

NEW PLAYGROUND

COLLICOT + CUNNINGHAM SCHOOLS

COMMUNITY MEETING | NOV. 13, 2019

Agenda

- 1 Design Principles and Aspirations
- 2 Abutter Design Concerns and Suggestions
- 3 Design Option 1 – The Grand Vision
- 4 Design Option 2 – The Play Experience with a ‘Phased Strategy’
- 5 Next Steps

Our thought journey . . .

*Do we want a Playground or
A Play Experience?*

Design Considerations

Diversify the **Play** Experience

Consider **Abutters** Interest

Mindful of Project **Cost**

Implement **Sustainable Design** Strategies

Consider **Donor** Opportunities

Design for Student **Safety** and Security

Integrate **Curriculum** into Play Experiences



Indicates an Opportunity to Engage Potential Monetary Donors



Indicates an Opportunity to Integrate into the School Curriculum

Design Aspirations

Play Through Exploration, Invention and Imagination

models:

Milton Academy Lower School – Shelters in the Woods

University of Chicago Lab School – Early Childhood Center Playground



Abutter Playground Design Concerns/Suggestions

Playground Concerns

Loss of **Privacy** and integrity of neighborhood

Noise in close proximity of adjacent property

Loss of tree canopy

Possible teenage **Hangout** at night

Playground Suggestions

Provide more **Definition** for playground spaces, soccer etc.

Clear out **Debris** in the woods and integrate rope swings, etc.

Provide **Setback** between abutters and playground

Design Response to Abutters Concerns

Design Integration

Noise – Maintaining tree canopy adjacent to the property line to assist in reducing noise levels.

Noise – Located the active play area away from the abutting property line.

Noise – Maintaining a minimum side-yard setback of 40’.

Drinking – Removing low tree branches and removing vegetative screening for open views from the parking area into the woods to reduce the likelihood of underage drinking on this piece of the property.

Option 1
THE GRAND VISION



ACTIVE ZONE

QUIET ZONE



perimeter fence (chain link)

Abutter Planting Buffer

Bird Garden

Vermiculture

Active Play - Synthetic Turf
(55' x 65')

asphalt track

hide and seek tunnel

1/10 of a Mile Walking Loop

Butterfly Garden

Reading and Drawing Garden

picnic table

bench

Balancing Totems and Ropes

Play Equipment

2' ht. sitting wall

entry gate

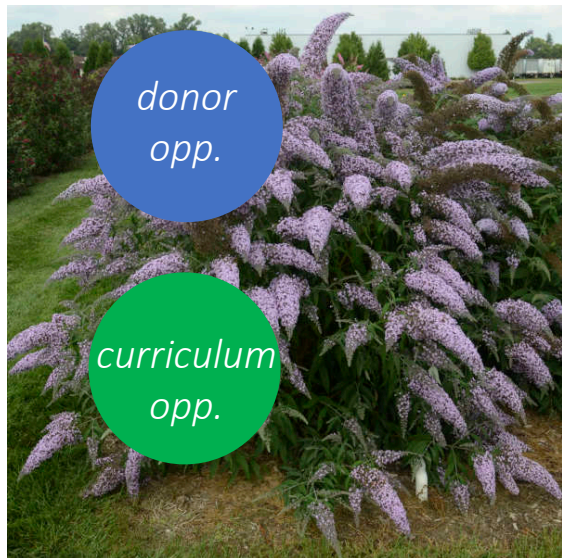
perimeter fence (chain link)

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Habitat



Ecology



Learn

*curriculum
opp.*



Observe



curriculum
opp.

