



Plymouth District Library

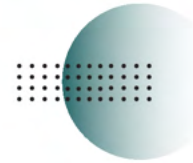


Senior Living

Creating Inter- and Intra- Generational
Community for Seniors

www.plymouthlibrary.org

Plymouth, MI



Introduce everyone:

Kathryn Bergeron
Adult Librarian

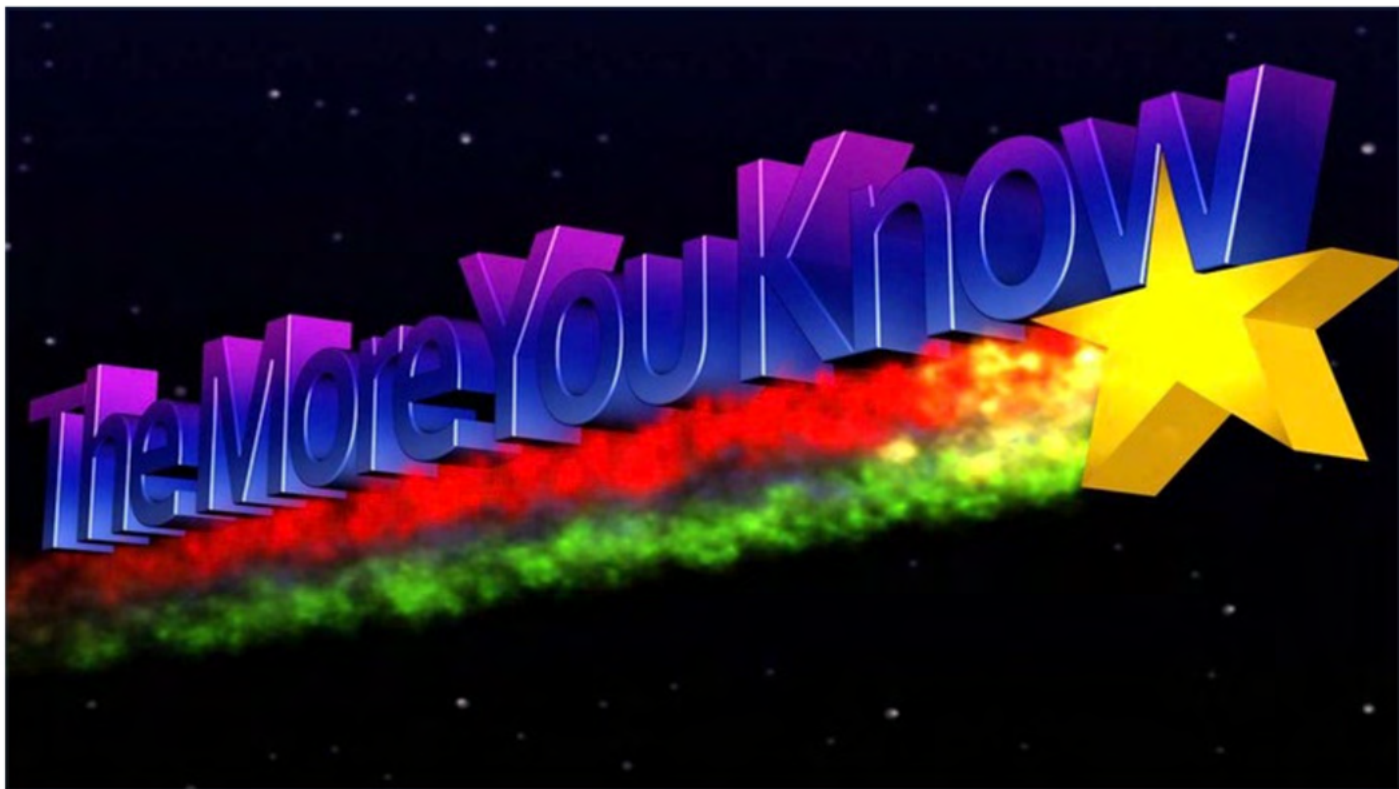
Brad Bachelor
Youth Librarian

Heather Pacheco
Community Relations Specialist

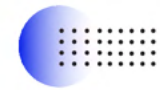
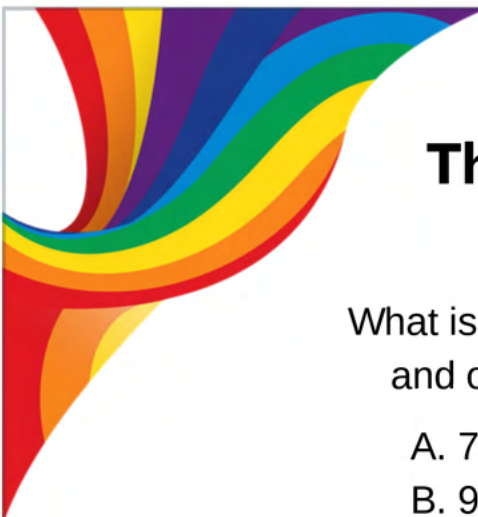
From PDL

We'll talk about programming that we've done at PDL that is intergenerational (mostly between children and seniors) as well as intragenerational (involves seniors with seniors -- as well as other members of the community).

We'll start with talking about why we took on more specific senior programming, and then move on to the programs that we're offering.



Did anyone else love Saturday morning cartoons? We'll be interrupting our presentation to share trivia-style PSAs to help you learn more about your community.

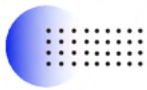
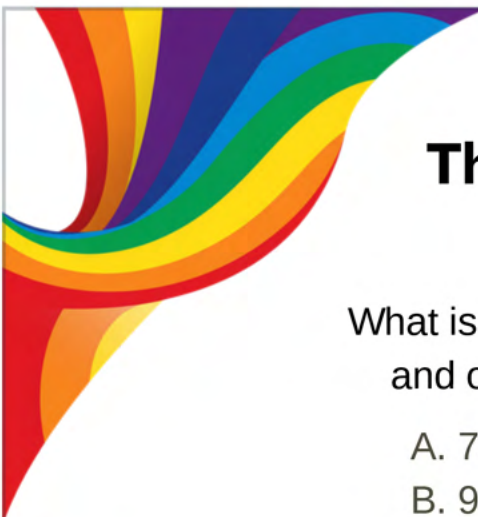


The More You Know Demographics

What is the projected population aged 65 and older in North America in 2060?

- A. 74,000,000
- B. 92,000,000
- C. 108,000,000
- D. 1,238,000,000

Read question and ask for shout outs from the audience.



The More You Know Demographics

What is the projected population aged 65 and older in North America in 2060?

- A. 74,000,000 in 2025
- B. 92,000,000 in 2040
- C. 108,000,000**
- D. 1,238,000,000 in Asia in 2060



Citation: [An Aging World: 2025](#)

108,000,000 is the projected 65+ population for North America in 2060

The other options are the 65+ projected populations in North America for other years

The last one is the 65+ projected population in Asia in 2060

So the 65+ community is growing worldwide.

These demographic trends are our first indication that we should be evaluating our senior population

Why: Institutional Goals

Mission Statement: Plymouth District Library shares resources to **create connection and opportunity** for our entire community, because **we are stronger together**.

Vision: Plymouth District Library is the heart of an **inclusive community** that is engaged and empowered to shape a more vibrant future.

Values: **Comfort**, Generosity, Quality, **Collaboration**

✓ Creating connection

✓ Enabling an inclusive community

✓ Working together (staff and patrons)

In addition to the demographic changes, we had a few other reasons for looking at senior programming:

It meets our institutional goals:

- Creates connection
- Encourages inclusivity
- Helps people collaborate (both staff, like Brad, Heather, and I as well as patrons, intergenerationally and within their own generation)

Note:

"We are stronger together" is a great tagline for any library, and these programs fit right in.

Why: Strategic Planning

In the community conversations, staffers heard an emphasis on intergenerational programming, particularly from seniors and teens.

✓ Interaction between families and seniors

✓ Community safety through connection

✓ Teens want community support



In addition to our mission, vision, and values, we heard directly from patrons during our strategic planning community conversations.

We had conversations with seniors, adults, and teens:

- (a) Seniors enjoy spending time with other seniors and they ALSO want to spend time with other people: families, younger adults, etc...
- (b) All adults had a nostalgic feeling that people used to look out for each other's kids and ensure a safe city for everyone; however, they feel disconnected from that today.
- (c) Teens also brought this up: they are submitting college applications and have no one to vouch for them except the everyday expected people.

Programs

Intergenerational

Project Pen Pal

Neighborhood Walk

Intragenerational

Story Share Cafe

Gaming & Crafting



We are going to focus on four programs

- Intergenerational
 - Project Pen Pal
 - Neighborhood Walk
- Intragenerational
 - Story Share Cafe
 - Gaming & Crafting

These programs are not happening in a vacuum. We have expanded senior-focused programming through intellectual, health, technological, and practical lectures for retirees and older individuals.

We also have a low vision community, have increased our large-print budget, have added a collection of memory kits, and have integrated our Home Delivery service into other library programs like Summer Reading.

And there is more in the works, which you'll hear about later.

