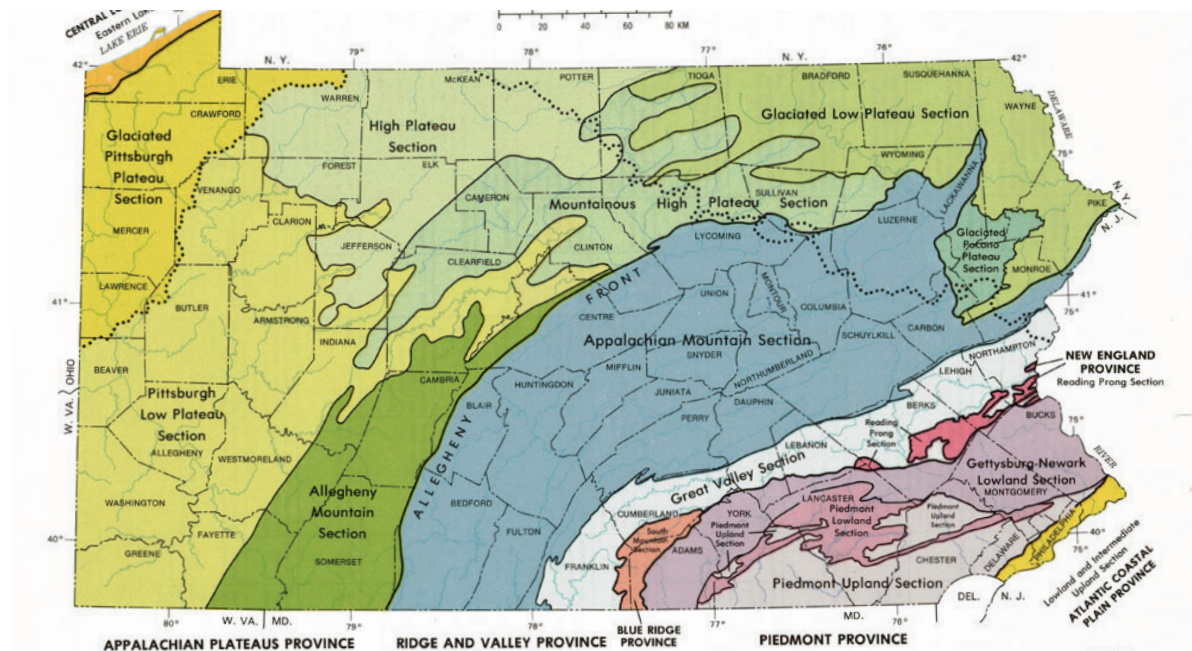




# State College Area School District

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## Playground Masterplan



## Overall Narrative

We propose creating nature based playful interactions that find inspiration in the regional landscape of the ridge-and-valley topography of the Appalachian mountains. The opportunity for play in the landscape is highlighted by operations of modification, addition, deletion and opportunistic interventions on the land. The region's long, even ridges and continuous valleys and the challenges of moving against them perpendicularly are reimagined at a different scale and playfully reinterpreted. Each site has a slightly different approach based on the individual landscape and spirit of the community. These influences are expressed in the experiential, play and learning opportunities on each site.

We have used landforms, boulders, logs, trees and grasses – among other things -to create full body interactions, social spaces and pensive opportunities. Group play is emphasized with slides and swings for more than one to use at a time. Open-ended play is at the heart of this process.

# EASTERLY PARKWAY ELEMENTARY SCHOOL

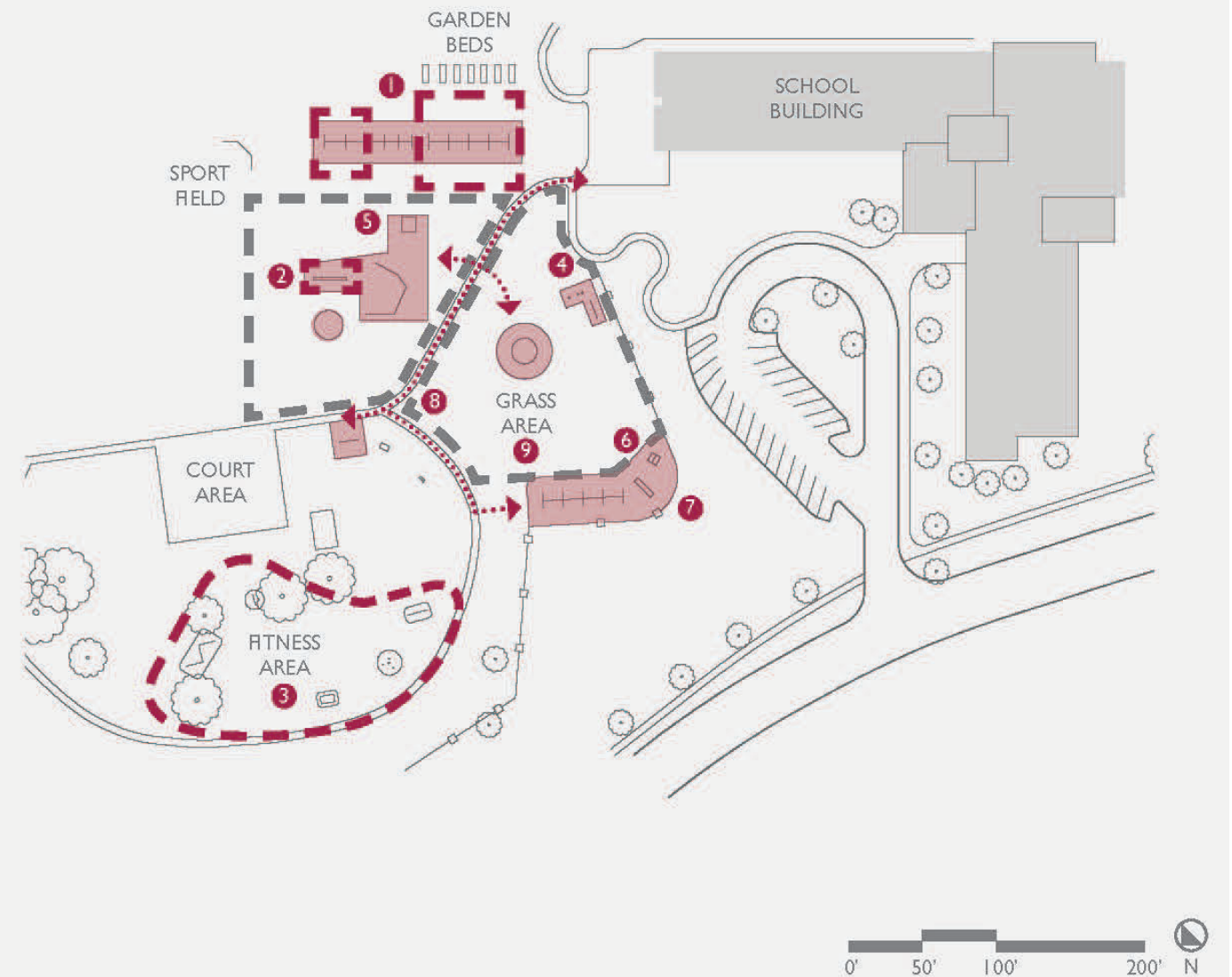
PRIORITY ONE  
NONE

PRIORITY TWO  
1 SWINGS  
2 SLIDE

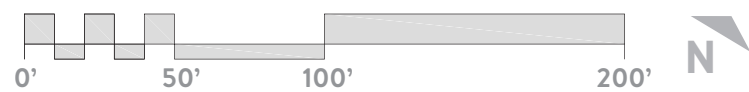
PRIORITY THREE  
3 FITNESS AREA

PRIORITY FOUR  
4 STEPPERS  
5 CLIMBER  
6 ROCKER

PRIORITY FIVE  
SAFETY LABELS



- 7 REPLACE ALL SURFACING, NOT COMPLIANT WITH ADA GUIDELINES.
- 8 ACCESSIBLE PATH, ENSURE COMPLIANT ROUTE TO PLAY EQUIPMENT.
- 9 GRASS AREA POTENTIAL FOR NATURE PLAY: OPEN AREA, INFILL AROUND EXISTING EQUIPMENT TO ENABLE ALL PLAY FEATURES TO BE ON ACCESSIBLE PATH OF TRAVEL.



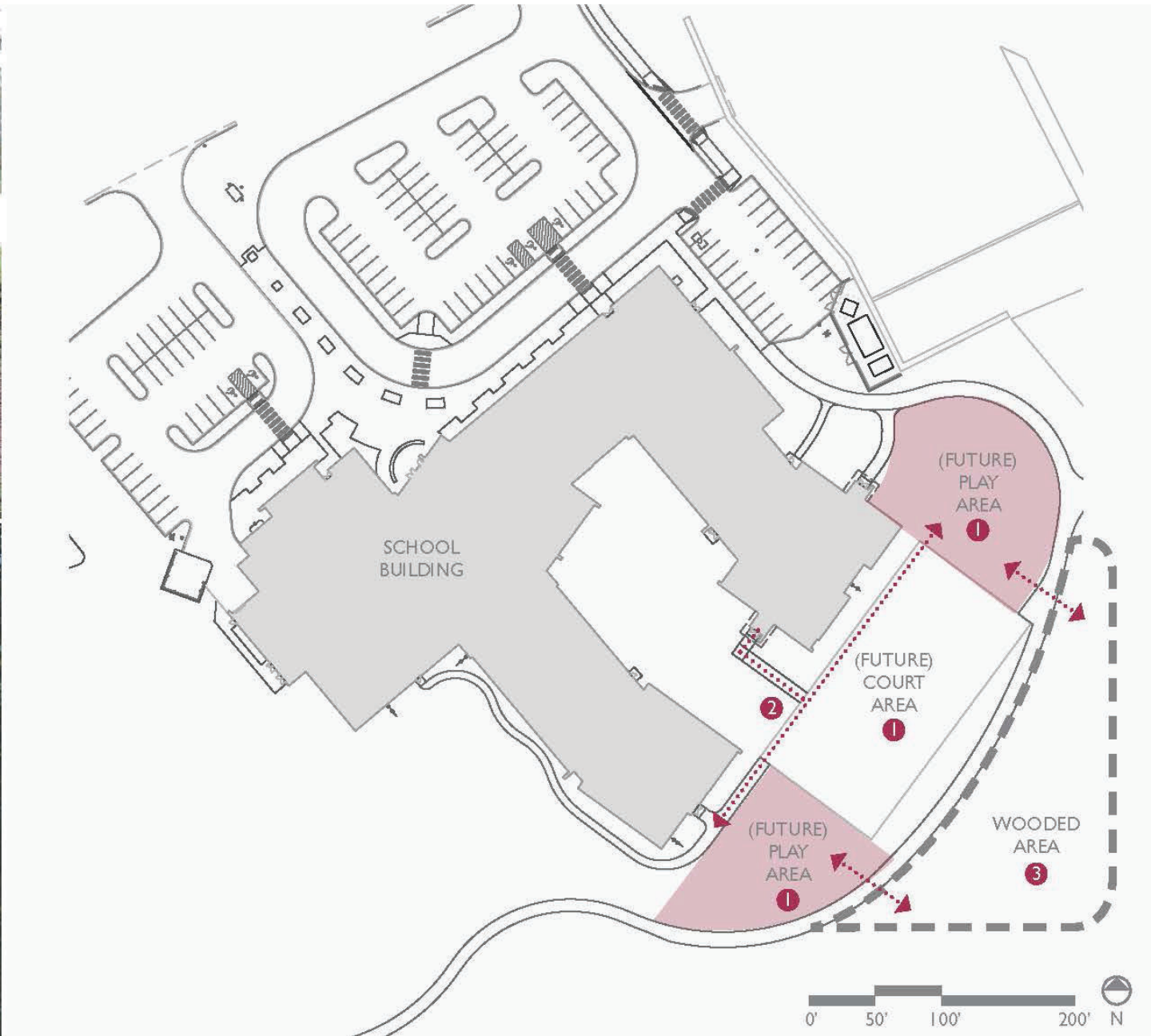
- 1 Group Swings**  
- Vestibular, Proprioceptive, Ability to sit
- 2 Rod Forest**  
- Critical Thinking, Confidence, Vestibular, Proprioceptive, Ability to sit
- 3 Group Embankment Slides**  
- Vestibular, Proprioceptive, Ability to sit, Communication, Empathy, Social Cues
- 4 Landscape Mounds**  
- Vestibular, Proprioceptive, Ability to sit,
- 5 ADA Path**
- 6 Wheelchair Swing**  
- Vestibular, Proprioceptive, Ability to sit
- 7 Equipment**
- 8 Teacher Lookout**



