## Children's Wharf Park

Boston Parks and Recreation Department Michael Van Valkenburgh Associates

# Project Schedule

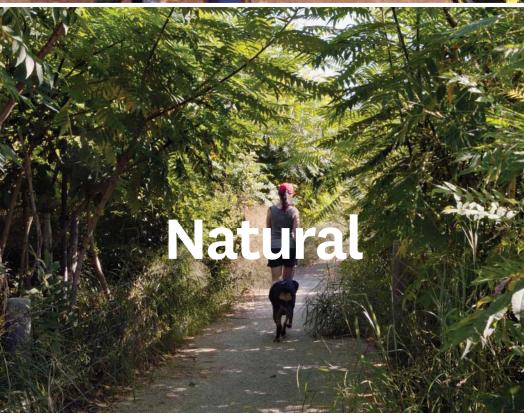


# **Project Goals**

- Inclusive play
- Mixed recreation
- Improve Sleeper Street experience
- Improve pedestrian circulation and safety
- Activate Harborwalk edge
- Collaborative design process

















# **Existing Assets**









# **Existing Challenges**









## **Existing Site**



## **Expanded Site Boundary**





Concept Plan - April 2016



### Martin's Park Plan

# Designing for Inclusion

#### 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.

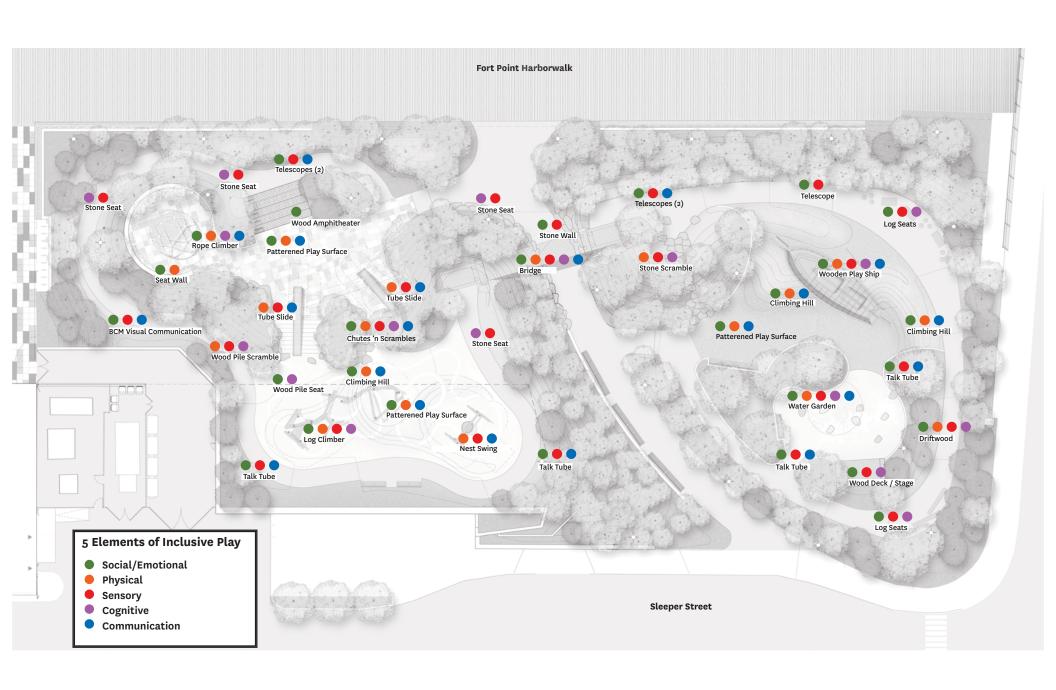
Play activities that provide auditory, visual, or tactile feedback reinforce and develop the understanding of cause and effect.

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.

PlayCore's 5 Elements of Inclusive Play, 2015

http://www.inclusiveplaygrounds.org/me2/playability



## **Inclusion Scorecard**

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Social/Emotional Physical Sensory Cognitive -----Communication 

#### Chutes 'n Scrambles

A climbing structure with 3 accessible levels. Interactive puzzles encourage teamwork and communication. Upper levels provide distant views over Fort Point Channel, encouraging site-based dramatic and imaginative play. 2 accessible slides from different heights provide varying levels of challenge for different ages and levels of comfort.

#### Wooden Play Ship

A landmark element of Martin's Park with 2 accessible levels. Thematically tied to the park's marine context, the boat provides an interactive stage for dramatic and imaginative play and discovery.

