



Ames Miracle League Field and All Inclusive Playground

Inis Grove Park Improvements





Meeting Agenda

- Introductions
- What is a Miracle League Field?
- What is an Inclusive Playground?
- “The Master Plan” Overview
 - Site Specific Criteria
 - The Overall Plan
 - The Field
 - The Play Area



Miracle League

Inis Grove Park Improvements





Miracle League Field Facts

- Started in 2000. The Miracle League helps communities build and organize local leagues that provide baseball programming for children with special needs.
- The organization also provides design standards and preferred vendors for the field and playgrounds based on testing and past experience.
- **The Field:** A customized 125' Center Line field with a specialized rubber surfacing for easy access with a mobility device and soft surface to help prevent injuries.
- **Other Uses:** The fields are often used for other community services such as adult kickball and exercise classes.



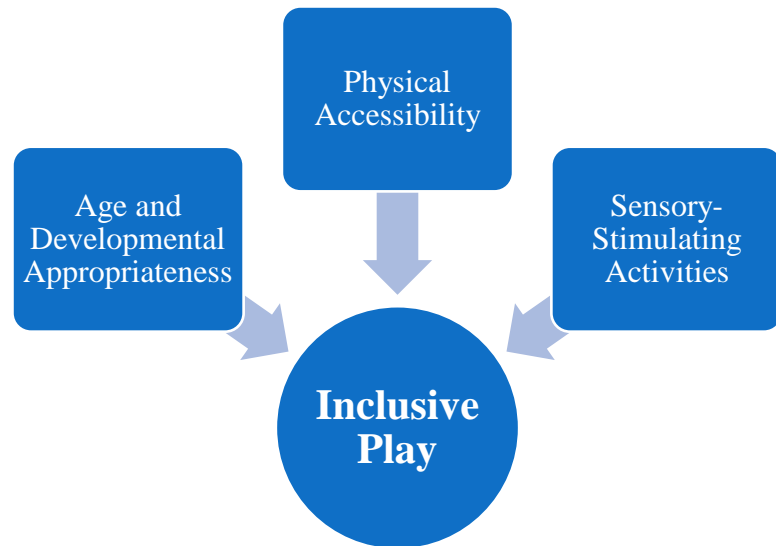
Inclusive Play

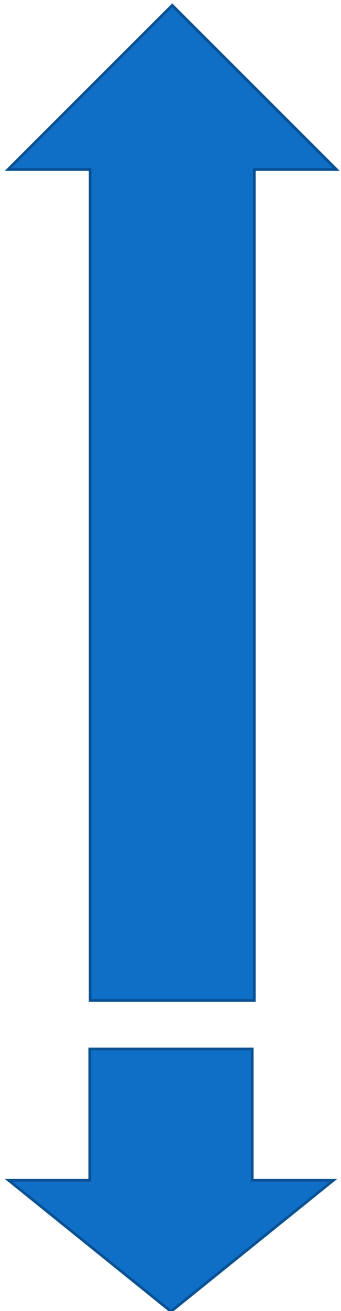
Inis Grove Park Improvements



Centered on the Belief – All Children Have the Right to Play

- Current ADA (American Disability Act) standards only require that playgrounds include wheelchair accessible elements.
- 1 in 7 children living in the United States has a disability
- There are various levels and types of disabilities. Approximately 1% of children with disabilities are covered by ADA standards. We need to design the playground to include all children, thus the reason for all inclusive play environments.





Inclusive Playgrounds:

- Goes beyond minimum accessibility standards and providing facilities for those with physical disabilities
- Playground offers many opportunities for all children to develop cognitive, sensory, physical and social skills.
- Designed to be welcoming, engaging and challenging for all children
- The place is welcoming to parents and caregivers whom themselves may have a disability
- Feature a variety of environments where children can engage at their own pace and sensory input level

Inclusive Playground Myth:

They are playgrounds with a lot of ramps and little challenge for others.

The Work of
Play:
Inclusive
Playgrounds
recognize the
importance of play in
a child's development
and understanding of
social equity.

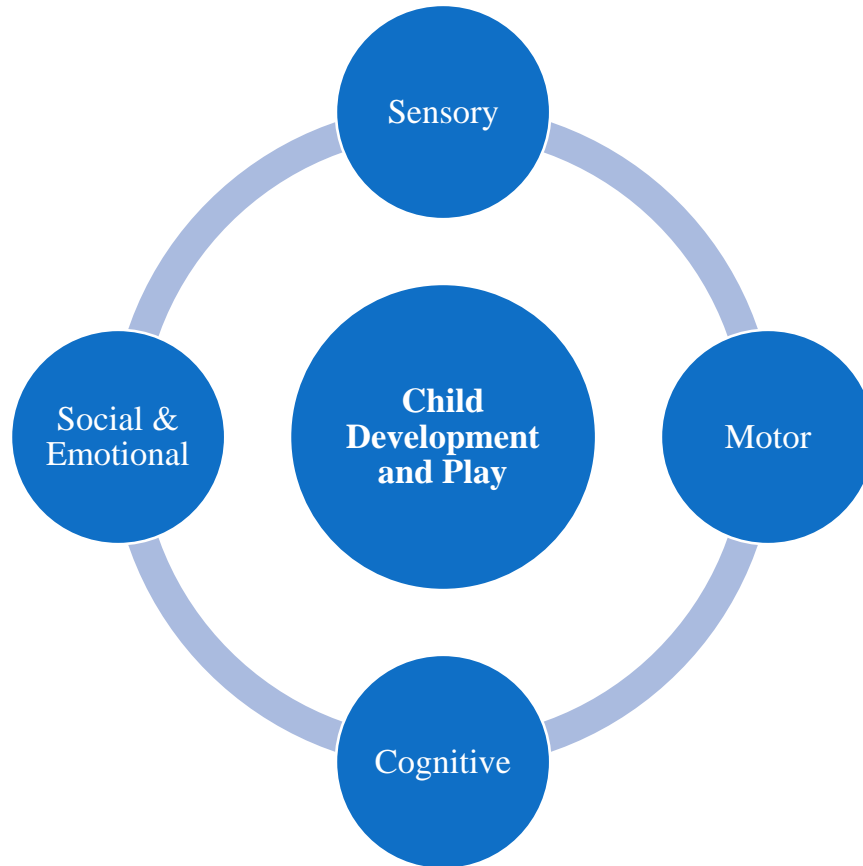
The Importance of Play:

All kids benefit from exploring four defined areas of developmental skills when at play.

It is important for inclusive playgrounds to provide a variety of developmental options for kids to choose from.