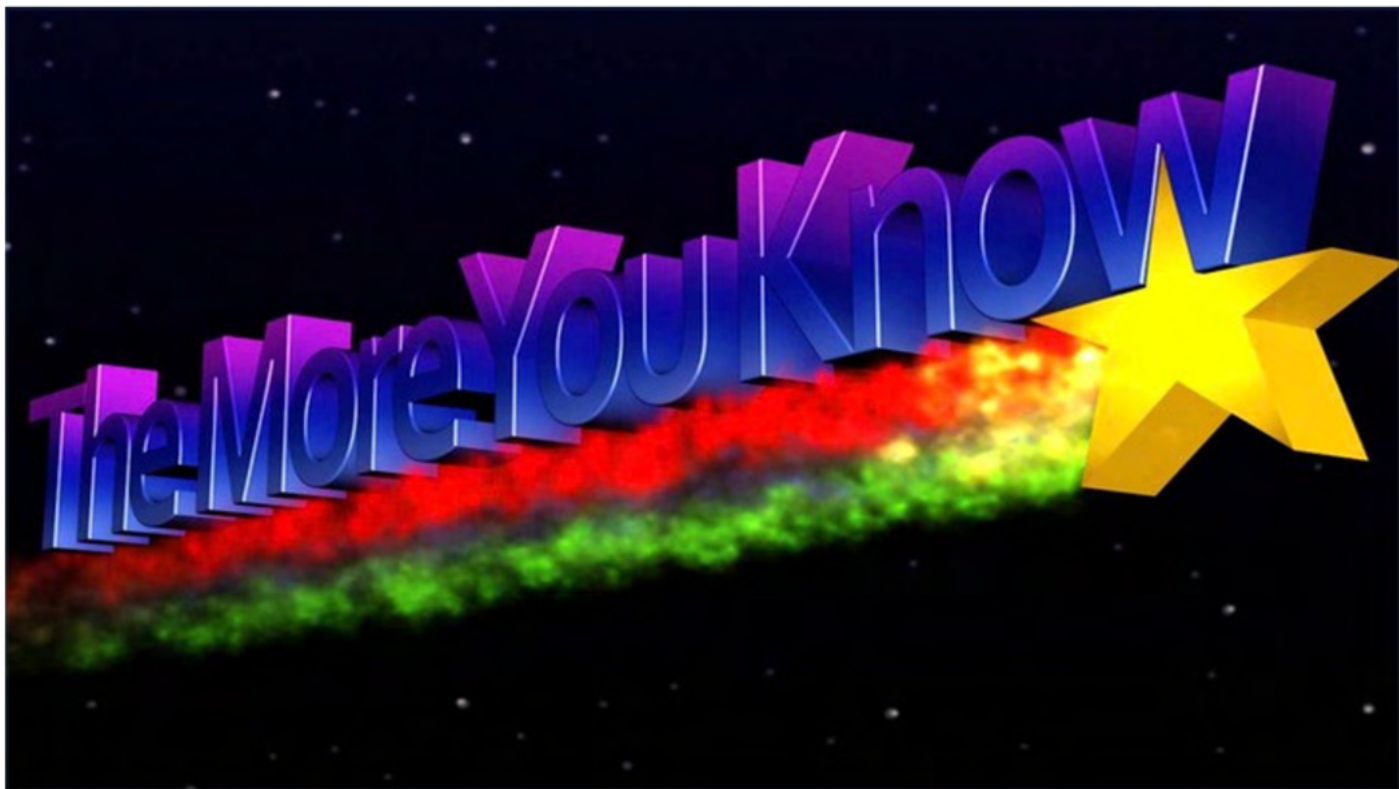
Note: We do not take ID at these programs. These programs fit into one of these categories:

- (a) Largely involve seniors (Project Pen Pal)
- (b) Marketed to seniors (Neighborhood Walk)

(c) Are envisioned for seniors (Story Share Cafe)

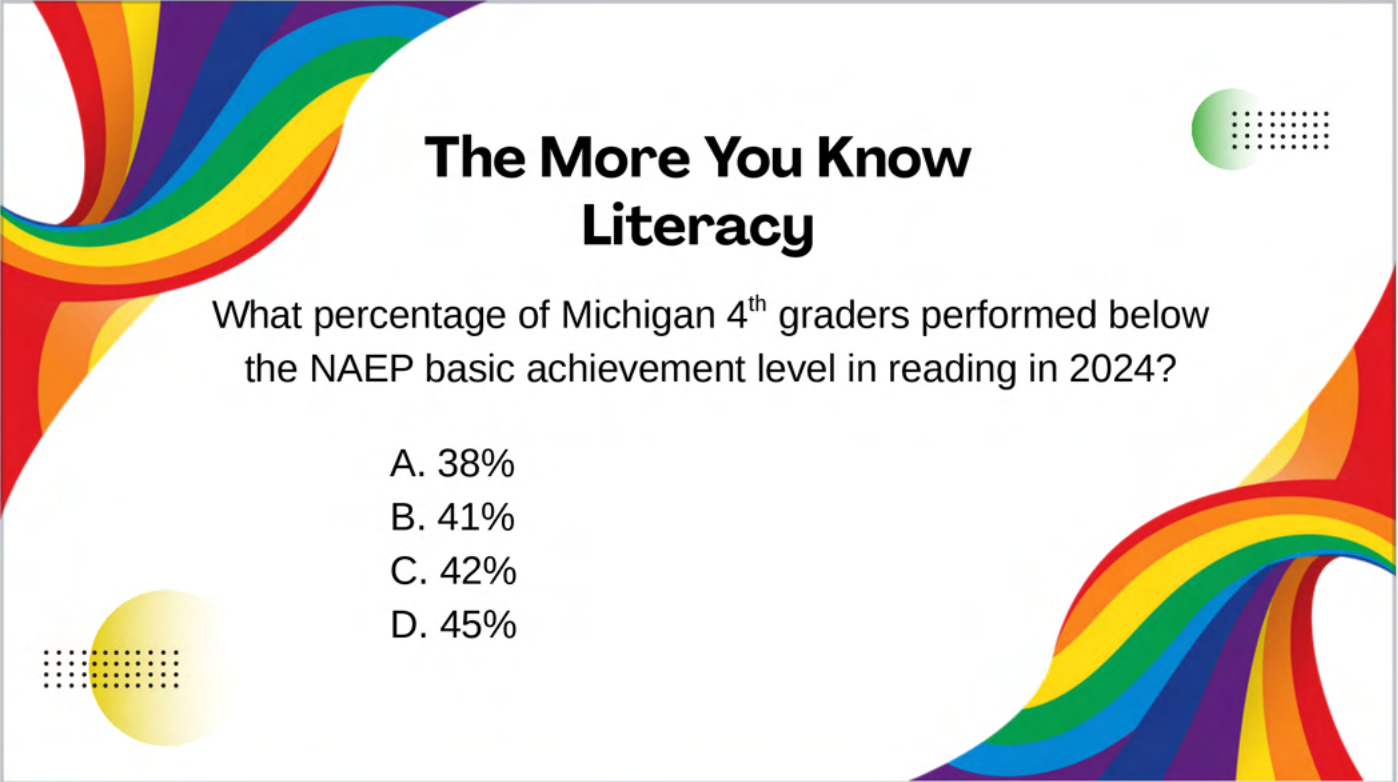
(d) Emerged from a targeted adult survey

So, anyone is welcome to participate in any of these programs.



"The More You Know"

Lock in everybody



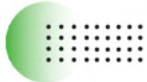
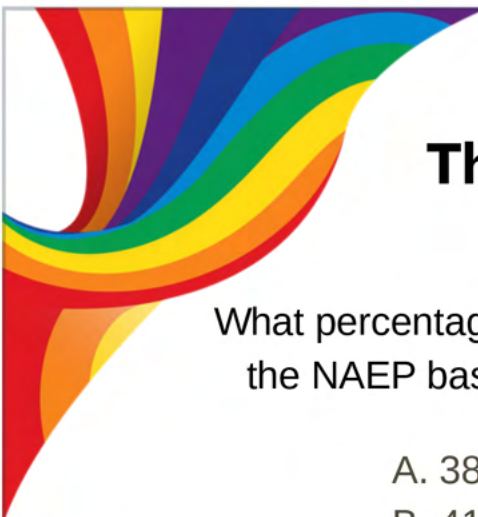
The More You Know Literacy

What percentage of Michigan 4th graders performed below the NAEP basic achievement level in reading in 2024?

- A. 38%
- B. 41%
- C. 42%
- D. 45%

Read question and ask for shout outs from the audience.

NAEP is the National Assessment of Educational Progress and is used by the National Center for Education Assistance for "The Nation's Report Card". It is used frequently in drafting legislation.



The More You Know Literacy

What percentage of Michigan 4th graders performed below the NAEP basic achievement level in reading in 2024?

- A. 38% in Michigan in 1998
- B. 41% is the national average in 2024
- C. 42% in in Michigan in 2022
- D. 45%**

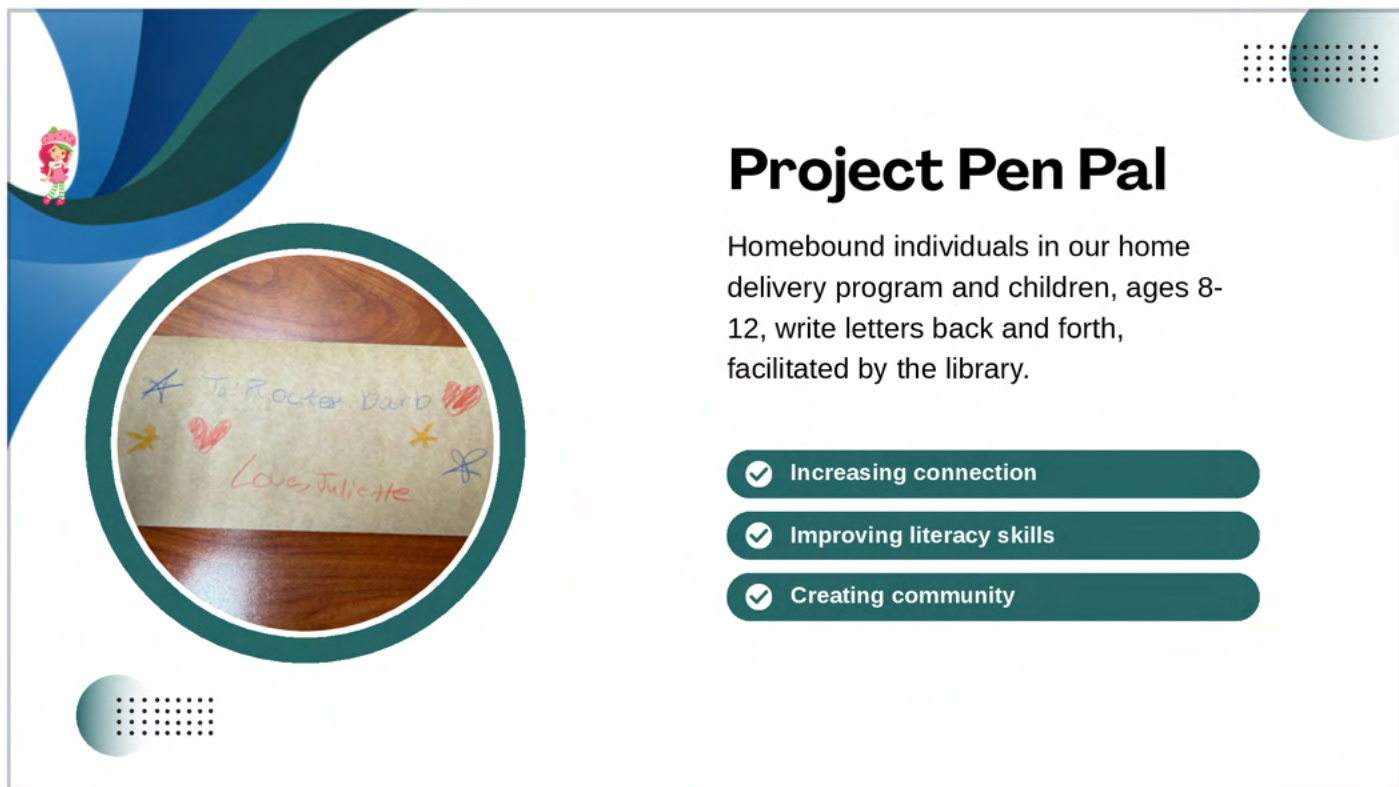


Citation: [2024 Reading State Snapshot Report](#)

45% is the most recent data that I could find.