A fallen tree serves provides a continuous playground experience, while maintaining public access to and from the Fort Point Harborwalk. The larger-than-life log encourages imaginative play and storytelling and encourages exploration of natural materials throughout Martin's Park.

#### Water Garden

An interactive landscape with cooling mists for warm months. Controlled by accessible buttons, the ability to control the sequencing of the fountains allows children to manipulate their surroundings. In cooler months, the field of boulders offer opportunities for creative play and games of chase in a robustly natural environment.

#### Log Climber

With 3 accessible levels, the log climber offers a physically challenging environment with varying levels of difficulty, including areas of respite. Natural materials play into the explorative play of Martin's Park.

#### Rope Climber

Climbing in a three-dimensional net stimulates problem solving skills and awareness of one's surroundings. When occupied by multiple children, communication plays a critical role in planning a route up, down, or through the rope climber.

#### Wood Pile Scramble

A shortcut up and down the planted slope provides an immersive natural landscape experience.

#### Nest Swing

A swing offering flexibility for group or individual play, accessible loading, and a comfortable nested feeling.

#### Stone Scramble

A short cut up and down the embankment slide slope grounded in the natural materials of the park encourages exploration and dramatic play.

#### Tube Slide

2 accessible slides from the tower, enclosed to provide a moment of sensory relief and surprise.

#### Embankment Slide

One of the fundamentals of a playground, this accessible slide is appropriately scaled for smaller children and encourages communication between top and bottom.

#### Log Seats

Natural logs at varying heights and shapes offer accessible places of both respite and creative play, embedded in the nature of Martin's Park.

#### Driftwood

Similar to the log seats, logs encourage social, imaginative play and encourage exploration of the natural materials of the park. Children learn balance as they wander off the path and begin to explore.

#### Telescopes (grouped)

Visual sensory play elements encourage exploration of the park's context and dramatic play. Groups of telescopes with different lenses offer different experiences and encourage communication.

#### Telescope (single)

Visual sensory play elements encourage exploration of the park's context and dramatic play.

#### Talk Tube

Long distance verbal communication encourages teamwork, storytelling and dramatic play.

#### Stone Seat



Round stones at varying heights offer places of respite and exploration along the park's meandering paths.

#### Climbing Hill



Rolling hills in the play surface act as transitions between various accessible play elements, and provide challenging terrain for running and climbing.

#### Patterned Play Surface

Playful patterns in the rubber play surface encourage imaginationdriven games of chase and exploration.

#### Wood Deck / Stage

A place of respite from the high-energy landscape of play. With a field of stone seats for caregivers and friends, the deck doubles as a stage for imaginative play, performances, and small gatherings.

#### Wood Amphitheater

A place for children and caregivers to take a break while watching others in the tower or looking out over Fort Point Channel.

#### Wood Pile Seating

A place of respite after coming down the slide, a place for caregivers to wait at the bottom, or a spot for small children to watch others as they work up the courage to scale the tower themselves.

#### Stone Wall

An intensely natural landscape core through Martin's Park, the public walk is cut through a giant stone wall (scaled to a child) that encourages exploration of natural materials and textures.

#### Seat Wall

A huddled shady place for respite and socialization. The playful shape encourages balancing games for children of all ages.

#### BCM Visual Communication



Visual sensory games offer a direct line of communication with children inside the Boston Children's Museum.

## **Inclusion Scorecard**

# A Stroll Through Martin's Park

## **An Active Harborwalk**





## **A Planted Frame**







(Weeping Alaskan Cedar)



Chamaecyparis magnifica, obtusa var. gracilis (Hinoki Falsecypress)



Taxodium distichum (Baldcypress)



Thuja occidentalis 'Hetz Wintergreen' (Hetz Wintergreen Arborvitae)



Sciadopitys verticillata



Chamaecyparis obtusa var.formosana



Calocedrus decurrens



Juniperus chinensis 'Robusta Green'

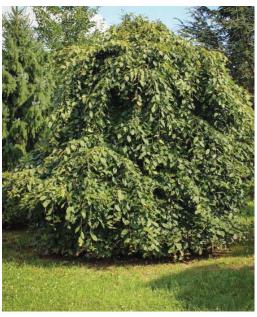
## **Evergreen Trees**



Quercus 'Regal Prince' (Regal Prince Columnar Oak)