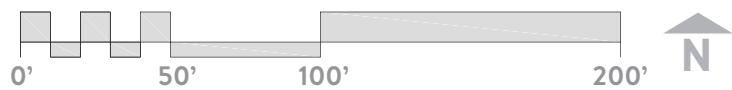
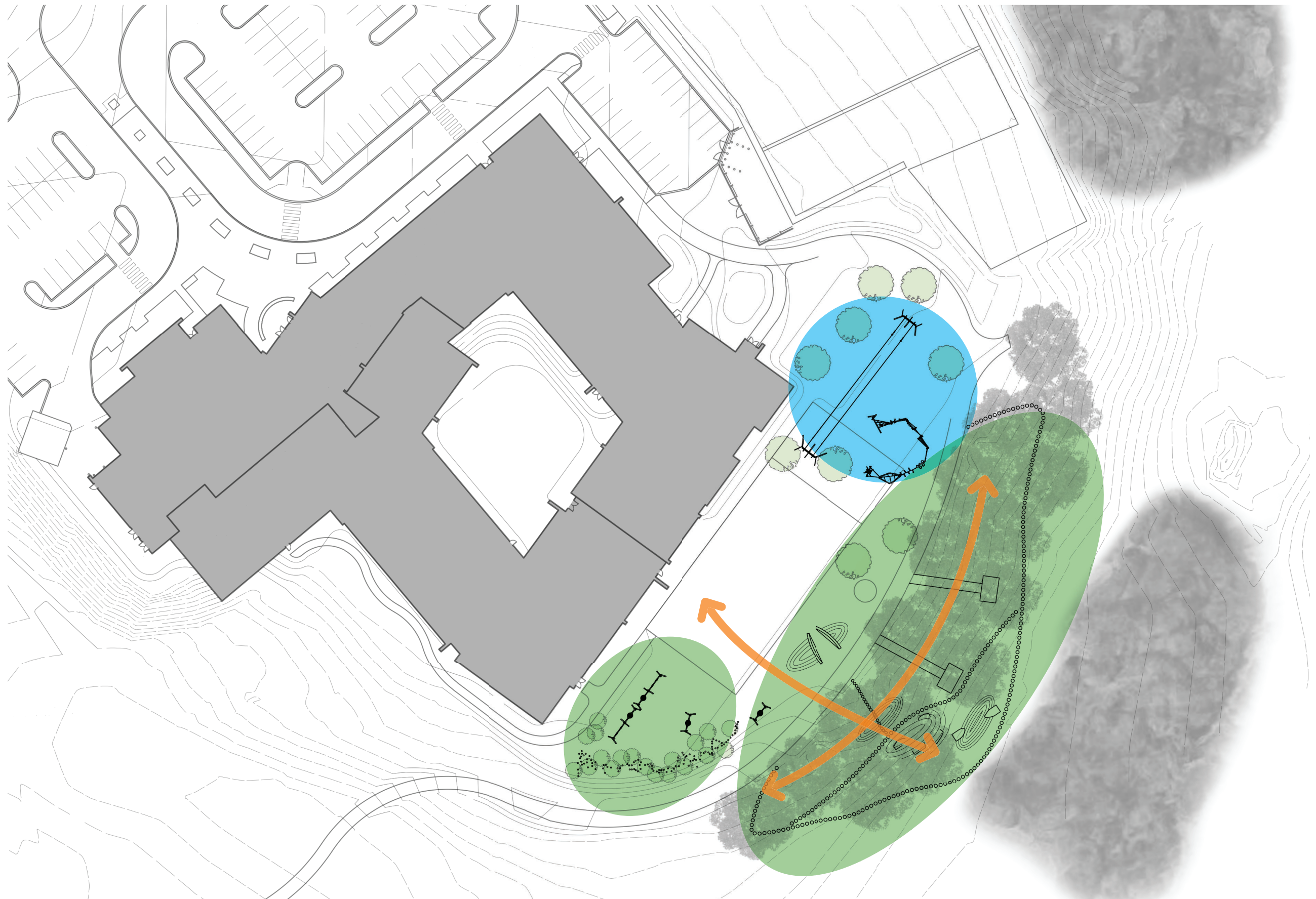




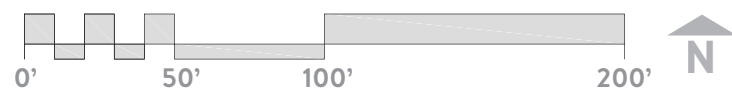
## RADIO PARK ELEMENTARY SCHOOL

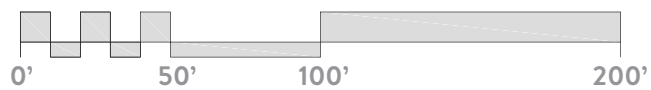


- ① BUILDING UNDER CONSTRUCTION. FUTURE COURT AND PLAY AREAS IDENTIFIED ON CONSTRUCTION PLANS. NO PLAY EQUIPMENT CURRENTLY ON SITE.
- ② POTENTIAL ACCESSIBLE PATH, ENSURE COMPLIANT ROUTE TO PLAY EQUIPMENT.
- ③ WOODED AREA POTENTIAL FOR NATURE PLAY: DENSE CANOPY OF MATURE TREES, GRASS, AND BOULDERS.



- 1 **Landscape Mounds**  
- Vestibular, Proprioceptive, Ability to sit, Creativity
- 2 **Tree Grove**  
- Communication, Empathy, Social Cues
- 3 **Lookout platform/Tinkerscape**  
- Creativity, Collaboration, Creativity
- 4 **Tree cookie path**  
- Creativity, Collaboration, Vestibular, Proprioceptive, Ability to sit
- 5 **Teacher Lookout**
- 6 **Equipment**







# GRAY'S WOODS ELEMENTARY SCHOOL

PRIORITY ONE  
NONE

PRIORITY TWO  
1 TRUCK  
2 CLIMBER

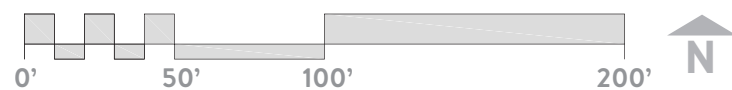
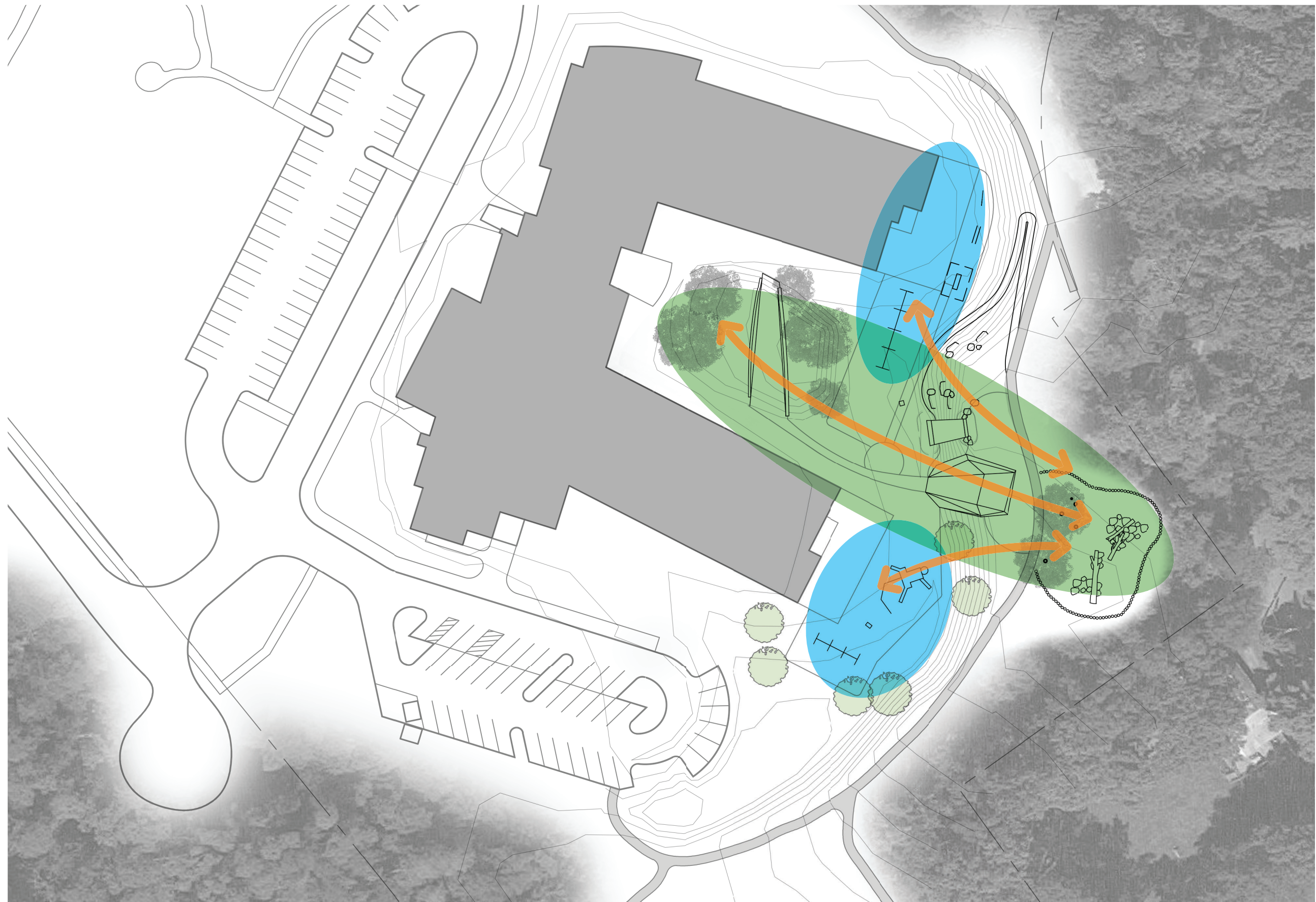
PRIORITY THREE  
3 SWINGS

PRIORITY FOUR  
4 HARDWARE

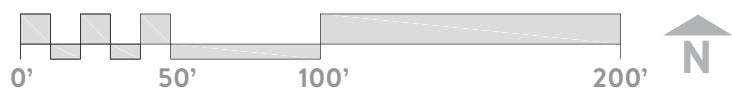
PRIORITY FIVE  
SAFETY LABELS

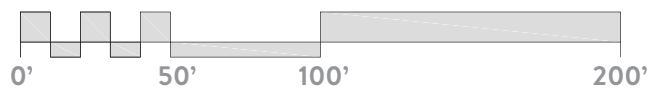


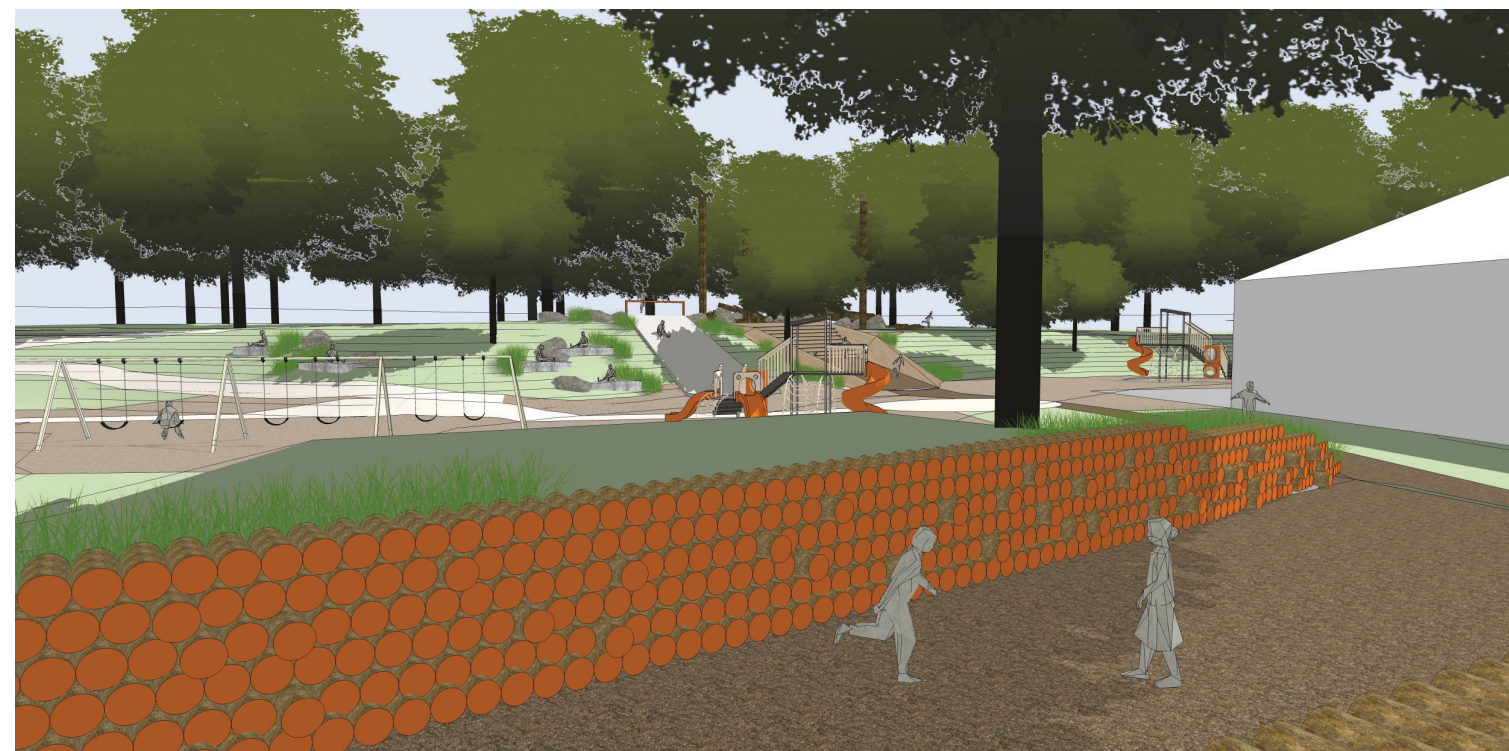
- 5 REPLACE ALL SURFACING, NOT COMPLIANT WITH ADA GUIDELINES.
- 6 CONSIDER FENCE BETWEEN PLAY AREA AND PARKING.
- 7 ACCESSIBLE PATH, ENSURE COMPLIANT ROUTE TO PLAY EQUIPMENT.
- 8 GRASS/TREE AREA POTENTIAL FOR NATURE PLAY: TOPOGRAPHY, EDGED WITH MATURE TREES AND SHRUBS.



