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Unlocking memory DemCare4All project's quest for change

We are thrilled to share groundbreaking results from the DemCare4All project- innovative initiative funded by the Erasmus+ programme. This project, with 8 partners from 6 European countries, is dedicated to creating educational materials aimed at enhancing understanding and support for individuals affected by dementia. Here's what we've accomplished together.



WHY THIS PROJECT?

DEMcare4all is a project, which with its activities and results, aims to provide safe, effective and comfortable care and to improve the lives of people with dementia, of their caregivers and of their family members.



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1. Our news

Over the past few months, we have made significant progress in implementing our WP3 and WP4 packages. These efforts are geared towards fostering meaningful connections between children, caregivers, and people with dementia through engaging intergenerational activities. Let's dive into how we've been bringing these initiatives to life!

Our dedicated team has been working tirelessly to create and implement activities that bridge the gap between generations. Here's a glimpse of what we've achieved:



OUR MOTTO

Promoting intergenerational activities to support family carers of people with dementia.

WP3 - EDUCATIONAL PROGRAMME ABOUT DEMENTIA

The educational programme about dementia targets a) children and young people aged 6-17 who live in the same house with grandparents suffering from dementia or even with parents in the early stages of dementia and b) formal and informal caregivers, especially those who are responsible for caring for both demented people and their children.

The educational programme includes:

- 2 illustrated fairy tales for children aged 6-11;
- A comic book with 6 episodes, in both static and video format, for children aged 6-11 and young people aged 12-17;
- 4 cards with crafts associated with the comic book episodes for children aged 6-11;
- a game that involves the whole family including the person with dementia.



WP4 - INTERGENERATIONAL INTERVENTION IN DEMENTIA

WP4 concerns an intergenerational intervention in dementia. It is a set of games and art activities which aim at the interaction of the elderly / people aged 50+ with children and at the beneficial effect it has on both target groups.

The Intergenerational Intervention in Dementia includes:

- 6 board games to play together for the elderly/people 50+ and children/young people, aged 6-17 years old
- 6 word games
- 6 quizzes
- 6 sets of art activities



DEMCARE4ALL WP3 PILOT PHASE

WP3 Educational Programme about Dementia

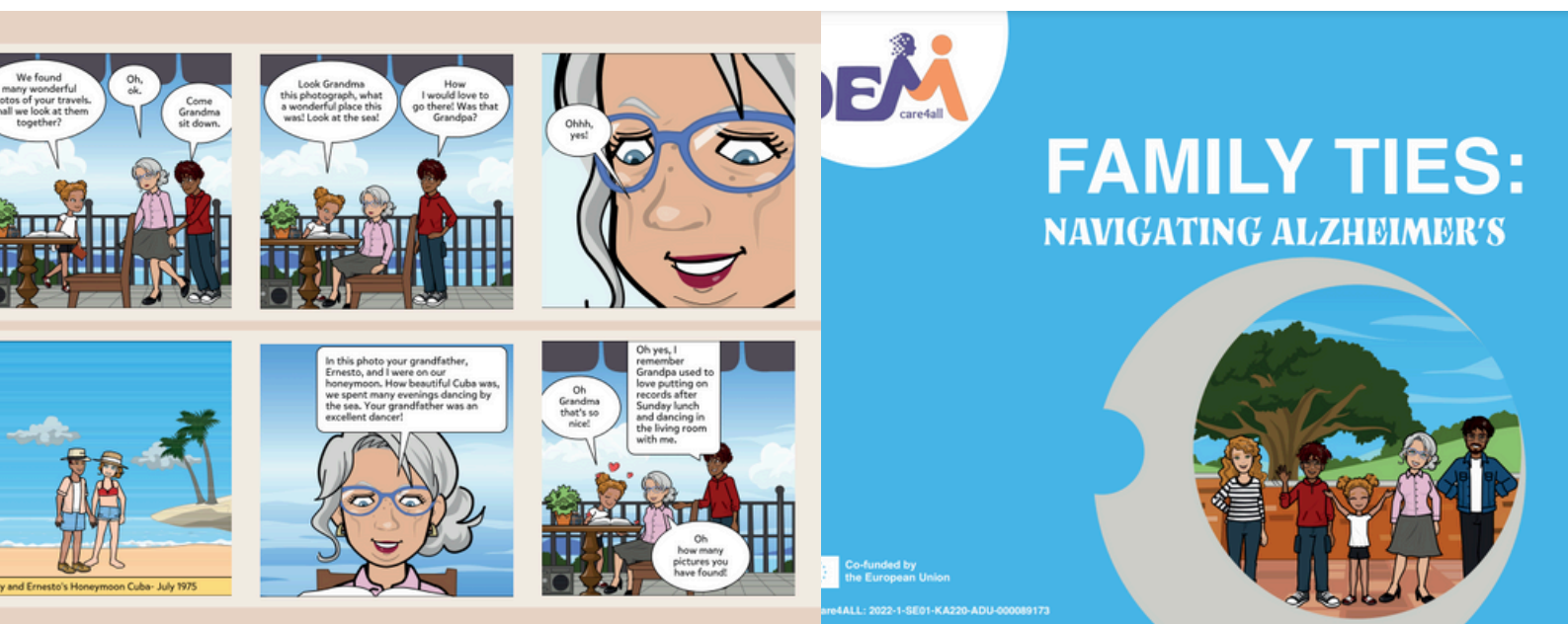
As part of the WP3 Educational Programme about Dementia, Frodizo Association organised a fun day playing and learning among children and people with Mild Cognitive Impairment. We used the material that was created within the project which included: a comic book, a fairy tale, a game with craft cards and the proverbs game.

The participants shared that it was a very interesting experience. People with Dementia told our team that they felt it was very enjoyable to play with young children and to learn from them. They felt that this process of creative play allows for a regeneration of experiences and emotions.

On the other hand, children that participated in this fun activity tells us that they learned new things about various topics such as:

- How to interact with people that experience memory issues, and to show kindness and compassion.
- How to explain the rules of the games in simple terms for these people to understand.

Follow this [link](#) to learn more.



WP4 PILOT PHASE

A Joyful Day at the Frodizo Association Day Care Centre

It was an amazing day at the Day Care Centre of Frodizo Association! Ten children from different age groups joined hands with individuals living with dementia and mild cognitive impairment to participate in a series of specially designed games from our WP4 package. The day was filled with laughter, learning, and meaningful interactions as the children and seniors engaged in activities that were both fun and therapeutic. These games not only provided entertainment but also fostered a sense of community and understanding between the young and the elderly.



Have a closer look into the intergenerational activity session that took place at Frodizo Association between children, caregivers and people with Mild Cognitive Impairment!



WP4 PILOT PHASE

The board games presented during the session were a modification of well-known 'classics' such as Scrabble, Monopoly, Ludo, Jenga, which are enjoyed by many people. These types of games can be very entertaining for all ages and promote social interaction in a fun and friendly atmosphere. They can also really help to improve mental health by alleviating symptoms of depression and memory loss, improving memory formation and practising cognitive skills, and their educational and social benefits are remarkable.

