

City of Cambridge

Commission for Persons with Disabilities

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Philibert Kongtcheu
Chair

Gary Dmytryk
Secretary

Loring Brinckerhoff
Avril de Pagter
Mary Devlin
Jerry Friedman
Stelios Gragoudas
Valerie Hammond
Nicole Horton-Stimpson
Jackie Jones
Daniel Stubbs

Rachel Tanenhaus
Executive Director/
ADA Coordinator

Kate Thurman
Project Coordinator

**The next meeting of the Cambridge Commission for Persons with Disabilities
will be held online via Zoom on Thursday, January 14, 2021 at 5:30 PM**

PLEASE MAKE EVERY EFFORT TO JOIN BY 5:30 PM

AGENDA

Please keep your microphone muted when you are not speaking

- | | | |
|---|---------|--------------------|
| 1. Introductions | 2 min. | |
| <i>If needed, alternates named</i> | | |
| 2. Update on Universal Design | 45 min. | Design Team |
| <i>Playground – See presentation on page 4</i> | | |
| 3. Approval of December 10 Minutes | 2 min. | CCPD Board |
| 4. Announcements | 3 min. | CCPD staff / Board |
| 5. Chair's Report | 10 min. | Phil Kongtcheu |
| 6. Public Works Update | 5 min. | Jerry Friedman |
| 7. Executive Director's Report | 10 min. | Rachel Tanenhaus |
| 8. Project Coordinator's Report | 5 min. | Kate Thurman |
| 9. Public Input | 3 min. | general public |
| <i>See pages 2&3 for instructions on providing public comment</i> | | |
| 10. Old Business | 2 min. | CCPD Board |
| 11. New Business | 2 min. | CCPD Board |

CART/closed captioning will be provided for this meeting.

Captions can be turned on within the Zoom platform. Additionally, you may stream CART in a separate URL at <http://bit.ly/CCPDCART>
(captions will not appear until the meeting has started)

The City of Cambridge, Commission for Persons with Disabilities, does not discriminate on the basis of disability. The Commission for Persons with Disabilities will provide auxiliary aids and services, written materials in alternative formats, and reasonable modifications in policies and procedures to persons with disabilities upon request.

The next CCPD meeting will be held online on Thursday, February 11

Due to the pandemic, CCPD is not meeting in person for the foreseeable future.

Members of the public: See instructions on following pages on how to watch the CCPD meeting and provide public comment via Zoom

Instructions on How to Join the January 14, 2021 CCPD Meeting as a Member of the Public

Join Online:

Registration is required in order to view the meeting or to participate in public comment.

Register online at

https://cambridgema.zoom.us/webinar/register/WN_vXApzWEFQsWyZ9TD_BHT4A

After registering, you will receive a confirmation email containing information about joining the webinar. For more information regarding Zoom technology visit:

<https://www.cambridgema.gov/Departments/citycouncil/zoomonlinemeetinginstructions>

Join by Phone:

If you do not have access to the internet, you may also call into the meeting using a phone by dialing any of the following numbers and entering the Webinar ID (registration is not required). For higher quality, dial a number based on your current location:

+1 301 715 8592

+1 312 626 6799

+1 929 436 2866

+1 253 215 8782

+1 346 248 7799

+1 669 900 6833

When prompted, enter the webinar ID: 823 9043 3389

NOTE: your microphone will be automatically muted until you are called on to speak during the public comment period of the meeting. See instructions on the following page for how to “raise your hand” in order to indicate that you would like to provide public comment.

Instructions for Providing Public Comment During CCPD Meetings via Zoom

Anyone wishing to address the Cambridge Commission for Persons with Disabilities (CCPD) during the Public Comment section of the agenda may indicate that by "raising their hand" virtually within the Zoom platform. The host (CCPD staff) will call on members of the public to speak in the order in which their hands were raised. Please note that while you may raise your hand at any point during the meeting, you will not be called on to speak until the Public Comment period of the meeting.

To raise your hand:

- On a Mac or PC:
 - Click "raise hand" in the webinar control panel
 - Alternatively, you may use the keyboard shortcut to raise and lower your hand:
 - Windows: press "Alt+Y"
 - Mac: press "Option+Y"
 - When you are called on by the host to speak, you will be prompted to unmute your microphone (you must unmute yourself, as the host does not have the ability to unmute individuals).
 - After you have spoken or once your 3 minutes are up, your microphone will be muted by the host
- If you are calling in by phone:
 - Press *9 to raise and lower your hand
 - When you are called on to speak during the public comment period, you will need to press *6 to unmute yourself (press it again to mute yourself)
 - Note: your phone number will be visible to only the host of the meeting (CCPD staff). Because your name will not be displayed, we will call on you when it's your turn to comment by using the last four (4) numbers of your phone number to identify you. For example, "The person calling in from the number ending in ####, you may now provide public comment."
 - After you have spoken or once your 3 minutes are up, your microphone will be muted by the host

Once they have the floor, members of the public are asked to identify themselves, and each speaker is limited to not more than three (3) minutes. Although the public comments should, whenever possible, address one or more items on the agenda for that particular meeting, if time permits, the Chair may allow a speaker to comment on matters that may not directly address an item on the agenda, but do concern the Commission.

