

CATEGORY 4 RESOURCE DEVELOPMENT
GROUP 4-067
SILVER FRIENDS

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ABSTRACT

Silver Friends has created a card game that aims to bridge the gap between students and the elderly, through the use of the “reminisce” principle, that triggers the elderly’s memories, and basing interaction on it. Collaborating with *Project Silver Lining*, a Service Learning Group working with Silver Home, we share a common goal and wish to help improve the quality of life for our elderly. The cards feature items from the elderly’s generation, under 4 different categories (Games, Buildings, Songs, Events), and includes pictures and descriptions in both english and mandarin. These provide a platform for the elderly to share their experiences and recount stories regarding these items, allowing for students to learn from and understand them better. Furthermore, to cater for easier distribution to the more “tech-savvy” students, as well as adapting to the current COVID-19 situation, we have also created a soft-copy online version of the cards.

1 INTRODUCTION

1.1 Rationale

There has been an increase in the ageing population of Singapore, and they require additional needs such as more attention, care and support, and healthcare services. Yet, there have been widespread misconceptions and negative connotations associated with the elderly, which results in them receiving less care and support.

1.2 Objectives

Our objectives were to:

- Raise awareness of the ageing population in Singapore
- Inculcate empathy towards the elderly
- Remove negative connotations that are associated with the elderly

1.3 Target Audience

The target audience was Secondary School students.

1.4 Resource

The resource created for this project was a card game. It included different items from the elderly's generation. This card game has four different categories - Songs, Buildings, Events, Games. We have also developed a stack of challenge cards so as to facilitate the game. The objective of this game is to trigger the elderly's memory so as to allow them to reminisce and share about their experiences, creating conversation between the elderly and the students.



(Example of a card, under the “Game” Category)



(Example of “Challenge Card”)

2 REVIEW

While researching on currently present ways to raise awareness about the elderly and reducing the generation gap, we found many resources, such as parentgiving.com, that gave lengthy paragraphs to explain the generation gap, yet there were no pictures or anything striking to attract people's attention. Such resources, which aim to educate people, in fact do not manage to fulfil their purpose as readers are not engaged throughout. We believe that there is definitely a more convenient, interactive, engaging and educational way to do so.

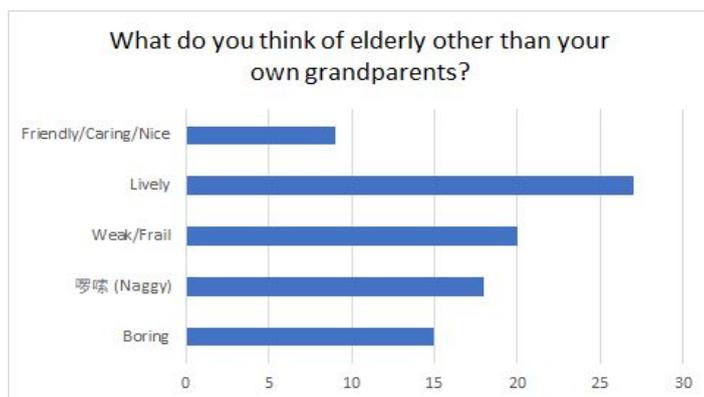
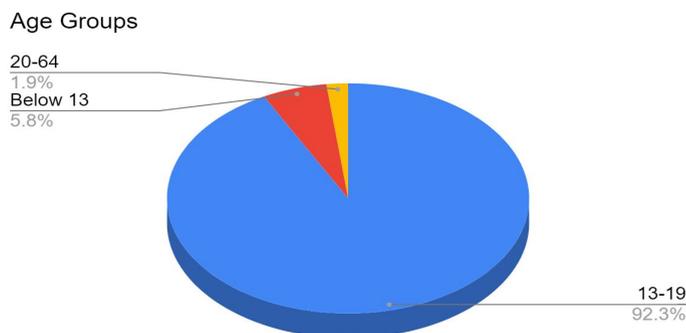
There has also been limited interaction between students and the elderly on a normal regular basis. Our school, Hwa Chong Institution, as part of CIP and VIA, have organised trips to elderly centres. However, these are mostly only 2 times per class, and is only a short period of interaction time. Other ways would be Service Learning Groups that can organise activities at the elderly centres. We believe that we can create a resource to promote more frequent interaction.

