

CAMBRIDGE UNIVERSAL PLAYGROUND

-PAGES-

OVERALL PLAYGROUND PLAN

2

STANDALONE EQUIPMENT

3

SENSORY WALK ZONE

4

SENIOR PLAY AREA

5-8

JUNIOR PLAY AREA

9-10

SENSORY HILLSTOP

11

NUVU PLAY FEATURE

12

DOMINIC KILLIANY

13-16

SPLASH PAD

17

PLAYGROUND SIGNAGE

18





OVERALL PLAYGROUND PLAN
CAMBRIDGE UNIVERSAL PLAY



SPIN ZONE



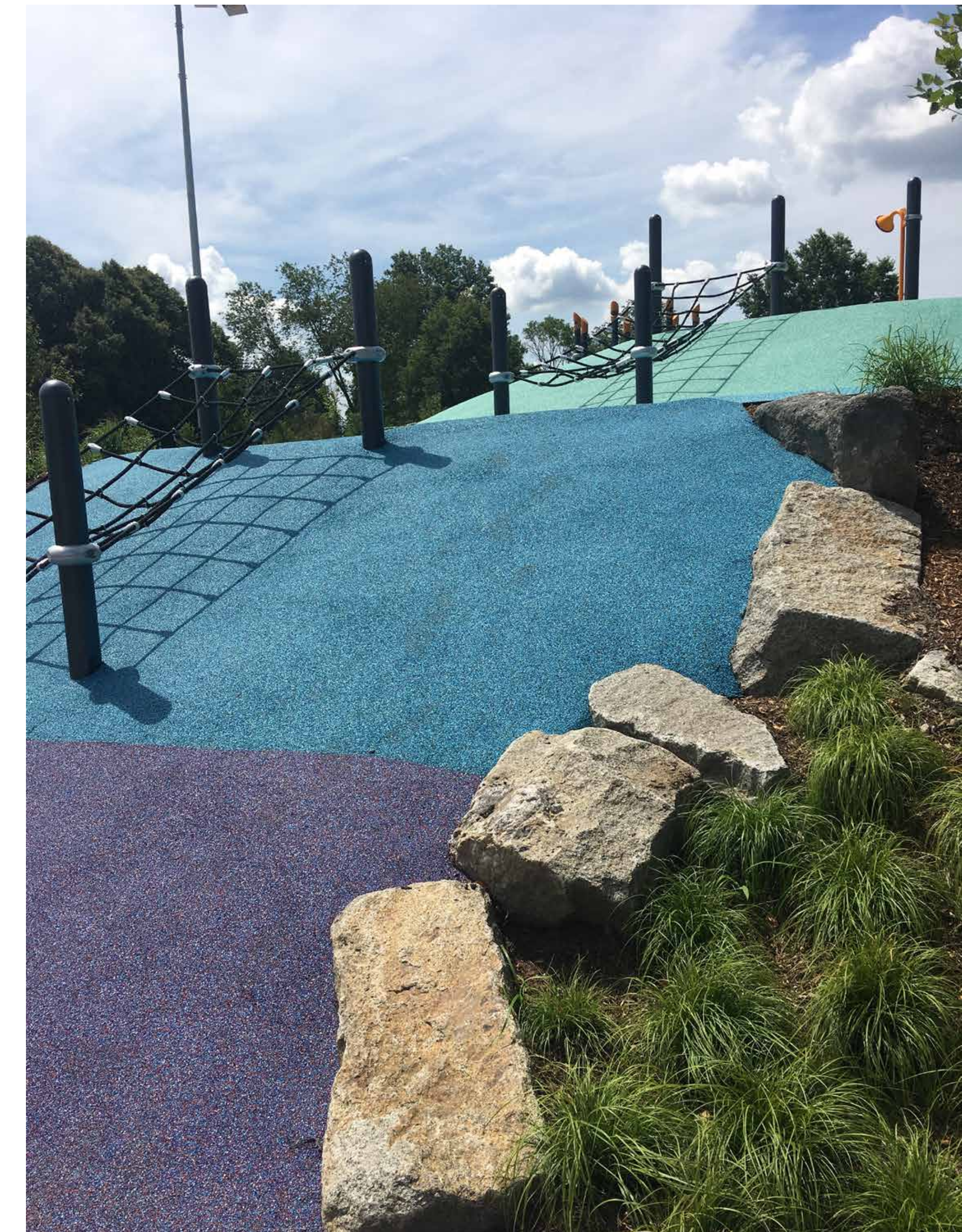
ROLLER SLIDE WITH DIGNITY EXIT



SWING ZONE



SLOPE PLANTING AND CLIMBING



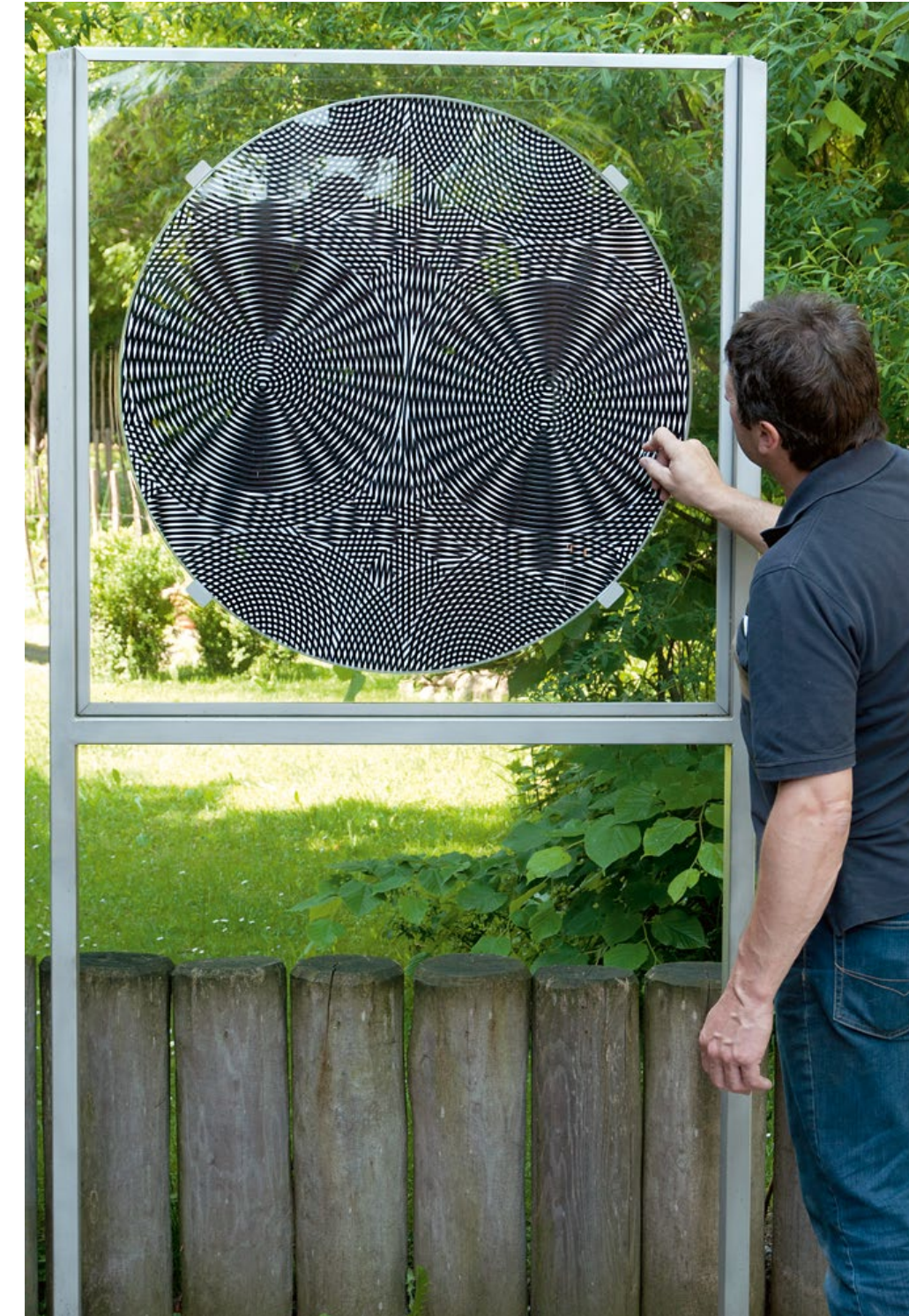
**STANDALONE PLAYGROUND EQUIPMENT
CAMBRIDGE UNIVERSAL PLAY**



HEARING



SIGHT



TACTILE



SMELL/TASTE



Final elements will be similar to and selected from range of elements shown. Refer to overall plan for quantity.