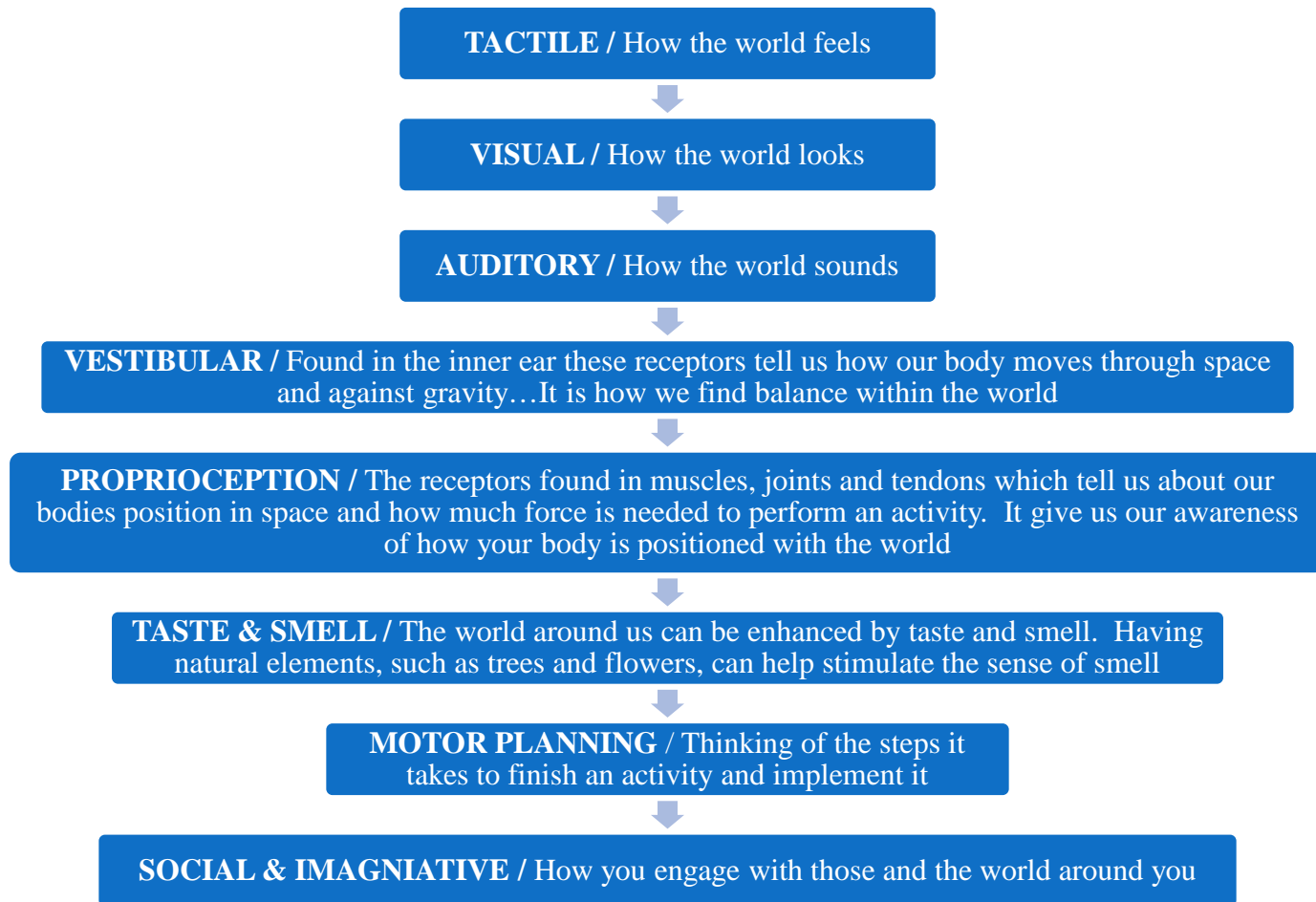
"The experience of experiencing something for the first time: I hate it, or I love it; I never want to do it again, or I want to do it again and again; can I replicate it if I like it, or can I do it differently next time—spin faster, slower, hold on tighter. This is why playgrounds need options for kids."

Ingrid Kanics, OTR/L
Kanics Inclusive Design Services, LLC



The Importance of **Sensory Play:**

Through the senses children discover their world and develop skills necessary to be successful in it. A play area that helps facilitate a variety of sensory experiences are more mutually engaging and encourage children of various ages and abilities to play together.





The Master Plan

Inis Grove Park Improvements

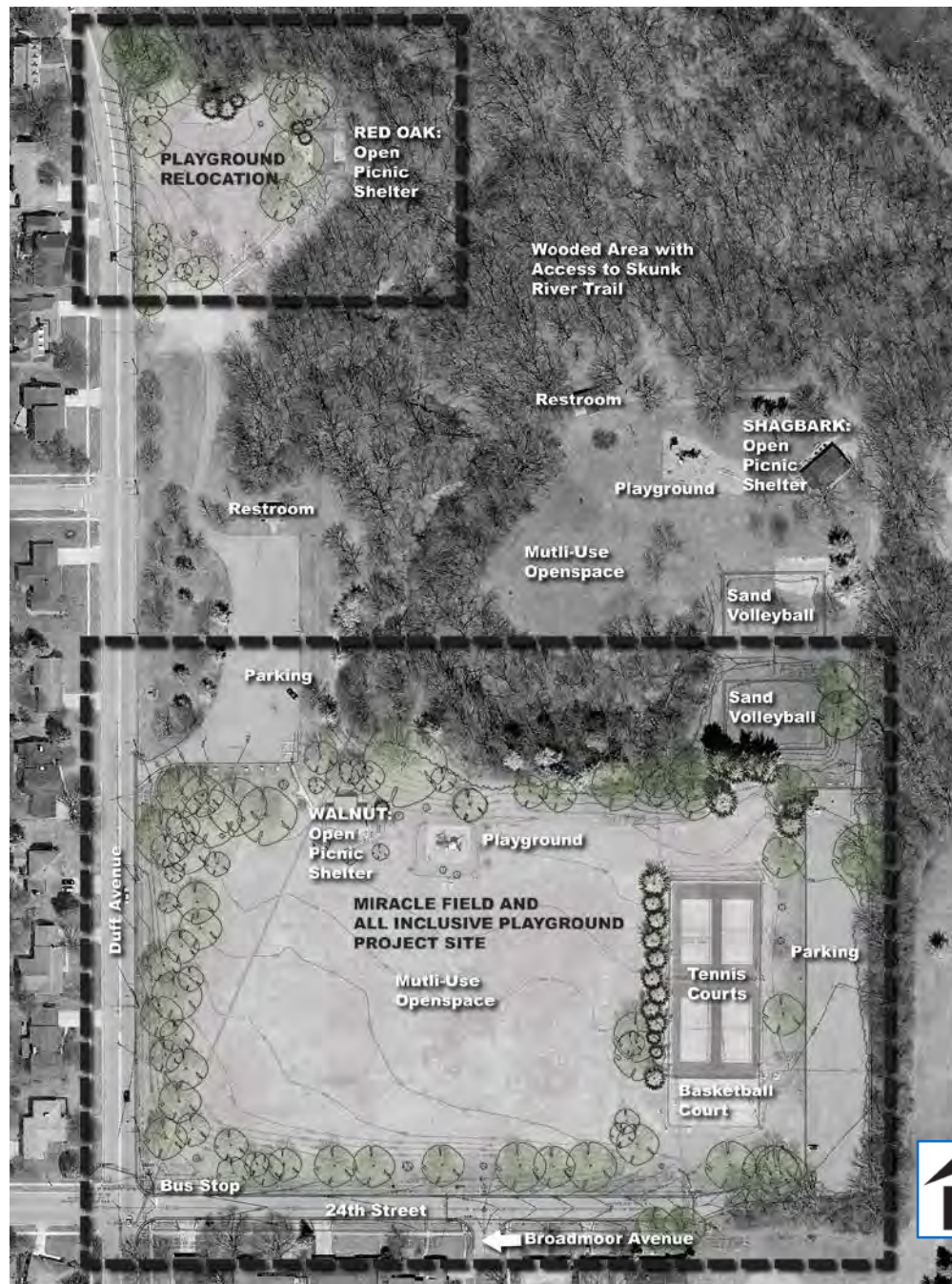




Inis Grove Park Site Specific Criteria

- Consideration of Existing Site Uses
- Consideration of Surroundings
- Impact/ Neighborhood Concerns

PROJECT LOCATION



- **Consideration of Existing Site Use:**
 - A community park with a diversity of existing recreation and natural features.
 - Picnic Shelters, Sand Volleyball, Basketball, Tennis, Playgrounds
 - Large Multi-Use Open Space (i.e. Soccer, Ultimate Frisbee, Baseball)
 - Natural wooded area with trails
- **Surroundings:**
 - WEST/SOUTH - Residential properties to the West and South
 - NORTH - Wooded area to the North with drainage way to South Skunk River
 - EAST - Homewood Golf Course



