

Inspiration

The concept for the Poole Park Heritage Project Play Areas has been inspired by Victorian Plant Hunters, telling the stories of brave explorers taking perilous journeys and exploring unknown, undisturbed lands to bring home exotic specimens.

In the smaller area aimed at toddlers, near to the cafe and car park, we want to create a feeling of one of those exotic lands explored by Plant Hunters in the 19th century. A lot of plants that are now a staple of British gardens actually came from China, such as camellias and azaleas. One of the most famous Plant Hunters was Ernest Henry Wilson who scoured the Chinese landscape for plants that would do well in the British climate.

Therefore we would like to create a landscaped play area inspired by rural China.



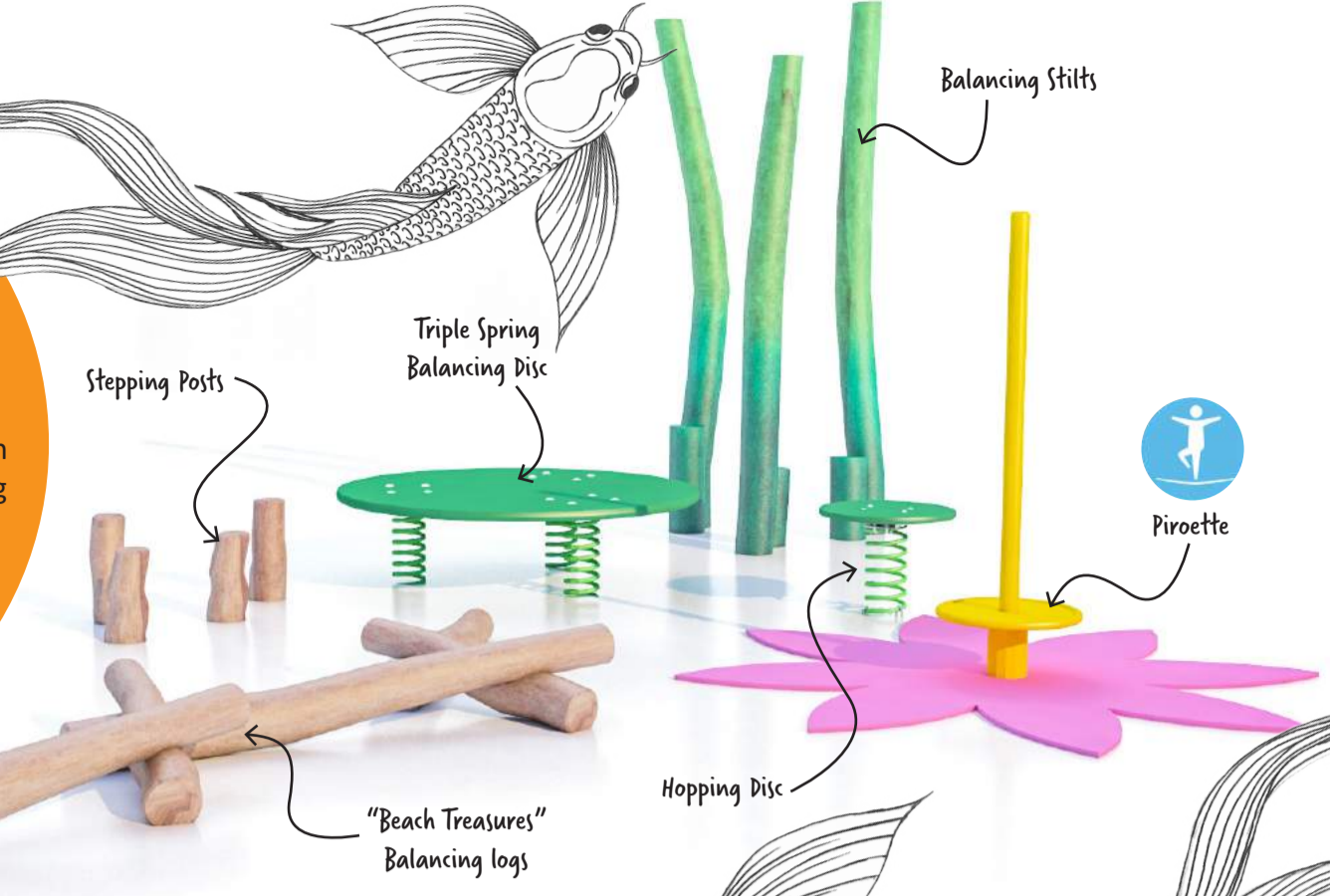
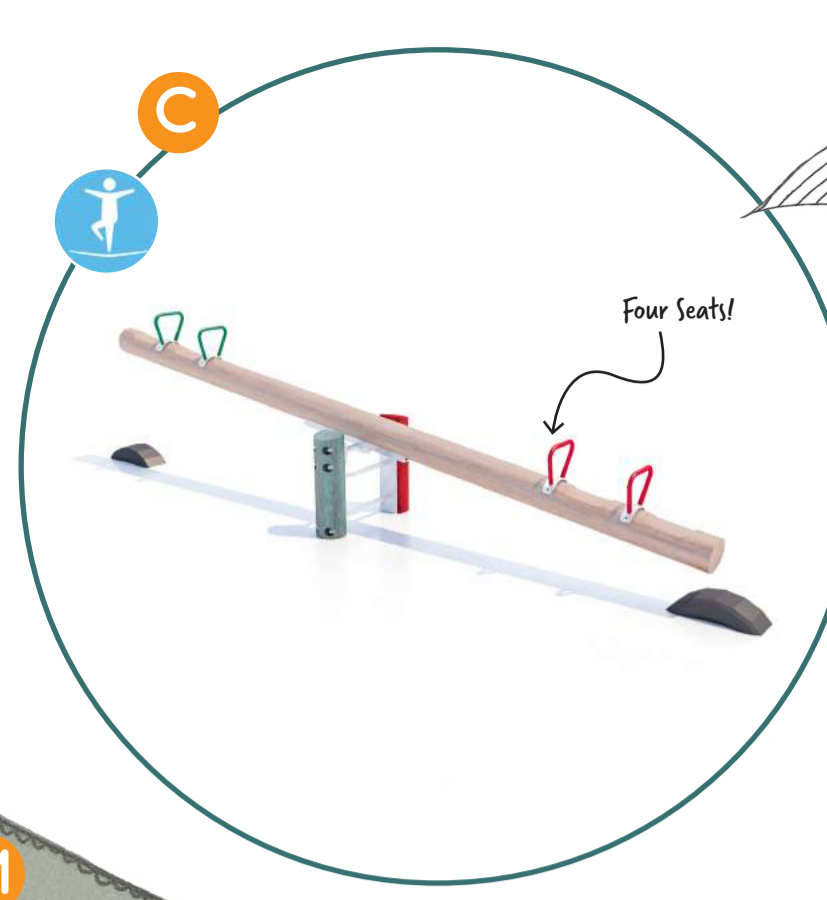
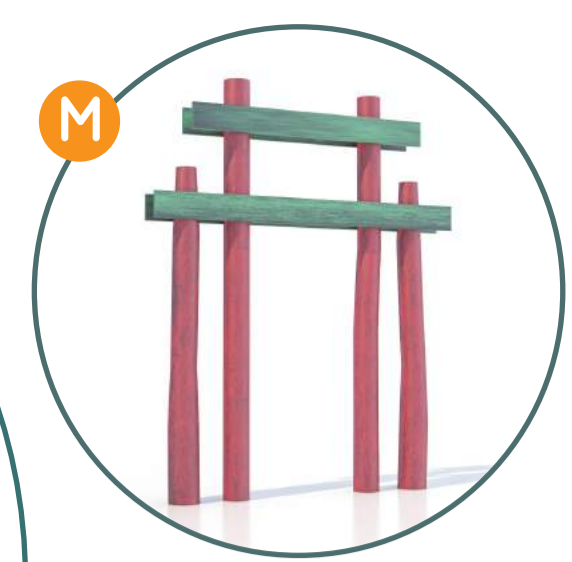
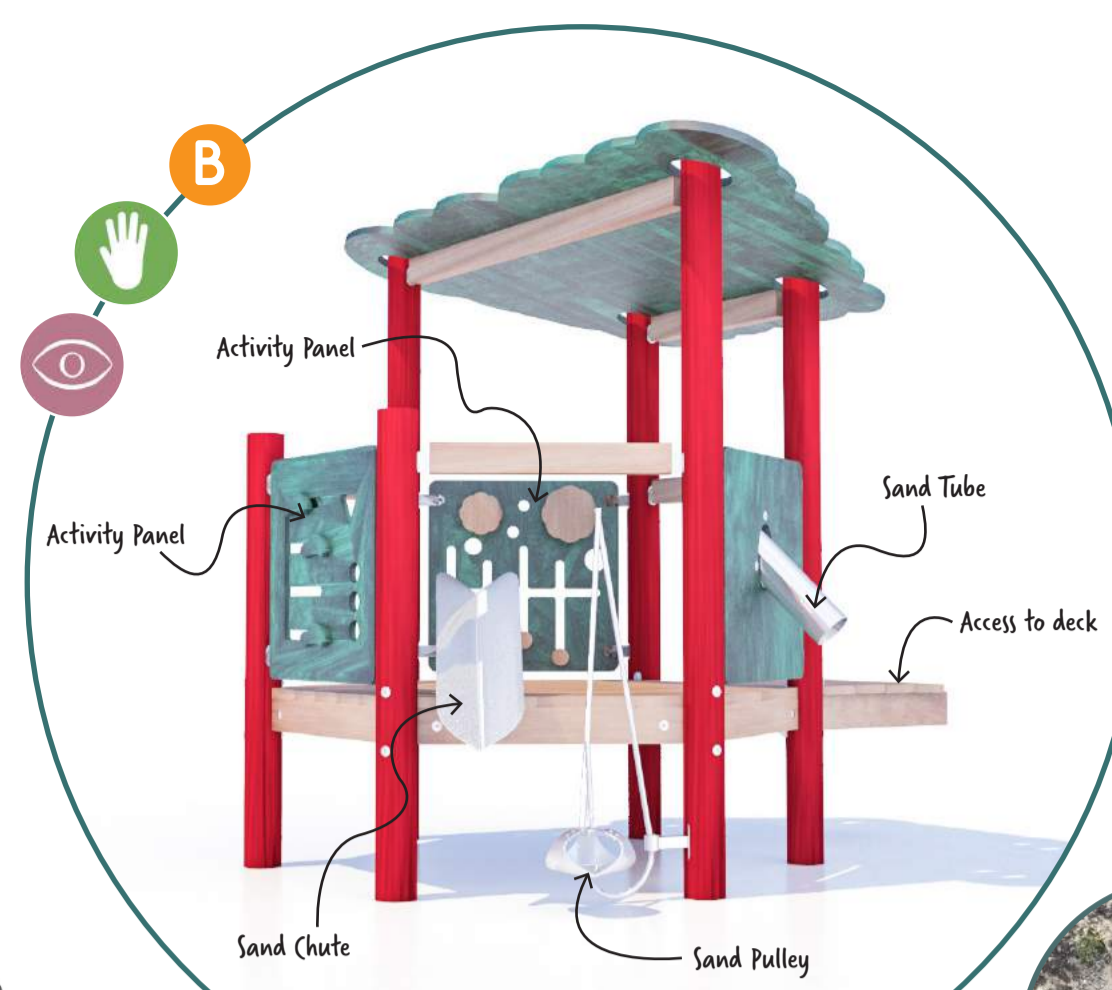
Equipment List

