

Inclusive Play

KOMPAN! 

Presented
by:

 **PLAYWORKS**
We bring play to life

- International Issue
- Accessibility Guidelines
- Play Product Design
- Play Space Design
- Relevant Examples



“Reasonable accommodation” means necessary and appropriate modification and adjustments not imposing a disproportionate or undue burden, where needed in a particular case, to ensure to persons with disabilities the enjoyment or exercise on an equal basis with others of all human rights and fundamental freedoms”.

United Nations Convention on the Rights of Persons with Disabilities



“Universal design” means the design of products , environments, programs and services to be usable by all people, to the greatest extent possible, without the need for adaptation or specialized design.

“Universal design” shall not exclude assistive devices for particular groups of persons with disabilities where this is needed.”

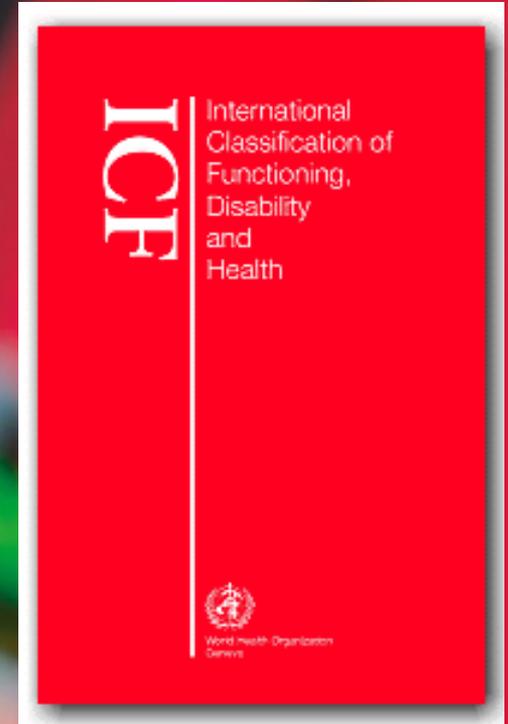
United Nations Convention on the Rights of Persons with Disabilities



Inclusion: WHO's ICF 2001

International Classification of
Functioning, disability and health

1. Focus on *abilities*
2. Focus on disabling surroundings
3. Easy to talk about – Hard to do
4. It's about Social Capital



KOMPAN Widened Definition of Activities

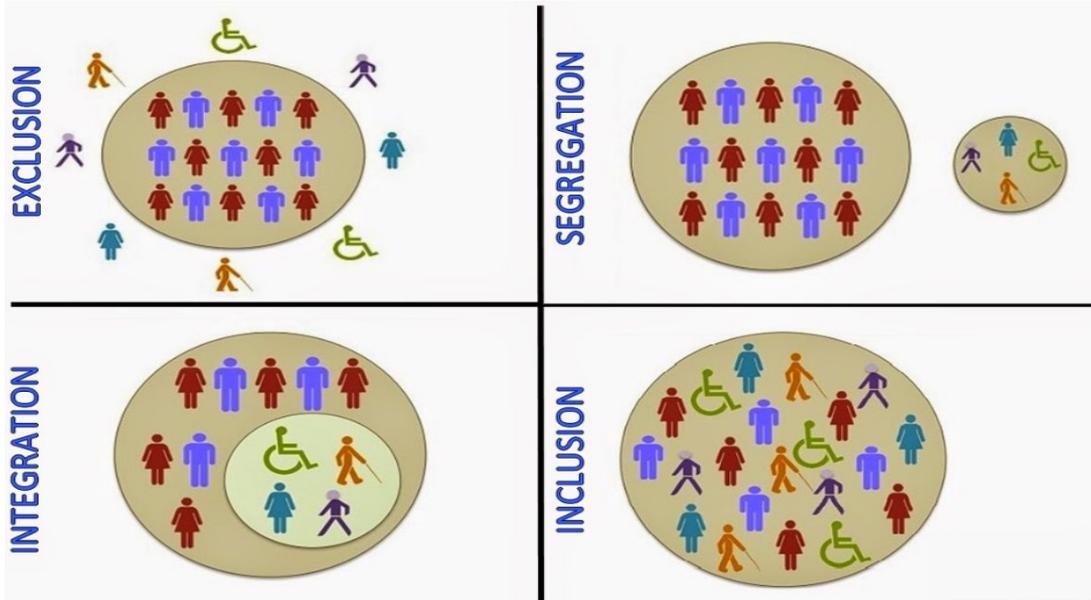
Ground level activities, e.g. spring items, rotating equipment, hammocks, role play scenario. Contact between the inside and outside of a play item further usability

Multilevel activities, e.g. net links, curly climbers and access climbers that can be used from ground and elevated level.