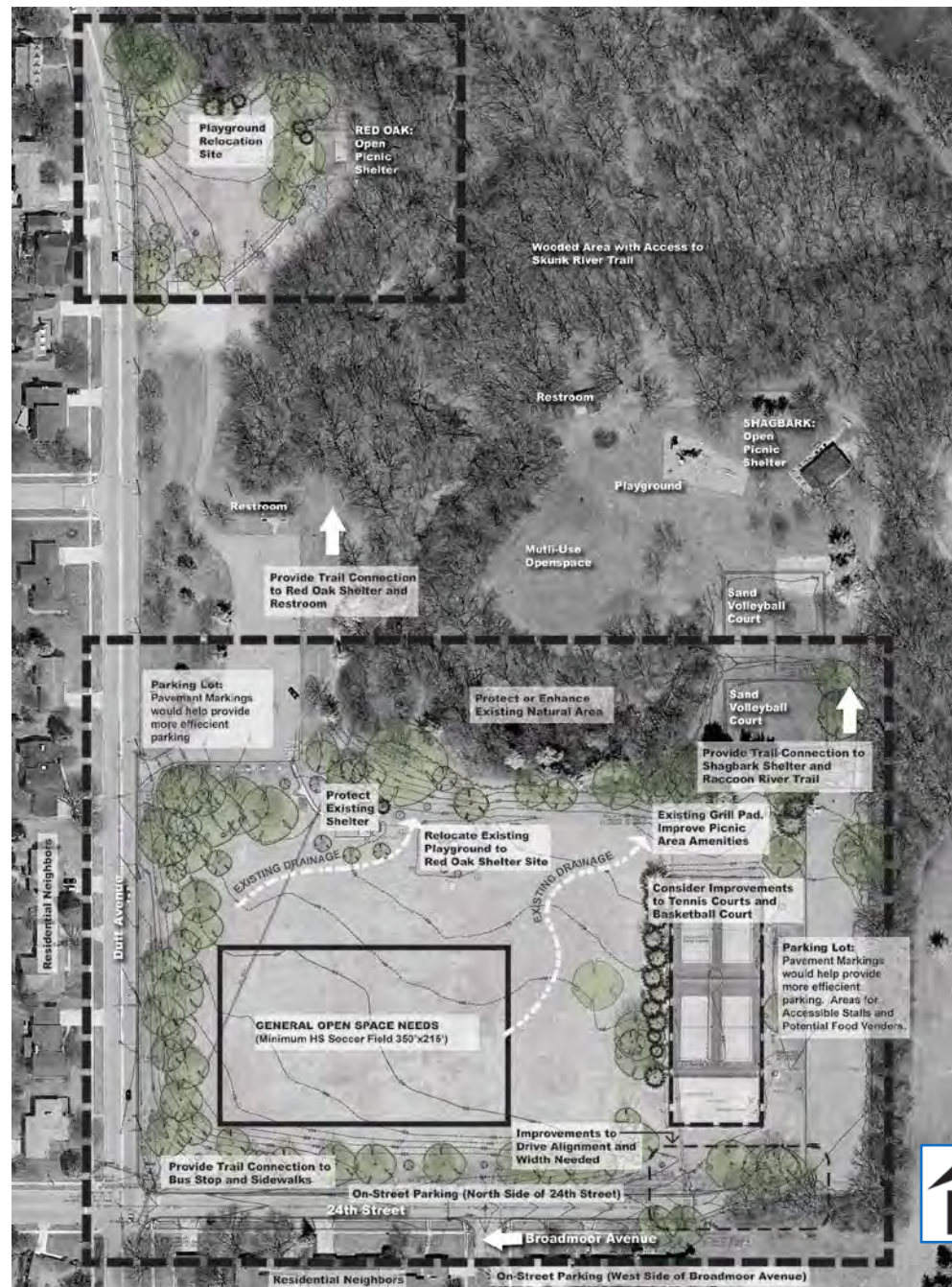
SITE ANALYSIS

• Other Needs to Consider:

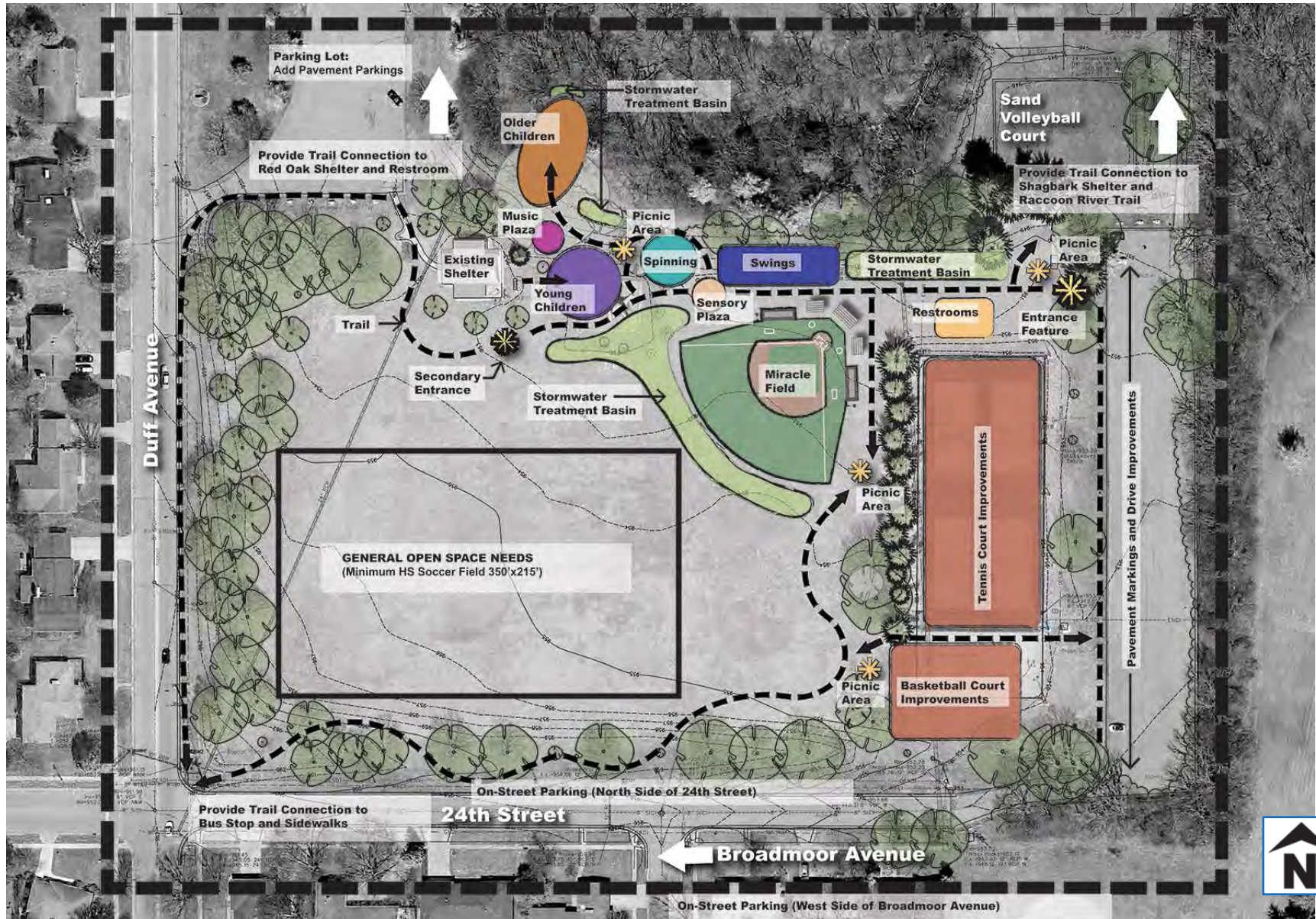
- Restroom Facility
- Drinking Fountains
- Access to Shade
- Removal of Hazard Trees
- Overall Site Connectivity and Accessibility
- Unique Natural Setting

• Impact Concerns:

- Traffic and Parking
- Stormwater
- Noise
- Visual Impacts
- Lighting
- Safety (i.e. Ravine)



SITE LAYOUT



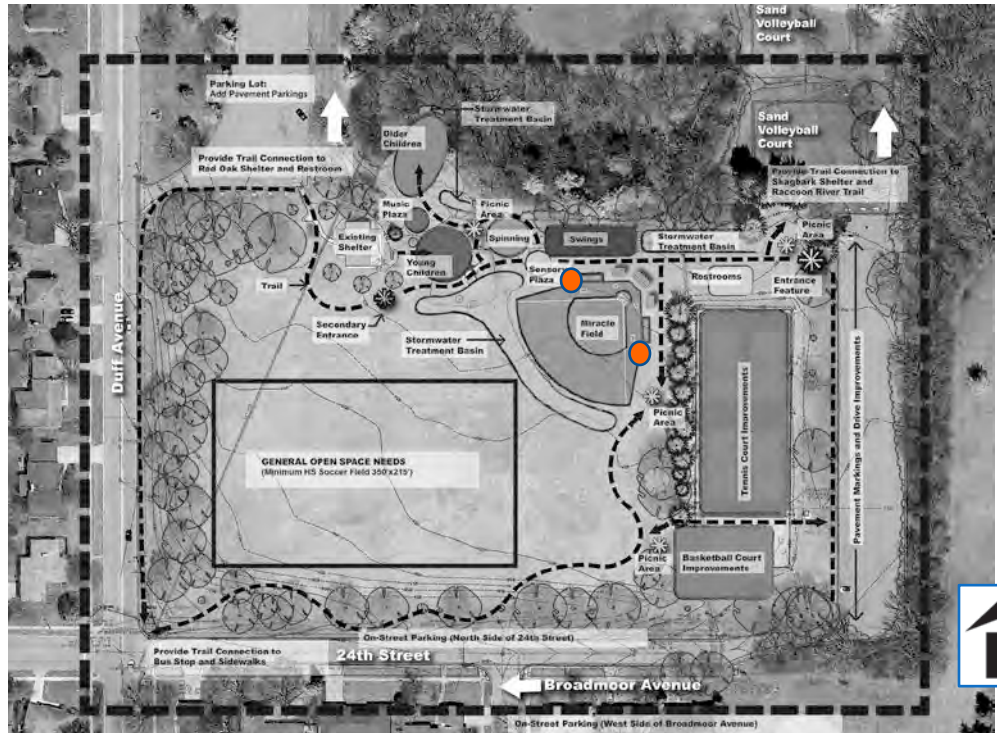
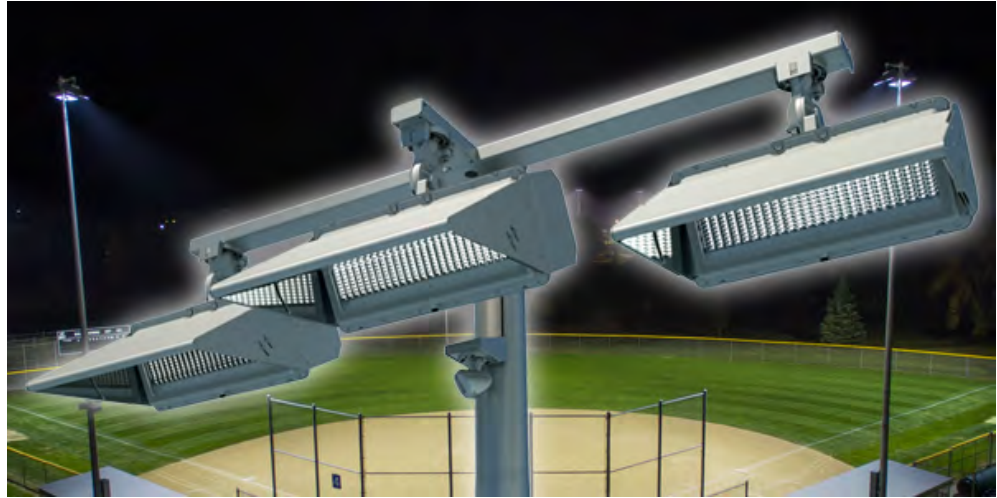
ADDRESSING CONCERNS

