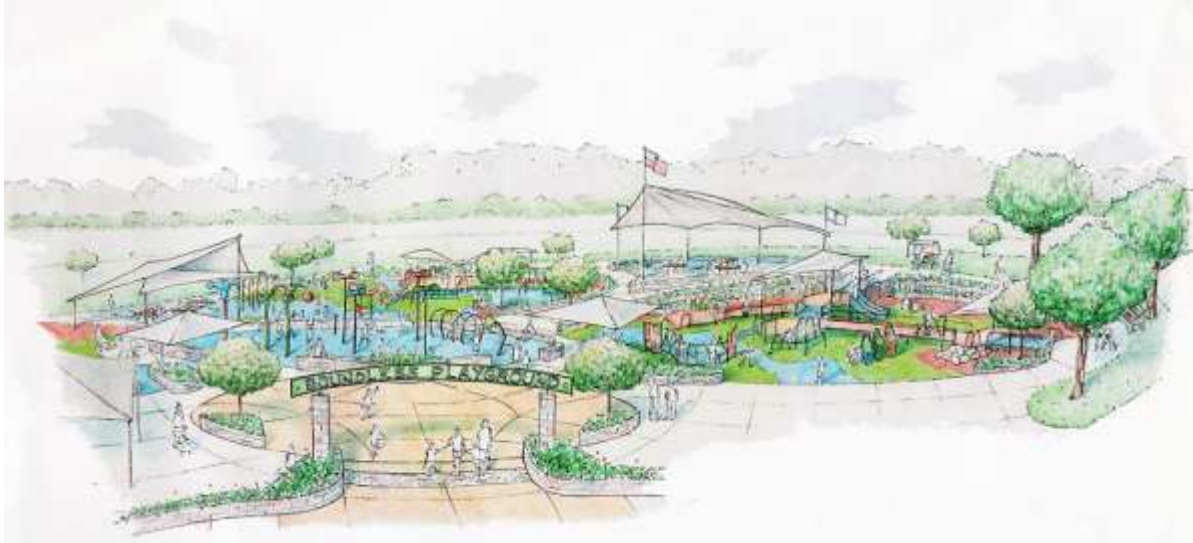


Taylor's Dream Boundless Playground Therapy Guide



Gamma Pod

Boundless playgrounds are designed to support the way children develop skills. This is age-related but can vary by child, so new terms have been established. The GAMMA area is typically labeled for ages 5 – 12. Most often children will be seen playing in pairs, threesomes or groups. The environment should support two behaviors: planning activity for the development of games, rules and decision-making; and gathering together to allow for social interaction.

RAMPS

Accessible ramps provide easy access to various levels for users of all abilities.



Developmental Tasks

- Functional use of individual mobility equipment
- Upper body strength
- Walking/ Rolling up incline as resistance
- Ambulation aide
- Maintain balance
- Physical Strength

Development may be encouraged by adults

Cues

- Encouraging use with and without assistance from others
- Identifying other play equipment that is accessible after using ramps
- Hand over hand while holding ramps to support balance

Play Theme

- Go over the draw bridge to the castle
- Go over the bridge were the trolls live below

STATIONARY BUTTONS

Stationary buttons set at multiple heights provide varying pathways and challenges for moving about the equipment.



Developmental Tasks

- One or two foot balance
- Transition from individual mobility equipment to sitting or standing using a stationary support.
- Independent sitting on a stool
- Transition from sitting to ground and back
- Balance on knees
- Cruising (assisted walking) from one stationary support to another
- Pull from ground to standing position

Development may be encouraged by adults

Cues

- Holding hands to maintain position when sitting
- Supporting hips when leaning while walking
- Supporting legs to keep knees together
- Offering initial support and slowly withdrawing

Play Theme

- Don't fall into the raging river
- Follow the lily pads

LILLY PODS

Multiple pathways around and through the Gamma peg are created through a variety of bridges and balance items.



Developmental Tasks

- Fluid (changing balance) sitting or standing

Development may be encouraged by adults

Cues

- “Up” and “Down”
- Encourage child to hold adults thumbs to pull up
- Support child sitting on pod and child can hold on to pole
- Help get on Pod
- Tell to grasp polls with hands

Play Theme

- Frog jumping from Pod to Pod

CHALLENGE WALK

Multiple pathways around and through the Gamma peg are created through a variety of bridges and balance items.



Developmental Tasks

- Walking Balance – assisted or independent
- Climbing over and/or under an obstacle
- Cruising

Development may be encouraged by adults

- Assist child by moving legs and arms when needed
- Encourage feet and hips pointing straight ahead
- Heel, toe steps
- For cruising support arms by holding elbows from behind

Cues

- Maintain Balance
- Encouragement

Play Theme

- Olympic Gymnast
- Waling the tight rope
- Bridge over the water

THE HELIX

Multiple pathways around and through the Gamma peg are created through a variety of bridges and balance items.



Developmental Tasks

- Walking on uneven surfaces
- Maintaining balance unassisted
- Problem-Solving

Development may be encouraged by adults

- As balance improves, increase distance
- Hand support

Cues

- Encouragement to step out of comfort zone
- Ease apprehensiveness by showing first

Play Theme

- Space Vortex

ROCK CLIMBER

Varying climbers accommodate users of all abilities.



Developmental Tasks

- Use alternating feet to climb structure
- One or two foot balance
- Egress and climbing – with bear crawl, army crawl, seated scooting
- Transition from independent mobility equipment to stairs/climber
- Problem solving during body movement

Development may be encouraged by adults

Cues

- Hand-over-Hand
- Encouragement

Play Theme

- Save the Princess or Prince by climbing the wall
- Be an adventures explorer

MULTIPLE WHIRLWIND CLIMBERS

Varying climbers accommodate users of all abilities.