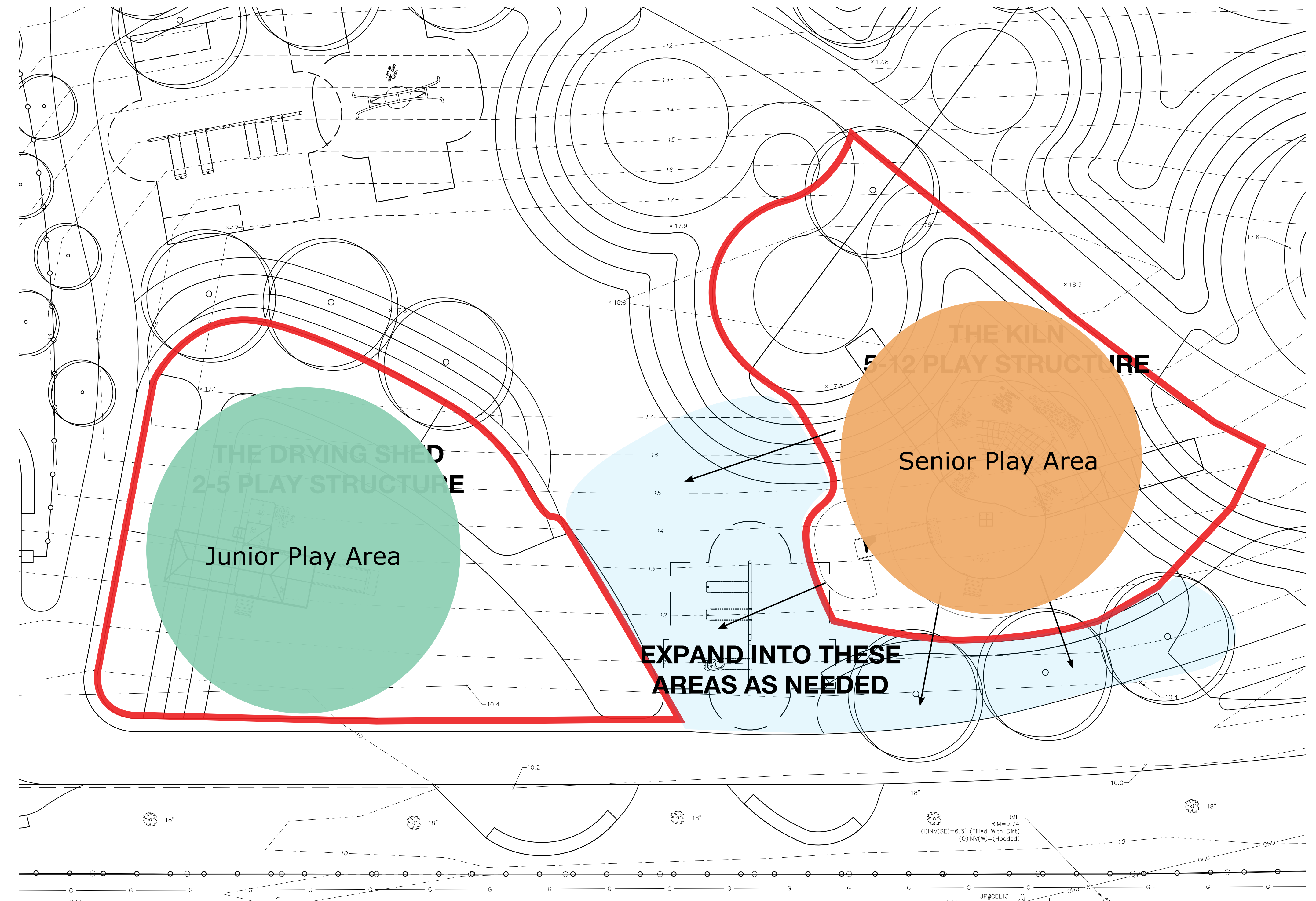
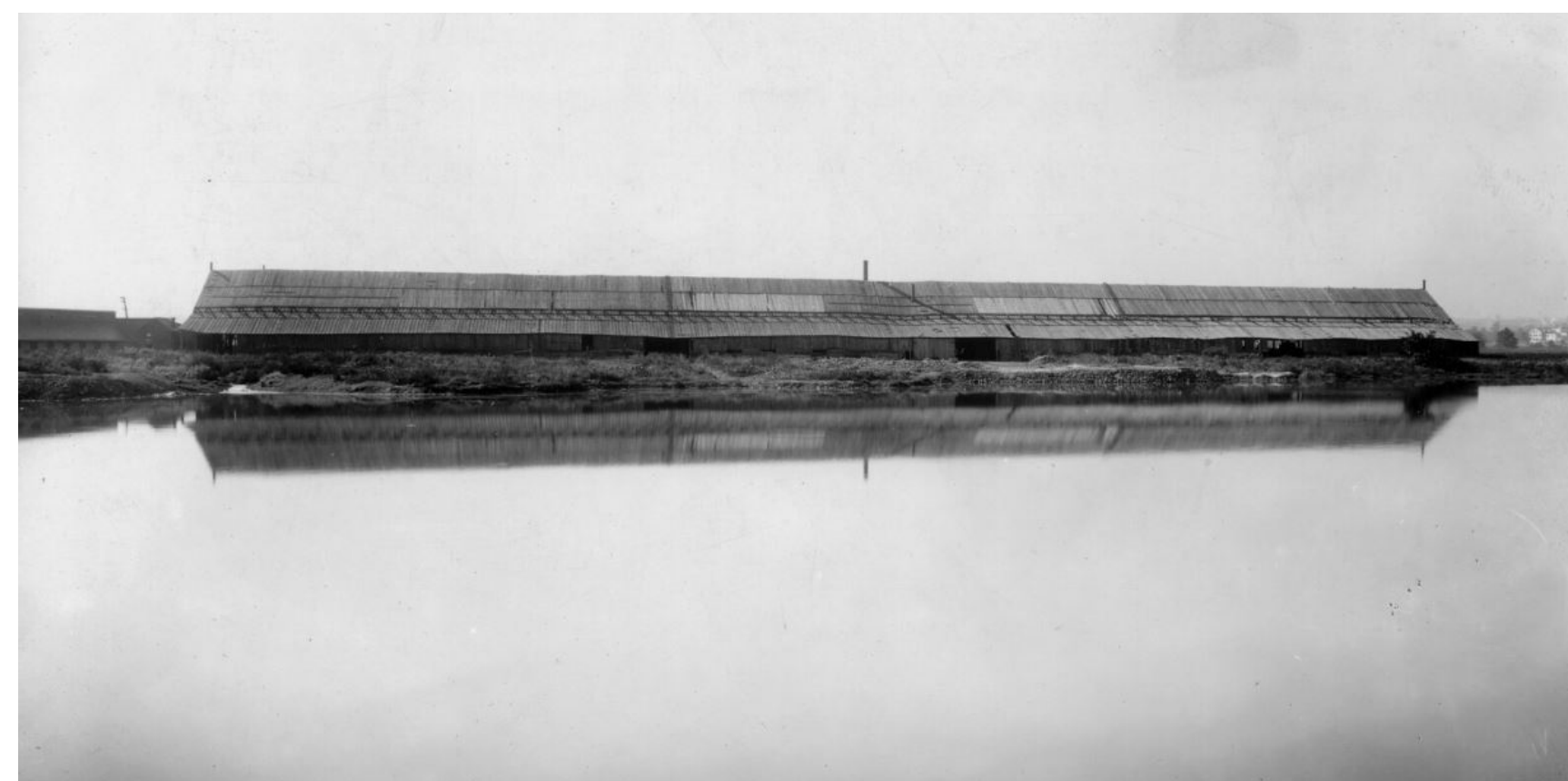
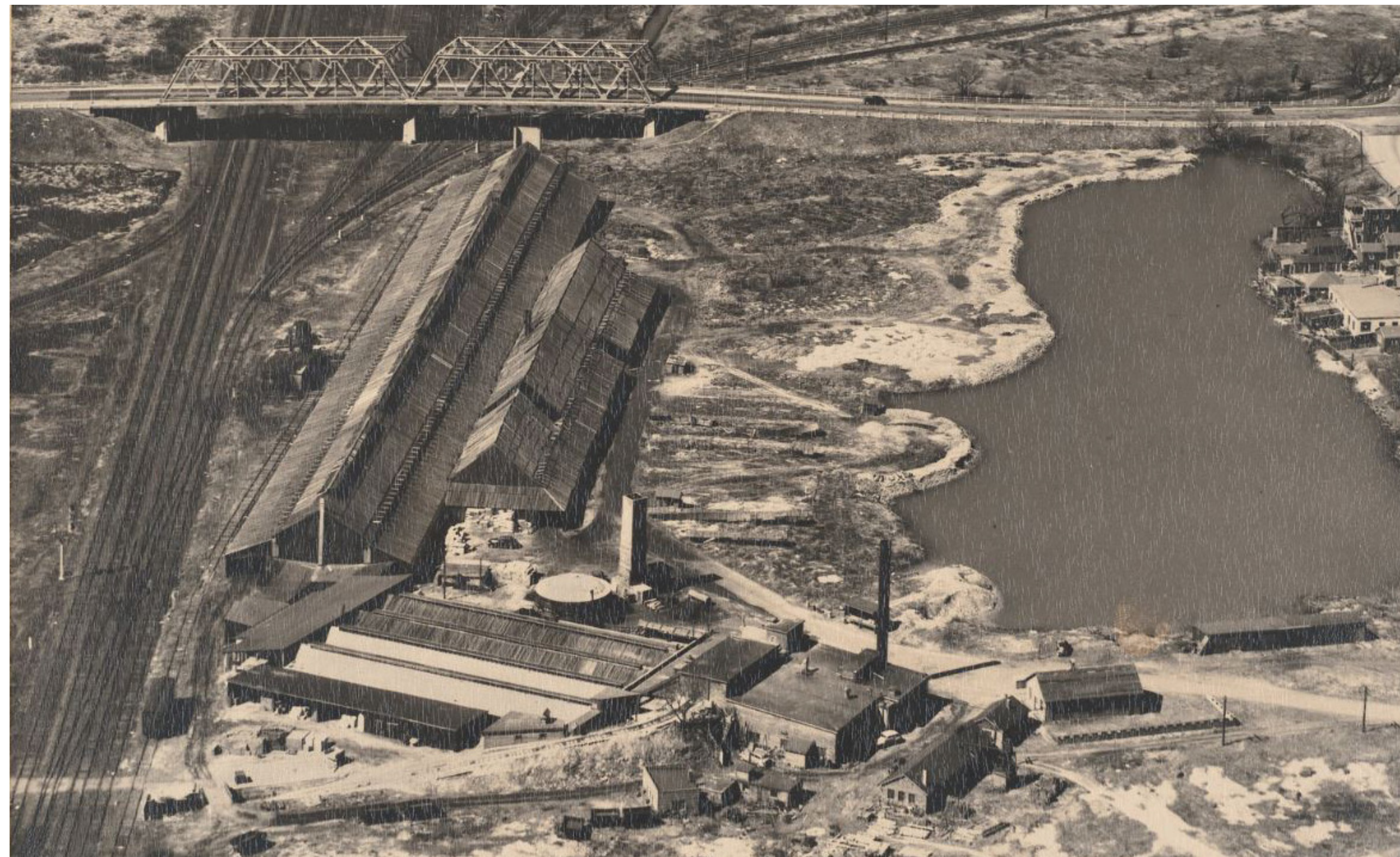
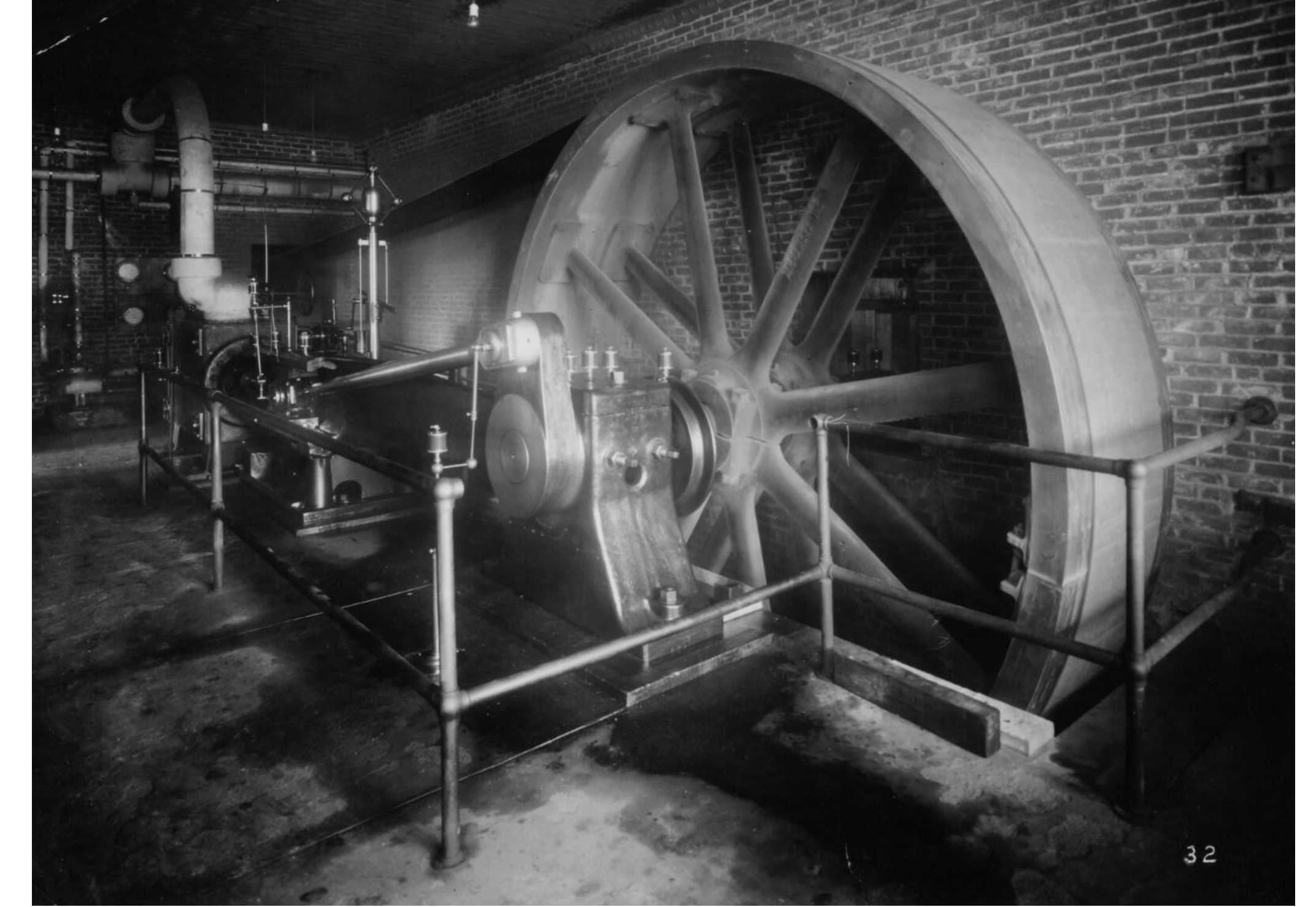
SENSORY WALK ZONE
CAMBRIDGE UNIVERSAL PLAY



Background & Context

The design of Danehy Park has a number of influences including universal design, site context and history, and local artisans. The proposed playground pieces will be installed on a landfill in a dense urban condition. The safety surfacing will be poured-in-place rubber for maximum accessibility and creative use of colour in the space.

The site of the Danehy Park playground is the former site of the New England Brick Company, and the design of the playground equipment is inspired by this. The conceptual design up until this point divides the playground into junior and senior areas. The play feature for older children is inspired by a round kiln structure. The junior area design reflects the drying sheds where bricks would be stored.



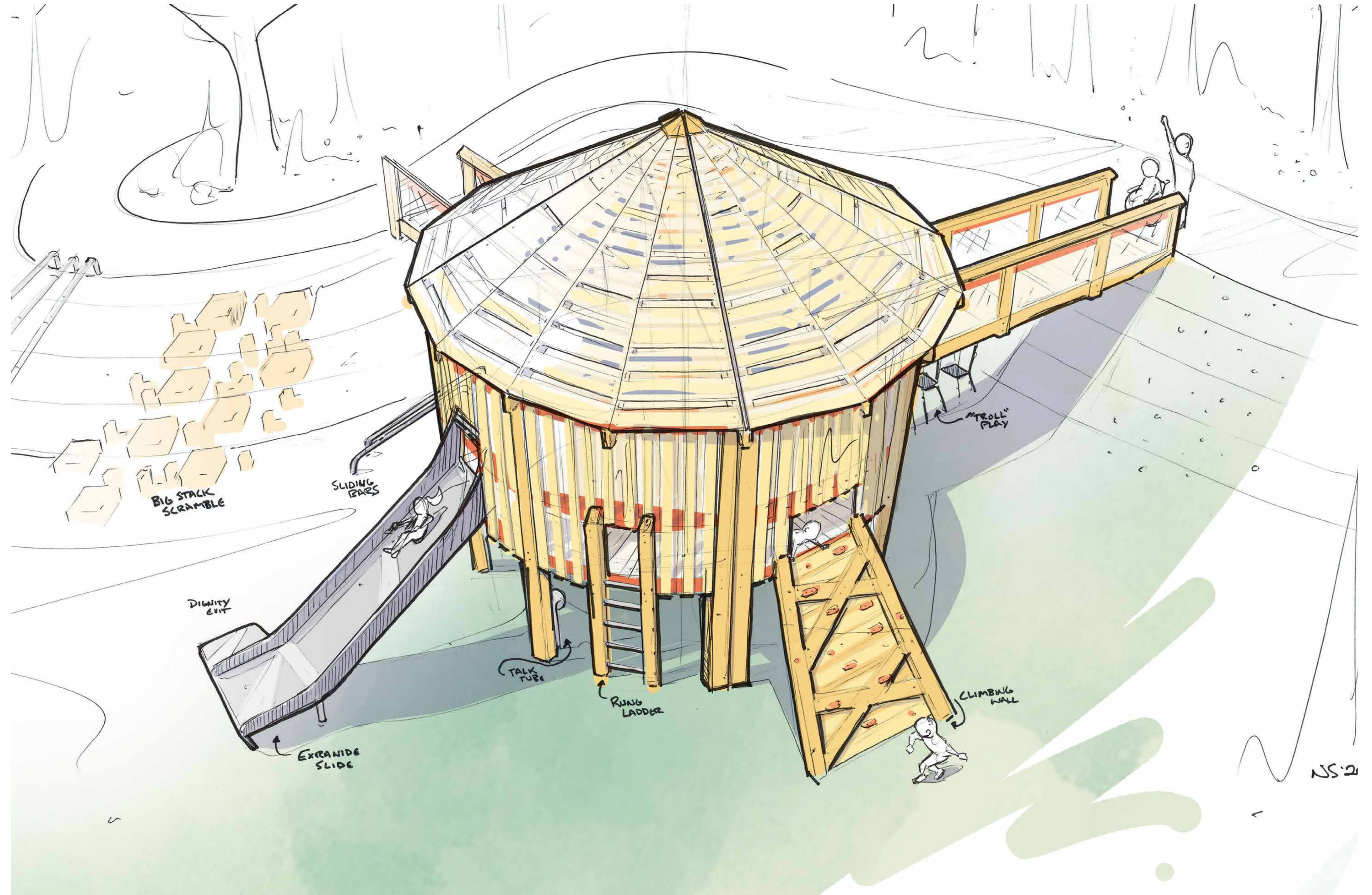
Senior Area: The Kiln

Key Play Features:

This structure draws on the architectural language of the industrial Kiln used to fire bricks. This structure has a real presence; in fact, it takes 4 united towers to create this 20'+ diameter footprint. A diverse range of abilities and challenges are considered in the play experience. The highest challenge feature is the red-rope chimney climber at the center of the Kiln. Children can weave their way up from the ground to the net loft with mid-level breaks of flex-form along the way. For kinetic play, kids can slide down the double wide slide or monkey up and down the sliding bars. For intermediate climbers there is a rung ladder and sloped climbing wall. For the most gradual ascent kids could scramble up the big-stack "bricks" wedged into the side of the slope by the bridge. Not only could the "troll play" under the bridge be the start of a fantastic game of "the floor is lava" but it's also conducive to social or quiet play away from the more rambunctious main level. A surprise element of sensory play in the design is the randomized talk-tube network that links to a single "control station" where kids could communicate secret messages to kids in the loft, on the ground, and in places they can't even see.

This Kiln pushes much of play to either the center of the structure or the perimeter to allow a comfortable 5' clearance all the way around. Ample head clearance is built in for children and caregivers. A transfer station is located at the top of the slide and between the two bridges.

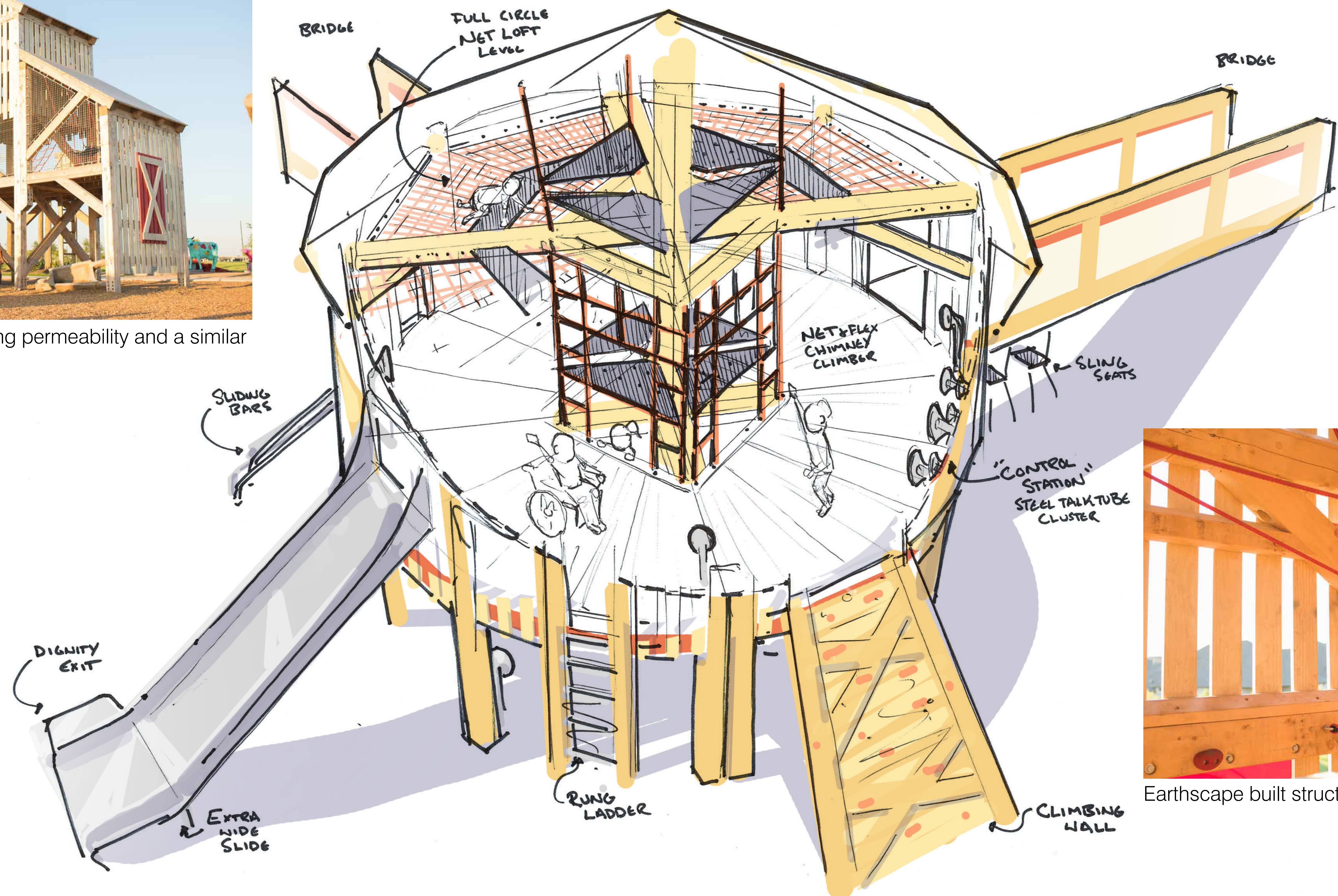
The cladding on the exterior will be spaced 2-3" to let diffused sunlight in as well as give ample transparency for caregivers.



