

TADPOLE PLAYGROUND

*Improvements to*  
**Tadpole Playground**

Community Meeting #3



March 16, 2026  
Boston Parks and Recreation



# MEETING RECORDING



*The Boston Parks and Recreation Department will be recording the meeting and posting to our project webpage for those who are unable to attend the Zoom meeting live.*

*It is possible that participants may also be recording the meeting with their phone cameras or other devices. If you do not wish to be recorded during this meeting, please keep your microphone muted and camera off.*

*Please share with your neighbors and friends,  
<https://www.boston.gov/departments/parks-and-recreation/project/boston-common-tadpole-playground-improvements>.*

# VIRTUAL MEETING ETIQUETTE

*We want to ensure this conversation is a pleasant experience for all and that all community members/stakeholders are comfortable sharing their comments, questions and feedback.*

*Please be respectful and mindful of each other's time when asking questions/ providing comments, so that all attendees are able to participate in the meeting.*

*Keep questions/ comments project-specific and not personal to yield solution-driven discussion.*

*Please wait until all attendees have had the opportunity to ask a question/ provide a comment before providing additional questions/ comments.*

*You can always set up a conversation with **Kevin Bogle**, [kevin.bogle@boston.gov](mailto:kevin.bogle@boston.gov), to further discuss the project or process.*

# ZOOM TIPS

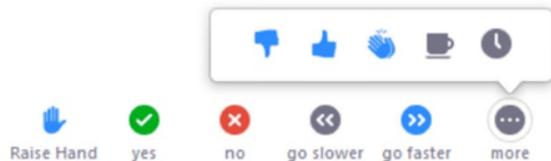
Here is how you can participate during the question and answer part of the presentation.

## DURING THE PRESENTATION:



### VIA WEB:

Turn video on / off.



To use these non-verbal options click on participants (bottom of screen); these options will pop up in side bar.

## DURING THE Q&A:



### JOINING VIA PHONE?

Use \*9 to raise hand to ask for audio / video permission to ask questions or provide comments.



### VIA WEB:

Chat to ask questions / comments or provide responses to poll questions



Raise hand to ask for audio / video permission to ask questions or provide comments.

# AGENDA

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## PROJECT BACKGROUND

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- *Project Team and Project Location*
- *Boston Common Master Plan Goals and Objectives*
- *Site History*
- *Project Schedule*
- *2023 Master Plan*
- *Community and Student Feedback*

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## PROPOSED DESIGN

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- *Concept Design 2024*
- *Design Development 2025*
- *Design Development 2026 – Proposed Preferred Plan*
- *Design Elements*
  - *Circulation*
  - *Site Amenities*
  - *Play Features*
  - *Story Circle*
  - *Fish Weir-Inspired Ball Run and Plant Rail*

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## QUESTIONS AND COMMENTS

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# PROJECT TEAM

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## **Kevin Bogle**

Senior Project Manager  
Boston Parks and Recreation  
[Kevin.bogle@boston.gov](mailto:Kevin.bogle@boston.gov)  
617-885-6482

## **Rebecca DiTommaso**

Director of Parks Care & Capital Projects  
Friends of the Public Garden  
[rebecca@friendsofthepublicgarden.org](mailto:rebecca@friendsofthepublicgarden.org)

## **Christopher Breen**

Deputy Director of Neighborhoods  
City of Boston  
[christopher.breen@boston.gov](mailto:christopher.breen@boston.gov)

