Technology Integration: Apps for All Ages

A CYFAR Project

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Jigsaw Puzzles!–Work on many jigsaw puzzles that can be chosen or created by users.

Best Practices that can be utilized with this App:

- Decision Making
- Participant Interaction
- Incorporates social history and preferences
- Appropriate for all ages when children are involved
- Age appropriate depending on

Adult developmental skills that can be supported with this App:

- Fine motor skill from using the iPad
- 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
- Matching like items
- Turn Taking

Facilitator Ideas
Intergenerational

1. One adult and several children can work on a variety of jigsaw puzzle together or create their own.
    a. An iPad can also be connected to an LCD projector to use as a group activity allowing adults and children to work on a puzzle in a larger setting.
2. Participants can discuss the particular puzzle selected and decide on an image to use for a puzzle.
3. Questions or conversations stemming from the use of this App may inform subsequent activities (for example if a puzzle uses the image of an animal an activity bringing animals into the classroom may be used if appropriate).

Single generation
1. Children can work individually or in pairs working on jigsaw puzzle.
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/jigsaw-puzzles!/id445358235?mt=8
Price: Free or an add free version for $1.99