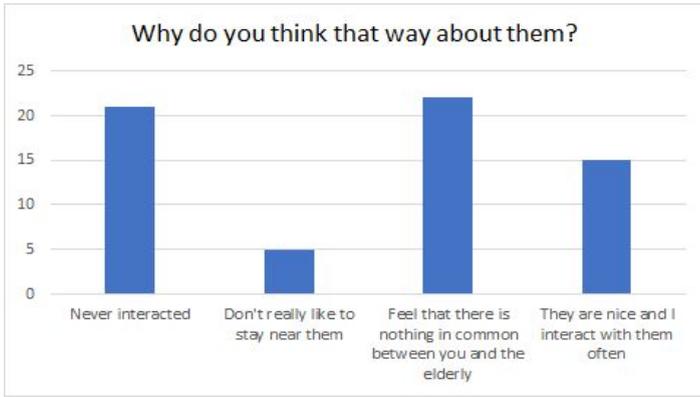
3 METHODOLOGY

3.1 Needs Analysis

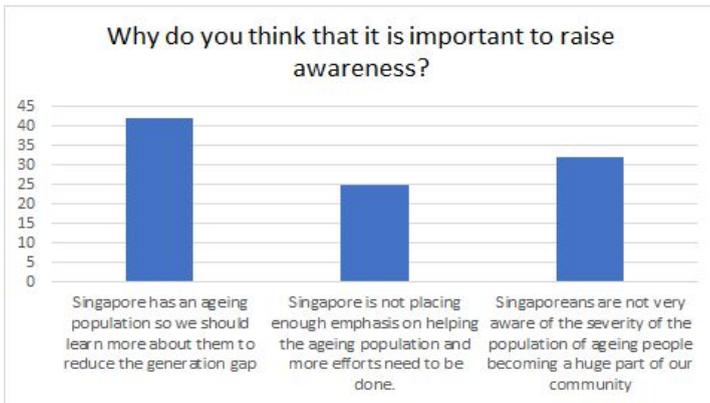
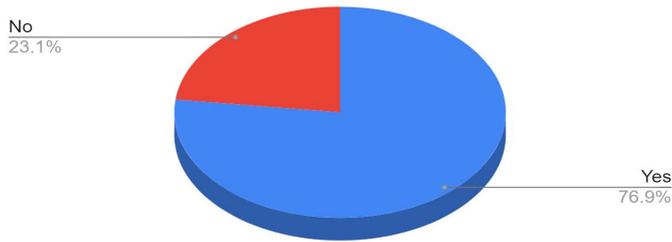
To ascertain the necessity and relevance of such a project, a needs analysis was conducted. A questionnaire was created and distributed through online means to establish our respondents perceptions of the elderly, as well as their inclination towards raising awareness. Out of the 48 respondents who were secondary school students, the majority had negative perceptions of the elderly, and wanted to know more about them. Hence, this confirms the feasibility of our project.

3.2 Survey Results

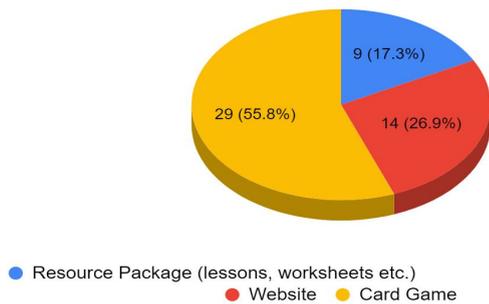




Are you interested in knowing more about the elderly community in Singapore?



Which method would you like us to use to raise awareness?



