

INCLUSIVE PLAY



PARK PLACE
RECREATION DESIGNS





AT MIRACLE WE BELIEVE THAT EVERY KID DESERVES TO **PLAY!**

Every child deserves to feel exhilarated and experience new sights, sounds and textures. It is important to design playgrounds that not only meet ADA requirements but also provide engaging experiences for children of all abilities. Miracle Recreation is a pioneer in inclusive, ADA-compliant playgrounds that help kids of all ages and abilities enjoy playing together. We offer a variety of products that provide additional accessibility and sensory benefits to create a truly inclusive playspace that is exciting and challenging for every child. **We call these inclusive playspaces Playgrounds for All.**





UNLEASH THE **POWER** OF INCLUSIVE PLAY

Our inclusive play products are designed to engage children by challenging them to solve problems, command social skills, grow self-confidence and explore spatial awareness. Our inclusive playgrounds captivate any child's imagination and their every ability.



MEET OUR EXPERTS



Missy Benson

Missy Benson earned her Landscape Architecture degree from Virginia Tech and a horticulture certificate from Norfolk Botanical Gardens. She managed one of the largest street-tree planting projects for the City of Boston and has owned both a photography and a recreation consultation design business. Today Ms. Benson is an inclusive play manager working with inclusive design experts from around the world. She is a past president of the Virginia chapter of the American Society of Landscape Architects (ASLA) and contributed to the recently published book, "Design & Play — Imagination Needs Places to Thrive."



Mara Kaplan

Mara Kaplan is an educator, an advocate for inclusive play and a parent of a child with disabilities. She has worked with playspaces for more than two decades and is nationally and internationally recognized for her expertise in inclusive play design. The editor of Inclusive Play Design Guide, Ms. Kaplan helps inform the designs of our inclusive products and provides third-party certification for playground designs. She also speaks around the country about her journey as a parent of a child with disabilities, as well as universal design, inclusive playgrounds, and playgrounds for children with autism.



CHALLENGE

Design and install universally accessible and inclusive playgrounds that exceed minimum ADA requirements and provide a unique play experience for children of all abilities and their families. All playground equipment and safety surfacing must also meet ADA, CPSC, ASTM, IPEMA and HIC standards.



SOLUTION

After closely examining the area around the park and considering the ADA and inclusive requirements, our designers look at each project through the eyes of children of all abilities, especially those who require ADA access. Our inclusive playground plans go beyond ADA requirements to engage children of all abilities, incorporating a variety of products that provide additional accessibility as well as physical, social and sensory benefits to create a truly inclusive playspace.



Saluda Shoals Park





Inclusive Installations - Saluda Shoals Park

Kendyl and Friends Playground





Inclusive Installations - Kendyl and Friends Playground

Rochester Rotary Sunshine Campus





Inclusive Installations - Rochester Rotary Sunshine Campus

Smothers Park





Inclusive Installations - Smothers Park

Lon C. Hill Park

Harlingen, Texas





Inclusive Installations - Lon C. Hill Park

Fischer Fun Park





Inclusive Installations - Fischer Fun Park



LIVE WITH SEVERE DISABILITY



ONLY 5% ARE MOBILITY IMPAIRMENTS



FIVE FUNDAMENTALS FOUND IN EVERY PLAYGROUND FOR ALL

A Miracle Playground for All invites and welcomes everyone of different ages and abilities, not just children. This includes families with children and parents who have sensory-processing disorders, autism, and people of all ages in wheelchairs or other mobility devices. Each Miracle Playground for All is designed to welcome everyone and supports the following five fundamentals:



1

Provide multi-sensory play experiences

- Vestibular (movement and balance)
- Proprioceptive (body position)
- Tactile (touch)
- Auditory (hearing)
- Visual



2

Encourage all children to play

- Providing a graduated range of challenge
- Grouping similar equipment together
- Offering equipment for multiple age groups
- Providing real choices of play for each child



3

Allow greater accessibility

- Protective, shock-absorbing unitary surfacing
- Wide movement routes
- Smooth, even transitions on and off equipment



4

Ensure kids do not get overwhelmed

- Offering cozy, quiet spaces
- Establishing perimeter paths and fences
- Providing a wayfinding system that includes an orientation path