You can see that is 4% above the national average, and the number of children below basic achievement is increasing.

As library staff, we are constantly trying to encourage literacy in kids, and Project Pen Pal is one way that we're doing that.

A graphic for the Project Pen Pal program. On the left, a circular inset shows a handwritten letter on a piece of paper with a wood-grain background. The letter is addressed to "To: Rooster David" and signed "Loves Juliette". The letter is decorated with yellow stars and red hearts. To the right of the circle, the title "Project Pen Pal" is written in a large, bold, black font. Below the title, a paragraph describes the program: "Homebound individuals in our home delivery program and children, ages 8-12, write letters back and forth, facilitated by the library." Below this paragraph are three dark teal rounded rectangular buttons, each containing a white checkmark icon and text: "Increasing connection", "Improving literacy skills", and "Creating community". The graphic is decorated with blue and green wavy shapes on the left and dotted patterns in the top right and bottom left corners.

Project Pen Pal

Homebound individuals in our home delivery program and children, ages 8-12, write letters back and forth, facilitated by the library.

- ✓ Increasing connection
- ✓ Improving literacy skills
- ✓ Creating community

Kids and home delivery patrons are paired up together as pen pals.

The kids drop off their letters at the library.

The letters are read by staff and then placed in home delivery bags for individual patrons.

The home delivery patrons have one month to respond to the letters, and they place the letter in their bag to return that month.

We distribute the letters to the kids/parents to pick up at the library.

It lasts for six months (3 letters apiece) with the option to renew.

Project Pen Pal: Set-Up & Prep

Set a timeline

Determine expectations and boundaries

Ask home delivery patrons if they want to participate

Put out a call for kids to participate

(1) Set up a timeline:

- Our home delivery patrons get books on different days, so we had to maximize who would get the letters when.
- The home delivery people "have the letters" (or are waiting for delivery) for longer than a month.
- The kids absorb the downtime and have slightly less than a month.

(2) Determine your expectations and boundaries

- Will you be screening all letters?
- What is appropriate content?
- What will you do if something comes in with (a) personal information or (b) gifts?
- What are you going to do if someone drops out?

(2) Gather the participants

- We had to gather them separately: I focused on the home delivery individuals, calling each of them. Brad focused on the children, including the item in our newsletter and put a "sign-up week" in our event calendar.
- We just used the event calendar for registration.

- Note: Sign up your home delivery folks first so that you know how many pen pals you have available. We had more interest from kids than we did from the home delivery patrons. So we limited participation to the number of home delivery patrons available.

Project Pen Pal: Implementation

Send expectations and timeline to participants

Send deadline reminders

Collect pen pal letters

Read letters

Pass along letters



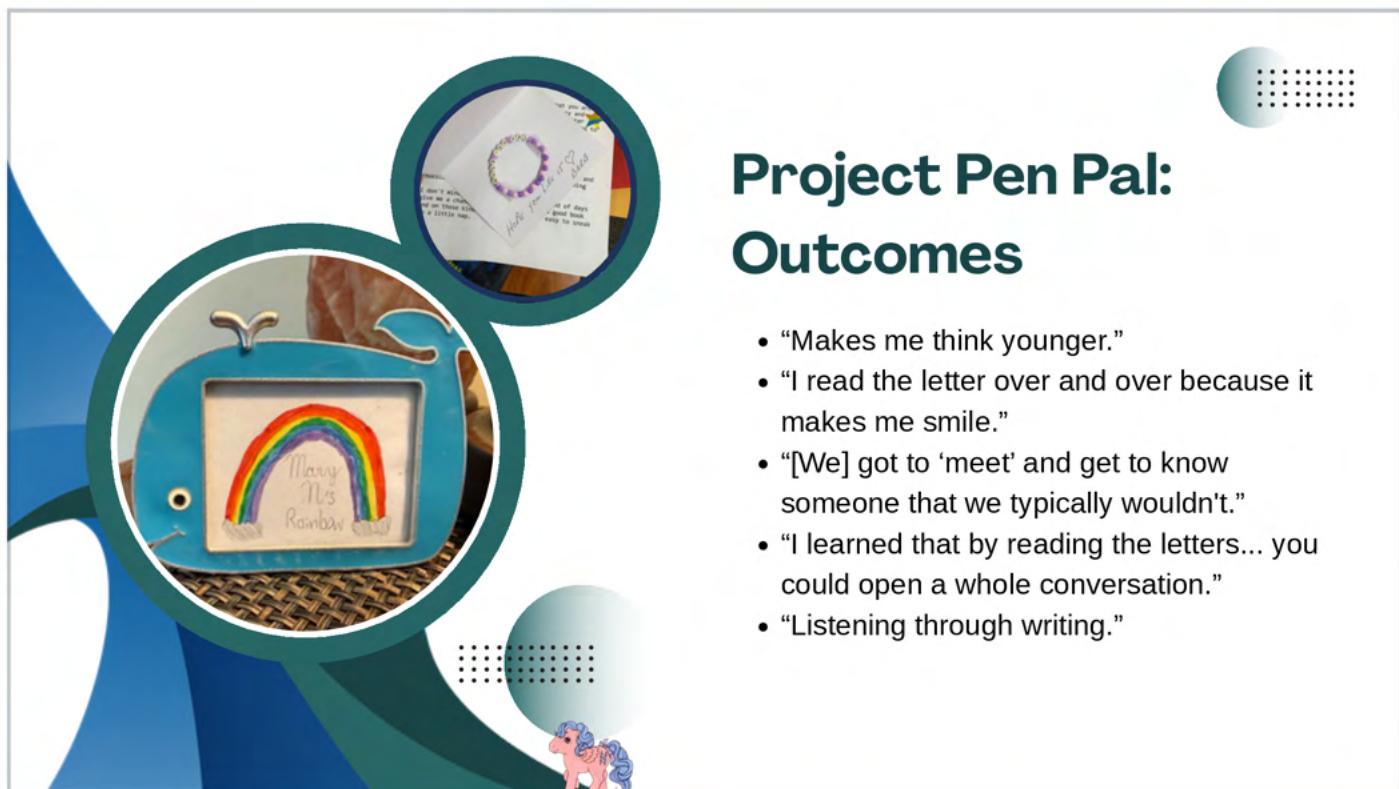
(1) Communication is key

- Send the expectation and timelines to participants as soon as they register.
- Include some ideas on what to write about so that people have a place to start.
 - Participants appreciated this, and over the course of 6 months they got to know each other better and expanded the conversation topics.

(2) Send reminders

- Because our volunteer home delivery drivers are on a schedule, we need to make sure that the letters are timely from the kids.
- Because the kids have a timeline for when to pick up letters, we need the deliveries from the home delivery process.
- We did require every home delivery person who participated to be on a regular schedule of drop offs.
- I did sometimes have to go and pick up a letter outside of the schedule.

(3) Collect the letters, read the letters, pass on the letters.



Project Pen Pal: Outcomes

- "Makes me think younger."
- "I read the letter over and over because it makes me smile."
- "[We] got to 'meet' and get to know someone that we typically wouldn't."
- "I learned that by reading the letters... you could open a whole conversation."
- "Listening through writing."

Survey was 4 questions:

- 1) What did you like most?
- 2) What would you change?
- 3) What did you learn?
- 4) Do you feel more connected to someone in your community?

Barb: "it's a bang on project". (Thanks, Barb!)

The home delivery patrons said that they got to get into the shoes of a younger person, and one who is growing up in a time very different from when they grew up.

They watched their relationships grow from the given questions to learning about their lives and personalities.

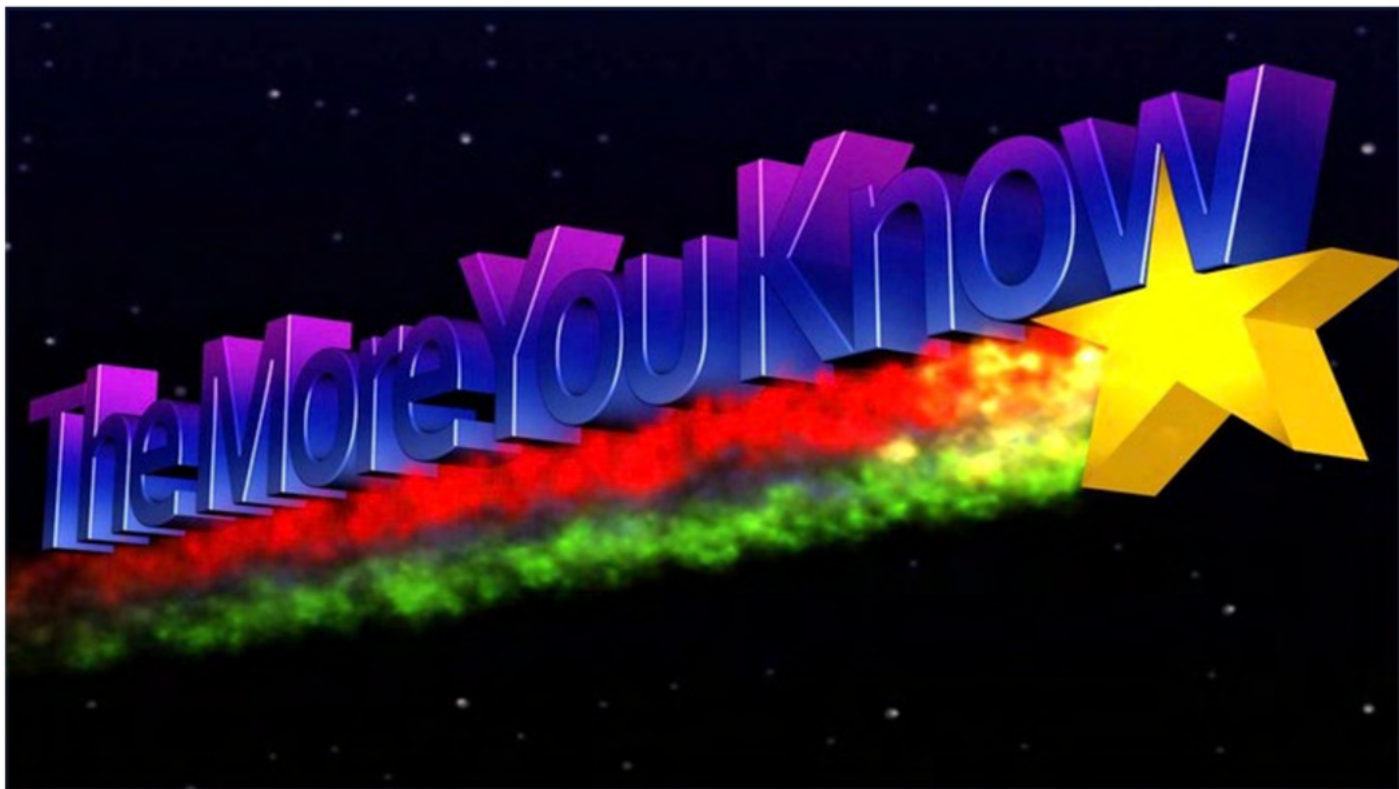
Participants want more. Largely they want more interaction with their pen pal and would rather it have either more frequent letters or a longer time commitment.

