

Agenda

- Introductions
- Project Overview
- Playing Fields Conceptual Design
- Tot Lot and Site Goals & Opportunities
- Community Input & Next Steps
- Questions & Contact
- Breakout

Introductions

CITY STAFF



Kathy Watkins – City Engineer

Kara Falise – Project Manager

Kate Riley – Community Relations Manager

DESIGN TEAM







TOBIN SCHOOL

Construction: July 2020

Estimated Completion: Sept 2024

For More Information:

https://www.cambridgema.gov/Departments/citymanagersoffice/tobinschoolproject

or Contact

Kate Riley at kriley@cambridgema.gov or 617-349-4870



PLAYING FIELDS

 Design upgrade supports Little League field relocation from Tobin School

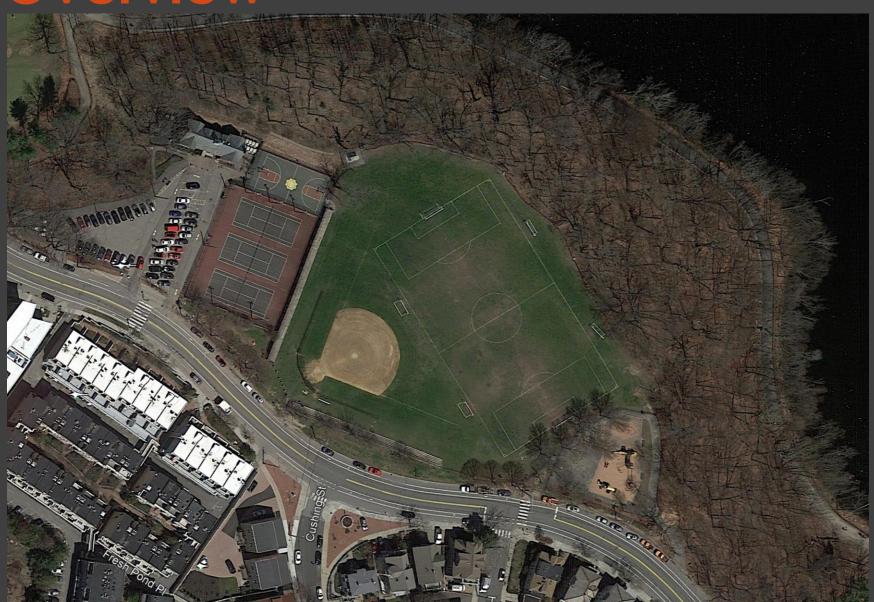
TOT LOT AND SITE IMPROVEMENTS

 We need you: We're seeking your input on the design of the Tot Lot and Site improvements





GLACKEN FIELD



GLACKEN FIELD



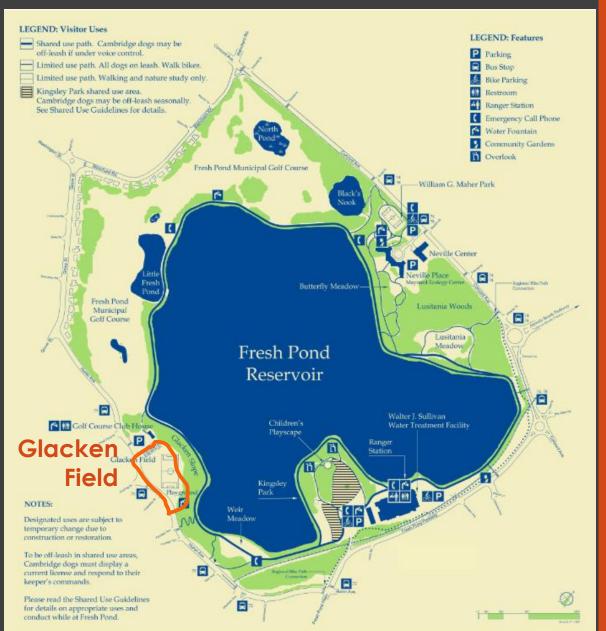
Coordination with:

- Department of Human Service Programs (DHSP)
- Parks Department
- Water Department
- Fresh Pond Golf Course