## **Weston & Sampson**

### **Cassie Bethoney, RLA**

Practice Leader, Landscape Architecture

### **Regan Andreola, RLA**

Senior Project Manager

### **Allison Gramolini, RLA**

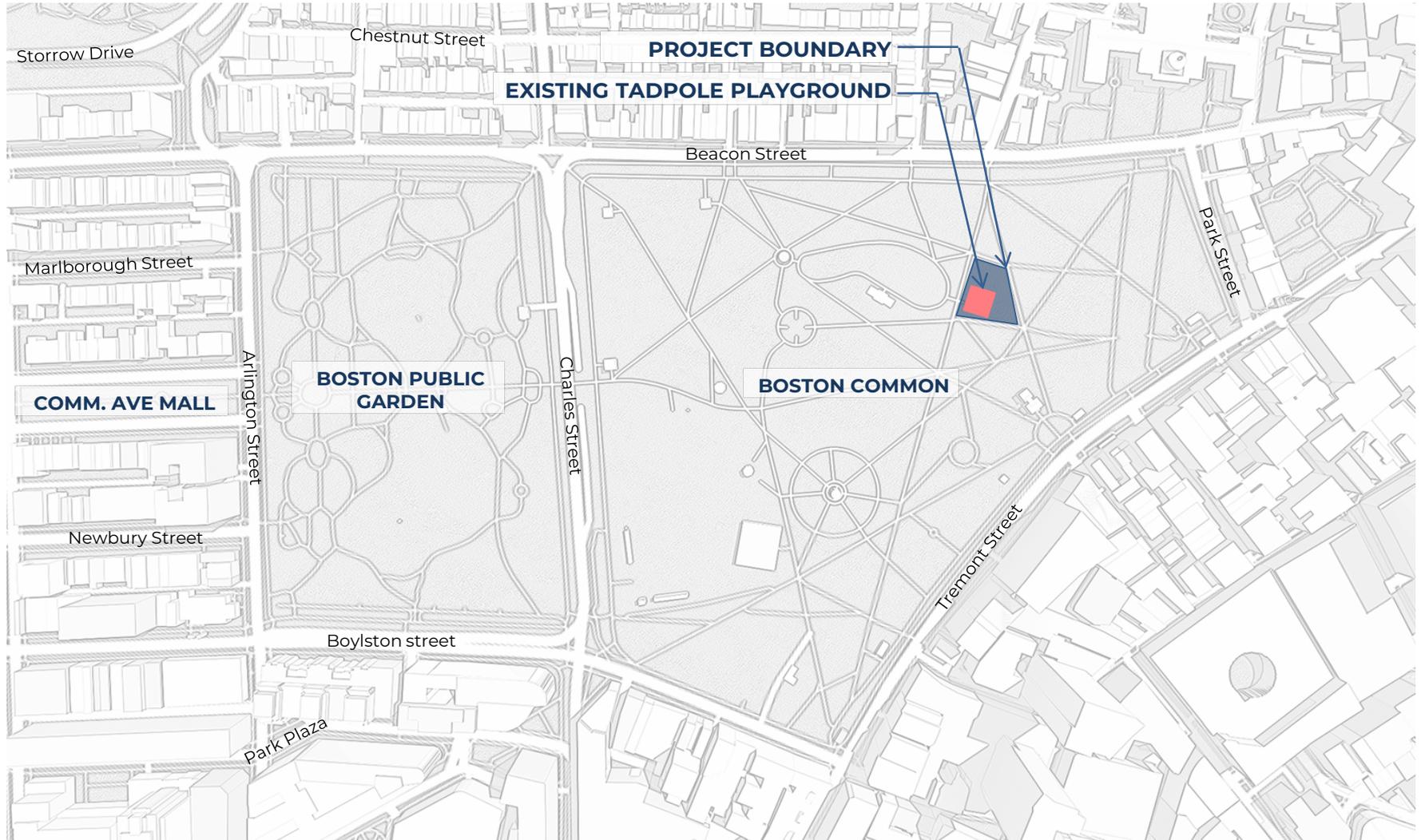
Project Landscape Architect

### **Ryan Morales**

Landscape Designer



# PROJECT LOCATION



# PROJECT LOCATION

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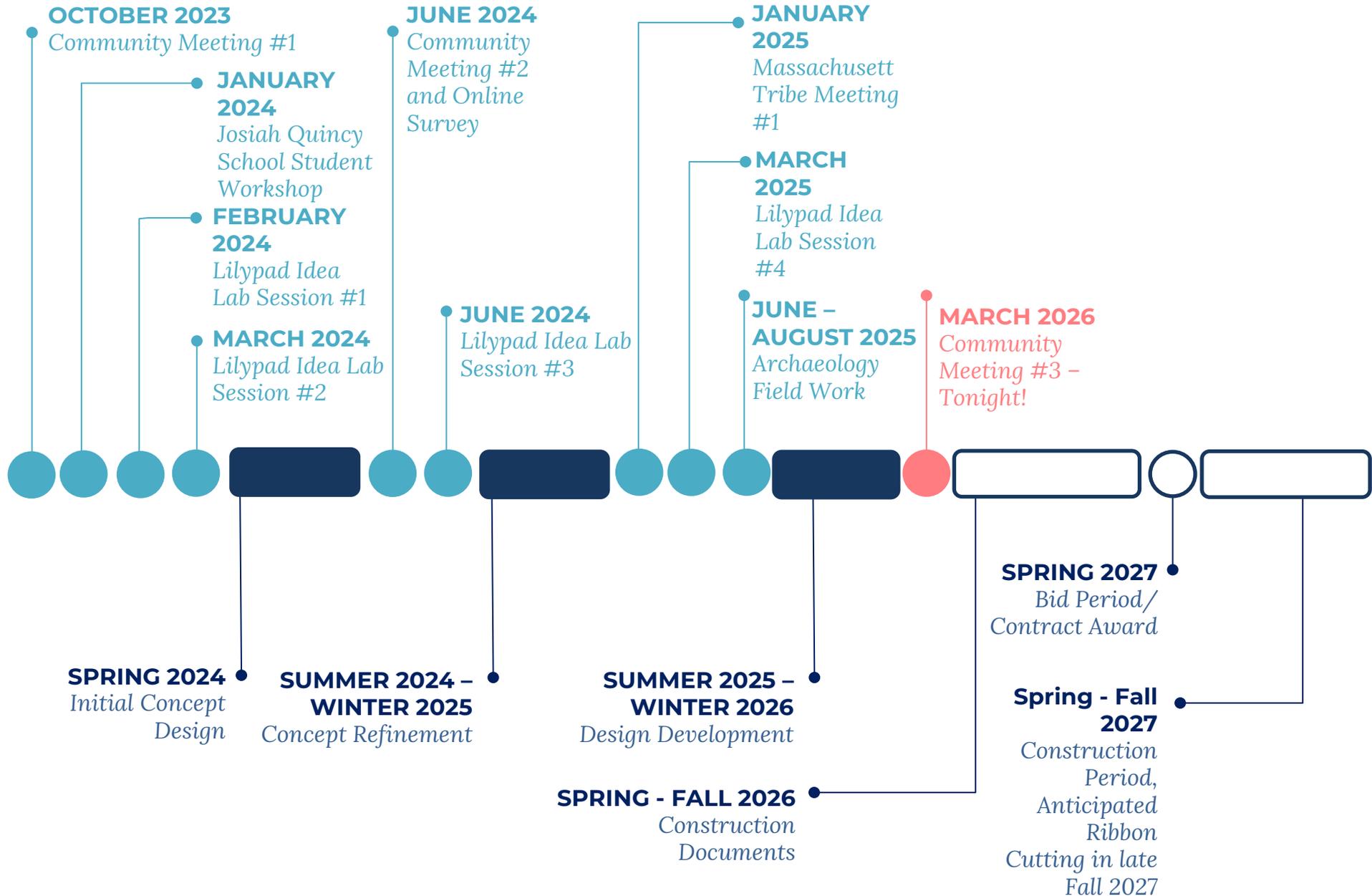


**PROJECT  
BOUNDARY**

**EXISTING TADPOLE  
PLAYGROUND**



# PROJECT SCHEDULE



# BOSTON COMMON MASTER PLAN GOALS & OBJECTIVES

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- *Support and sustain multi-functional park for the full diversity of users*
- *Strengthen the park's natural, historic, cultural, and visual landscape character*
- *Expand amenities to support park visitors*
- *Improve safety, maintenance, and management of the Common*
- *Improve the natural and physical infrastructure of the Common for quality and resilience*