Senior Area: The Kiln



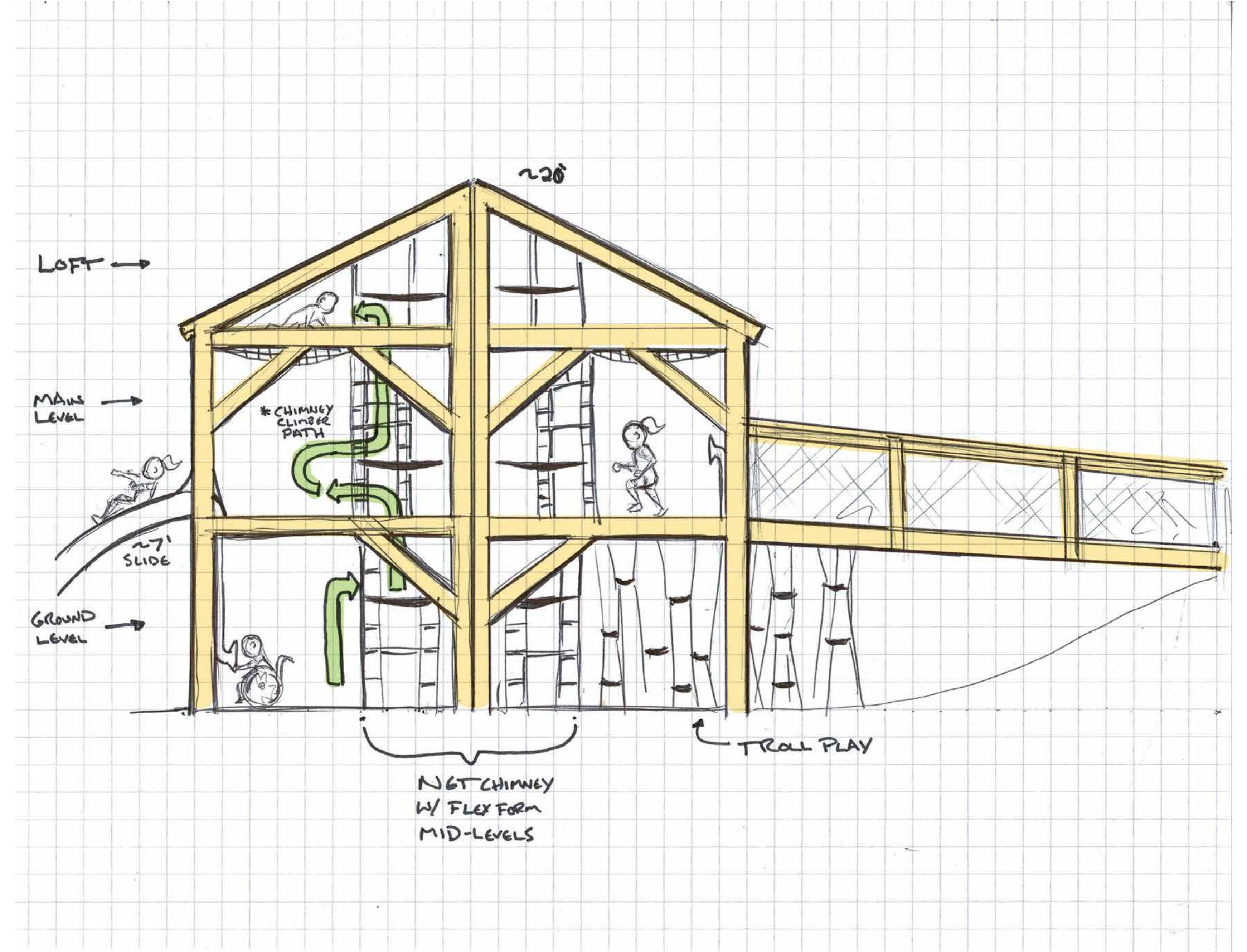
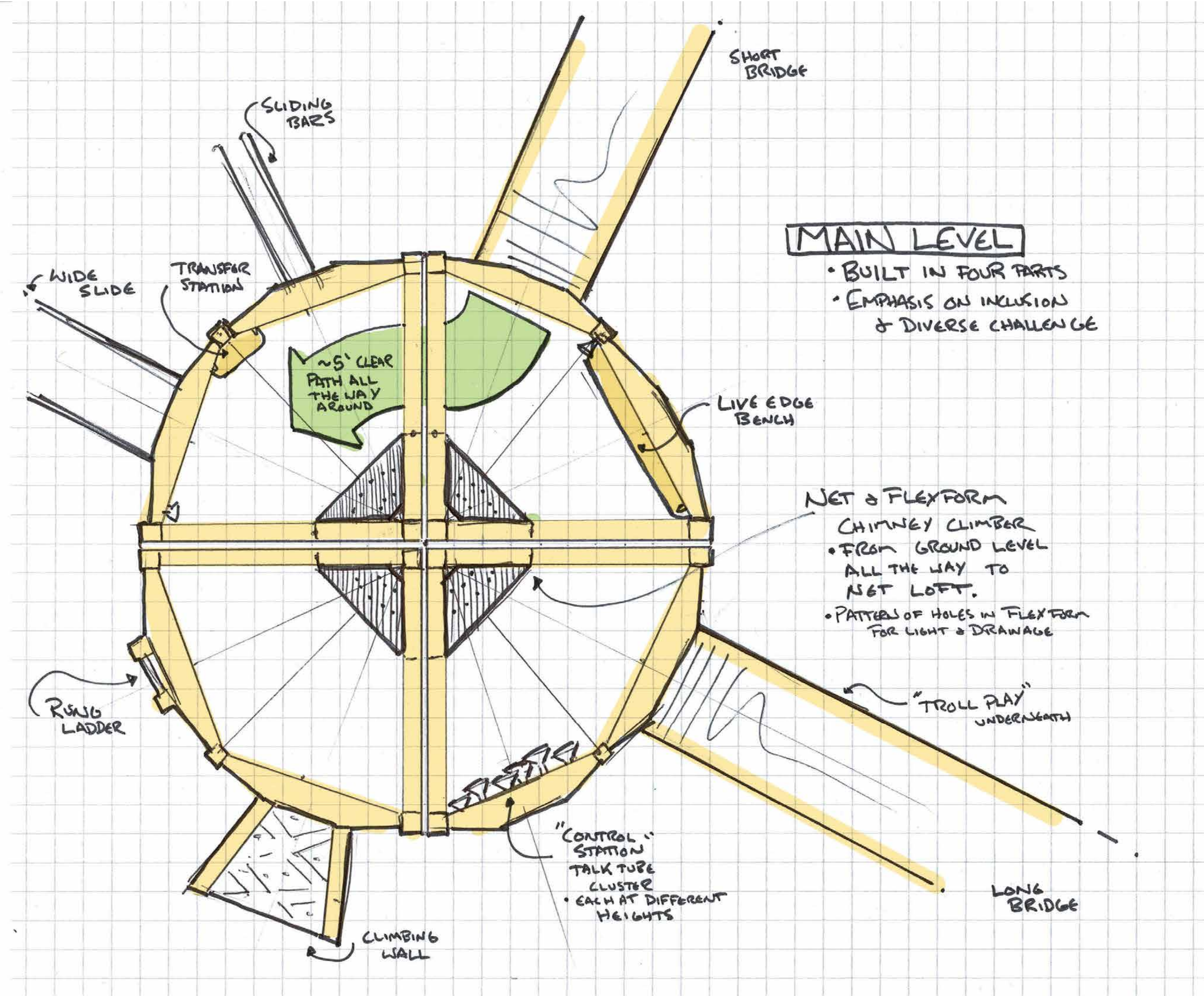
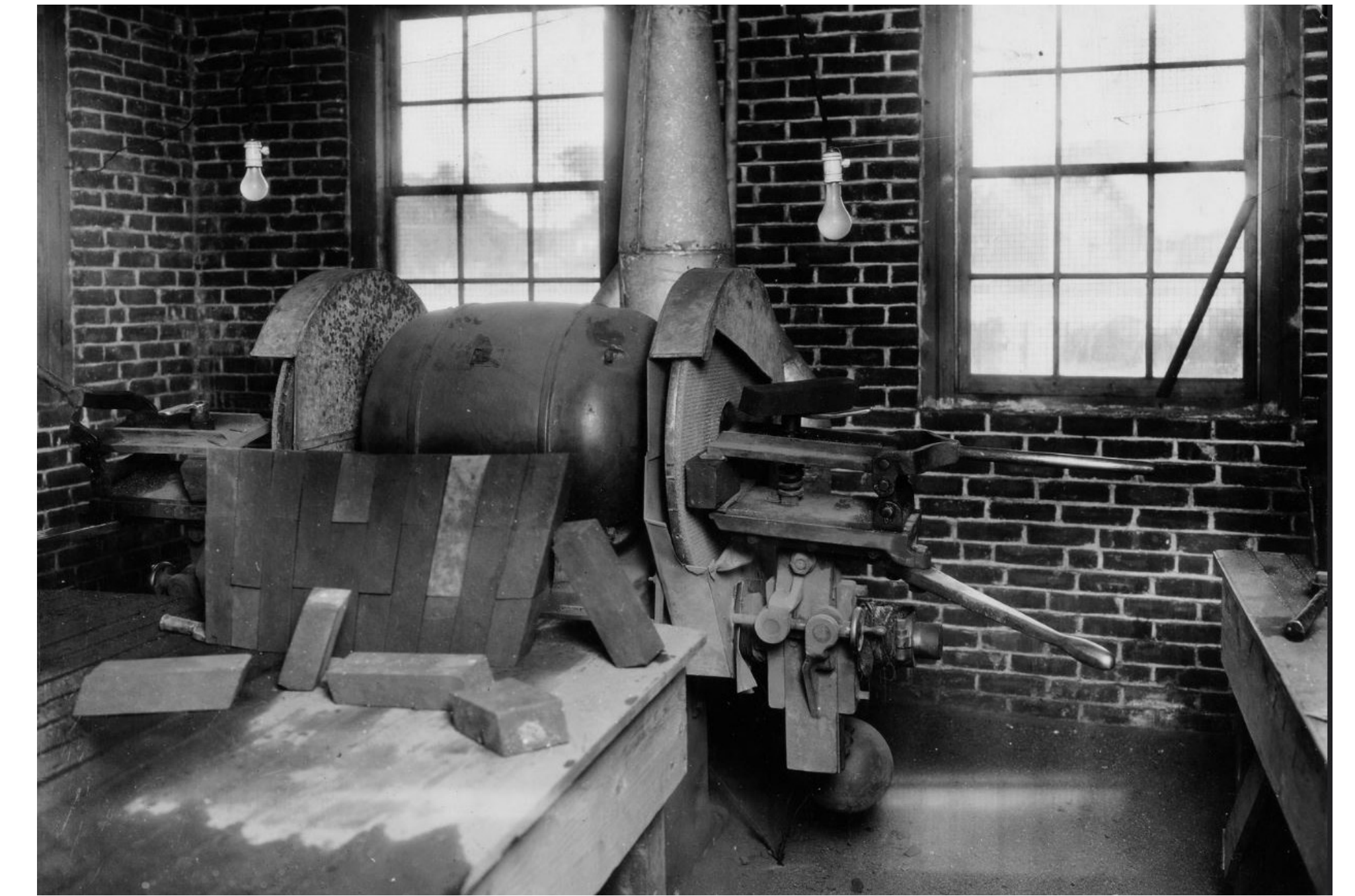
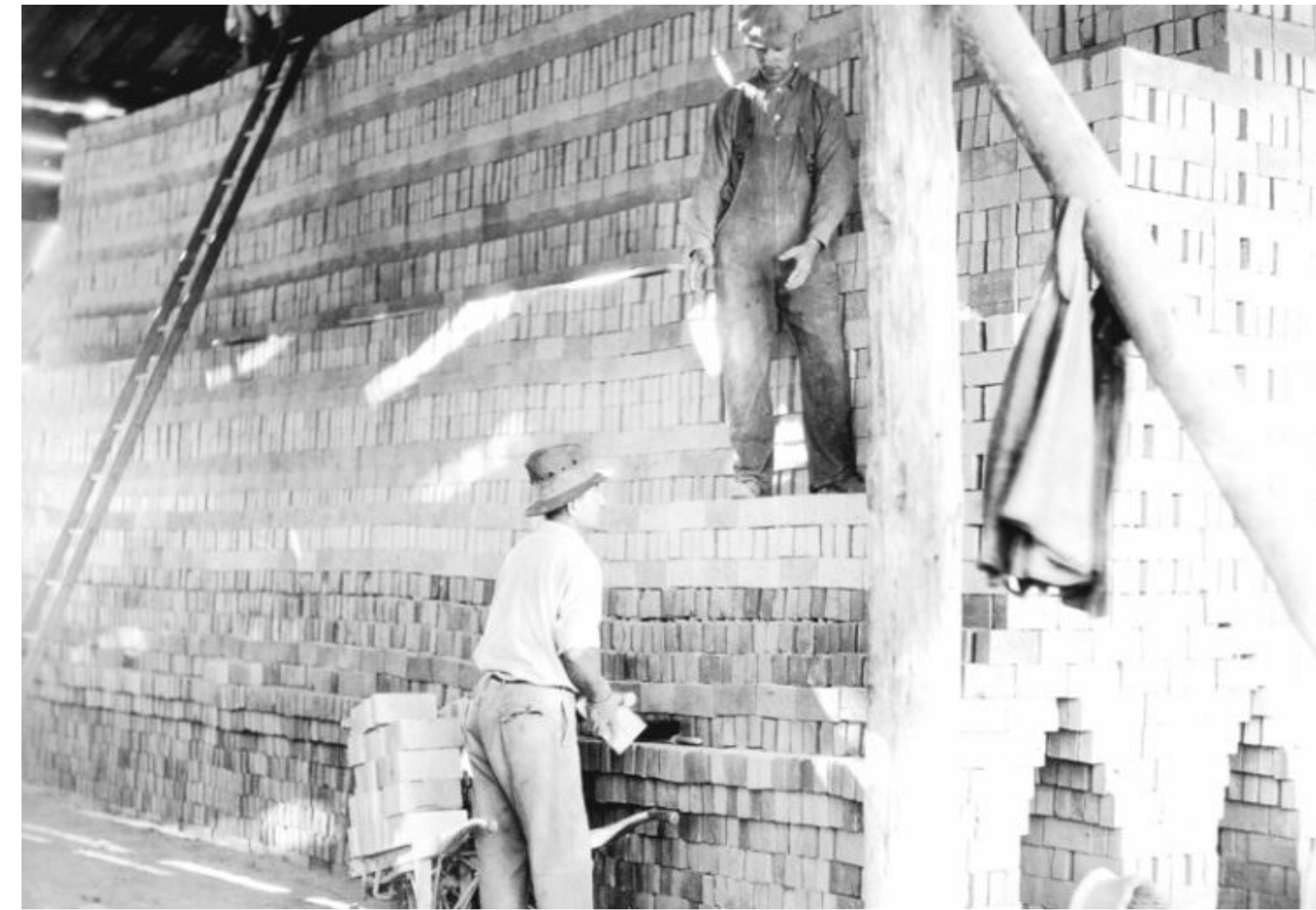
Earthscape built structure conveying permeability and a similar scale of The Kiln Structure



