

OUR INCLUSIVE APPROACH

FANTASTIC PLAY FOR ALL

MONSTRUM
ARTISTIC PLAYGROUNDS

INCLUSIVITY

OUR COMMITMENT

At MONSTRUM, we seek to create thrilling playgrounds for all ages and abilities.

Play is a natural instinct, a universal language, a human right - if you ask us! Play unites us - no matter who we are, where we come from or what our background is.

The wonderful thing about play is that it isn't defined by boundaries - its only limitation is the imagination. And imagination is at the heart of the design of a MONSTRUM playground. We want to ignite kid's imaginations, opening up colourful worlds to explore in multiple ways. Whether that exploration be with their fingers in the sand or on a sensory board or by climbing up platforms to get to the huge tube slide.

Kid's needs and temperaments are as unique and individual as they each are and we recognize that this makes it a challenge to create a playground,

where every child can enjoy 100% of the features there. However, we endeavour to provide fun, stimulating, challenging experiences for all kids at a playground - something for everyone, but not necessarily everything for everyone.

MONSTRUM's approach to designing a playground **incorporates accessibility** in a forward-thinking manner, facilitating inclusive gathering places for all, first and foremost. Rather than creating standalone accessible equipment, where one child can play at a time, we fully integrate play opportunities for all into our play elements.



MONSTRUM'S DESIGN PRINCIPLES

THE THREE PILLARS OF OUR DESIGN APPROACH

MONSTRUM's design philosophy centres around three core principles, namely **artistic quality**, **inspiring kids to move**, and creating **gathering places** for all.

These principles allow a focus on inclusivity by placing people at the heart of the playground's design.

While MONSTRUM seeks to go beyond the ordinary and conventional, it is important to note that all play features and access routes comply with local safety standards.

ARTISTIC QUALITY

STORYTELLING SENSORY STIMULATION

MONSTRUM's unique approach to playground design combines visual arts and design to create physically challenging play equipment that goes beyond mere functionality to inspire imaginative play. At MONSTRUM, we're committed to artistic quality and inclusive play and firmly believe that these two elements can co-exist. The artistic quality of a playground serves as a catalyst for kid's creativity and curiosity, stimulating the senses and developing a broad range of skills - both cognitive and physical.

GOALS:

- Create adventurous scenes to explore, attracting kids to the playground
- Provide space for imaginative, open-ended play
- Create sculptural narratives to be explored and conveyed by adults
- Inspire through educational elements
- Create landmarks that establish a unique identity for the individual sites
- Nurture universal inclusivity through narratives and images

INSPIRING KIDS TO MOVE

PHYSICAL CHALLENGES

A great playground should inspire kids to move and challenge themselves in exciting new ways. We create playgrounds that demand exploration - you can't merely observe at a distance. As visitors move through the playground, they'll encounter multiple routes and challenges, each one testing their motor skills and encouraging them to push their limits.

GOALS:

- Provide healthy and fun exercise raising peoples' pulses
- Develop body awareness
- Develop physical skills
- Create challenges for all abilities and ages
- Create various destinations on the playground

GATHERING PLACES

SOCIAL SKILLS · COMMUNITY

Without people, a playground is meaningless. Therefore, it's vital to ensure that every individual has a place at the heart of the activity. We create playgrounds composed as scenes, which serve as a social platform, welcoming people of all ages and cultures, regardless of their abilities by communicating through a language that is universally understood - play.

GOALS:

- Develop social skills
- Encourage reflections on the world around
- Promote understanding of other cultures and ages
- Increase play value by encouraging collaboration and parallel play
- Create play & stimulation for all ages - there are just as many adults as kids at a playground

AN INCLUSIVE FOCUS

Play is an essential part of the early development of the senses and social and physical intellect. Children learn through experiencing the world around them - navigating it and problem-solving as they go.

At a MONSTRUM playground, we focus on creating open-ended play opportunities

in inclusive environments with the best playground experiences to advance these skills for children of all abilities.