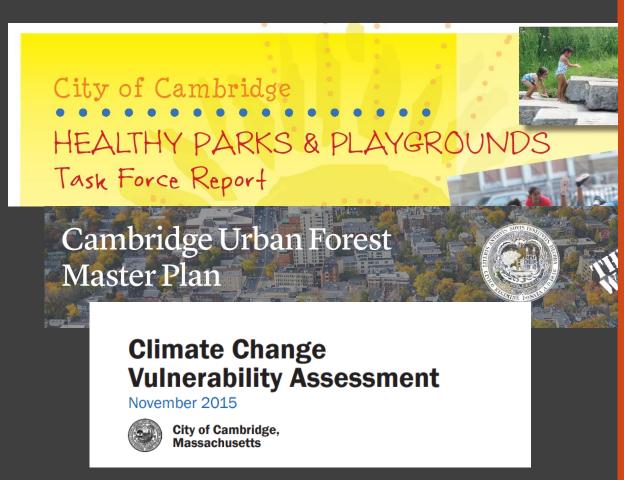


Coordination with Citywide Initiatives Such as:

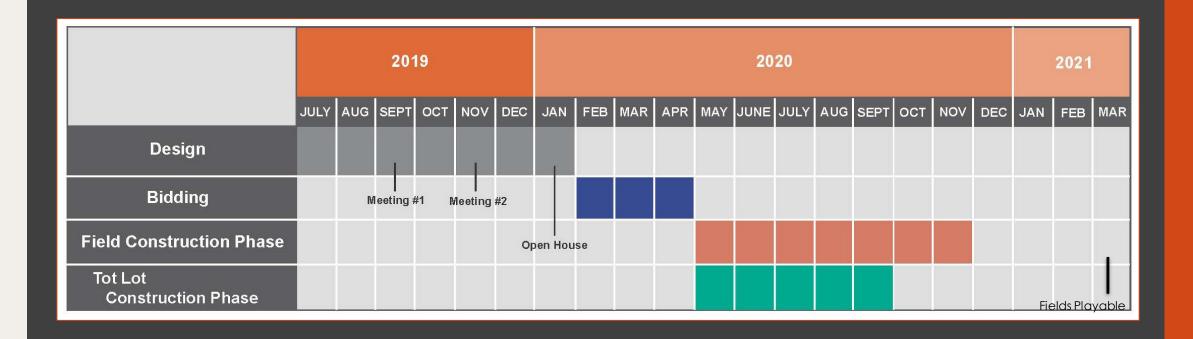
- Healthy Parks and Playgrounds
- Climate Change and Resiliency Planning
- Urban Forest Master Plan
- Fresh Pond Master Plan
- 1% for Art

