




















































WILLOW BEND PARK PLAY EQUIPMENT
EVIDENCE BASED DESIGN

PLAY EQUIPMENT	TYPES OF INCLUSIVE PLAY	ACCESSIBLE FEATURES AND INCLUSIVE PLAY BENEFITS	PHYSICAL	SOCIAL-EMOTIONAL	SENSORY	COGNITIVE	COMMUNICATION	INCLUSIVE DESIGN PRINCIPLE
<div>GAMETIME</div> <div></div> <div>MOUND PLAY POD</div>	PHYSICAL CHALLENGE UPPER BODY EVENT	THIS COLLECTION OF MOUNDS, PLAY SPHERES, A ROLLER SLIDE, AND A SPACE ARCH PROVIDE A						
<div>GAMETIME</div> <div></div> <div>SKY RUN ZIP TRACK</div>	MOTION/ MOVEMENT SENSORY PLAY PARALLEL PLAY	ENABLES CHILDREN OF ALL ABILITIES TO PLAY TOGETHER AND ENGAGE IN SENSORY AND IMAGINATIVE PLAY SIDE-BY-SIDE						
<div>GAMETIME</div> <div></div> <div>MERRY GO ALL</div>	MOTION/ MOVEMENT SENSORY PLAY COOPERATIVE PLAY TRANSFER HEIGHT	INCLUSIVE DESIGN ACCOMODATES UP TO 8 USERS (4 SEATED, 4 STANDING) WITH SEATS AT TRANSFER HEIGHT TO ENCOURAGE SOCIAL INTERACTION AND COLLABORATIVE PLAY. CHILDREN ARE ENCOURAGED TO WORK TOGETHER TO DRIVE THE ACTIVITY.						
<div>GAMETIME</div> <div></div> <div>SHADOW PLAY TRI RUNNER</div>	SENSORY PLAY COOPERATIVE PLAY MOTION/ MOVEMENT	THREE SEATS ENCOURAGE SOCIAL AND COOPERATIVE SPINNING PLAY, WHILE THE COLORFUL PANELS CAST SHADOWS ON THE GROUND FOR A SENSORY PLAY ELEMENT						
<div>GAMETIME</div> <div></div> <div>PLAY TOWER</div>	PHYSICAL CHALLENGE TRANSFER MOTION/ MOVEMENT DRAMATIC PLAY SENSORY PLAY/ BALCONY PANEL	THE TOWER, INCLUDING ADA ACCESSIBLE RAMPS AND BUILT-IN SHADE, IS DESIGNED TO HAVE SOMETHING FOR EVERYONE OF DIFFERENT ABILITIES TO DISCOVER						
<div>GAMETIME</div> <div></div> <div>LOG BALANCE BEAM</div>	SENSORY PLAY BALANCE	PROMOTES BALANCE AND FULL BODY STABILITY AND COORDINATION						
<div>GAMETIME</div> <div></div> <div>HILLSIDE ARCH</div>	SENSORY PLAY BRACHIATING PLAY	PROMOTES UPPER BODY STRENGTH AND TEACHES STABILITY						
<div>GAMETIME</div> <div></div> <div>MOUND TUGROPE</div>	SENSORY PLAY BRACHIATING PLAY	PROMOTES BALANCE, UPPER BODY STRENGTH, AND A TACTILE EXPERIENCE						
<div>GAMETIME</div> <div></div> <div>ROXALL SEE SAW</div>	COOPERATIVE PLAY MOTION/ MOVEMENT TRANSFER HEIGHT	OFFERS 4 HIGH BACK SEATS WITH RAILS FOR CHILDREN OF ALL ABILITIES, WITH ADDITIONAL SEATING IN THE CENTER SAUCER AT TRANSFER HEIGH						