Kids and their parents were pleased at the chance to practice their writing skills, and they were glad they got to know someone that they typically wouldn't.

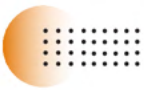
All of the home delivery patrons and half of the children decided to continue on for another 6 months.

One of our home delivery patrons, Mary, proudly displays this rainbow from her pen pal in her home.

In "things that are too adorable for words", two pen pals made bracelets for each other. This one says, "best pen pal"

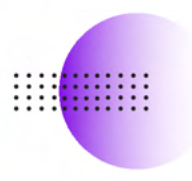


Are you ready?

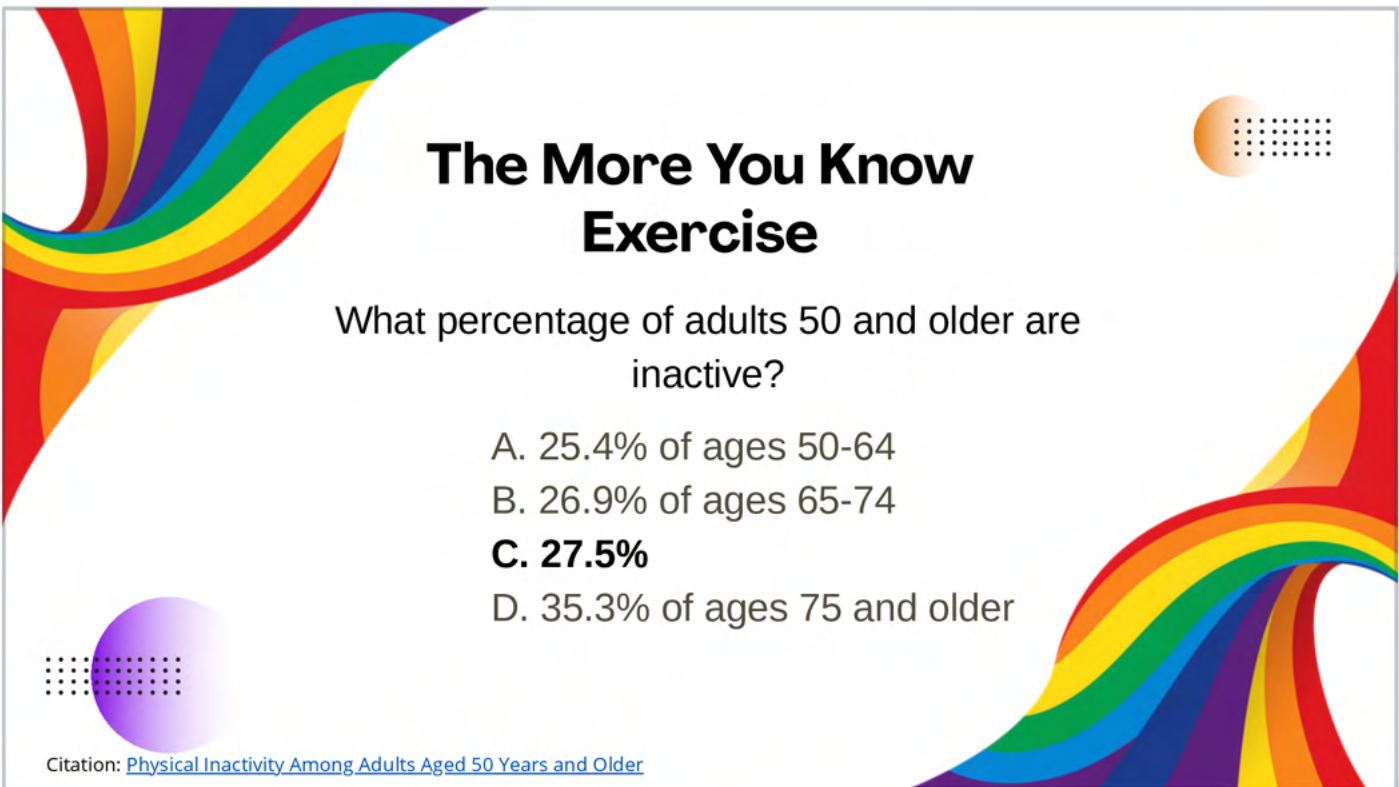


The More You Know Exercise

What percentage of adults 50 and older are
inactive?

- A. 25.4%
 - B. 26.9%
 - C. 27.5%
 - D. 35.3%
- 
- 

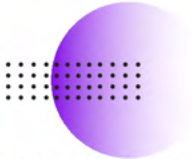
Read question and ask for shout outs from the audience.



The More You Know Exercise

What percentage of adults 50 and older are inactive?

- A. 25.4% of ages 50-64
- B. 26.9% of ages 65-74
- C. 27.5%**
- D. 35.3% of ages 75 and older



Citation: [Physical Inactivity Among Adults Aged 50 Years and Older](#)

Activity increases overall health and specific health concerns that impact older (and younger) adults, but as people age they become less and less active.

Immediate benefits to exercise for older adults:

- Improves sleep
- Reduces anxiety
- Reduces blood pressure

Long term benefits to exercise for older adults:

- Reduces risk of developing dementia and Alzheimer's disease
- Reduces risk of developing depression
- Lowers risk of heart disease, stroke, type 2 diabetes
- Lowers risk of 8 cancers*
- Reduces the risk of weight gain
- Helps people live independently longer
- Improves bone health
- Reduces falls
- Emerging research suggests that it may improve immune health.

*Cancer risks reduced:

- Bladder

- Breast
- Colon
- Endometrium
- Esophagus
- Kidney
- Lung
- Stomach

<https://www.cdc.gov/physical-activity-basics/health-benefits/older-adults.html>



Neighborhood Walk

Each month we visit a local neighborhood park for play, social time, and a nice walk around Plymouth. Each park we visit has a playground for littles and a pavilion for seniors to sit and chat.

- ✓ Families and seniors together
- ✓ Promoting physical activity
- ✓ Building community

Children, guardians, and seniors join staff, meet at the library and walk to a local park.

We do this May - October

For the most part the parents and grandparents play with the kids, and the seniors sit in a pavilion and chat or play games.

Then we all walk back together.

Participants who do not want to or cannot walk to the park can drive there and join us. Which park we're attending is publicized a week in advance.

This program already existed at PDL, but we decided to try adding seniors this year. It had some success, though not quite as much as we would have liked.

Neighborhood Walk: Set-Up & Prep

Coordinate between youth and adult staff members

Set expectations and boundaries

Determine a location

Gather materials



A youth staff member and an adult staff member get together and chat about their audiences.

We do currently have two staff members coordinating this event, one youth librarian and one adult librarian. I do not think this is necessary, but we wanted to ensure safety for all people involved for our first round.

The staff set some expectations for everyone's safety. For example: participating adults cannot take pictures of children without their parents' consent.

We do this monthly before the library opens (when seniors and kids are both often awake).

Each month one of the staff members determines a location. Both staff members gather materials. Then we hang out.

Materials: A blanket to put on the ground (for the kids); large-size playing cards (for the adults); sunscreen and band aids

Other optional materials: sand toys, a bubble machine (enjoyed by all ages), etc.