Earthscape built structure conveying permeability of structures

NS-20

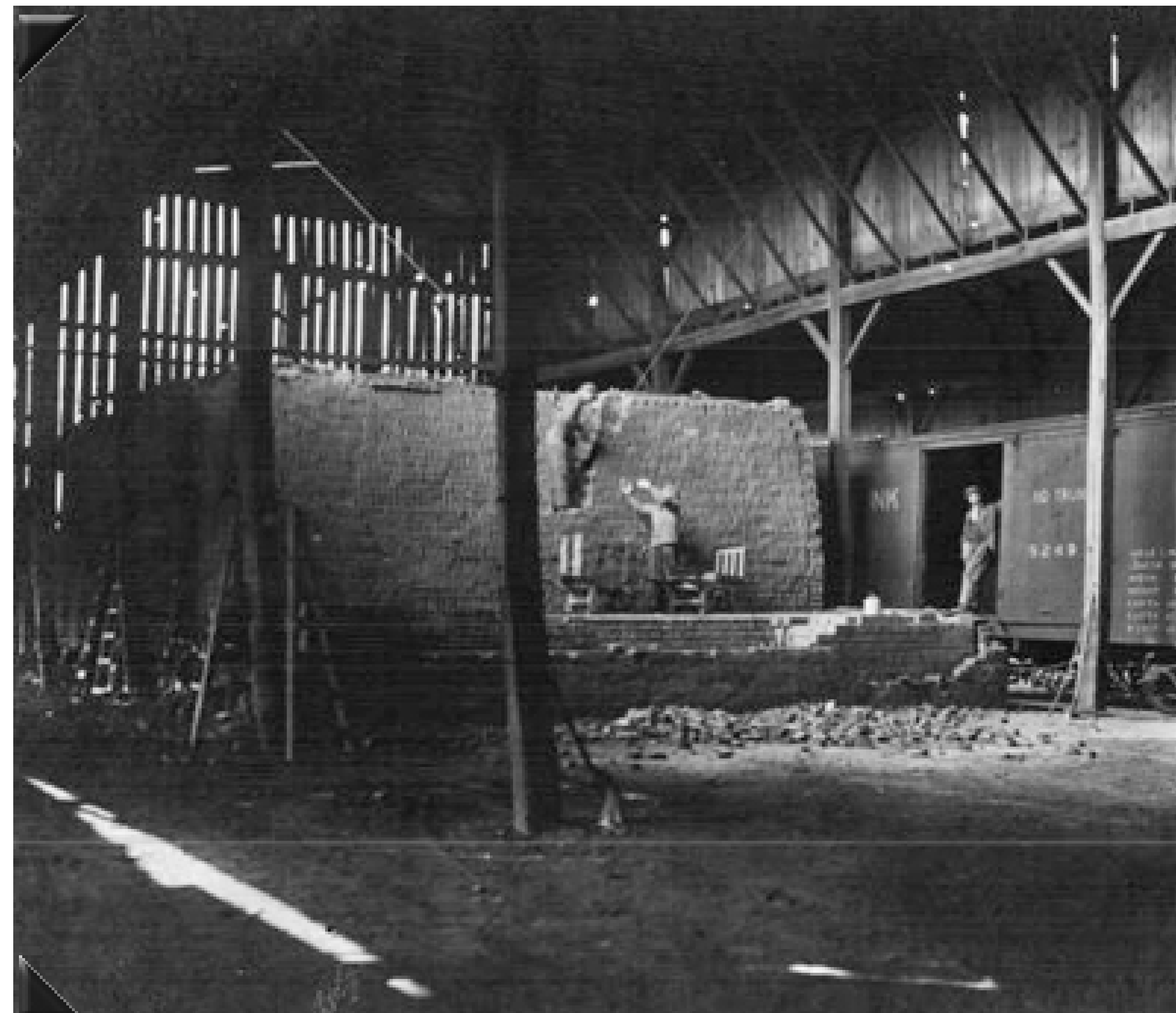
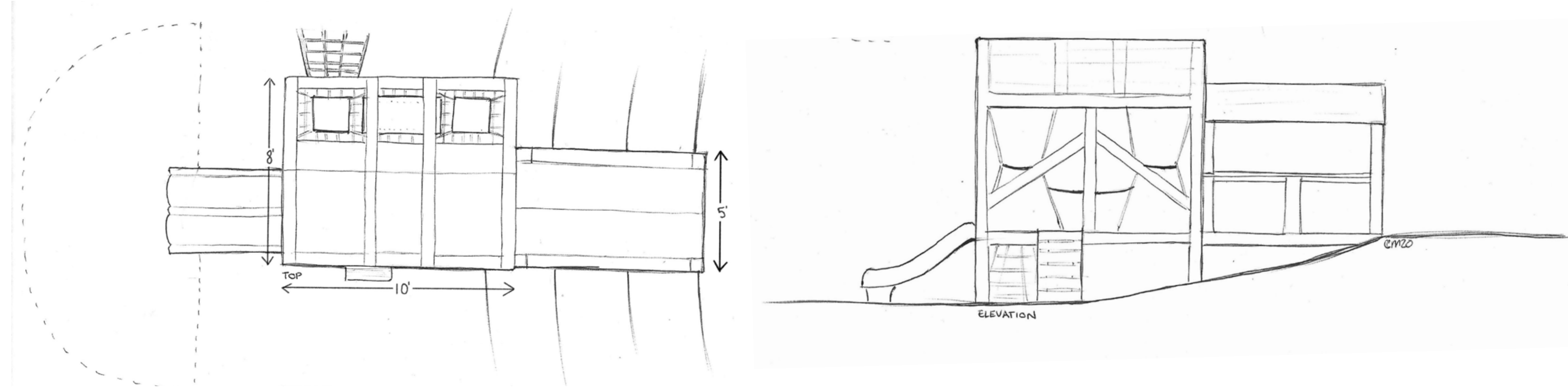
Senior Area: The Kifn



Junior Area: Drying Shed

Key Play Features

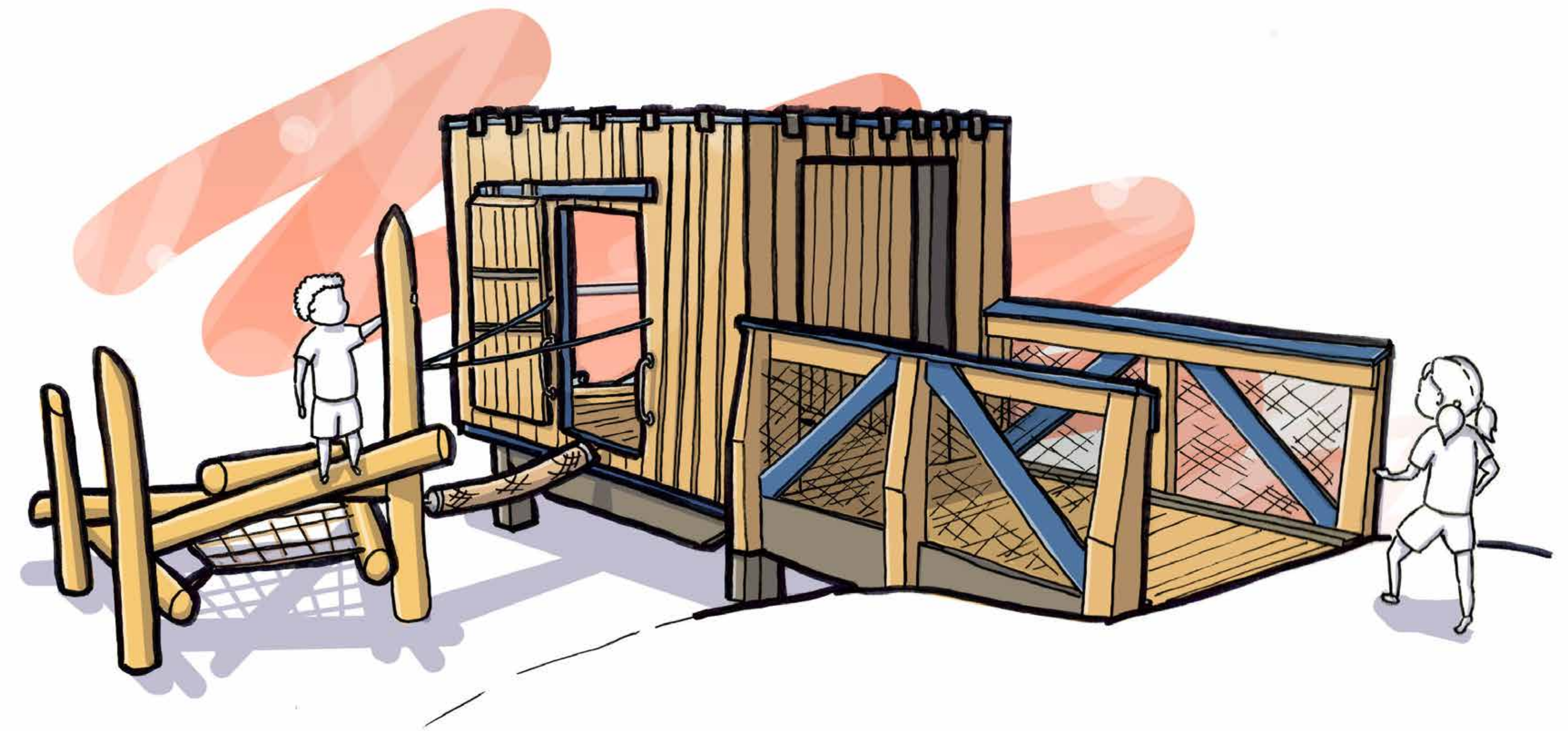
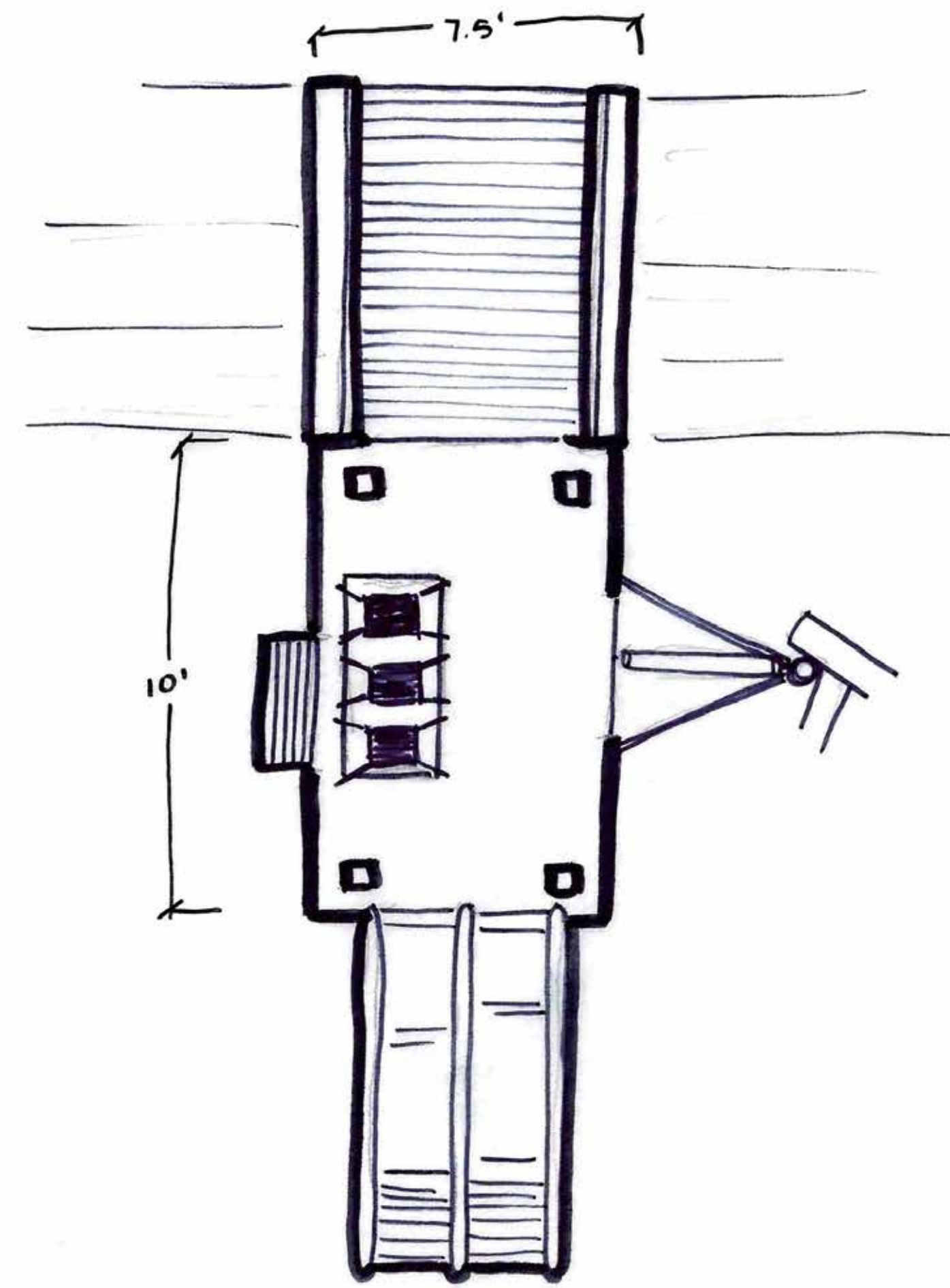
The Drying Shed concept for the junior play area reflects the original design intent that has been developed until this point. A covered bridge from the top of the slope leads to the one-level drying shed structure. The bridge is offset to allow a clear path to the slide at the opposite end of the structure and leave nearly half of the interior space free for play. A partial net floor with an opening allows access from below. Flexible rubber sling seats at different heights offer non-prescriptive play. A solid wood ladder and net climber offer additional points of access to the platform. A 3' slide is a fun means of egress down to the lower play area.