AND

- Existing Users
- Proposed Users
- Neighborhood Groups



Project Timeline





Playing Fields





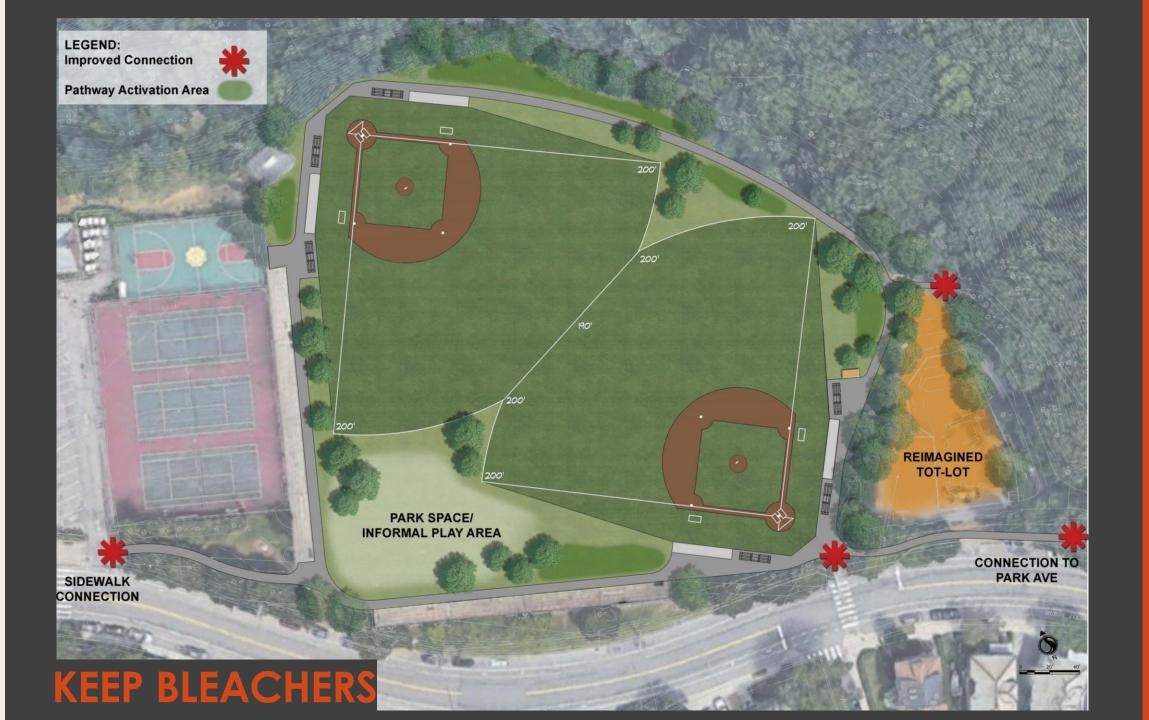
Playing Fields

EXISTING BLEACHERS











Playing Fields

PLAYING FIELD CONCEPT

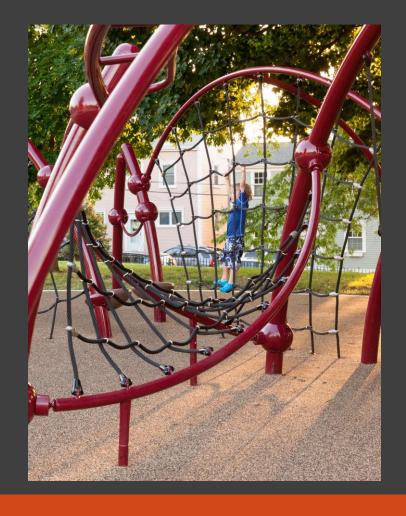
- 2 Little league fields
- Remove Existing Concrete Bleachers improving connections to courts and to Huron Ave
- Aluminum bleachers
- Perimeter walking path
- Landscape improvements / Tree Plantings
- Informal park space
- Improved connection from Huron Ave with ADA accessibility
- Tot Lot improvements





Tot Lot and Site Goals

- Design specific to Fresh Pond
- Range of accessible & inclusive play options
- Integrated play environment
- Community spaces
- Improved pedestrian circulation
- Collaborative design process



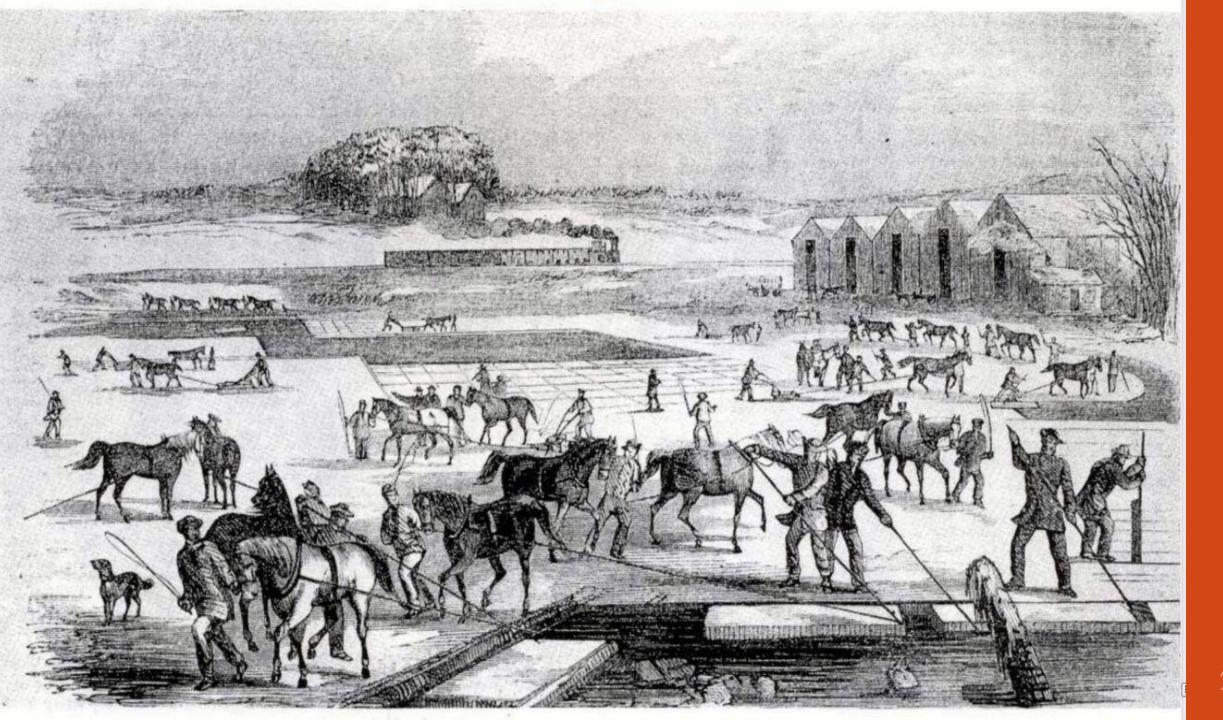
The **Healthy Parks and Playgrounds** initiative aims to provide diverse play opportunities throughout the City that are **fun, physically challenging, creatively stimulating and socially engaging**, and that serve all **different age groups, abilities and interests**.