- **Stormwater**-will be captured and treated in a series of stormwater basins
- **Traffic and Parking**- will be addressed utilizing existing parking areas. No additional parking needs are anticipated. The site will need approximately 5 additional accessible stalls marked to accommodate the Miracle League activities.
- **Noise**- audio equipment is to have limited use on site, primarily for Miracle League games. The use of audio equipment will direct sound toward viewers and away from neighbor residents.
- **Visual**- The use of strategic tree plantings provides multiple benefits.
 - Extends the sense of natural wooded area into the play area
 - Provides a visual buffer to neighboring properties
 - Increases access to shade in key use areas
- **Safety**- Fence along ravine

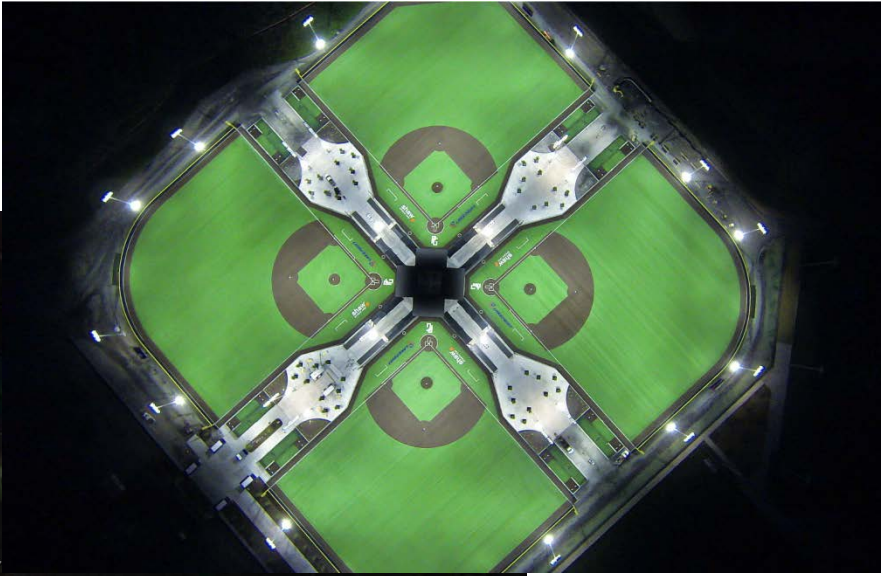


LIGHTING

- **Light Control-** a controlled lighting system is recommended that controls glare and provides a bright uniform light that is directed onto the field but protects light pollution in the sky and into the neighboring properties.
- **Light Location-** Light placement is based on the need to light the field evenly and so a ball in play is lit from all sides

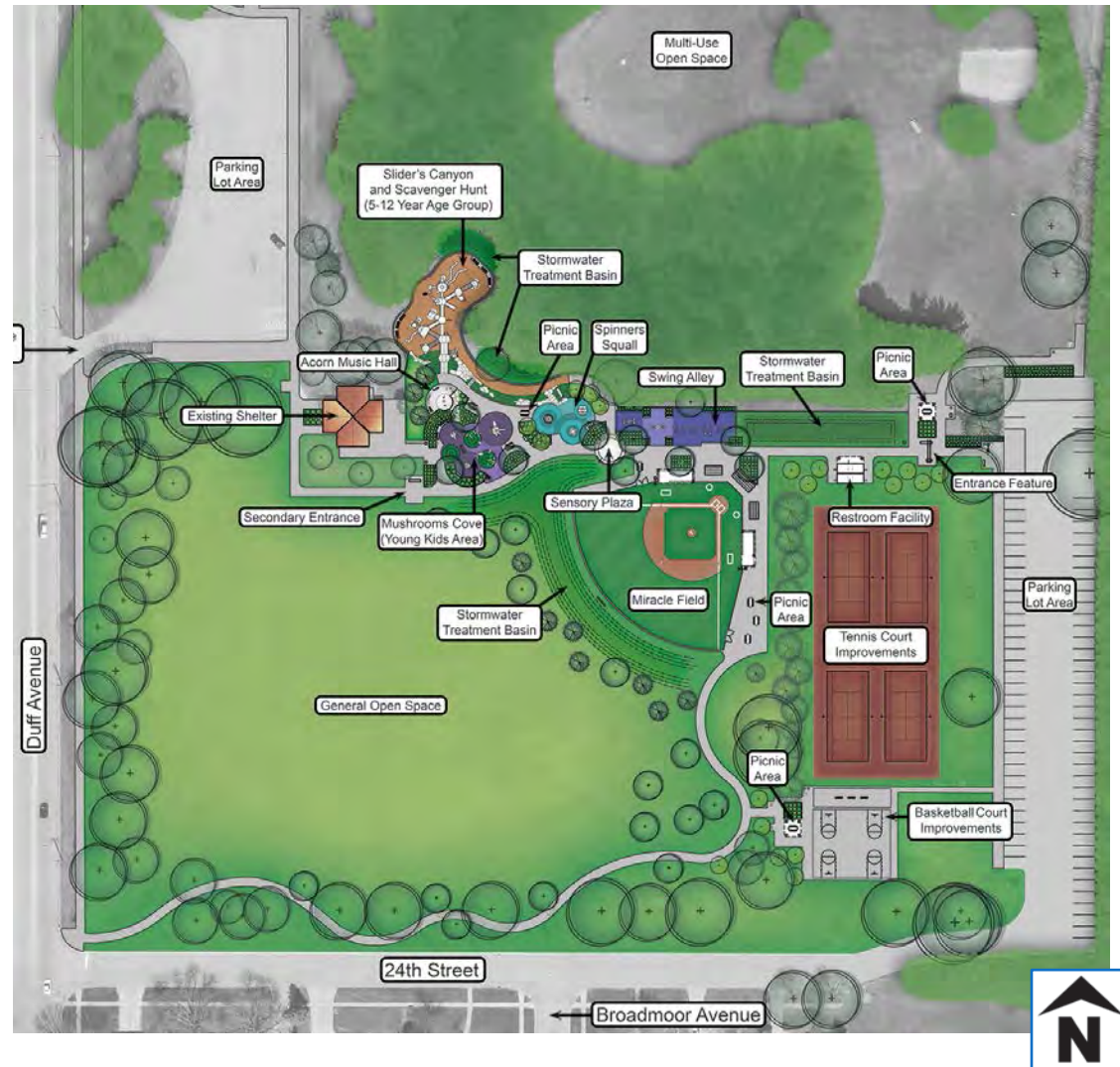


Lighting:

