

Panhandle Playground

Community Workshop #1



May 31, 2017

Agenda

- Welcome, Introduction, Ground Rules and Objectives
- Let'sPlaySF Project Background
- Project Scope Schedule, Budget and Community Engagement
- Panhandle Playground Overview, Priorities and Site Analysis
- Program Preferences and Feedback
- Next Steps

Ground Rules

- Please sign-in
- Turn off cell phones
- Direct comments to the facilitator
- Raise your hand to speak
- Keep to the agenda
- Please hold all questions for the end of the presentation

The Vision

Let'sPlaySF! is a partnership between San Francisco's Recreation and Parks Department and the San Francisco Parks Alliance to renovate the City's worst playgrounds. These playgrounds serve 20,000 children and were selected for renovation by a Playgrounds Task Force because they contain unhealthy wood or are in low- to moderate-income neighborhoods dense with children.



Playgrounds Slated for Renovation



The selected playgrounds span San Francisco, from the Excelsior and Visitacion Valley to North Beach and the Richmond.

The Transformative Power of Play

Wellness: Playgrounds encourage kids to get outside, away from screens. Outdoor play burns calories and helps develop muscle strength, and coordination and can foster a lifelong love of outdoor activities.

Creativity: Playgrounds nurture growing brains by promoting imaginative and cooperative play that can foster advanced cognitive skills in young brains.

Community: Playgrounds bring people together. They allow people to connect across social, economic and age groups divides.

In San Francisco, playgrounds are everybody's backyard.



Power of Transformation

Cabrillo Playground: BEFORE



Cabrillo Playground: AFTER (completed in 2013)



Panhandle Playground

- The existing playground is 7,000 square feet and is the largest of the Let's Play SF projects.
- In 2014 the Panhandle Playground got a "D" grade on the Parks Alliance "Playground Report Card" and the playground contains arsenic-treated wood in the play structure and round swing sets.
- Project Budget: \$3,200,000
- Construction Budget: \$2,000,000



Site Parameters and Opportunities



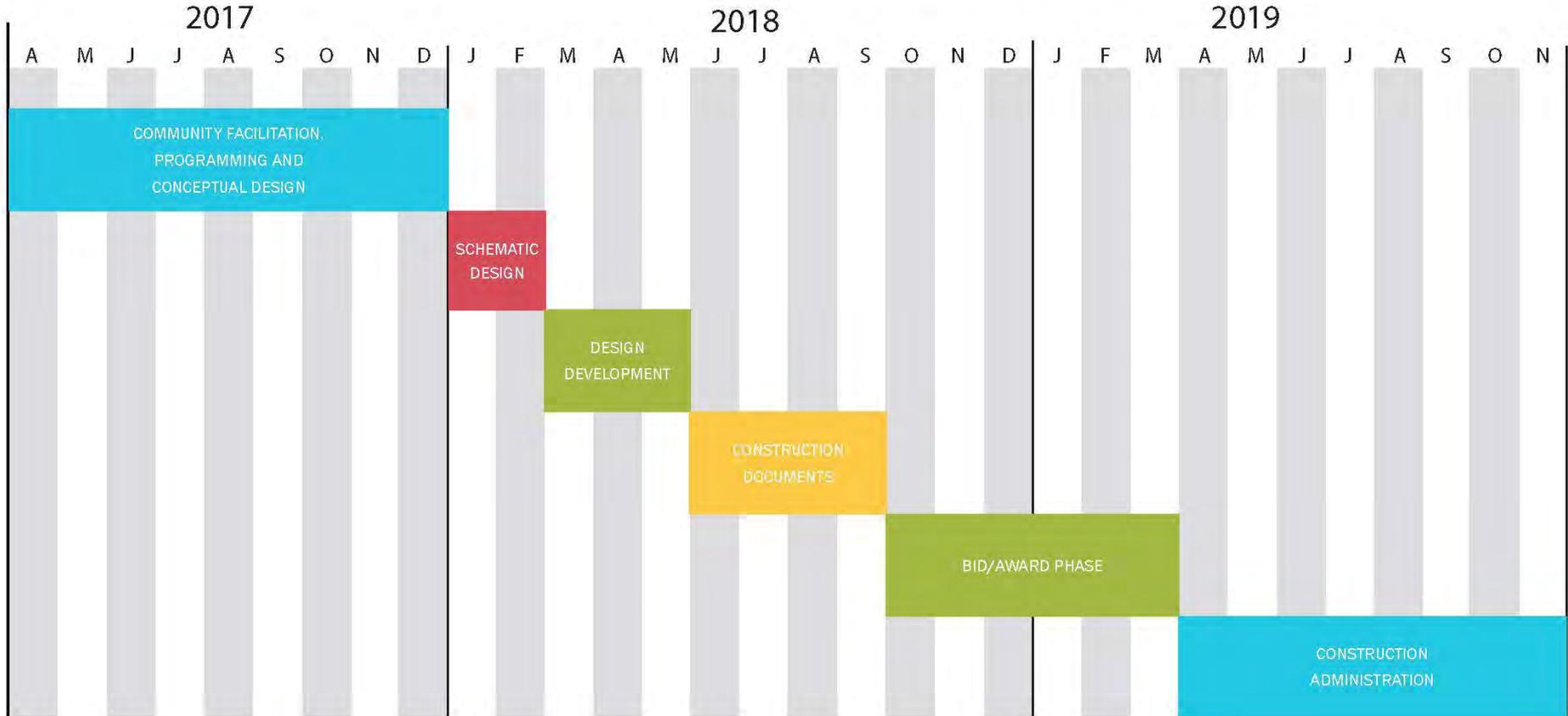
- Project extents shown in **BLACK**
- Neighborhood park flanked by busy streets and well-utilized pathways
- Existing urban forest provides shade
- Need for clear sightlines throughout park
- Limited tables and chairs options within playground
- Need for durable materials
- Balancing budget constraints
- Potential historic resource regulations