Habitat



*donor
opp.*

*curriculum
opp.*



Gather



Express



Discover



Interact



*donor
opp.*

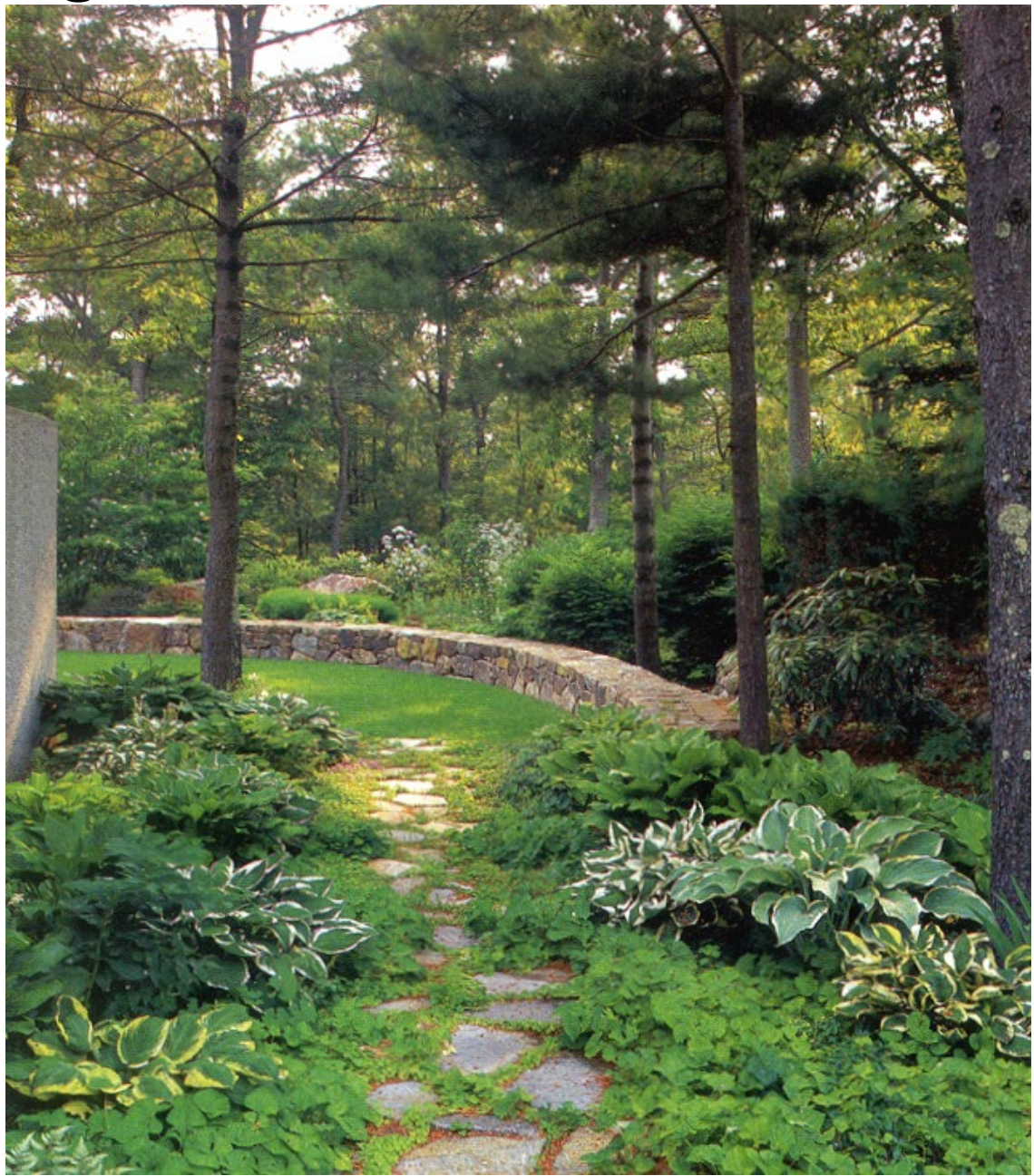
Sit



Imagine



Edge



Quiet

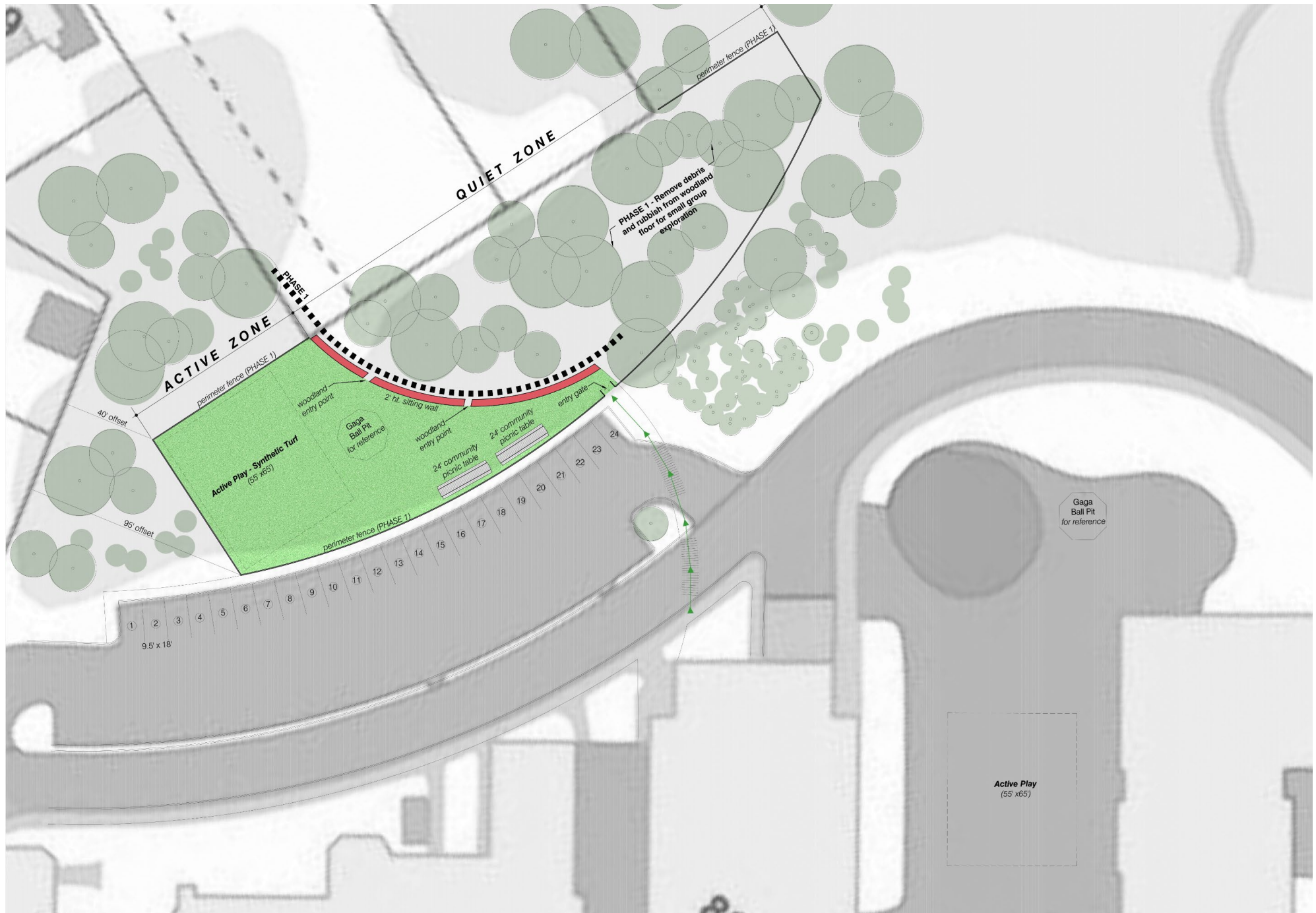


Climb



Option 2

THE PLAY EXPERIENCE WITH A 'PHASED STRATEGY'



ACTIVE ZONE

QUIET ZONE

perimeter fence (PHASE 1)

perimeter fence (PHASE 1)

Active Play - Synthetic Turf
(55' x 65')