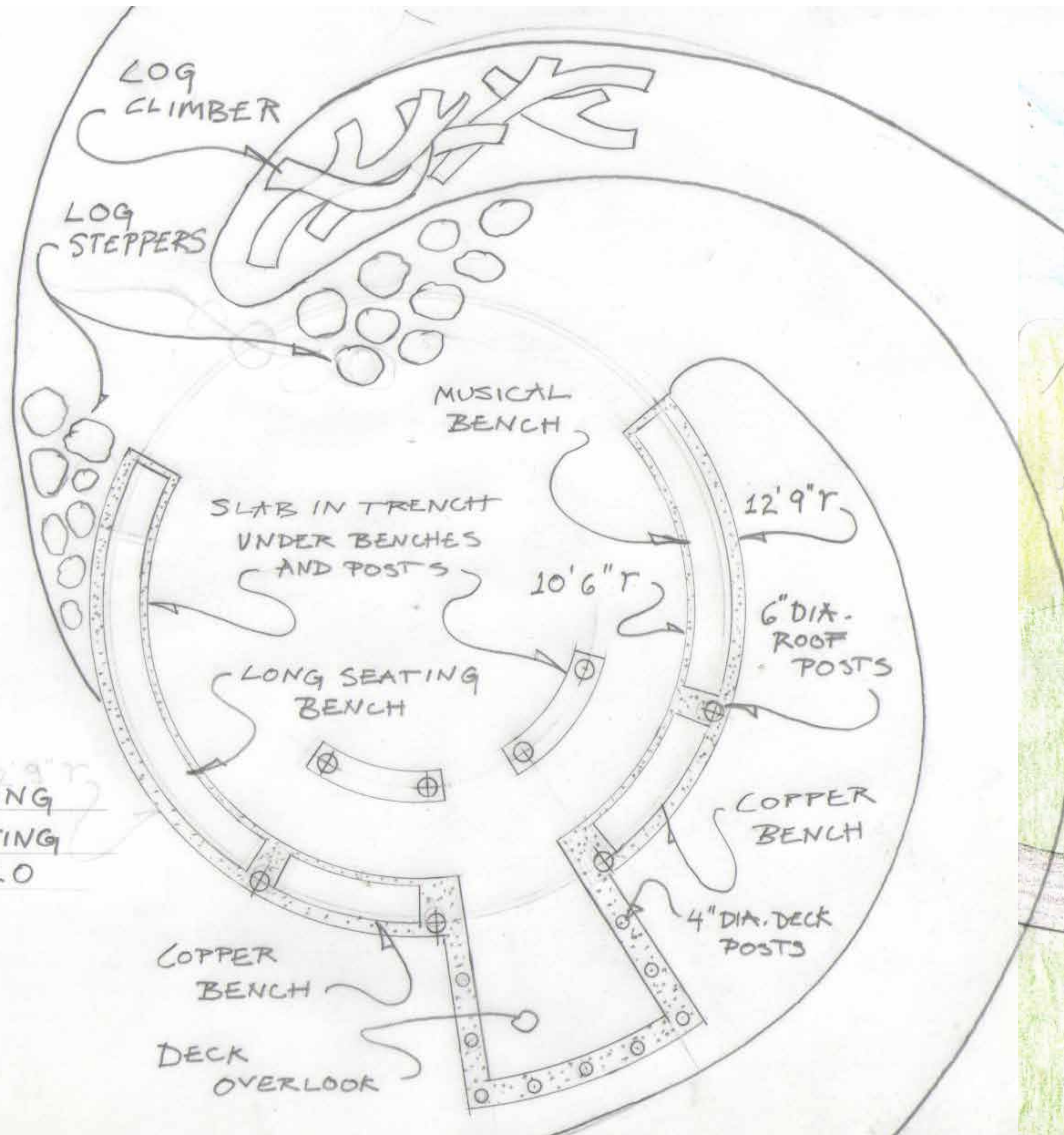
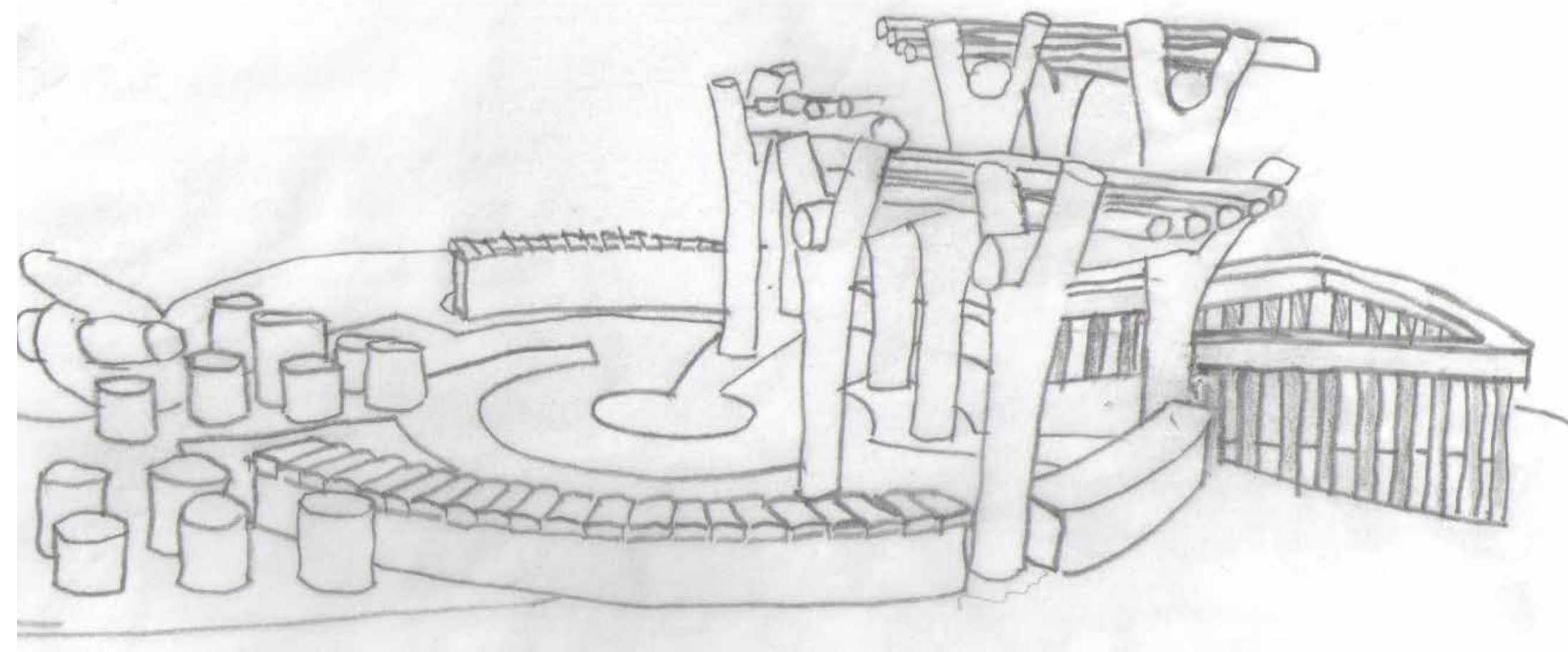