- 7 PRINCIPLES OF UNIVERSAL DESIGN
- 1) EQUITABLE USE

2) FLEXIBILITY IN USE

3) SIMPLE + INTUITIVE USE



















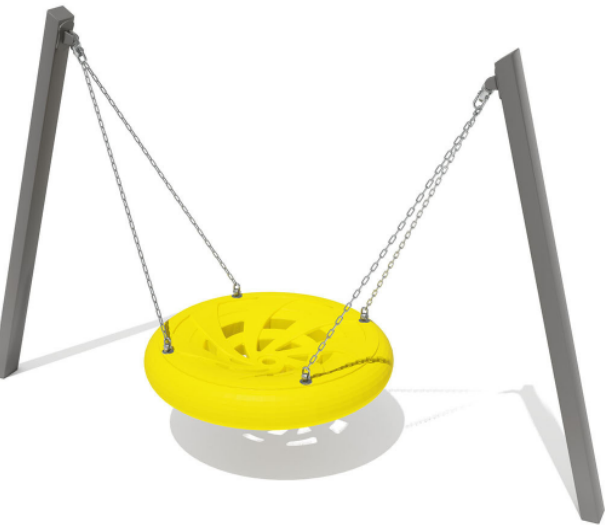































4) PERCEPTIBLE INFORMATION

5) TOLERANCE FOR ERROR

6) LOW PHYSICAL EFFORT

7) SIZE + SPACE FOR APPROACH + USE













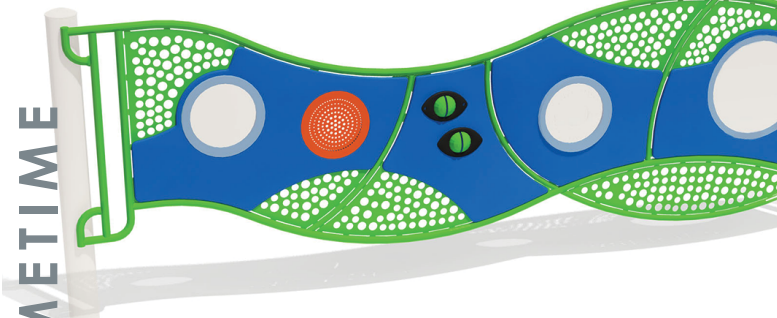



















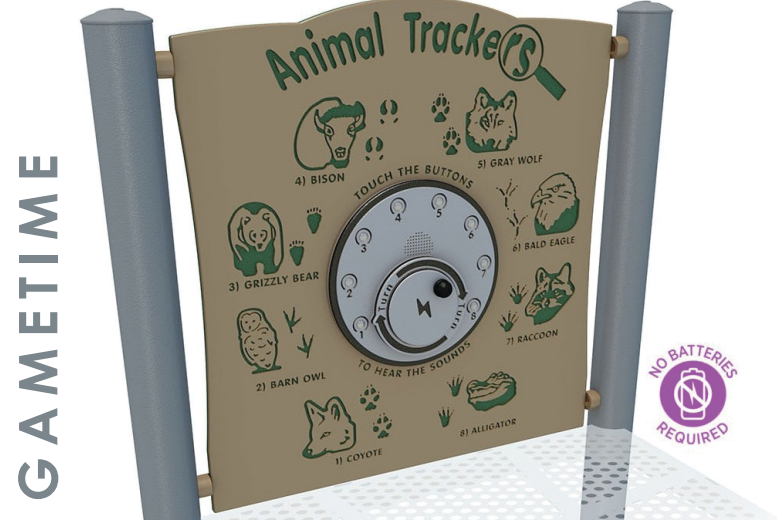



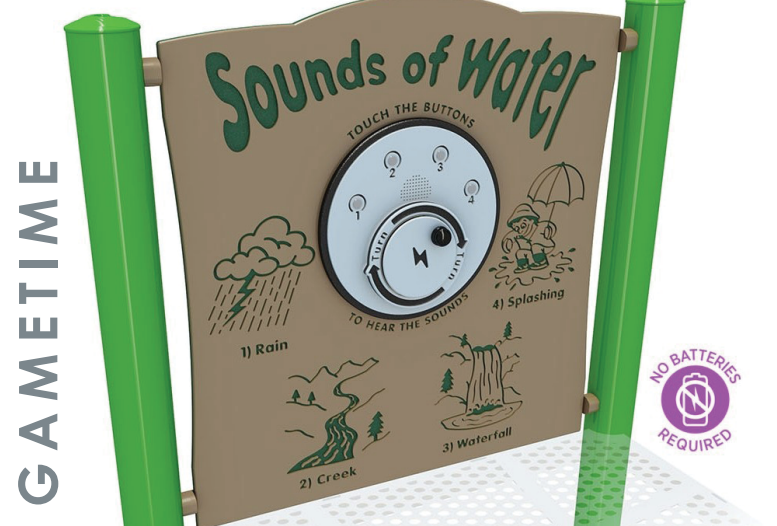



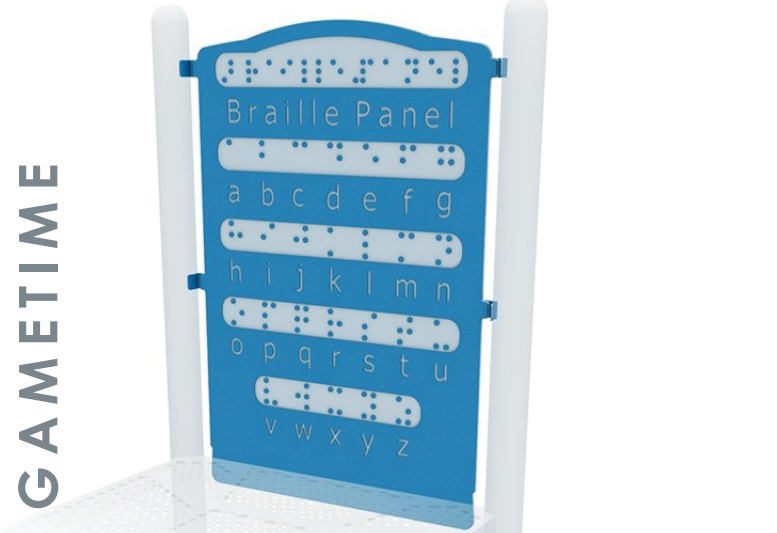




WILLOW BEND PARK PLAY EQUIPMENT
EVIDENCE BASED DESIGN

PLAY EQUIPMENT	TYPES OF INCLUSIVE PLAY	ACCESSIBLE FEATURES AND INCLUSIVE PLAY BENEFITS	PHYSICAL	SOCIAL-EMOTIONAL	SENSORY	COGNITIVE	COMMUNICATION	INCLUSIVE DESIGN PRINCIPLE
<div>GAMETIME</div> <div>CANTATA CHIMES</div> <div></div>	MUSIC PLAY SENSORY PLAY	PRECISION TUNED TO A PENTATONIC SCALE TO PREVENT WRONG NOTES, AND AVAILABLE WITH ADAPTIVE Mallet						
<div>GAMETIME</div> <div>JAZZ A MINOR</div> <div></div>	MUSIC PLAY SENSORY PLAY	ENHANCES COGNITIVE SKILLS AND IS ACCESSIBLE TO ALL CHILDREN AND ADULTS						
