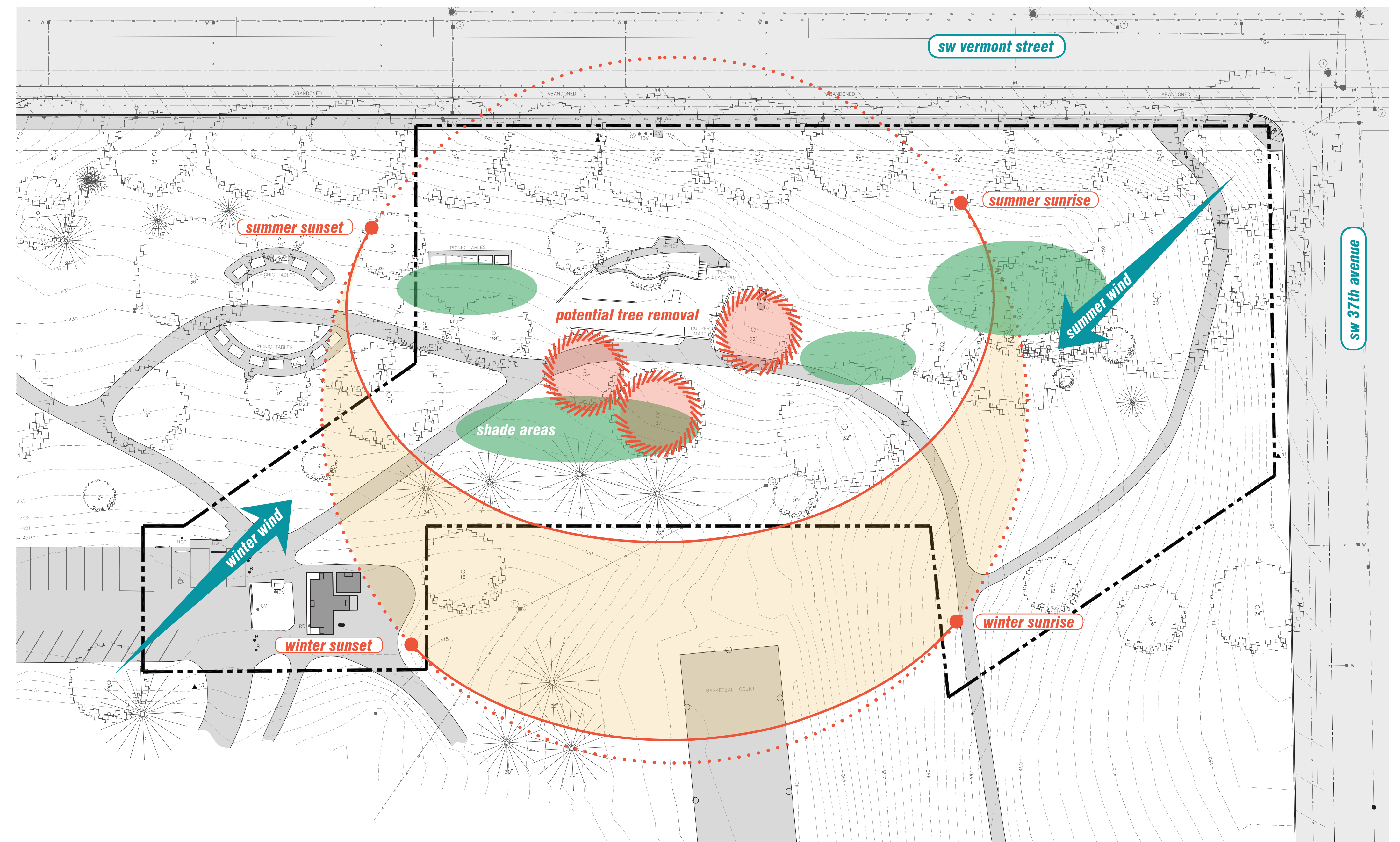
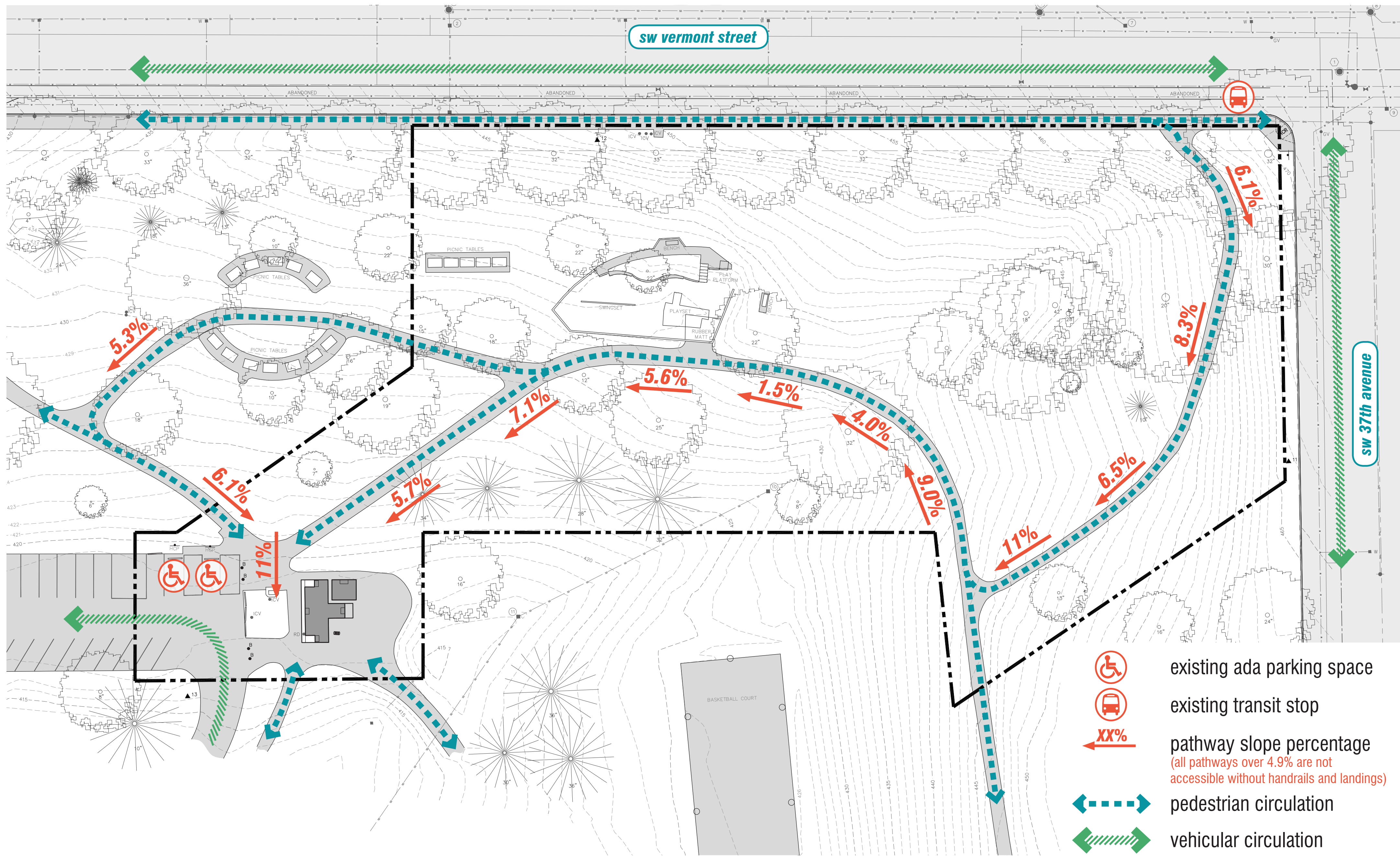