Viburnum sieboldii (Siebold Viburnum)



Carpinus betulus 'Pendula' (Weeping European Hornbeam)



**Carpinus caroliniana** (American Hornbeam)



Aesculus pavia (Red buckeye)



Sassafras albidum (Sassafras)



Malus x. Zumi var. calocarpa ('Zumi Callicarpa' Crabapple)

## **Deciduous Trees**



**Aronia arbutifolia** (Red Chokeberry)



Rhododendron maximum (Rosebay Rhododenron)



Corylus avellana 'Contorta' (Harry Lauder's Walking Stick)



(Pussy Willow)



Rhododendron mucronulatum ('Cornell Pink' Rhododenron)

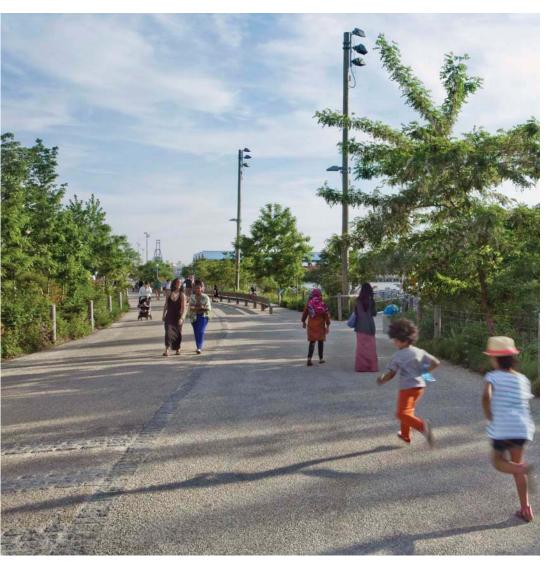


Sambucus canadensis (Elderberry)

