Story Dice—Use Dice to Help Make New Stories or Remember Old Ones

Best Practices that can be utilized with this App:

- Decision Making
- 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:

- Hand eye coordination
- 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 tapping the iPad screen to generate dice with images on them which will foster reminiscence or creation of new stories.
2. An iPad can also be connected to an LCD projector to use as a group activity allowing different participants to take part.
3. Questions or conversations stemming from use of this app may inform subsequent activities (for example an art project that continues a story fostered by the images on the dice).

Single generation

1. Adults can work individually at tapping/rolling the dice.
2. Children can also work individually or in pairs.
3. 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: $1.99