Elevated level activities, e.g. slide, fireman pole, banister bar, a bridge - they can only be entered and used from elevated level. To make them accessible a transfer platform, accessible stairway or, when necessary, a ramp should be provided.

Inclusion:

All people can participate if surroundings/amenities are right



Integration:

Special equipment - only for children with disabilities



Inclusion:

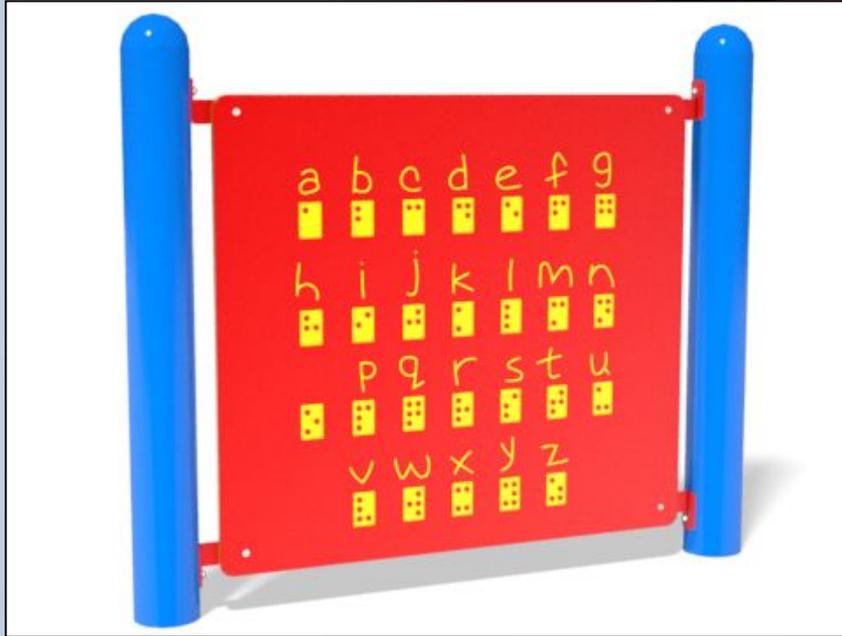
Playgrounds with activities for all



Multi Level Activities:



Letter of the Law vs. Spirit of the Law:



6 Principles of Product Design:



- Accessible
- Multifunctional (when possible)
- 360 degree design: play from all sides
- Equipped with diverse play opportunities
- Clear in colour and design signals
- Provided with special solutions for special needs when relevant

Accessible



Universal Play Product Design

Multifunctional



Universal Play Product Design

Play from all sides



Universal Play Product Design

Equipped with diverse play



Universal Play Product Design

Clear colour and design signals



Universal Play Product Design

Special solutions for special needs when relevant



Universal Play Product Design



- Accessible routing
- Relevant ground level activities
- Access to relevant elevated level activities
- Variation in play opportunities
- Supportive of challenges in play
- Supportive of social interaction

