The Principles for Inclusive Play

1. Everyone can play
2. A connection to community
3. Access to Nature
4. Total Experience
5. Play Independence: I can do it myself!
6. Friendship & Social participation
Everyone can play

What:
The community has been engaged in the process and there has been participation beyond consultation. Resurrect the village vibe.

Why:
The outcome of the engagement process is ownership participation is part of the journey

How:

Phase 1 Planning
Purpose is to identify WANTS and NEEDS of stakeholders. Stakeholders will include internal and external. (Note importance of families and special schools)
- Develop a community engagement strategy for project
- WHO: Identify Stakeholders
- WHAT: What are we trying to do
- HOW: How do we go about doing it

Phase 2 Design
- Importance of mix – local small spaces as well as destination places. Local spaces, in particular, help to build social capital and community connections. Does your community have a play strategy? A good example is ACT’s Accessible and Inclusive Play Strategy by Mary Jeavons
- Children and families must always be included as part of the design process
- You can use the design process as community development opportunity.

Phase 3 Delivery
- Engage with the doers. Also the community – because what you build is never exactly what was designed
- Keep stakeholders informed and engaged. Use local media, bloggers, and school newsletters

Phase 4 Maintenance
- Education process for maintenance team
- Explanation of why things are designed as they are – use signage in parks, webpages
- Give instructions on how equipment/spaces need to be maintained so that they “work” as intended

Phase 5 Ongoing Engagement
- Living engagement strategy
- Information for families, visitors and all users to help with planning your visit. Websites etc. See Disabilities Queensland for a fantastic example
- Friends of the playground groups using online mediums like Facebook
- Beyond practical completion
Inclusive Play Principle 4

Total Experience

What:
The total experience should invite all members of the community to enjoy the social and health benefit of play.

Why:
Play is a right that needs to be afforded to everyone. Creating an accessible experience means more than equipment selection. It is considering the infrastructure, location, invitation, and journey that people take to reach the play environment.

How:
• Spaces for privacy
• Spaces for shared play
• Amenities must have change tables and shade
• Connection of the space.
• Time abundance
• Opportunities to watch
• Balance the risk vs the challenge.
• Shortest path of travel
Inclusive Play Principle 5

A connection to community

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Inclusive Play Principle 2

Play Independence
(I can do it myself)

What:
Offers and encourages play experiences for people of all abilities that promote independence and sense of mastery.

Why:
Enabling vs disabling

How:
• Plan and design for intergenerational activities.
• Mixed ability activities
• Problem solving/teamwork
• Parent involvement
• Offer and encourage play experiences for people of all abilities that promote independence and sense of mastery.
• Graduated challenges that reflect to in keeping with developmental and holistic experience with ones world. – cognitive, physical, social, spiritual, aesthetic.)
• Provide safe play spaces that allow the child and carer to trust/enjoy/relax/confident in the experience.
• Opportunity for choice of activity eg: individual play, group play or creative and imaginative play, self reflection
• Opportunity to self initiate.
Inclusive Play Principle 3

Friendship

What:
Offers and encourages play experiences for people of all abilities that promote social interaction. Plan and design for spaces to gather and share within or surrounding the playspace.

Why:
Relationships are fostered by contribution. Promote social interaction.

How:
- Communal seating/gathering spaces
- Creating talking points or meeting points.
- Coffee shops

Plan and design for attractive activities that promote social interaction
- mixed ability activities
- teamwork/co-operation activities
- play together
- physical/design/activities/equip selection eg nets, sandpits
- landscape/plant design to promote hidey holes and interesting land forms.

Plan and design for quiet spaces within playspace
- Areas to exit the social situation
- Place for timeout and reflection
- Opportunity to observe others
- Choice