

# 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.”

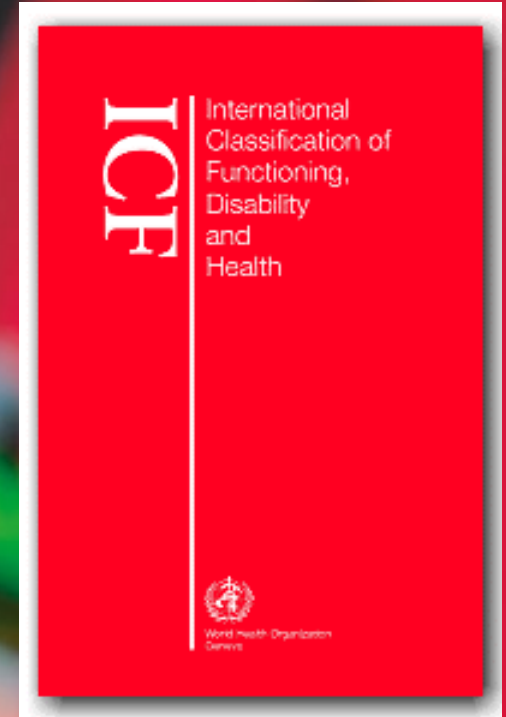
United Nations Convention on the Rights of Persons with Disabilities



# 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

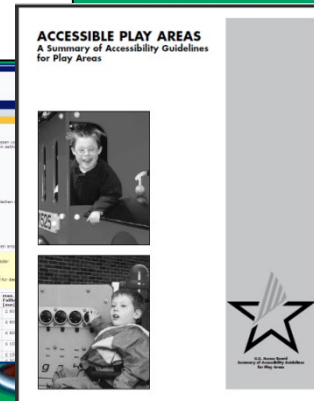




# Existing standards and guidelines

- UK Disability Discrimination Act, 1995
- German DIN norm 33942
- Norwegian Universelt Design
- Australian Disability Discrimination Act, 1996
- The Americans with Disabilities Act, 2000
- The Canadians with Disabilities Act

...and many more local guides



# 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

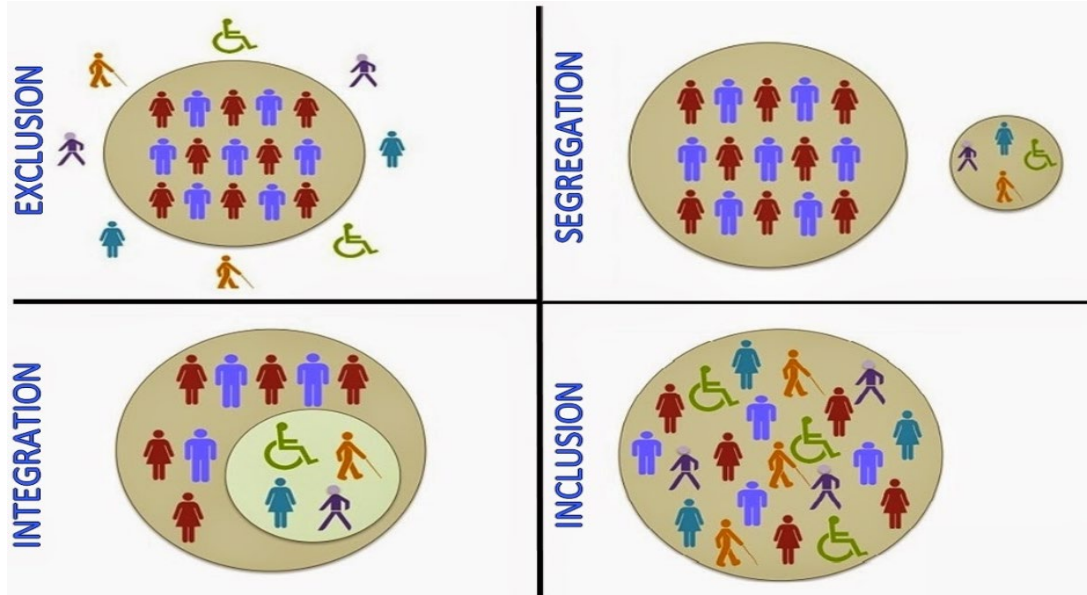
Multilevel activities, e.g. net links, curly climbers and access climbers that can be used from ground and elevated level.