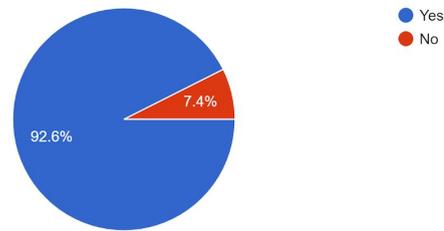
3.3 Development of Resource

Based on our survey results, the card game actually garnered the most support. Hence, we decided to use the card game as our Resource. We have created 5 different stacks of card games, each highlighting famous buildings, events, songs and games for the elderlies' time. Challenge cards were also created so as to make the game more fun and engaging. To cater to more elderly members, the cards have both English and Chinese characters on it (We hope to offer translation to other languages in future). Besides the names, we have also included pictures as well as descriptions of the items for reference. The cards are also available in both hardcopy and softcopy for more convenient distribution. We also created rules for the card game so as to make the game more organised. Players are to draw a card from the deck then try to identify the description of the item/place/event printed on the card. After that, he or she will flip the card over to confirm the answer. If the player is correct, the elderly will be encouraged to share their experience. If the player is wrong, a penalty point will be given. When any player has accumulated 3 penalty points, they have to draw a challenge card. The card game encompasses and showcases different items from the elderly's generation, helping to trigger the elderly's memories and reminisce with the younger generation. This allows the younger generation to gain a better understanding of the elderly, reducing the generation gap between them.

3.4 Pilot Test

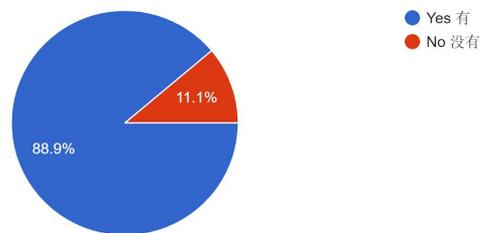
A pilot test was conducted with 27 secondary school students and their grandparents. We shared the cards to them through online links. Generally, the responses were positive and majority expressed that they had managed to learn more about each other by interacting through the game.

Did you learn more about the elderly through this game?
27 responses



(Response from students who participated in the pilot test)

Did you learn more about the students through this game?
从这个游戏，你是否对学生有进一步的了解？
27 responses



(Response from elderly who participated in the pilot test)

Other feedback from participants regarding areas we could improve in included “Have instructions a little clearer, ie like other games instructions”, “Not enough cards”, “More variety of challenge cards”.

4 OUTCOME & DISCUSSION

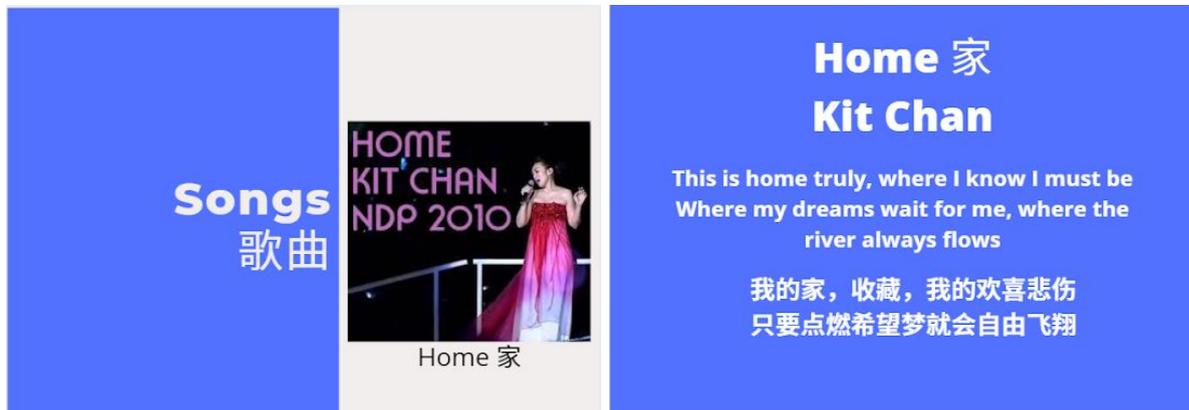
Although our product had received positive feedback during the pilot test, we decided to further improve it according to the comments.

First, we expanded the contents by adding more categories such as Songs, Buildings and Events which were not in our original product. Thus we were able to create more cards to be used in the game.

Second, we made slight tweaks to our instructions to make it easier to understand for both the elderly and the students.

Thirdly, we also added more challenge cards.

Lastly, we made the game available in both hard and soft copy for easier access and distribution for both the elderly and the students.



(Example of new cards, under “Songs” category)



(Example of new cards, under “Events” category)

5 CONCLUSION

In conclusion, our first needs analysis survey proved that the students indeed had some negative connotations that come to mind when seeing the elderly. However, after conducting a pilot test to ascertain the usefulness of our Card Game, we confirmed that we managed to bridge the gap between some elderly and the students, allowing both of them to get a better understanding of each other.

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