Our approach to creating inclusive playgrounds is expressed through **six focus areas.**

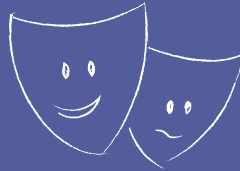
NARRATIVE

UNIVERSAL APPEAL

VISUAL STIMULATION

IMMERSIVE

STORYTELLING



SOCIAL INTERACTION

PARALLEL PLAY

COMMUNITY

COOPERATION

(E.G. SHARING, WAITING)

TRANSPARENCY



ACCESS

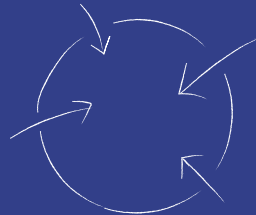
SURFACING -> ROUTES

GROUND-LEVEL ACTIVITIES

GRADIENT IN SURFACE

RELEVANT ELEVATED-LEVEL
ACTIVITIES

TRANSFER PLATFORMS



SAFE SPACES

RESTING/QUIET AREAS

SPOTS TO OBSERVE FROM

REFLECTIVE PLAY



CHALLENGES

PROBLEM-SOLVING

RISK ASSESSMENT

EXPLORATION

MOVEMENT



SENSORY PLAY

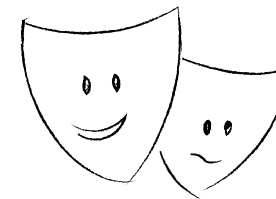
MUSIC

FINE MOTOR SKILLS

QUIET PLAY

VISUAL CUES





NARRATIVE

UNIVERSAL APPEAL - IMMERSIVE STORIES

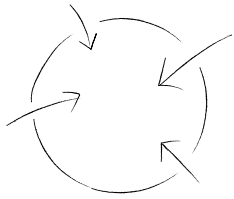
A story that unlocks the imagination is accessible for all and universally understandable.

At MONSTRUM, we specialize in designing scenes, where adventures unfold. These scenes ignite the imagination and inspire kids of all ages and abilities to immerse themselves in the narrative of the playground. Narratives activate children and bring them together as they embark on adventures.

VISUAL STIMULATION

A scene full of colour, pattern and shapes contributes to creating inclusive play experiences for many.

Visual stimulation has a significant influence on children's emotional and cognitive development and is particularly relevant for children with autism spectrum disorder.



ACCESS

SURFACING

The choice of surfacing material is crucial to enabling access to a playground for all users, including wheelchair users and those with mobility impairments.

Rubber surfacing, for example, provides a stable, accessible surface, which wheelchairs can easily roll over. We often integrate a network of paths in rubber around our playgrounds, so a variety of routes around the playground are accessible to all.

GROUND-LEVEL ACTIVITIES

A range of activities designed at a lower level also provide accessible play. Our playground designs often incorporate sensory play features at a lower level or enable play in sand or on lower swings, for example.

RELEVANT ELEVATED-LEVEL ACTIVITIES

Where possible, we design playground features with accessible features at an elevated-level. This could, for example, be by building an accessible ramp, providing access to higher levels of a playground.

GRADIENT IN SURFACE

Gradients & shapes in the impact surfacing can also be utilised to enhance the play experience and become an actual play feature. Wheelchair users can roll around these variations and feel the thrill of rolling down hills, etc.

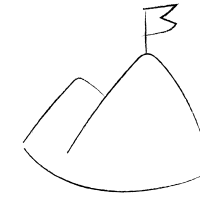
TRANSFER PLATFORMS

Transfer platforms can also provide access to elevated play features such as slides for those with mobility impairments.





MONSTRUM



CHALLENGES

PROBLEM-SOLVING

Skills such as problem-solving and cooperation can be nurtured in various ways in a playground environment. Kids train these skills when they figure out how to navigate around the playground and overcome various challenges. These can be cognitive with the use of sensory panels or storytelling features.

RISK ASSESSMENT

Exploratory, challenging play in which kids practice risk appraisal contributes to kids building resilience, coping skills, and autonomy. Risky play nurtures the development of body and spatial awareness as kids test the possibilities and limitations of their bodies and their environment.

We incorporate challenges of different levels of difficulty, providing challenging play for many abilities

and encouraging children to assess risk and the abilities of their own body.

EXPLORATION

A MONSTRUM playground demands to be explored - you can't just take it at face value! The insides are decorated with elements that underpin the narrative of the playground and encourage learning by utilising education paintings about the local flora and fauna, for example.

MOVEMENT

Feeling the thrill of motion is not limited to the fully mobile - a swing can be fun and stimulating and is accessible for multiple abilities.

We often utilise lower, broader basket swings in our playgrounds. These are great for younger kids and also for those with mobility impairments.