woodland
entry point

Gaga
Ball Pit
for reference

2' ht. sitting wall

woodland
entry point

24' community
picnic table

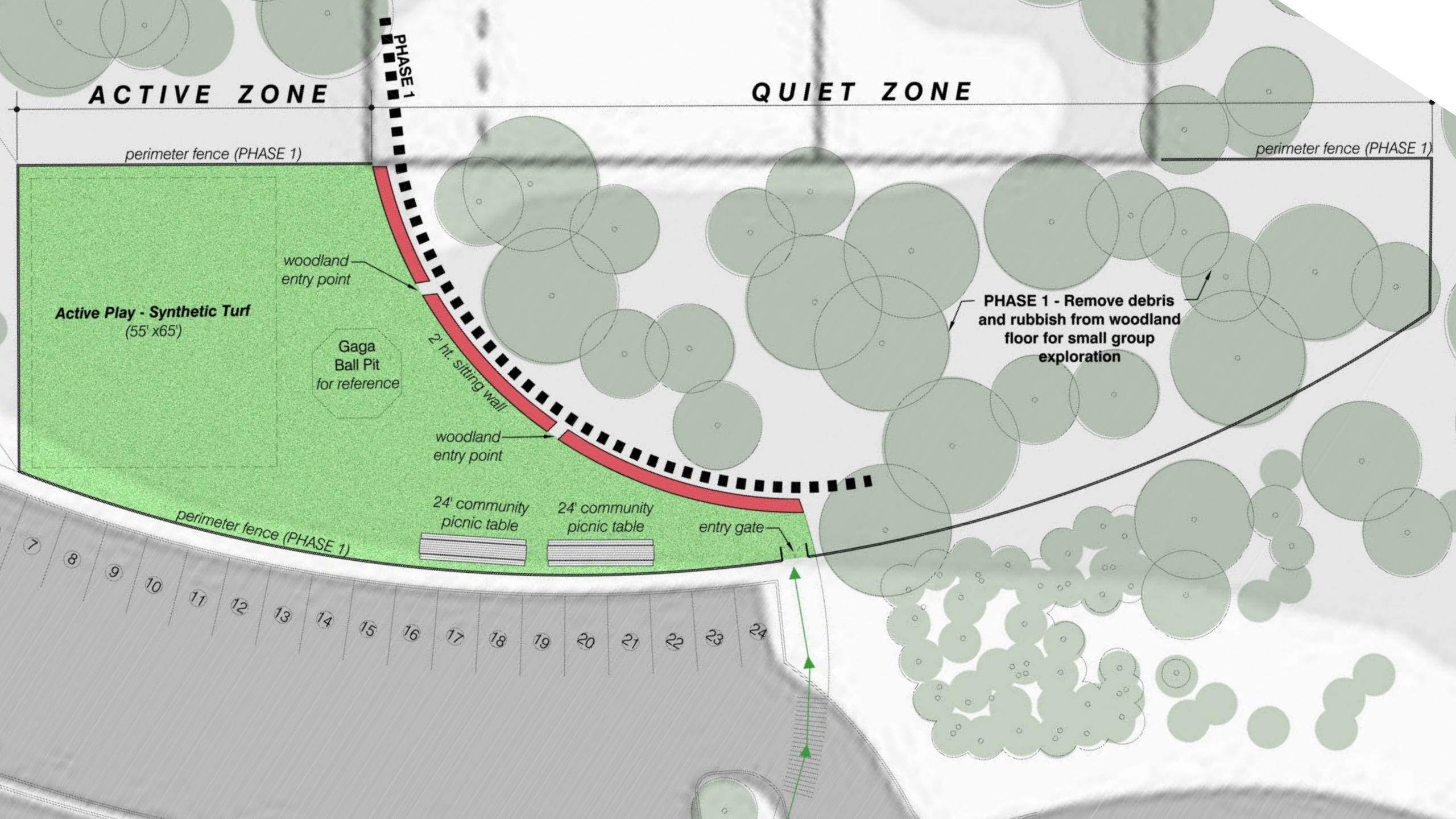
24' community
picnic table

entry gate

PHASE 1 - Remove debris
and rubbish from woodland
floor for small group
exploration

perimeter fence (PHASE 1)

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Invent



Invent



Explore

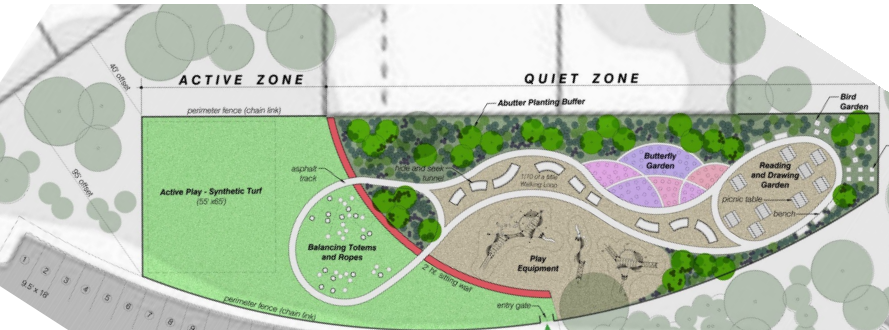


Explore

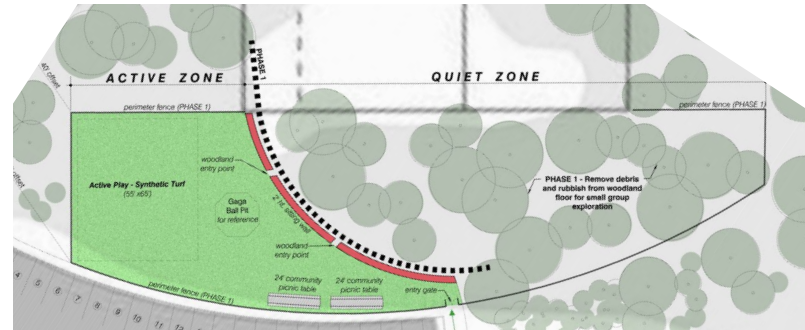


Next Steps

Option 1



Option 2



Let's Talk!