- | | |
|---------------------------------------|--|
| A. Accessible Sand Digger | J. Piroette |
| B. Varioset Mini Antje with sand play | K. Wheelspin |
| C. Four Seater Seesaw | L. Vertical Xylophone |
| D. Balancing Stilts | M. Bespoke Entrance Gateway |
| E. Balancing Disc | N. Glacial Play Boulders |
| F. Triple Spring Balancing Disc | O. Existing Talk Tubes to be retained |
| G. Low Stepping Posts | P. Existing Rubber Steps to be relocated |
| H. Beach Treasures | Q. Existing Double Swing |
| I. Bespoke Varioset Bamberg | R. Existing Cradle Swing |

Landscaping Material Palette

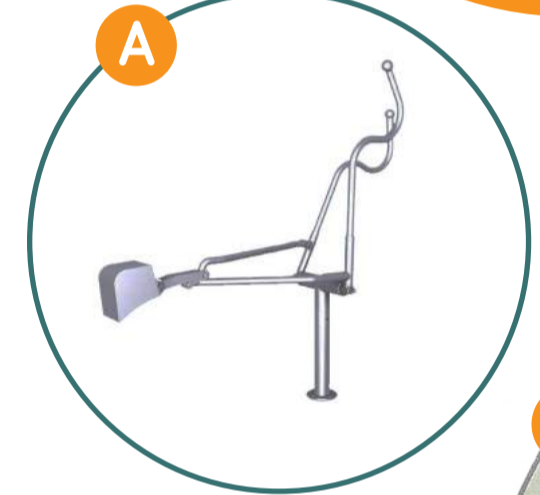


THE PLANT EXPLORERS PLAYGROUND



The Village

A fully accessible, tactile play experience inspired by a rural village that Plant Hunters may have come across on their adventures. A new deck will surround a larger sand pit and provide accessible play to all. The Toddler Unit has direct access from the deck and includes three different sand play elements and two activity boards.



Hidden Coin Trail

We will be uncovering the existing coins set into the ground and creating a hidden trail through proposed planting.

The Wheelspin

A unique, ground level, wheelchair accessible roundabout. It has ample space for children, parent and carers to both sit and stand.

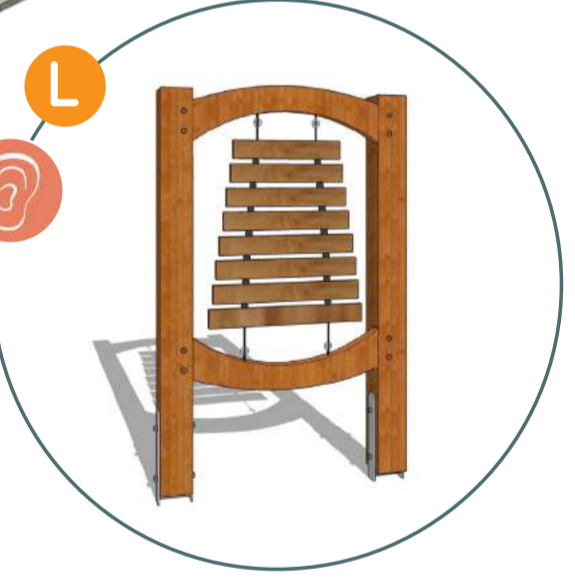
The Pagoda

We have developed a bespoke feature unit inspired by a traditional Chinese Pagoda. The iconic piece of architecture will be sit on an island in the middle of the water lily pond. Children can scale the tower via a wobbly bridge, ladder or climbing ramp and slide into the pond.



The orient express

We will be retaining the existing play train and refurbishing it with a lick of paint to tie into the new theme.



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Fully Accessible Sand Play Area

