Lifelong Learning Programme

THINK TANK
CREATING CAPTIVATING
TEACHING STRATEGIES
FOR VULNERABLE LEARNERS

ThiNK

CYPRUS	CASE STUDY Nº 2	PAPER B

CASA ALBERGO PER ANZIANI " VILLA FABIOLA"
MONTEROSSO CALABRO
ITALY

Villa Fabiola
casa albergo per anziani

WHY NOT TRY?   /   IT WOULD BE A GOOD IDEA TO ...

To teach information technology with the help of young people, attending a cultural organization where it is possible to learn this technology and using smart phones and mobile phones. They can begin the communication with relatives abroad and then continue with video-games downloading films and music.

NECESSARY CONDITIONS: MATERIAL / PLACE / TIIME

Seniors must be motivated to use computers if they want to learn.
Motivation can be done:
-Chatting with relatives abroad, sending e-mails and pictures, exchanging opinions with other seniors , exploring new countries.
-Playing computer games such as chess, checkers, cards and billiards through the use of internet.
 These activities can be done at home using a computer or tablet during their free time with bad weather conditions or in a cultural association of seniors.
The time to be spent on these activities depends on the time they want that is from 10 minutes to 2 hours.

POSSIBLE OBSTACLES

One obstacle can be the lack of knowledge or competence and the difficulty to remember the technology information because of their mental or social disadvantages. Another obstacle can be the cost of internet and buying computers, tablets etc.

ILLUSTRATION