



# Universal Design in Intergenerational Programming

Colorado Public Health Parks and Recreation Collaborative  
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## Presenters:

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# OUTCOMES

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- Understand the importance of intergenerational programming
- Recognize how ableism and ageism can create barriers in intergenerational programming
- Understand what Universal Design is and how to apply it
- Reflect on how accessibility choices shape participant experience



# CHECK OUT THE HUB

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## Intergenerational Connection Hub

Our Hub Makes It Easier to Offer Intergenerational Programs in Your Community:

- [Access Our Blog](#): Stay informed on our latest insights.
- [Utilize Our Toolkits](#): Use our detailed toolkits to create and implement successful programs, including Art, Music, and Storytelling.
- [Explore Video Resources](#): Learn through videos that cover essential topics like designing impactful intergenerational programs, conducting evaluations, fostering age-friendly environments, and more.



SCAN HERE





# OUR INTERGENERATIONAL PHILOSOPHY

Intergenerational programs that are built around mutuality create a connection based in mutual contribution and benefit. Rather than the model of charitable giving or “serving”, mutuality is rooted in the recognition that every participant is contributing and also receiving.

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# WHY INTERGENERATIONAL MATTERS

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- Builds empathy and mutual understanding
- Reduces isolation for both youth and older adults
- Strengthens community resilience



# WHAT DO WE MEAN BY INCLUSION & ACCESSIBILITY?

## **INCLUSION**

Intentional practices to ensure everyone feels welcomed and valued

## **ACCESSIBILITY**

Removing barriers that prevent engagement across physical, sensory, cognitive, and emotional dimensions

## **CONCLUSION:**

When inclusion and accessibility are prioritized, programs become spaces where everyone can meaningfully participate, connect, and thrive.



# UNIVERSAL DESIGN







# 7 PRINCIPLES OF UNIVERSAL DESIGN

**Design usable by all people, to the greatest extent possible, without adaptation or specialized design.**

**Inclusive**

**Flexible**

**Simple and Intuitive  
(Understandable)**

**Convenient**

**Accommodating**

**Welcoming**

**Responsive**

**Can be used by everyone easily, safely, and with dignity.**

**The design provides choice and can be used in different ways by different people.**

**Easy for everyone to understand and use.**

**Requires little effort to use and engage with.**

**Designed regardless of age, gender, mobility, or other circumstances.**

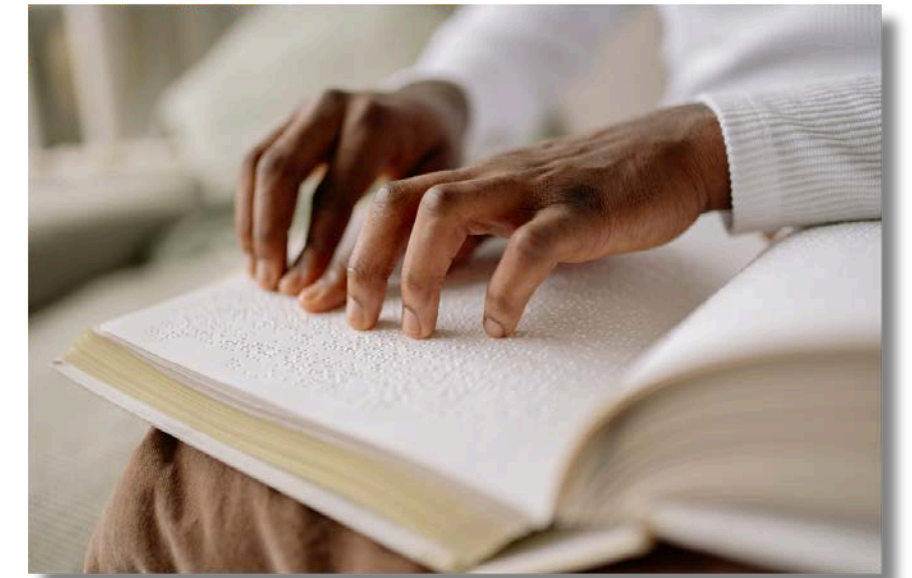
**Removes barriers that might exclude some.**

**Considers what people say they need and want.**



# UNIVERSAL DESIGN IN ACTION

- Music program providing multiple types of instruments
- Outdoor art event with sound amplification, seating + materials in multiple formats
- Mentorship with written and oral prompts
- Using #CamelCase for digital content (social, web)





# HOW DO ABLEISM + AGEISM SHOW UP?

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- What is Ageism?
  - ex. Calling participants “seniors”, assuming tech aversion
- What is Ableism?
  - ex. Only offering printed materials; no microphone in large spaces







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# REFLECTIVE QUESTIONS → ACTION STEPS