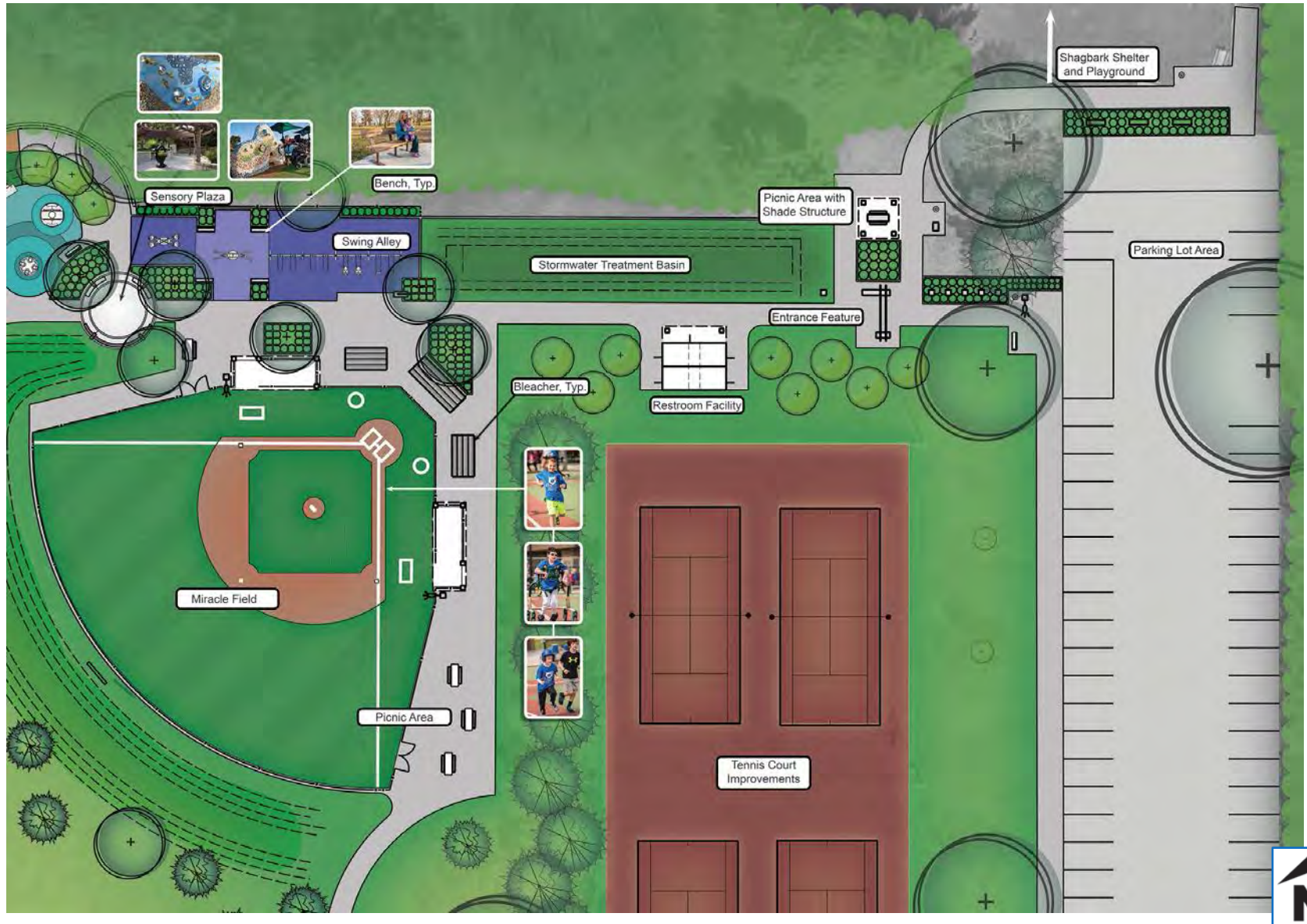


MASTER PLAN

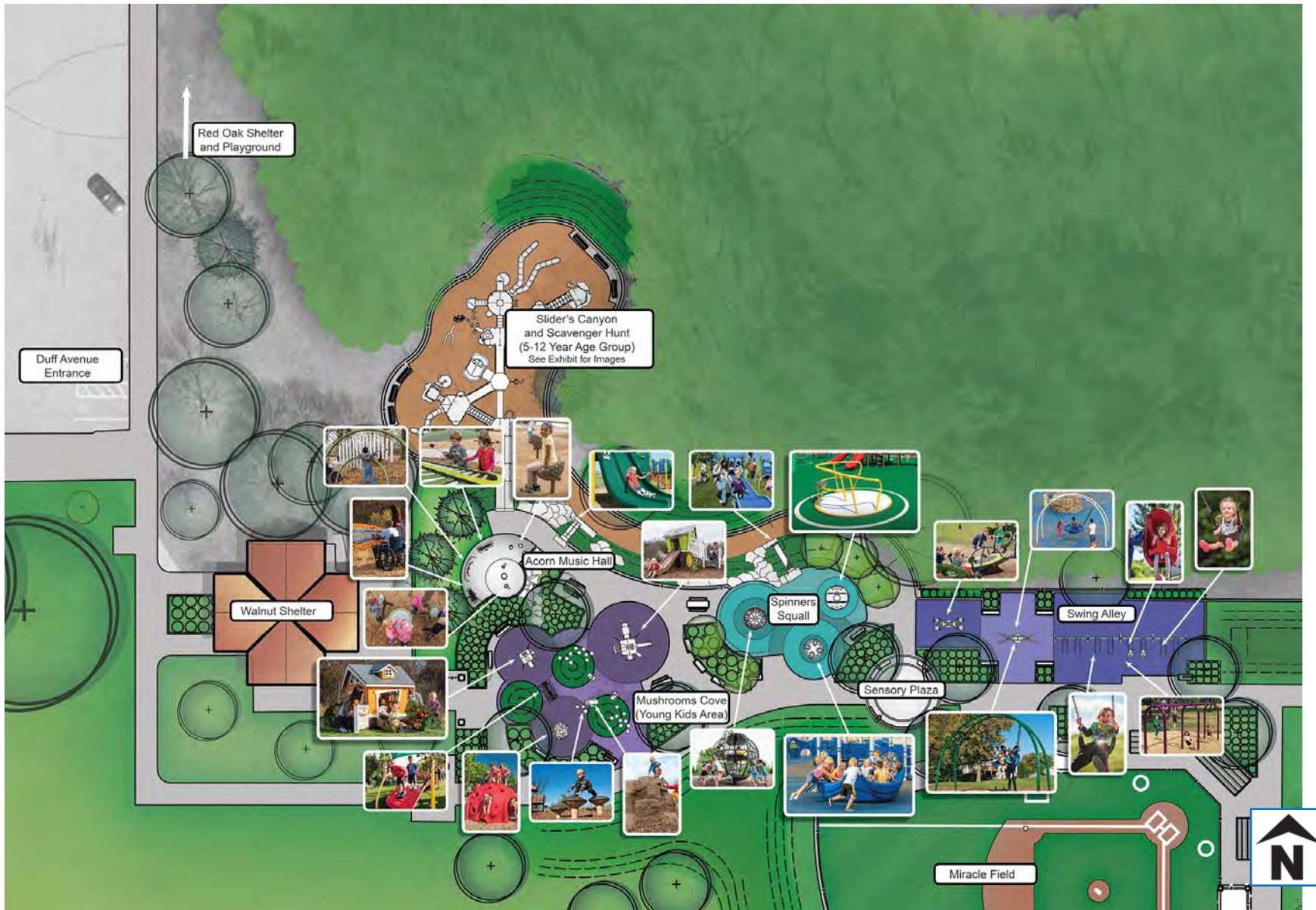
- Entrance Feature
- Parking Lot Entrance Drive Improvements
- Pavement Markings in Parking Lots
- Electrical Outlets for Food Vendors and Miracle Field
- Trail Connections
- Relocate Existing Playground to Red Oak Shelter
- Miracle Field
- All Inclusive Playground with Accessible Rubber Surface in a Nature Theme and Natural Color Scheme
- Sensory Plaza
- Restroom (4 – Accessible & Gender Neutral)
- Basketball Courts (4-Hoops, Smaller Courts)
- Tennis Court Improvements (Surface & Fence)
- Open Picnic Areas and Seating Areas
- Small Shelters with Picnic Table
- Planting Beds and Trees



MASTER PLAN – MIRACLE FIELD



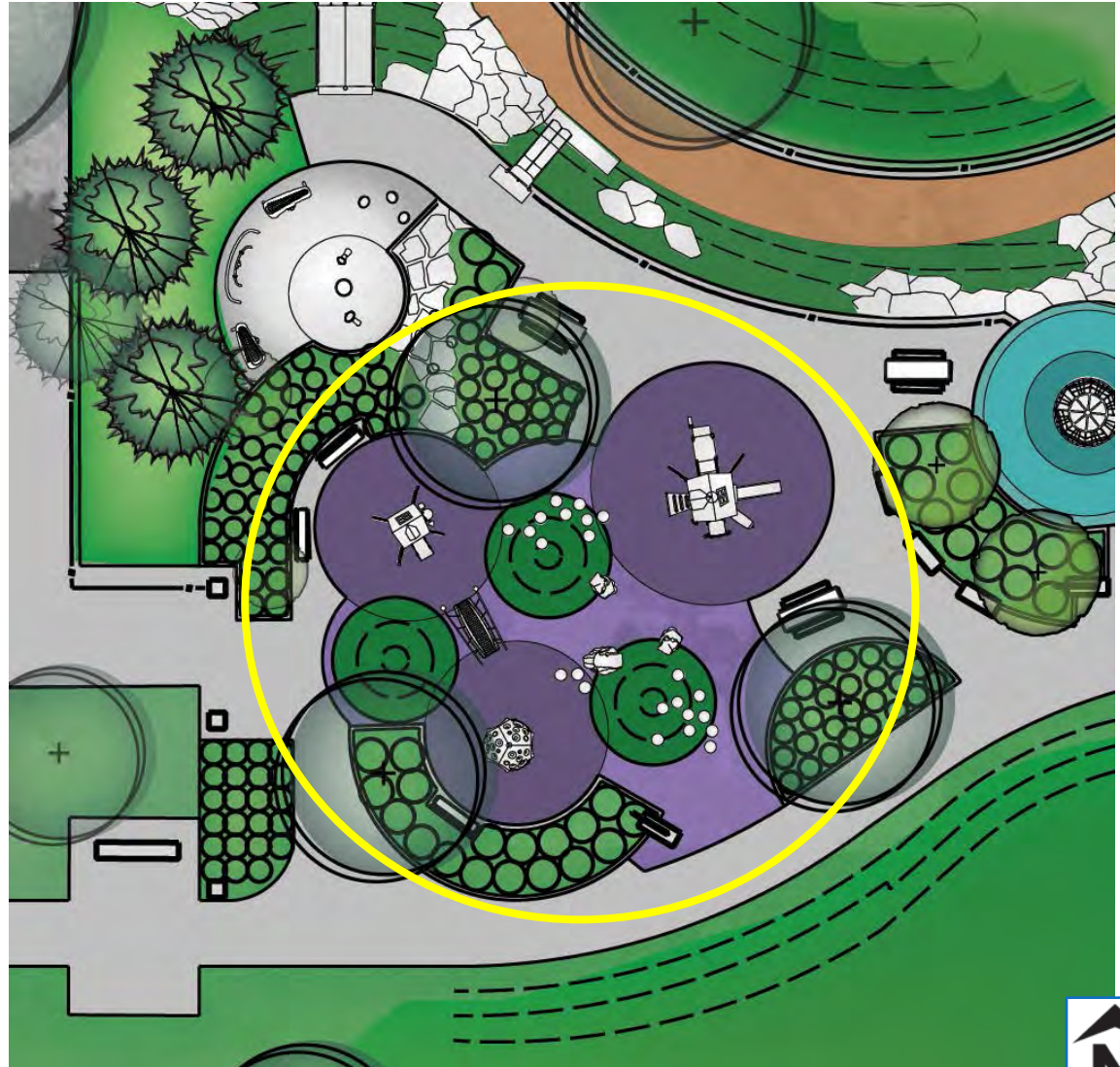
MASTER PLAN – OVERALL PLAYGROUND



MASTER PLAN – YOUNG CHILDREN

MUSHROOM COVE

- Age and developmentally appropriate equipment
- Quiet spaces
- Sensory elements
- Various levels of challenge
- Seating areas (Benches with back support, accessible picnic tables)