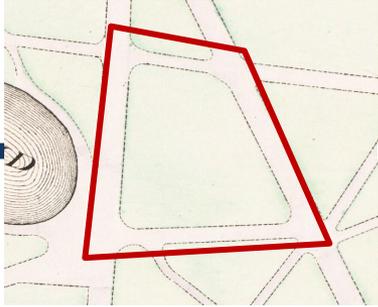


# SITE HISTORY

6000-3000 BP

Indigenous people lived seasonally on the lands of the Common

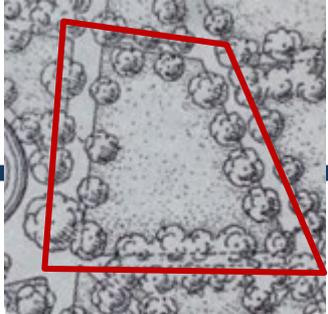
1634  
Boston Common officially established



1888



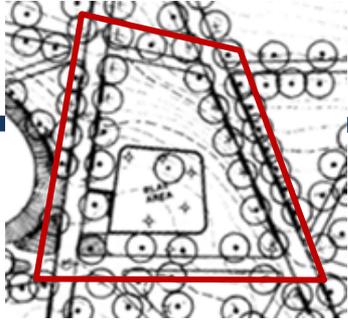
1901



1925



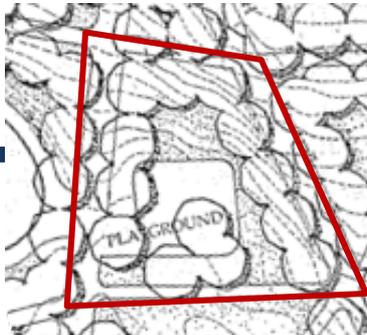
1934



1970s  
Wooden playground built

1987  
Common listed as National Historic Landmark

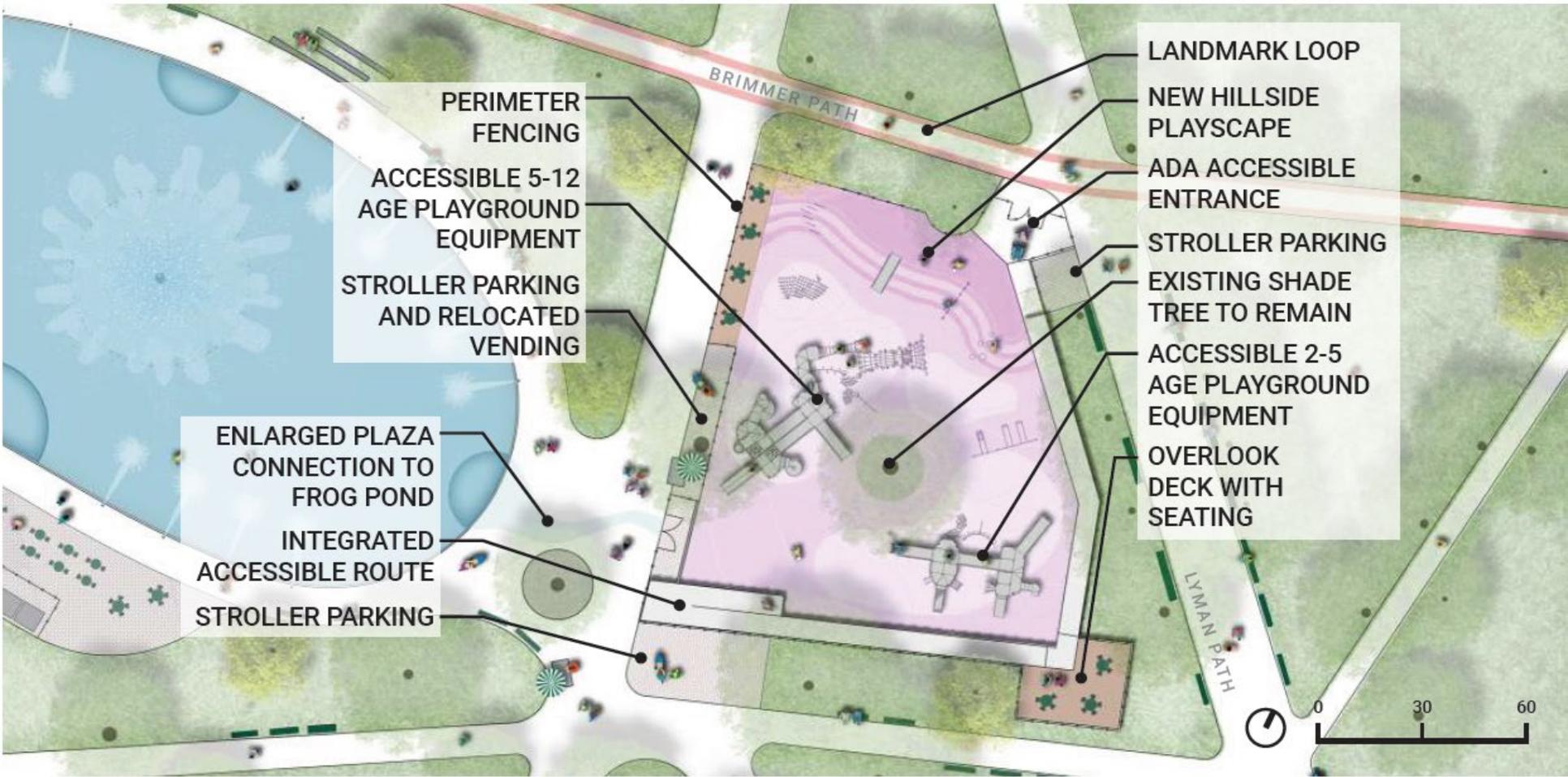
1977  
Common designated a Boston Landmark



