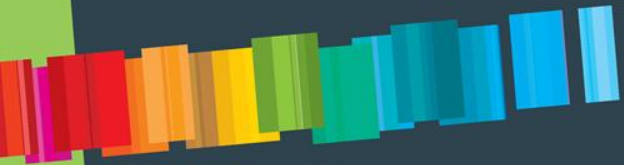


Taking it to the playground – the Queensland All Abilities Playground Project



Darren Trentepohl
Discipline Senior SLP
& Lisa Stafford (nee Hand)
former Project Manager

Outline

- The QAAPP history
- Broader AAP accessibility features
- The development of **Communication in Play** – the incorporation of AAC into the playground
- Showcase examples of final products



Playgrounds and Disability

- **Rights:** Children with disabilities have not had equal access to the public playground.
- **Design:** Historically little attention has been given to the design and construction of playgrounds for diversity of children. Differences in needs in physical-emotional-cognition not accommodated.



This is an example of an accessible playground that offers very limited play value.

QAAPP history

- 2003 – Lisa commenced PhD - play environments
- 2004 – 2006: opportunity to develop the concept - the first All Abilities Playground
- 2006 – \$5m to expand the concept across Queensland
- 2007 – 2010 – project developed further and implemented 16 projects across Queensland
- 2007 – Communication in Play element began
- 2010 – 12 completed, 4 still in construction

QAAPP Locations 2006-2010



Project Commitment and Benefits



- **Enabling Play** - Removing barriers found in traditional and contemporary play environments.
- **Strengthen families** - Safe, free and fun place for families.
- **Meet User Needs** - Play environment matching the needs of the people identified through participatory design process.
- **Shifting Design Practice** - Design methodology and techniques

Enabling Play



1. **enhance the play value** for children with disabilities
2. **provide the opportunity** for children with disabilities to engage in different types of play
3. **provide continuity of access** to and through the play environment to also enable children using wheelchair or other mobility devices to freely engage in those games like tiggy and tag.

Strengthening Families

To enhance the experience for families so that there is time for all members of the family to relax and have fun together, need the following parameters :

- Free
- Safe
- Provided provisions for families with a disability so that they can stay and enjoy the facility.



Meeting the needs

Participatory approach :

- Seeks to actively understand the needs of children with all abilities and their families
- Enable them to have a voice and exercise control over how their needs are to be addressed in local play design to maximise play experience by being part of planning, design and construction process.
- Help develop connectedness and ownership of the space.



Shifting Design Practice

Change beyond the Project - Industry

Our involvement has given everyone here a new appreciation for the challenges faced by those with a disability. Personally; being a part of this project has changed the way I look at the design of our products, I've gained experience that will be invaluable in all future projects.

Richard Clunie, Park and Recreation Innovative Solutions (Paris Australia).

Products and Outputs

Five products:

- All Abilities Playgrounds
- All Abilities ePlayground - 2 versions
(<http://www.allabilitiesplayground.net.au/>)
- Communication in Play resources
- Design Framework and engagement tools
- Informative web site for current and future use
(<http://www.communities.qld.gov.au/disability/community-involvement/queensland-all-abilities-playground-project>)



Video of Sea Front All Abilities Playground

Communication in play

A starting point

- Pioneer Park had 20 single vocabulary picture based (PCS) all weather tiles placed around playground
- Mixture of adjectives, verbs and nouns



Pioneer Park (cont)

- Some 'posters' to encourage learning and pretend play in undercover areas
- Assisted with the construction of symbolled sheets for children to have input to design features



Goals for statewide implementation

- Multi-modal systems
 - Signing resources
 - Pictorial based aids
 - Integration of technology
- Promote communication ***interaction***
 - Interactive Language Boards – comment, negation, agreement, etc..
 - Choice making capacity - requests
- Home and school access

1. Signing resource

- Goal – support ***request*** function
- 1.2 x 0.9 metre billboard with 27 images
- Auslan sign with PCS supplementation
- Bilby Australia provided support

Choose what to do

Queensland's all abilities playgrounds Choice-making sheet

Drink



How to Sign
Form a cup shape with fingers and tip up to mouth.

