



## Together Old and Young

A global movement to promote young children and older adults learning together

The purpose of the TOY Project is to promote **intergenerational learning (IG)** and create new possibilities for older adults and young children to learn together and benefit from each others' company. We believe that this is more important than ever before in all continents of the world.

People are living longer but older adults and young children are having less and less contact with each other. **Parents and grandchildren are migrating to cities and countries far away from grandparents.** For many grandparents it is also sometimes difficult to keep in touch with grandchildren.

Other reasons for the lack of contact between old and young is that in many countries, **older adults are living in old peoples' homes where they rarely see children** and many young children are spending their days with their own age group in day care centres, pre-schools and schools.



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The TOY Project originated in the EU funded TOY Project (2012-2014) which took place in seven countries: Ireland, Italy, Slovenia, Spain, the Netherlands, Poland and Portugal.

The TOY Project was unique amongst European intergenerational learning projects with its explicit **focus on children in the early childhood years – 0 to 8 years**. The Project brought together the two ends of the lifelong learning spectrum - early childhood education and activities for older adults. In collaboration with universities, NGOs and municipalities the TOY Project researched, documented and supported learning initiatives involving young children and older adults in Europe. These initiatives took place in libraries, arts and cultural centres, community gardens, pre-schools and schools.

Visit the website: <http://www.toyproject.net>

# Golden Age Park

(Los Angeles, USA, May 5, 2022)

Activating urban public space for IG engagement



## How do You Participate?

Undergraduate students in CS0134 can construct a TOY scenario (an XML sentence) as the term project. Graduate students in CS2310 can construct TOY management, monitoring, learning & recommendation tool to manage TOY scenarios and people as the term project. Each project team consists of one or two students. Participation of youngsters and seniors are encouraged.

# An Example of a TOY scenario

1. A parent leaves a child at a TOY Station for a short time (less than one hour) to run an errand.
2. A senior citizen will read a book together with the child and explain the book to the child.
3. The parent returns to claim the child.

# An Example of a TOY tool

1. The TOY tool can be used at the TOP Station for a parent to sign up.
2. The TOY tool suggests a suitable senior citizen to take care of the child while the parent is away.
3. The TOY tool monitors the interactions between the kid and senior citizen.



# An Example of a TOP scenario

1. A person leaves a pet at a TOP Station for a short time (less than one hour) to run an errand.
2. A senior citizen will play with the pet and provide snacks to the pet.
3. The person returns to claim the pet.

# An Example of a TOP tool

1. The TOP tool can be used at the TOP Station for a person to sign up.
2. The TOP tool suggests an available senior citizen to take care of the pet while the person is away.
3. The TOP tool monitors the interactions between the pet and senior citizen.

# An Example of a TOPY scenario

1. A person leaves a pet at a TOPY Station for a short time (less than one hour) to run an errand.
2. A senior citizen will play with the pet and provide snacks to the pet.
3. A parent brings a child to join them.
4. The person and the parent return to claim the pet and the child.

# An Example of a TOPY tool

1. The TOPY tool can be used at the TOPY Station for a person to sign up to leave a pet or a child.
2. The TOPY tool suggests a suitable available senior citizen to take care of either/both the pet or the child.
3. The TOPY tool monitors the 3-way interactions between the child, the pet and senior citizen.

# TOY Scenarios and Tools

1. CS0134 students can work on TOY, TOP and/or TOPY scenarios to develop a website for one (or more) scenario based upon **extreme visual languages (XVL) principles**.
2. CS2310 students can work on TOY, TOP and/or TOPY tools to develop a working tool based upon **multimedia software engineering (MSE) principles**.
3. Each project team consists of one or two members.

# Q&A