Thank you for your patience as we work together to make virtual meetings accessible for everyone!

DANEHY PARK: UNIVERSAL PLAYGROUND



CAMBRIDGE COMMISSION FOR PERSONS WITH DISABILITIES

Thursday, January 14, 2021



Weston & SampsonSM

DANEHY PARK: UNIVERSAL PLAYGROUND

AGENDA

- **Recap**
- **Cambridge's 1% for the Arts Process**
- **Geotechnical Work and Coordination with MassDEP**
- **Preferred Design Concept**
- **Where We Are Now**

DANEHY PARK: UNIVERSAL PLAYGROUND



CAMBRIDGE ARTS COUNCIL PROCESS

- Overview of process to date
- Update on Artists' progress
 - Dominic Killiany, Watertown
 - NuVu Studio, Cambridge
- Coordination including Mitch Ryerson

CAMBRIDGE

ARTS

DANEHY PARK: UNIVERSAL PLAYGROUND



Weston & Sampson

CAMBRIDGE ARTS COUNCIL PROCESS – ARTISTS **Dominic Killiany**



Aquarium '15



Companion Tigers '17



Hawaiian Sunset '17



Jeweled Cats '18

DANEHY PARK: UNIVERSAL PLAYGROUND

CAMBRIDGE ARTS COUNCIL PROCESS – ARTISTS **NuVu Studio**



DANEHY PARK: UNIVERSAL PLAYGROUND



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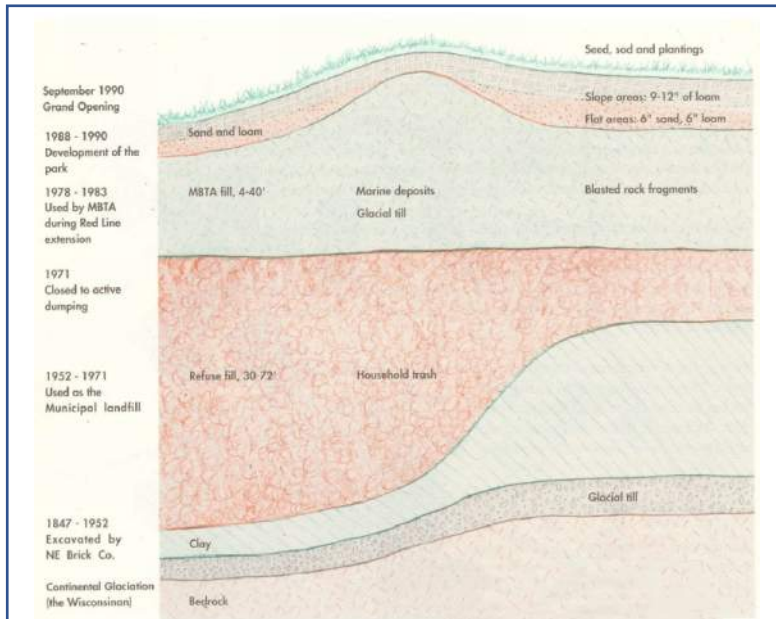
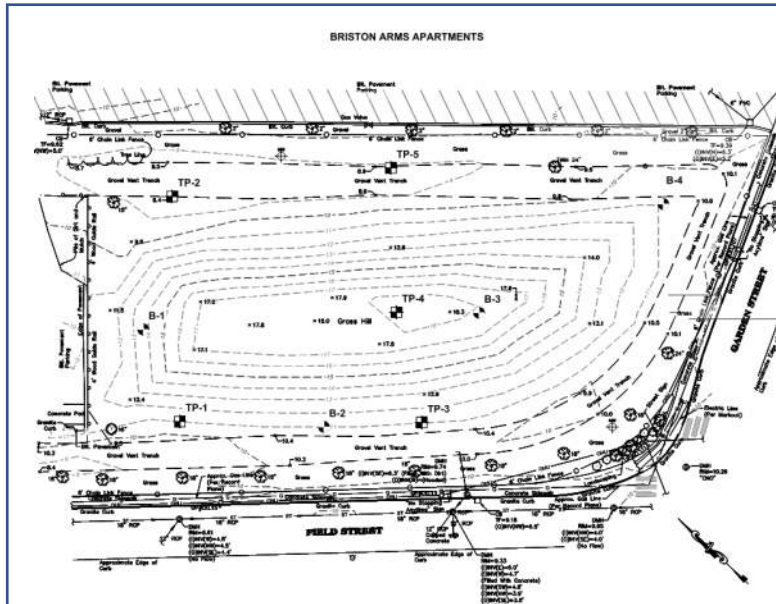
COORDINATION WITH TEAM ARTIST