Neighborhood Walk: Implementation

Members of both youth and adult staff attend

Everyone meets at the library

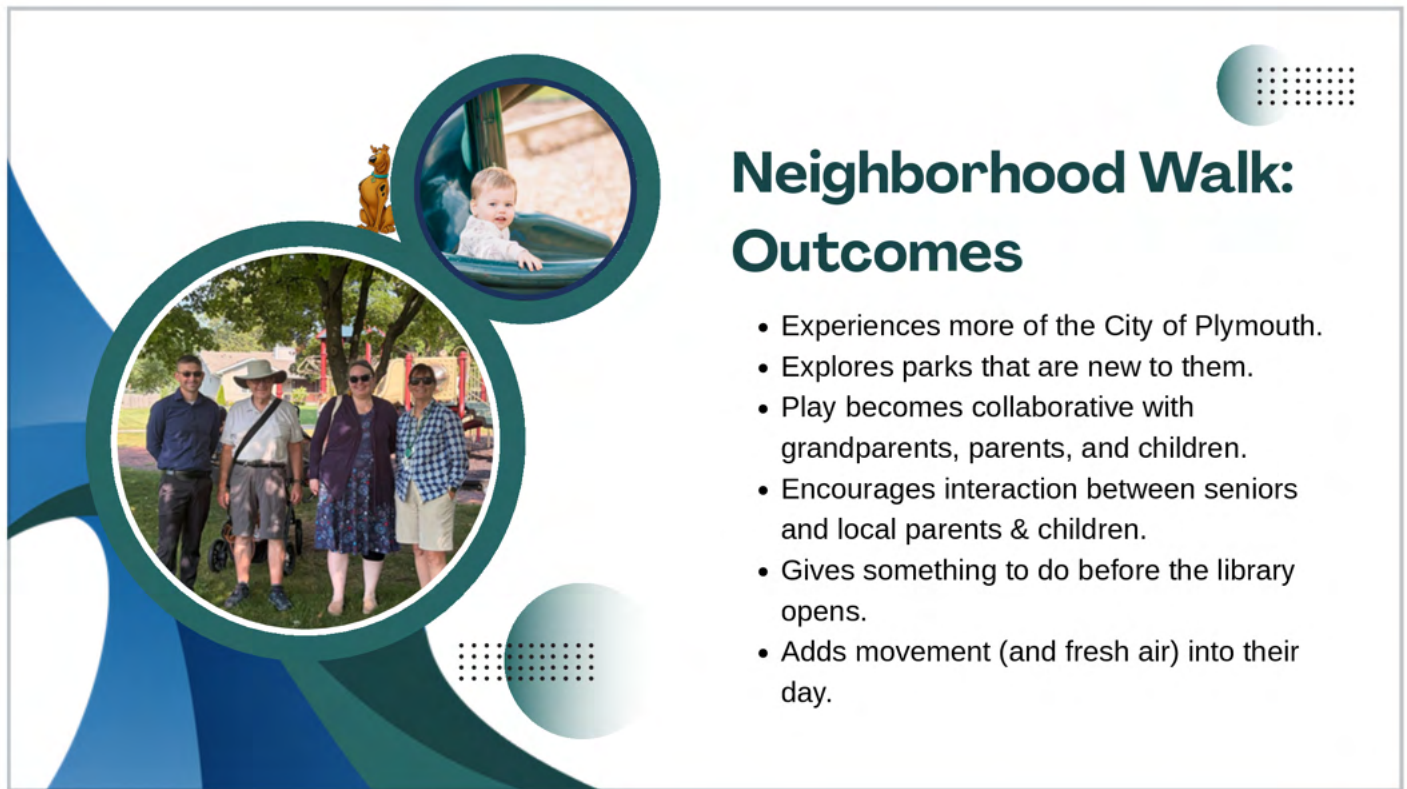
We walk to a park

Kids play and seniors chat

We all go back to the library



Simple!



Neighborhood Walk: Outcomes

- Experiences more of the City of Plymouth.
- Explores parks that are new to them.
- Play becomes collaborative with grandparents, parents, and children.
- Encourages interaction between seniors and local parents & children.
- Gives something to do before the library opens.
- Adds movement (and fresh air) into their day.

I think that this has had mixed outcomes.

We had one regular unattached adult attendee who came most months. Otherwise, we had intermittent participation by this group.

Again, I do not think that it requires two staff members.

It is a way for seniors to interact with families.

Many grandparents either bring their grandkids to the park or accompany their children and grandchildren to the park.

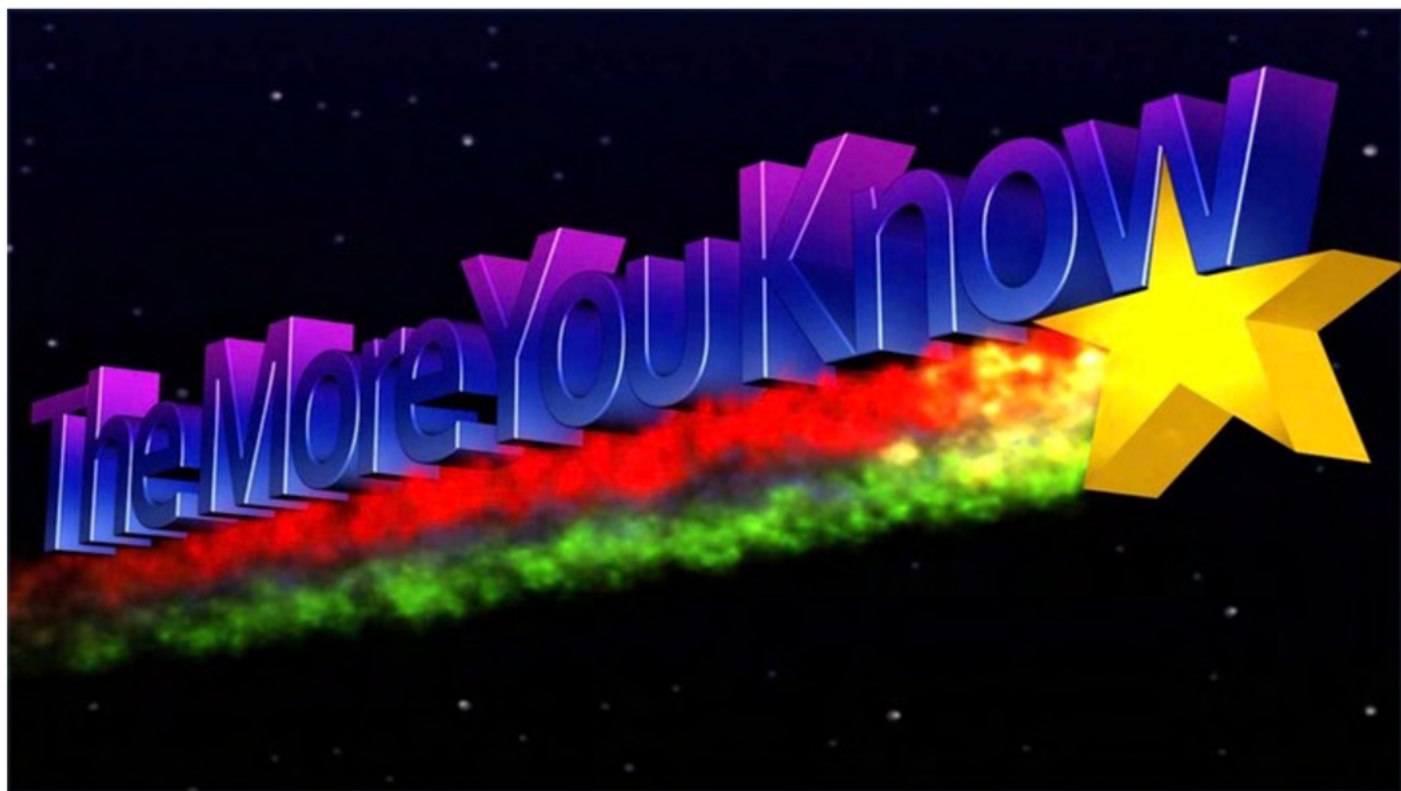
The grandparents do interact with the seniors who attend (while also watching thier kids).

Fun stories:

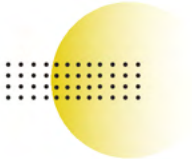
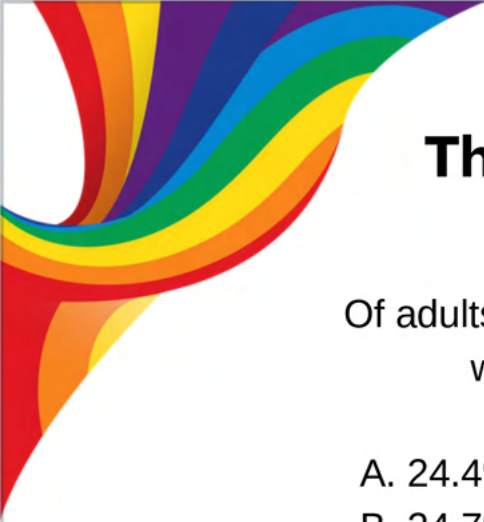
Our regular unaccompanied senior, Doug, used the time to walk around the local neighborhoods and take pictures of gardens. Now he is taking pictures for the library's community newsletter, "The Plymouth Express".

Doug also set up an appointment to learn how to use Libby and Hoopla, and is now an audiobook expert.

Doug and some of the grandparents taught Kathryn how to use Merlin, the bird identification app, and iNaturalist, the nature identification app. She now feels ready for her 40s and her bird-watching future.



Gear up!



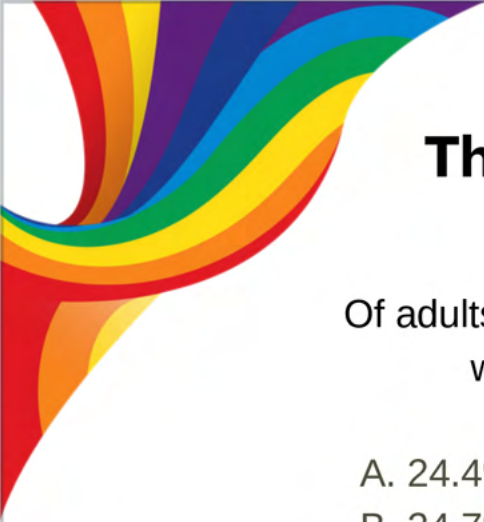
The More You Know Dementia

Of adults with subjective cognitive decline,
what percentage live alone?

- A. 24.4%
- B. 24.7%
- C. 29.3%
- D. 30.3%
- E. 36.2%

Read question and ask for shout outs from the audience.

Subjective Cognitive Decline (SCD) is the self-reported experience of worsening or more frequent confusion or memory loss.



The More You Know Dementia

Of adults with subjective cognitive decline,
what percentage live alone?

- A. 24.4% in Michigan
- B. 24.7% of people aged 45-64
- C. 29.3%**
- D. 30.3% of women
- E. 36.2% of people aged 65 and older

Citation: [CDC: Subjective Cognitive Decline - A Public Health Issue](#)

Some cognitive decline can occur with age

Forgetting routine tasks, though, is not normal.

People can be unable to:

- Care for themselves
- Perform activities of daily living
 - Meal prep
 - Manage medical appointments
 - Manage personal finances

Can lead to poorer health outcomes for co-morbid (co-occurring with cognitive decline) health conditions.

Living alone while having a hard time with cognitive function can be dangerous.

Story Share Cafe

A place to reminisce, Story Share Cafe brings together seniors to think about the past. Conversations are arranged around a topic and facilitated by staff.

✓ Increased connection

✓ Inclusive

✓ Cognitive stimulation



In putting together our senior programs, we wanted to be inclusive of everyone. Rather than exclusively relying on a lecture format that some might struggle with, these sessions focus on engaging other parts of the brain, like long-term memory.

Hence: Story Share Cafe. We have no expertise for running an actual Memory Cafe, but we can engage memory in patrons of all cognitive levels.

At SSC patrons get together and talk about a topic that relates somehow to the past.

We create an environment that is cozy (coffee and donuts), but also evokes memories through the use of pictures and items that create reminders through other senses like smell, touch, and taste.

