Technology Integration: Apps for All Ages

A CYFAR Project
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PhotoMatch Kids HD-A classic game of memory where participants match photos from the library provided or photos they can take themselves.

Best Practices that can be utilized with this App:

- Decision Making
- Participant Interaction
- Incorporates social history and preferences
- Appropriate for all ages
- Participants can document shared experiences

Adult developmental skills that can be supported with this App:

- Fine motor skill from using the iPad
- Short term memory
- 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:

- Hand eye coordination
- Matching like items
- Turn Taking

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 pictures and trying to find their matches using an individual iPad.
2. An iPad can also be connected to an LCD projector to do as in the form of a group activity allowing different participants to find matches.
   a. An iPad can also be connected to an LCD projector to use as a group activity allowing different participants to select a vehicle.
3. If done as an IG activity the app allows for participants to discuss the pictures they are trying to match leading to story telling and reminiscence.

**Single generation**

1. Children can be put in groups and try their luck at the matching game or the iPad can be used with an LCD projector allowing an entire class to participate.
2. Adults can also view the pictures in large groups when attached to the LCD projector while playing the app.
3. As with using the app in IG format, story telling and reminiscence are likely outcomes.

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**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.

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Price: $1.99