Mitch Ryerson



DANEHY PARK: UNIVERSAL PLAYGROUND

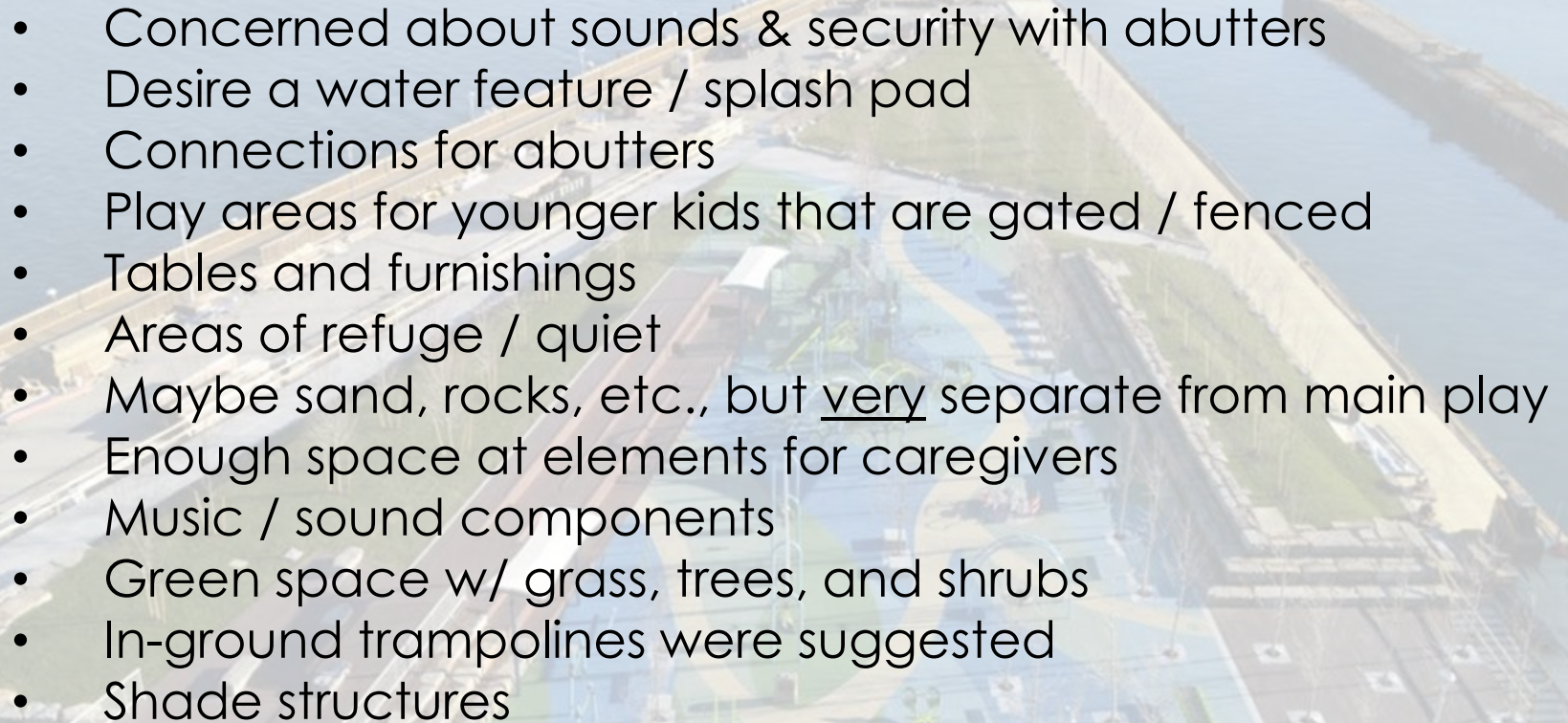
GEOTECHNICAL WORK AND COORDINATION WITH MassDEP



- Meeting held 11/21 to review preliminary design with and obtain input from MassDEP Bureau of Air & Waste
- MassDEP enthusiastic about new playground but raised concerns that might impact project schedule (permitting) and approvals:
 - Minimize soil cover disturbance
 - Maintain 2ft cap
 - Dispose disturbed refuse to approved offsite location
 - Additional data (test pits, borings) may be required
- Second meeting with Mass DEP held December 19, again prior to permit application

DANEHY PARK: UNIVERSAL PLAYGROUND

EARLY PROGRAM PRIORITIES.....are still priorities

- 
- Concerned about sounds & security with abutters
 - Desire a water feature / splash pad
 - Connections for abutters
 - Play areas for younger kids that are gated / fenced
 - Tables and furnishings
 - Areas of refuge / quiet
 - Maybe sand, rocks, etc., but very separate from main play
 - Enough space at elements for caregivers
 - Music / sound components
 - Green space w/ grass, trees, and shrubs
 - In-ground trampolines were suggested
 - Shade structures

