

# April



## Pick a better snack & ACT with your Family

### Role Modeling

Turn off the TV week starts on April 18th. How many hours per day is the TV on in your house?

You can model healthy habits for your children by limiting their TV time as well as your own. Limit TV time to your favorite shows and don't leave the screen on during dinner or family time.

For non-TV entertainment ideas, check out <http://www.insteadoftv.com/>

### Physical Activity

Watching TV and playing video games are fun activities and are fine for kids in moderation, but too much of anything isn't good.

If pulling your children away from the screen is a challenge, try setting a timer to go off after 30 minutes. When the timer rings, it is time to move on to another activity like playing outside or starting homework.

### Recipe/Snack

Want your kids to reach for a healthy snack? Make sure fruits and veggies are in reach.

#### Green & Bean Scoop

##### Ingredients

- 1 avocado
- 1 can black beans-rinsed thoroughly
- ½ tablespoon lime juice or salad vinegar
- 1 teaspoon vegetable oil
- ½ teaspoon cumin or chili powder

Toss all ingredients lightly and scoop with whole grain chips or crackers.

### We Can Help

Farmers' markets are a great place to be active together and buy healthy foods! Farmers' markets provide fresh, local fruits and vegetables.

Many farmers' markets now accept Food Assistance EBT cards and Farmers' Market WIC checks.

To find a farmers' market near you, visit: <http://idalsdata.org/lowaData/farmersMarket.cfm>



Visit our website at [www.idph.state.us/pickabetersnack](http://www.idph.state.us/pickabetersnack)

Source: Iowa Department of Public Health



Funded by USDA's Snap-Ed Program, an equal opportunity provider and employer, in collaboration with the Iowa Dept. of Public Health. Iowa's Food Assistance Program provides nutrition assistance to people with low income. It can help you buy nutritious foods for a better diet. Go to [www.yesfood.iowa.gov](http://www.yesfood.iowa.gov) for more information.