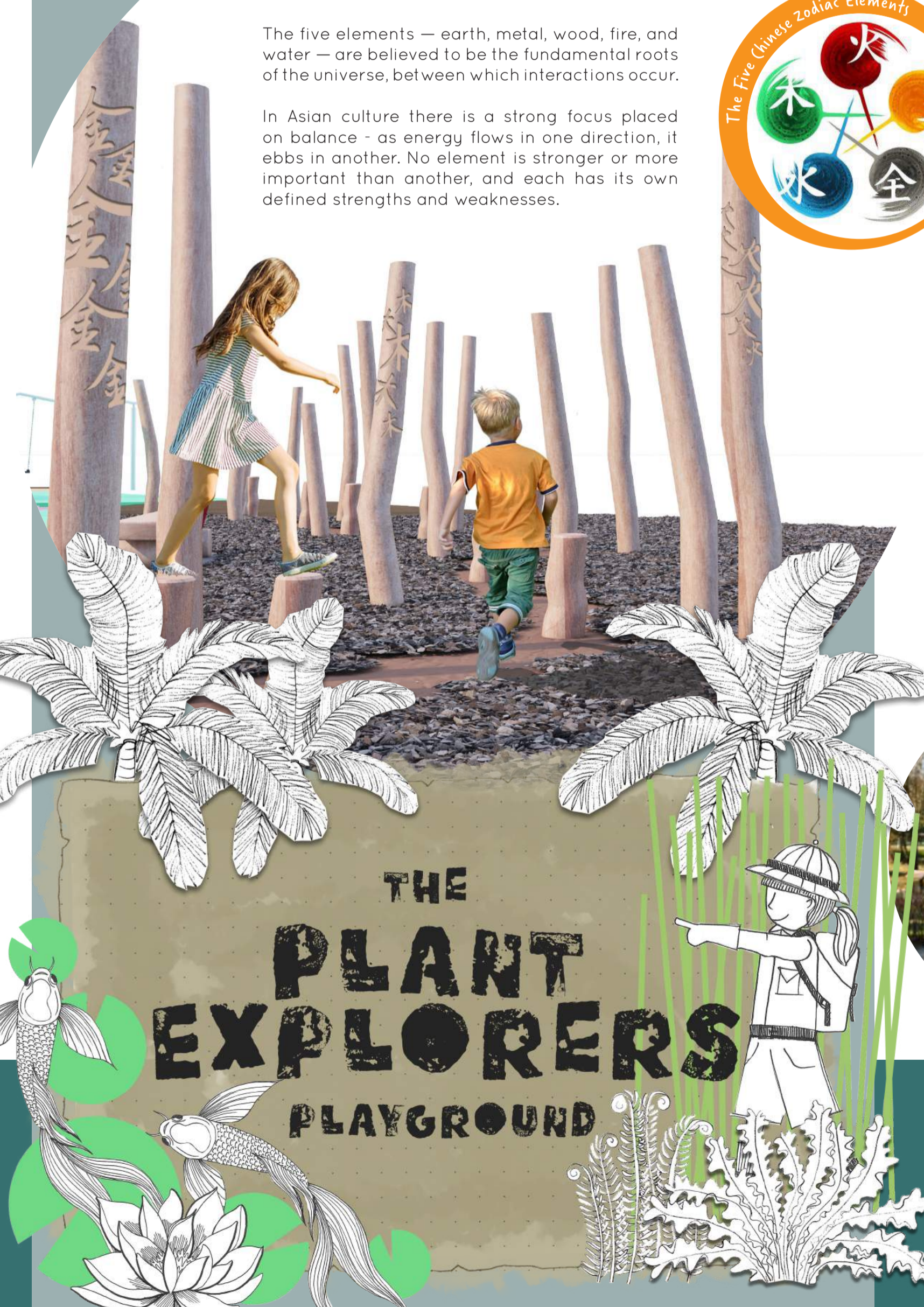


The Elements Carving Trail

Discover the Five Chinese Zodiac Elements and practice your balancing skills

The five elements — earth, metal, wood, fire, and water — are believed to be the fundamental roots of the universe, between which interactions occur.

In Asian culture there is a strong focus placed on balance - as energy flows in one direction, it ebbs in another. No element is stronger or more important than another, and each has its own defined strengths and weaknesses.



The Wheelspin
AGE: All Ages USERS: 8
Spinning, Social, Vestibular



The Piroette
AGE: 3-9yrs USERS: 1
Spinning, Balance, Vestibular

Low Stepping Posts
AGE: All Ages USERS: 12
Balancing, Agility, Problem Solving



The Play House
AGE: 0-7yrs USERS: 8
Touch, Sight, Creativity, Social

Existing Swings



Existing Swings



The Pagoda
AGE: 4-9yrs USERS: 15
Balancing, Climbing, Scrambling, Sliding, Gliding