Barbecue*



How to Sign
Place flat hand on other flat hand at right angles, palms together. Then turn over top hand and place back of hand on palm of the other.

Food / eat




How to Sign
Move hand, with thumb touching fingers, towards mouth twice.

Toilet



How to Sign
Tap palm of flat hand with pointer finger twice.

Rest



How to Sign
Starting with hand flat near eye, fingers pointing up, thumb forward. Close fingers to thumb. Can be done with one or both hands.

Walk



How to Sign
Walk pointer and middle fingers across palm of other hand.

Play



How to Sign
With both hands spread, palms facing upwards, at waist height, move each hand in outward circles.

Home



How to Sign
With palm facing forward and fingers curved forward, move hand forward in an arc.

Animals




How to Sign
With pointer and little fingers pointing up and thumb touching other fingers, move hand forward.

Sand*



How to Sign
Starting with a thumb pointing upwards from flat, slide thumb down fingertips, opening fingers slightly as you do.

Water



How to Sign
Stroke edge of curved pointer finger down cheek twice, palm forward.

Friend




How to Sign
With one hand holding the other flat, bounce hands downwards twice.

Wheel / drive



How to Sign
With both hands in flat, a little distance apart, move one down in an arc and the other one up in an arc simultaneously.

Hide and seek



How to Sign
With both hands flat, start with one pointing upwards and blade of pointer against nose; the other pointing forward in front of body, palm sideways. Simultaneously move hands together so that they meet in front of you. The blade of the top hand ends resting on the pointer finger of the other hand.

Shop




How to Sign
Hold one hand flat, fingertips pointing sideways, palm up. With thumb extended sideways from flat, tap flat onto the palm of your other hand twice.

Sensory garden



How to Sign
Feet: With hand spread, palm towards you, slide hand upwards along body in an arc.
Garden: Form a circle with pointer fingers and thumbs on both hands. With all other fingers pointing forwards, circles next to each other, move hands apart then back towards each other in small arcs.

Chase



How to Sign
With forefinger extended, one hand just behind the other, move both hands forward.

Swing



How to Sign
With both hands in a flat at your sides, move hands, simultaneously, forwards and backwards twice.

Spin



How to Sign
Spin pointer fingers around each other in opposite directions.

Climb



How to Sign
With hands clawed, palms facing forward, move first hand up in an arc, then the other hand, then first hand again.

Flying fox*



How to Sign
Flying: Form an 'O' shape with pointer finger and thumb at shoulder height, move hand towards body in an arc.
Fox: With fingers bent towards nose and thumb extended downwards, move hand forward, closing fingers towards thumb.

Fort*



How to Sign
Form a 'C' with pointer finger and thumb. 'C' hand shape is brought down in the shape of a castle's turret or tower.

Ball



How to Sign
Move spread, cupped hands towards each other twice.

Music



How to Sign
With both pointer fingers extended from flats and pointing forward, rock hands in an arc; first together, then apart and then back together.

Run



How to Sign
With both hands in a flat at sides, one further forward than the other, move hands in circles so back flat comes forward and front one back and so on.

Slide



How to Sign
Slide fingers of bent hand down the outside of your other downwards-bent hand.

Roll



How to Sign
Point both index fingers and rotate arms around each other.



This choice-making sheet has been developed to help children communicate within the play environment.

It can be used to help children **choose what to do** or tell others what they've just done.

It's also a great way to teach people how to communicate using Auslan (Australian Sign Language) and Picture Communication Symbols. People who use Makaton are using Auslan.

*Not available in all play spaces.

Designed and donated by Bilby Publishing.