DANEHY PARK: UNIVERSAL PLAYGROUND



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PREFERRED DESIGN CONCEPT



DANEHY PARK: UNIVERSAL PLAYGROUND

PREFERRED DESIGN CONCEPT: standalone playground equipment



ROLLER SLIDE WITH DIGNITY EXIT



DANEHY PARK: UNIVERSAL PLAYGROUND

PREFERRED DESIGN CONCEPT: sensory walk zone

HEARING



SIGHT



TACTILE



SMELL/TASTE



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

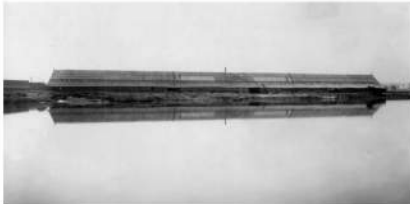
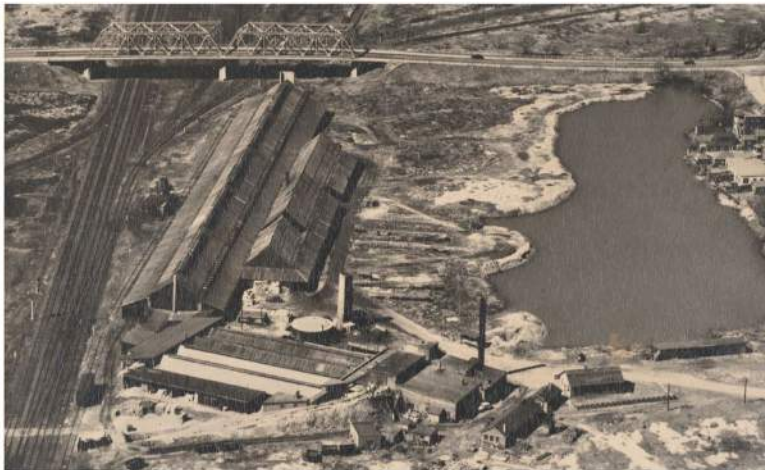
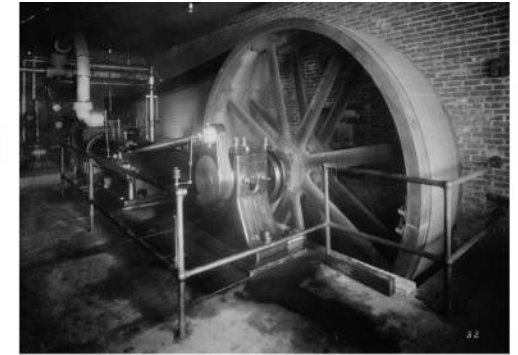
DANEHY PARK: UNIVERSAL PLAYGROUND

PREFERRED DESIGN CONCEPT: senior and junior play areas

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.



DANEHY PARK: UNIVERSAL PLAYGROUND



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PREFERRED DESIGN CONCEPT: senior play area

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.



DANEHY PARK: UNIVERSAL PLAYGROUND



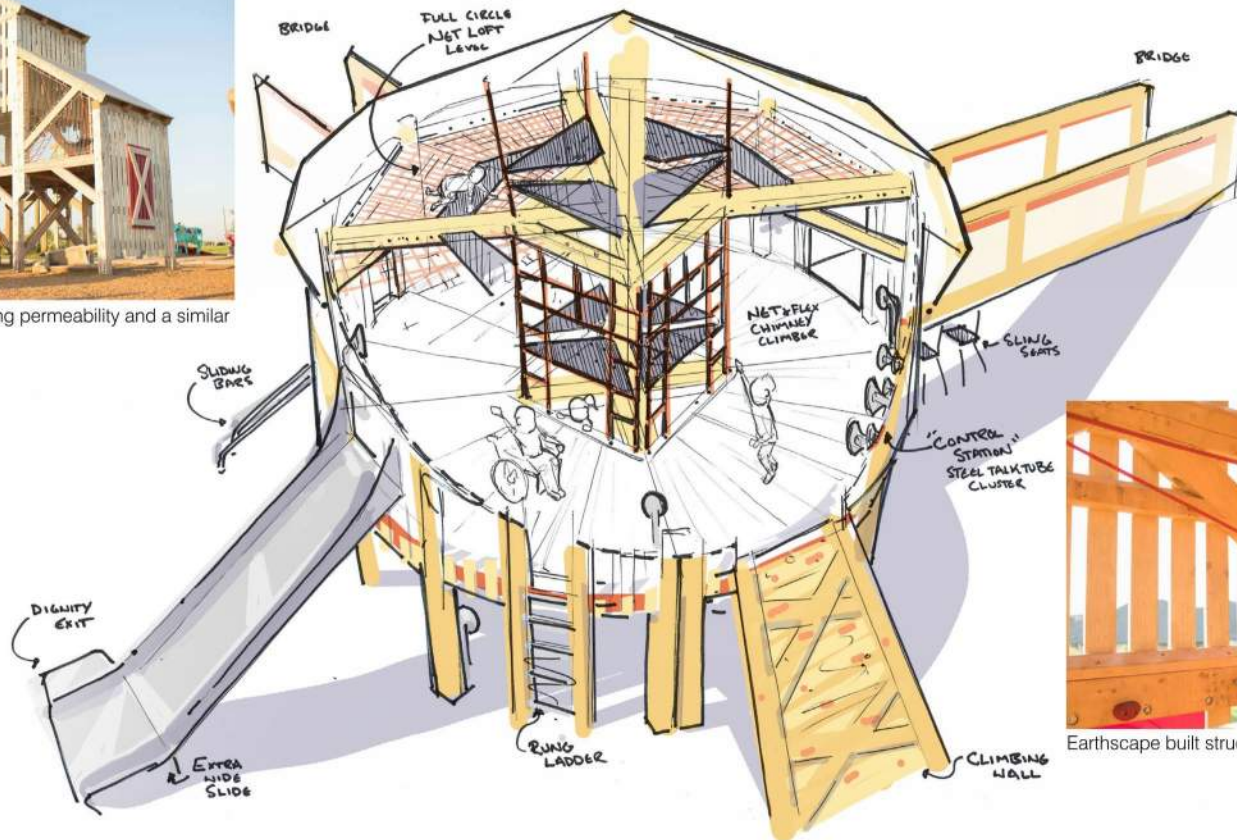
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PREFERRED DESIGN CONCEPT: senior play area