<div>GAMETIME</div> <div>CONCERT TRIO</div> <div></div>	MUSIC PLAY SENSORY PLAY	INCLUSIVE/ACCESSIBLE MUSIC ELEMENT FOR ALL CHILDREN AGES 2-5 WITH A TONE CHAMBER TO AMPLIFY SOUND						
<div>GAMETIME</div> <div>SAUCER SWING</div> <div></div>	SENSORY PLAY COOPERATIVE PLAY MOTION/ MOVEMENT	CONTAINS SPACE FOR 5 CHILDREN OF ALL ABILITIES FOR COOPERATIVE PLAY. TRANSFER HEIGHT FOR MOBILITY DEVICES AND VESTIBULAR STIMULATION FOR SENSORY PROCESSING DISORDERS						
<div>GAMETIME</div> <div>ZERO G SWING CHAIR</div> <div></div>	MOTION/ MOVEMENT SENSORY PLAY	DIFFERENT SIZES FOR AGES 2-5 AND 5-12. ENGAGES SENSES AND ENCOURAGES INTERACTION WITH CAREGIVERS AND PEERS. ALLOW FOR PARALLEL PLAY FOR CHILDREN WITH DIFFERENT ABILITIES. POSITION OF CHAIR HELPS USERS MAINTAIN A NEUTRAL BODY POSITION AND MINIMIZES FATIGUE						
<div>GAMETIME</div> <div>EXPRESSION SWING UNIVERSAL</div> <div></div>	MOTION/ MOVEMENT SENSORY PLAY BALANCE + COORDINATION	FOR AGES 5-12, THIS FACE TO FACE, EYE TO EYE DESIGN ALLOWS FOR OPPORTUNITIES FOR MULTIGENERATIONAL PLAY AND EMOTIONAL BONDING. THE ADAPTIVE SEAT CATERS TO ALL ABILITIES.						
