IS IT INTER-GENERATIONAL?
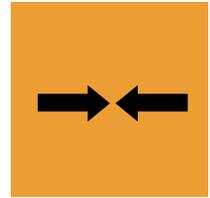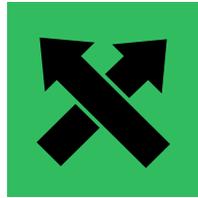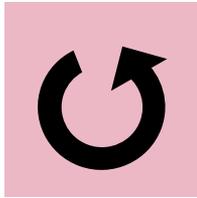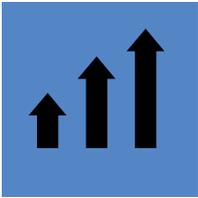
FACILITATOR'S GUIDE

WHAT IS "IS IT INTERGENERATIONAL"?
"Is It Intergenerational?" is a tool that helps you figure out if your activity or program meaningfully brings different generations together. It consists of 5 notepads, one for each of the four intergenerational values and one summary page.

WHO SHOULD USE THE TOOL?
Staff and participants involved in planning, facilitating, or evaluating an intergenerational activity or program. Up to 8 people.

HOW LONG DOES IT TAKE?
A half hour to an hour (depending on the complexity of the program or activity).

GENERATIONS CONNECT

UNITED NEIGHBORHOOD HOUSES

HOW TO USE THE NOTEPADS

1. **Choose an intergenerational activity** or program you are developing or recently completed.

2. **Have everyone sit around a table and introduce themselves.**

3. **Hand out one sheet** from each notepad to every person.

4. **Introduce the goal:** "We are going to use this tool to figure out if the activity we're developing meaningfully brings different generations together."

5. **Review the basics of the activity or program you are going to evaluate.** If the activity is in the future, make sure everyone is clear on the details before moving ahead. If it already happened, and everyone there was a part of it, a quick reminder is enough.

6. **Choose any of the four values sheets to start with.** Read the name of the value, and any explanation (if there is one).

7. **Make sure everyone understands the value.** If anyone wants clarification, you can share the relevant examples from the next page of this facilitator's guide.

8. **Have someone else read the first question.** Give everyone a chance to answer yes or no. There might be disagreement! Use the questions as a jumping-off point for discussion.

9. **Have someone else read the next question.** Discuss it as a group. Repeat the process for each question on the sheet.

10. **Identify changes**. Once you've gone through all the questions on one sheet, encourage everyone to offer ideas about changes you may want to make to the activity or program. People can take notes on their sheets so they remember their ideas.

11. **Repeat the process** for the other sheets, making sure everyone gets a chance to read and offer their ideas. Go through all four values, since an activity or program should address them all.

12. **Discuss overall changes to the activity or program** by following the question prompts on the "Summary" sheet.

UNDERSTANDING THE VALUES

THIS ACTIVITY BUILDS ON STRENGTHS, ASSETS, OR INTERESTS:
A young person who plays chess as a hobby starts an all-ages chess club.

THIS ACTIVITY DOES NOT:
A staffer assumes a young person has technical expertise because of their age and asks them to staff a tech support table.

THIS ACTIVITY DEVELOPS PARTICIPANT OWNERSHIP:
Older and younger people work together to plan a holiday event. Participants from each age group take on responsibility for different parts of the event.

THIS ACTIVITY DOES NOT:
Staff learn that some community members are interested in art and schedule a field trip to a museum.

THIS ACTIVITY CREATES CONNECTIONS:
Older and younger people sit together and draw maps about their neighborhood. They share their maps with each other and talk about overlaps in their experiences.

THIS ACTIVITY DOES NOT:
Older and younger people work together to pack food boxes for a shelter.

THIS ACTIVITY IS BI-DIRECTIONAL:
Older and younger people take turns teaching each other dance moves.

THIS ACTIVITY IS NOT:
Older adults tell their life stories to a group of teenagers.

Generations Connect is an initiative of United Neighborhood Houses (UNH) dedicated to helping settlement houses establish intergenerational program approaches as a core practice.

This is part of a series of tools to support organizations embarking on the multi-year and iterative process of developing an intergenerational community center. Browse them all here: unhny.org/intergenhub

This tool was a collaboration of BronxWorks, Queens Community House (QCH), and Sunnyside Community Services with UNH's Terry Kaelber, Katie Cardwell, and Valeria Mogilevich. Design by Valeria Mogilevich. Lead Support provided by The Eisner Foundation.

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