

### Overview

“Children with disabilities are often excluded from or restrained in play activities because of the physical barriers of play structures and the surrounding environment,” (Ripat & Becker, 2012). Organizations and foundations, like the Rick Hansen Foundation, (Retrieved July 2016, <https://www.rickhansen.com/Our-Work/School-Program/Accessible-Play-Spaces/Lets-Play-Inclusive-Playgrounds>) recognize children with disabilities require active play opportunities.

### Design Rationale

Canadians pride ourselves in our respect and inclusion of others. However, 1 in 7 people with disabilities are excluded from enjoying playgrounds and parks. We need to consider what inclusion and accessibility might mean to people of all ages and abilities across our communities.

### Problem Scenario

Your team has been selected to develop an amazing playground structure or a component of a playground that is inclusive, safe, fun, and engaging. Your team’s design needs to include your ideas of fitness, flexibility, and a joy of play. You must consider issues of mobility, access, sensory challenges, etc.

### Success Determinants

Success will be determined by:

- Ability of your prototype to help the users enjoy playgrounds
- Addressing the design challenge by creating something that is helpful, functional, and unique
- Following the design motto: “Make it smaller, stronger, do more, be easier to use, be cheaper, be clean, be greener.”

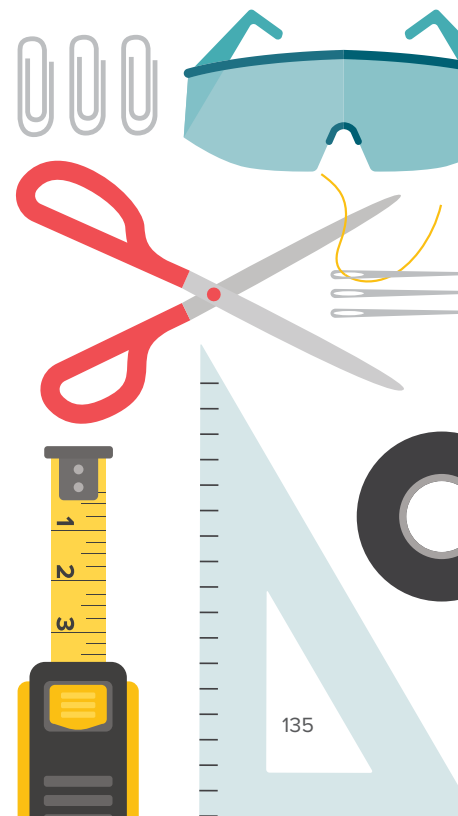


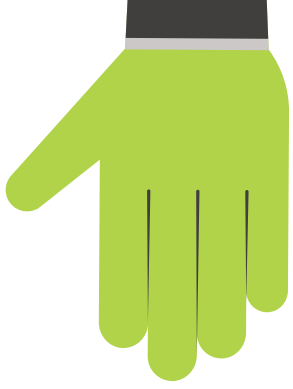
### Suggested Grade Level

- Upper elementary through to secondary school
- Possibly primary grades with adult assistance

### Suggested Subject Area

- Citizenship—including school culture/community
- ADST
- Physical Education
- Science
- Social Studies





## Parameters

- ❑ You may exchange items from the pantry.
- ❑ You must use some of all the items in the participant group kit in some way.
- ❑ Your small-scaled playground structure or component of a playground must include at least two of the following concerns:
  - Be accessible for someone with mobility issues
  - Be accessible for users of variable heights/sizes
  - Be accessible for someone with sensory issues
  - Be accessible for someone with cognitive challenges
  - Be enjoyable for users of all ages