We run this program quarterly

We limit participation to 6 people, as this keeps the conversation going, but also allows everyone time to talk.

Story Share Cafe: Set-Up & Prep

Come up with a topic

Print photos to encourage conversation

Write possible questions

Purchase sensory items



First step:

Come up with a topic. So far we have done:

- Detroit of your childhood
- My growing-up garden
- Childhood summer vacations
- Show and tell (where the participants bring in show and tell items).

Detroit was the most popular, but we've had people come to all of them.

Once you have a topic you can:

- Print some photos
 - I tend to try to mix my photos
 - Historical and present day
 - Garden flowers and wild flowers (I wish I had also done vegetables).
 - People like to take the photos home.
- Write up some possible questions
 - I normally go with the flow of conversation
 - Sometimes conversation stops, and I need something to start it again. Having questions prepared helps.
- Buy some sensory items

- We have a budget from \$25-\$50 for donuts, coffee, and sensory items
- Sensory items: flowers (smell & touch for the garden); Detroit foods (touch and taste); summery food like watermelon (summery enjoyment)
- People also generally take the leftovers

Story Share Cafe: Implementation

Create a welcoming space

Limit it to 6 or so participants

Create name tags

Enjoy food & drink & conversation



The most important parts:

- A welcoming space
- A participation limit to allow everyone to talk
- User name tags! We just create them when people arrive.
 - Clutch tip: if you're using name tents on the table, write the name on both sides so that people from all angles (across the table or next to them) can read it.
- Bring your photos and sensory items.
- Chat for an hour, noticing who's been quiet and might benefit from a prompting question.

Story Share Cafe could last more than an hour, but often people have other things to do, so I try to keep them to an hour.



Story Share Cafe: Outcomes

- Explores local history.
- Creates cultural comparisons.
- Reduces social isolation.
- Provides cognitive stimulation.
- Creates an inclusive environment to individuals with memory and cognitive limitations.
- "My kids don't want to listen to my stories."

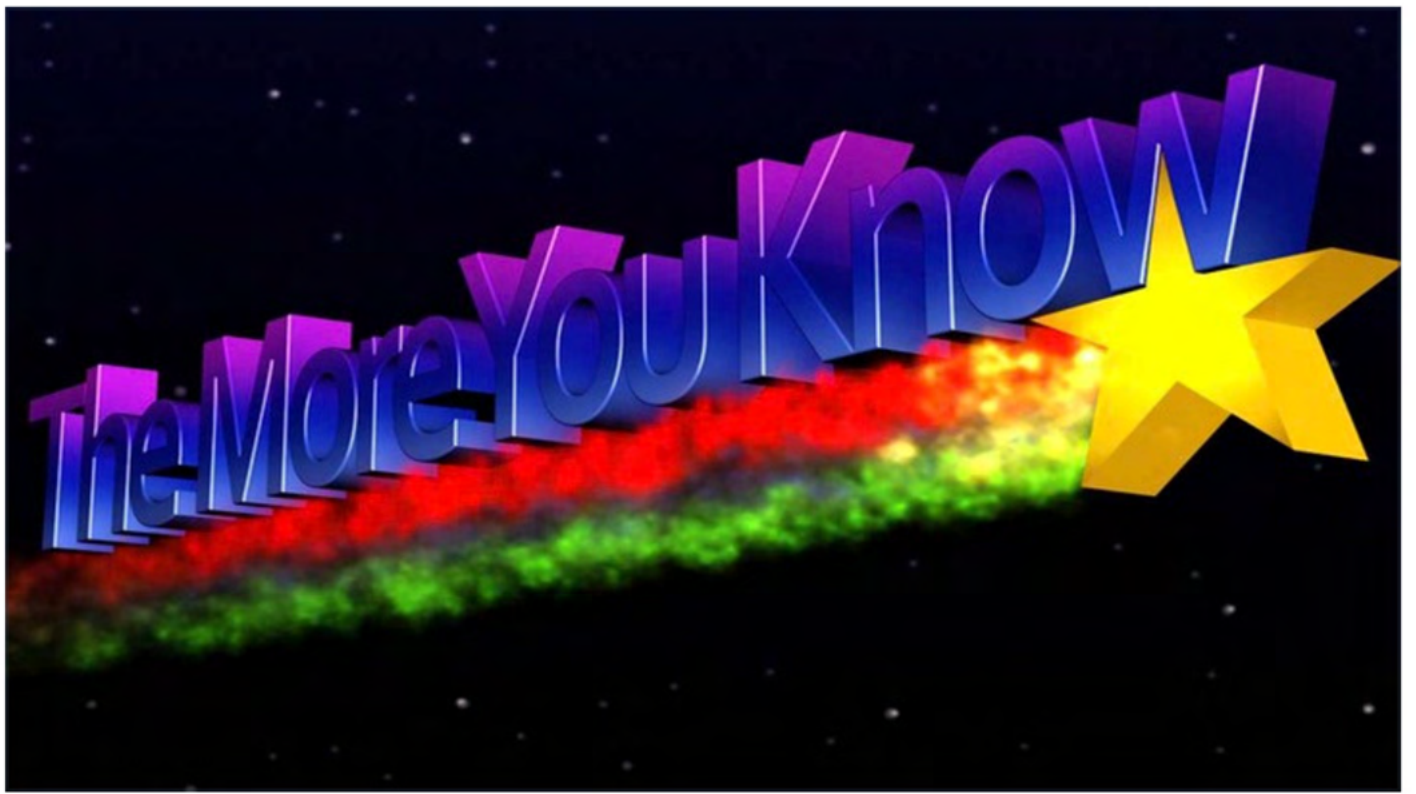
People like learning about local things: whether it's the Plymouth community, the Detroit community, or the Michigan community. Even if they did not grow up here, they have a relationship to the area.

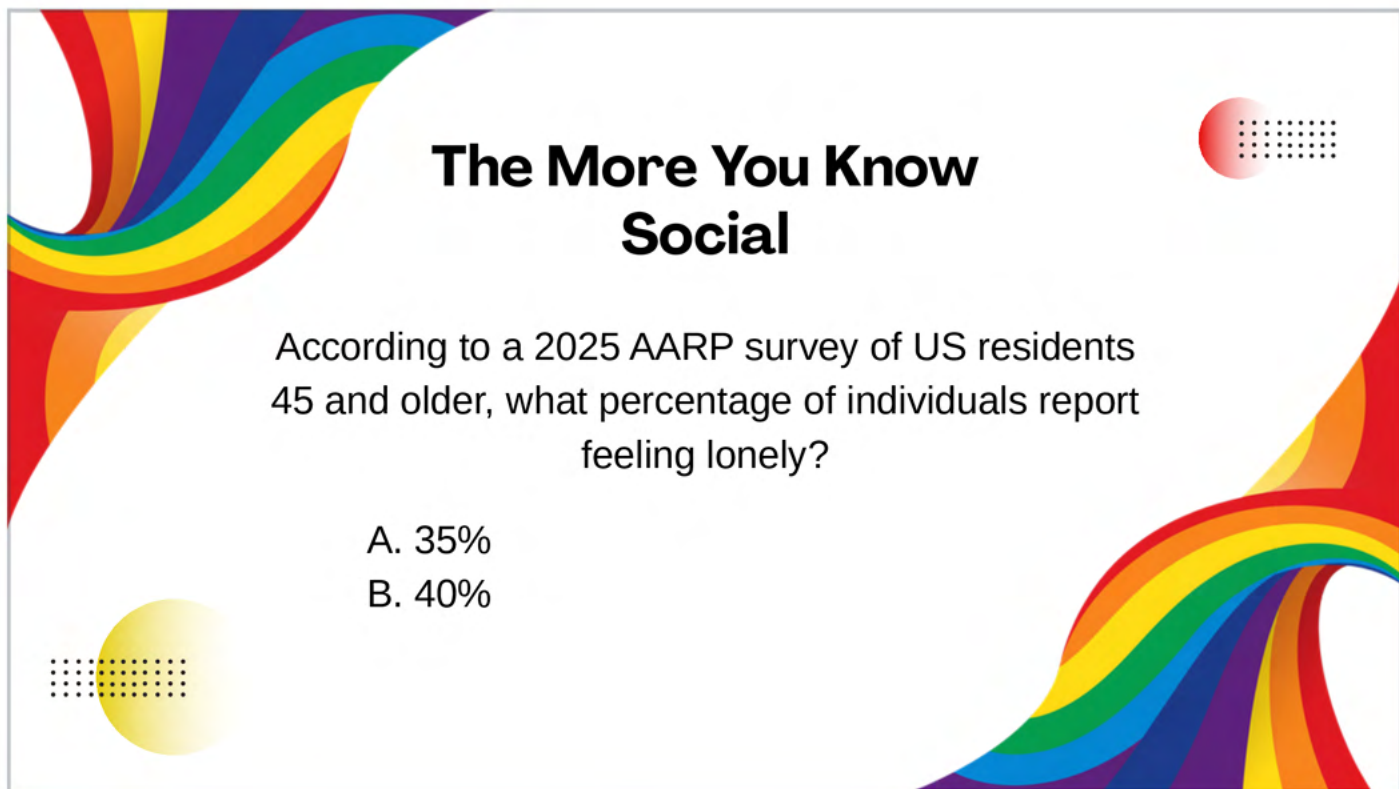
We have people from different cultures come.

- Grew up in the city or country
- Farming or industrial experience
- Out of country experience -- summers growing up in India are very different from summers growing up in the US.

The participants find a sense of comradery -- they feel less alone because other people have had similar experiences.