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.



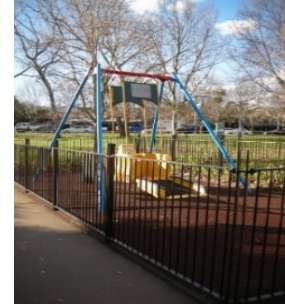
# Inclusion:

All people can participate if surroundings/amenities are right



## Integration:

Special equipment - only for children with disabilities



## Inclusion:

Playgrounds with activities for all

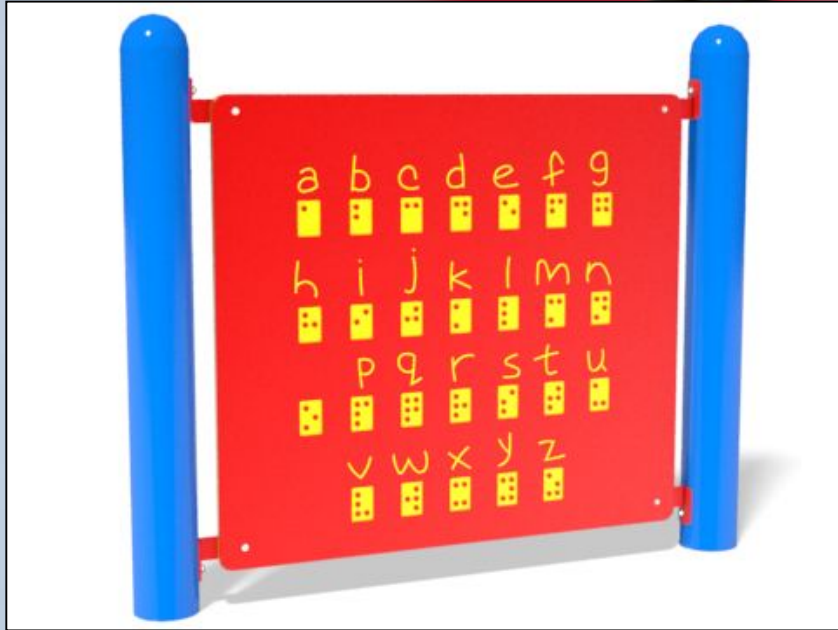


# Multi Level Activities:





# 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 – Eisenhower Park





Diagram illustrating the components and dimensions of a mechanical assembly, labeled "65-B".

**Key Components and Dimensions:**

- Top Section:** STANDARD ENHANCED BARRIER PLASTIC (8'0" x 8'0").
- Left Side:** TELESCOPE PANEL, ROCK-N-WAVE, SPELLING PANEL (YELLOW) RAIN WHEEL (2'0" x 2'0"), IF HORIZONTAL LOOP LADDER.
- Center:** SEAT PANEL (2'8" x 2'8"), HITTON STEPS, SNAIL VELOCITY WING SLIDE.
- Right Side:** APX CLIMBER ATTACHMENT, ACCESSIBLE DIVING PANEL, STABLE VELOC SLID, DRINK LINE, COIL CLIMBER, FRESHMAN'S POLE, DEEP KETTLE DRUM (3'4" x 3'4").
- Bottom:** MECH. HANDHELD BARBER, WHISTLE, DRINK LINE, SMOOGE AND WHEELS PANEL (1'0" x 1'0").
- Other Labels:** IF CURVING SPIRAL LANDSLIDE, 8' ROCK CLIMBING WALL, SWIRL & WIN PANEL, ENHANCED BARRIERS PLUS RYTHM WHEEL, STANDARD ENHANCED BARRIER PLASTIC MINI PANEL, STORE PANEL, RATTLE & RING, DRINK LINE, COIL CLIMBER, FRESHMAN'S POLE, DEEP KETTLE DRUM, SNAIL VELOCITY WING SLIDE, MECH. HANDHELD BARBER, WHISTLE, DRINK LINE, SMOOGE AND WHEELS PANEL.





# Real World Examples – Cambria Elementary





***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**



**PLAYWORKS**

We bring **play** to life

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