Senior Area: The Kiln



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



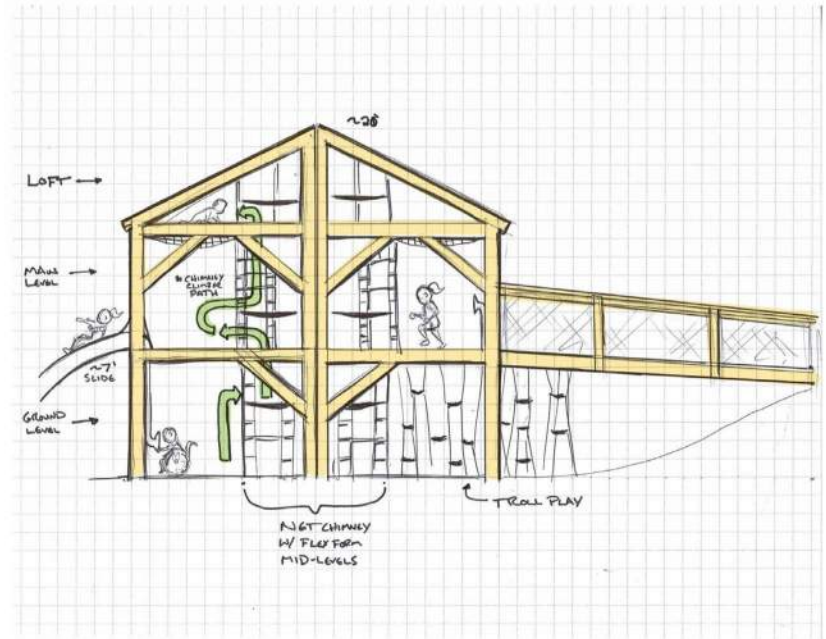
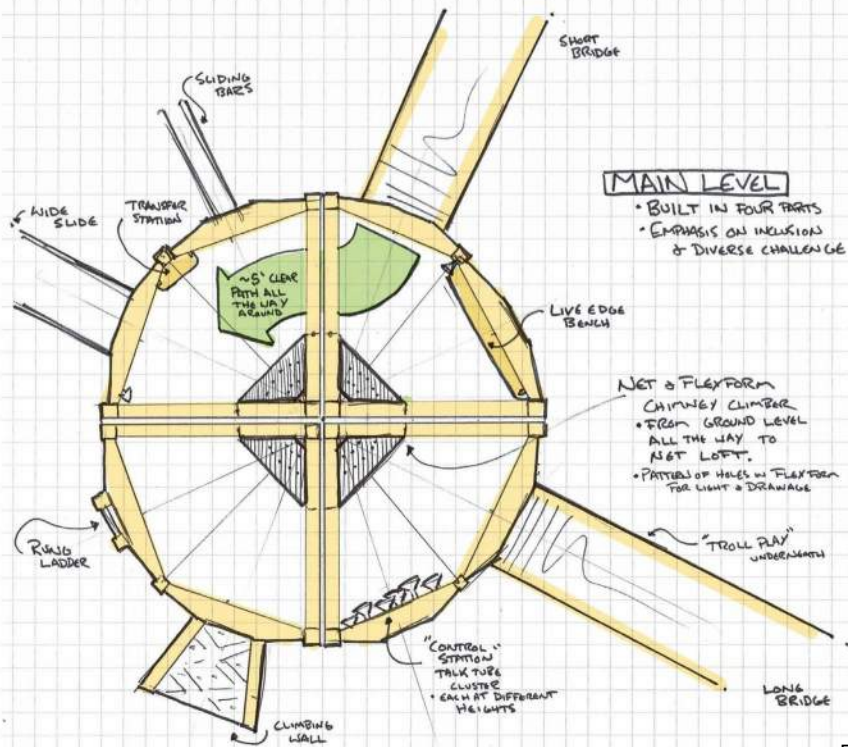
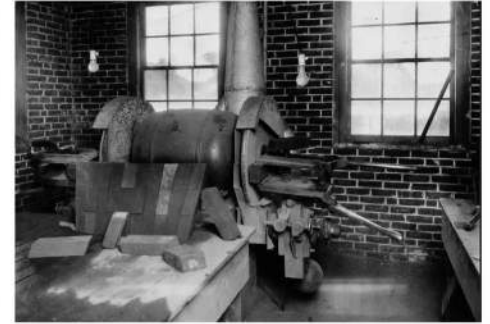
Earthscape built structure conveying permeability of structures