Developmental Tasks

- Problem Solving during body movement
- Balance

Development may be encouraged by adults

Cues

- Verbal Encouragement

Play Theme

- Climbing through the cave
- Monkeys in the trees

AERO GLIDER

AERO GLIDER – multi-user rocker. Accommodates 2 wheelchairs. True 60” turning radius on the glider platform. Handholds and Footholds for users on back sides.



Developmental Tasks

- Social Interaction and communication development through dramatic play
- Grip and arm strength
- Trunk stability during active movement
- Repetitive activity (rocking)

Development may be encouraged by adults

Cues

- Hold on with hands
- Encouragement

Play Themes

- Roller Coaster
- Plane in the sky

TRIPLE RACER

Multi-user slide encourages social play.



Developmental Tasks

- Transfer from crawling to sitting position and back again
- Trunk stability during active movement
- Transition from standing to sitting and back
- Social Interaction and communication development

Development may be encouraged by adults

Cues

- Encouragement
- Use of hand to hold sides
- Individual waiting at bottom for comfort

Play Theme

- Race to climb back up

STAINLESS STEEL SLIDE

Slides encourage Coordination, Upper Body Strength, Safe Risk Taking, Self Confidence, and Balance.



Developmental Tasks

- Trunk stability while moving
- Static free to accommodate tactile defensiveness and individuals with electronic medical devices.

Development may be encouraged by adult

Cues

- Encouragement

Play Themes

- Roller Coaster
- Water park Slide
- Superman on Stomach
- Climbing

VORTEX- COMPLEX SPINNER



Developmental Tasks

- General Balance
- Standing with support and/or assistance
- Repetitive activity (spinning)

Development may be encouraged by adults

Cues

- Hold on Tight

Play Themes

- Spin like a top
- Be a planet

LIFT ME UP

Pull down to lift your body up.



Developmental Tasks

- Upper body strength equal to support of body weight

Development may be encouraged by adult

Cues

- Use your strength
- Encouragement

Play Themes

- Chin-Up
- Hercules
- Airplane
- Weightlifter in Gym

LOOP LADDER (wide grip area) and **SKY LINK** (narrow grip area)



Developmental Tasks

- Increase upper body strength
- Increase grip strength
- Alternate hand to hand body support

Development may be encouraged by adults

Cues

- Encouragement
- Hand Grasping

Play Theme

- Trapeze- Olympic Gymnast

SPY GLASS



Developmental Tasks

- Observation Skills
- Identifying: Color, Shapes, Size, Environmental Objects
- Use of descriptive words and phrases
- Use of location/spatial words and phrases

Development may be encouraged by adults

Cues

- Verbal

Play Theme

- Play “I- Spy” and take turns locating and describing various items surrounding and within the play area.
- Model phrases to use, and sentence structure “I-spy with my little eye something that is _____”
- Add unfamiliar vocabulary and descriptors

RHYTHM SPINNER – Activity panel

Spin the Rhythm Spinner knob to power-up and play 10 different pieces of music. Hit the drum pads to play your own music along with one of the prerecorded songs. A two second recording feature allows children to talk, sing and shout into the microphone; their modified voice will play back when they hit the drum pads. Spin the knob in the reverse direction to change songs.



Developmental Tasks

- Cause and effect play
- Palmer grasp development – grab knob & spin
- Verbal communication
- Phonological exploration – records and plays back voice & sounds
- Hand eye coordination – push buttons
- Repetition of activity (spinning)
- Musical expression and exploration

Development may be encouraged by adults

Cues

- Verbal

Play Theme

- Dancing and Singing

GEARS - Activity panel



Developmental Tasks

- Repetition of activity (spinning)
- Palmer grasp development – grab knob & spin
- Cause and effect

Development may be encouraged by adults

Cues

- Verbal

Play Theme

- Clockmaker

STEERING WHEEL – Activity Panel



Developmental Tasks

- Communication through dramatic play

Development may be encouraged by adults

Cues

- Verbal

Play Theme

- Driving in the car, Where are you going? What do you see?
- Be a Truck driver

DUAL DRUMS – Activity Panel



Developmental Tasks

- Repetition of sounds
- Musical expression
- Verbal communication – direction, spatial words: high/low, above/ below, beside, right/left.

Development may be encouraged by adults

Cues

- Prompting of directions
- Hitting drums hard, soft from verbal prompts

Play Theme

- Be a part of the band
- Send messages across the plains

BELLS(3) – Activity Panel



Developmental Tasks

- Repetition of sounds
- Musical expression
- Verbal communication – direction, spatial words: high/low, above/ below, beside, right/left.

Development may be encouraged by adults

Cues

- Prompting soft, loud
- Imaginary play
- Beat and pitch

Play Theme

- Be a part of the band
- Ring the bells for school to start

GEO ARCH CLIMBER



Developmental Tasks

- Balance
- Weight shift
- Visual perception

Development may be encouraged by adults

Cues

- Verbal to put one hand above the other
- Verbal to put one foot above the other

Play Theme

- Climbing the mountain

Matrix Climber



Developmental Tasks

- Grasping
- Problem Solving

Development may be encouraged by adults

Cues

- Verbal to put one hand above the other
- Verbal to put one foot above the other

Play Theme

- Climbing the mountain
- Spider-Man
- Spider-Web
- Scale the building