MASTER PLAN – YOUNG CHILDREN

MUSHROOM COVE

- Area for children from 6 – 23 months
- Area for children from 2-5 years old
- Short grass like safety surface placed on mounds for a soft and safe and surface to climb up and roll down



MASTER PLAN – YOUNG CHILDREN

MUSHROOM COVE

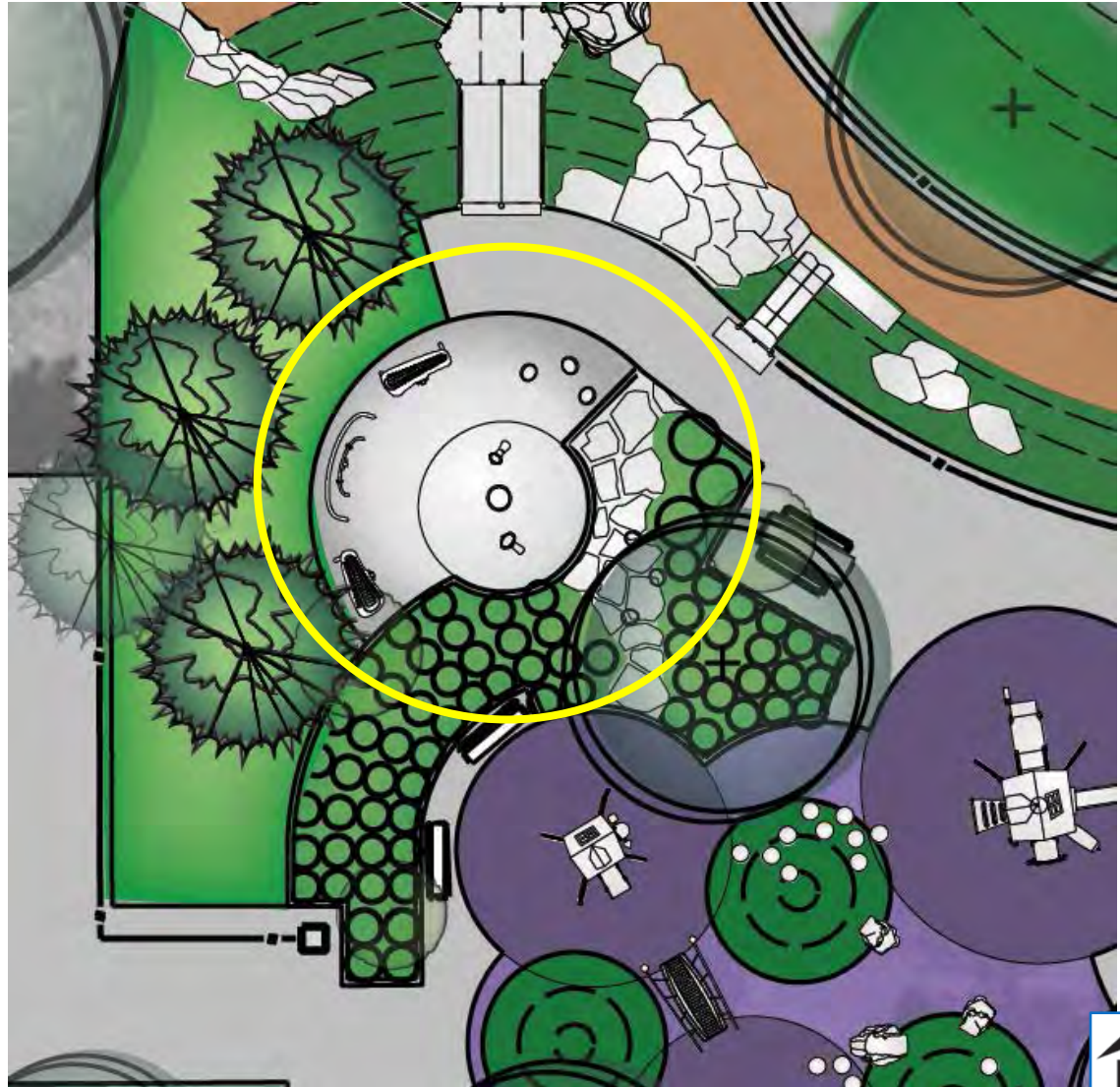
- Small rock climbing features
- Mushroom steppers
- Cozy dome
- Boppity bridge



MASTER PLAN – AUDITORY SENSES

ACORN MUSIC HALL

- Outdoor musical instruments that encourage multigenerational play and creativity with high quality sound
- Acorn shaped seats provide a unique resting spot both near the equipment and nestled amongst the plantings along a limestone path for those who may want a more distant observation
- Evergreens can be planted between the shelter and music area to help buffer the sound



MASTER PLAN – AUDITORY SENSES

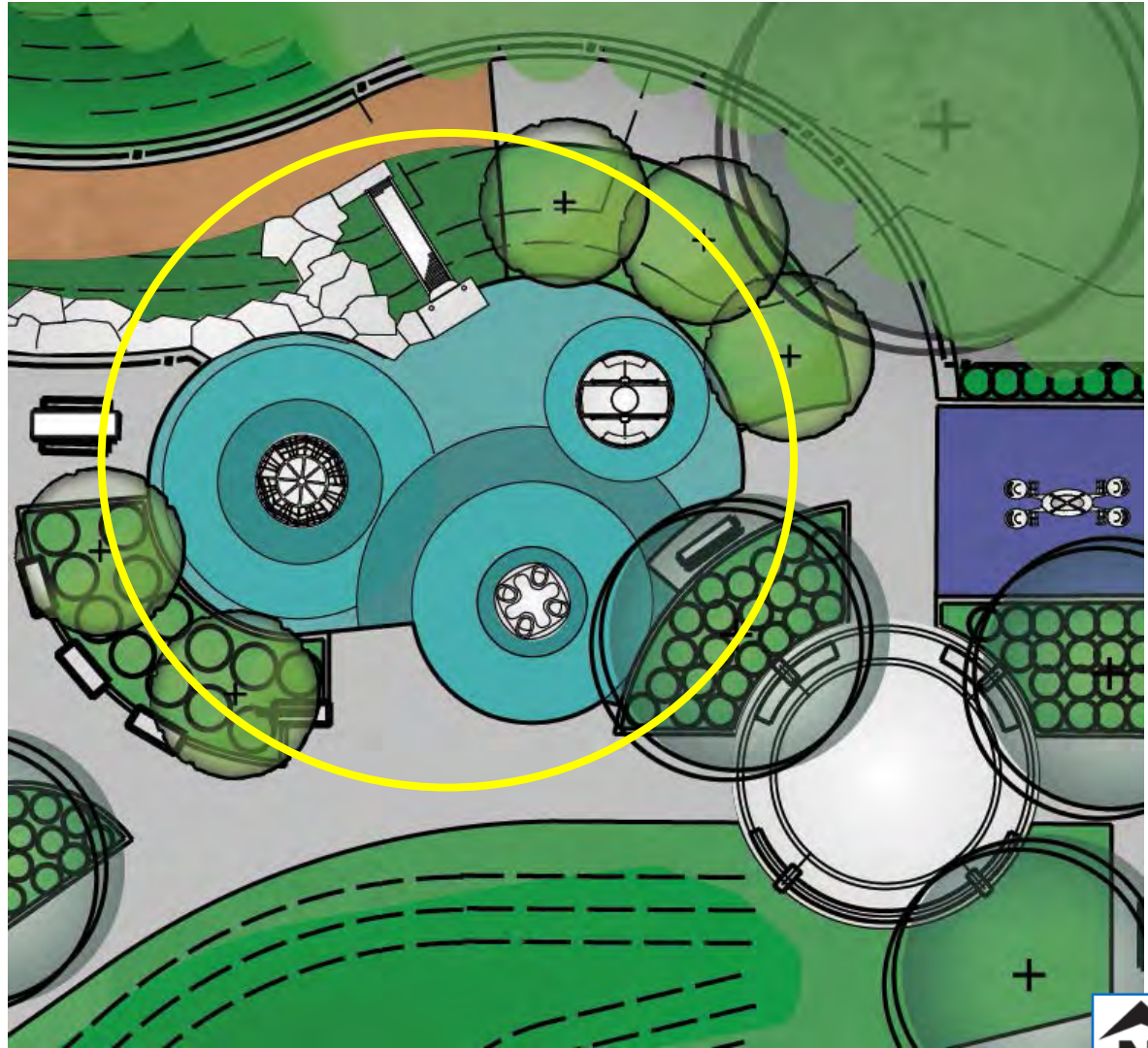
ACORN MUSIC HALL



MASTER PLAN – SPINNING

SPINNERS SQUALL

- Spinning is considered a core movement that engages the vestibular receptors
- It helps children develop valuable equilibrium information
- Global Motion
- Omni Spin
- Wheelchair Accessible Merry-go-round
- Roller Slide on hillside with custom transfer platforms at the top and bottom of the slide
- Various levels of challenge
- Seating areas (Benches with back support, accessible picnic tables)