NS-20

DANEHY PARK: UNIVERSAL PLAYGROUND

PREFERRED DESIGN CONCEPT: senior play area

Senior Area: The Kifn



DANEHY PARK: UNIVERSAL PLAYGROUND



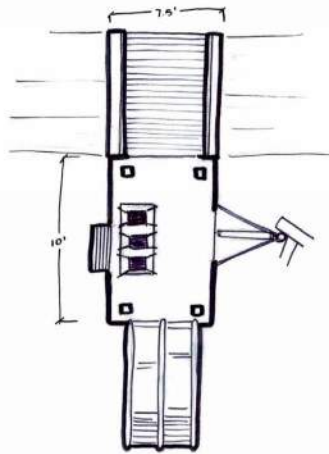
Weston & Sampson

PREFERRED DESIGN CONCEPT: junior 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 to the train car. 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.

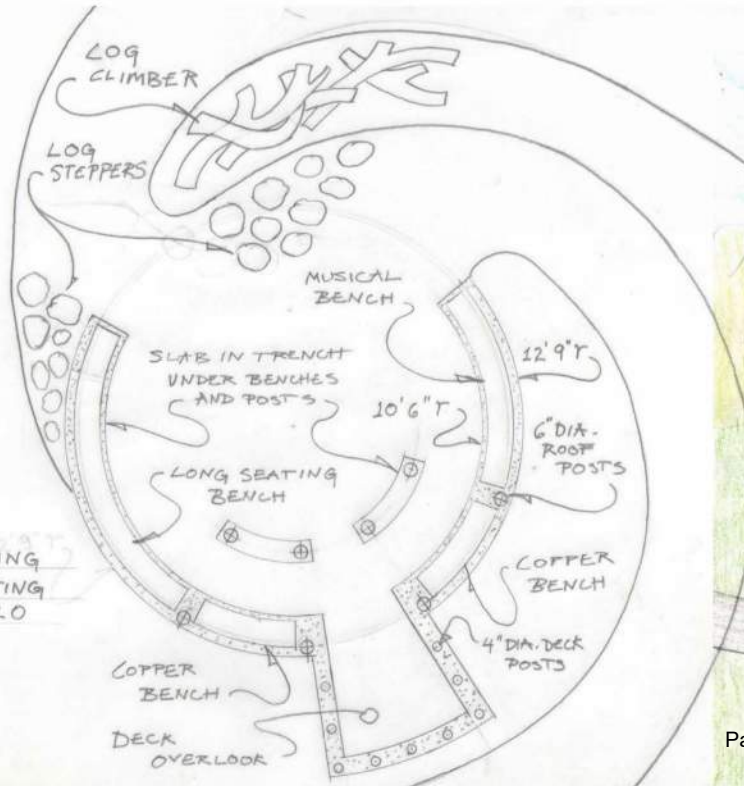
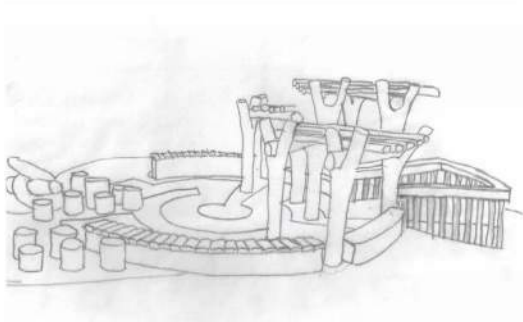