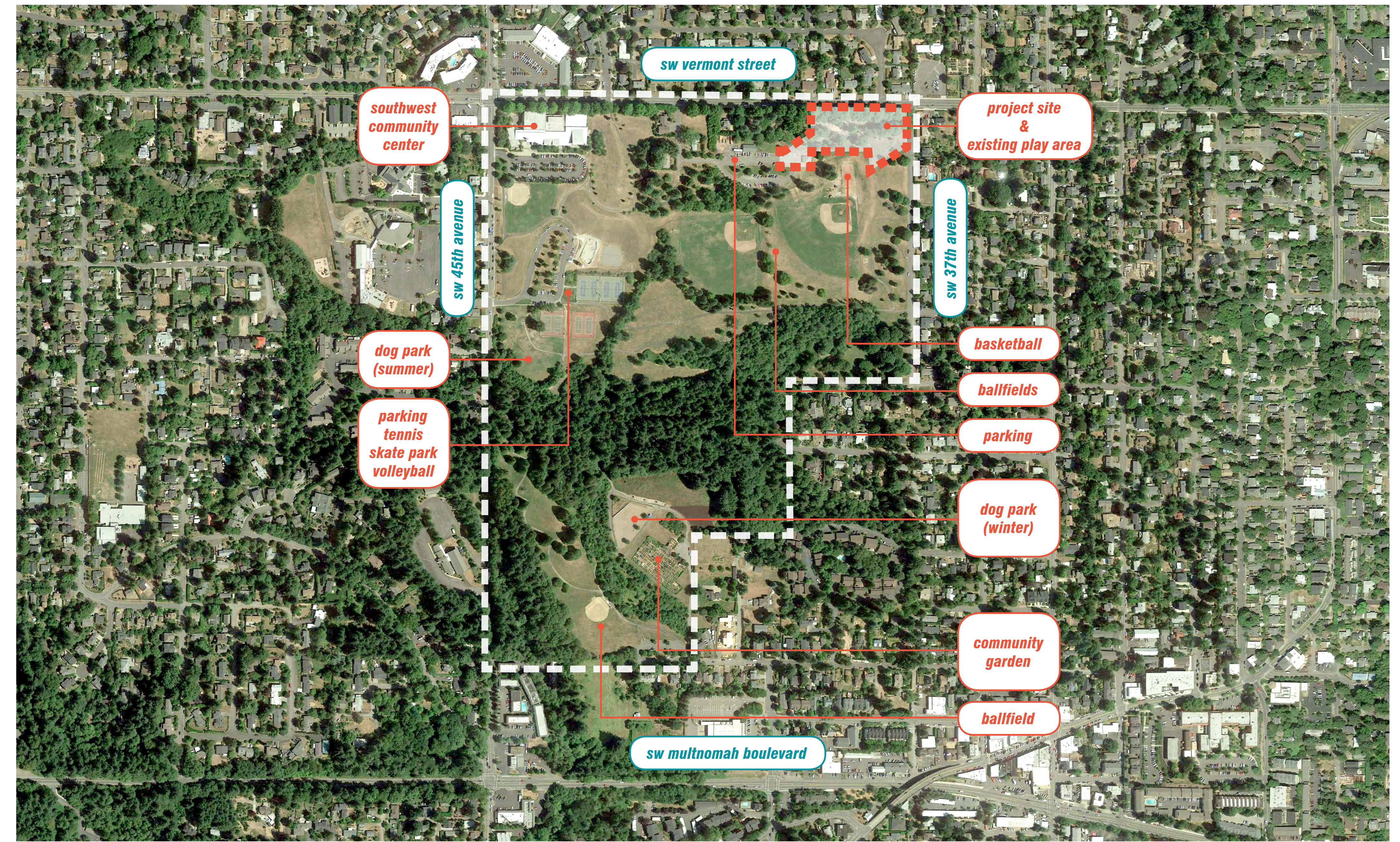
existing **DRAINAGE**



existing **SUN/SHADE/WINDS**



existing **CIRCULATION**



existing **CONTEXT**

site **INVENTORY**

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Healthy Parks, Healthy Portland

SOCIAL / EMOTIONAL

Create spaces where children can play together, learn to cooperate and take turns. Provide places for children to feel emotionally secure allowing them to choose how and when to engage in play.

PHYSICAL

Play environments need to challenge children at their own level and offer healthy risk.

SENSORY

Encourage discovery and exploration through a variety of tactile, visual and auditory elements.

COGNITIVE

Create opportunities for children to problem solve, think abstractly and develop cause and effect skills.

COMMUNICATION

Create spaces that allow users to express themselves. Language development is enhanced through developmentally appropriate play elements, loose parts and outdoor programming