Seaweed Stilts
AGE: 3-12yrs USERS: 3
Balancing, Agility, Problem Solving

Balancing Disc
AGE: 3-12yrs USERS: 3
Balancing, Agility, Problem Solving



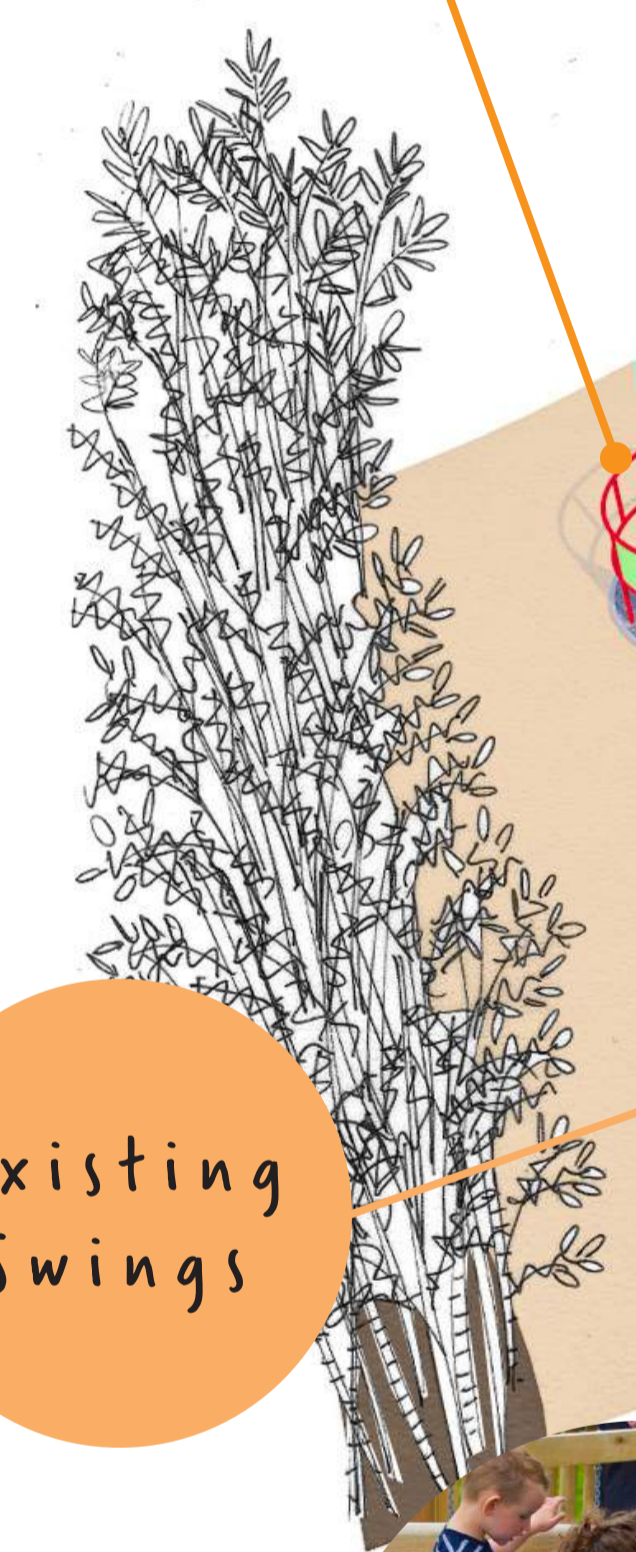
Beach Treasures
AGE: 3-12yrs USERS: 6
Balancing, Agility, Problem Solving



The Seesaw
AGE: 4-12yrs USERS: 4
Rocking, Social, Proprioception



Accessible Sand Digger
AGE: 3-12yrs USERS: 6
Hand-eye coordination, social, touch



Our Commitment to Inclusion

Our mission is to create play spaces that meet the needs of ALL children. Working with our partners at Inclusive Play, we aim to achieve PIPA (Plan Inclusive Play Area) Accreditation Gold Standard by integrating inclusive play elements & features throughout the design.

Kristina Causer, our Sales & Marketing Manager developed the PIPA Toolkit alongside charity KIDS, Occupational Therapist and Inclusive Play. Kristina now oversees all of the projects that are designed at Jupiter Play and also designed the Six Senses of Inclusive Play wheel, which underpins the PIPA toolkit and ensures there is a depth of sensory play that appeals to all ages and ability. All senses listed in the PIPA checklist will be carefully considered as part of the design process.

