

## Designing play through experience

Careful consideration is given to the experiences that the play space needs to offer. These experiences come directly from the developmental needs of children and are key to healthy emotional, mental and physical development. Such experiences can include:

- Journeying through / to / from
- Swinging / rocking / sliding
- Reflecting / resting / reverie
- Scrambling / up / down
- Climbing / balancing / clambering
- Imagining / story-telling
- Discovering /exploring / collaborating
- Nurturing / growing / observing

## **Spatial Principles**

We layer these experiences over a number of spatial principles generated by the desire to achieve the highest play value for the widest range of ages and abilities. This includes having wheelchair accessible paths and equipment.

- Encouraging movement and exploration
- Encouraging collaboration and group play
- Offering challenge and risk within a network of security
- Ensure adults are comfortable and inspired to support children's play and to play and move themselves

## Physical qualities

The third layer guiding our design is a deep understanding of the physical attributes which will create an inspiring rich

- environment for all kinds of play:
- An evocative sense of place
- Rich tactile planting
- Utilising existing landform and mounding
- Multiple textures and surfaces
- Many different paths of varying types and sizes (with key accessible routes)
- A sequence of interconnected spaces
- A creative materiality; using timber through the play equipment and carved sculptures, rope, rock, sand, bark and woodchip, gravel, stainless steel

## Corrybrannan - Playground Refurbishment Principles of Design