## **Shrubs**

## **A Public Corridor**





## Comfortable Seating







**Safely Lit Paths** 

| | | | | |



## **Adventures at Sea**







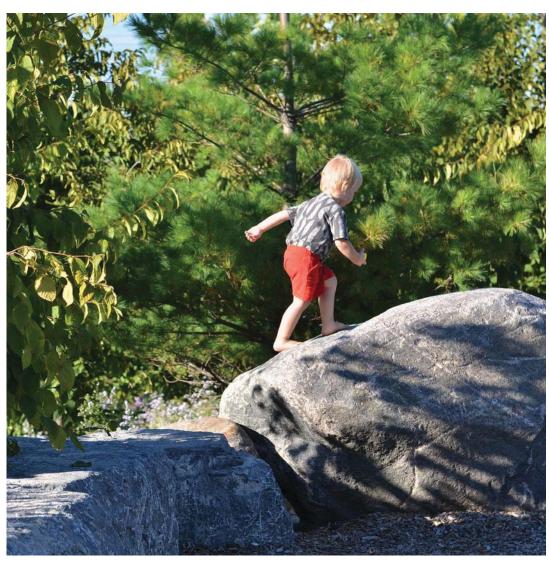
## Water Play Garden





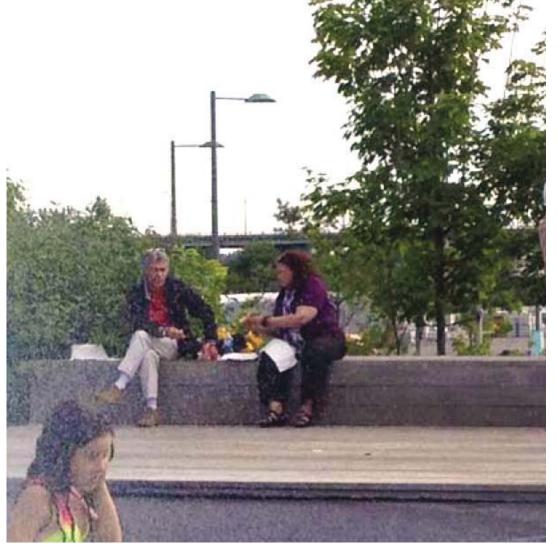
## **With Seasonal Interest**





## **Places to Sit + Perform**



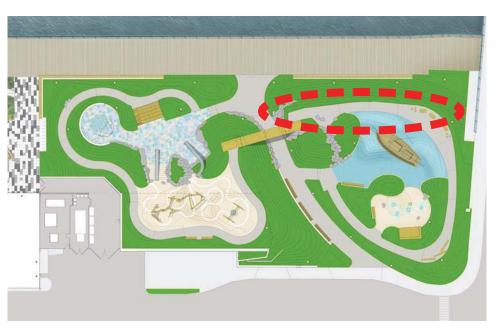