*from inclusive play website by PLAYCORE

inclusive PLAY

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PLAY SURFACING



RUBBER TILES



POURED IN PLACE SURFACING



ARTIFICIAL TURF

BOUNDARIES



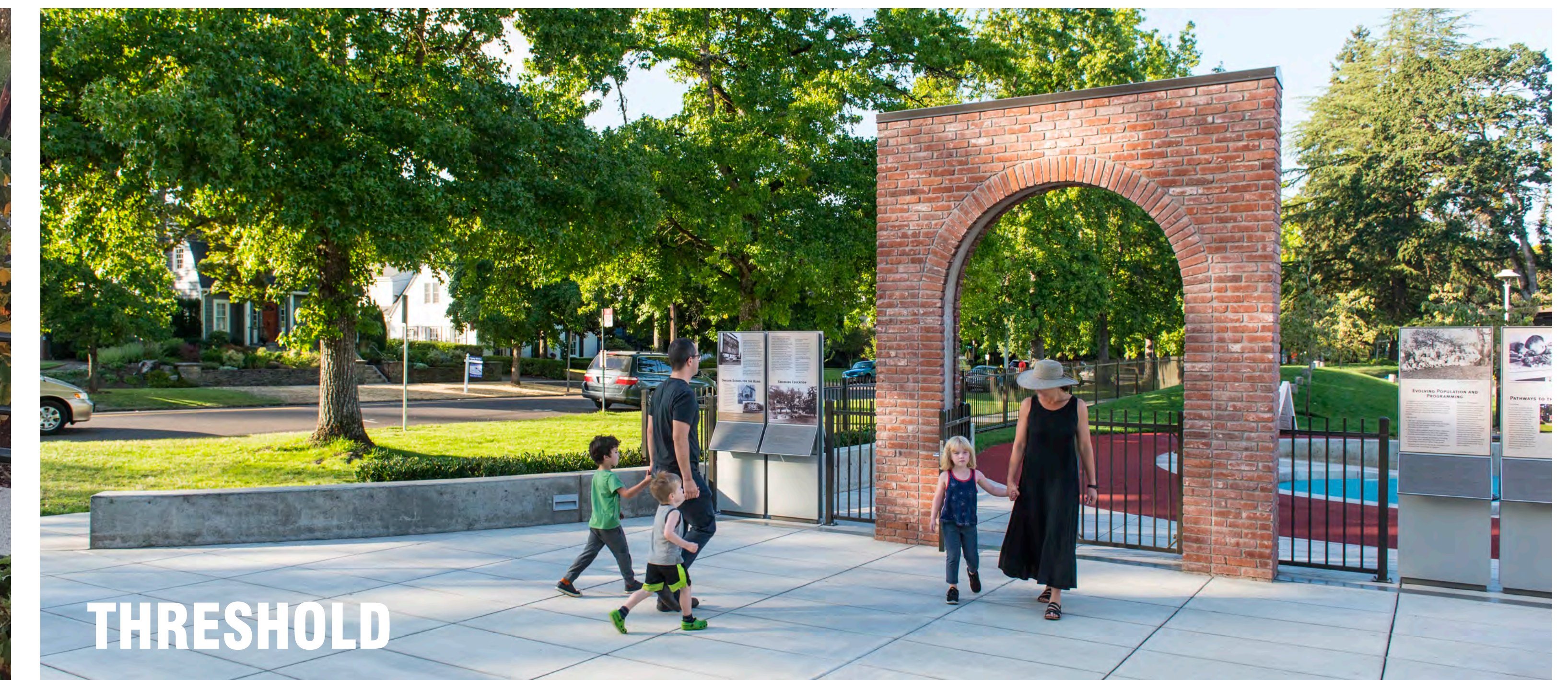