- 1 Group Embankment Slide**  
- Vestibular, Proprioceptive, Ability to sit, Communication, Empathy, Social Cues
- 2 Fractured Climber**  
- Critical Thinking, Confidence, Communication, Empathy, Social Cues
- 3 Deadfall**  
- Critical Thinking, Confidence, Creativity, Collaboration
- 4 Boardwalk**
- 5 Slice through mound**
- 6 ADA Path**
- 7 Equipment**
- 8 Teacher Lookout**







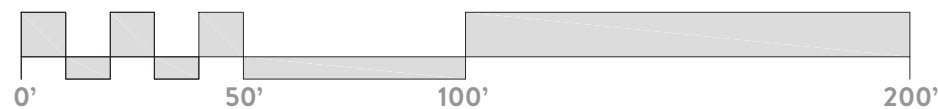
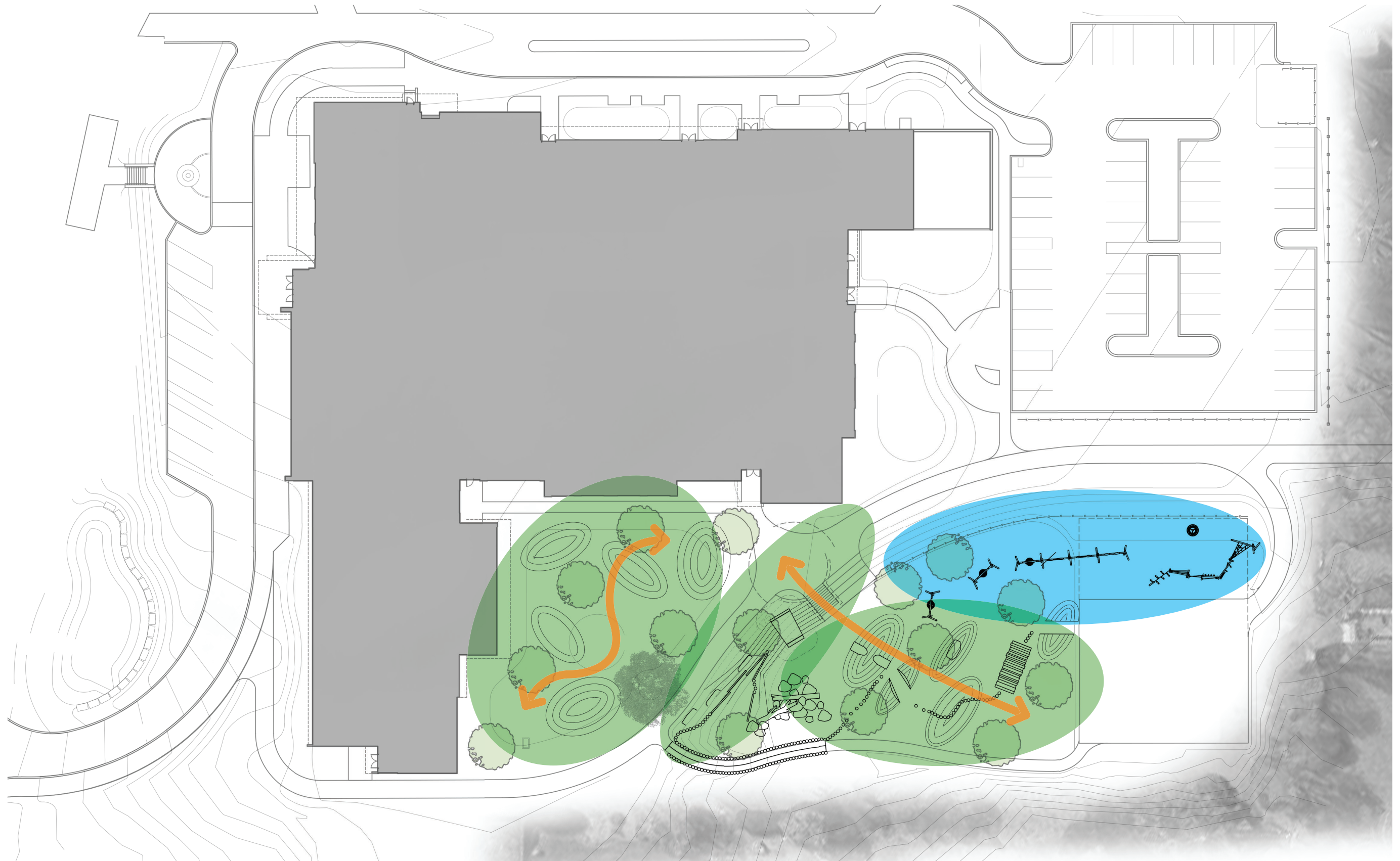
# CORL ELEMENTARY SCHOOL



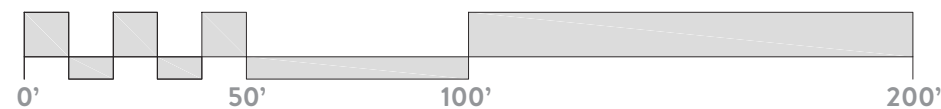
- BUILDING
- PLAYGROUND SURFACING
- ACCESSIBLE PATH
- KEY ISSUES
- POTENTIAL PLAY AREAS

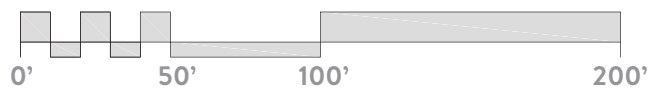


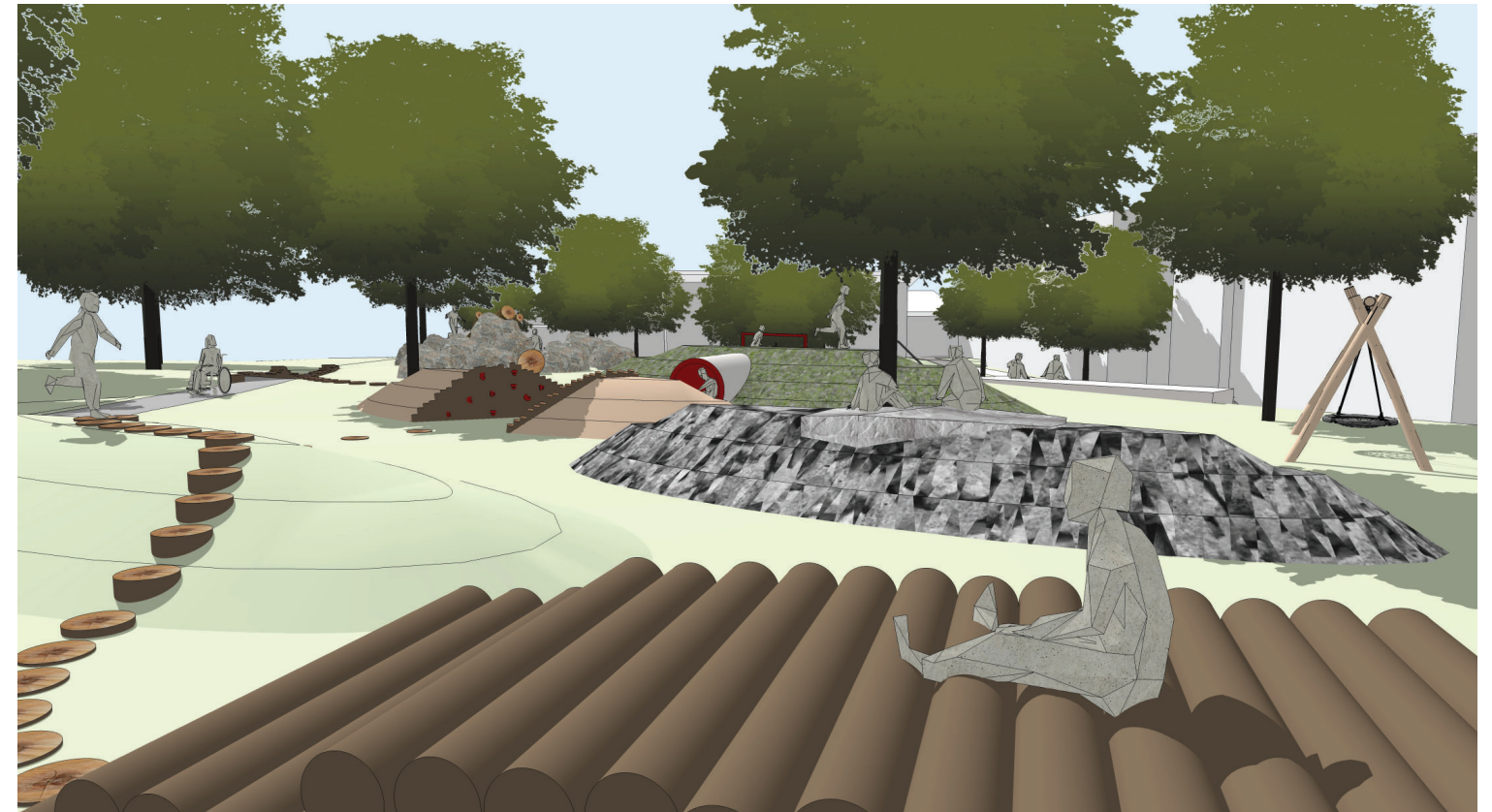
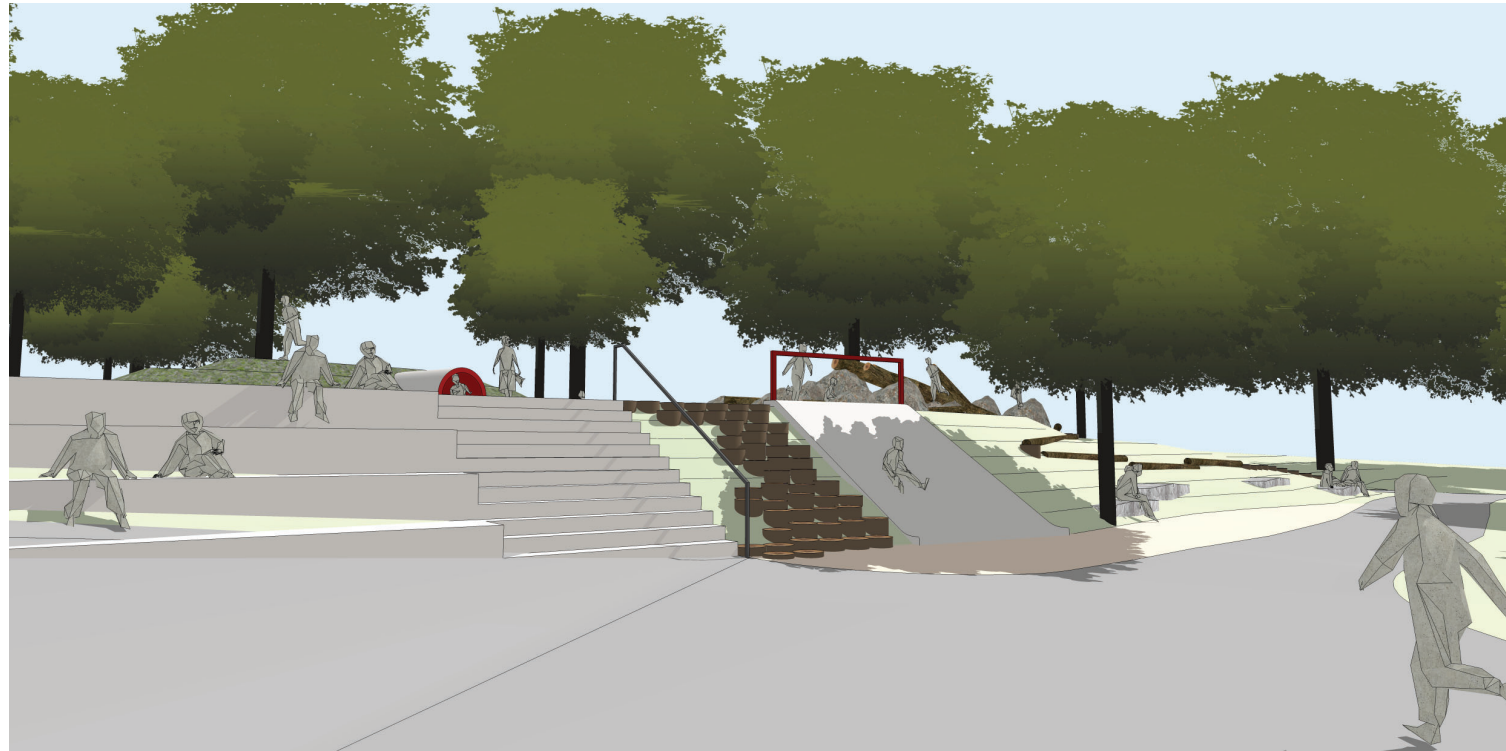
- 1 REMOVE ALL EXISTING EQUIPMENT AND SURFACING, NON-COMPLIANT WITH CPSC, ASTM, AND ADA GUIDELINES. NO EQUIPMENT IS CURRENTLY A HAZARD, REPLACEMENT SHOULD OCCUR WITHIN THE NEXT 1-2 YEARS.
- 2 POTENTIAL ACCESSIBLE PATH, ENSURE COMPLIANT ROUTE TO PLAY EQUIPMENT.
- 3 GRASS AREA POTENTIAL FOR NATURE PLAY: TOPOGRAPHIC CHANGES, EDGED WITH MATURE TREES AND SHRUBS.



- 1 Landscape Mounds**  
- Vestibular, Proprioceptive, Ability to sit, Creativity
- 2 Deadfall**  
- Critical Thinking, Confidence, Creativity, Collaboration
- 3 Garden Seating**  
- Mental Health, Emotional Regulation
- 4 Outdoor Classroom**  
- Communication, Empathy, Social Cues
- 5 Garden**  
- Communication, Empathy, Social Cues
- 6 Equipment**
- 7 Teacher Lookout**

