

Technology Integration: Apps for All Ages



A CYFAR Project

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Animal Planet-Work on identifying animals and alphabet knowledge and awareness

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

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>

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

Facilitator Ideas

Intergenerational

1. One adult and several children can work together at identifying the animals
 - a. An iPad can also be connected to an LCD projector to use as a group activity allowing different participants to participate.
2. Participants can discuss the animals after the completion of each puzzle, such as comparing their features or sharing stories or memories related to the various animals.
3. Questions or conversations stemming from use of this App may inform subsequent activities (for example, exploring animals from different parts of the world, talking about fish in an aquarium, discussing trips taken where these animals were observed).

Single generation

1. Children can work individually or in pairs to choose different animals and practice alphabet awareness, letter sounds and word recognition.
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.

<https://itunes.apple.com/us/app/animal-planet-guess-animals/id715507176?mt=8>

Price: Free