BOUNDARY AS PLAY



BOUNDARY AS PLAY



PLANT PROTECTION



THRESHOLD



ART AND HISTORY



LANDFORM

SPACE & MATERIALS

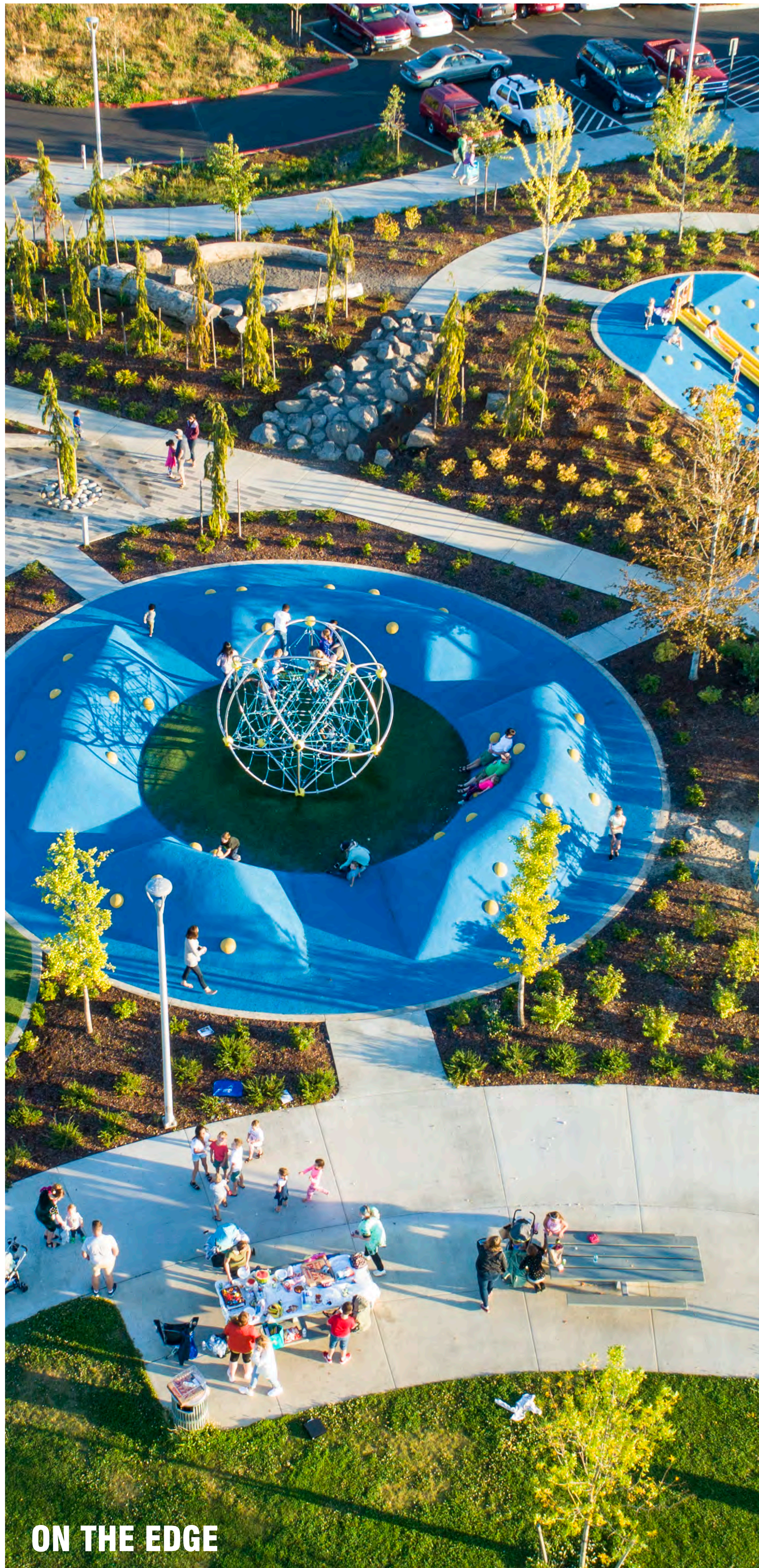
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PLAY ALONGSIDE