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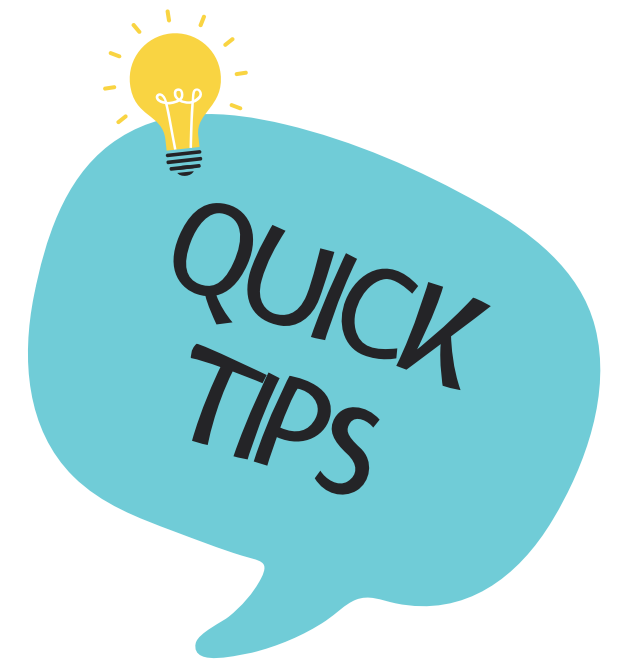
- When was the last time you asked participants what they need to participate?
- Are materials offered in multiple formats?
- Are there assumptions about who will attend and what they will need?

Call to Action: Pick one thing to apply to your next program



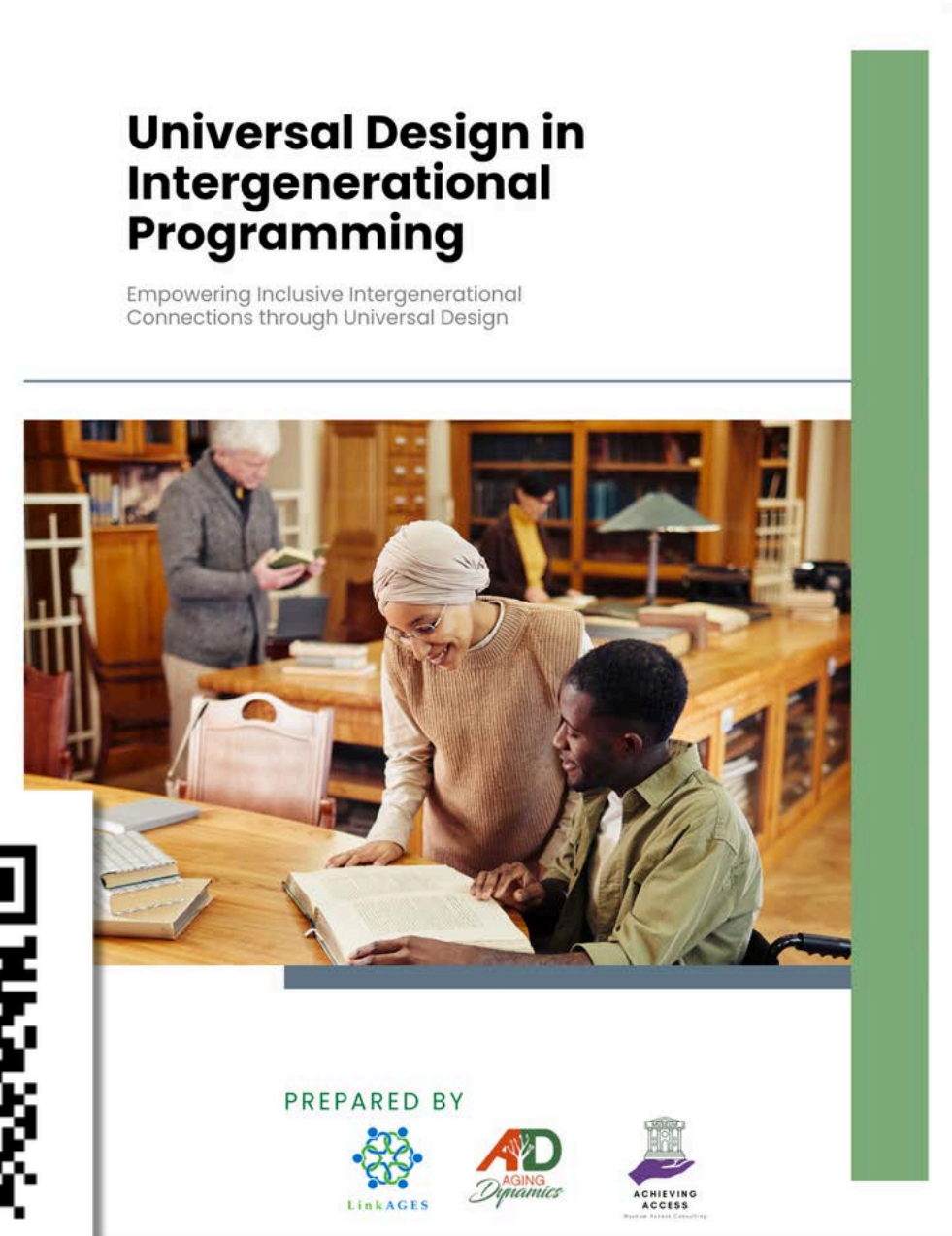
# QUICK TIPS FOR GETTING STARTED

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- Use 7 Universal Design principles as checkpoints during program design
- Evaluate and adapt iteratively
- Toolkit is a flexible resource — not a checklist

Scan to download the  
Accessibility Toolkit





# STAY CONNECTED

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