Junior Area: Train Car

Key Play Features

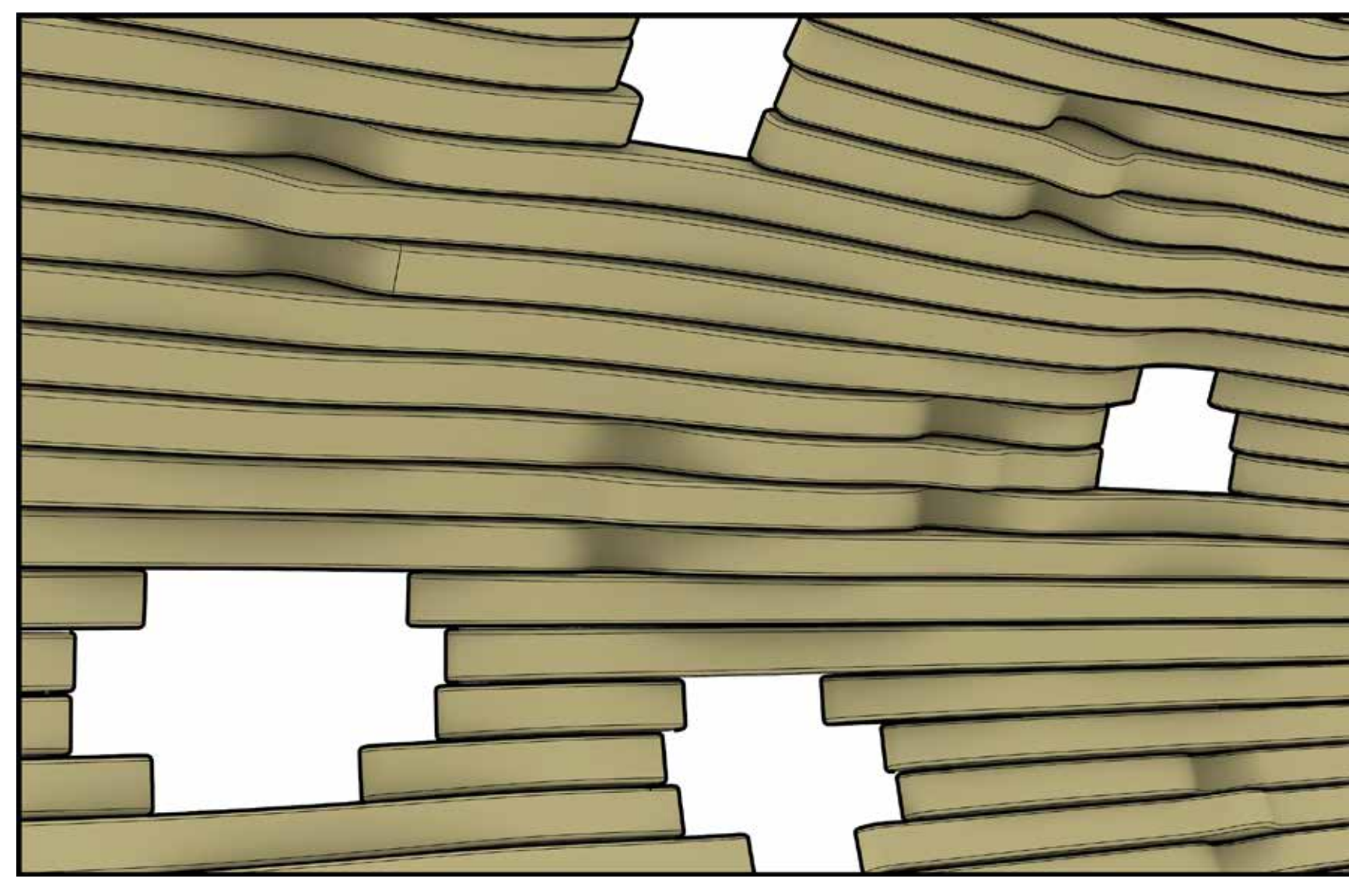
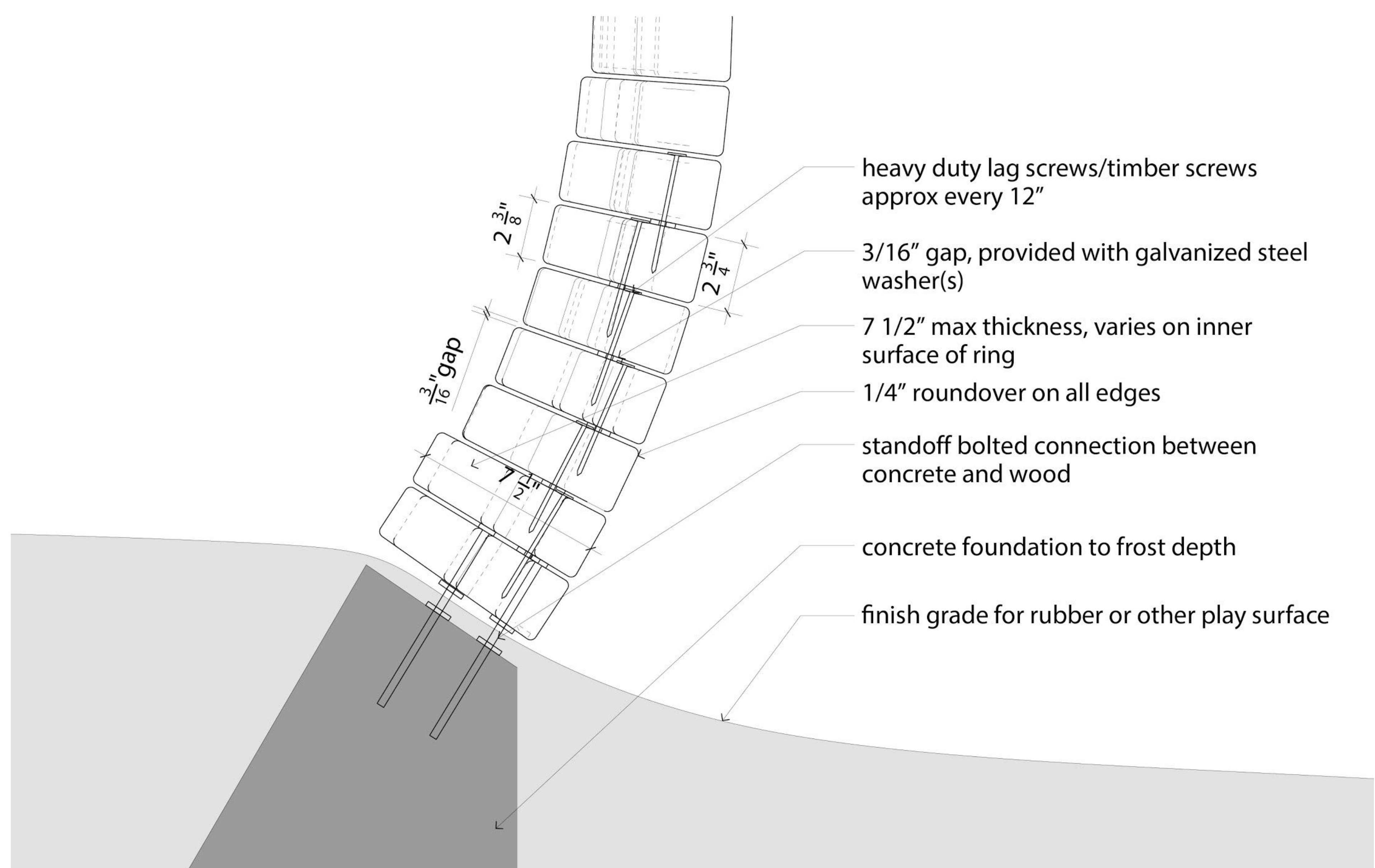
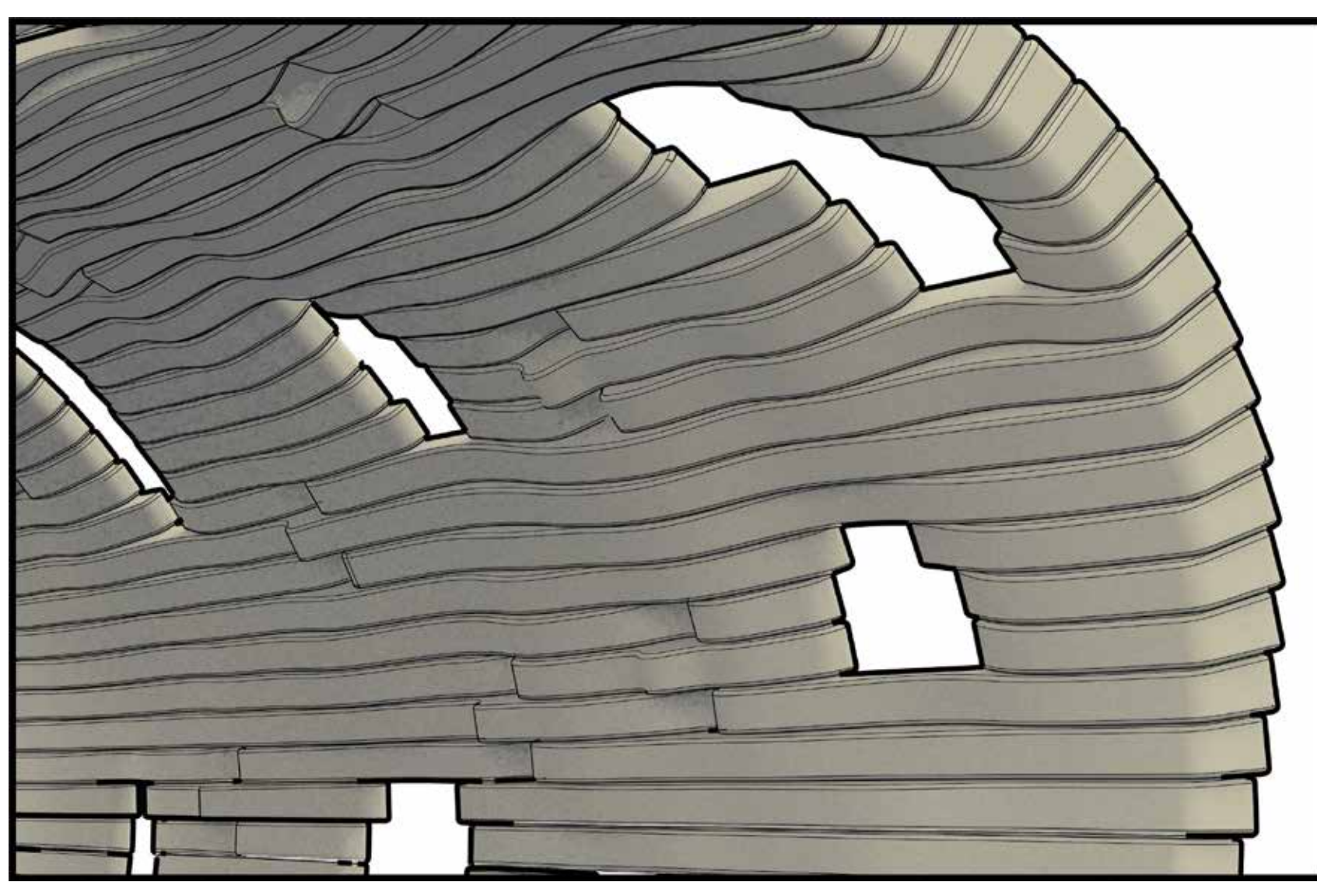
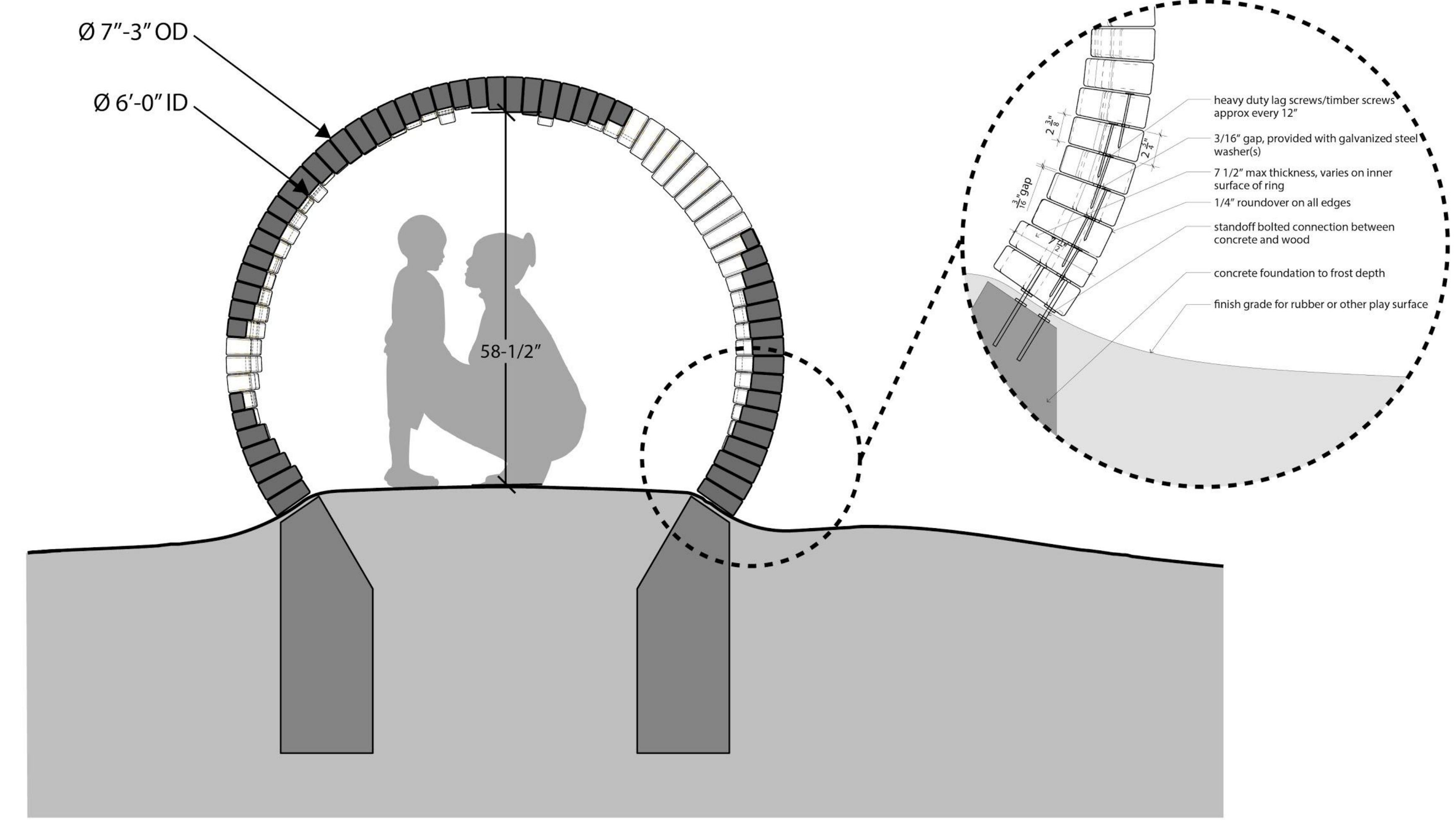
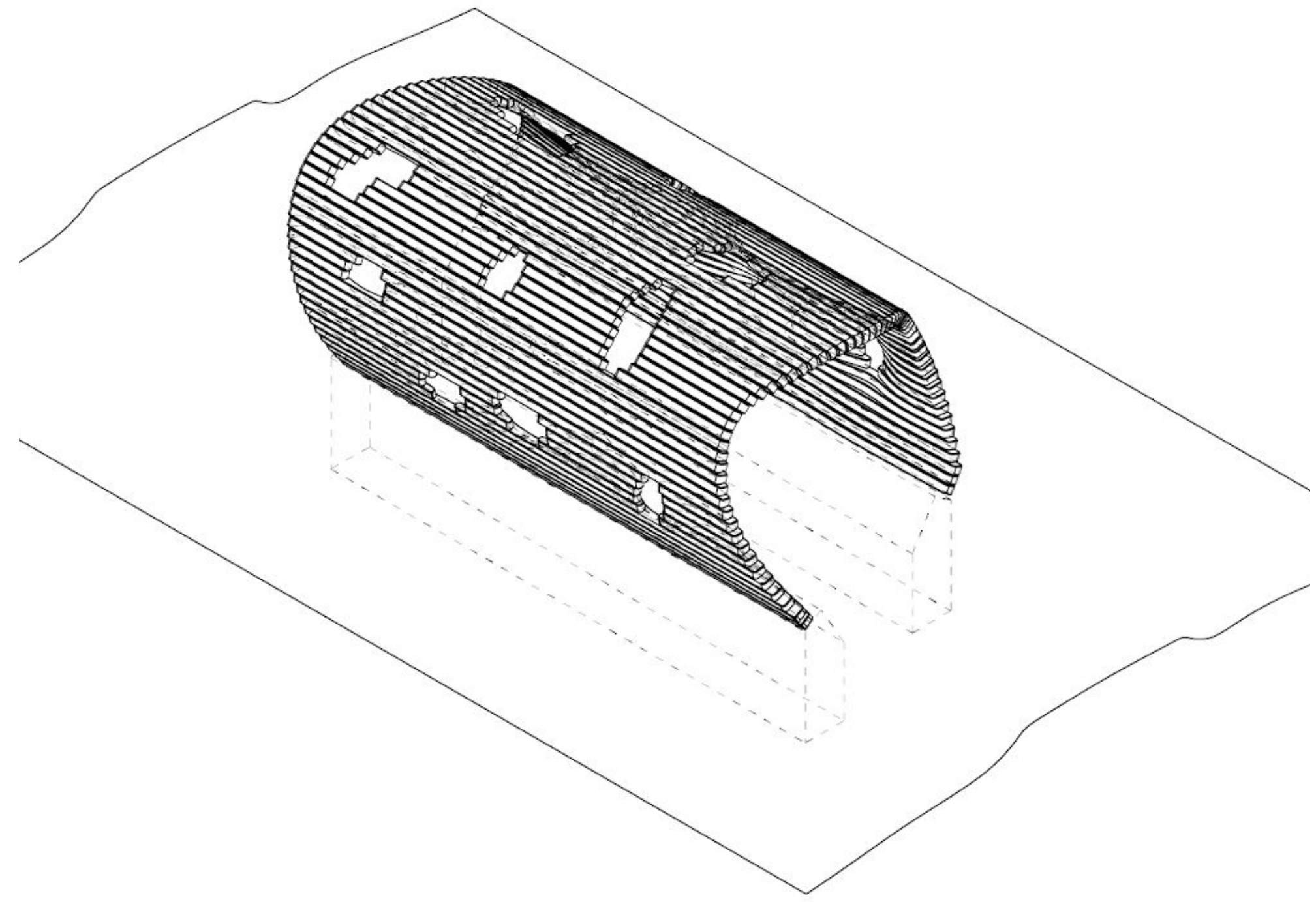
The Train Car concept is proposed as an alternative to the Drying Shed concept for the junior play area. It was inspired by the below image that illustrates trains as instrumental in transporting bricks ready for use on construction sites. An open bridge leads to the train car; a partial net floor in the interior allows access around it to the double roller slide at the end of the structure. Like the drying shed structure, the train car also features interior flexible rubber sling seats over the net floor. A solid wood ladder offers access from ground level on one side. The opposite side features a large diameter rope bridge connected to a small log jam with a net for additional playability outside of the train car.

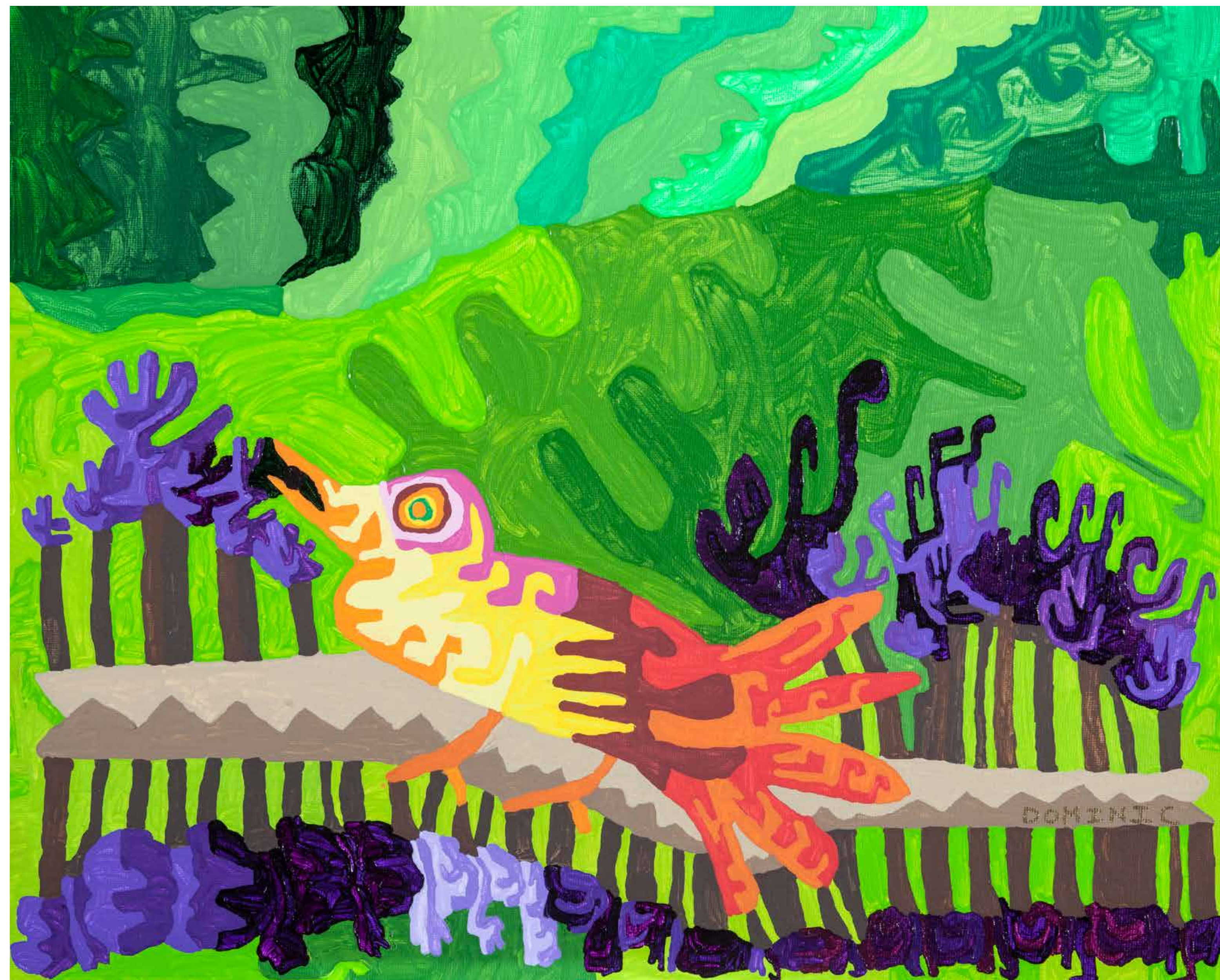




LAY-OUT SHOWING
REVISED FOOTING
PLAN 3/4/20





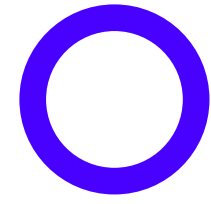


DOMINIC KILLIANY
CAMBRIDGE UNIVERSAL PLAY



POTENTIAL ART APPLICATION:

