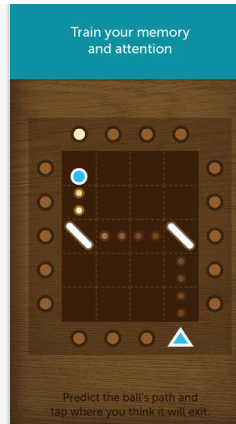


# Technology Integration: Apps for All Ages



A CYFAR Project

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## Lumosity-Recognizing Patterns, Images and Shapes to Help With Cognition and Memory.

### 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:

- Hand eye coordination
- Turn Taking

## Facilitator Ideas

### *Intergenerational*

1. One adult and several children can work together on the memory games that use different shapes and patterns.
  - 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 different shapes and patterns possibly reminiscing as to what the shapes remind participants of.
3. Questions or conversations stemming from use of this App may inform subsequent activities (for example exploring shapes or discussing mazes and puzzles).

### *Single generation*

1. Adults can work individually at the memory games within the App.
2. Children can also work individually or in pairs at the memory games that have intergenerational appeal.
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.

<https://itunes.apple.com/us/app/lumosity-mobile/id577232024>

Price: Free