ON THE EDGE



VARIETY OF TYPES



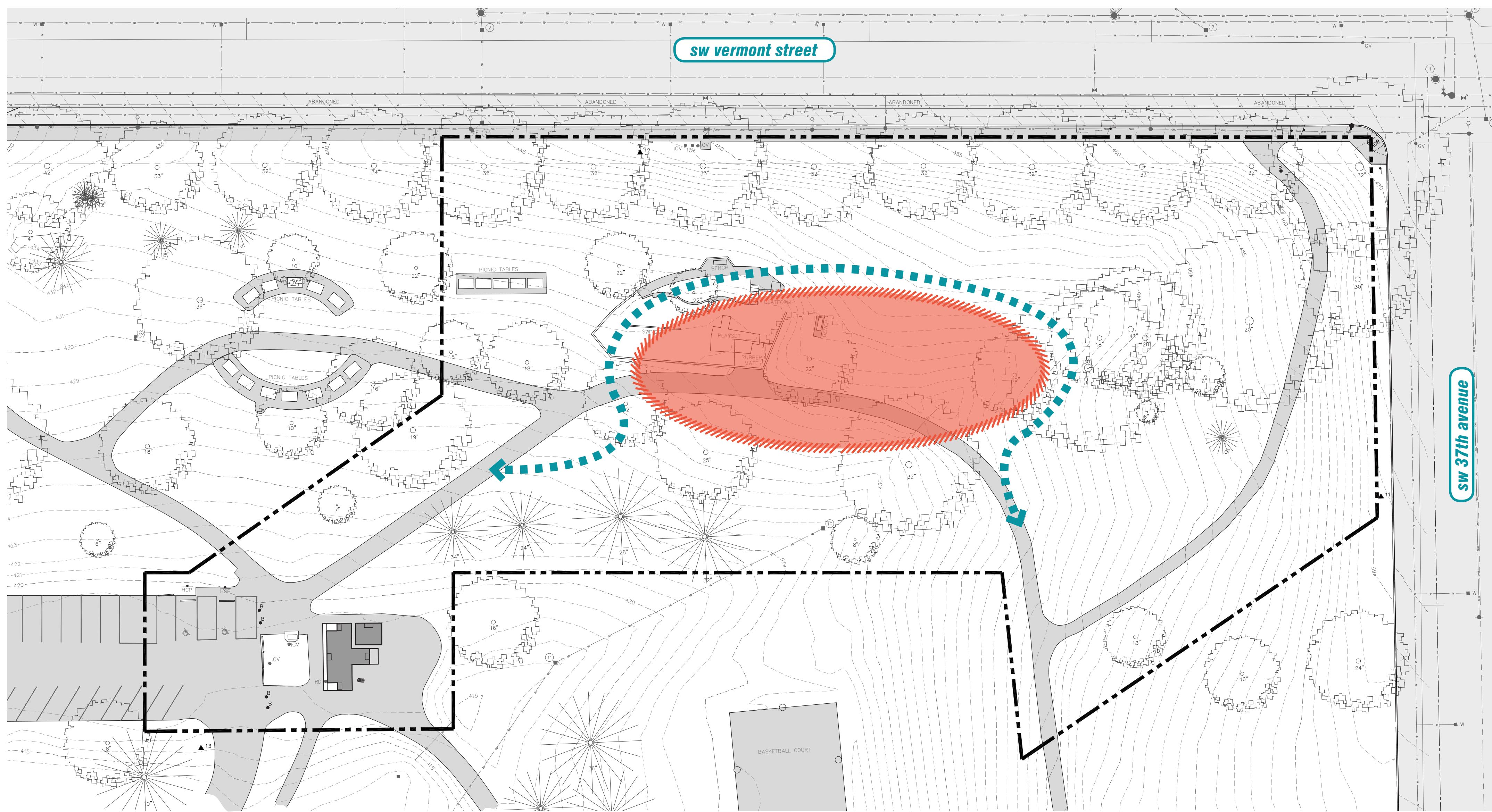
CENTRALIZED

ADULTS & VISIBILITY

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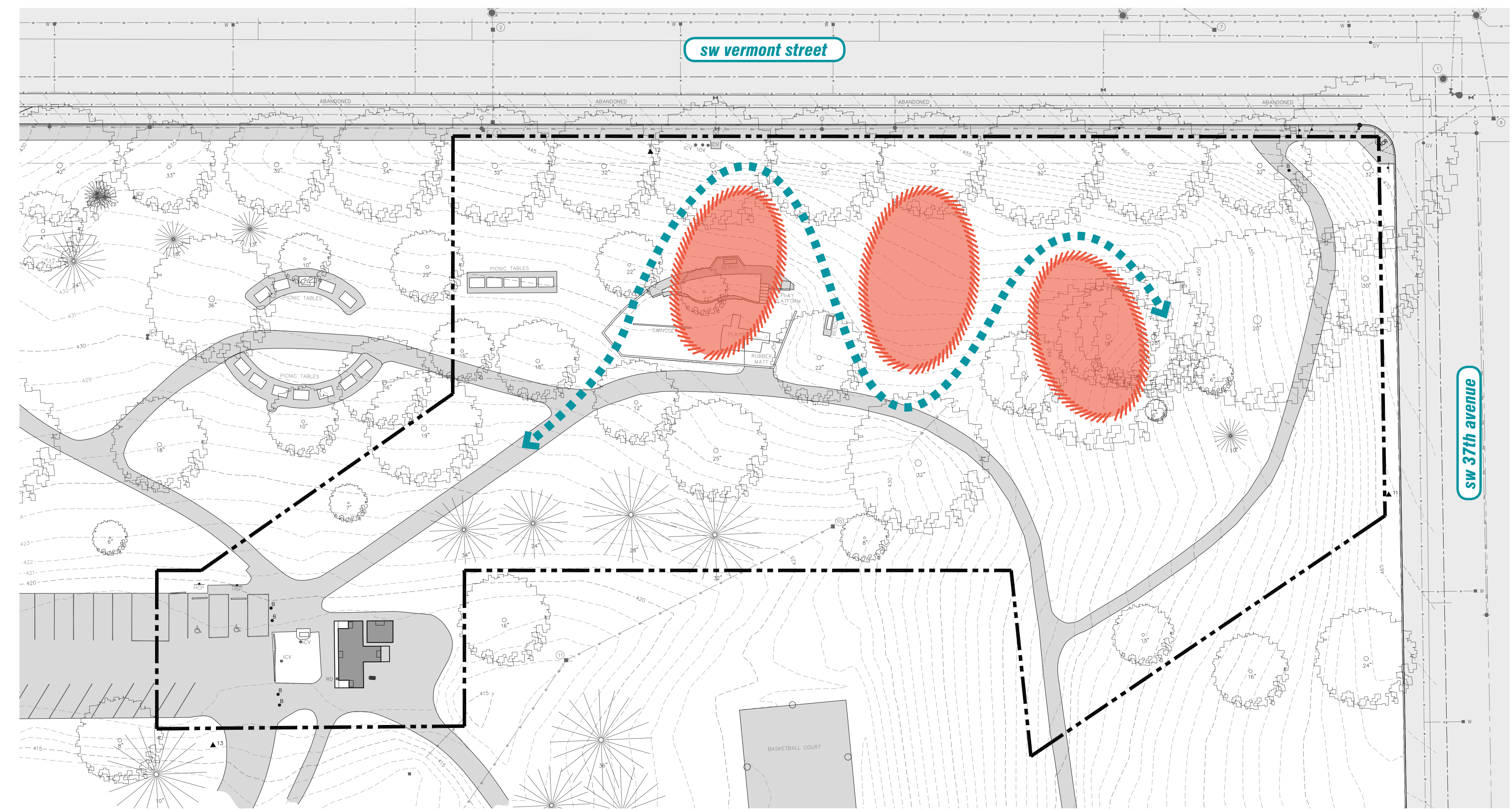
CONTIGUOUS

PROS

- Unobstructed visibility
- Ability to utilize large contiguous play pieces
- How to play is more obvious

CONS

- Difficult to create sense of space
- May become monotonous
- Not necessarily exploratory or imaginative