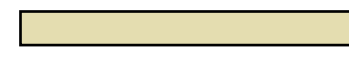
ENTRANCE SIGNAGE



BENCHES



GROUND PLANE APPLICATION



DOMINIC KILLIANY - POTENTIAL ART INTEGRATION
CAMBRIDGE UNIVERSAL PLAY



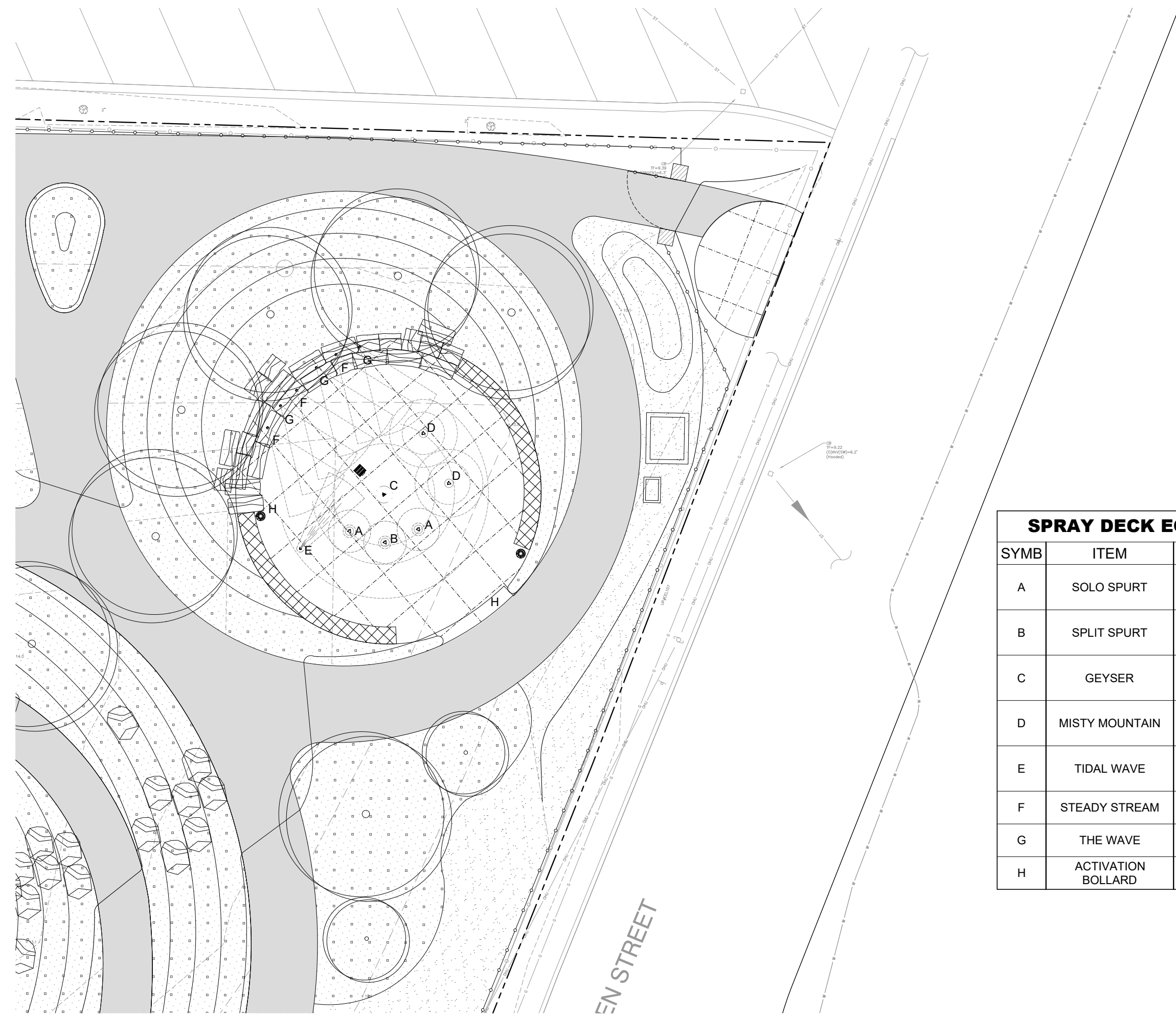
POTENTIAL ART APPLICATION:
 ENTRANCE SIGNAGE
 SEATWALLS
 BENCHES
 GROUND PLANE APPLICATION
 PARK INFRASTRUCTURE



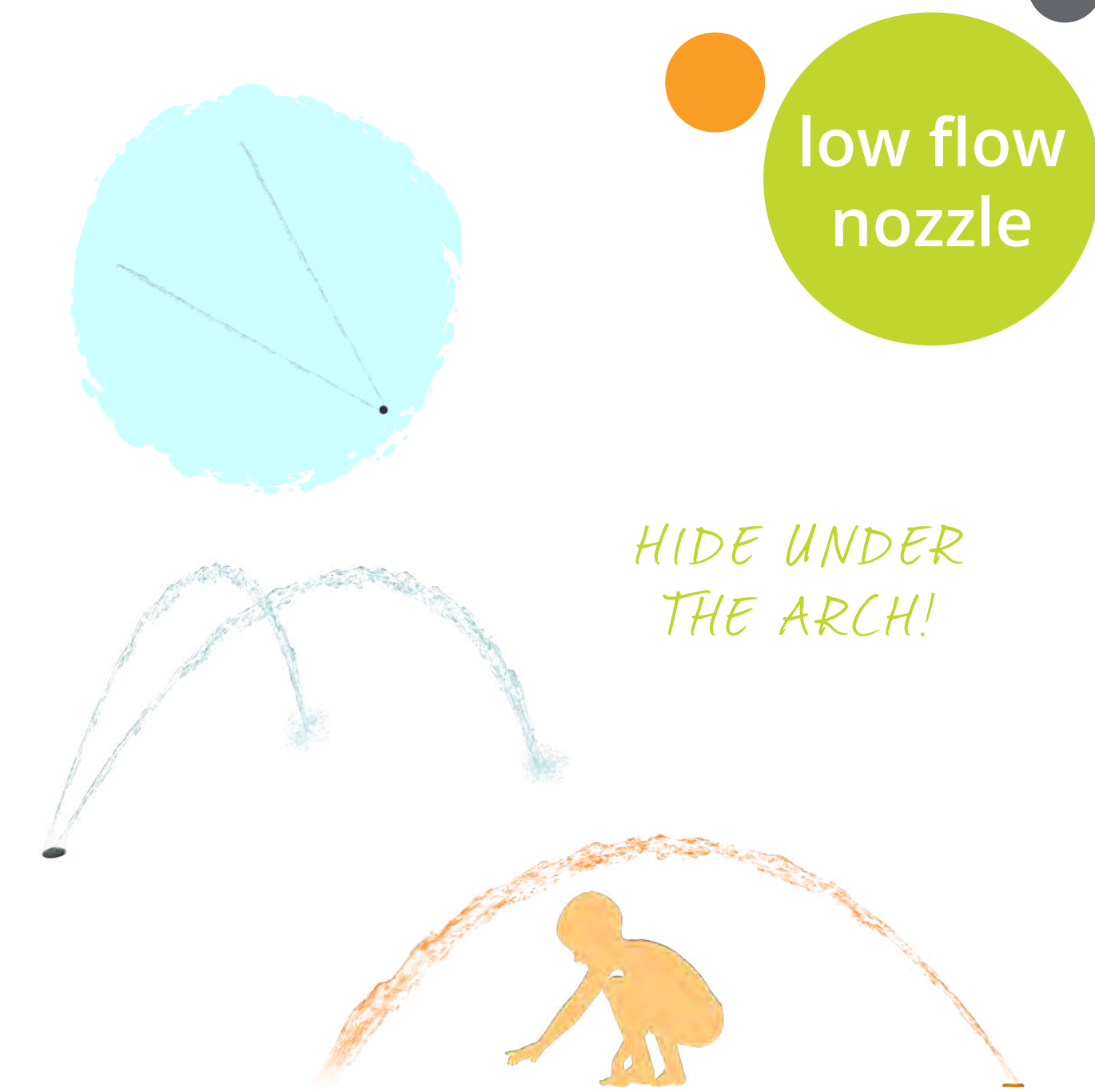


DOMINIC KILLIANY - POTENTIAL THEME CURATION
CAMBRIDGE UNIVERSAL PLAY





SPRAY DECK EQUIPMENT		
SYMB	ITEM	MANUFACTURER
A	SOLO SPURT	WATERPLAY
B	SPLIT SPURT	WATERPLAY
C	GEYSER	WATERPLAY
D	MISTY MOUNTAIN	WATERPLAY
E	TIDAL WAVE	WATERPLAY
F	STEADY STREAM	WATERPLAY
G	THE WAVE	WATERPLAY
H	ACTIVATION BOLLARD	WATERPLAY



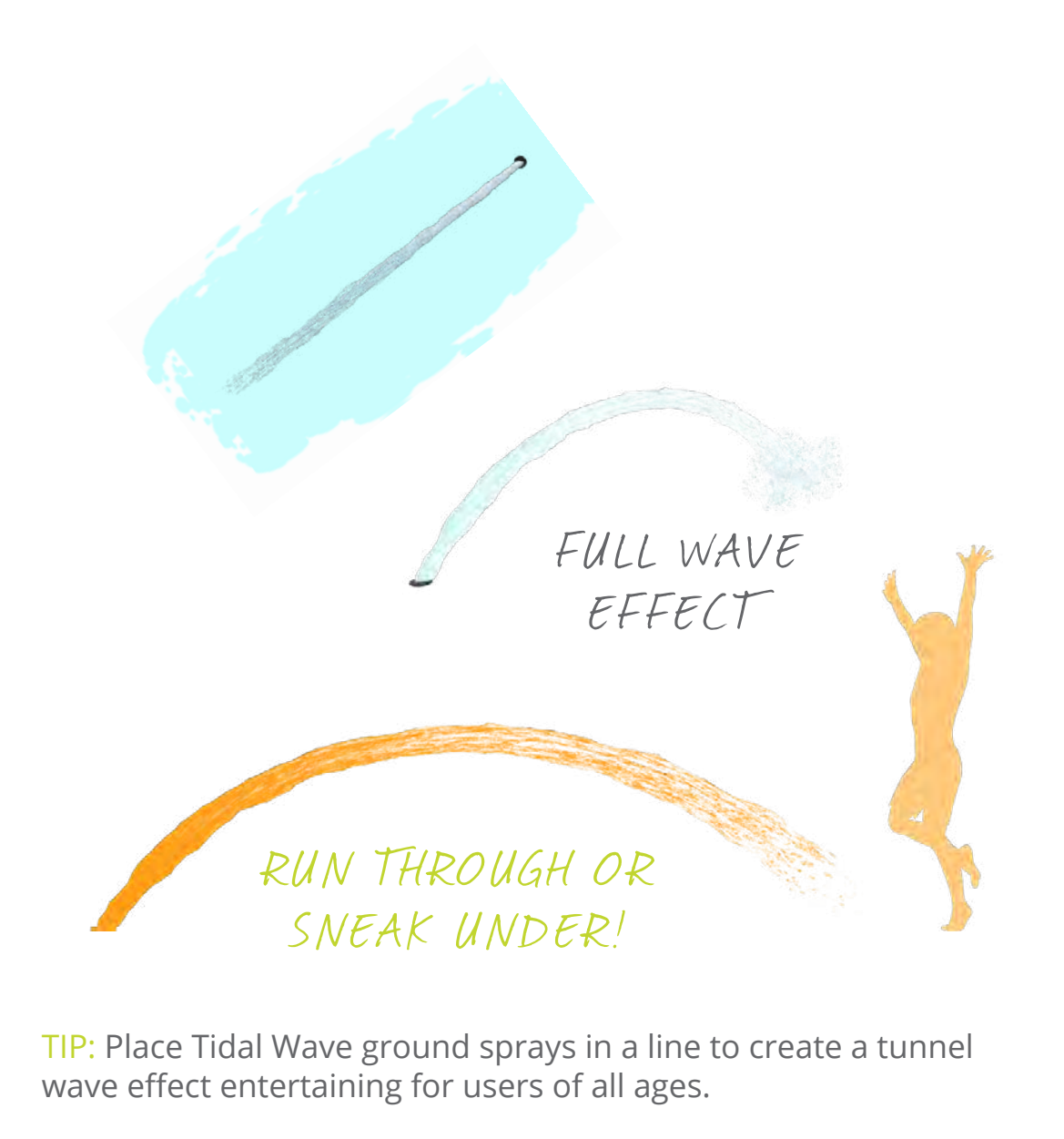
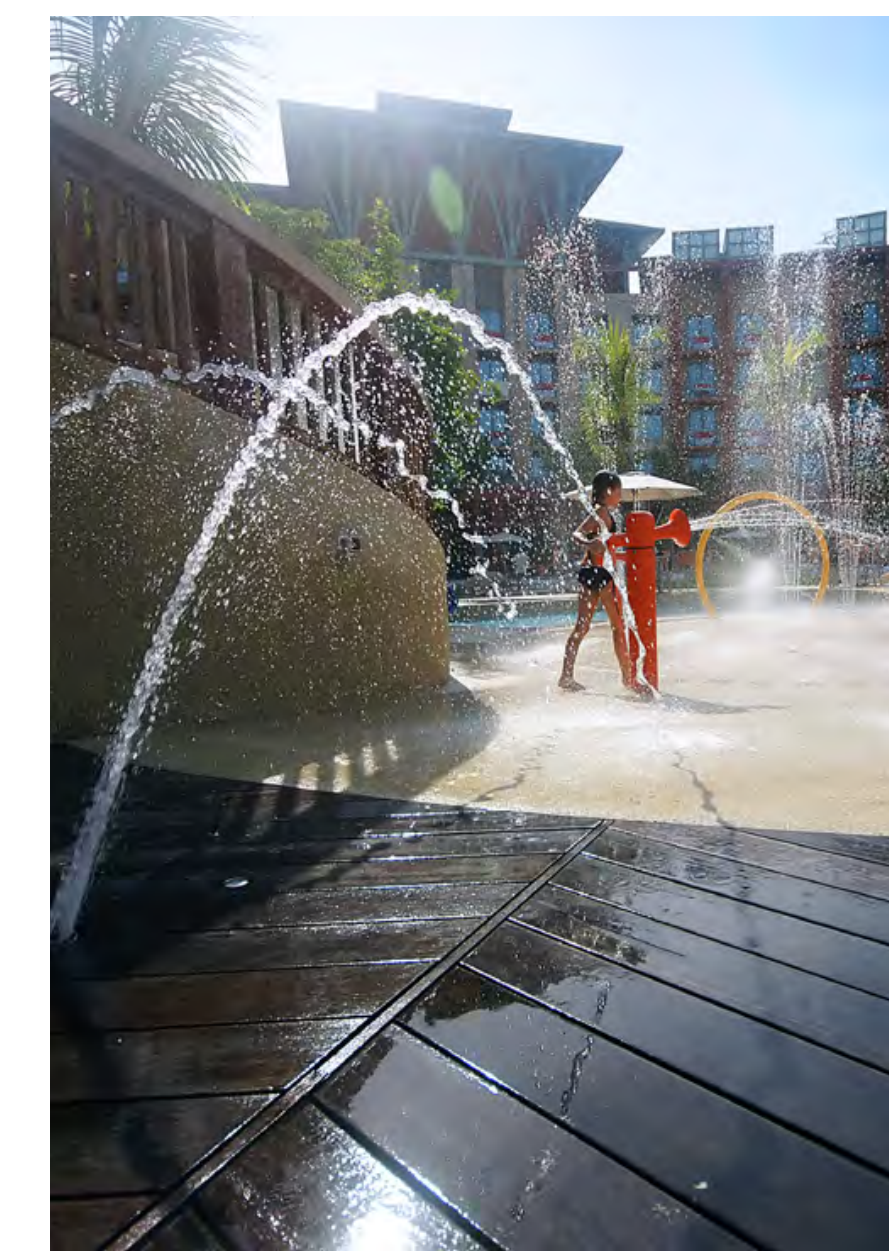
TIP: Cluster ground sprays together to create exciting water experiences for users of all abilities. Ground sprays are a perfect addition to any play zone and create natural gathering areas for exploration and communal play.