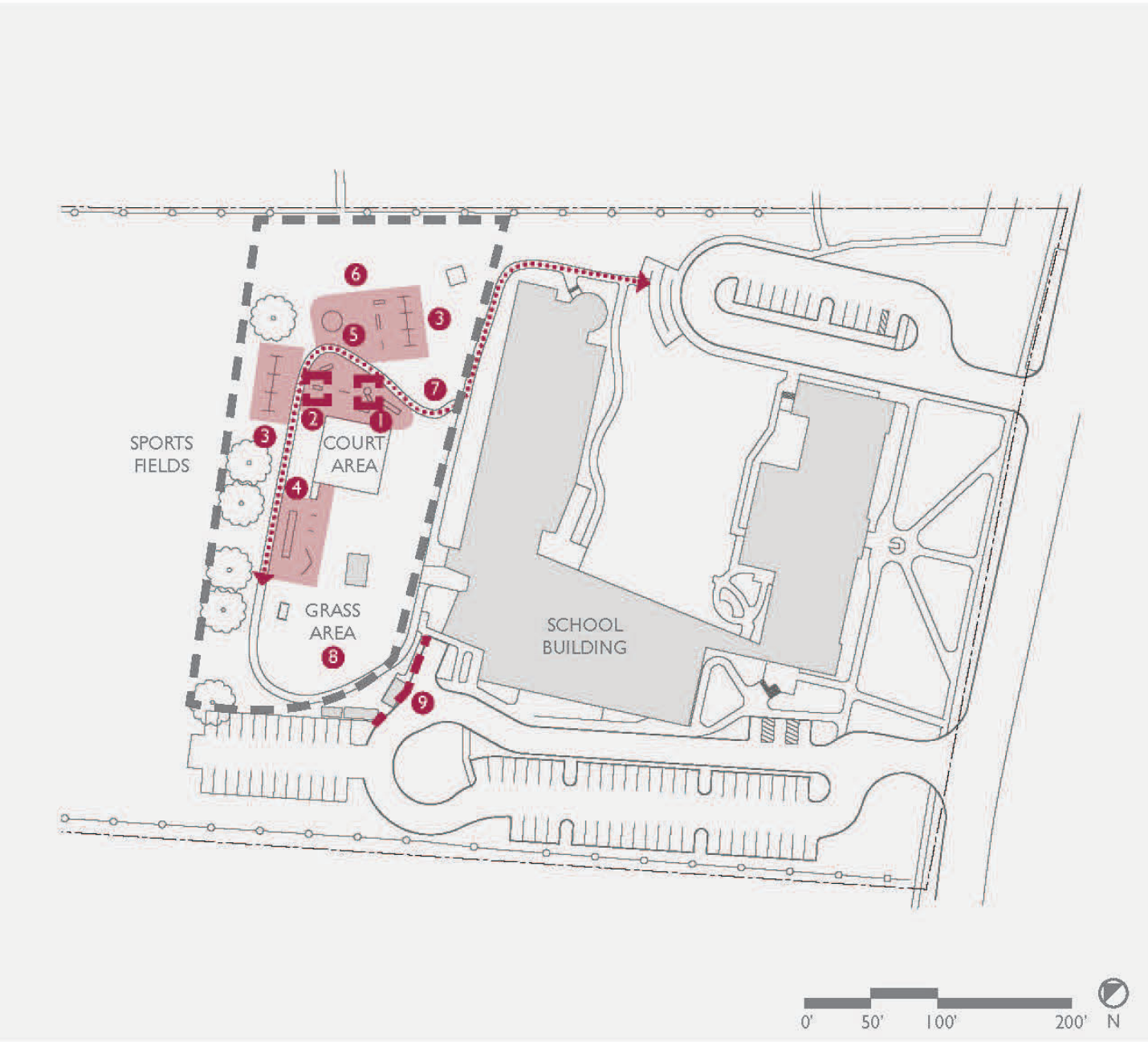






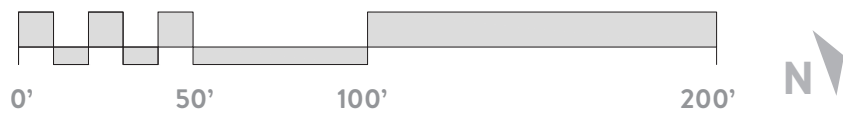
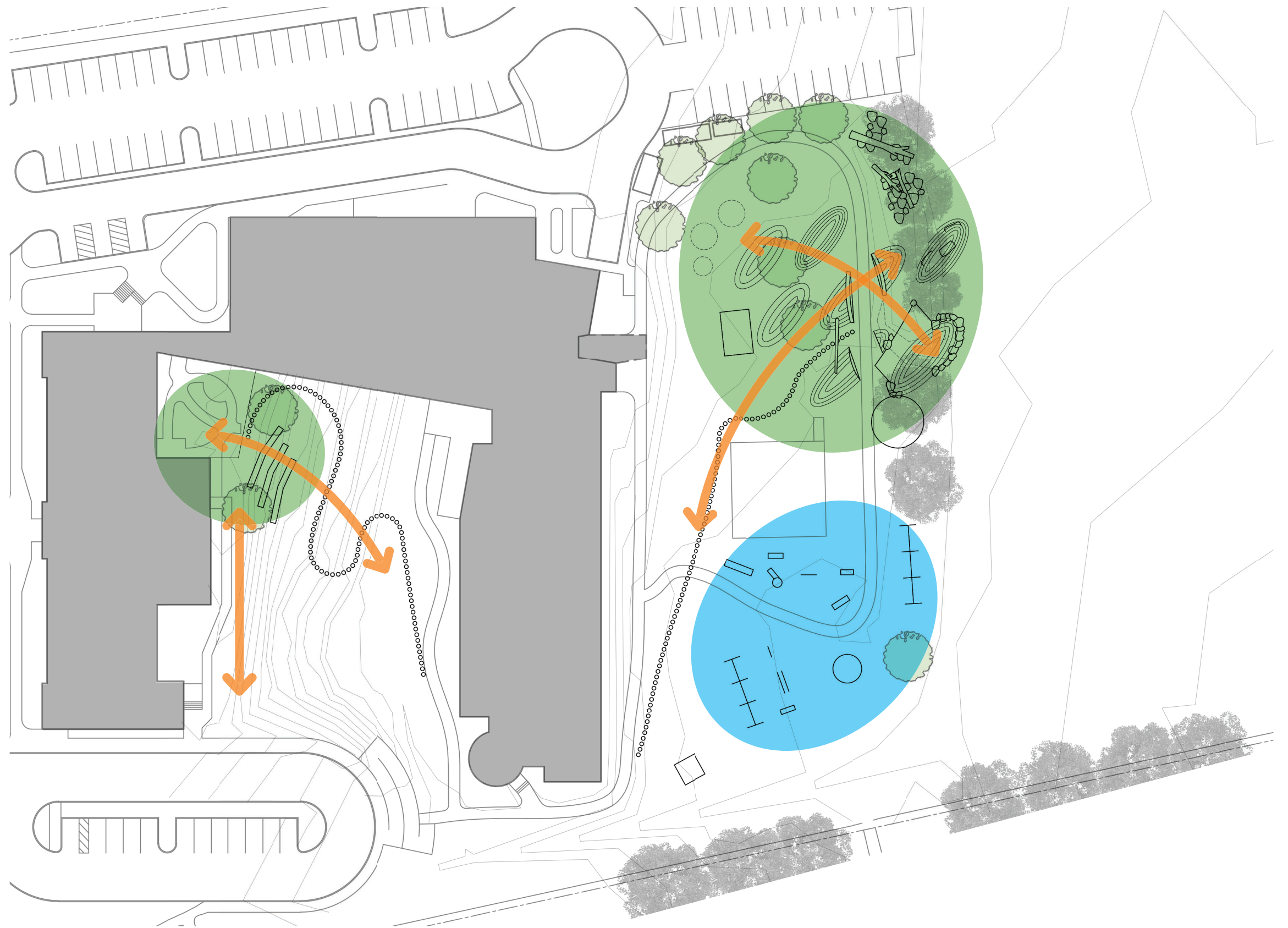
FERGUSON ELEMENTARY SCHOOL

- PRIORITY ONE  
NONE
- PRIORITY TWO  
1 SLIDE  
2 ROCKER
- PRIORITY THREE  
3 SWINGS  
4 SANDBOX
- PRIORITY FOUR  
5 TRUCK
- PRIORITY FIVE  
SAFETY LABELS

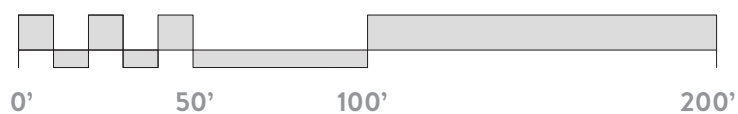


- 6 REPLACE ALL SURFACING, NOT COMPLIANT WITH ADA GUIDELINES.
- 7 ACCESSIBLE PATH, ENSURE COMPLIANT ROUTE TO PLAY EQUIPMENT.
- 8 GRASS AREA POTENTIAL FOR NATURE PLAY: OPEN AREA, MATURE TREES, STORMWATER SWALE, BOULDERS.
- 9 FENCING RECOMMENDED BETWEEN PLAY AREA AND PARKING LOT.

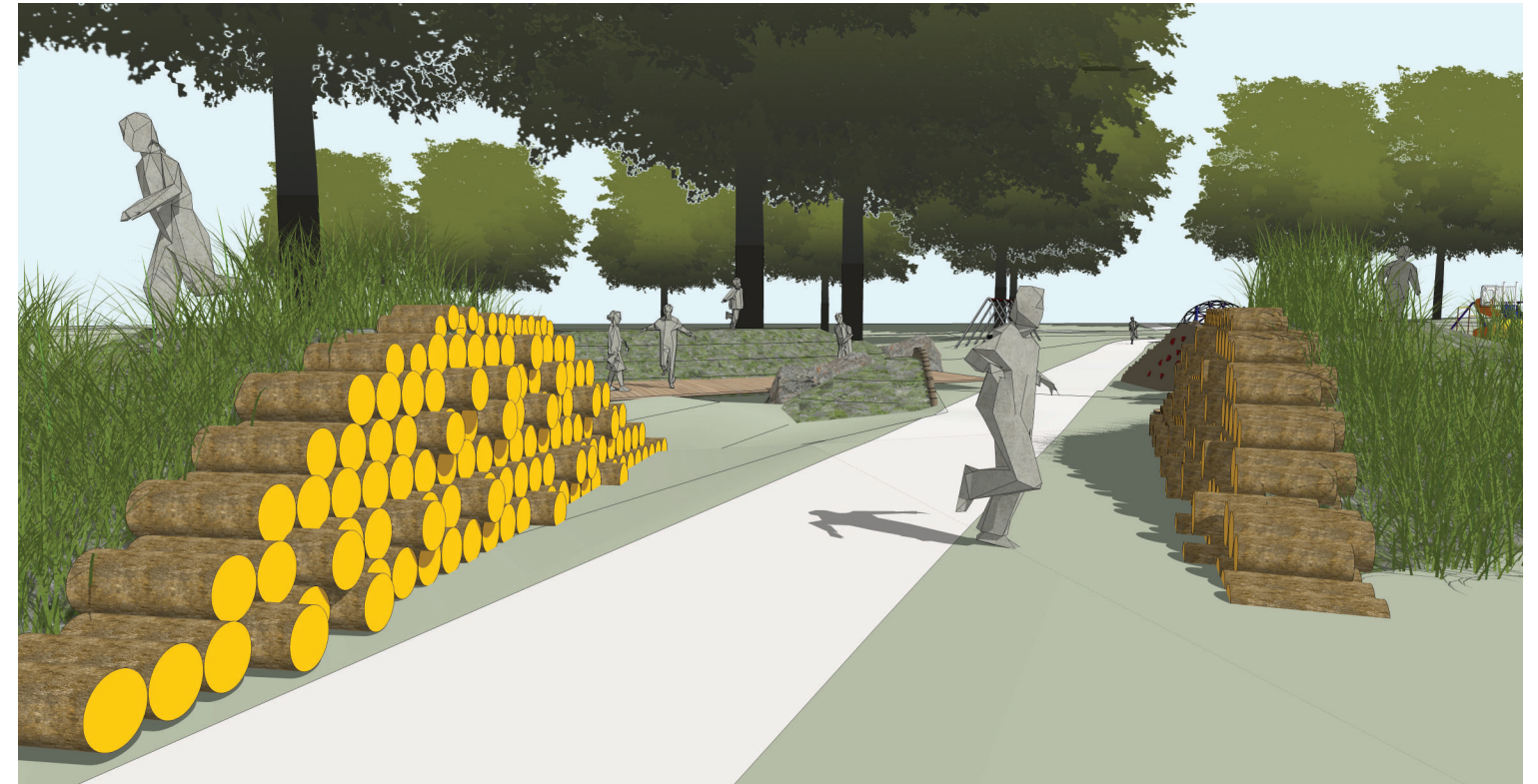




- 1 Outdoor Classroom**  
- Communication, Empathy, Social Cues
- 2 Tree Cookie Path**  
- Creativity, Collaboration, Vestibular, Proprioceptive, Ability to sit
- 3 Tinkerscape**  
- Creativity, Collaboration, Creativity
- 4 Landscape Mounds**  
- Vestibular, Proprioceptive, Ability to sit, Creativity
- 5 Deadfall**  
- Critical Thinking, Confidence, Creativity, Collaboration
- 6 Equipment**
- 7 Teacher Lookout**



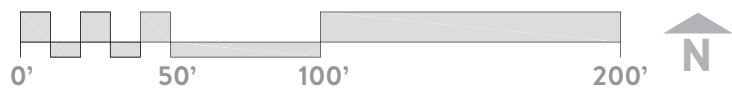




# HOUSERVILLE ELEMENTARY SCHOOL (FUTURE SPRING CREEK)



- ❶ BUILDING UNDER CONSTRUCTION, WITH FUTURE COURT AND PLAY AREA IDENTIFIED ON CONSTRUCTION PLANS. EXISTING PLAY EQUIPMENT ONSITE DAMAGED AND NOT RECOMMENDED FOR RE-INSTALL.
- ❷ POTENTIAL ACCESSIBLE PATH, ENSURE COMPLIANT ROUTE TO PLAY EQUIPMENT.
- ❸ INTERIOR AREA POTENTIAL FOR NATURE PLAY: ACCESSIBLE, VISIBLE TO STAFF, PROTECTED BY BUILDINGS.