5

Create welcoming social environments

- Solitary play
- Onlooker play
- Parallel play
- Associative play
- Cooperative play

1 **Fundamental 1:** PLAYGROUNDS FOR ALL ARE MULTI-SENSORY

Sensory Play is crucial to EVERY child's development and growth:

- Builds connections in the brain's pathways, helping a child to complete more complex learning tasks
- Develops language skills, academic growth, fine and gross motor skills, motor-planning skills and other executive function skills
- Enables children to practice social interaction
- Calms an overwhelmed, anxious or frustrated child
- Teaches children about differentiating different sensory cues (hot, cold, loud, soft, rough, smooth)



Tactile

The tactile system is our ability to interpret the world through our touch. It allows us to figure out what is hot/cold, rough/smooth, or bumpy through our hands, our feet, our skin, and our entire body. Our Sensory Maze enables children to use their tactile and visual sensory systems through a unique and fascinating play experience.

Vestibular

This system explains the perception of our body in relation to gravity, movement and balance. The Accelerator Swing, Accessible Whirl, Alta-Glide, and other swings provide wonderful vestibular input. Did you know that 15 minutes of vestibular activity can impact the brain for 6-8 hours?

Visual

Sight or vision is the ability of our eyes to focus and detect images of visible light and recognize varying colors, hues, and brightness. Visual perception is how the brain processes these impulses — recognizing, differentiating and interpreting visual stimuli through comparison with experiences made earlier in life.

Proprioceptive

Proprioception is very important as it lets us know exactly where our body parts are, how we are positioned in space and how to plan our movements. Our wide range of climbers and overhead events enable all children, regardless of their gross motor abilities, to experience proprioceptive input.

Olfactory

The sense of smell can be stimulated at a playground by adding a sensory garden, which can also engage the senses of touch and vision, sometimes even taste.

Auditory

Hearing is the ability to perceive sound by detecting vibrations and changes in the pressure in the ear. Our musical instruments, auditory play panels and Fun Fones help children to recognize and differentiate sound stimuli. And they are FUN!

2 Fundamental 2: Encourage All Children to Play



Real Play Choices

We ensure that everyone gets to play by providing real play choices for people who use mobility devices. There are always multiple places for children who use wheelchairs to play on Playgrounds for All. These high-value play choices can be accessed by a simple transfer or by rolling up to or onto the equipment. **Accelerator Swing, Inclusive Swing Seat, Inclusive Whirl, Concerto, Accessible Ramp, Fun Tunnel**



Grouping Similar Play

We encourage all children to play together by grouping similar types of play — we put all the swings together, all the spinners together, all the climbers together, etc. Each play grouping provides three graduated levels of challenge — one easy, one very challenging and one in between. These groupings enable everyone to participate in the same type of play together, which allows for peer learning. In this design, there are three play groupings — one for swinging, one for climbing, and one for balancing/spinning. **Swings, Spinners, Reflex, Rocks**



Play for Children of All Ages

On Playgrounds for All, we want to make sure that children of all ages will enjoy playing at the playground. This isn't a playground for just one age group. We have found that older children love playing on the Viper and Accelerator Swing and are challenged by the boulders. Younger children love to play with their parent on the Generation Swing and challenge themselves to go up the ramp and down a slide. Everyone, including adults, loves creating music with the Concerto instruments. **Viper, Accelerator Swing, Rocks, Concerto, Generation Swing, Slides**

PLAYGROUND DESIGNS THAT BRING KIDS CLOSER TOGETHER

A key fundamental of a Playground for All is to encourage children of all ages and abilities to play, to be challenged, and to have fun. We use the following three strategies to choose and lay out equipment in ways that encourage social interaction:

3 Fundamental 3: Allow Greater Accessibility

Playgrounds for All go far beyond the Americans with Disabilities Act regulations by providing: wide routes (A), flush transitions (B), and unitary surfacing (C). The travel routes around and through the playground and surrounding areas are wide enough for people and wheelchairs to pass, transfer onto and off of equipment, and get close to activities. Protective surfacing forms a unitary shock-absorbing surface. The pour-in-place rubber surfacing here makes it easier for wheelchairs and strollers to enter and navigate in the playspace, unlike Engineered Wood Fiber or other loose materials.