SOCIAL INTERACTION



PARALLEL PLAY

Providing opportunities for 2 or more children to play alongside each other promotes social interactions and breaks down communication barriers. Play unites kids.

COMMUNITY

Playgrounds are open and accessible for everyone in a community, creating opportunities for people of all backgrounds to gather.

COOPERATION

Children are encouraged to collaborate and solve problems together at playgrounds. This promotes new friendships and practicing teamwork.

Social play provides challenges that can help children fine-tune skills of cooperation and compromise such as taking turns, waiting for others and risk assessment.

As they take turns on the slide, wait for someone to finish on the climbing frame

or assess whether they can make the same leap that they've just seen another kid make - they're learning and training social skills.

TRANSPARENCY

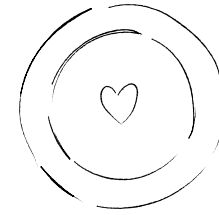
Our playgrounds are designed with transparency in the structures by creating gaps between the boards. This is a fantastic feature in terms of social play. Kids can interact with each other and with care givers.

Transparency helps children to navigate the playground more easily and stay aware of their surroundings, reducing anxiety and promoting independence.

ROLE PLAY

Imaginative playgrounds foster open, creative play for kids and role play is one of the creative types of play, we seek to facilitate. Through role play, children develop communication skills and emotional awareness.





SAFE SPACES

RESTING/QUIET AREAS

Features such as benches and seating areas provide a welcome rest for tired legs and allow kids to draw back for a moment, when necessary. This can be helpful for children, who become easily overwhelmed or overstimulated.

SPOTS TO OBSERVE FROM

Places where kids can gain an overview of the area and the activity around them and pull back from the busyness of the

playground are helpful. Kids can draw back and observe but still be present close to the action in small nooks and crannies built into the playground design.

REFLECTIVE PLAY

Children are encouraged to reflect and engage in quieter, sensory play in smaller, more enclosed areas with, for example, sensory activity panels or educational illustrations.

SENSORY PLAY



MUSIC

Musical features provide an opportunity for children to engage with the environment through sound and touch.

TACTILE - FINE MOTOR SKILLS

The playground is built with natural materials, primarily wood, which provide a tactile and sensory experience for children. Wood is a fantastic material, which is also proven to provide numerous health and physiological benefits.

QUIET PLAY

Through calmer, sensory play, children are able to take a break from the bustle of the playground in quiet spaces designed for sensory exploration and relaxation.

VISUAL CUES

Visual features provide sensory experiences, accommodating many different needs and abilities.

Lighting provides children with additional cues to explore and navigate their surroundings - helping those with visual or cognitive impairments and stimulating the sense of sight.

We often use paintings and illustrations as both educational and decorative elements. They are stimulating and interesting to look at and add an extra layer of learning and storytelling to the surrounding constructions.



EXAMPLES OF INCLUSIVE FEATURES



NARRATIVE



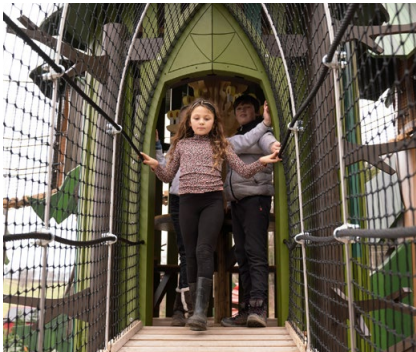
RUBBER SURFACE



SENSORY SAND PLAY



ACCESSIBLE LOW/WIDE STAIRS



HANDRAILS



ACCESSIBLE RAMP



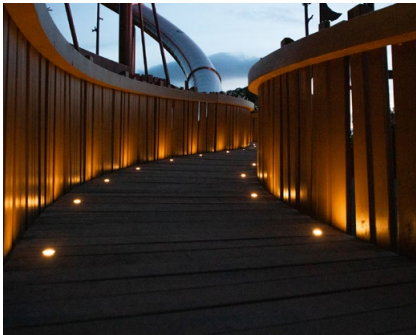
HANDLES



TRANSFER PLATFORM



ACCESSIBLE STAIRS WITH GRIPS



LIGHTS



INSTRUMENTS



INTERACTIVE SOUNDS



EDUCATIONAL PAINTINGS



SENSORY PANELS

MONSTRUM