Options for Accessible & Inclusive Play

SOCIAL/EMOTIONAL

For play to be truly inclusive, children need to be socially included. As children play together, they learn to cooperate, take turns, and engage in meaningful dramatic and imaginative play experiences that create lifelong memories. Providing places for children to feel emotionally secure allows them to belong and choose how and when to engage in play.

PHYSICAL

All children need opportunities to be physically active through play. Play environments that provide a variety of developmentally appropriate activities, offer healthy risk, and challenge children of all abilities, create places where everyone wants to play.

SENSORY

Play is most meaningful in sensory-rich environments that encourage discovery and exploration. Sensory play through tactile, visual, auditory, smells and tastes, vestibular, and proprioceptive experiences help children understand the world around them.

COGNITIVE

Children learn through play and interacting with the people and world around them. Supporting intuitive play behaviors that stimulate development can help keep children engaged in meaningful play for longer periods of time. Opportunities for children to problem solve, think abstractly, and develop cause and effect skills help provide unique hands on opportunities to bring learning outside.

COMMUNICATION

Playgrounds can support the development of receptive and expressive language, allowing children to demonstrate what they know and express themselves. Language development occurs through natural play behaviors and routines and is enhanced through developmentally appropriate play elements, loose parts, and outdoor programming.

Under deck activities and dramatic play elements encourage children to think creatively and use their imagination.

Seating areas around, under, and on play structures offer a place to socialize, rest, or observe until emotionally ready to engage. Signage and unique play elements can create an atmosphere of respect and acceptance and promote cultural/disability awareness.

Pathways, natural elements, loose parts, ground level, and freestanding activities encourage higher levels of physical activity. Play activities that promote fine and gross motor skills and others that require varied operating force, provide choices for how to play. Beginning, intermediate, and advanced level play events encourage children to move along a developmentally appropriate continuum of skills.

Consistent multisensory cues, using contrasting colors, landscaping, and textures for orientation and exploration help organize the playscape.

Crawl tubes and under deck activities provide spaces for sensory relief, while activities such as spinning, rocking, or swinging provide sensory input.

Natural materials such as child friendly plants and sand and water provide elements that stimulate the senses.

Activities that appeal to a variety of interests give children ways to make choices and demonstrate what they know at their level. Play activities that provide auditory, visual, or tactile feedback reinforce and develop the understanding of cause and effect.

Creative opportunities to bring learning outdoors can support development in new and exciting ways.

Play activities, talk tubes, and interactive games encourage children to communicate, cooperate, and/or vocalize.

Music activities provide children a way to contribute to the sounds of the play environment. Creative play elements
enable children to
demonstrate understanding
and develop vocabulary.

Integrated Play Environment







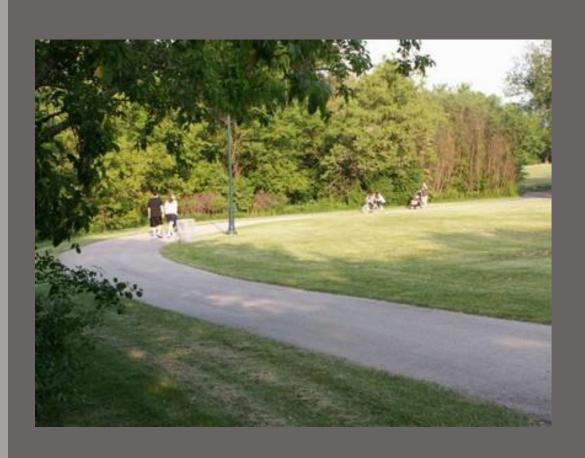


Community Spaces





Improved Site Circulation





Collaborative Design Process









Outreach & Next Steps

- Outreach in the park over next two weeks
- Meeting content posted on project web site
- Online survey on Tot Lot design
 - http://bit.ly/GlackenField
- Upcoming Community Meetings:
 - Meeting #2: November 7, 2019 6:30 p.m.
 - Tot Lot Design Update
 - Open House: January 2020

For more information on this project or to be added to the project email list to receive future notices, please visit: www.cambridgema.gov/GlackenField

If you have any questions, please contact:

Kara Falise – *Project Manager* – kfalise@cambridgema.gov or 617-349-4827 Kate Riley – *Community Relations Manager* – kriley@cambridgema.gov or 617-349-4870

Questions and Comments



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Break-Out Activities

Small Group discussions to learn more about the design elements and share your thoughts.