Wide Routes



Flush Transitions



Unitary Surfacing

4 Fundamental 4: Ensure Kids Do Not Get Overwhelmed

Playgrounds can overload the sensory systems of children, including many with autism and sensory processing disorders. An orientation path (D) around the play area lets children decide how much sensory input they can handle. Cozy, quiet spaces (E) give children overwhelmed by playground noise and stimulation comforting places to rest and recover. Site amenities (F) like benches and tables allow caregivers to watch from a safe distance, while providing opportunities for social interaction and onlooker play. Shade (G) also provides important protection against harmful UV rays — some medications make those with epilepsy, cerebral palsy and autism extremely sensitive to sunlight.



Orientation Path



Cozy/Quit Spaces



Site Amenities



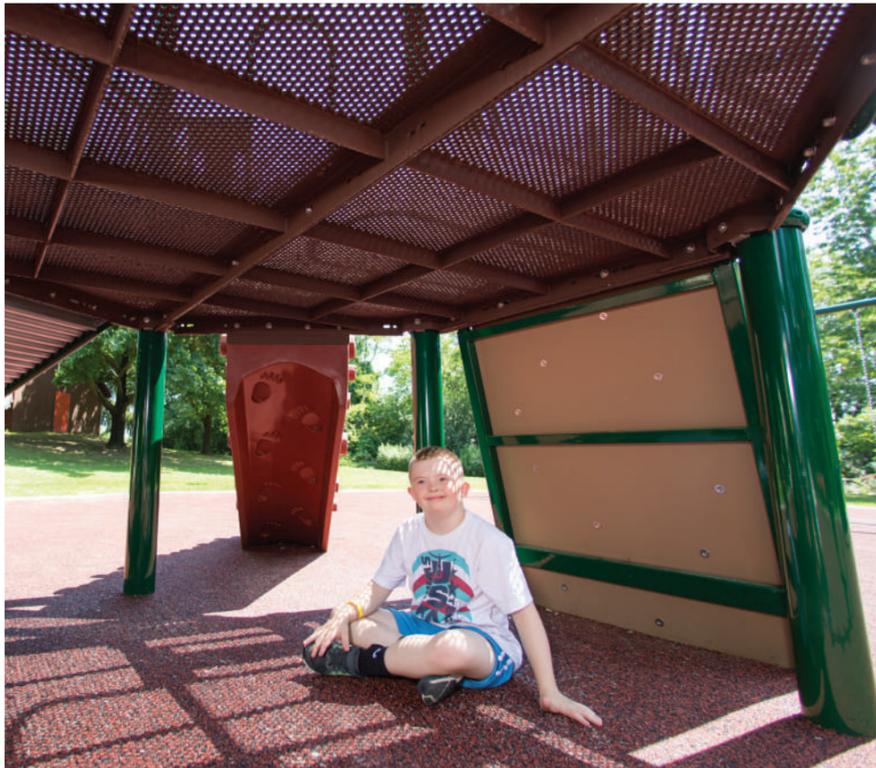
Shade



Some children on the autism spectrum run suddenly when overstimulated by activity or noise. Perimeter fences around the playgrounds allow parents and caregivers to relax while keeping children safe.

5 Fundamental 5: Create Welcoming Social Environments

TYPES OF SOCIAL PLAY



Solitary Play

At the Solitary Play stage, children are very busy exploring and discovering their new world. They tend to play alone regardless of whether other children are in the same area. Children can engage in Solitary Play in many areas of the playground.



Cooperative Play

This stage becomes quite apparent when children have acquired the skills to interact together for the purpose of play. Speaking and listening skills are more developed, so children can communicate with each other. Children can share ideas and tell each other what to do. Communication about play is the critical skill of Cooperative Play. We see Cooperative Play on see saws, group spinners, and game play.



Parallel Play

The two kids are playing next to each other, so this is Parallel Play. Children play next to each other simply because they are in the same area but they are engaged in their own activities. They play side-by-side, watch and listen to each other. Parallel Play often occurs on climbers, swings, and slides.



