

# Inclusive Play – What We Do to Include Everyone in Play

The belief in inclusive play runs deep at KOMPAN. “Play Together” – or the idea that everyone should be included in play – is a foundational pillar in our philosophy of play. We design our products to be used universally and to accommodate activities that are relevant for all children. You will find universal design everywhere in our playgrounds – not least in the many openings and details that encourage play exchanges between children inside and outside the play elements.

## 6 Principles for Universal, Inclusive Design

1. Accessible
2. Multifunctional (when possible)
3. 360° design (play from all sides)
4. Equipped with diverse play opportunities
5. Clear in color and design signals
6. Special solutions for special needs when relevant





## Age 2-5 Area



### Swan Springer

#### Back and foot support

**Physical:** extra back and foot support for children with walking disabilities. Rocking promotes sense of balance and space, both important in navigating the body in space. Arms and leg muscles strengthened when holding tight and pushing with legs. Bone density built when jumping off.



### Tractor Springer

#### Double seating option

**Social-Emotional:** the possibility of two rocking together supports cooperation skills. Furthermore, the physical contact with others is great for the well-being of children, measurable in lower cortisol (stress hormone) levels.



### Tractor Springer

#### Foot support

**Physical:** getting the foot support to rock intensely trains the proprioception skills. These help the child in all other physical activities and helps prevent clumsiness.



## Age 2-5 Area



### Curly climber

**Physical:** coordination and proprioception is supported when placing arms, legs and backside correctly for going down. Sense of balance when rotating. Arm muscles for holding tight. Bone density when jumping down.

**Social-Emotional:** empathy stimulated by turn-taking.

**Cognitive:** logical thinking when placing arms and legs right for rotating downwards.



### Tic-tac-toe

**Social-Emotional:** stimulates communication and turn-taking skills.

**Cognitive:** support rules understanding, strategic thinking.

**Creative:** leaving marks when tumblers are left in new positions.

**Accessible Stairway** aids children with side support and grip holes along steps

**Soft Rubber Seat** supports seated positions as well as lying on the stomach and the back





# Age 5-12 Area – Spica, Supernova, Bloqx



## Spica

### Curved pole

**Physical:** more gripping or leaning support points when standing, sitting, hanging holding tight and spinning.

## Supernova

### Open design means multifunctionality

- Children can play pushing or being pushed, lying, seated, standing, alone, together, and different ages and abilities
- Assistance and supervision are easy, from both sides
- Easy to get on and off



## Spica

### Rotation

**Physical:** pushing or pulling it into motion, children use their muscle strength and strengthen their cardio. The rotation develops the sense of balance and space when enjoying the ride.

**Social-Emotional:** listening and negotiating how slow or fast to go, children develop their empathy and cooperation skills.



## Supernova

### Low entry

**Social-Emotional:** accessible and usable for all abilities and a wide age span.



## Bloqx

### Multiple climbing blocks

**Physical:** develop sense of balance, proprioception and spatial awareness. Heavy duty training of arm, leg and core muscles when climbing longer. More points for strengthening bone density when jumping down.

**Social-Emotional:** cooperation, consideration, turn-taking, risk-taking, self-confidence when self-regulating and helping others.

**Cognitive:** logical thinking when figuring out longer routes.



# Swings



## Swing seat

**Physical:** balance, coordination and spatial awareness are developed when swinging. These are necessary skills for judging distances and navigating. The swinging movement trains the arm, leg and core muscles, and strengthens bone density when jumping off.

**Cognitive:** cause and effect understanding, managing rhythm and thinking skills for younger children when swinging.



## You & Me Seat

### Swing seats

**Physical:** balance and spatial awareness are stimulated by swinging. These are necessary skills in e.g. judging distances. When swinging vigorously, the arm and core muscles are trained.

**Social-Emotional:** the cooperation in movement of swinging together trains cooperation, sequencing teamwork understanding and empathy.

**Cognitive:** cause and effect understanding, managing rhythm and thinking skills for younger children when swinging.



## Shell nest swing

**Physical:** balance, coordination and spatial awareness are developed when swinging. The swinging movement trains the arm, leg and core muscles, and strengthens bone density when jumping off.

**Social-Emotional:** the spacious seat allows for many children standing, lying, seated together and is inclusive for all.