1990  
Play area equipment replaced

2002  
Playground renovated with addition of frog sculptures

# 2023 MASTER PLAN



PERIMETER FENCING  
ACCESSIBLE 5-12 AGE PLAYGROUND EQUIPMENT  
STROLLER PARKING AND RELOCATED VENDING

ENLARGED PLAZA CONNECTION TO FROG POND  
INTEGRATED ACCESSIBLE ROUTE  
STROLLER PARKING

LANDMARK LOOP  
NEW HILLSIDE PLAYScape  
ADA ACCESSIBLE ENTRANCE  
STROLLER PARKING  
EXISTING SHADE TREE TO REMAIN  
ACCESSIBLE 2-5 AGE PLAYGROUND EQUIPMENT  
OVERLOOK DECK WITH SEATING



# COMMUNITY AND STUDENT FEEDBACK

## SITE AMENITIES AND SAFETY FEATURES

## PLAY VALUE

## ECOLOGICAL AND HISTORIC VALUE

Boston Common Master Plan

"More benches—shade and reading spots"

"Introduce more accessible play options"

"Kind of empty—needs more trees, more diverse plants"

Community Meeting or Online Survey

"I think it is important that the playground is enclosed"

"Play spaces that are raised into the air"

"Cultural elements help illustrate pre-colonial history"

"Lilypad Idea Lab" with Josiah Quincy Elementary School

"Need dedicated stroller parking"

"More swings and slides!"

"Incorporate the site's history into the playground"

Massachusetts Tribe

"Want an area for parents in the playground"

"Toddler play spaces"

"Kids need to connect with natural surroundings"

"Expand the children's playground"

"More trees!"