MASTER PLAN – SPINNING

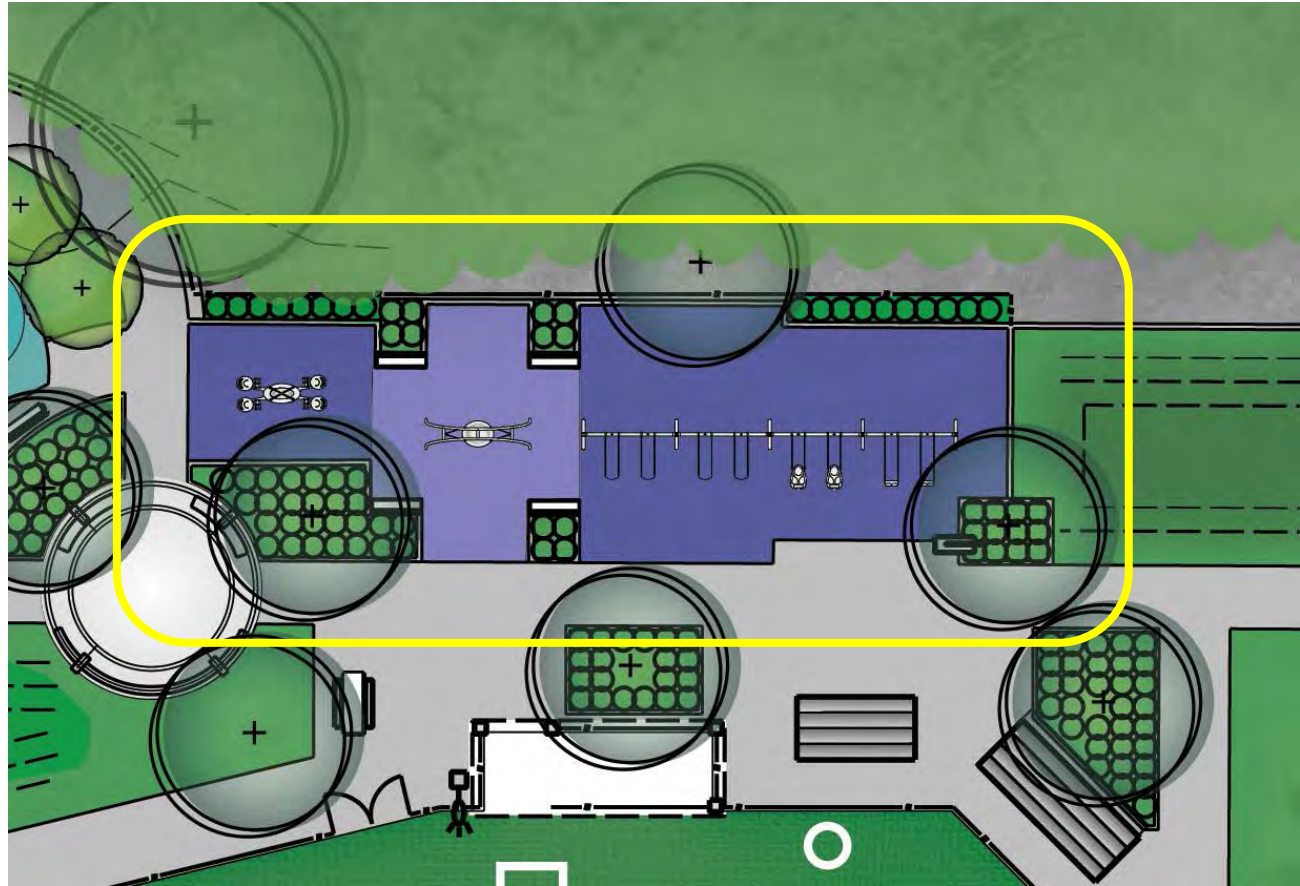
SPINNERS SQUALL



MASTER PLAN – SWINGING

SWING ALLEY

- The back and forth motion of the swing helps children develop their nervous system and motor planning using visual, vestibular and proprioceptive information.
- Belt Swings (5-12 year olds)
- Toddler Bucket Seats
- Accessible Molded Bucket Seats with Back Support
- Transfer Accessible Multi-User Oodle Swing
- Transfer Accessible Wee-Saw Multi-User with Back Support
- Seating areas (Benches with back support)