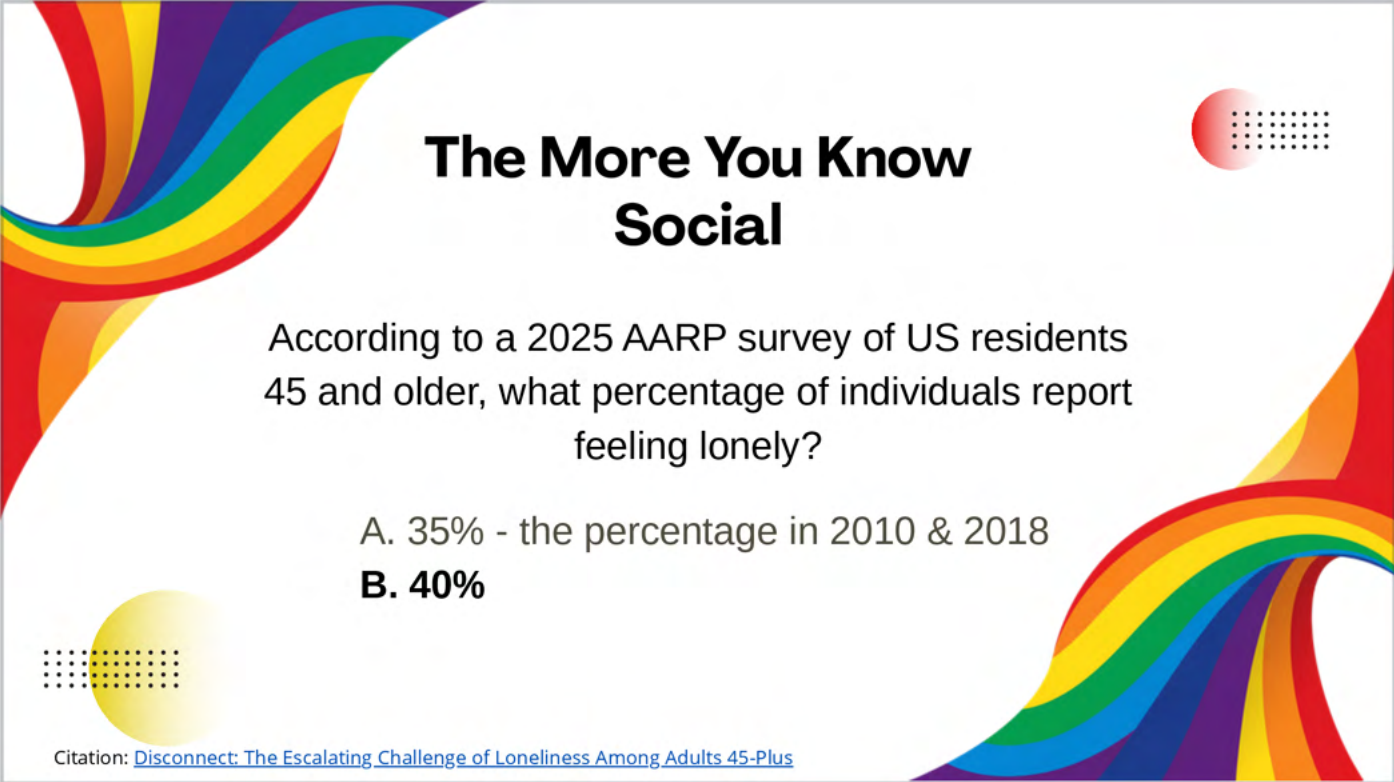
My favorite comment was at our first meeting where someone said that their kids didn't want to listen to their stories -- this gave them a place to talk about them and create bonds with others.





Read question and ask for shout outs from the audience.

This survey specifically looked at "loneliness", which is different from social isolation. People can feel lonely even when surrounded by family and friends.



The More You Know Social

According to a 2025 AARP survey of US residents 45 and older, what percentage of individuals report feeling lonely?

A. 35% - the percentage in 2010 & 2018
B. 40%

Citation: [Disconnect: The Escalating Challenge of Loneliness Among Adults 45-Plus](#)

The feeling of loneliness is increasing in people aged 50 and over.

Research has linked social isolation and loneliness to higher risks for a variety of physical and mental conditions

- High blood pressure
- Heart disease
- Obesity
- A weakened immune system
- Anxiety
- Depression
- Cognitive decline
- Alzheimer's disease

People who engage in meaningful, productive activities with others tend to

- Live longer
- Boost their mood
- Have a sense of purpose.

These activities seem to help maintain their well-being and may improve their cognitive function.

<https://www.nia.nih.gov/news/social-isolation-loneliness-older-people-pose-health-risks>

Gaming

Individuals arrive to join in group play of either Euchre, Mah Jongg, or Scrabble (depending upon the program). Patrons fill the tables as they arrive, sitting maybe with their partner or friends or often with random folks.

- ✓ Creating connection
- ✓ Combating isolation
- ✓ Facilitating cognitive stimulation and fun!



We have individual events for each of these games: Scrabble, Euchre, and Mah Jongg.

Scrabble is a drop-in opportunity; patrons pre-register for the other two events.

The library provides drinks and sometimes snacks.

Patrons fill tables as they arrive, sitting with their partner/friends or more often with random folks (who are increasingly becoming friends!)

Play is casual and social and provides opportunities for challenging and fun brain stimulation.

Gaming: Set-Up & Prep

Create your structure/rules
for the games

Create score tracking sheets
(Euchre and Scrabble)

Purchase drinks & snacks



Staff interviewed other libraries and library patrons to navigate best versions of the games, the rules and the flow.

We've made some procedure tweaks over time for euchre since it requires exactly four players and the tables need to end a round at the same time to allow for table-swapping.

Once the structure of the program flow is established, the only planning each month is to purchase drinks and snacks.

Gaming: Implementation

Set-up tables, games, name tags, and refreshments (if providing)

Let patrons fill tables as they arrive

Read "house rules" and, for Euchre, facilitate timed hands and player rotation

Patrons play as many rounds as fit in the allotted time



Staff sets up special round game tables and:

- Euchre - cards, trump dice, score sheet
- Mah Jongg - sets & dice (players bring their own American Mah Jongg card)
- Scrabble - games, score sheets & dictionary

Snacks are provided at Euchre; tea is provided at Mah Jongg and Scrabble meetups.

For Euchre, players sign in on arrival so that they can track their score over multiple rounds.

Patrons fill tables as they arrive. Some hold seats for friends, but most just join whoever is at a table with space.

You can decide in advance whether players will stay put for multiple rounds or whether players switch to new tables after each round for maximum social exposure or to allow "extra" players to rotate in.

No prizes are awarded nor is gambling involved.



Gaming: Outcomes

- Reduces social isolation.
- Fosters relationship building through rotational play.
- Provides opportunities to play favorite games that require several other players.
- Facilitates cognitive stimulation.
- Provides a low-pressure environment for improving game play.
- Displays kindness & inclusion.
- "We are loving our new passion - mah jongg!"

Gaming programs reduce social isolation and strengthen community by fostering interaction with other folks with similar interests. Our "regulars" are really getting to know each other and look forward to playing together each month, but all are welcoming to new players.

Kindness and inclusion are beautifully on display.

Provides opportunity to play a beloved game that requires multiple players (4 for Euchre and Mah Jongg) - and provides a low-pressure environment for improving your game play.

Promotes cognitive exercise.

Provides opportunity for sharing about other IRL activity opportunities.

Crafting

Hook & Needle: A drop-in social circle where people help one another and build a crafting community.

Craft Night: A structured, project-based program where people learn new skills and enjoy crafting with others.

- ✓ Create connection
- ✓ Combat isolation
- ✓ Facilitate cognitive stimulation and fun!



Like gaming, our library enables connection-through common-interest with our two crafting programs:

Hook & Needle: A weekly, casual, drop-in social circle where participants bring their own works-in-progress, share finished pieces, and trade peer-to-peer advice and feedback.

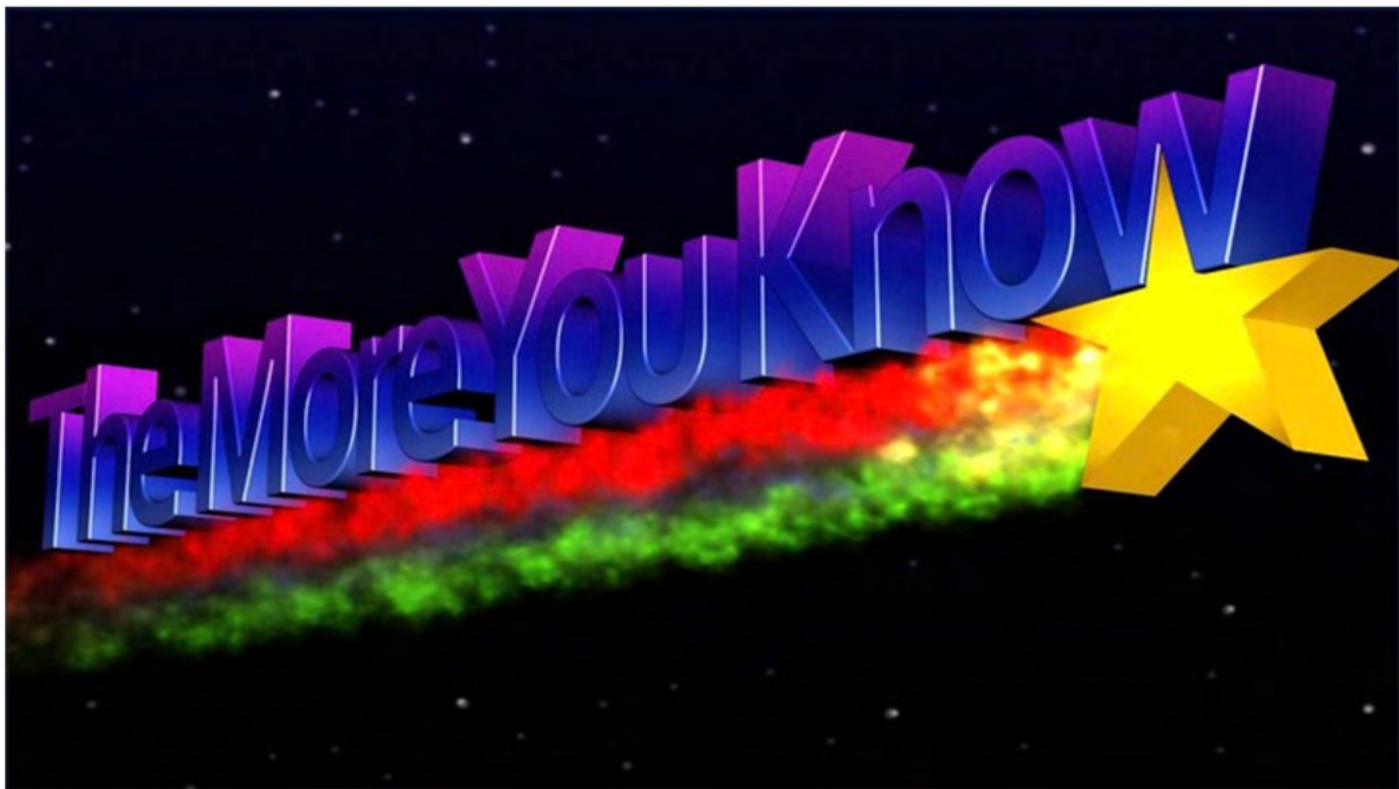
Participants:

- Decrease social isolation
- Help one another
- Share life updates
- Regulars tend to break by checking in on everyone, asking about their projects, and sharing their own work. This has become quite a lively social community!