## Places to Explore





## **Fort Point Overlook**





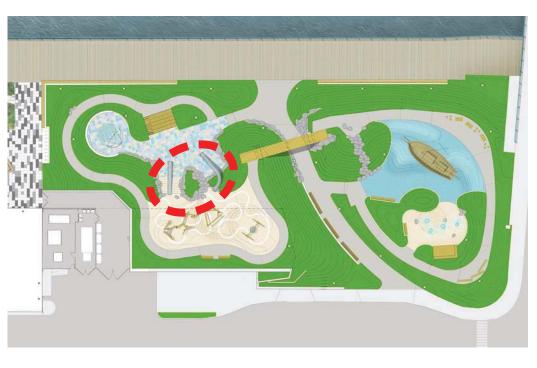


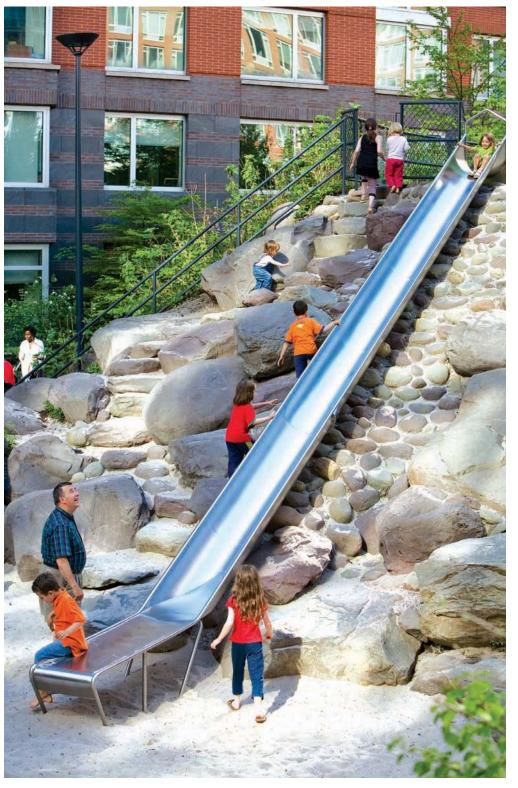
A Bridge Between Playgrounds





## Chutes 'n Scrambles









## A Challenging Climber

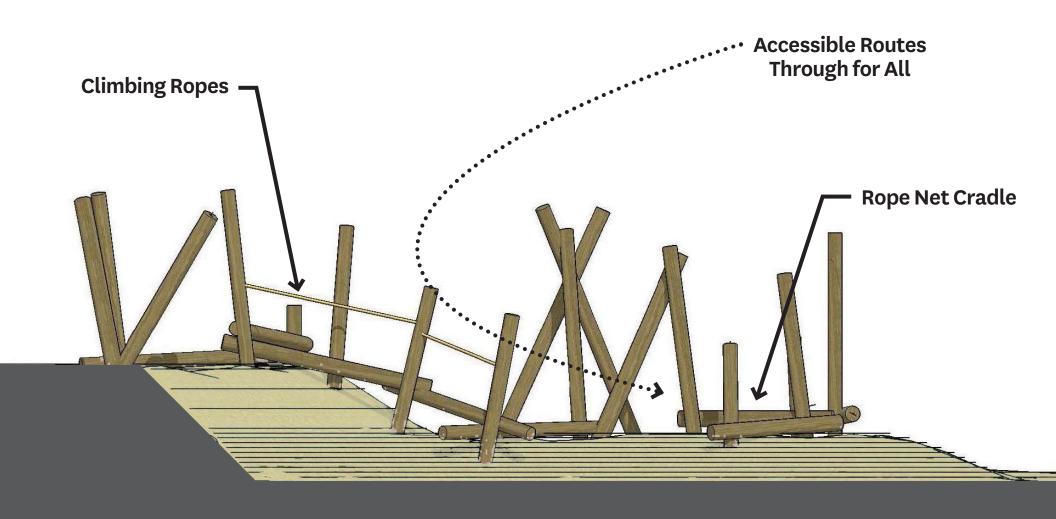




## **A Timber Maze**







## A Swing for All



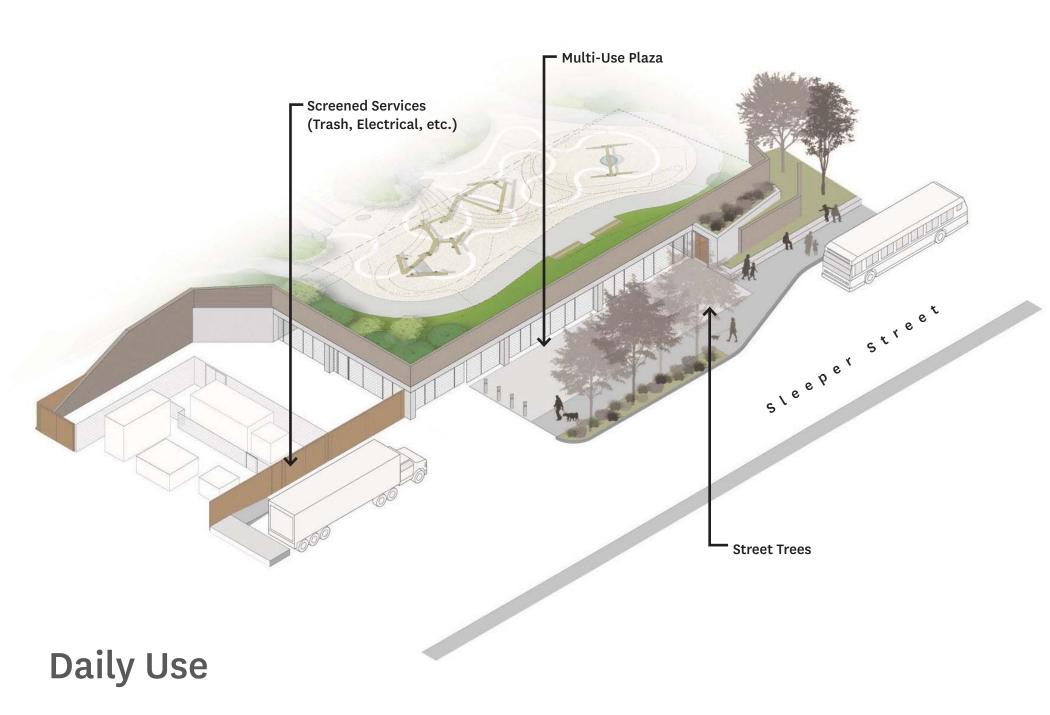