The Six Senses of Inclusion

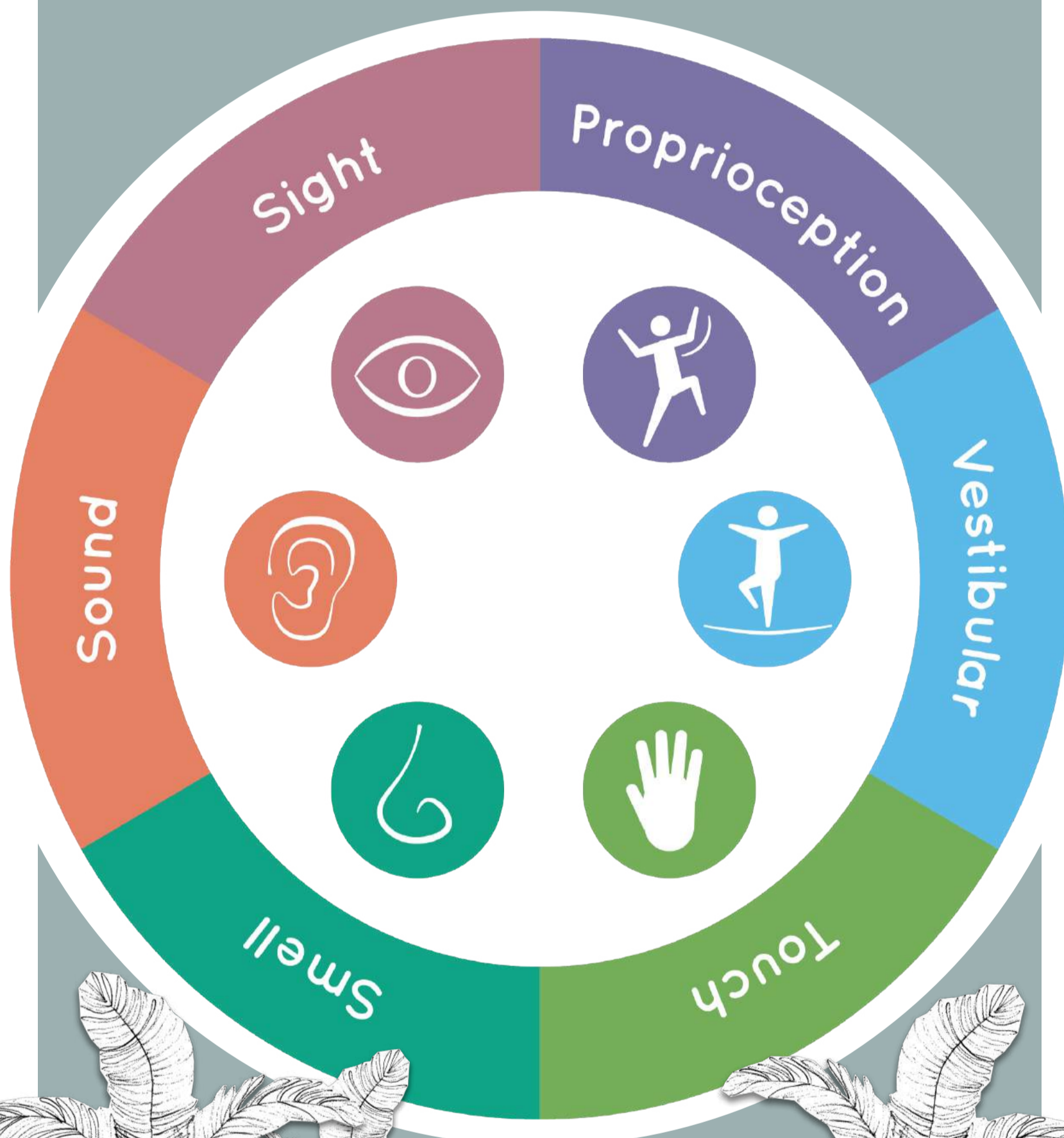
The 5 senses most people are familiar with include the sense of taste and not proprioception and vestibular. Taste is a difficult sense to engage in community playground design so we are left with the six senses shown in the wheel below.

Play is vital for all children!

Children with disabilities and special needs often require more play experiences as it becomes part of their therapy and development, facilitated by Occupational Therapists, Playworkers and Support Workers.

Sensory Play engages all children and stimulates receptors for every child, not just those with special needs.

Sensory Play can help a child develop a sense, help them to relax and is as necessary for many as food and water.



Inclusion Key

Wheelchair Accessible Routes

Quiet / Private Spaces

Social Spaces for parents & carers

Open Spaces for group games & running



Equipment List

- A. Accessible Sand Digger
- B. Varioset Mini Antje with sand play
- C. Four Seater Seesaw
- D. Balancing Stilts
- E. Balancing Disc
- F. Triple Spring Balancing Disc
- G. Low Stepping Posts
- H. Beach Treasures
- I. Bespoke Varioset Bamberg
- J. Piroette
- K. Wheelspin
- L. Robinia Musical Chimes
- M. Bespoke Entrance Gateway
- N. Glacial Play Boulders
- O. Existing Talk Tubes to be retained
- P. Existing Rubber Steps to be relocated
- Q. Existing Double Swing
- R. Existing Cradle Swing



Proprioception

Develops an awareness of self, allowing children to know where their limbs are without looking at them



Proprioceptive activities engage both the body and the brain and are highly beneficial to people of all ages as it keeps body and mind engaged. This can be a key area of development for a child with a SPD or with any neurological damage or development disorder



Sight

Vision is our most dominant sense. The ultimate purpose of the visual process is to arrive at an appropriate motor, and/or cognitive response.



