

Your Task

Your team has been selected to develop a prototype of a component of a playground that is inclusive, safe, fun, and engaging. It needs to foster fitness, flexibility, and a joy of play. Your team needs to consider issues of mobility, access, sensory challenges, etc.

Answer These Questions:

1. What is the purpose of a playground?
2. What does the term inclusive mean?
3. Why is it important for playgrounds?

6. Reflect

What did you learn by doing this activity?

Which step of this activity was your favorite? Why?

How has this activity affected your thoughts about inclusive playgrounds?

What steps would you take to improve playgrounds around you?

CONGRATULATIONS on a job well done!

5. Share Your Prototype - Gallery Tour

It's time to test your idea and share it with others. Fill out the chart below based on the comments you have heard during the Gallery Tour.

+ Likes	? Questions
△ Change	New Ideas

STOP! TAKE A MOMENT & DRAW AN IMPROVED VERSION OF YOUR PROTOTYPE.

1. Gain Empathy

The 1st step of a design process is to gain empathy so you can better understand how people work to solve a problem.

Interview tips: Ask *why* questions / encourage stories / don't be afraid of silences / don't suggest answers to questions

We try to gain empathy through conversations.

- Write 3 -5 questions you can ask people to learn more about them as users of playgrounds.
- Now, use those questions to interview someone at your table. Record their responses in Section #1 on your placemat.
- Sketch some ideas gained from your conversation. Look for interesting details. Sketch your ideas on the back page of your booklet.

2. Define the Problem

A. Before coming up with solutions, we need to pick the person you want to help with a better playground design. This person could be someone you actually know or a combination of different people. Maybe they are:

- wheelchair bound
- blind
- deaf
- or ????

B. What is your person's need? We think of needs as being verbs like to help, to feel, etc.)

My person needs

STOP! TAKE A MOMENT & COMPLETE SECTION #2 ON YOUR PLACEMAT.

3. Brainstorm

DEFER JUDGEMENT GO FOR VOLUME
ONE CONVERSATION @ A TIME
BE VISUAL THINK HEADLINES
BUILD ON THE IDEAS OF OTHERS
STAY ON TOPIC ENCOURAGE WILD IDEAS

On the back of your placemat, sketch 6 ideas for your contribution to an inclusive playground.

Once you have brainstormed, shared your ideas with your partner from #1. Ask for their feedback. Capture their ideas on your placemat.

STOP! TAKE A MOMENT & COMPLETE SECTION #3 ON YOUR PLACEMAT.

4. Build a Prototype

What is a prototype?
You build a physical prototype or version of your ideas to make your ideas better and visual.

Why build?
You build to share your ideas & to test out how your ideas look, feel, & work.

Build Tips: Keep it simple - prototypes are not supposed to be perfect. Learn from the process to make your ideas better.

At your table, share your ideas and negotiate which 1 that your entire table will prototype.

STOP! TAKE A MOMENT & SKETCH YOUR GROUP'S IDEA TO PROTOTYPE ON YOUR PLACEMENT, SECTION #4.