SPLIT SPURT



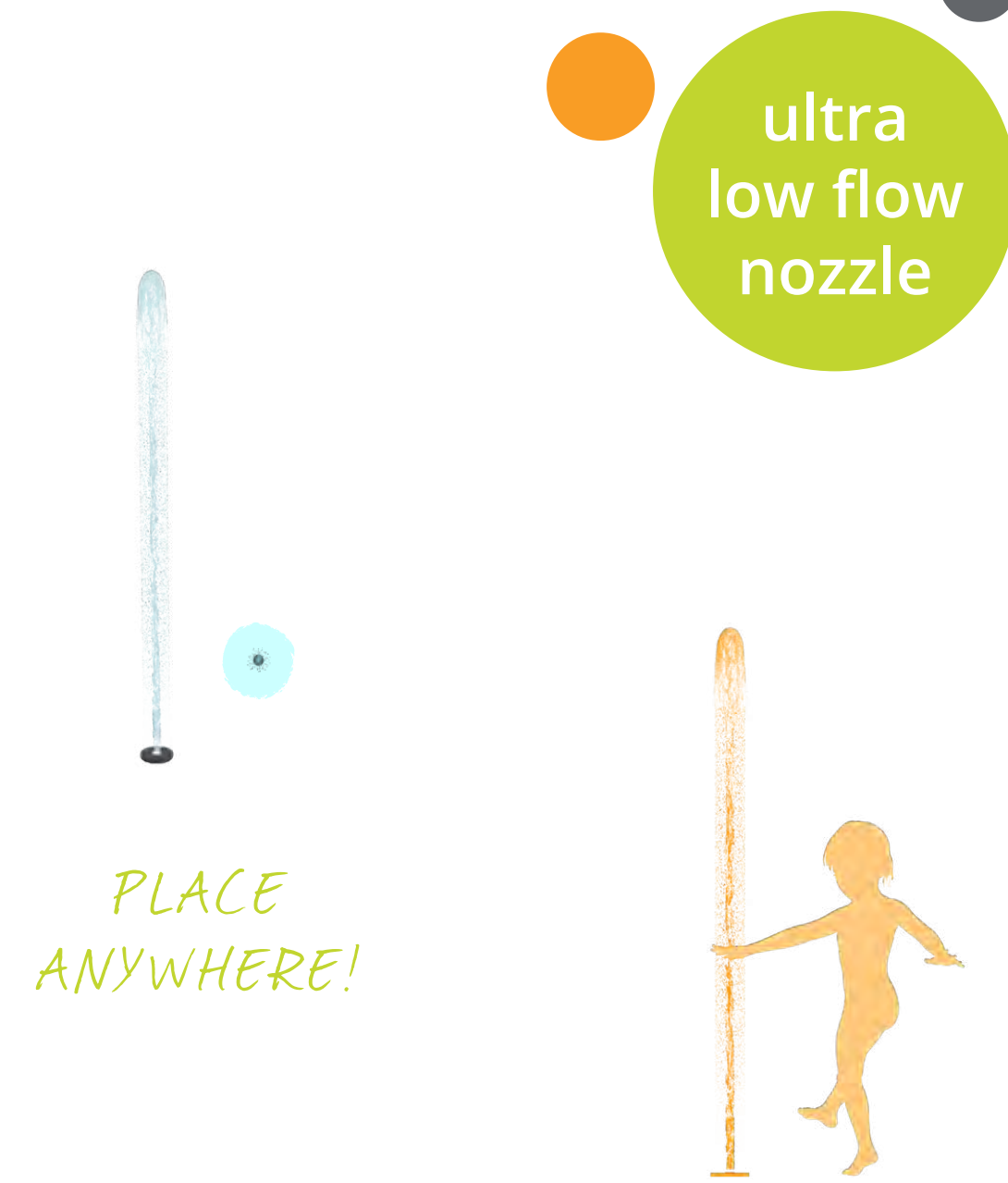
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MISTY MOUNTAIN



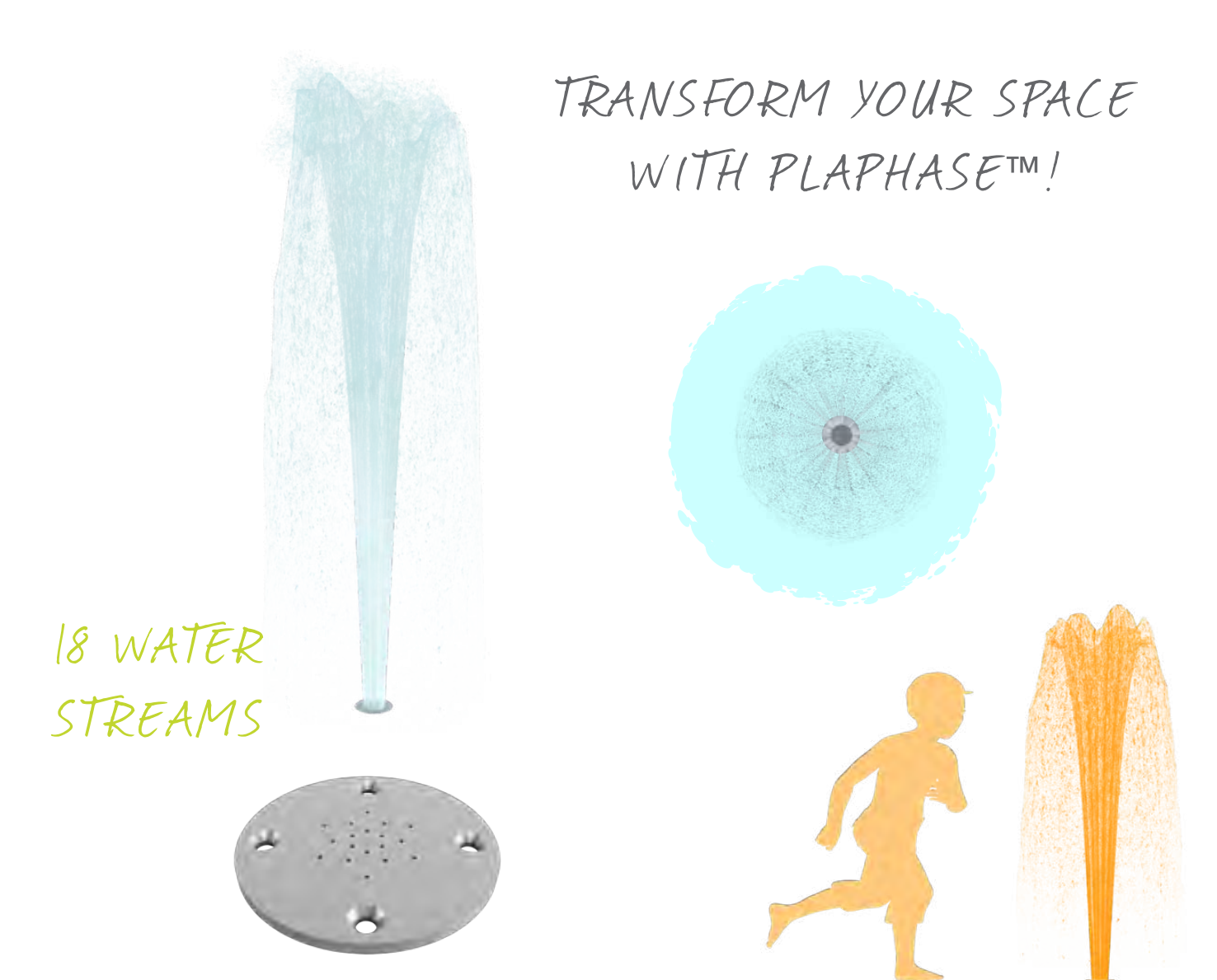
TIP: Place Tidal Wave ground sprays in a line to create a tunnel wave effect entertaining for users of all ages.

TIDAL WAVE



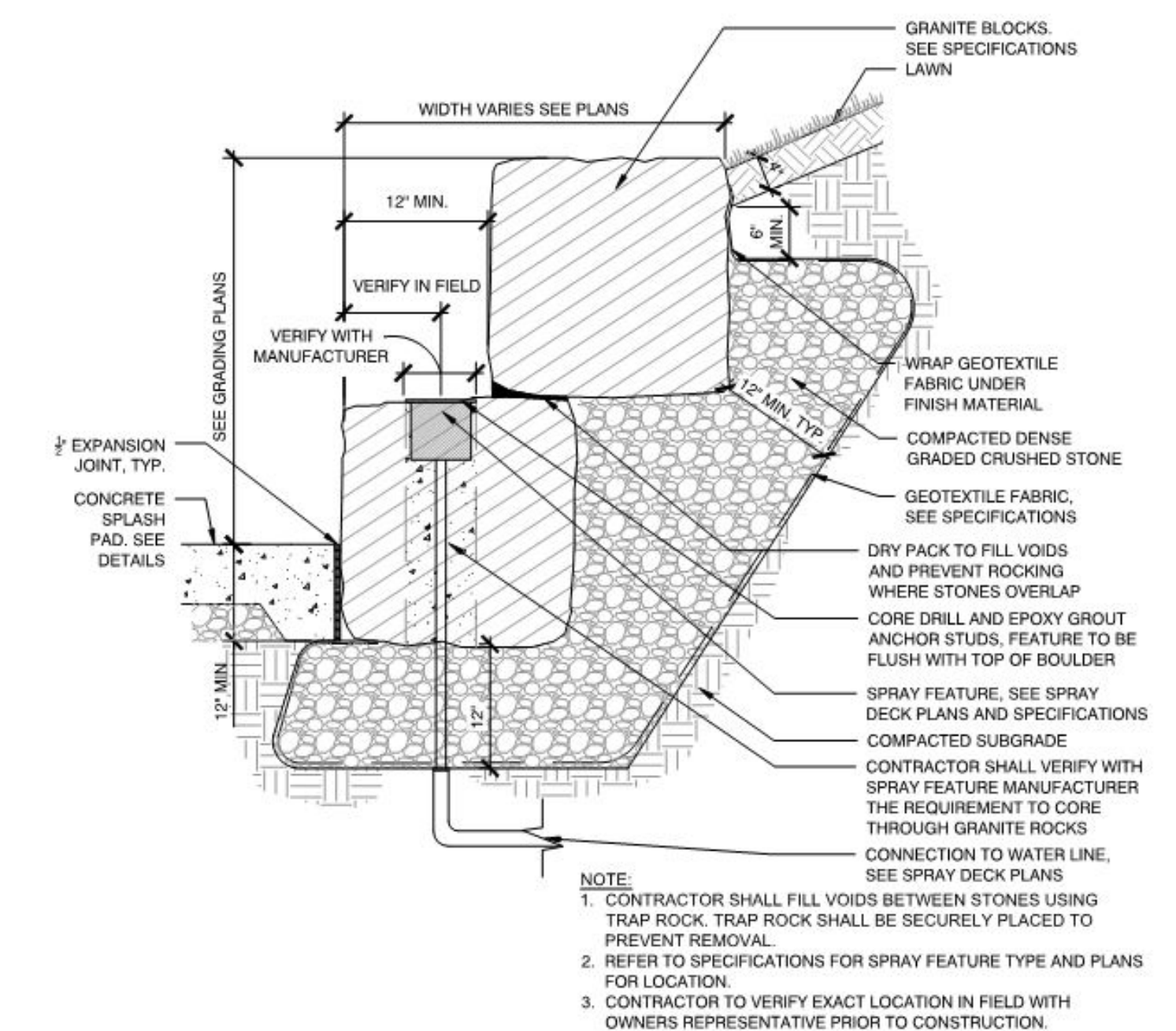
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SOLO SPURT



Find flexibility with playPHASE™ Easily phase, swap, update or remove features throughout your project lifecycle. The universal, flush-to-grade playPHASE base is compatible with geyser sprays (low, medium and high), winter cap and freestanding features.

PLAYPHASE™ GEYSER (HIGH)



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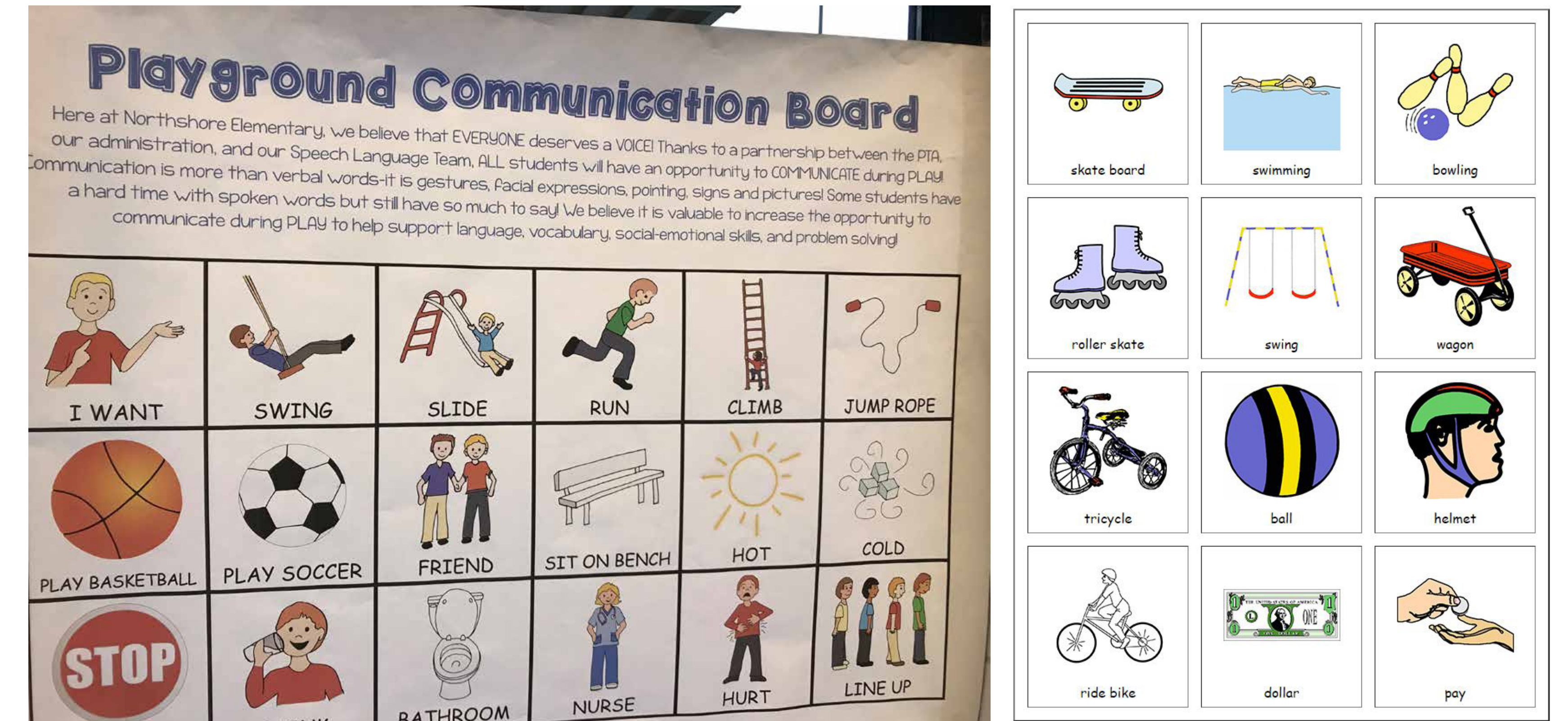
**PRIMARY PLAYGROUND ENTRANCE SIGNAGE
WAY FINDING SIGNAGE**

PLAYGROUND WAY FINDING BOARD AND INFORMATIVE SIGNAGE



**SECONDARY PLAYGROUND ENTRANCE SIGNAGE
COMMUNICATION BOARD**

COMMUNICATION BOARD TO BE CUSTOMIZED FOR UNIVERSAL PLAYGROUND PLAY ELEMENTS



QR CODES

USE OF QR CODES ON SITE SIGNAGE TO POINT TO RELEVANT CAMBRIDGE CITY INFORMATION