<div>GAMETIME</div> <div>EXPRESSION SWING TODDLER</div> <div></div>	MOTION/ MOVEMENT SENSORY PLAY BALANCE + COORDINATION	FOR AGES 2-5, THIS FACE TO FACE, EYE TO EYE DESIGN ALLOWS FOR OPPORTUNITIES FOR MULTIGENERATIONAL PLAY AND EMOTIONAL BONDING. THE ADAPTIVE SEAT CATERS TO ALL ABILITIES.						
<div>GAMETIME</div> <div>BELT SWING SEAT</div> <div></div>	SENSORY PLAY MOTION/ MOVEMENT PHYSICAL CHALLENGE BALANCE + COORDINATION	ENHANCES CORE STRENGTH WHILE INCREASING SPATIAL AWARENESS AND HELPING DEVELOP FINE AND GROSS MOTOR SKILLS						
<div>GAMETIME</div> <div>ENCLOSED TOT SWING</div> <div></div>	MOTION/ MOVEMENT SENSORY PLAY BALANCE + COORDINATION	FOR AGES 2-5, ENHANCES CORE STRENGTH WHILE INCREASING SPATIAL AWARENESS AND HELPING DEVELOP FINE AND GROSS MOTOR SKILLS						

7 PRINCIPLES OF UNIVERSAL DESIGN

- 1) EQUITABLE USE
- 2) FLEXIBILITY IN USE
- 3) SIMPLE + INTUITIVE USE
- 4) PERCEPTIBLE INFORMATION
- 5) TOLERANCE FOR ERROR
- 6) LOW PHYSICAL EFFORT
- 7) SIZE + SPACE FOR APPROACH + USE