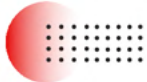
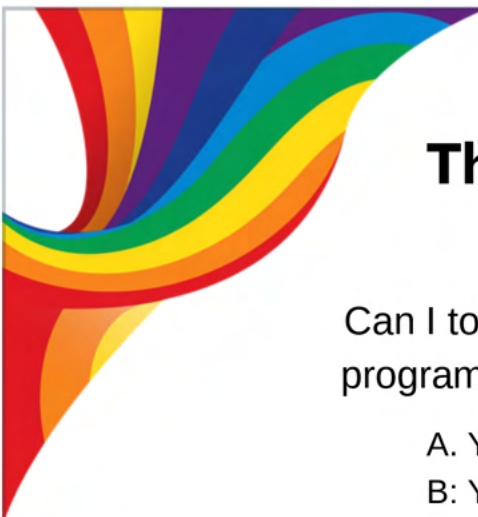
Craft Night: A structured, guided workshop with a preselected project taught by the facilitator every other month. Participants:

- Decrease social isolation
- Build skills
- Improve creative confidence & cognitive exercise
- Enjoy low-cost fun

The program also invites crafters (new and old) to the library.



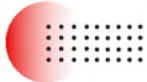
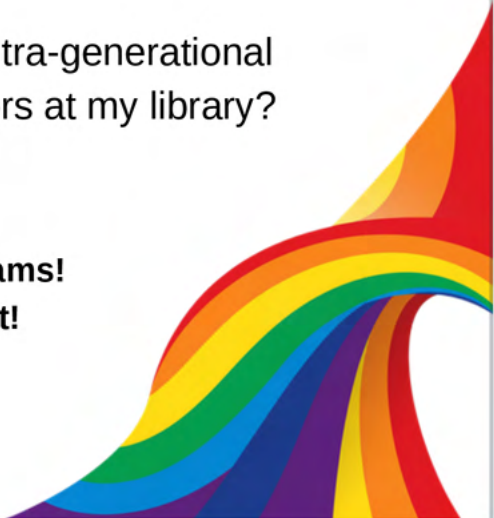
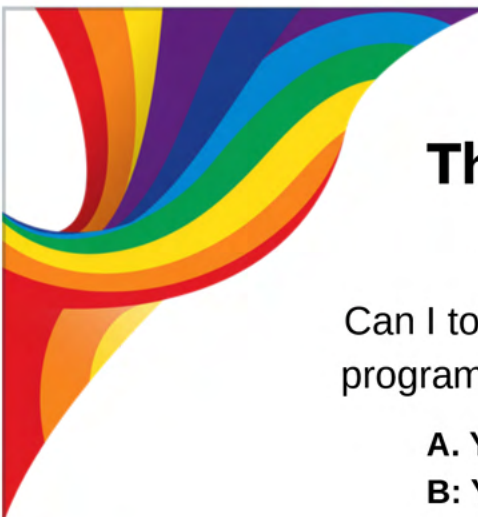
The most important question is coming!



The More You Know Implementation

Can I too implement inter- and intra-generational programs that are great for seniors at my library?

- A. Yes!
- B: Yes and our library can actually afford these programs!
- C: Yes and it's worth the effort!
- D: Yes, and I will!



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Citation: Your Presenters (Who Are Not At All Biased)

Note the reference line.



Evaluate Community Needs:

- I think that one thing that holds people back is singling out an age group.
 - We single out kids and teens all the time because they have different needs.
 - This is a growing population.
 - I hid 1980s cartoon characters all over this presentation -- did you feel left out? Or did you enjoy the fun Easter eggs regardless of age?
 - We do not check IDs. These programs are designed for seniors, but are not exclusive.
- Evaluate who in your community needs something that you're not providing.
 - Home delivery patrons often lack personal interaction.
 - Seniors have specific needs like Medicare information, end-of-life planning, etc.
 - Seniors have varied interests--like every age group--but may have special needs that necessitate targeted programming, such as vision, hearing or driving challenges.

Determine Community Resources:

- Who exists in your community already.
- What is going on at your library where you can build connections.

Act with Intentionality:

- All-ages programming sometimes isn't enough for intergenerational programming – people feel like programs are for kids or for adult (ex. Book Bingo).
 - Learned from experience
- See seniors as individuals with unique likes/dislikes, hobbies, etc. that are sometimes, but not always, what you'd think when you think "seniors".

- Hook and Needle works because it brings together people who enjoy crafting.
- Low Vision works because it brings together people with shared challenges.
- Story Share Cafe and Project Pen Pal work because they give people a chance to share their own unique lives and stories as they relate to a common theme.
- Euchre and Mah Jongg are working because we asked adults what they want to play and when (and got input that was not what we anticipated!)
- Be the bridge (create space and define roles of participants)
 - Each individual is a pen pal; each person has a place at the table to interact; game-play encourages collaboration (Euchre) and competition

Implementation:

- Adapt existing programs (neighborhood walk, home delivery program).
- Start something new (story share cafe, gaming programs).
- Foster human community.
- Be creative.

Reflect:

- Keep evaluating programs.
- Keep asking questions of participants.

Upcoming attractions at PDL:

- Senior technology curriculum development currently in process.
- Senior Advisory Board starting in January.
- (HP) Volunteer Opportunity and Local Club databases both in development.

We're still learning – things that have gone well and things that haven't



Plymouth District Library



Questions

Senior Living: Creating Inter- and Intra-Generational Community for Seniors

www.plymouthlibrary.org

Plymouth, MI

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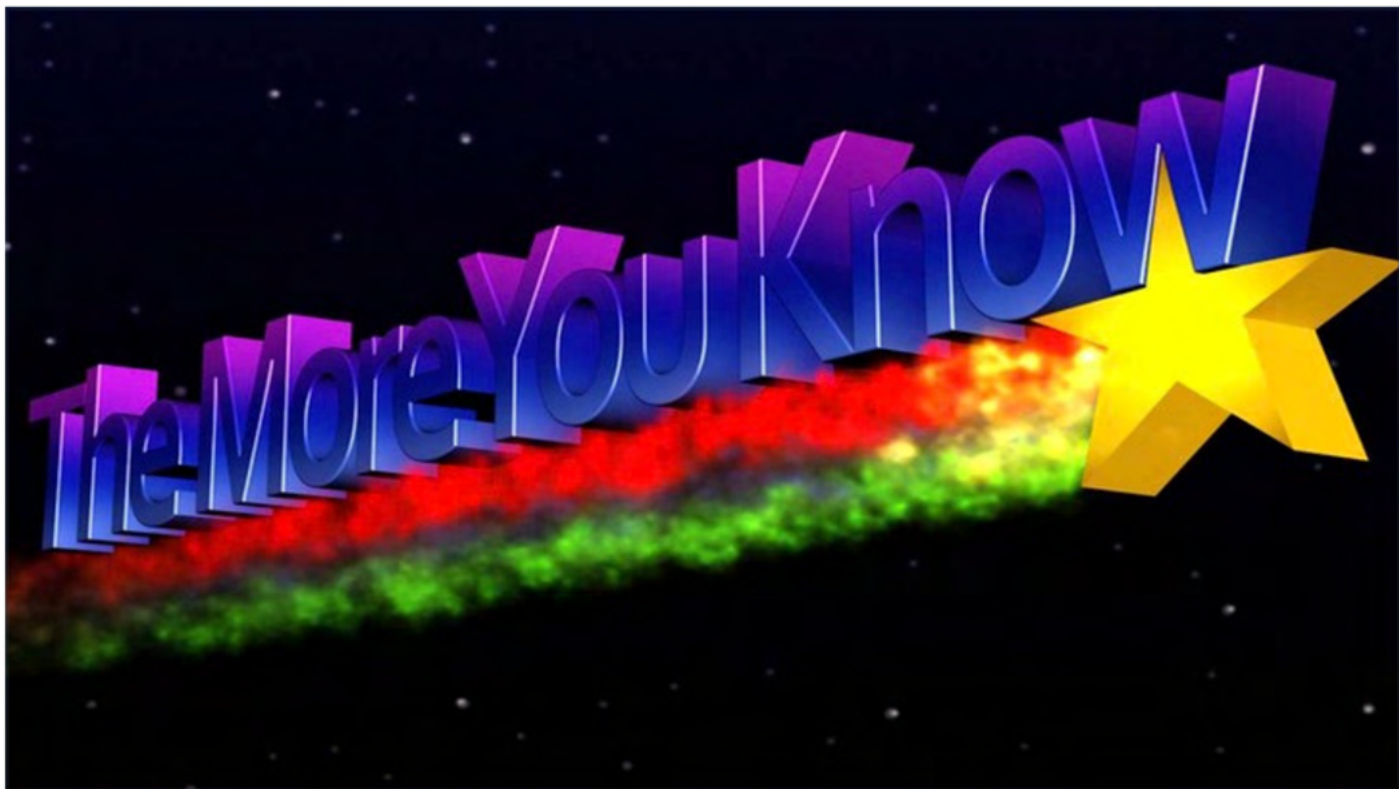
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Ok. This is REALLY the most important question

The More You Know Bonus Round

Name all the hidden characters:



Can you identify all the 1980s Saturday morning cartoon characters hidden in our presentation?

The More You Know Bonus Round

Name all the hidden characters:

1. 
Wilma
The Flintstones
2. 
Rosie
The Jetsons
3. 
Strawberry Shortcake
The World of
Strawberry Shortcake
4. 
Papa Smurf
The Smurfs
5. 
Lion-O
ThunderCats
6. 
Firefly
My Little Pony
7. 
Alvin
Alvin & the Chipmunks
8. 
Optimus Prime
Transformers
9. 
Scooby-Doo
Scooby-Doo, Where Are You!
10. 
Linus van Pelt
The Charlie Brown
and Snoopy Show
11. 
Master Splinter
Teenage Mutant Ninja Turtles
12. 
Funshine Bear
The Care Bears Family
13. 
Inspector Gadget
Inspector Gadget
14. 
Odie
Garfield and Friends

Results!



Plymouth District Library



Thank You For Joining Us

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