**Cognitive:** cause and effect understanding, rhythm and thinking skills are developed in younger children.



# Nature Giant



## Wackle bridge

**Physical:** sense of balance and space, and training of posture. Important for being able to sit still.  
**Social-Emotional:** cooperation, turn-taking and friendly competition on the two plates.



**Accessible Stairway** aids children with side support and grip holes along steps

**Ground level responsive and tactile play items** afford for play between children underneath and outside the den



# ADA Accessibility Analysis 5-12 Playground Equipment

## Play Area Accessibility Checklist

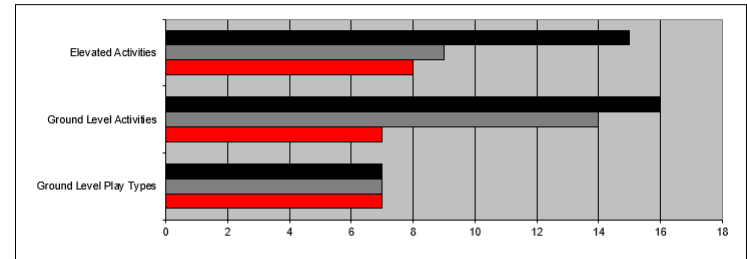
KEEP A COPY OF THIS FORM FOR YOUR RECORDS.

Play Areas for 2-5 year olds and 5-12 year olds, as well as geographically separated play areas, should be evaluated separately.

Site Name Tiverton Town Farm  
Age Group 5-12  
Date December 8, 2020  
Prepared By Diana Molina

Item Number / Name	Play Activity	Elevated	Accessible	Ground	Accessible Ground Level	Play Type
PCT210601-KK01	Banister Bars	•	•			
Same as PCT210601-KK02	Tube Net	•	•			
	Interior Climbing Wall w/ Cleats	•	•			
	Interior Climbing Wall w/ Cleats	•	•			
	Obbs & UFO Climber	•	•			
	Exterior Climbing Net	•	•			
	Modular Slide (Plastic)	•	•			
	Interior Climbing Wall w/ Cleats	•	•			
	Wackie Bridge	•	•			
	Crag Climber	•	•			
	Interior Climbing Wall w/ Cleats	•	•			
	Slidepole	•	•			
	Interior Climbing Wall w/ Cleats	•	•			
	Interior Climbing Wall w/ Cleats	•	•			
	Tube Slide (Plastic)	•	•			
	Tic-Tac-Toe			•	•	Experimenting
	Turning Bar			•	•	Training
	Talk Tubes			•	•	Experimenting
	Hammock			•	•	Gathering
	Playshell Seat			•	•	Gathering
	Double Playshell Seats			•	•	Gathering
	Labyrinth Panel			•	•	Experimenting
BLX4103 BLOXX 3				•	•	Climbing/Crawling
GXY Custom Spica				•	•	Spinning
ELE400024 Spinner Bowl				•	•	Spinning
GXY960 Supernova				•	•	Balancing
CDR825001 Ocean Arch				•	•	Climbing/Crawling
KSW320-	Belt Swing			•	•	Swinging
	Belt Swing			•	•	Swinging
	Basket Swing			•	•	Swinging
M88 Double Cableway Robinia Flat				•	•	Training
<b>TOTALS</b>		<b>15</b>	<b>9</b>	<b>16</b>	<b>14</b>	<b>7</b>
		Elevated Activities	Accessible Elevated	Ground Level Activities	Accessible Ground Level	DIFFERENT Play Types

## Play Area for 5-12 Year Olds



	Elevated Activities	Ground Level Activities	Ground Level Play Types
Quantity Present in Site	15	16	7
Quantity on Accessible Route	9	14	7
Quantity Required to be Accessible	8	7	7

Accessible Elevated Activities Required

50% of elevated activities must be accessible.

Accessible Ground Level Activities Required

See table for accessibility requirements.

Accessible Ground Level Play Types Required

See table and compare to total number of different ground level play types. The larger number is the number of ground level play types that must be accessible.

**NOTE:** If a ground level play type is present but not accessible and it is the ONLY ONE, an additional ground level play component with the same play type MUST BE PROVIDED IN THE PLAY AREA TO OFFER EQUITY. (ADA2010, Chapter 2: Scoping Requirements, 240.2.1.1 Minimum Number and Types)