ABC Go - words about vehicles with pictures, sounds and videos for kids. Participants select a letter and choose a vehicle starting with that letter. Play with the vehicle sounds or find the hiding vehicle.

Best Practices that can be utilized with this App:

- Decision Making
- Incorporates social history and preferences
- Appropriate for all ages when children are involved
- Age appropriate depending on adult's role

Adult developmental skills that can be supported with this App:

- Fine motor skill from using the iPad
- Reading
- Social engagement, which may include reminiscence
- Generativity if adult helps the child

Child developmental and early education skills that can be supported with this App:

- Virginia Phonological Awareness Literacy Screening (PALS) (https://pals.virginia.edu/)
  - Phonological Awareness
    - Blending
  - Literacy Skills
    - Alphabet Awareness
    - Alphabet Knowledge
    - Letter Sounds
    - Word Recognition

This is a fact sheet on Apps that use emerging best practices associated with intergenerational programs.

Intergenerational programs are those that connect younger and older generations to foster positive experiences. Research continues to grow noting that when successfully delivered, intergenerational programs result in positive health effects, child learning, and appropriate socialization for both young and old (Jarrott, 2011).

For more information, check out the Best Practices in Intergenerational Programming fact sheets, available at http://www.intergenerational.clahs.vt.edu/trip/sample.html
Facilitator Ideas

*Intergenerational*

1. One adult and several children can take turns selecting vehicles that correspond to the letters using an individual iPad. They can also view additional media once selecting a vehicle.
   a. An iPad can also be connected to an LCD projector to use as a group activity allowing different participants to select a vehicle.
2. Participants can identify the letters and practice making the letter sounds. Young children can practice making the noise that the vehicle makes.
3. Participants can discuss the vehicles, such as comparing their features or sharing stories or memories related to vehicles.
4. Questions or conversations stemming from use of this App may inform subsequent activities (for example, exploring what makes a hovercraft work or jobs that require special vehicles)

*Single generation*

1. Children can work individually or in pairs to choose different vehicles and practice letter sounds.
2. An entire class can participate using one iPad connected to an LCD projector.

**Best Practices for Intergenerational Programming**

1. Staff members of the adult and the child program collaborate to plan activities.
2. *Participants involved* in decision making about the activity and during activities.
3. Participants are *prepared* ahead of time and reflect on activity afterwards.
4. Participation is *voluntary*.
5. Activities *reflect interests*, backgrounds, and social histories of program participants.
6. Activities are age and role-appropriate.
7. Activities *support interaction* among IG participants.
8. Facilitators *skillfully stage the environment* to promote interaction.
9. *Adaptive equipment* is used as appropriate.
10. Facilitators *consider the social environment and the role of staff members*.
11. *Document & communicate* experiences to build upon in future activities.

Price: 2.99