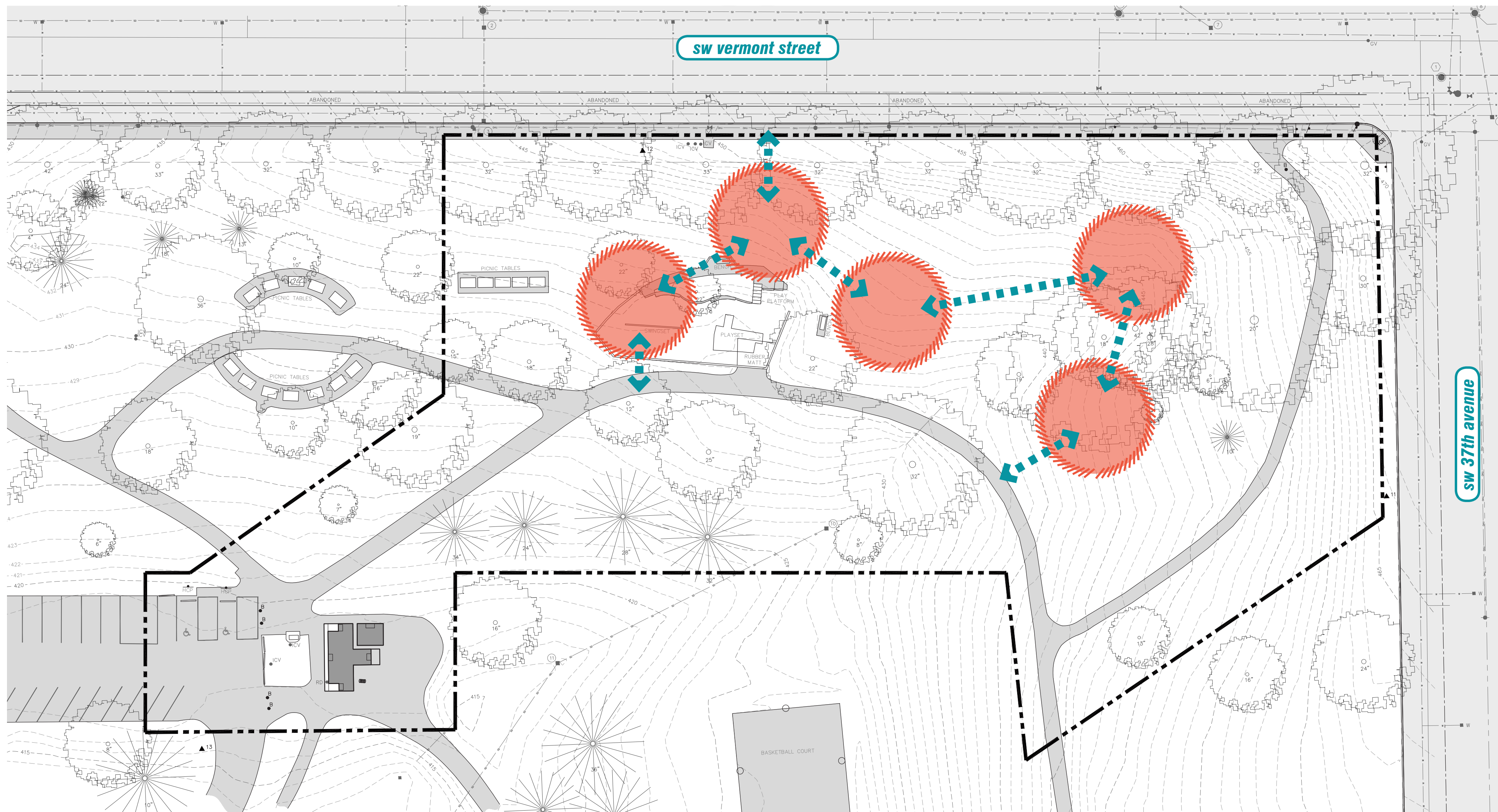
CIRCUIT

PROS

- Can be exploratory or imaginative
- Part of the play experience is traversing
- More interesting spatial experience
- Topographic changes can be utilized easily

CONS

- Visual corridors need to be well thought out
- Children will be more spread out



NODES

PROS

- Most exploratory/imaginative concept
- Much of the play experience is traversing
- Each node can be its own unique "room"
- Topographic changes can be utilized easily

CONS

- Visual corridors need to be well thought out
- Children will be more spread out