- 1 Rod Forest**  
- Critical Thinking, Confidence, Vestibular, Proprioceptive, Ability to sit
- 2 Landscape Mounds**  
- Vestibular, Proprioceptive, Ability to sit, Creativity
- 3 Tree cookie path**  
- Creativity, Collaboration, Vestibular, Proprioceptive, Ability to sit
- 4 Deadfall**  
- Critical Thinking, Confidence, Creativity, Collaboration
- 5 Equipment**
- 6 Teacher Lookout**







# PARK FOREST ELEMENTARY SCHOOL

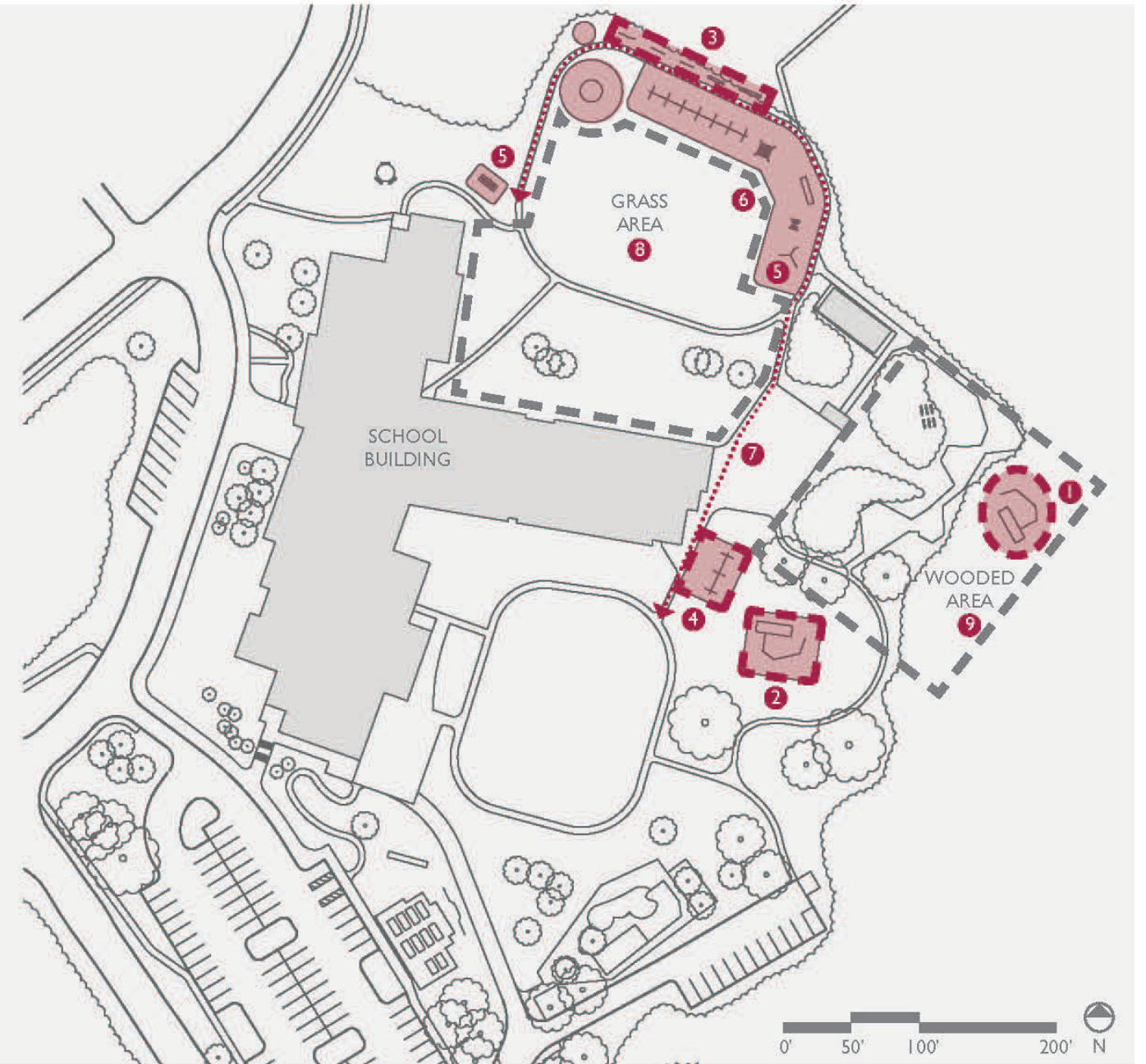
PRIORITY ONE  
NONE

PRIORITY TWO  
1 STRUCTURE 1  
2 STRUCTURE 2  
3 FITNESS EQUIP.

PRIORITY THREE  
4 SWINGS

PRIORITY FOUR  
5 MAINTENANCE

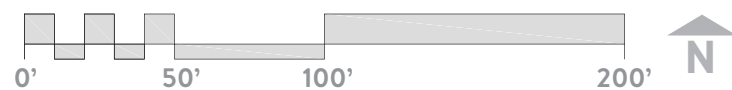
PRIORITY FIVE  
SAFETY LABELS

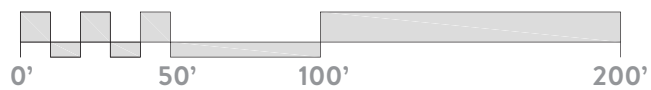


- 6 REPLACE ALL SURFACING, NOT COMPLIANT WITH ADA GUIDELINES.
- 7 ACCESSIBLE PATH, ENSURE COMPLIANT ROUTE TO PLAY EQUIPMENT.
- 8 GRASS AREA POTENTIAL FOR NATURE PLAY: LARGE OPEN AREA EDGED WITH MATURE TREES AND SHRUBS.
- 9 WOODED AREA POTENTIAL FOR NATURE PLAY: BOULDERS, MATURE TREES, AND TOPOGRAPHY.



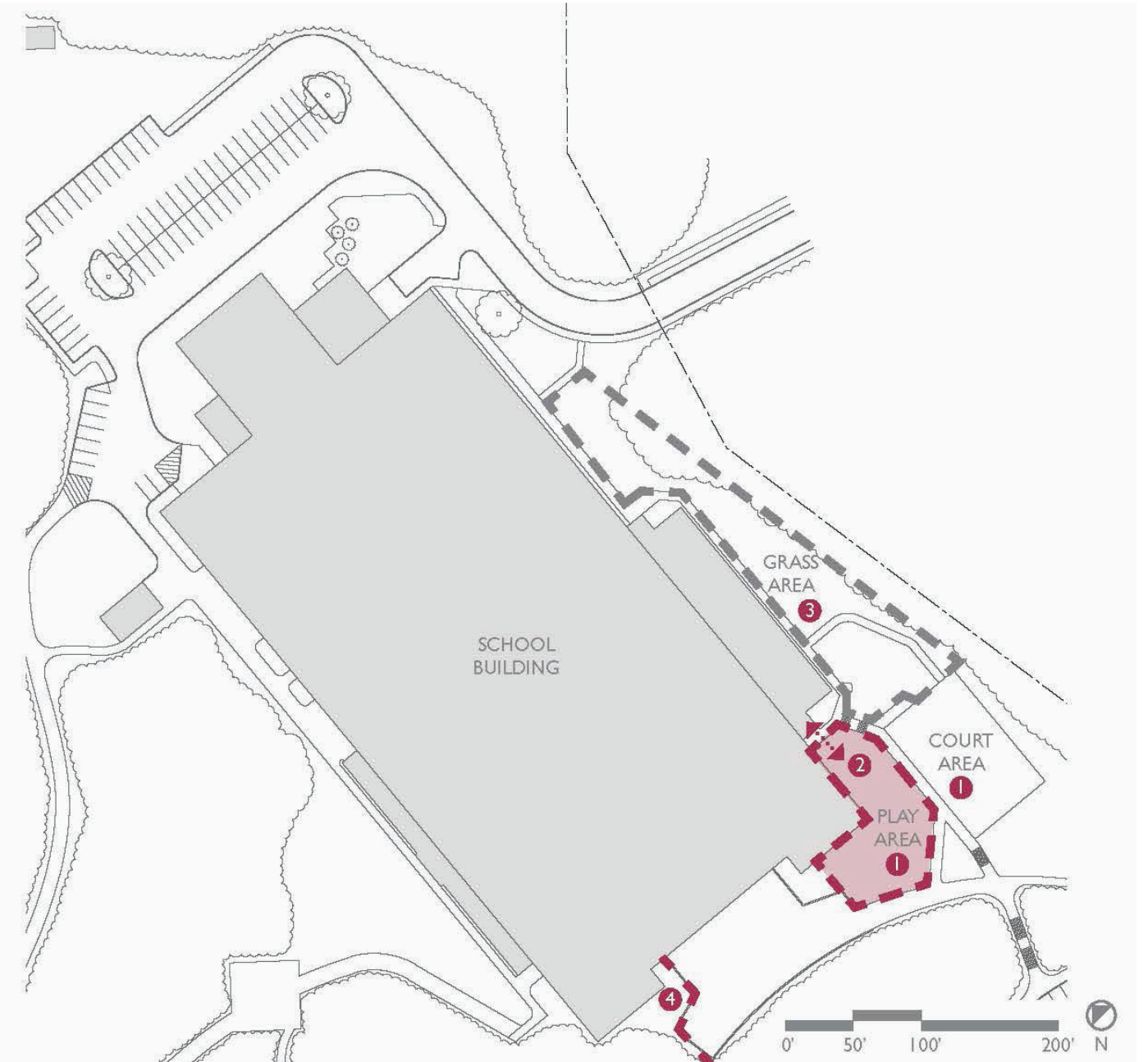
- 1 Deadfall**  
- Critical Thinking, Confidence, Creativity, Collaboration
- 2 Group Embankment Slide**  
- Vestibular, Proprioceptive, Ability to sit, Communication, Empathy, Social Cues
- 3 Landscape Mounds**  
- Vestibular, Proprioceptive, Ability to sit, Creativity
- 4 ADA Path**
- 5 Rod Forest**  
- Critical Thinking, Confidence, Vestibular, Proprioceptive, Ability to sit
- 6 Climber**  
- Critical Thinking, Confidence, Communication, Empathy, Social Cues
- 7 Group Swings**  
- 'Woo Spaces' Vestibular, Proprioceptive, Ability to sit, Communication, Empathy, Social Cues
- 8 Equipment**
- 9 Teacher Lookout**



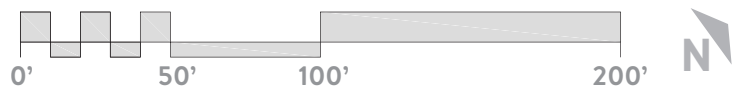




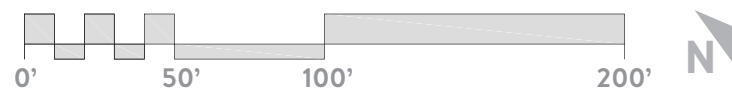
## PARK FOREST MIDDLE SCHOOL

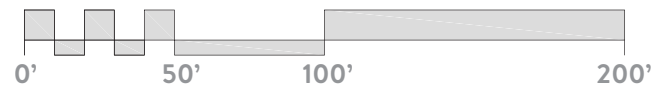
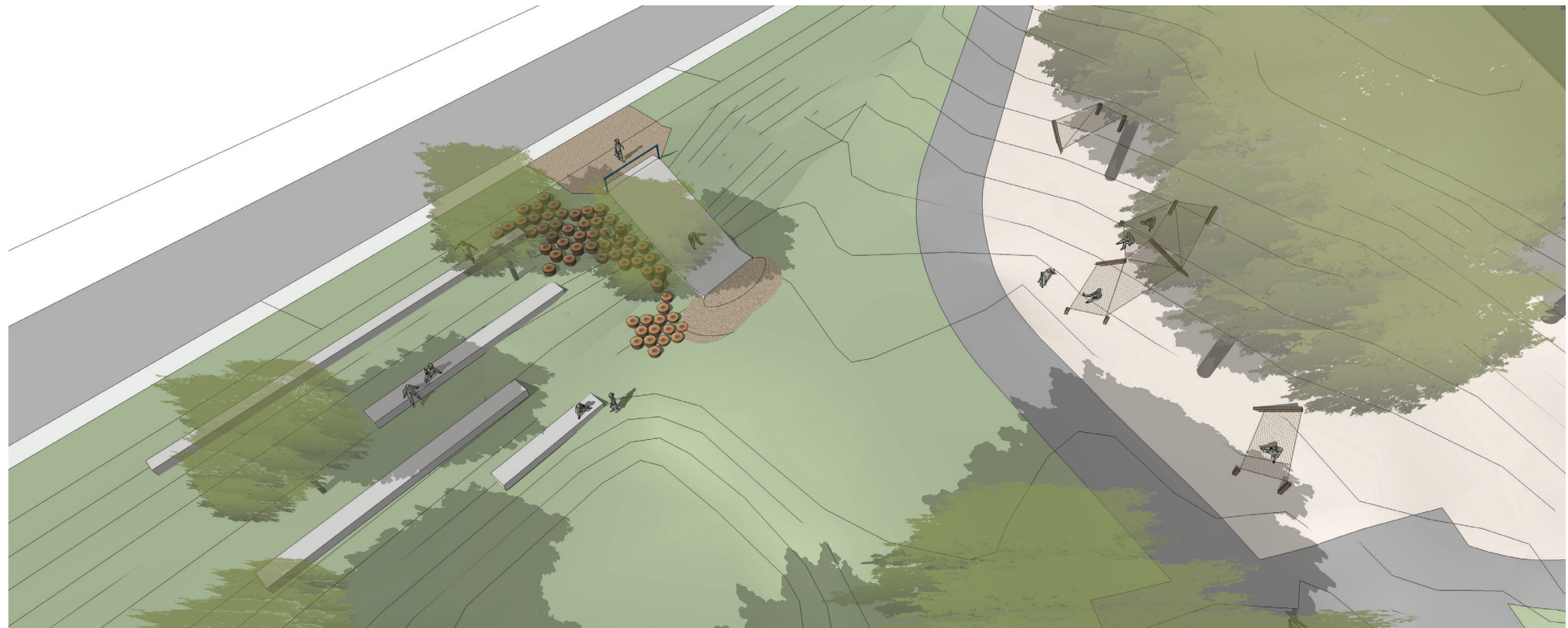
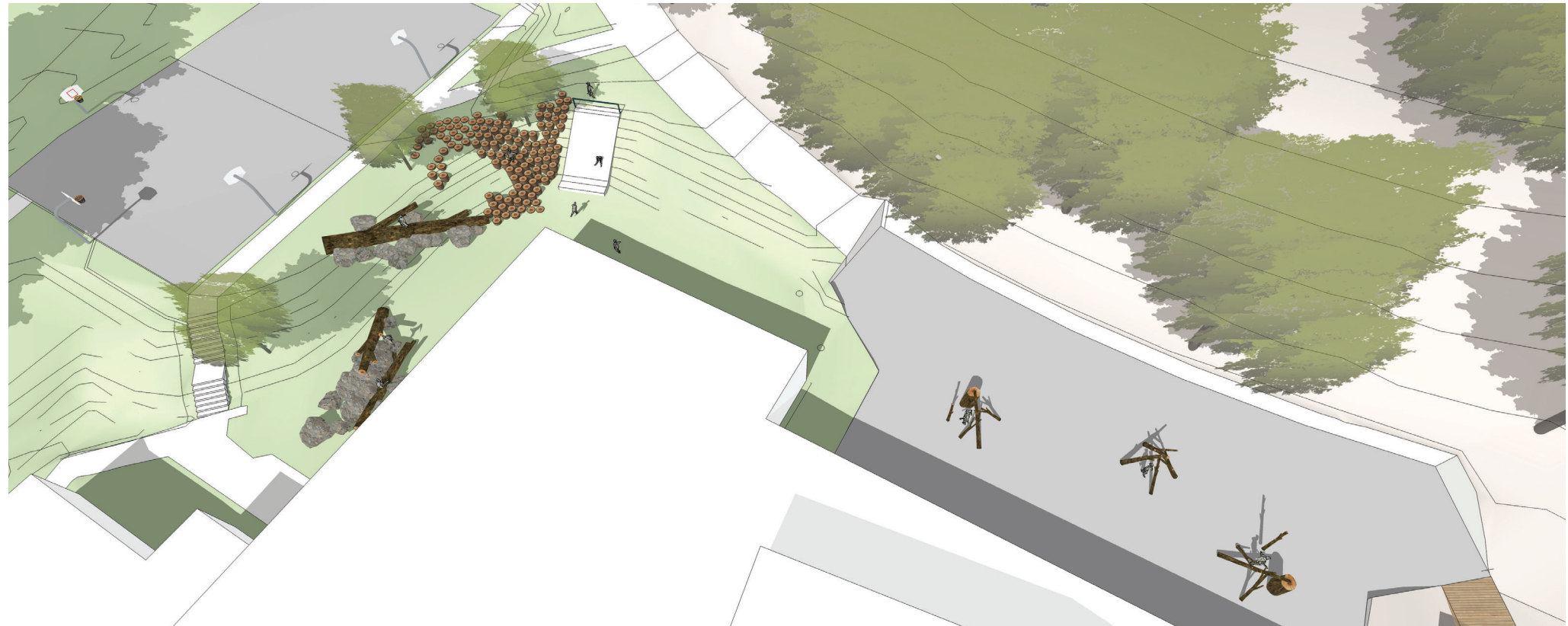