Onlooker Play

Onlooker Play is when the child watches others at play but does not engage in it. The child may engage in forms of social interaction, such as conversation about the play, without actually joining in the activity. We place equipment into groups to encourage Onlooker Play. Children can watch how more experienced children play on the equipment and when they are ready can try it themselves.



Associative Play

In Associative Play, children are still playing independently but often do the same thing as other children. For example, if one child puts on a dress-up outfit, another child will put one on also. The children will begin to interact through talking, borrowing and taking turns with toys, but each child acts alone. We see a lot of Associative Play with sand and water play and around pretend play pieces of equipment.

OUR **TOP** INCLUSIVE PRODUCTS

The inclusive products found in Playgrounds for All are designed to support the five fundamentals and engage children by challenging them to solve problems, practice social skills, boost self-confidence and explore spatial awareness. Following are several of our top inclusive products, which are designed to help captivate every child's imagination and help them develop their abilities in any playground environment.



GlideAlong

Part swing, part track ride, the GlideAlong provides a swift, smooth glide back and forth suspended along an overhead rail. Each bay seats one rider on either a standard disc-style or an Inclusive Swing Seat. The accessible seat features an over-the-shoulder restraint with a high-angled back and contoured sides for added support. The GlideAlong helps activate and integrate the important sense of movement and gravity in new and interesting ways. Connect the multiple bays so riders can enjoy a thrilling parallel play experience.



Alta-Glide Inclusive Glider

This swaying, bouncing, wheelchair-accessible glider makes play exciting for all kids, with two large benches with springs for added motion and exterior standing ledges.

The push-pull motion helps kids develop balance, coordination, eye tracking and muscle tone. Wheelchair access ensures that all children have the chance to feel the exhilaration of moving through space in fun, enriching ways!

Viper

The Viper is a giant in-line rope swing designed for a single or multi-user experience. It combines balancing, swinging and rocking movements with play interaction. Unlike traditional swings, Viper promotes cooperative play requiring teamwork and balance. Enjoyed by people of all ages, the open design enables a parent or caregiver to easily supervise and provide additional support as needed.





Generation Swing

The exciting Generation Swing allows parents, grandparents, and older children to swing face-to-face with a toddler and join in on the fun. The only thing that tops an exhilarating, wind-in-your-hair swing ride is sharing the experience with a child. Low maintenance and easy to install, the exciting Generation Swing is sure to be the talk of the playground and the dinner table.

Accelerator Swing

Built with a large disc and protective rubber bumper, this group swing incorporates the motion of a traditional swing with the added fun of interactivity. The Accelerator Swing helps activate and integrate the important sense of movement and gravity — the vestibular sense.





Ten Spin

Built to accommodate up to 10 kids at once, this popular, freestanding event allows children of all abilities to join in the fun by either sitting, kneeling, or standing. The Ten Spin is an inclusive, freestanding product that allows children of all abilities to play together, while providing an essential sensory experience that supports child development.

Roller Slide

The Roller Slide lets kids experience a new tactile way to slide with the added movement and texture of rollers beneath them, and it also encourages cooperative, inclusive play.

The Roller Slide is unique in offering a tactile component combined with both movement—activating the vestibular sense — and sensation to muscles and joints, providing proprioceptive input.





Therapeutic Swing Seat

Our Therapeutic Swing provides a safety harness for children in need of extra security and support. This snug, supportive seat offers all children a high-flying ride while helping them coordinate head and eye movements, stay upright against gravity, develop balance equilibrium and coordinate actions on the right and left sides of the body.

Buddy Rocker

The Buddy Rocker creates an up-and-down motion, which helps kids learn to balance, encourages cooperative play and helps children develop social skills as they coordinate their actions with other users.





Inclusive Whirl

Now children of all abilities can enjoy the thrills of spinning together. This inclusive spinner is built level with the ground, making it easy to board with space for up to two wheelchairs at once. An additional single seat provides extra physical support for kids or caregivers, while kids of different heights can hold on securely to sloping handrails.

Sensory Maze Panels

Designed by a child development expert, the Miracle Sensory Maze combines the challenge of a traditional maze with imaginative play that enriches and thrills the senses. Children and adults of all ages and abilities, including those with sensory disabilities, can explore the distinctive textures, shapes and translucent colors of these panels by look and by feel, as a group or individually. Those easily overstimulated by noise or activity can also find comfort in cozy, quiet spaces located throughout the maze.