conceptual SITING CONCEPTS

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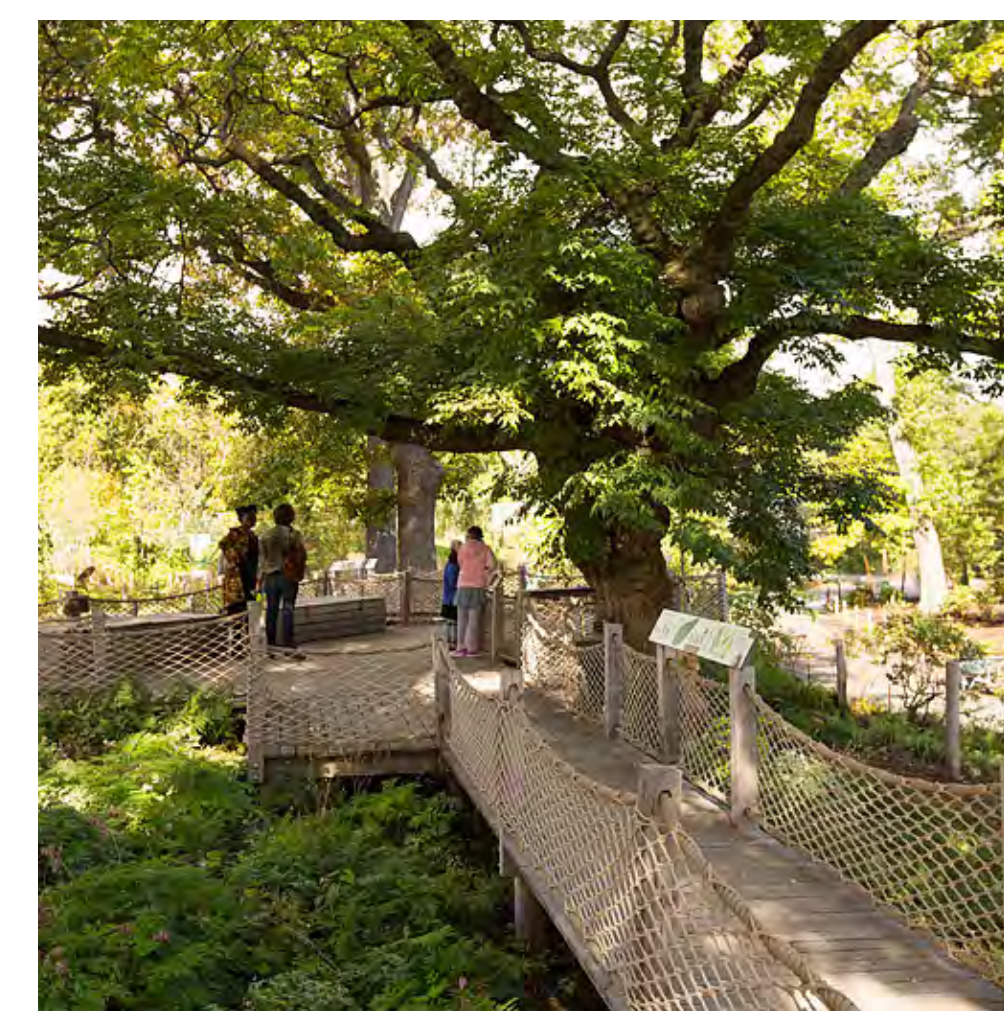
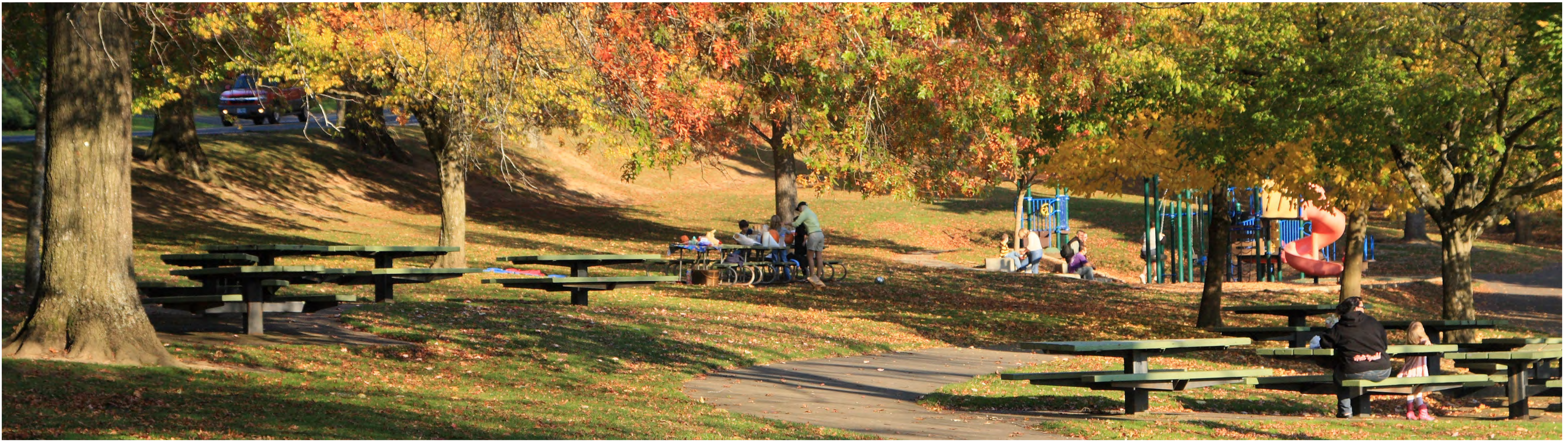


theme **AGRICULTURE**

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theme **FOREST / LANDFORM**

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theme **CONTEMPORARY / BRIGHT**

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March 20, 2019

PROJECT START UP AND CONCEPT DESIGN

- March 20 PAC Meeting #1
- April 4 PAC Meeting #2
- April 10 Open House #1

April 15, 2019

PLAY AREA SCHEMATIC DESIGN

- early May PAC Meeting #3
- late May Open House #2
- mid June PAC Meeting #4
- late June Open House #3

Summer 2019

DESIGN DEVELOPMENT

Fall 2019

CONSTRUCTION DOCUMENTATION

Winter 2019/2020

PERMIT AND BIDDING

Spring 2020

CONSTRUCTION

Winter 2020/2021

project **SCHEDULE**

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