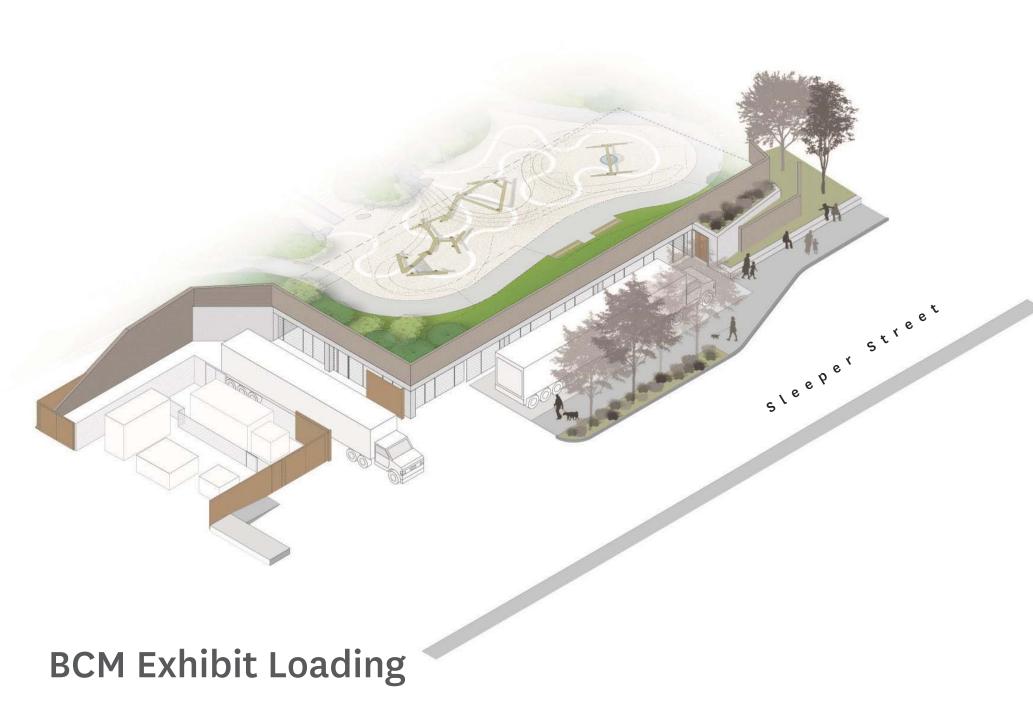




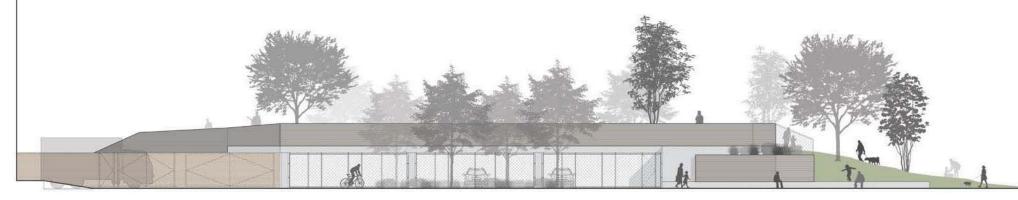
#### Martin's Park Plan



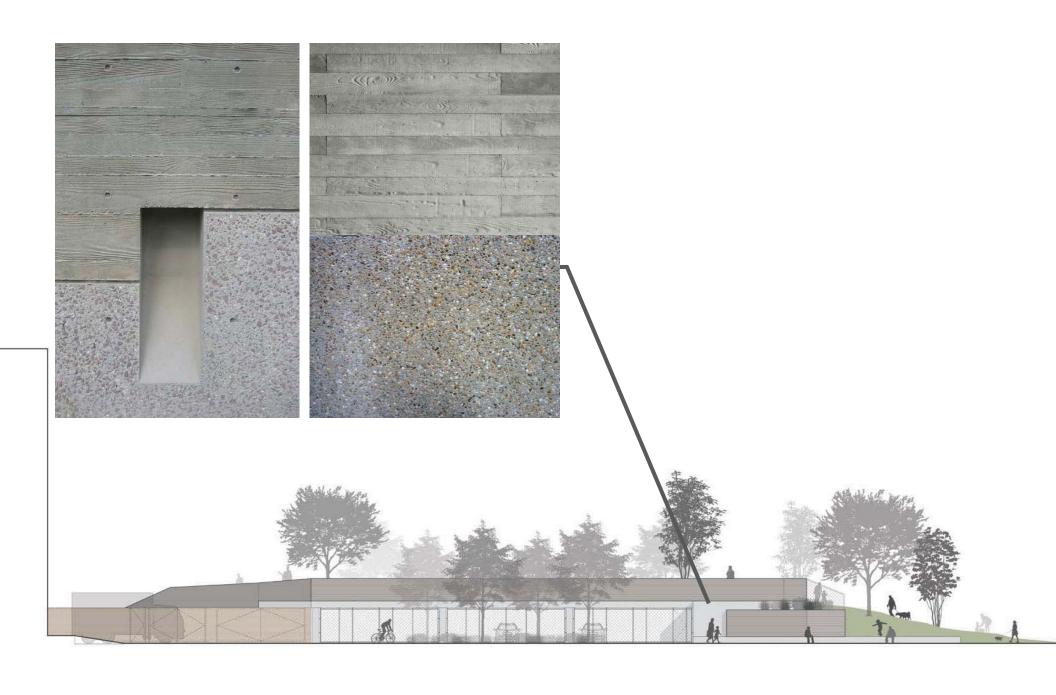




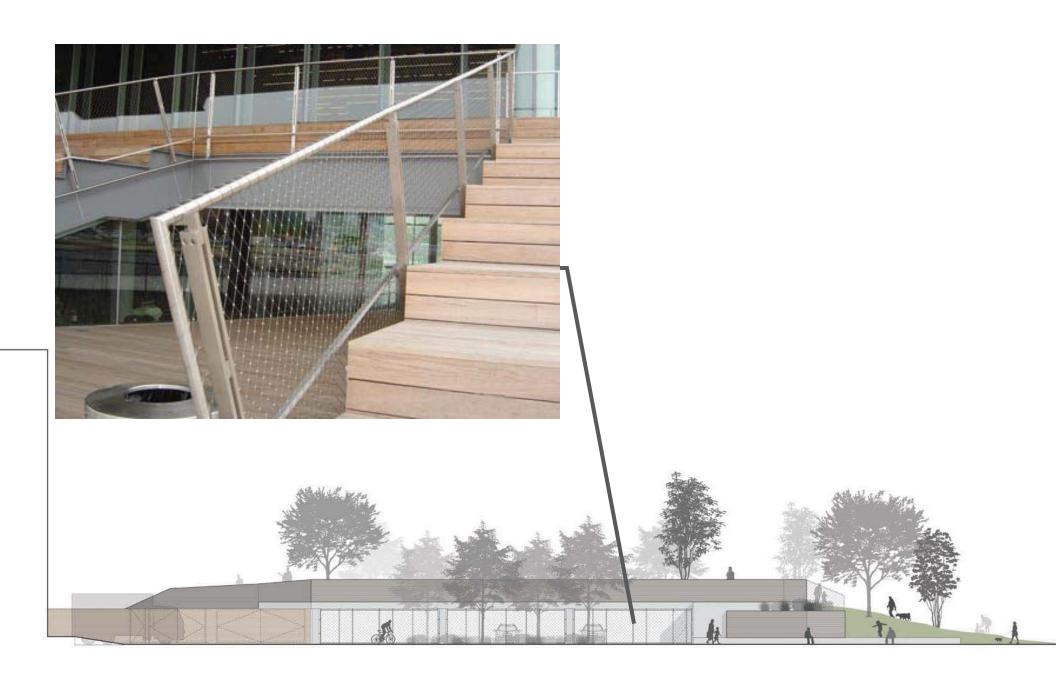




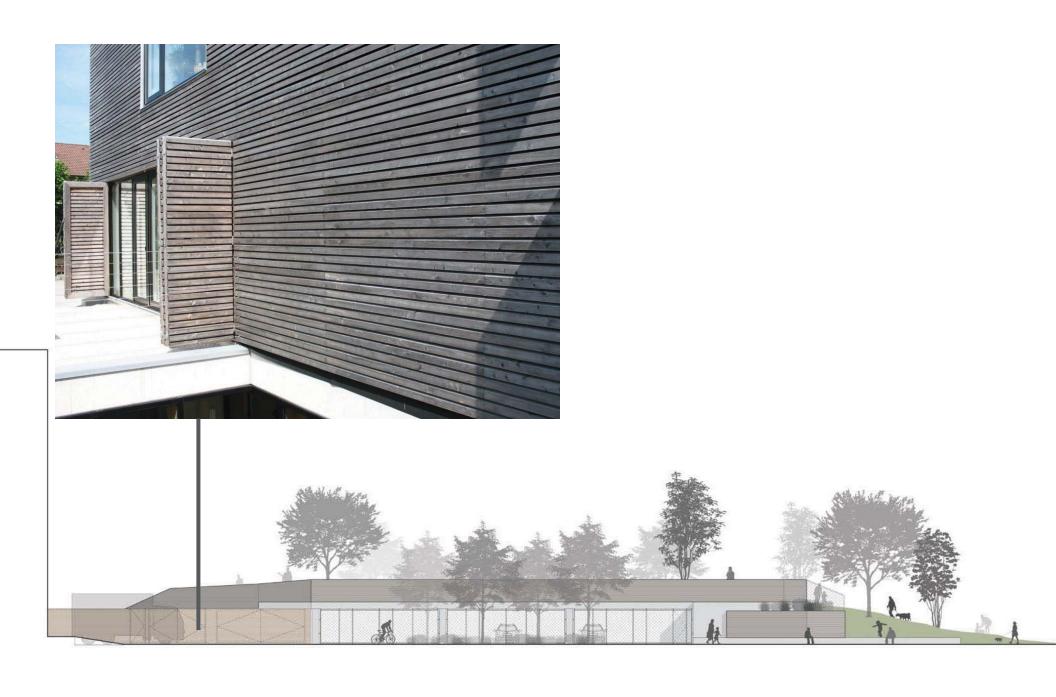
# Material Concept (Sleeper Street Elevation)



**Materials - Concrete** 



Materials - Steel Mesh Enclosure



Materials - Wood Screen



#### Martin's Park

# **Next Steps**

- Gather community input and feedback
- Final Design + Construction Drawings
- Anticipated Construction Start:
   Spring 2017

To provide further input or to ask questions, please contact the Boston Parks Department:
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