Dr. Tina Stanton

is Associate Director of the Early Childhood Education and Human Development program at the University of Cincinnati and is on the Fulbright Specialist Roster for the US Department of Defense in the area of Education. She earned her PhD in Education and Human Development with a concentration in Special Education from Vanderbilt University. Dr. Stanton is also Associate Editor of the Journal of Early Intervention and the Journal of Remedial and Special Education and has authored articles in more than 50 top early childhood and special education journals.





Pull Along

The Pull Along is a wheelchair-accessible, freestanding event that allows children to slide back and forth, providing deep muscle pressure that supports and develops the vital sense of body awareness — proprioception. Learning about position, grading of force and developing upper body strength and coordination are other benefits provided by the Pull Along.



Congas

Just like real congas, the sound will vary depending on where you strike the drum head and have little reverberation. Because they are different diameters and lengths, each conga will have a different tone. All drums are set at an angle that lets people of all abilities keep the beat.

Cabasas

A cross between maracas and traditional cabasas, this musical product makes a metallic rattling sound when spun and changes as you move the drum back and forth. Each Cabasa produces a different pitch and tempo depending on the size of the drum. They are angled forward to enable people of all abilities to engage in the rhythm.

Vibes

Fourteen colorful chime bars are tuned on the traditional seven-note scale, creating accurate musical tones and enabling you to perform real songs. When struck with the attached rubber mallets, the Vibes give off a full, sustained note. An angled design allows all children to join in on the music making.

Chimes

Eight aluminum chime tubes are tuned to the traditional music scale. These large diameter tubes produce a deep, powerful, and resonant tone you can hear and feel. The harder you strike with the attached rubber mallets, the louder and longer the Chimes will sound. A concave frame invites musicians of all abilities to play along.



Mini City

Playhouses have been a favorite with kids for decades, but now the Miracle® Mini City builds an entire community around the concept. Created with input from experts in child development and inclusion, the fun and whimsical designs of the Mini City reflect life through the eyes of a child. Each product in the Mini City line was designed to be enjoyed by children of all abilities, including those with autism, developmental delays, and those who use mobility devices.

Mini City's open designs keep kids in easy view at all times and encourage imaginative and interactive play among kids, parents, and caregivers. Each Mini City product was designed specifically for children ages 2-5 (18 months-5 years CSA) to encourage the development of physical and gross motor skills and provide opportunities for unoccupied, solitary, parallel, associative, and cooperative play.





Interactive Play Panels

With these interactive panels, all children can enjoy the nurturing and valuable elements of tactile play at the “just right” height for everyone. Children with inefficient touch perception, limited play skills or motor challenges may not be able to engage fully in many typical play activities that help children to develop the tactile sense. Without a strong sense of touch, motor actions (such as buttoning or holding a pencil) are extremely difficult. Interactive play panels offer all children the chance to explore and engage in tactile play, which in turn helps them develop skills for life.





Play Shade

The right shade fabric structure can block up to 96% of harmful UV rays, and make your playground up to 20 degrees cooler year-round, allowing for longer play. Shade can also make your playground more inclusive—some children and adults have sun allergies, and others are more susceptible to sun poisoning and overheating due to certain medications. These medications are commonly used by children who have epilepsy, cerebral palsy, and autism. Children with these conditions might be unable to go to a playground unless there's adequate shade.