# CONCEPT DEVELOPMENT 2024

## 1. The Hills



## 2. Sliding Through Time



## 3. Play to the Max

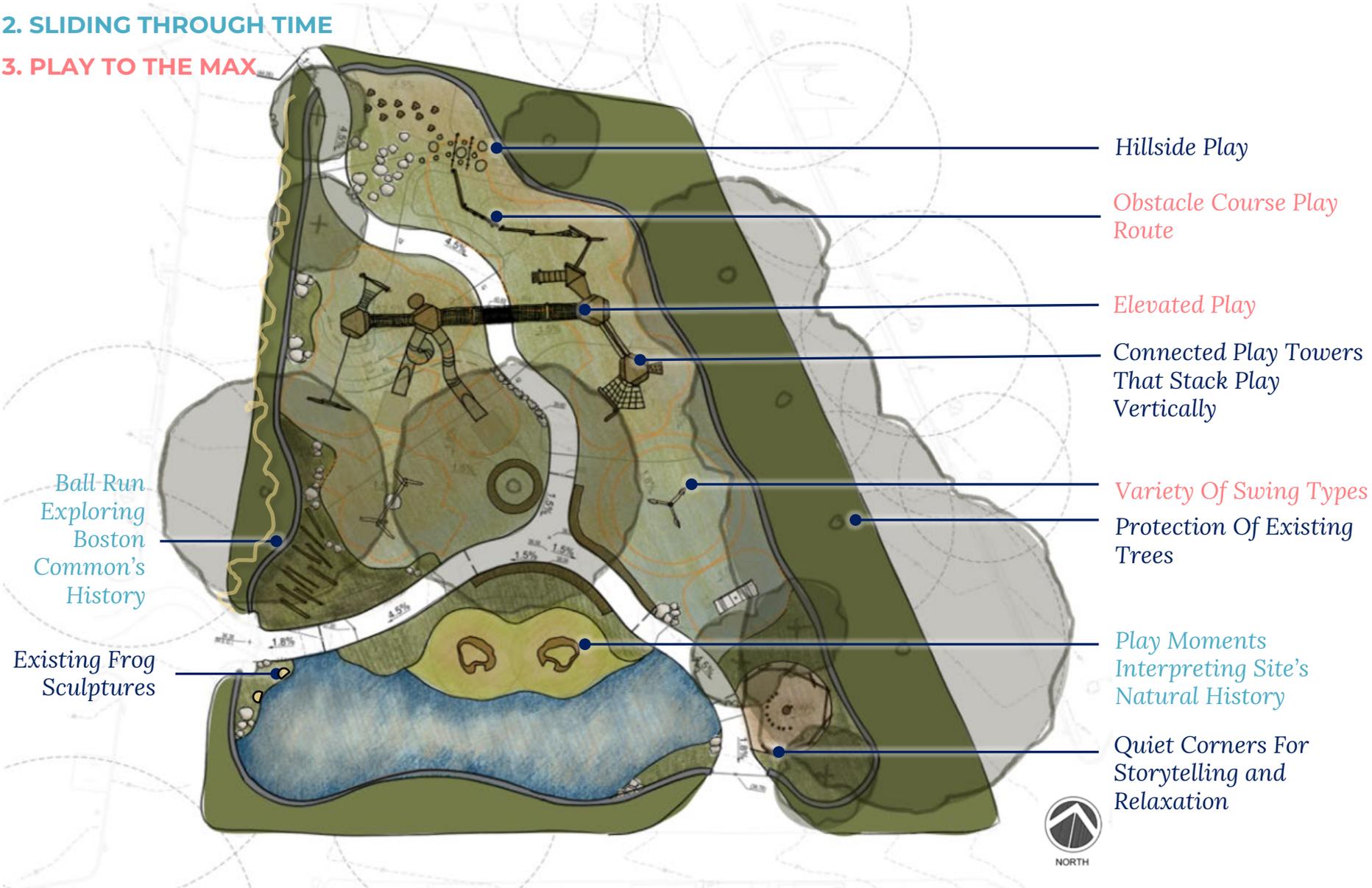


# DESIGN DEVELOPMENT 2025

## 1. THE HILLS

## 2. SLIDING THROUGH TIME

## 3. PLAY TO THE MAX



Ball Run  
Exploring  
Boston  
Common's  
History

Existing Frog  
Sculptures

Hillside Play

Obstacle Course Play  
Route

Elevated Play

Connected Play Towers  
That Stack Play  
Vertically

Variety Of Swing Types

Protection Of Existing  
Trees

Play Moments  
Interpreting Site's  
Natural History