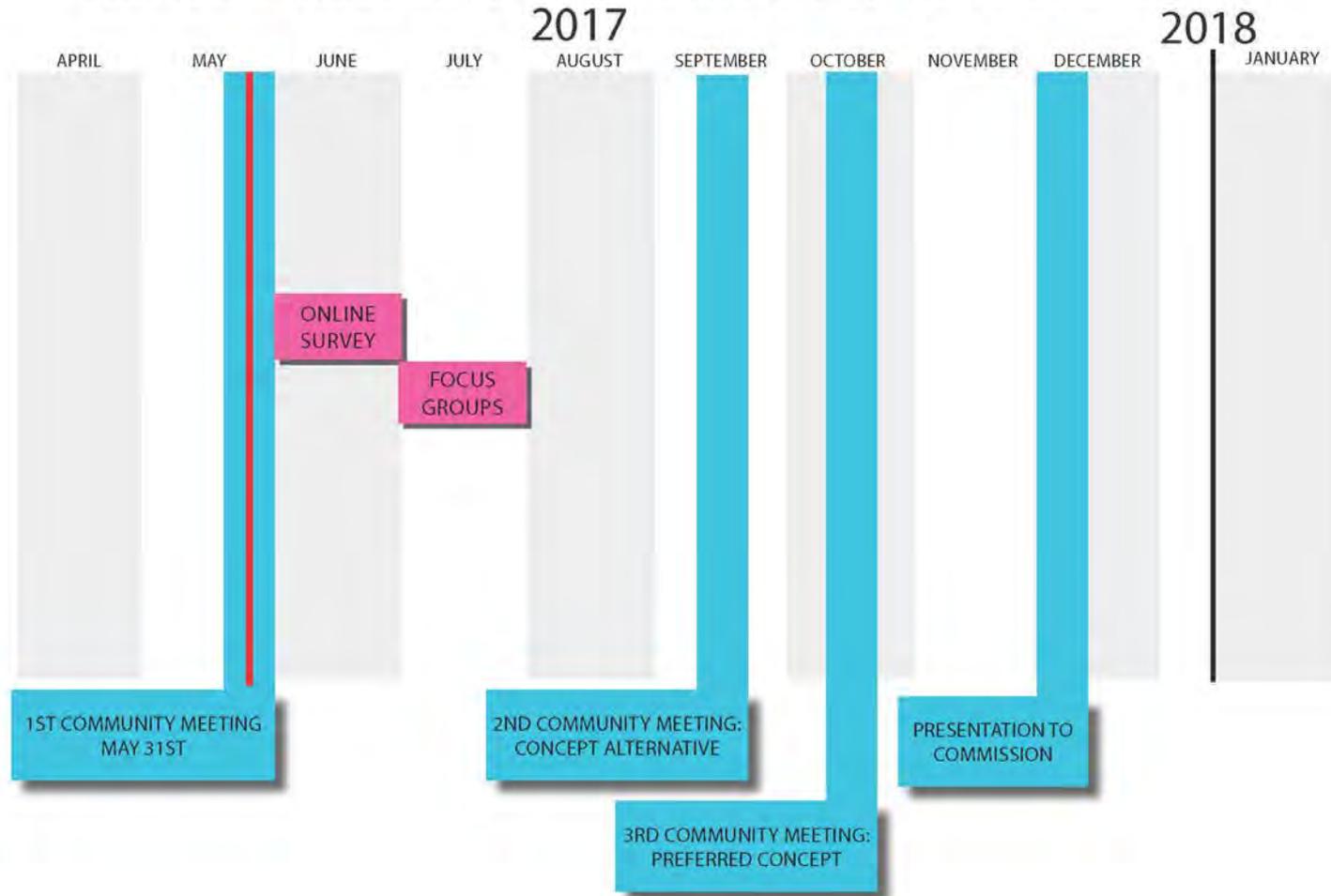
We are strong believers that the users must be part of the design process.