MIRACLE RECREATION EQUIPMENT COMPANY BRINGS YOU THE **THRILLS OF A LIFETIME.**

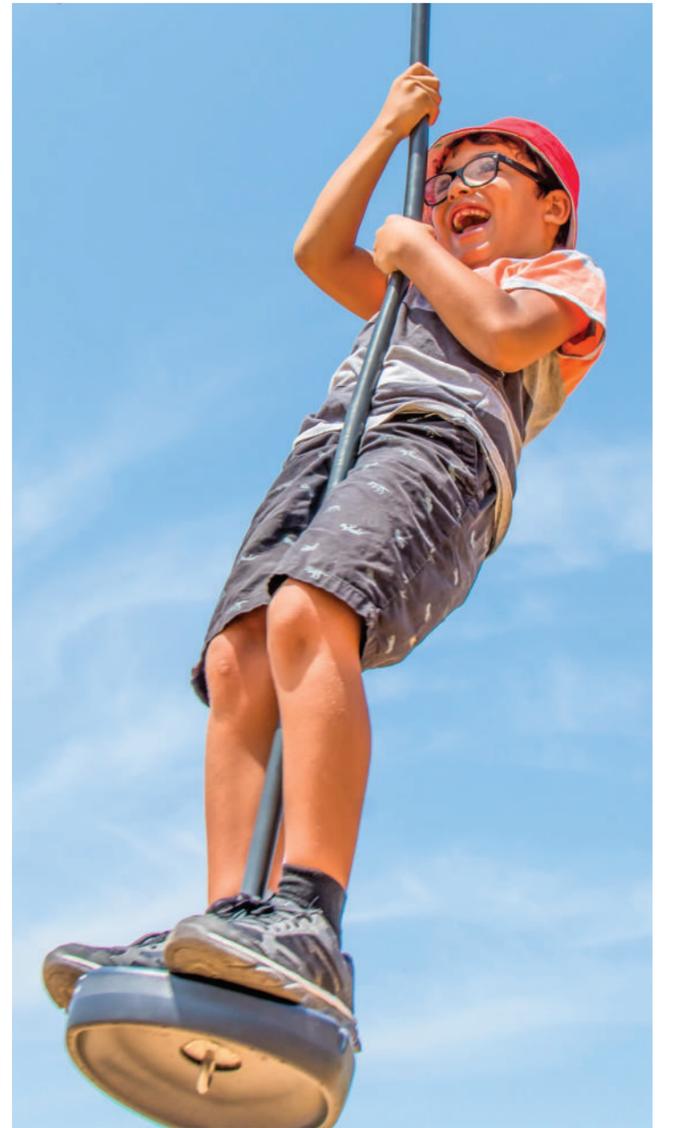


Miracle is one of the nation's first and most innovative playground equipment manufacturers. We first began shaping the future of play in 1927 when our founder Johnny Ahrens created the Whirl — a tilting, kid-powered merry-go-round — based on the timeless insight that, “Kids want action.” That same inspiration has driven 90+ years of innovation, including the introductions of the first fiberglass slide (1963), the 25-foot Mega Tower® (2000s), and the Avalanche Inclusive Slide (2015). Our latest advance, the Extreme Generation adventure playground, delivers challenging physical events for kids seeking extreme play. Its design brings play to new heights, with innovative, fully-enclosed skyways that provide elaborate rope-course-inspired activities far above ground, safely adding an element of perceived risk to any play space. This never-ending dedication to innovation is the reason why, even after more than 90+ years, the Miracle legacy remains focused on building yours.

We believe the experience of building a playground should be as intuitive as playing on it. From design, specification, funding, purchasing and installation, we'll be with you every step of the way. Our customized design process is free because there should never be a charge to dream.

Let's get you started by envisioning a playground that is meant for your community and right for your budget. It's why our legacy has always been about building yours.





MEET THE PARK PLACE RECREATION DESIGNS TEAM

Our family's history with play goes all the way back to October 22, 1929 when current PPRD president Bob Ahrens' grandfather John W. Ahrens patented his "Miracle Whirl", a playground staple commonly known as the merry-go-round. Bob's dad, also named John, would sell Miracle Whirl's across his home state of Iowa directly out of a trailer attached to his truck.

Today our sales department looks a little bit different but Park Place remains a family-oriented business in more ways than one. Today the company is run by Bob (President) and his wife Marilyn (Vice President). Their son Andy serves as General Manager.