Quiet Corners For  
Storytelling and  
Relaxation



# DESIGN DEVELOPMENT 2026 – Proposed Preferred Plan



# DESIGN ELEMENTS *Circulation*

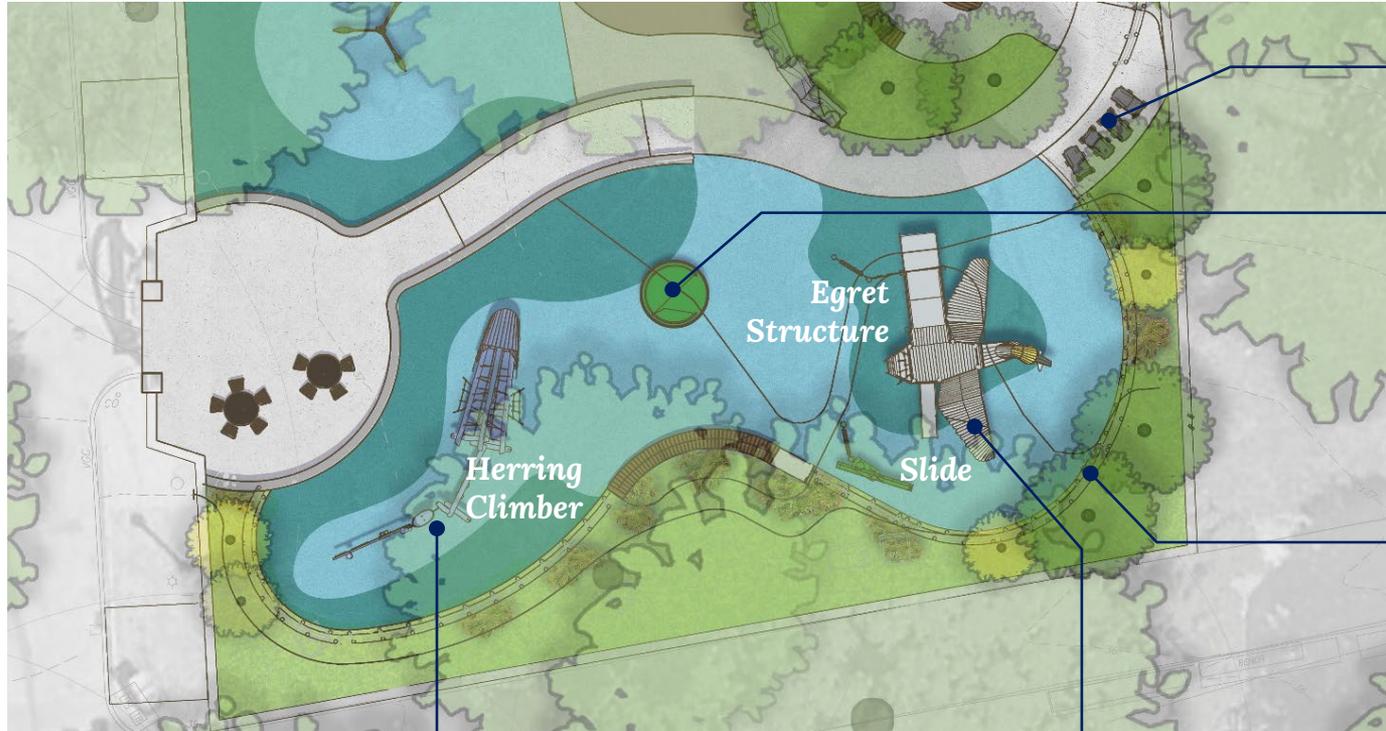


# DESIGN ELEMENTS Site Amenities



-  Formal Seating
-  Informal Seating
-  Stroller Parking

# DESIGN ELEMENTS 2-5 Age Playground Equipment

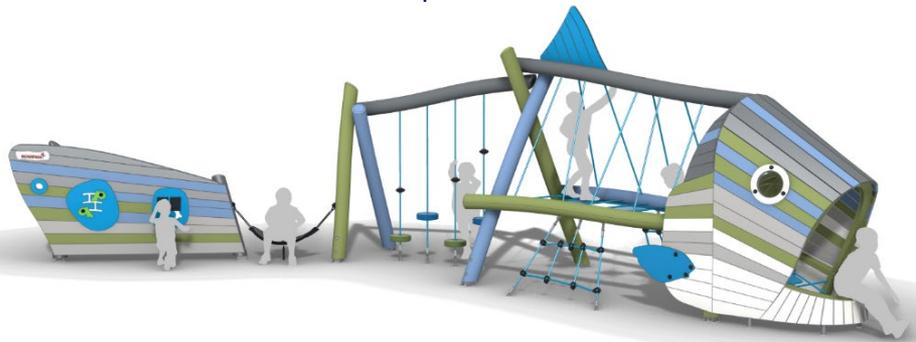


Stroller Parking

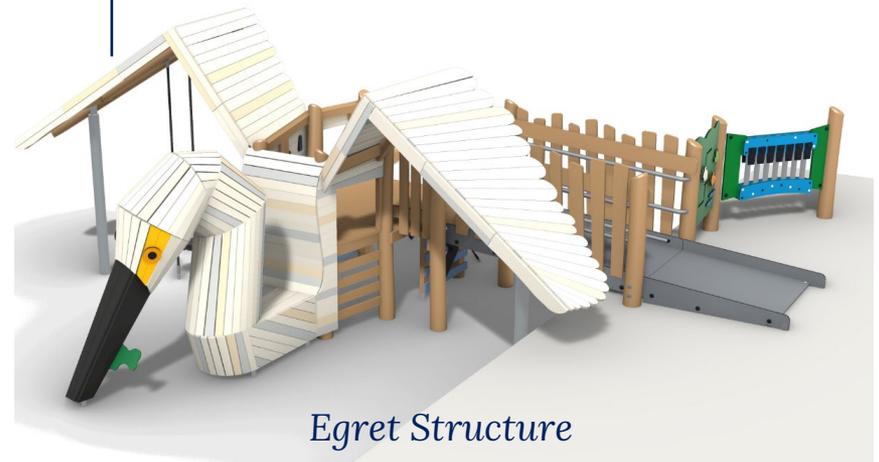


Universal Carousel

Fish Weir/Plant Rail



Herring Climber



Egret Structure

# DESIGN ELEMENTS 5-12 Age Playground Equipment



Treehouse Play Structure