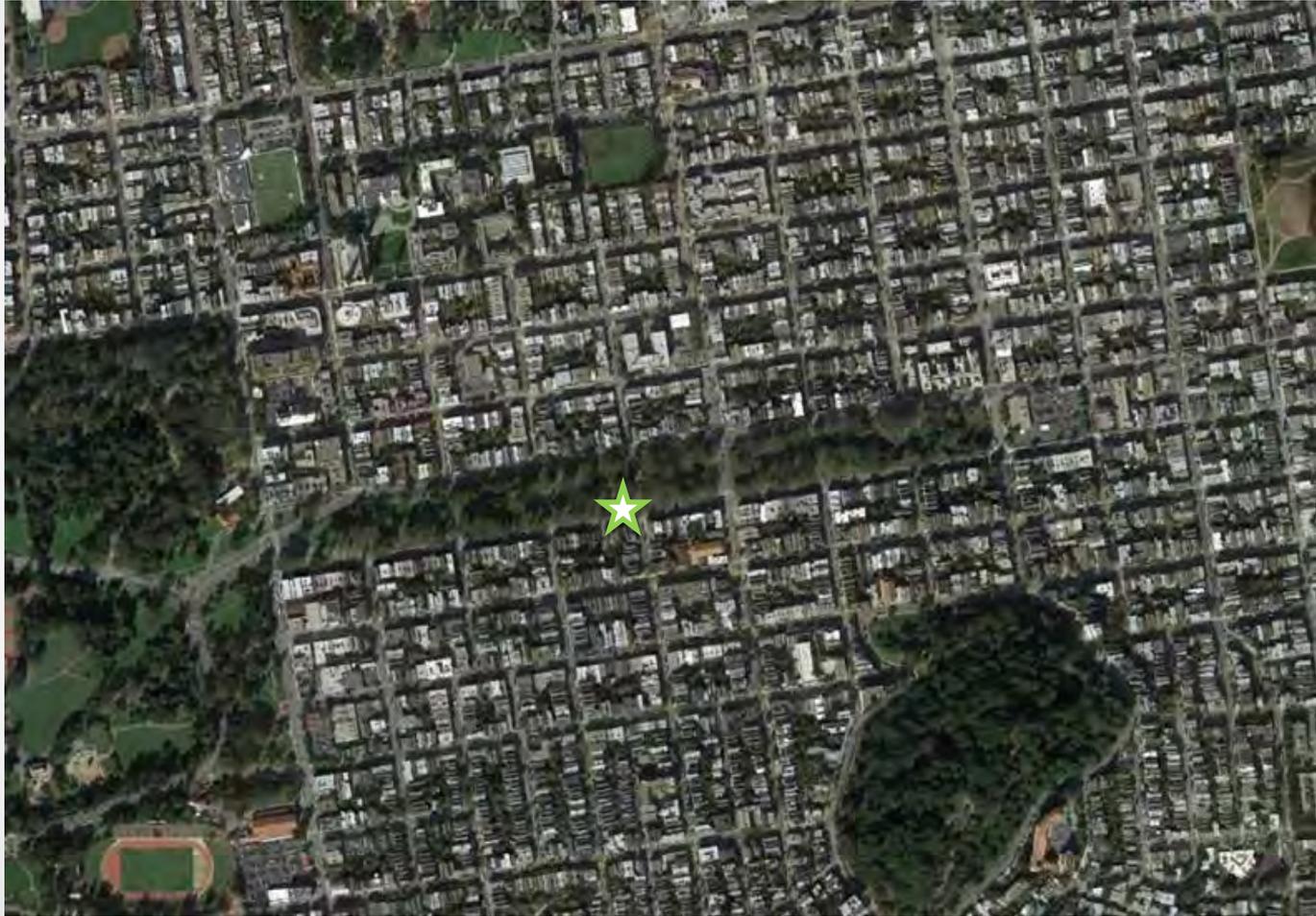
Panhandle Playground – Project Schedule



COMMUNITY FACILITATION, PROGRAMMING AND CONCEPTUAL DESIGN



The Panhandle – Wider context



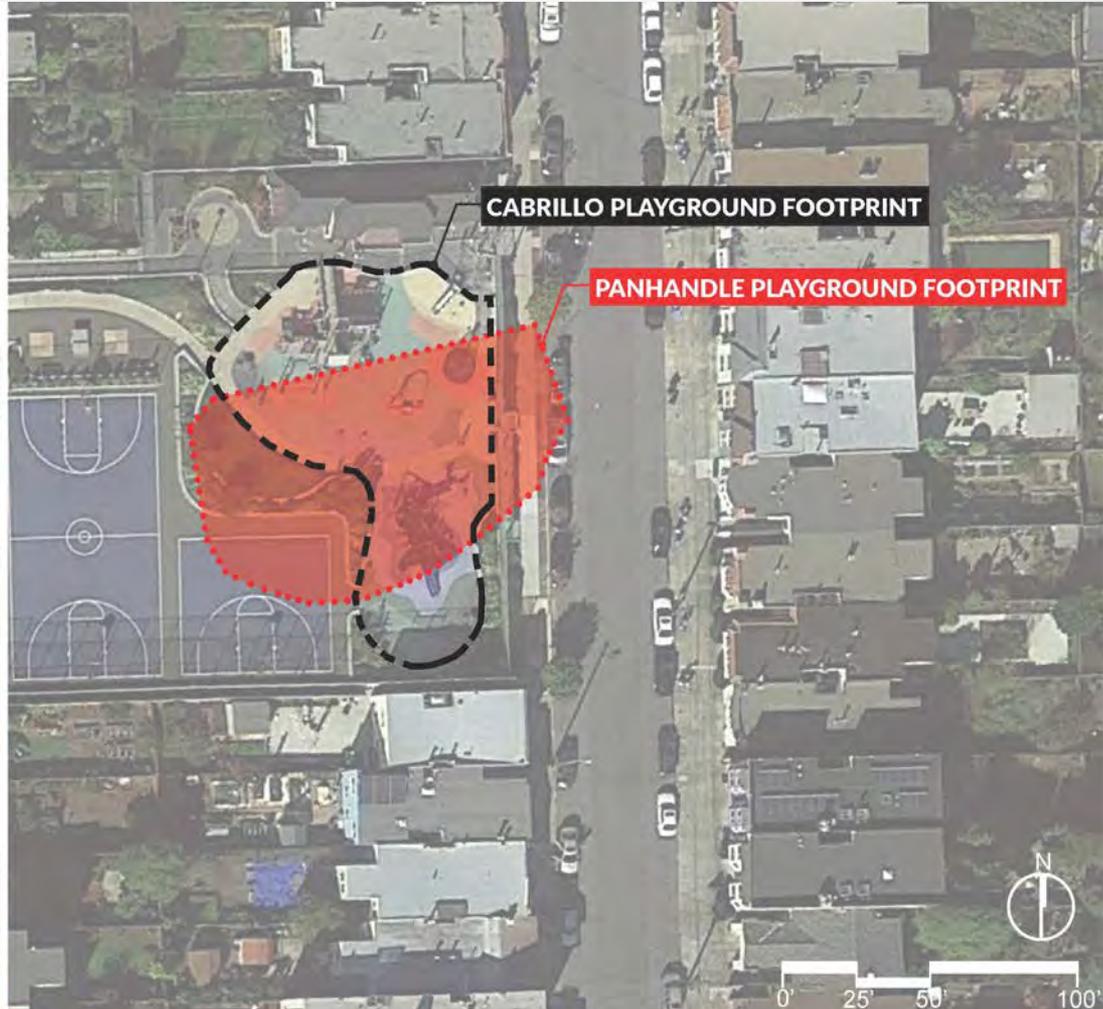
The Panhandle - Playground



The Panhandle - Playground



Scale Comparison - Panhandle Playground and Cabrillo Playground





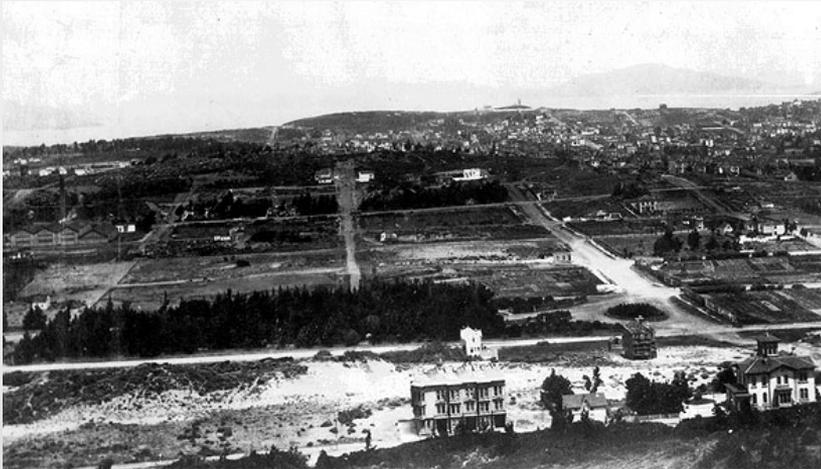