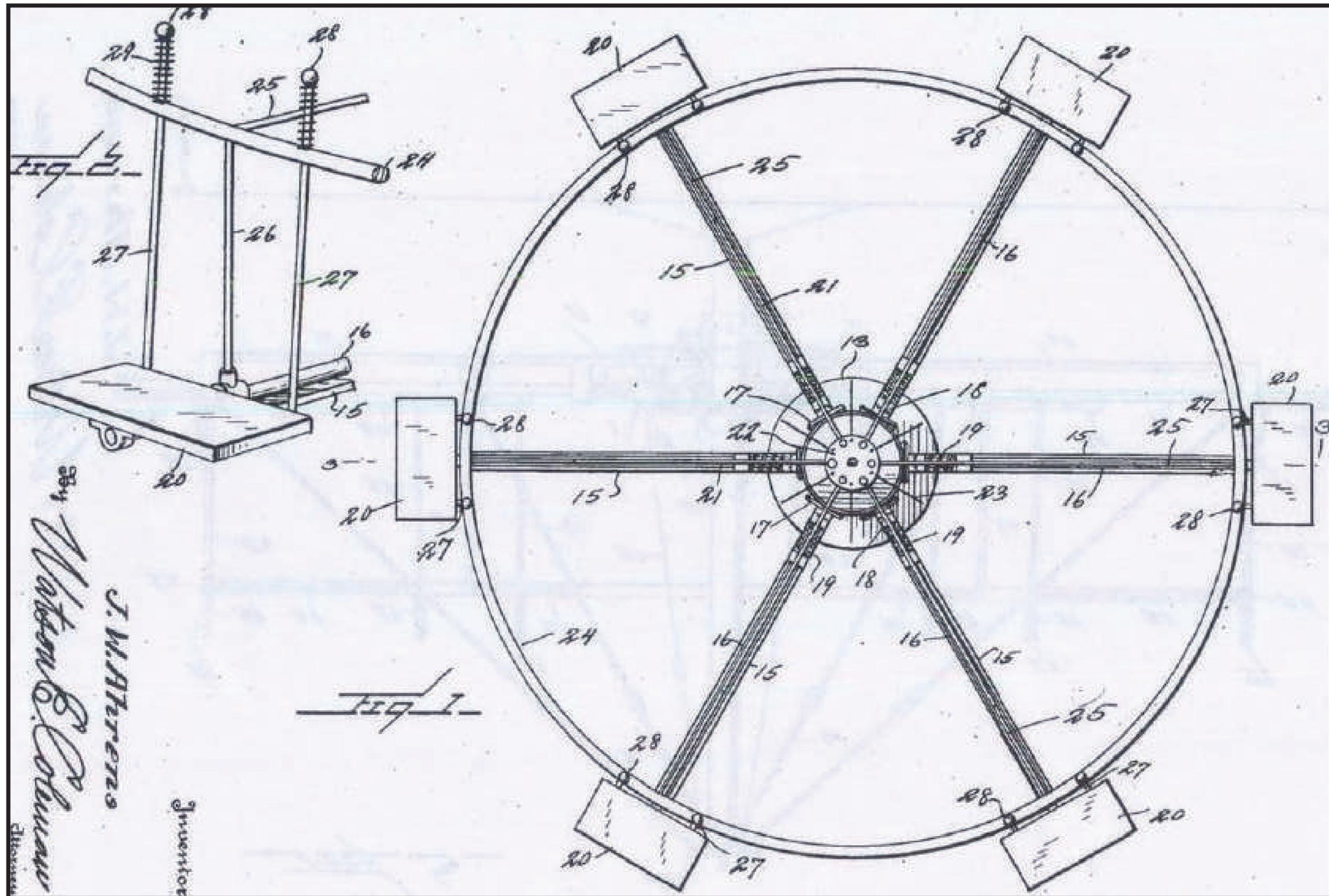
OUR FAMILY HISTORY

Park Place has grown over the years from a small Miracle sales office to a regional supplier and builder of all things recreation. We offer park and playground equipment products from various manufacturers, featuring products ranging from inclusive play and splashplay, to shade structures and site amenities, to sports equipment and urban fitness installations.

We take pride in assisting with everything you need to create the perfect playground, from playground design and color selection all the way to planning for installation and future expansion. During the design process, you'll receive top-view, 3-D renderings and CAD drawings to help you visualize your playground in your environment. We offer turn key services from design through installation of your project.



MIRACLE WHIRL ORIGINAL DESIGN





PARK PLACE
RECREATION DESIGNS

**THANK
YOU**

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