MASTER PLAN – SWINGING

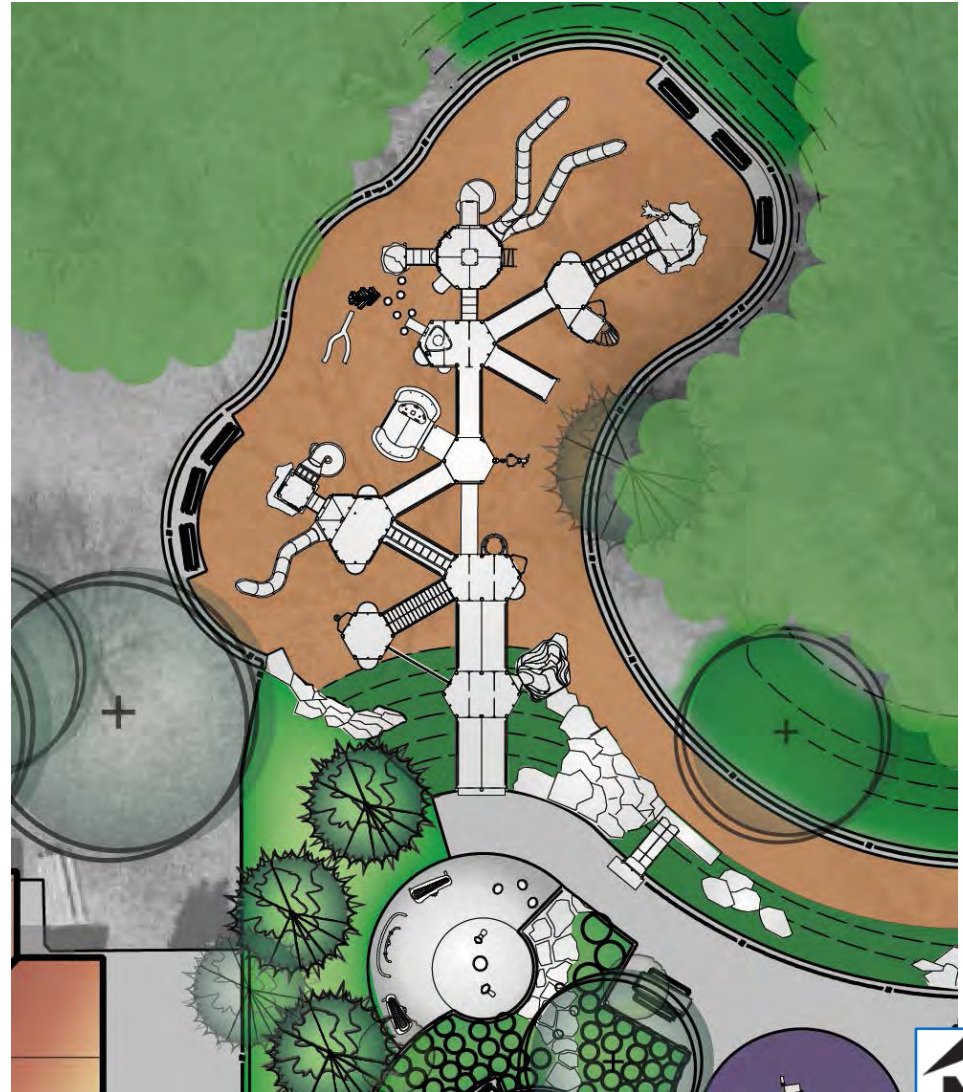
SWING ALLEY



MASTER PLAN – 5-12 Year Old Children

SLIDER'S CANYON

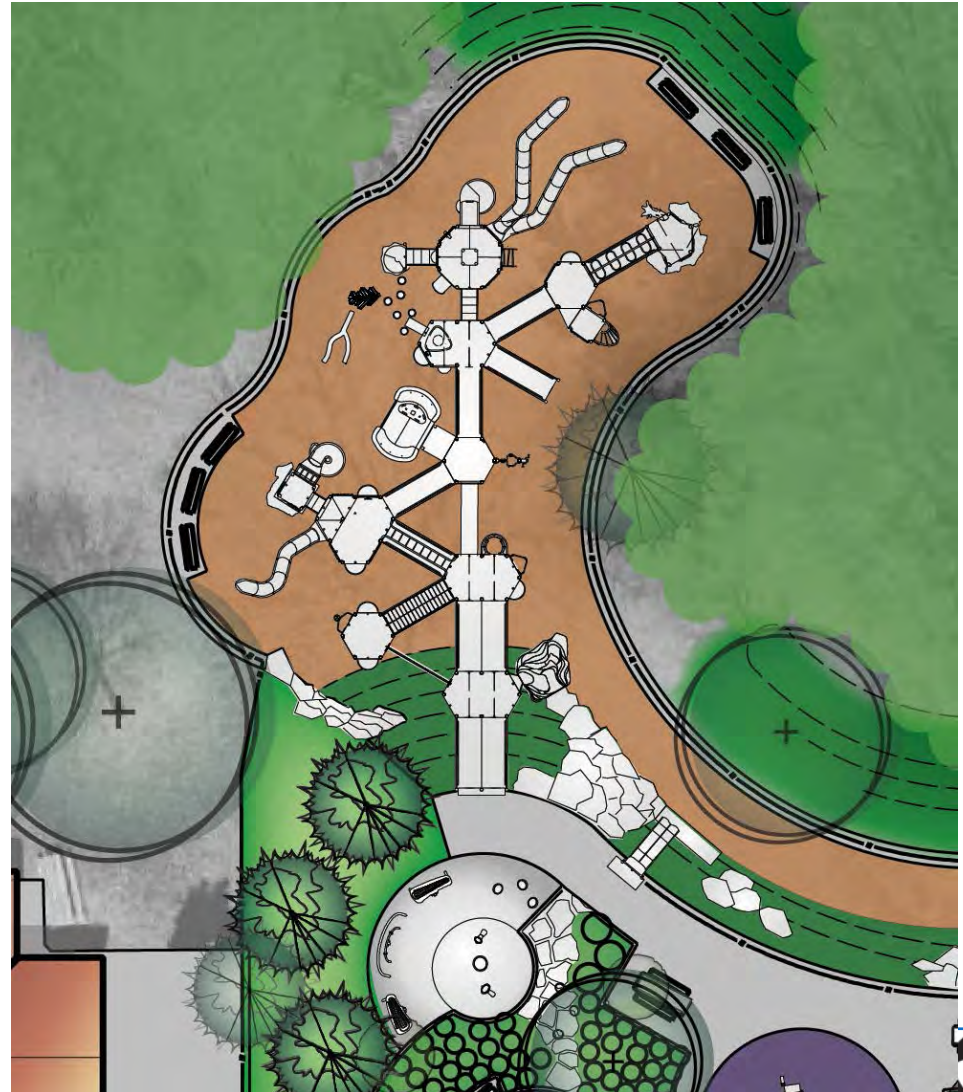
- Slides and Climbing require tactile, proprioception, vestibular and visual senses.
- Children love to climb and conquer. It helps create “Sensory-motor intelligence” and “visual spatial perception”. They help develop focus and motor planning skills.
- Sliding is a sensory rich experience. Children use their visual and vestibular systems to understand speed and pressure needed to slow down. They develop balance and motor planning skills.



MASTER PLAN – 5-12 Year Old Children

SLIDER'S CANYON

- Various Levels of Challenge
- Double Wide Ramp Access
- Unique Nature Themed Features
- Other Features Include:
 - Seating Areas
 - Balance Events
 - Upper Body Events
 - Tube Crawl
 - Wheelchair Accessible Clatter Bridge
 - Wheelchair Accessible SwayFun Glider
 - Quiet Spaces
 - Gathering Spaces
 - Scavenger Hunt
 - Sensory Panels



MASTER PLAN – 5-12 Year Old Children

BRIDGES, RAMPS AND MORE



MASTER PLAN – 5-12 Year Old Children

CLIMBERS



MASTER PLAN – 5-12 Year Old Children

THE CANYON



MASTER PLAN – 5-12 Year Old Children

SLIDES



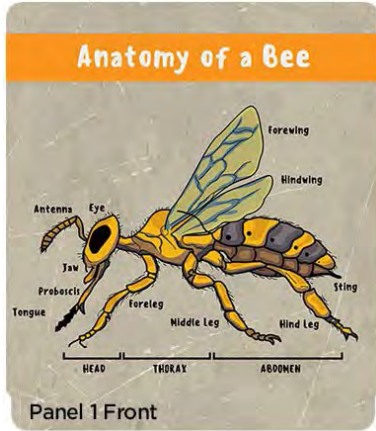
MASTER PLAN – 5-12 Year Old Children

Curiosity

SENSORY PANELS



Texture



Sound



Motor Skills



Visual



Access

MASTER PLAN – 5-12 Year Old Children

OTHER FEATURES



Balance



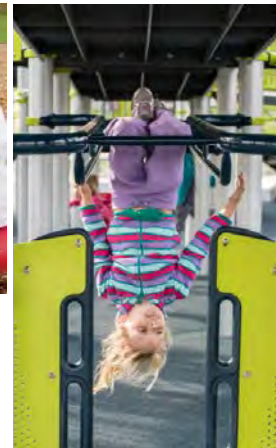
Transfer Platform



Accessible Glider



Nature Theme Look and Feel



Upper Body

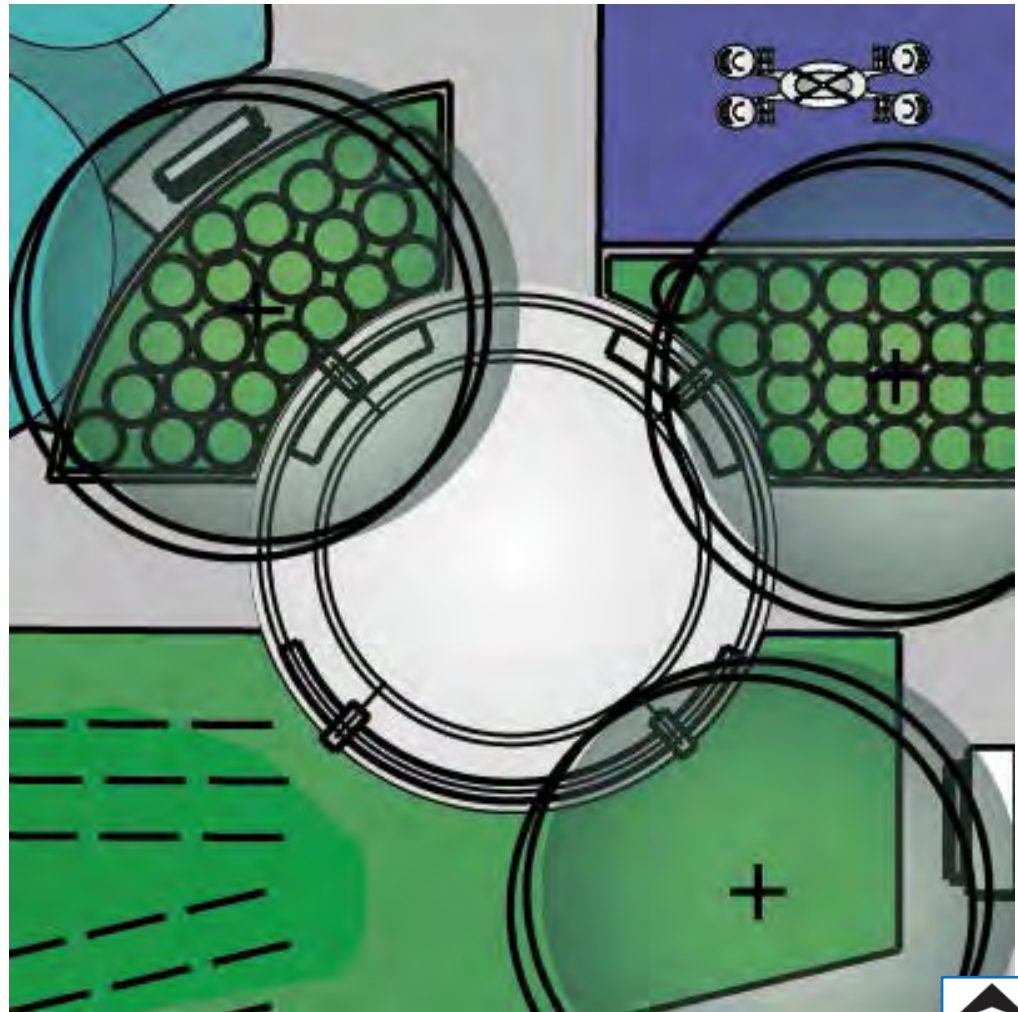


Gathering Spot

MASTER PLAN – SENSORY PLAZA

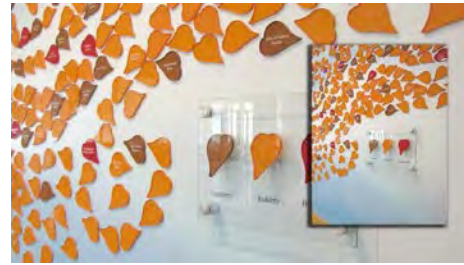
SENSORY PLAZA

- Unique Custom Sensory Wall
- Potential for Local Artist Involvement
- Potential for Donor Recognition
- Vertical Shade Structure
- Limestone Seat Walls



MASTER PLAN – SENSORY PLAZA

SENSORY PLAZA





THANK YOU

Please fill out a comment sheet!