Auslan images and descriptions
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To learn more Auslan, visit
www.SignPlanet.net

Picture Communication Symbols
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2. Visual communication tools

Functional:

- Reflected true 'playground' talk
- Accessible proximity
- Support adult:child and child:child interaction
- Could be used either receptively or expressively
- User friendly
 - ✓ **Aided Language Stimulation approach**



Aided Language Stimulation approach



- Communication boards to support interaction were designed
- 5 generic boards were finalised to be used in multiple places by different playgrounds where appropriate
 - Active play - ball play, sliding, climbing and spinning
 - Creative play - building sand castle and making mud pies
 - Pretend play - playing shop and other role play
 - Sensory play – garden talk (smelling, touching, exploring)
 - Picnic table - conversation over food

Design process

- Evaluation of activities planned for each playground
- Collection of language samples (real time scripts!)
- Support from Mayer-Johnson
- Ongoing collaboration with playground construction team, project team, and parents - about the look, construction, content, etc...
- Incorporate culturally relevant symbols

Have a chat

Queensland's all abilities playgrounds
Chat board – pretend play



Me / I 	Want 	More 	Hungry 	Hot 	Drink 	Cold
You 	Taste 	Finish 	Yummy 	Milk 	Sandwich 	Cake
How much? 	Uh-oh 	Big 	Yucky 	Ice cream 	Chips 	Pie
Thank you 	Please 	Mix 	Dirty 	Tea 	Sugar 	Juice

Have a chat

Queensland's all abilities playgrounds
Chat board – sensory play

Me / I 	Chase 	More 	Smell 	Hold 	Play music 	Leaves 
You 	Hear 	Finish 	Pretty 	Look / find 	Quiet 	Bird 
What's that? 	Yummy 	Bored 	Yucky 	Touch 	Great 	Bug 
Go slow 	Hide 	Relaxing 	I'm lost 	Go 	Sticks 	Flowers 

Picture Communication Symbols
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Chat and choice-making resources also available at www.communities.qld.gov.au



Have a chat

Queensland's all abilities playgrounds
Chat board – picnic table

What?



Help



Yummy



I'm full



More



New friend



Okay



No



Thank you



Yucky



Dirty



It is cold



Having fun



Like



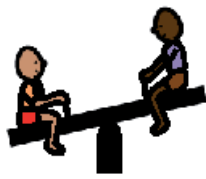
Hungry



I'm upset



Let's play



It is hot



Thirsty



Home



Please





Practical considerations

- ✓ AAC factors
 - Speed of access – limit vocabulary to 28
 - Size of boards – 45 x 30 cm
- ✓ Durability factors
 - Construction materials
- ✓ Safety factors
 - Size and placement of the AAC
- ✓ User friendly look
 - Coloured pictures
 - Selective use of nouns

Electronic supports

1. QAAPP website – *Communication in play* section
<http://www.communities.qld.gov.au/disability/community-involvement/queensland-all-abilities-playground-project/communication-in-play>
 - Brief on importance of communication in play
 - Useful links to AAC webpages
 - PDF downloads of all playground AAC
 - Brief description on how to use them
 - Suggestions on where to go next

Electronic supports (cont)

2. All Abilities ePlayground

<http://www.allabilitiesplayground.net.au/>

- An adjunct to the real thing
- the ePlayground is a free online space offering fun and games for children of all abilities
- It reflects the values and aims of the outdoor all abilities playgrounds - enabling participation in play
- Linked from the QAAPP website

Where to from here?