History of the Panhandle



1880 – Newly planted trees



1882 – The Panhandle with dunes in foreground



1938 Aerial

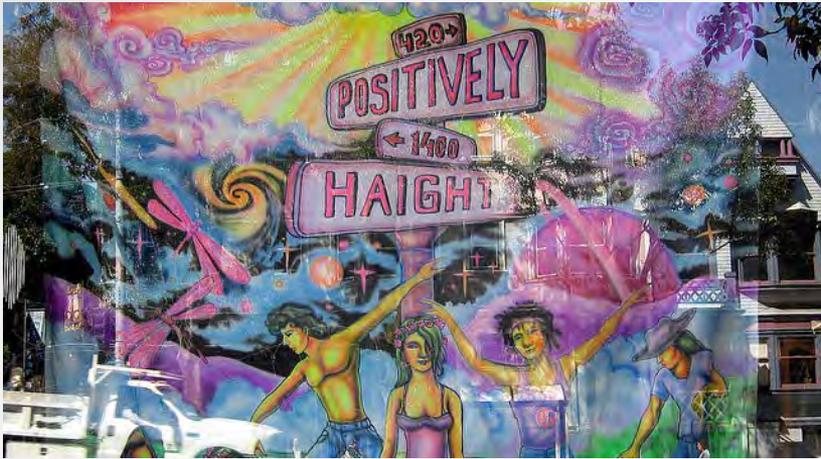


1943 – Dunes and housing in Sunset district

History of the Panhandle



The Panhandle Neighborhood – Haight-Ashbury



The Panhandle Neighborhood – Golden Gate Park



The Panhandle Neighborhood – Western Addition/NoPa



We understand and consider how children play when we design. We have worked with child development specialists to study the types of play and the types of places children need at all ages.



Play – how children play

A STRUCTURE IS NOT ENOUGH



Solitary

Play alone



Parallel

Play side by side but not cooperative



Associative / Cooperative

Play side by side doing similar activities, beginning of cooperative play.