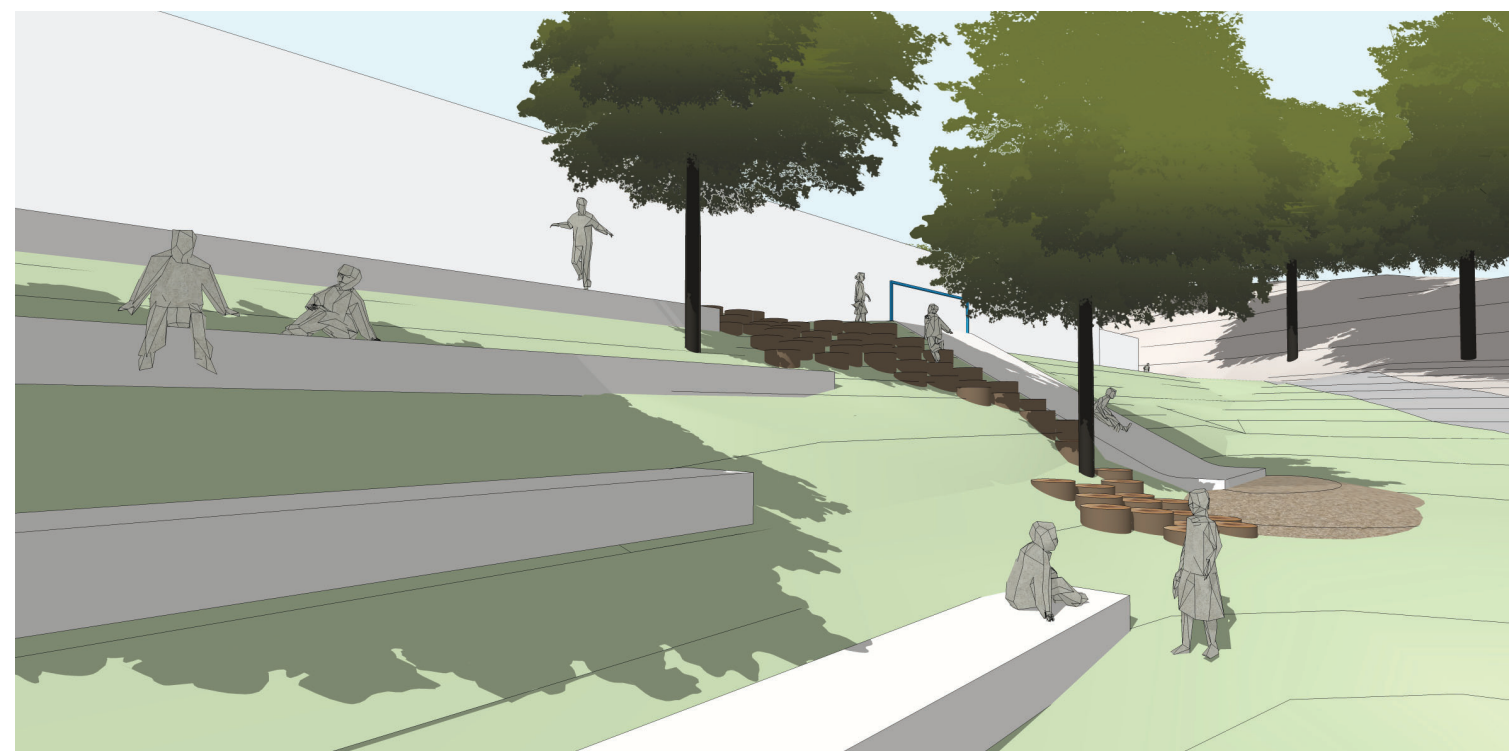
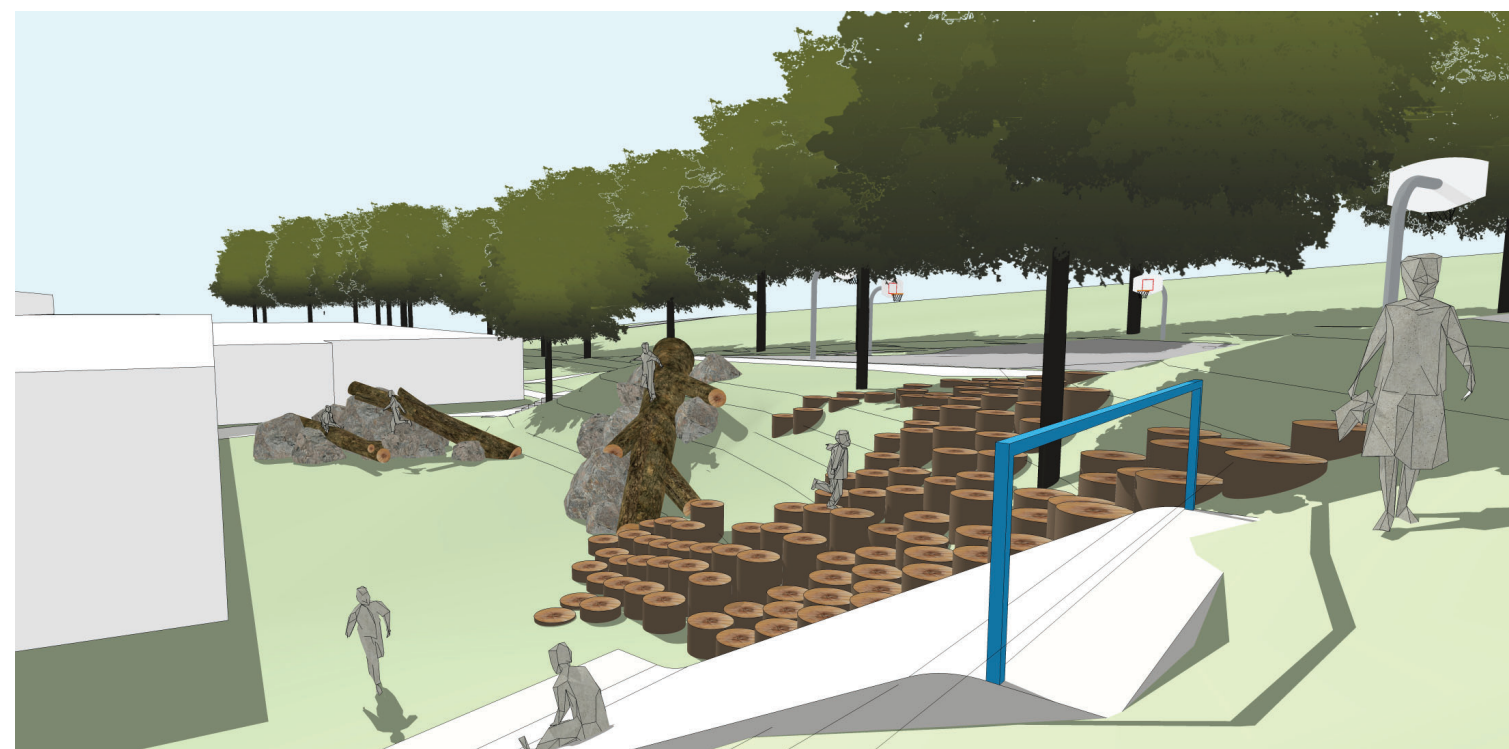
- ① CURRENT PLAY AREA CONSISTS OF A BASKETBALL COURT AND TETHERBALL NO COMPLIANCE ISSUES OF NOTE.
- ② ACCESSIBLE PATH, ENSURE COMPLIANT ROUTE TO PLAY EQUIPMENT.
- ③ GRASS AREA POTENTIAL FOR NATURE PLAY: TOPOGRAPHIC CHANGES, EDGED WITH MATURE TREES AND SHRUBS.
- ④ RETAINING WALL POTENTIAL FOR PLAY: CLIMBING/BOULDERING.



- 1 Deadfall Hill Climb**  
- Critical Thinking, Confidence, Creativity, Collaboration
- 2 Group Embankment Slide**  
- Vestibular, Proprioceptive, Ability to sit, Communication, Empathy, Social Cues
- 3 Tinkerscape**  
- Creativity, Collaboration, Communication
- 4 Hammock Hangout**  
- Communication, Empathy, Social Cues
- 5 Group Embankment Slide**  
- Vestibular, Proprioceptive, Ability to sit, Communication, Empathy, Social Cues
- 6 Hillside Seating**  
- Communication, Empathy, Social Cues





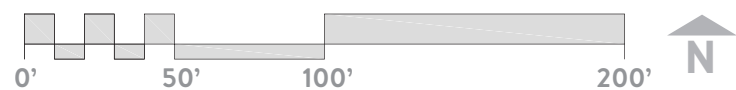
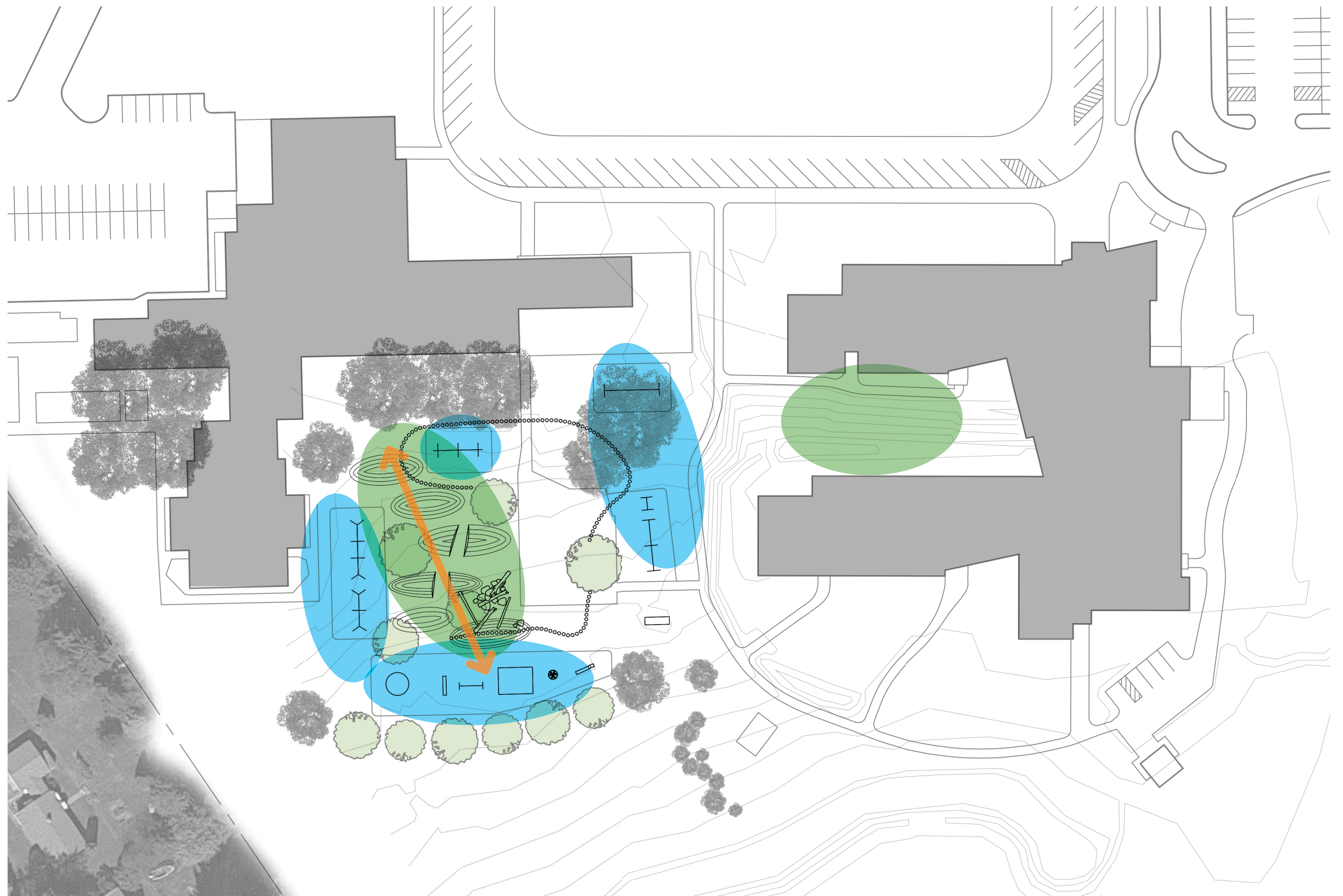