3-Way Belt Swing / Spinner

# AERIAL VIEW



# MAIN ENTRANCE



# MAIN ENTRANCE



# 2-5 AGE PLAY AREA



# 2-5 AGE PLAY AREA



# 5-12 AGE ZIPLINE



# 5-12 ACCESSIBLE ENTRY



# 5-12 AGE PLAY AREA



# STORY CIRCLE



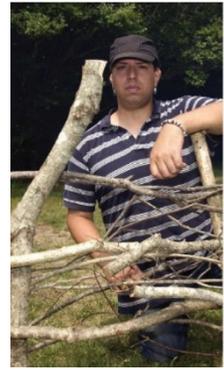
*Inspiration*



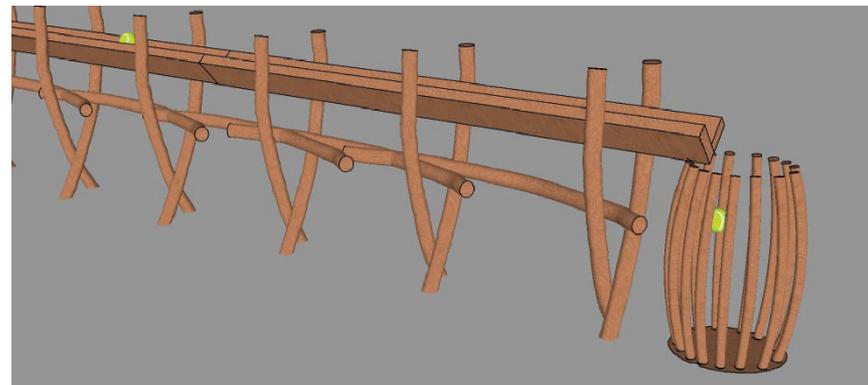
# FISH WEIR-INSPIRED BALL RUN AND PLANT RAIL



*Fish Weir Inspiration*



*Conceptual Design Model*





# THANK YOU!

Comments and questions?



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