



# Accessible features

At Shane's Inspiration, we do our best to consider all disabilities as well as all developmental stages when selecting equipment for our Universally Accessible Playgrounds. With Spring Canyon Community Park we started with the matrix that was established at the Community Options and Priorities Session and from there we went to our design checklist. This checklist aids us in considering all disabilities and how the equipment we specify can help all children grow and develop to their fullest potential. Below are some of the major groups of disabilities and what equipment or activity can aid their development along with the specific equipment chosen to meet those needs in **bold**:

## Blind or visually impaired

Handrails leading to events  
Hand holds where appropriate  
Openings on structure no more than 15" to prevent fall  
Tactile and auditory experience:

1. **The "sleeping giant" will be a great source of tactile and auditory experience**
2. **Water and sand are the best tactile elements in any playground**
3. **Musical panels will include: chimes, bells and drums**

## Deaf or hearing impaired

Tactile and visual experience  
Various ranges of sounds:

1. **Musical panels will include: chimes, bells and drums**
2. **The "sleeping giant" will be the source of tactile, visual and auditory experience**
3. **Water and sand play**

## People who use wheelchairs or other mobility devices

Hand holds and railing where appropriate  
No obstacles in path, i.e. curbs, steps, etc.  
Ramps to center of play with fun things to do on decks:

1. **Activity on decks to include interesting panels, talk tubes and periscopes**
2. **Slides are accessible by use of transfer decks allowing independent play**

Love to be up high - **The highest decks on the structure are accessible allowing children with mobility devices to be in the center of play**

Full back and neck support on swing - **Molded high back swings**

## Speech difficulty (deaf, cerebral palsy, stroke, head injury, physical malfunction)

Exciting activities that stimulate language:

1. **Talk tubes**
2. **Sign language panel**
3. **Swings encourage language and peer teaching**





#### 4. Talking Bob – repeats what children say

##### Learning disabilities

Auditory processing experiences:

1. **“Sleeping giant” will include sounds to be activated by children**
2. **Musical panels will include: chimes, bells and drums**

Visual processing experiences:

1. **Maze panel**
2. **“Sleeping giant” climbing helps learning and retaining of cognitive skills like sequencing and directionality**

##### Cerebral palsy/neurologic disorders

Movement in prone position; lying on tummy – **belt swings**

Movement: side to side, back and forth, spinning:

1. **Swings**
2. **Spring animals allow back and forth movement**
3. **Sway fun**
4. **Spinning Bowl allows for spinning**
5. **Free Standing Kid Spinner**

Tactile experience:

1. **“Sleeping Giant”**
2. **Sand and water play**

Climbing:

1. **Steps**
2. **Several different climbers to develop strength**

Balance activities:

1. **Balance beam**
2. **Stepping stones**
3. **Spring Along**
4. **Slides**

Angled, curved or uneven surfaces:

1. **Curved bridge**
2. **Spring Along**
3. **Arch bridge**
4. **Clatter bridge**

Handrails and different levels

##### Autism

Intense vestibular movement, in wide arcs especially side to side and front to back; best when feet can touch the ground:

1. **Swings**
2. **Swing Out**
3. **Spring animals**

Rotational movement such as spinning:

1. **Freestanding Kid Spinner**
2. **Driving and pilot panel**
3. **Carousel**
4. **Standing spinner**

Vertical movement, jumping or bouncing:

1. **Spring Along**
2. **Spring Ring**

Balance apparatus and hand/foot eye coordination:





1. **Stepping stones**
2. **Balance beam**
3. **Various climbers**

Tactile experience –

1. **“Sleeping giant”**
2. **Sand and water play**

Quiet area to get away from stimulation - **high panels under the 56” deck**

Room to run

#### Dysfunction of sensory integration

Tactile, visual and sensory experience:

1. **“Sleeping giant”**
2. **Sand and water**
3. **Slides**
4. **Tunnel**

Rotational movement:

1. **Swing**
2. **Standing spinner**
3. **Fun Ride (Carousel)**

Movable surfaces:

1. **Clatter bridge**
2. **Disc Challenge**

Horizontal/vertical movement equipment, bouncing:

1. **Sway Fun**
2. **Spring Along**

#### Various syndromes, including Downs

Resistance – push/pull:

1. **Carousel**
2. **Swings**

Hand manipulation for strength:

1. **Stationary Cycler**
2. **Tunnel**
3. **Climbers**

Balance – uneven surfaces:

1. **Balance Beam**
2. **Disk Challenge**
3. **Clatter Bridges**

Bouncing equipment:

1. **Spring Along**
2. **Spring Ring**

Climbing apparatus – **wide range of climbing apparatus**

#### Hypotonic (low muscle tone/muscle weakness)

Bouncing equipment:

1. **Spring Along**
2. **Spring Ring**

Climbing apparatus - **wide range of climbing apparatus**

Overhead bars for strengthening trunk, arms and upper body

1. **Overhead bars**
2. **Swing out**
3. **Chin up bars**





### Stroke, from birth or acquired

Bilateral balance – requiring both legs and both hands:

1. **Steps**
2. **Ladders**
3. **Tunnels**
4. **Climbers**

Tactile experience:

1. **“Sleeping giant”**
2. **Sand and water**

Uneven surfaces:

1. **Clatter Bridge**
2. **Spring Along**

### Mental retardation

Cause and effect:

1. **Steering wheel**
2. **Various activity panels**
3. **Sand and water play**

Themes – “Sleeping giant”

**Raised sand and water trays**

### Psychiatric/emotional disabilities

Calming spot - **beneath 56” deck, high panels w/ seating**

Soothing sound - **Water sounds**

Sensory experiences:

1. **Sand and water play**
2. **“Sleeping giant”**

Crawling, pushing, climbing (heavy work calms body)

1. **Tunnel**
2. **Carousel**
3. **Various climbers**

It is understood that all children with disabilities benefit from play with their able-bodied peers and siblings. Included are several pieces of equipment that encouraging interaction:

1. **Cloudburst and Double Poly Slide**
2. **Mantaray Climber**
3. **Ridge Climber**
4. **Sway Fun**
5. **Various climbers**
6. **Sand and water play**
7. **Stationary Cycler placed near the Accessible Stationary Cycler**

*Play is a child's occupation and someday their occupation may depend on play. 80-percent of physically challenged adults lose their jobs due to poor social skills.*

