Design a Miniature Playground

Design a small playground for someone: choose, plan and label.

1. Choose one user. Tick a box and read their need together.

☐ A child wanting a quiet break

A quiet place away from busy play.

☐ Two children playing together

Room for two children to play together.

☐ A child using a wheelchair

A clear route without steps and room to turn.

My playground needs to help by:

2. Draw a plan from above.

Label the entrance, two play features and a route between them.
Leave space around the features. Think about your chosen user.

How will one part of your plan help your chosen user?

This is a pretend design. Talk through your ideas with a grown-up.

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Make a model, test two things and use what happens to improve it.

3. Make a tabletop paper model with a grown-up.

Use folded paper, paper tokens and tape on a table. A grown-up handles any cutting.

4. Test the route.

Move a paper token from the entrance to the chosen play feature. Note any place where the route is blocked.

What happened?

5. Test the need of your chosen user. Try only their test.

Quiet break: Move a paper child to the quiet place. Is it away from the busy play area?

Two friends: Put two paper children at the shared play feature. Can both fit without blocking the route?

Wheelchair user: Slide a paper wheelchair token along the route. Can it reach the feature and turn without a step or blockage?

What did you notice about the user's need?

6. Change one part because of what you noticed.

Draw the change. Add a label saying why it helps.

7. Try the same test again. What changed?

Paper tokens represent people. Tell, draw or write your observations.