



6-09-12

Play Chastain

Summary Design Program

This document is compiled from the Kick-off Report documenting results of the public presentation, stakeholder workshop, and design charrette meetings held May 3rd and 4th, 2012, in Atlanta, as well as results of the community survey conducted in April, 2012.

Mission

Play Chastain is a compelling, safe, healthy, joyful community destination where people of all ages and abilities play, meet each other, collaborate, explore nature, discover new skills, and relax. Here, children's adventures, imagination and creativity are stimulated and challenging problems are solved.

Goals

Stakeholders proposed the following goals defining Play Chastain as:

1. A paradigm shift in creating community playgrounds.
2. A model approach fostering a strong sense of community ownership.
3. A regional/city destination for multiple activities serving the full family life cycle.
4. A place where families can interact with nature through "wild play."
5. Focused on creativity, imagination, and discovery in an unobstructed, vibrant place where kids can be happily uninhibited and help each other achieve something.
6. Programmable.
7. Safe, accessible, affordable, sustainable, manageable (inherent properties).

Potential user groups

Stakeholders proposed that Play Chastain serve the following potential user groups:

- Kids of all ages (0-2, 2-5, 5-12)
- Adolescents
- Neighbors
- Grandparents, older adults, nursing home elderly
- Daycare centers for field trips
- School children – Galloway and Sutton adjacent schools
- Art Center summer camp programs
- Day camp programs
- Birthday parties
- Weddings

Settings and descriptors

The following list of settings and descriptors was derived from the Kick-off Report and Community Survey results.

General character

- Interactive with nature through play/
Richly landscaped/ More natural elements/ Large planting areas
- Multi-purpose/Mixed environment/
Variety of activities
- Fun/Playful/Exciting/Joyful/ Colorful
- Compelling/Engaging/Challenging/
Unique
- More spread out
- View sheds at corners
- Shady

Entrance

- An origin or destination point for biking
- Destination
- Entry points
- Accessible parking
- Two main entrances but other entrances should also be provided
- Improve walkability to playground

Boundaries/enclosure

- Divided by age group/Area for little kids
- Safety/Visibility/Accessibility
- Perimeter fence

Gathering

- A stage for *Chastain Chill*/ Public performances
- Comfortable, shady places to sit/relax/refresh/Parent decompression
- Cooking → eating/New use for the Four Way Grill picnic shelter as a “kitchen”
- Parades
- Area for little kids
- Teen space/hangout

Bathrooms/facilities

- Bathrooms
- Composting toilets
- Water fountain

Pathways

- Looping path system
- Richly landscaped pathways to stroll/
exploring nature

- Explore/Sense of discovery/Curiosity/Adventure/
Expeditions/Play events along pathway
- Energize/Exercise/Physical exertion/Active
- Wheeled toys
- Where kids learn to ride bikes
- Accessibility/Visibility/Safety
- Canopy walk
- Suspension bridge

Play structure

- More interesting play equipment
- More challenging for older children
- Climbing
- Spinning
- Tunnels
- See-saw
- Rope ladder

Swings

- Area for little kids
- Non-traditional types of swings

Slides

- Adventure

Zip line

- Adventure
- Engaging
- Challenging

Playhouse

- Area for little kids
- Solar playhouse

Acoustic play

- Wind chimes, bells, drums
- Art/Creativity

Interactive Art

- Creativity
- Chalk wall
- Using paints and chalk
- Using natural objects

Open lawn

- Energize/Exercise/Physical exertion/Active/Uninhibited
- Fitness activities – yoga, etc.

Game courts

- Designed to attract teenagers
- Energize/Exercise/Physical exertion/Active/Uninhibited
- Adult fitness equipment

Water play

- Water features as multipurpose spaces
- Full body and hands-on/Spray/Mist area/Wading/splash pool/Fountain (not for drinking)
- Dry stream bed
- Play stream meandering through the site
- Sand and water play

Wildlife/Learning garden

- Explore/Sense of discovery/Curiosity/Wonder
- Colorful
- Animal habitats
- Birds/Bird observing area with birdhouses and feeders
- Butterflies/Observing insects
- Interact with nature
- Sustainable (native plants)
- Ethnobotany
- Educational rain garden
- Examination table with magnifying glasses
- Teepee
- Learning equipment – physics/science

Natural construction

- Building/creating with natural objects
- Kids able to help each other achieve something/Team building
- Adventure
- Creative thinking,
- Art
- Physical exertion
- Wild play
- Fort/Teepee building

Sand play

- Area for little kids
- Sand and water play
- Sand/digging

Earth play

- Area for little kids
- Archaeology pit/fossil dig

Stones and Boulders

- Areas designed to attract teenagers
- Teardrop Park great example where kids can climb up next to the slide.
- Climbing opportunities/Physical exertion
- Active/Engaging/Challenging
- Interact with nature/Wild play
- Rock outcropping

Climbing trees

- Explore
- Adventure
- Energize
- Physical exertion
- Active
- Engaging
- Challenging
- Interact with nature
- Wild play
- Climbing opportunities

Tree house

- Simple, multi-level feature accommodating many adventurous play features
- Rope ladder
- Telescope
- Canopy walk
- Suspension bridge

Free play wild area

- Exploring/Free play in the woods and trails
- Interact with nature/Loose parts
- Adventure/Engaging/Challenging
- Forest restoration