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EVIDENCE BASED DESIGN

PLAY EQUIPMENT	TYPES OF INCLUSIVE PLAY	ACCESSIBLE FEATURES AND INCLUSIVE PLAY BENEFITS	PHYSICAL	SOCIAL-EMOTIONAL	SENSORY	COGNITIVE	COMMUNICATION	INCLUSIVE DESIGN PRINCIPLE
<div>GAMETIME</div> <div></div> <div>INCLUSIVE WHIRL</div>	<div>SENSORY PLAY</div> <div>COOPERATIVE PLAY</div> <div>MOTION/ MOVEMENT</div> <div>UPPER BODY STRENGTH</div>	A ZREO ENTRY UNIVERSAL DESIGN THAT IS WHEELCHAIR ACCESSIBLE AND EASY TO ACCESS FOR ALL USERS. THE FEATURE CAN BE TURNED FROM THE OUTSIDE, AND ENCOURAGES FACE TO FACE INTERACTION						
<div>GAMETIME</div> <div></div> <div>COMMUNICATION BOARDS</div>	<div>SENSORY PLAY</div> <div>COOPERATIVE PLAY</div>	A SYMBOL BOARD THAT ASSISTS WITH COMMUNICATION FOR NON-VERBAL CHILDREN, EARLY LEARNERS, AND SPEAKERS OF DIFFERENT LANGUAGES						
<div>GAMETIME</div> <div></div> <div>SENSORY WAVE WALL</div>	<div>SENSORY PLAY</div>	TEXTURED SENSORY WALL THAT PROVIDES DIFFERENT SENSORY EXPERIENCES IN A UNIFIED LOCATION						
<div>GAMETIME</div> <div></div> <div>TALKING STUMP</div>	<div>SENSORY PLAY</div> <div>COOPERATIVE PLAY</div>	A NATURE-INSPIRED TUBE THAT ALLOWS KIDS AND ADULTS TO COMMUNICATE ACROSS THE PLAYGROUND. THE TEXTURED SURFACE PROVIDE FOR A TACTILE SENSORY EXPERIENCE.						
<div>GAMETIME</div> <div></div> <div>SPIRAL GAME TABLE</div>	<div>MOTION/ MOVEMENT</div> <div>SENSORY PLAY</div> <div>COOPERATIVE PLAY</div>	A MULTI-PERSON GAME TABLE THAT ALLOWS CHILDREN OF DIFFERENT ABILITIES TO PLAY TOGETHER AND WORK ON THEIR COMMUNICATION AND COOPERATION SKILLS						
<div>GAMETIME</div> <div></div> <div>MUSIC TIME</div>	<div>MOTION/ MOVEMENT</div> <div>SENSORY PLAY</div> <div>MUSIC PLAY</div>	AN ACCESSIBLE AND INCLUSIVE MUSICAL PLAY PIECE FOR CHILDREN OF ALL ABILITIES THAT ALLOWS FOR A MUTED AUDITORY EXPERIENCE						
<div>GAMETIME</div> <div></div> <div>ANIMAL TRACKERS PANEL</div>	<div>SENSORY PLAY</div>	AN EDUCATIONAL PANEL WITH AN AUDITORY AND SENSORY EXPERIENCE THAT GENERATES POWER BY SPINNING A KNOB						
<div>GAMETIME</div> <div></div> <div>SOUNDS OF WATER PANEL</div>	<div>SENSORY PLAY</div>	AN EDUCATIONAL PANEL WITH AN AUDITORY AND SENSORY EXPERIENCE THAT GENERATES POWER BY SPINNING A KNOB						
<div>GAMETIME</div> <div></div> <div>BRAILLE PANEL</div>	<div>SENSORY PLAY</div> <div>COOPERATIVE PLAY</div>	AN ACTIVITY PANEL THAT INCREASES AWARENESS AND TEACHES ABOUT THE BRAILLE LANGUAGE WHILE PROVIDING A TACTILE EXPERIENCE						

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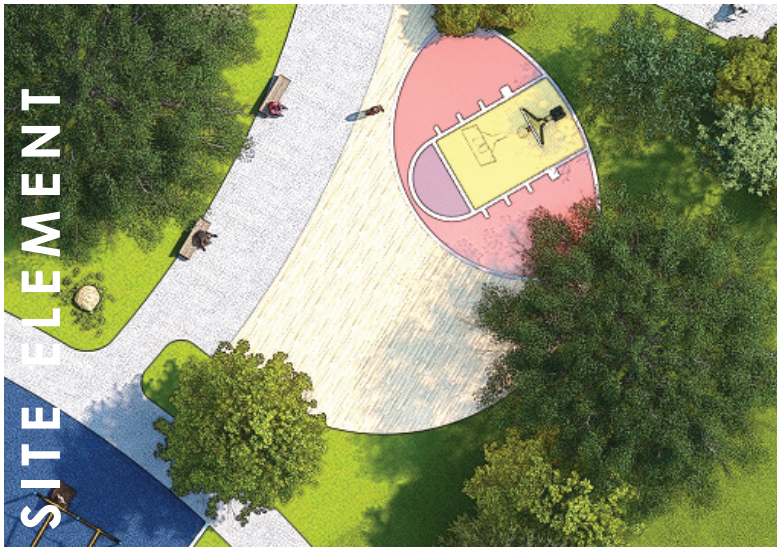
