DANEHY PARK: UNIVERSAL PLAYGROUND

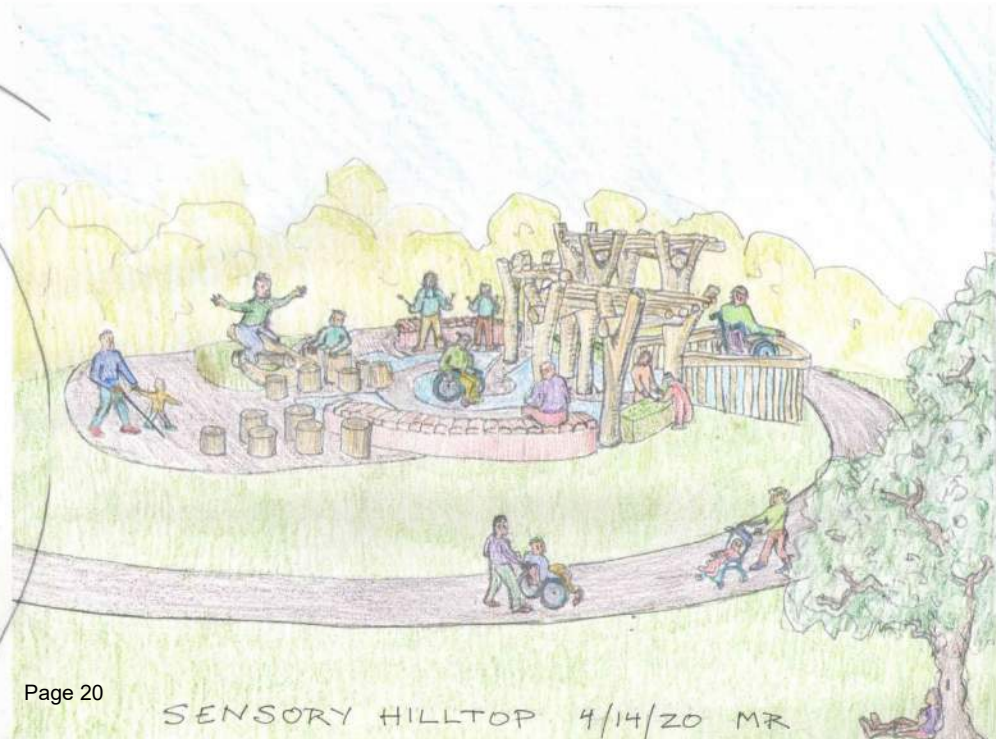


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PREFERRED DESIGN CONCEPT: sensory hilltop (Ryerson Design)



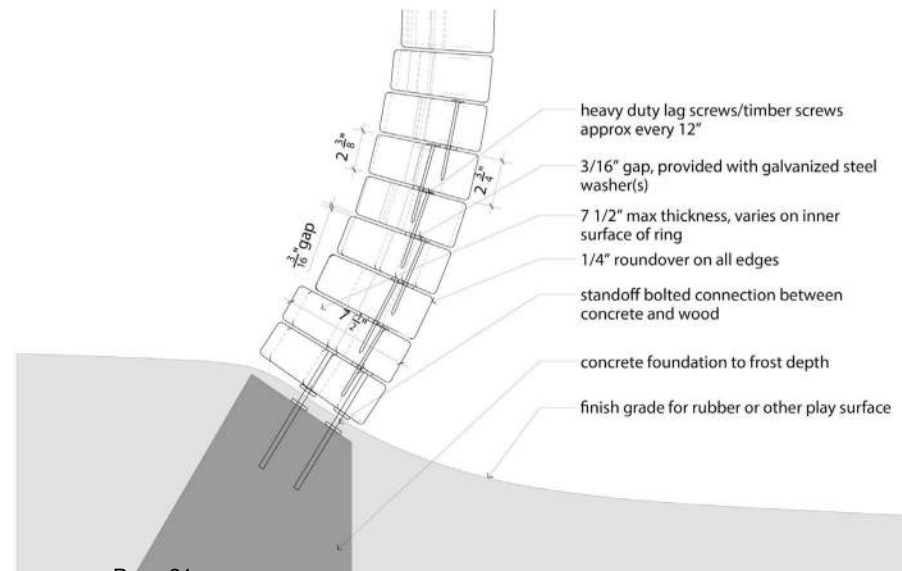
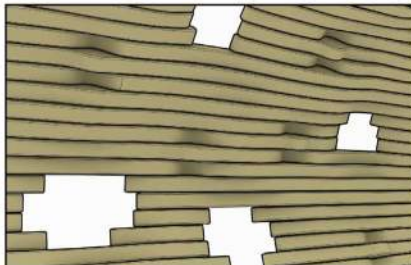
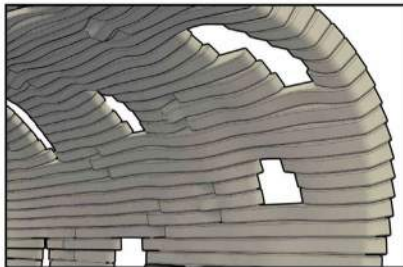
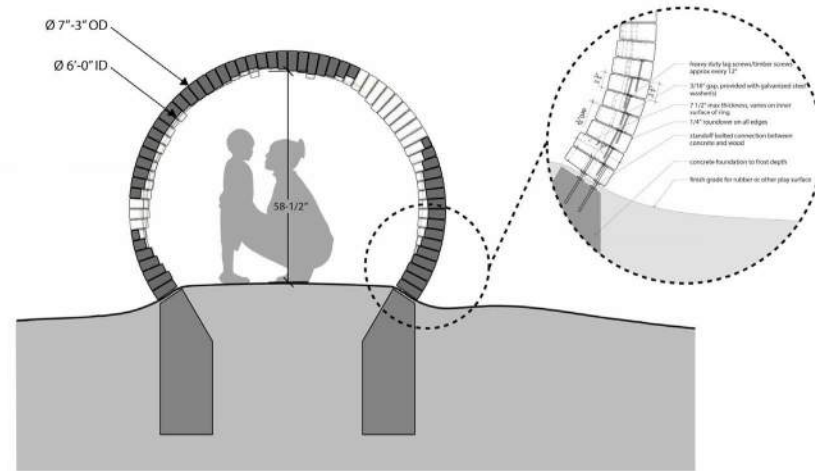
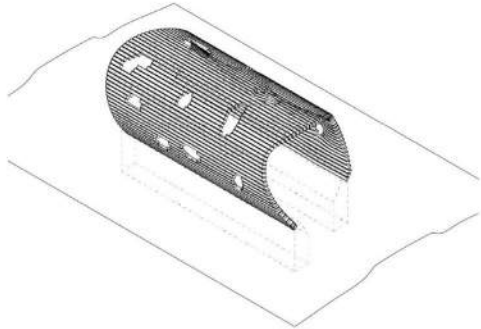
LAYOUT SHOWING
REVISED FOOTING
PLAN 3/4/20