Our sight is far more than looking & seeing, it relates to perception, memory, tracking an object in motion, coordination (hand-eye) and spatial awareness amongst many others! For a child visual play is often the start of literacy, identifying objects, patterns movement which all relate to how we learn language.



Touch

Tactile sense helps us to differentiate pressure, texture and traction and is an important way of us monitoring temperature and pain. It is the 2nd most dominant sense

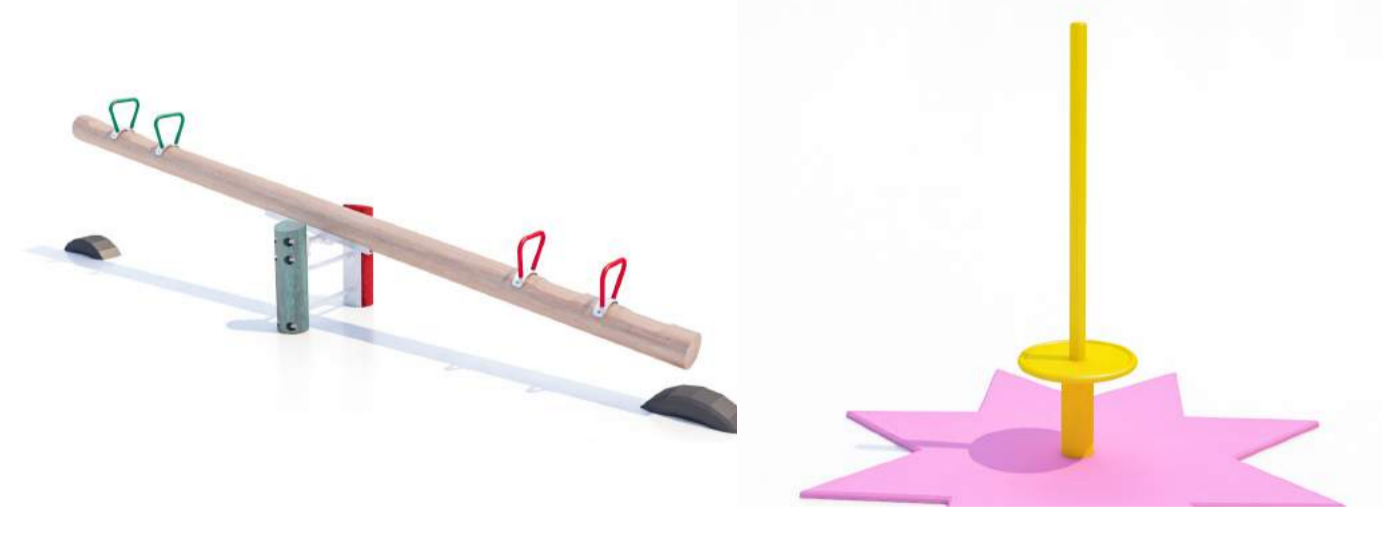


Touch is a key sense that helps build confidence and also a key way for us to form bonds with one another; handshake or a hug means more than a simple hello. Having a functioning tactile system is beneficial as we will not get distracted by the ongoing tactile information we receive everyday



Vestibular

The vestibular sense responds to a change in your head position or having your feet lifted off of the ground. It also contributes to balance and equilibrium.



The vestibular is necessary for healthy brain development as well as helping us all maintain balance and trunk control. Some children are unable to engage the vestibular like others, for example children who are blind or with a visual impairment, physically disabled or have a sensory processing disorder



Sound

The human sense of hearing is attributed to the auditory system, which uses the ear to collect, amplify, & transduce sound waves into electrical impulses that allow the brain to perceive & localize sounds



Sound play, whether via musical play or making a noise, helps children to learn how to concentrate and focus on a sound. Musical play has the added benefits of developing gross motor skills, coordination, language, and even has been linked to an increase in IQ! Crucially it engages children who cannot rely on visual cues in play.



Smell

Smell and taste contribute to our enjoyment of life by stimulating a desire to eat which not only nourishes our bodies, but also enhances our social activities.



Studies show that 75% of emotions are triggered by smell which is linked to pleasure, well-being, emotion and memory. For people who are deaf/blind the sense of smell plays a key role for identifying people, places, objects and activities.



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