

# MEMO

**Re:** RES COMMUNITY WORKSHOP OUTLINE (11.16.19)\_DRAFT

**Date:** October 24, 2019

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## RES COMMUNITY WORKSHOP OUTLINE

### A. Preparation: Define Scope and Purpose of the Community Engagement Process

- Provide forum for RES community feedback/input to guide the refinement of the Master Plan
- Identify limitations or issues not up for discussion (e.g. relocating play areas)

### B. Proposed Community Workshop Structure (2.5 hours)

#### 1. Introduction (10 min) Edorah & Deina

- Purpose of workshop
- Review project goals & program
- Review design process to date (RES Friends of Robinson committee initiative/involvement conceptual master plan development)
- Review workshop agenda

#### 2. Powerpoint Presentation: Review of Work Complete & Next Steps (20 min)

- Existing site conditions with site photos and site analysis diagram (Deina)
- Conceptual Master Plan and identified play/learning areas (Deina)
- Summary of Open House student/parent play themes (Edorah)
- General timeline/schedule (Edorah)
- Funding efforts/status (Edorah)

#### 3. Break (10 min)

#### 4. Adult Large Group Visioning - one Friends of RES member at each station (30 min)

- Stations for identified play/learning area (10 min per station)
  - Natural Based Adventure Play Area
  - High Adventure / Obstacle Course Play Area
  - Social Play Area & Quiet Play Areas
  - Facilitated Nature Based Classroom
- Activities at each Station
  - Image Collage Board: Proposed & Existing Elements - Identify top 3 likes
  - Suggestion Corner: narrative feedback of Master Plan, likes/dislikes

#### Student Individual Visioning – RES staff/faculty to facilitate (30 min)

Engage the student's imagination around their individual vision for new playground areas. This exercise can help inform the play zone designs, and engages students around their ideas in preparation for the model making exercise.

- Draw your ideal playground: Imagine and draw your ideal playground area. Think about what you like to do (e.g. jump, bounce, slide, run down, twirl, climb, balance, watch insects,

water flowers, read on a log, play ball, pretend you're in a castle); what color(s) should it be; what materials would be fun to play on (e.g. logs, boulders, tires, ropes)? Once your drawing is complete, name your playground or play element.

#### 5. Break (10 min)

#### 6. Adult Small Group Visioning - one Friends of RES member at each station (70 min)

*Small Groups organized by play/learning area stations. Participants select station of interest. Activities include;*

- Large Group Visioning Findings (10 min)  
*Review info collected from large group visioning and summarize most desired elements from photos, suggestions and likes/dislikes.*
- Mini Design Charrette – 2 Activity Options (40 min)
  - Model Making  
*Envision the layout of the play area through model making; using a variety of materials (sticks, string, clay/playdough, stones, straws, pebbles, moss, etc). NS to provide model making kits.*
  - Collage/Drawing  
*Explore the layout of the play areas through collage & drawing; using the enlarged play area portion of master plan as a base, magazines, construction paper, markers and glue. Consider the proposed design; what works, what should be reconsidered? Think about color, materials, form, and character of play elements.*
- Present Large Group findings and Charrette creations (20 min)  
*Each station to present large group visioning summary and charrette models/drawings to workshop participants.*

**Student Small Group Visioning** – RES staff/faculty at each station to facilitate (45 min activity, 25 min play break)

*Engage students' imagination around their individual vision for new playground areas. These exercises can help inform the play area designs, notably designing play features (i.e. obstacle course elements), and selecting prefabricated play structures.*

- Model Making Stations (3 stations each with distinct theme): Pick one of the stations to imagine and build your own playground area using the materials provided. Explore your vision with other creators at the station.
  - Obstacle Course  
*Think about what you would like to do in this playground area (i.e. climb, crawl through, run over, roll under, slide, bounce, balance).*
  - High Adventure Play Structure  
*Think about what exciting adventure features you would like to see on a high adventure play structure (i.e. slide, climbing wall, rope climb, balance features, pole slides, spider web).*
  - Nature Play Area  
*Think about what you like to do in a woodland play area (i.e. slide past trees, suspension bridge, forest lookout tower, tree stump climb, log balance, habitat exploration, fort building, habitat creation, hanging hammock).*

#### 7. Summary & Next Steps (10 min)

*Next steps include; distill workshop key takeaways, incorporate findings into master plan, present at follow-up community workshop for final round of feedback*

#### C. Materials List (NS to provide materials, except projector, RES easels?)

Projector, Name Tags, Easels, Collage Board/Feedback kits (4 stations), Drawing/Collage kits (4 stations), Model making kits (7 stations), student drawing supplies (1 station)

#### D. Follow up RES community presentation