

Let's Design!









You've learned about the many types of disabilities, the principles of inclusive design (designing for everyone), and Magical Bridge Play Zones — **so now, let's bring it all together!**

REMEMBER: On the playground, people who have a disability may need different equipment or different pathways in order to play. Here, you'll roll the dice and use your imagination to explore how to make an inclusive play experience where everyone can play, just like at Magical Bridge.

MATERIALS NEEDED: A game die (dice) and blank paper for sketching (or you can just talk about it). If you don't have a die, you can pick two numbers between 1 and 6 (without reading the lists below).

Disability or Difference

-  Someone who cannot see (blind)
-  Someone who cannot hear (deaf)
-  Someone who has trouble with loud noises or crowded spaces
-  Someone who cannot walk
-  Someone who is shy or nervous
-  Someone who learns differently

Play Zone

-  Spinning in the Spin Zone
-  Pretend Play in the Playhouse
-  Swinging in the Swing Zone
-  Sliding in the Slide Zone
-  Toddler Play in the Tot Zone
-  Making Music with the Harp

DIRECTIONS

1. **Roll:** Roll the die to find out what Disability or Difference you will focus on. Circle it above. Roll the die again to find out what Play Zone you will focus on. Circle it above.
2. **Observe:** If you are on the playground, go to that Play Zone to make observations. Otherwise, imagine doing the activity (sliding, swinging, playing as a young child, making music, etc.).
3. **Think:** How does this play activity work or not work for your selected disability or difference?
4. **Imagine:** How can I make this play activity work better for those with this disability or difference?
5. **Sketch** or describe a new idea for this Play Zone that would work for this disability or difference.
6. **Share** your idea with others. Ask for thoughtful feedback and suggestions.