# MT NITTANY ELEMENTARY SCHOOL

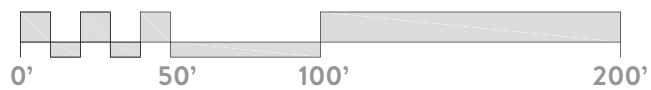
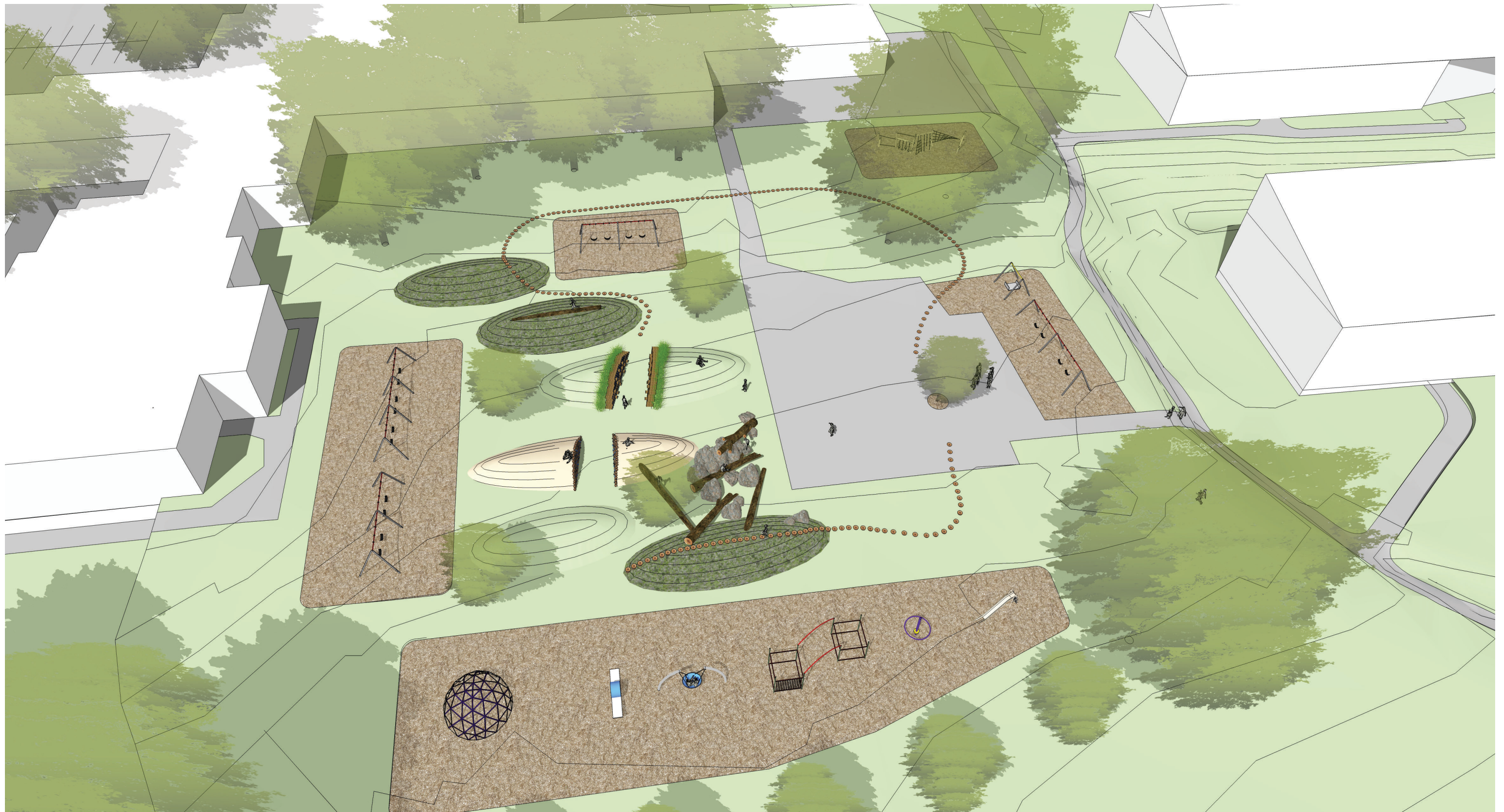
- |                     |                     |                       |                      |                      |
|---------------------|---------------------|-----------------------|----------------------|----------------------|
| <b>PRIORITY ONE</b> | <b>PRIORITY TWO</b> | <b>PRIORITY THREE</b> | <b>PRIORITY FOUR</b> | <b>PRIORITY FIVE</b> |
| 1 STRUCTURE         | 2 STRUCTURE         | 4 CLIMBER             | 6 MAINTENANCE        | SAFETY LABELS        |
|                     | 3 SWINGS            | 5 SANDBOX             |                      |                      |

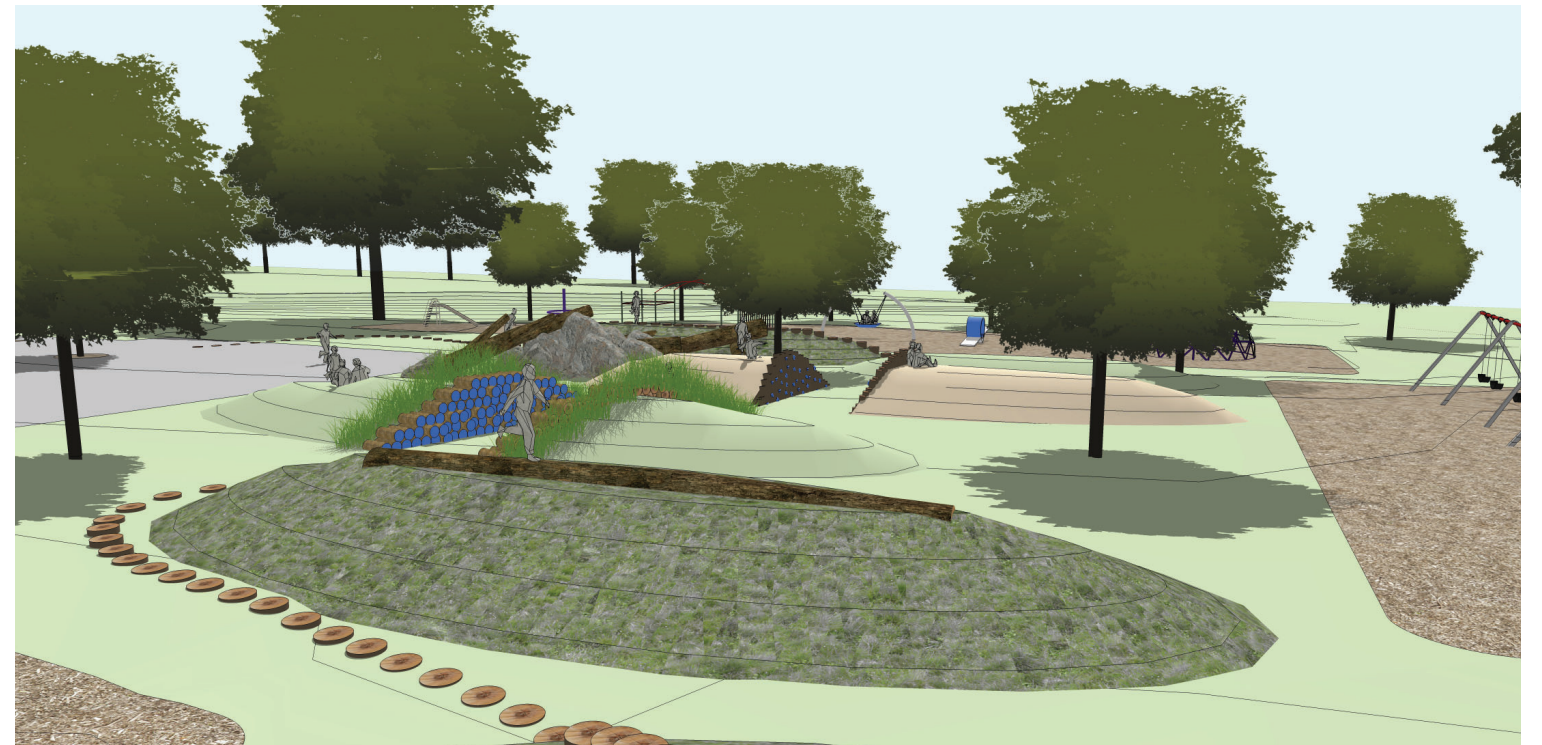


- 7 REPLACE ALL SURFACING, NOT COMPLIANT WITH ADA GUIDELINES.
- 8 CONSIDER FENCE BETWEEN PLAY AREA AND PARKING.
- 9 ACCESSIBLE PATH, ENSURE COMPLIANT ROUTE TO PLAY EQUIPMENT.
- 10 PLANTED AREA POTENTIAL FOR NATURE PLAY: TOPOGRAPHY, TREES AND SHRUBS.







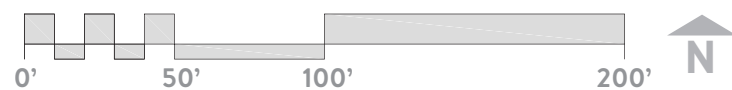
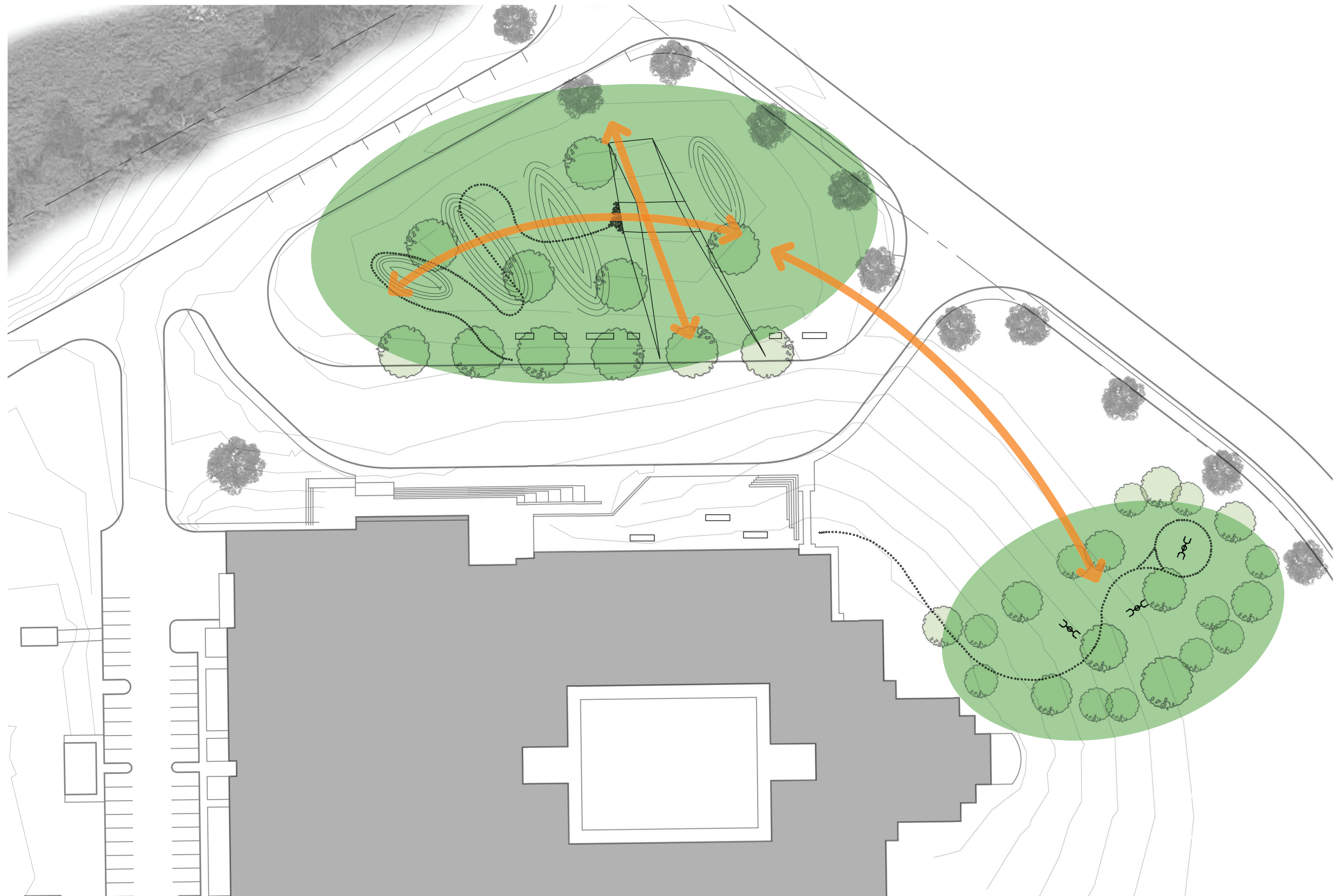


MT NITTANY MIDDLE SCHOOL

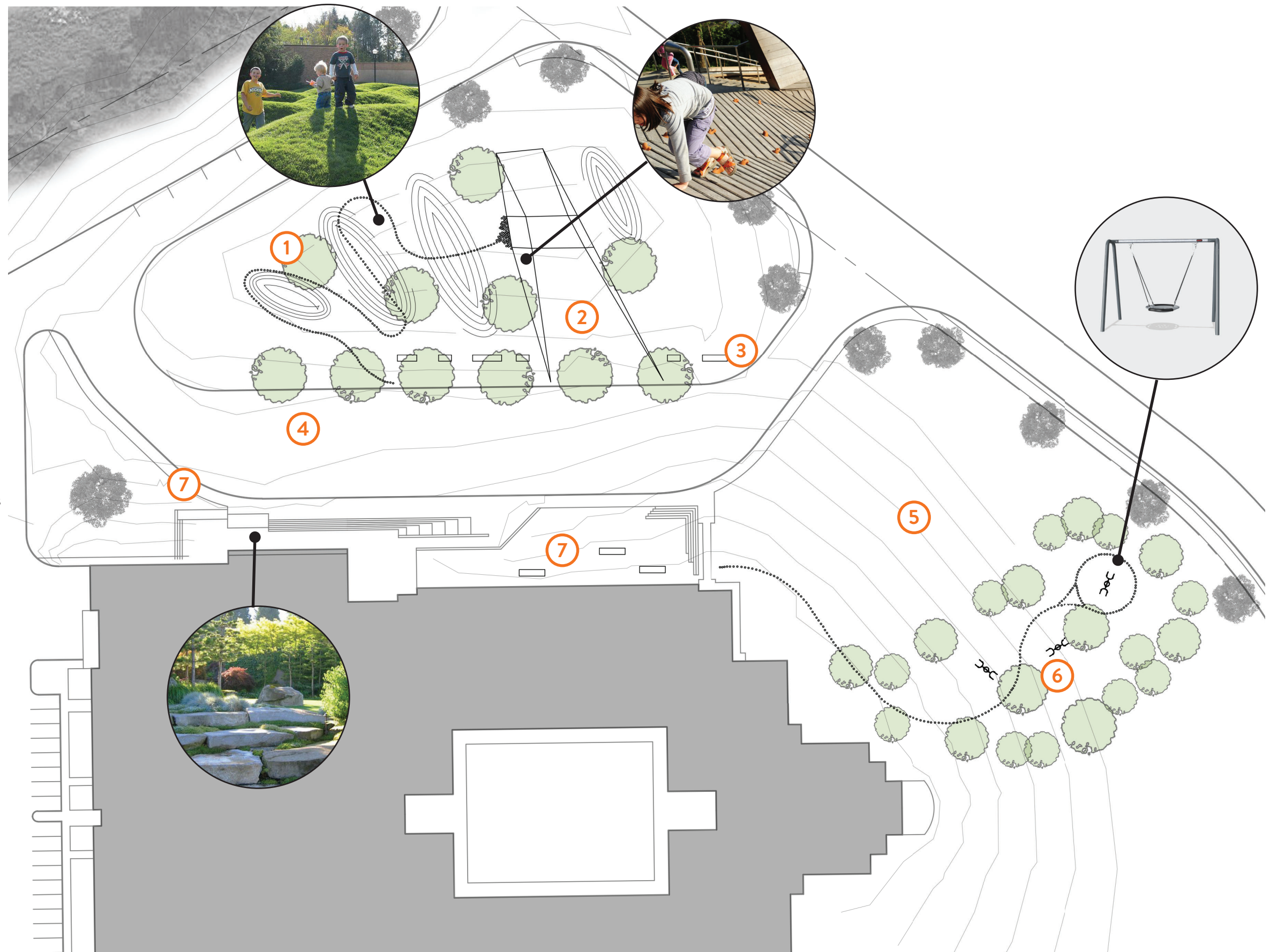
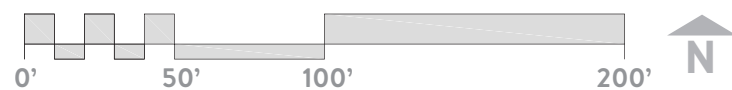


- 1 CURRENT PLAY AREA CONSISTS OF SURFACE LOT AND TETHERBALL. NO COMPLIANCE ISSUES OF NOTE.
- 2 ACCESSIBLE PATH, ENSURE COMPLIANT ROUTE TO PLAY EQUIPMENT.
- 3 GRASS AREA POTENTIAL FOR NATURE PLAY: TOPOGRAPHIC CHANGES, SOME MATURE TREES.
- 4 ACCESSIBLE RAMP POTENTIAL FOR PLAY: PARKOUR/SKATING.