Constructive

Build things



Onlooker

Watch, make comments but doesn't engage



Dramatic / Fantasy / Role Play

Make believe



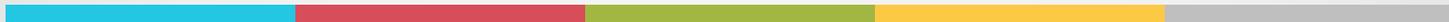
Competitive

Games with rules



Physical

Testing the body



We also understand that play must be inclusive for everyone, regardless of your learning style, capabilities or developmental stage.



Play for everyone inclusive play

Allow all children to play together and have fun!

Mobility impaired

Fully accessible
Accessible equipment

Visually impaired

Detection at each entrance
Braille signage
Bright and contrasting colors

Auditory impaired

Strong visual cues

Cognitively impaired

Areas of retreat
Quiet play zones
Enclosure of areas
Lines of sight
Grouping of activities



Learning differences

Many different types of
activities

Socially challenged

Places to sit and observe

Medical disabilities

Similar to ADA for oxygen or
assistants

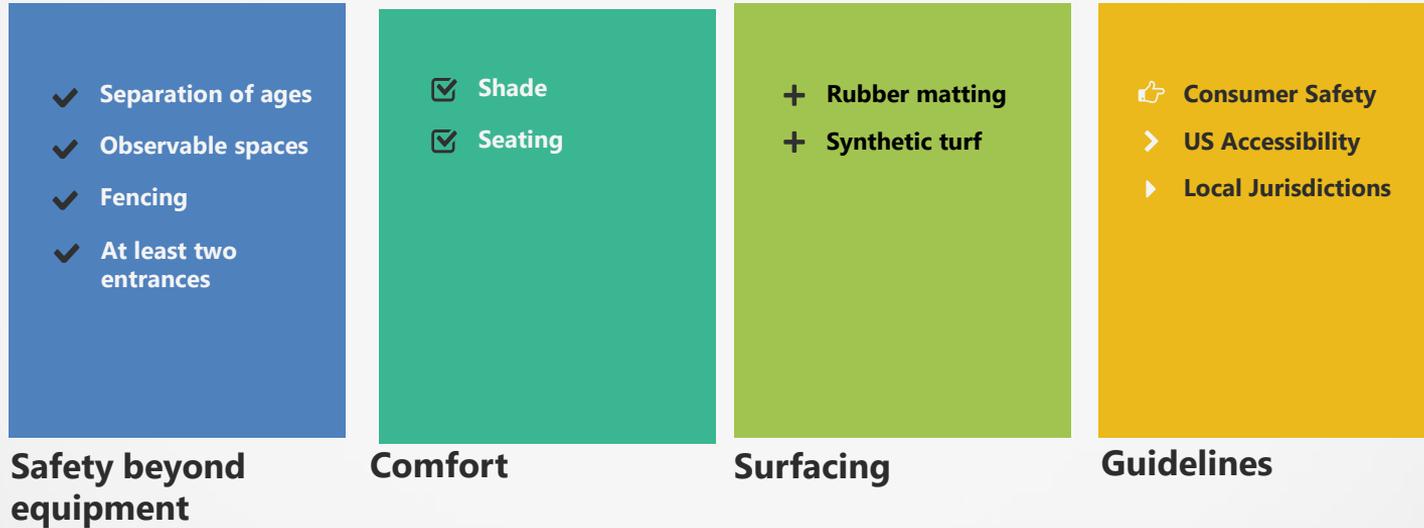
Speech and language impaired

Music and other forms of
noise making

There are many design specific technical issues that we consider when designing a playground.



