



Shop for a Boundless™ Playground – Factors to Consider



Site Elements



Budget



Who Will Be Playing



Certified Models

Site Elements

No two sites are identical and different factors can impact the cost and planning for your playground. Be prepared to answer these questions:

- How big is the site? Size in square feet (or dimensions)
- Is there equipment already on the site? If yes, is it staying or being removed?
- What are the key features that could impact the location and footprint of the playground equipment? The best source of contour, locations of trees, utilities, streets, parking, pathways, etc. is a site survey.

For additional information, see Section 5 of the **Get Ready** Guide.

Budget

Your local equipment company will need to know how much of your total budget is planned for the purchase and installation of the equipment and safety surfacing. There are many other cost factors to consider when building a playground. These can include site preparation, pathways to and through the playground, shade, benches and tables and landscaping. You need to include these when determining how much money has to be raised.

For additional information, see Section 7 of the **Get Ready** Guide.

Who Will Be Playing

Who will be using the playground? The number, ages, and any special needs of the children need to be identified in order to plan the number of play areas and types of equipment.

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 ALPHA area is typically labeled for ages 2 – 5. Most often children will be seen playing individually or next to one another without much interaction. This area should support two behaviors: repetitive (looping) activity for the development of physical skills; as well as gathering (branching out) practices for developing intellectual concepts by collecting, comparing, sorting and testing. The BETA area activities are often incorporated into the two more traditional areas or labeled for 2 – 12. Having a separate area is ideal if space and budget permit. Children will generally be seen playing next to one another without much interaction or beginning to play in pairs. This area should support two behaviors: gathering (branching out) practices for developing intellectual concepts by collecting, comparing, sorting and testing; as well as planning activity for the development of games, rules and decision-making. The GAMMA area is typically labeled for ages 5 – 12. The children may be playing in pairs, threesomes or groups. This area should support two behaviors: planning activity for the development of games, rules and decision-making; as well as gathering together to allow for social interaction.

For additional information, see Sections 1 and 2 of the **Get Ready** Guide and the “Fun for All Tour.”



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All Boundless Playgrounds Industry Partners sell Boundless Playgrounds Certified Models that welcome children with and without disabilities and support their development. Contact the local manufacturers' representatives to discuss the project and view the available options. Any partner can create a customized layout in addition to the models already developed. Each community usually has its own selection process based on specific criteria and in many cases a public bid may be required. Look for the National Center for Boundless Playgrounds logo on manufacturers' materials that indicates the model meets Boundless Playgrounds Performance Criteria.

For additional information, see Section 6 of the **Get Ready** Guide