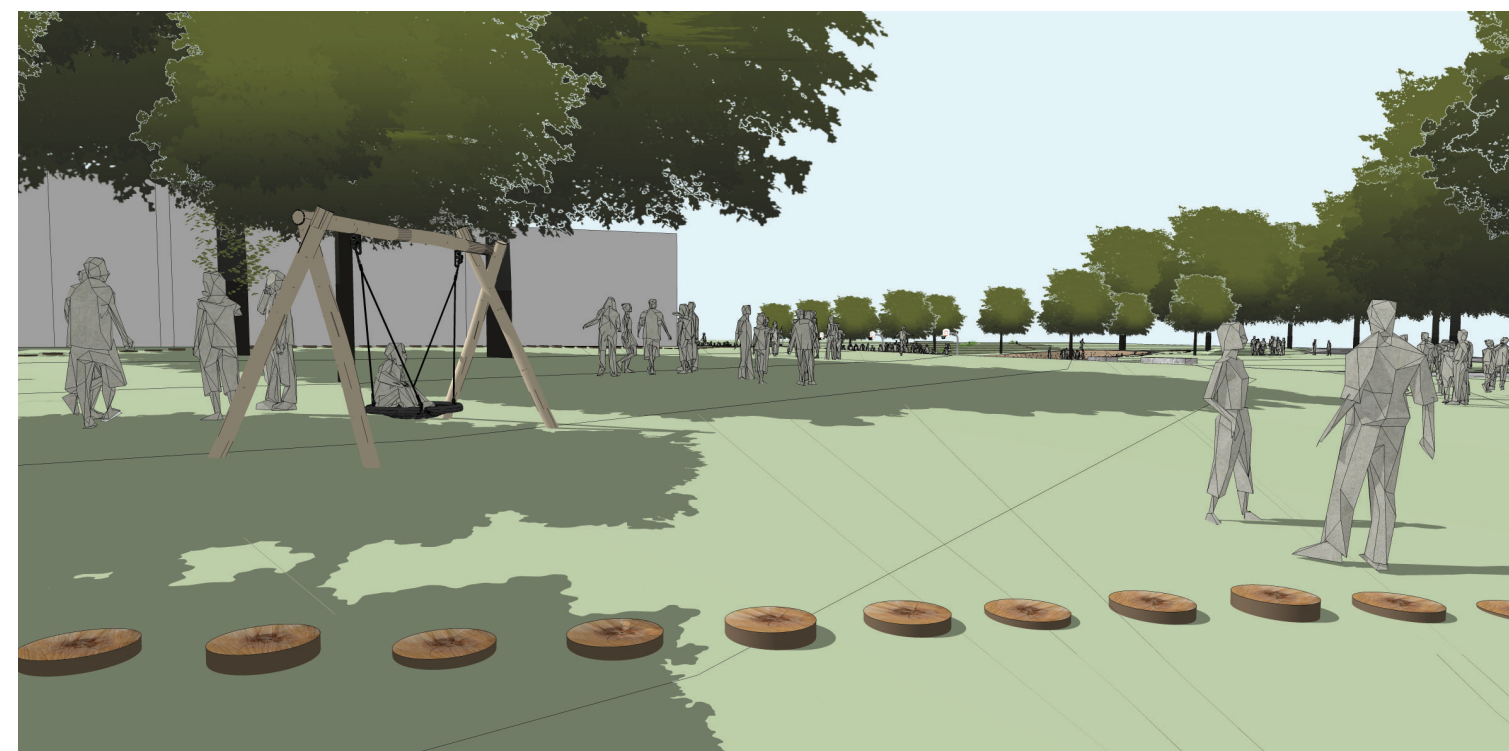


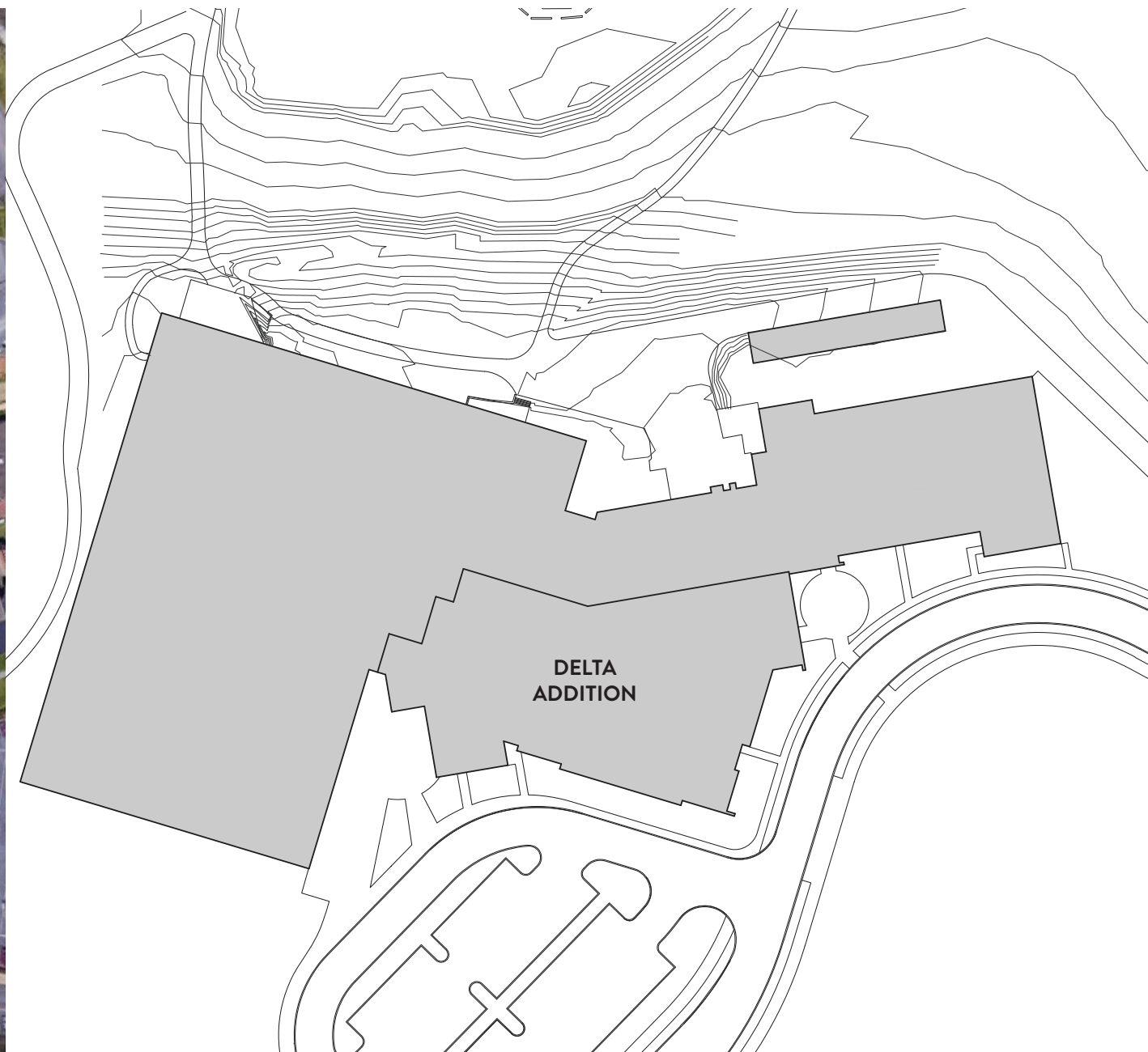


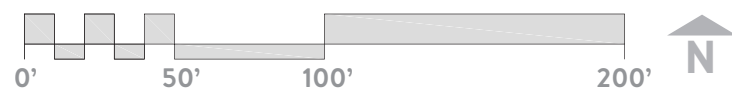
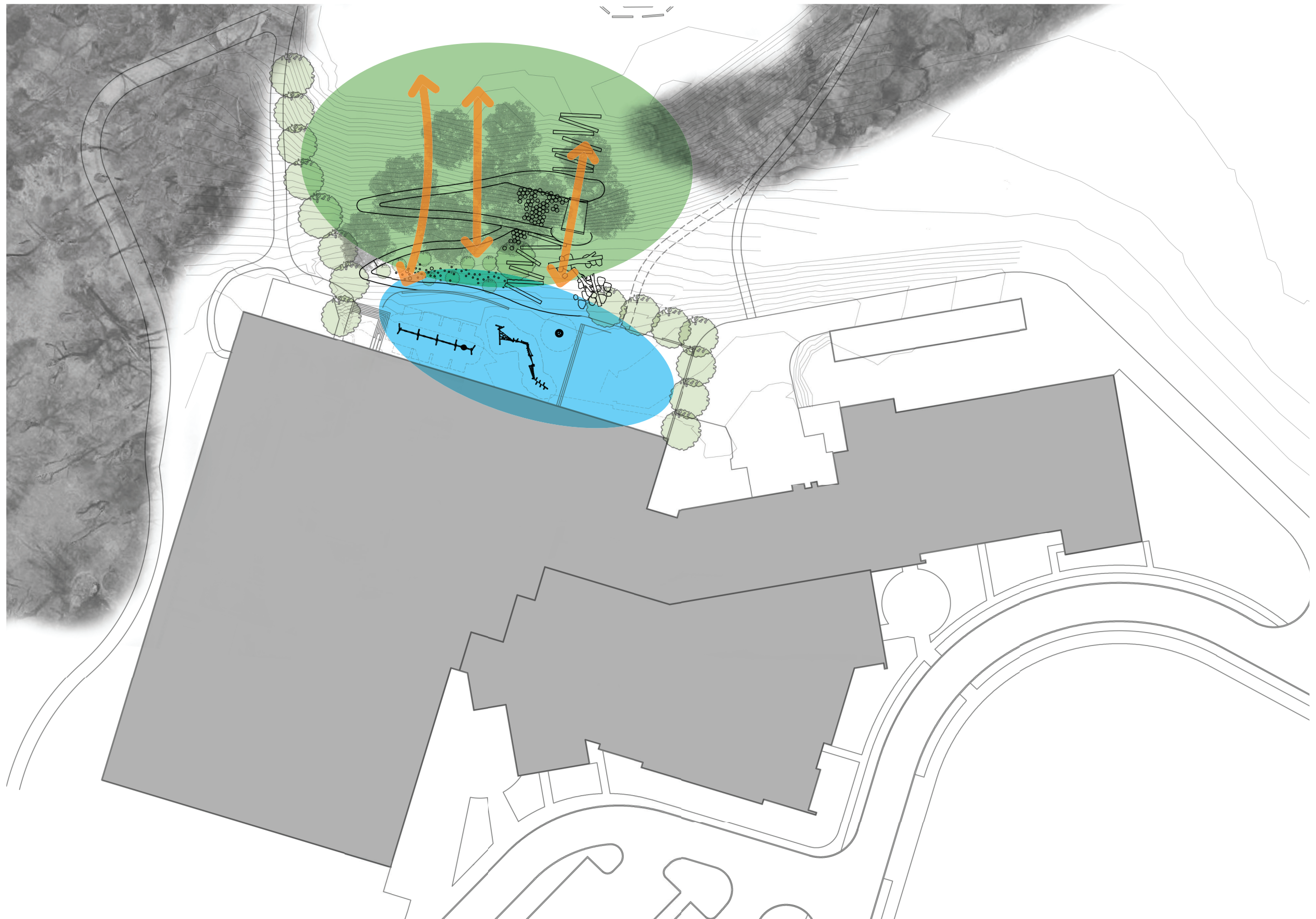
- 1 Landscape Mounds**  
- Vestibular, Proprioceptive, Ability to sit, Creativity
- 2 Climber**  
- Critical Thinking, Confidence, Communication, Empathy, Social Cues
- 3 Benches**
- 4 Art Zone**  
- Creativity, Collaboration
- 5 Open Field**  
- Communication, Empathy, Social Cues
- 6 Group Swings**  
- Vestibular, Proprioceptive, Ability to sit, Communication, Empathy, Social Cues
- 7 Seating/Hang-out**  
- Communication, Empathy, Social Cues











- 1 Group Embankment Slides**  
- Vestibular, Proprioceptive, Ability to sit, Communication, Empathy, Social Cues
- 2 Deadfall**  
- Critical Thinking, Confidence, Creativity, Collaboration
- 3 Tree Cookie Climber**  
- Critical Thinking, Confidence, Communication, Empathy, Social Cues
- 4 Garden Seating/Steps**  
- Mental Health, Emotional Regulation
- 5 Rod Forest**  
- Critical Thinking, Confidence, Vestibular, Proprioceptive, Ability to sit
- 6 ADA Path**
- 7 Equipment**