Other Considerations multiple factors influencing design



Play Spaces types of play spaces

Components of Play

Play Structures

Traditional active play



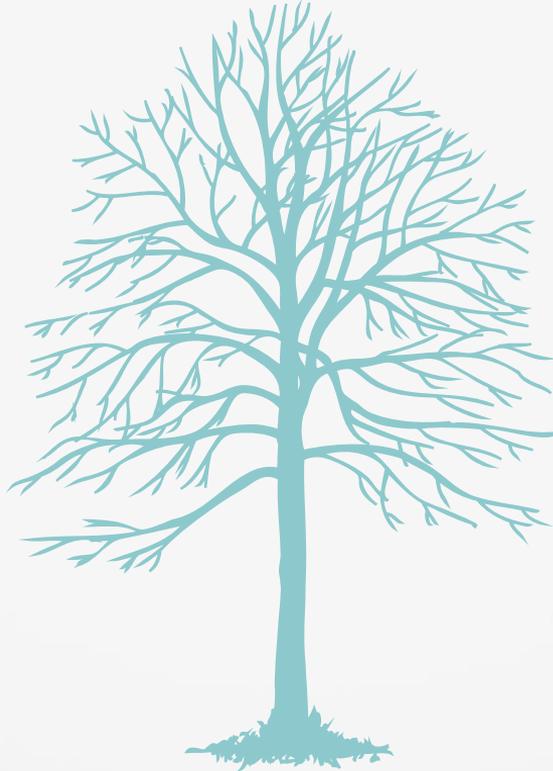
Theaters, Play Houses and Other Cool Structures

Solo and group performances and communities.



Game Courts and Boards

Large and small, four square and soccer fields.



Nature Based Play

Natural Materials – rocks, trees, sticks, dirt



Construction Zones

Blocks, gravel, sticks



Manipulative Zones

Sound and constructive play

Structures



Surfacing and Terrain



Performative and Imaginative Play



Nature Play



Sensory Play



Other Considerations sustainability

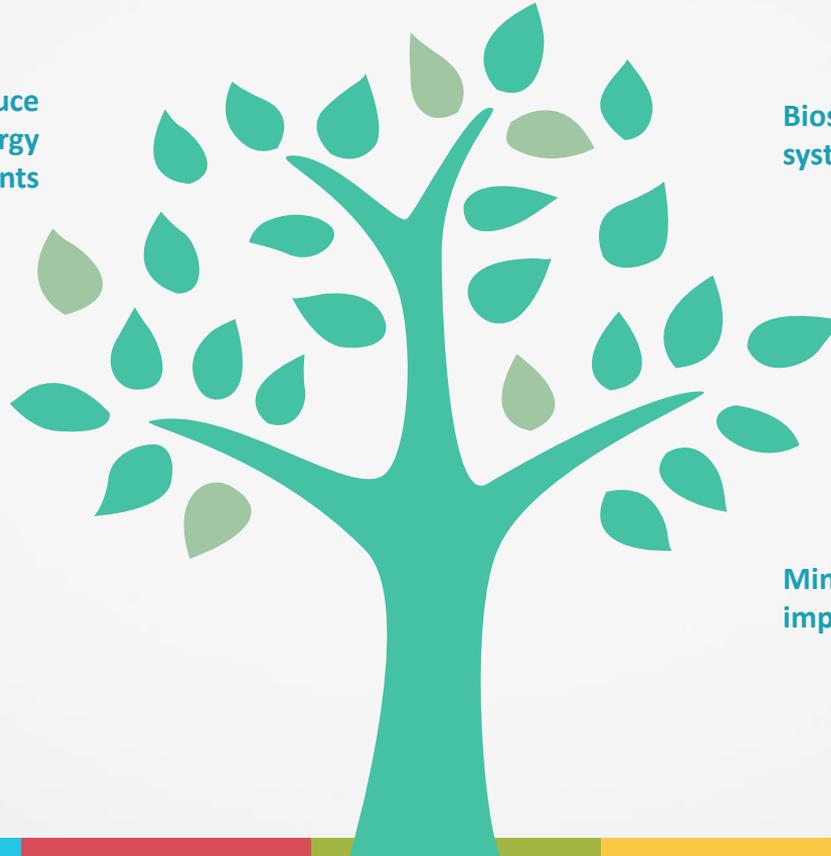
Shade Trees to reduce cooling energy requirements

Sustainable materials

Bioswale drainage systems

Use of native and drought tolerant plants

Minimize use of impervious paving



Next Steps

- Online survey (See project page link below)
- Focus groups: July (Contact Melinda by June 9th if interested)
- Community Workshop #2 to review design options: September
- Please send comments to:
Email: Melinda.Stockmann@sfgov.org
Phone: 415.581.2548
- For more information about the Panhandle Playground Project, please visit tinyurl.com/PanhandlePlayground

THANK YOU!!

Panhandle Playground

Community Workshop #1



TRANSFORMING
PLAYGROUNDS TOGETHER



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