Universal Playground Design

Accessible Routing



Access to Relevant Elevated Level Activities



Variation in Play Opportunities



Supportive of Challenges in Play



Supportive of Social Interaction



Special solutions for special needs when relevant



“Playing is living – for the child
– for the future” Fiona Robbé

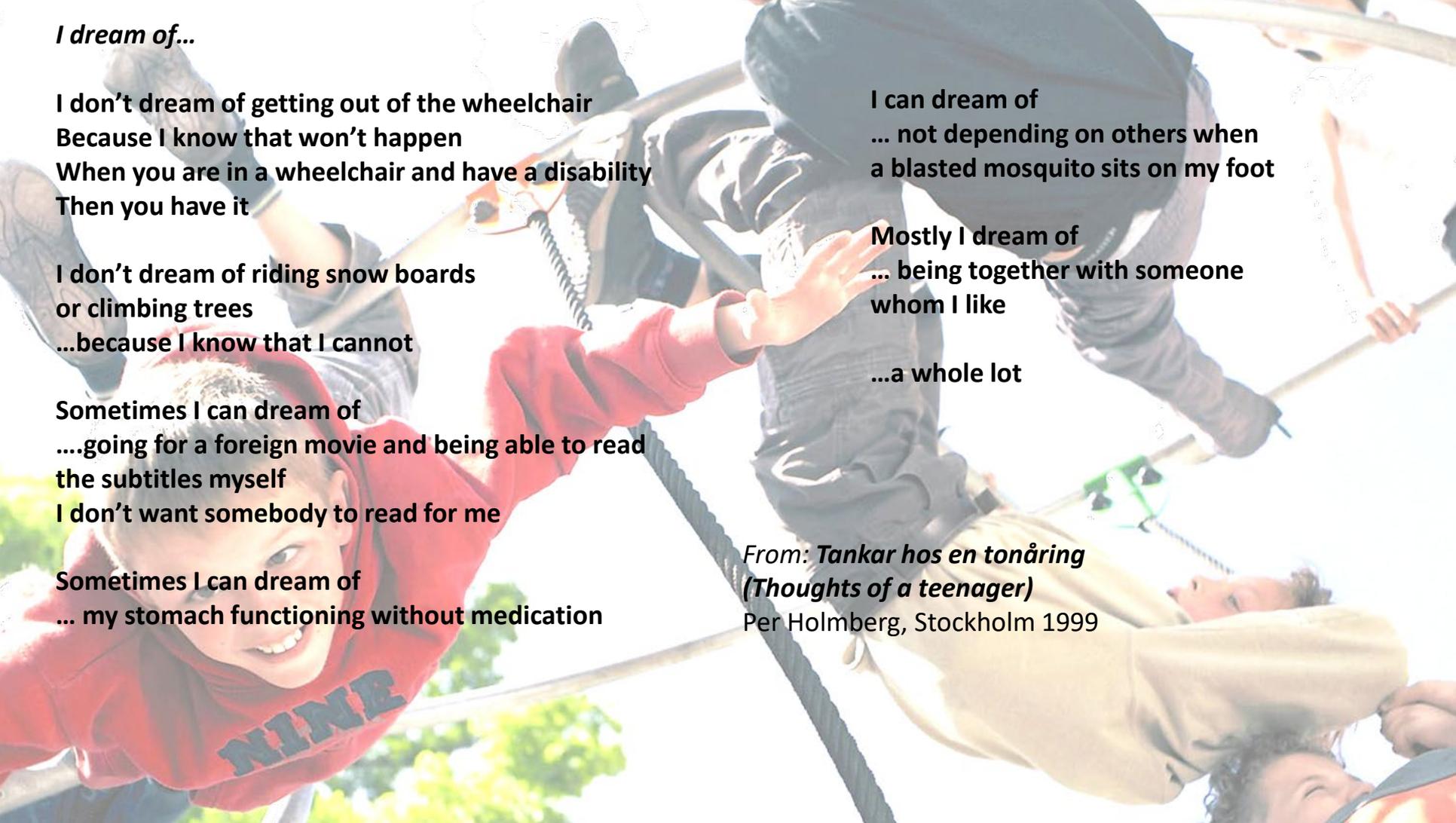


Equipment in Action



Real World Examples – Cambria Elementary



A group of people are climbing ropes outdoors. In the foreground, a young boy in a red hoodie with the word "NINE" on it is smiling and reaching out. Other people are visible in the background, some wearing harnesses and holding ropes. The scene is bright and sunny.

I dream of...

**I don't dream of getting out of the wheelchair
Because I know that won't happen
When you are in a wheelchair and have a disability
Then you have it**

**I don't dream of riding snow boards
or climbing trees
...because I know that I cannot**

**Sometimes I can dream of
...going for a foreign movie and being able to read
the subtitles myself
I don't want somebody to read for me**

**Sometimes I can dream of
... my stomach functioning without medication**

**I can dream of
... not depending on others when
a blasted mosquito sits on my foot**

**Mostly I dream of
... being together with someone
whom I like**

...a whole lot

***From: Tankar hos en tonåring
(Thoughts of a teenager)***

Per Holmberg, Stockholm 1999



Thank You

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www.playworks.ca