DANEHY PARK: UNIVERSAL PLAYGROUND



PREFERRED DESIGN CONCEPT: NuVu play feature (Cambridge Arts Council)



DANEHY PARK: UNIVERSAL PLAYGROUND



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PREFERRED DESIGN CONCEPT: Dominic Kiliany (Cambridge Arts Council)



DANEHY PARK: UNIVERSAL PLAYGROUND



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PREFERRED DESIGN CONCEPT: Dominic Killiany art integration locations explored

POTENTIAL ART APPLICATION:

ENTRANCE SIGNAGE



BENCHES



GROUND PLANE APPLICATION



DANEHY PARK: UNIVERSAL PLAYGROUND

PREFERRED DESIGN CONCEPT: Dominic Killiany integration methods explored

POTENTIAL ART APPLICATION:

ENTRANCE SIGNAGE
SEATWALLS
BENCHES
GROUND PLANE APPLICATION
PARK INFRASTRUCTURE

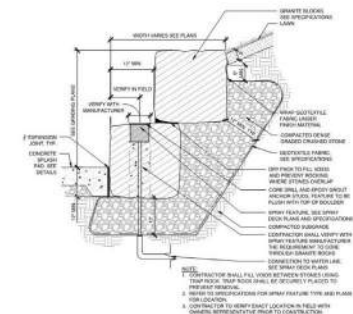
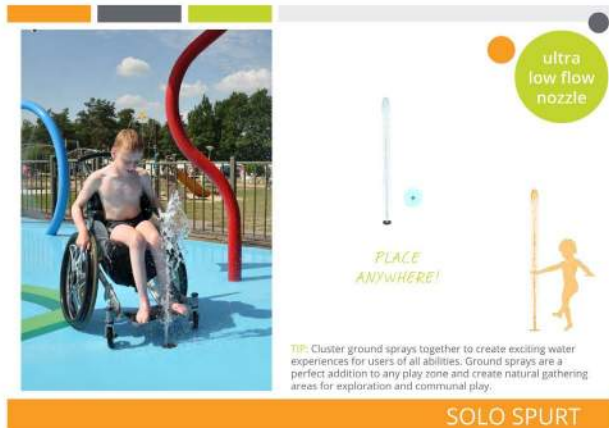
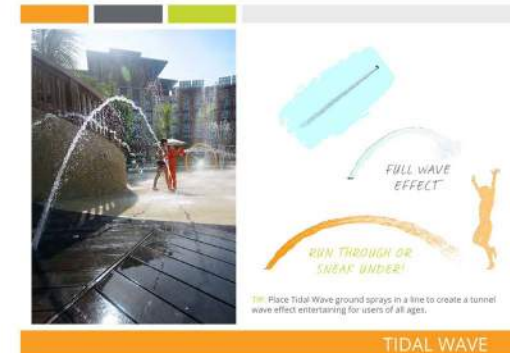


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The site plan shows a large circular area with a grid pattern, surrounded by various features. A legend on the right side of the plan identifies the following items:

SPRAY DECK	
SYMB	ITEM
A	GOLD SPURT
B	SPLIT SPURT
C	GRISER
D	MISTY MOUNTAIN
E	TIDAL WAVE
F	STRANDY STRONG
G	THE ARMS
H	ATTRACTION BOLLARD

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



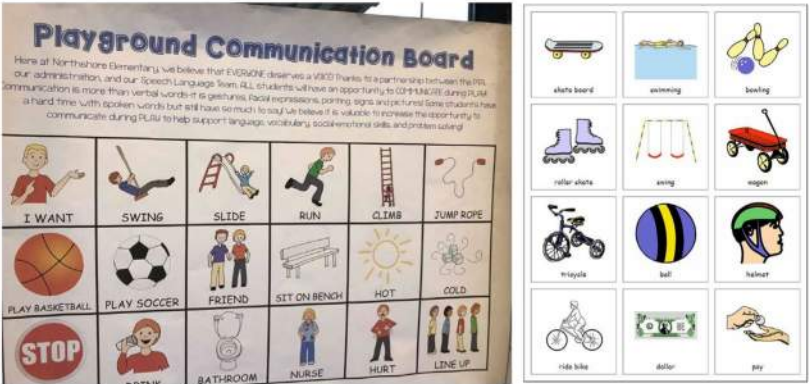
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DANEHY PARK: UNIVERSAL PLAYGROUND

PREFERRED DESIGN CONCEPT: 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



DANEHY PARK: UNIVERSAL PLAYGROUND

CONSTRUCTION!



DANEHY PARK: UNIVERSAL PLAYGROUND

PROJECT SCHEDULE



Weston & Sampson

- Project was bid in mid-August 2020
- Construction began at the beginning of November 2020
- WE'RE IN CONSTRUCTION!
- Anticipated completion in the Fall 2021



DANEHY PARK: UNIVERSAL PLAYGROUND



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THANK YOU



Questions?