen–based intervention: Writing feedback	Graham, 2015	0.19 [0.08, 0.28]	0%	4	463	Unclear
Numeracy	General	Screen–based intervention: Cognitive training	Oldrati, 2020	0.17 [0.04, 0.30]	68%	11	693	Unclear
	General	Screen–based intervention: Dynamic geometry software	Chan, 2014	0.43 [0.29, 0.57]	91%	9	1174	Unclear
	General	Screen–based intervention: Mathematics	Li, 2010	0.30 [0.24, 0.35]	97%	85	36793	Meets Criteria
	General	Screen–based intervention: Mathematics (in schools)	Cheung, 2013	0.08 [0.06, 0.10]	72%	73	56891	Unclear
	General	Screen–based intervention: Mathematics (via computer in school classrooms)	Kroesbergen, 2003	0.29 [0.23, 0.36]	0%	11	848	Unclear
	General	TV programs and movies: General	Adelantado–Renau, 2019	−0.12 [−0.18, −0.07]	79%	7	14115	Unclear
	General	Video games: Numeracy	Byun, 2018	0.32 [0.21, 0.43]	88%	25	2008	Meets Criteria
Science	General	Screen–based intervention: Science (in schools)	Slavin, 2014	0.21 [NA, NA]		6	2384	Unclear

Effect on Education Outcomes (r with 95% & 99.9% CI)

−0.4 −0.2 0.0 0.2 0.4