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<div>COZY DOME</div> <div></div>	<div>SENSORY PLAY</div> <div>PHYSICAL CHALLENGE</div>	TEXTURED PLAY SURFACE THAT CAN ACT AS A JUMP IN POINT AND A QUIET SPACE FOR OVERSTIMULATED KIDS						
<div>SYNTHETIC TURF</div> <div></div>	<div>ACCESSIBLE SAFETY SURFACING</div> <div>ACTIVE VS. PASSIVE PLAY SETTINGS</div> <div>SENSORY PLAY</div>	ACCESSIBLE AND FORGIVING PLAY SURFACE THAT ALLOWS FOR EXPLORATORY AND EASILY RECOGNIZABLE PLAY AREAS						
<div>CENTRAL HUB</div> <div></div>	<div>ACCESSIBLE SURFACE</div> <div>SHADE</div> <div>SEATING</div> <div>RAMP ACCESS</div>	A WHEELCHAIR ACCESSIBLE GATHERING AREA THAT ENCOURAGES COMMUNITY ENGAGEMENT AND ALLOWS FOR A RESTING PLACE IN THE SHADE						
<div>SPORT COURT</div> <div></div>	<div>SENSORY PLAY</div> <div>PHYSICAL CHALLENGE</div> <div>UPPER BODY STRENGTH</div> <div>COOPERATIVE PLAY</div>	FLEXIBLE, CONCRETE PLAY SURFACE THAT ALLOWS FOR CHILDREN TO PLAY TOGETHER THROUGH A VARIETY OF USES						
<div>NARROW CONCRETE SLIDE</div> <div></div>	<div>MOTION/ MOVEMENT</div> <div>SENSORY PLAY</div> <div>TRANSFER STATION</div>	A FAST PACED CONCRETE SLIDE THAT CAN ACCOMODATE MULTIPLE KIDS AT ONCE AND ALLOWS FOR A DIFFERENT SENSORY EXPERIENCE WHILE NOT INTERFERING WITH DIGITAL MEDICAL DEVICES						
<div>WIDE CONCRETE SLIDE</div> <div></div>	<div>MOTION/ MOVEMENT</div> <div>SENSORY PLAY</div> <div>COOPERATIVE PLAY</div> <div>TRANSFER STATION</div>	A SLOW, WIDE CONCRETE SLIDE THAT CAN ACCOMODATE MULTIPLE KIDS OR ADULTS AT ONCE AND ALLOWS FOR A DIFFERENT SENSORY EXPERIENCE WHILE NOT INTERFERING WITH DIGITAL MEDICAL DEVICES						
<div>TURF BERMS</div> <div></div>	<div>ACCESSIBLE SAFETY SURFACING</div> <div>ACTIVE VS. PASSIVE PLAY SETTINGS</div> <div>SENSORY PLAY</div>	CONSTRUCTED OF ACCESSIBLE AND FORGIVING PLAY SURFACE, THESE ALLOW FOR EXPLORATORY AND EASILY RECOGNIZABLE PLAY AREAS						
<div>LOOPING PATHS</div> <div></div>	LOOPING PATTERNS	ENGAGES CHILDREN IN REPETITION TO SUPPORT DEVELOPMENT OF INTUITIVE PLAY PATTERNS						
<div>SHADE SAIL</div> <div></div>	SHADE	SINGLE POST STRUCTURE THAT BRINGS A BALANCE OF SUNLIGHT EXPOSURE AND MOMENTS OF RELIEF TO THE PLAY ENVIRONMENT						

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