- Local councils assume responsibility
- AAC templates still available
- Project team finished, website remains
- National recognition

Question time



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Choose what to do

Queensland's all abilities playgrounds
Choice-making sheet

Drink Icon: Person drinking from a cup. How to Sign: Hold up the cup with fingers spread to mouth.	Exercise* Icon: Person running. How to Sign: Push feet apart and lean back with arms outstretched. Hold up one hand with fingers spread and the other hand with fingers spread.	Food / eat Icon: Person eating from a plate. How to Sign: Hold up the plate with thumb pointing up and index finger pointing down.	Toilet Icon: Person sitting on a toilet. How to Sign: Hold up the hand with index finger pointing up.	Rest Icon: Person sitting on a bench. How to Sign: Hold up the hand with index finger pointing up.	Walk Icon: Person walking. How to Sign: Hold up the hand with index finger pointing up.	Play Icon: Person playing with blocks. How to Sign: Hold up the hand with index finger pointing up.	Home Icon: House. How to Sign: Hold up the hand with index finger pointing up.
Animals Icon: Person holding a dog. How to Sign: Hold up the hand with index finger pointing up.	Soap* Icon: Person washing hands. How to Sign: Hold up the hand with index finger pointing up.	Water Icon: Person drinking from a bottle. How to Sign: Hold up the hand with index finger pointing up.	Friend Icon: Two people shaking hands. How to Sign: Hold up the hand with index finger pointing up.	Wheel / drive Icon: Person on a bicycle. How to Sign: Hold up the hand with index finger pointing up.	Hide and seek Icon: Person hiding behind a wall. How to Sign: Hold up the hand with index finger pointing up.	Shop Icon: Person at a counter. How to Sign: Hold up the hand with index finger pointing up.	Sensory garden Icon: Person touching a plant. How to Sign: Hold up the hand with index finger pointing up.
Chess Icon: Person moving a chess piece. How to Sign: Hold up the hand with index finger pointing up.	Swing Icon: Person on a swing. How to Sign: Hold up the hand with index finger pointing up.	Spin Icon: Person spinning a top. How to Sign: Hold up the hand with index finger pointing up.	Climb Icon: Person climbing stairs. How to Sign: Hold up the hand with index finger pointing up.	Flying kite* Icon: Person flying a kite. How to Sign: Hold up the hand with index finger pointing up.	Foot* Icon: Foot. How to Sign: Hold up the hand with index finger pointing up.	Ball Icon: Person with a ball. How to Sign: Hold up the hand with index finger pointing up.	Music Icon: Person playing a trumpet. How to Sign: Hold up the hand with index finger pointing up.
Run Icon: Person running. How to Sign: Hold up the hand with index finger pointing up.	Slide Icon: Person on a slide. How to Sign: Hold up the hand with index finger pointing up.	Roll Icon: Person rolling a ball. How to Sign: Hold up the hand with index finger pointing up.					

This choice-making sheet has been developed to help children communicate within the play environment. It can be used to help children choose what to do or tell others what they've just done. It's also a great way to teach people how to communicate using Auslan (Australian Sign Language) and Picture Communication Symbols. People who use Makaton are using Auslan.

*Not available in all play spaces.

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To learn more Auslan, visit www.SignTandem.net

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Have a chat

Queensland's all abilities playgrounds
Chat board – sensory play

Me / I Icon: Person pointing to self.	Chase Icon: Two people running.	More Icon: Hand holding a stack of items.	Smell Icon: Nose smelling a flower.	Hold Icon: Hand holding an object.	Play music Icon: Person playing a trumpet.	Leaves Icon: Red and green leaves.
You Icon: Hand pointing to another person.	Hear Icon: Ear.	Finish Icon: Hand with a checkmark.	Pretty Icon: Rainbow.	Look / find Icon: Person looking.	Quiet Icon: Mouth with a hand over it.	Bird Icon: Blue bird.
What's that? Icon: Question mark.	Yummy Icon: Mouth with a happy expression.	Bored Icon: Mouth with a sad expression.	Yucky Icon: Mouth with a disgusted expression.	Touch Icon: Hand touching an object.	Great Icon: Mouth with a happy expression and stars.	Bug Icon: Beetle.
Go slow Icon: Turtle.	Hide Icon: Person behind a wall.	Relaxing Icon: Person lying down.	I'm lost Icon: Person with a question mark and arrows.	Go Icon: Green arrow.	Sticks Icon: Sticks.	Flowers Icon: Various flowers.

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