DEANE'S CHILDREN'S PARK

SITE PLAN REPORT DRAFT

MERCER ISLAND, WA
01.26.2026



Contents

01 The Vision
(Pages 04 - 11)
Executive Summary
Plan Visual

02 Project Background
(Pages 12 - 17)
Introduction
Planning & Site Context
A Site Plan for Deane's Children's Park

03 Project Design Principles
(Pages 18 - 25)
Introduction
What is Inclusive Design?
Seven Inclusive Design Principles

04 Planning Process
(Pages 26 - 51)
Introduction
Site Inventory & Analysis
Community Outreach Overview
Project Partners

05 Site Plan
(Pages 52 - 81)
Introduction
Preferred Site Plan
Parking & Site Access
Site Navigation
Play Equipment Overview
Play Equipment Enlargements
Park Amenities
Kenton's Dragon Improvements
Striking the Balance
Site Restoration

06 Site Engineering & Surfacing
(Pages 82 - 91)
Introduction
Surfacing Materials Diagram
Site Accessibility
Site Engineering Approaches

07 Maintenance
(Pages 92 - 99)
Introduction
Maintenance & Operations Costs
Key Maintenance Considerations

08 Implementation
(Pages 100 - 113)
Introduction
Reference Precedent Projects
Phase 1
Phase 2
Phase 3
Phase 4
Extra Opportunities
Cost Summary
Additional Funding

Appendices (Pages 114 - 324)
References
A. Phase I Community Engagement Summary
B. Phase II Community Engagement Summary
C. Inclusivity Memo
D. Site Grading Diagram
E. Utility As-Builts
F. Site Drainage and Utilities Diagram
G. Basin Map
H. Non-project SEPA Checklist
I. Agenda Bills
J. Resolution Adopting the Deane's Children's Park Site Plan

Acknowledgements

City Council

David Rosenbaum, Mayor
Daniel Becker, Deputy Mayor
Lisa Anderl
Julie Hsieh
Craig Reynolds
Wendy Weiker
Ted Weinberg

Former City Council Members

Salim Nice, Mayor
Jake Jacobson

Parks and Recreation Commission

Don Cohen
Ashley Hay
Jodi McCarthy
Rory Westberg
Sara Marxen
Mar Brettmann
Peter Struck

Arts Council

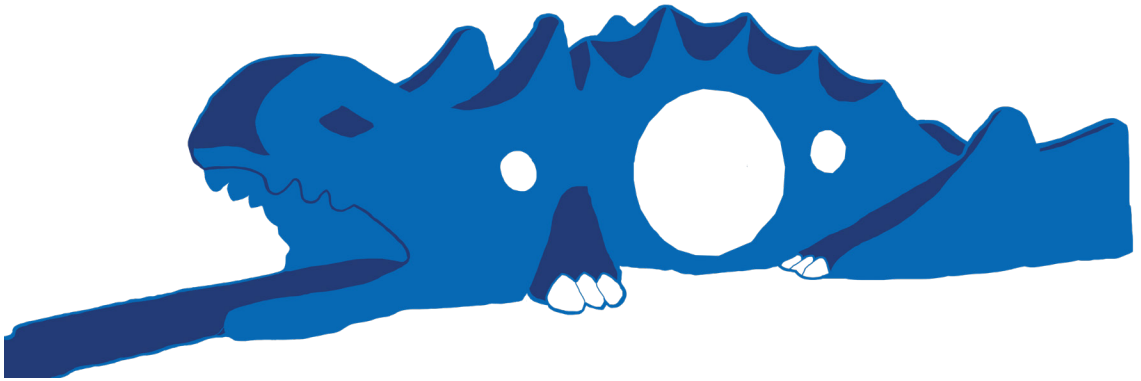
Suzanne Skone
Hannah Youn
Katie Kratzer
Jonathan Harrington
Pam Rock
Irene Rajagopal

City Staff

Jason Kintner, Chief of Operations
Kellye Hilde, Public Works Deputy Director
Shelby Perrault, Capital Parks Manager
Sam Harb, Parks Operation Manager
Sarah Bluvas, CIP Project Manager

Consultants

Berger Partnership
Kanics Inclusive Design Services, LLC
KPFF Engineering
Consor Engineers





The Vision

Executive Summary 6
The Site Plan 7



chapter

1

Executive Summary

Deane's Children's Park is a centrally located park serving children, caregivers, and community members of all ages. The park's playground equipment has reached the end of its useful life, and several amenities – including restrooms, picnic shelters, furnishings, and pathways – are outdated or lack accessibility. These conditions, combined with the park's flat topography and central location, presented a unique opportunity to create a more inclusive, accessible, and engaging play environment.

This Site Plan is the result of a robust community engagement process conducted between March and September 2025, which included surveys, an open house, project booths at community events, and elementary school visits. Feedback from children, caregivers, community members, and project partners directly informed the design, ensuring that the plan responds to community priorities while balancing safety, inclusive design principles, and environmental context. The Site Plan provides a strategic framework for implementing improvements over a 10 – 20-year horizon, allowing phased investment as funding and priorities allow.

The Site Plan presents a cohesive vision that integrates a forest adventure theme with inclusive play, circulation, and amenities. A central "Forest Path" guides visitors through interconnected play zones, the Bike Skills Area, gathering areas, and amenities, while visual landmarks – including a tree snag-inspired climbing tower - support intuitive wayfinding. Play experiences are organized to support a progression of ages, abilities, and play styles, including the 2-5 Discovery Path for younger children, and adaptive and sensory play elements in the central zone. Smaller "forest surprise" play nodes throughout the park encourage exploration and discovery.

At the center of the park, a shared gathering and amenity zone anchors the design, providing picnic shelters, restrooms, informal seating, and accessible pathways. Play berms offer sensory engagement and help manage circulation between the playground and the Bike Skills Area. Throughout the park, natural materials, forest-inspired forms, and sensory features reinforce the immersive, nature-based character and provide a cohesive experience for visitors of all ages and abilities.

Overall, the Site Plan is a thoughtful balance of programmatic diversity, inclusivity, safety, and environmental context. By leveraging the park's central location, existing topography, and community-informed design, the plan establishes a flexible framework for meaningful play, learning, and social connection, guiding phased improvements and long-term investments at Deane's Children's Park.

The Site Plan



Central Play Zone



Central Play Zone



Critter Corner



5-12+ Play Zone





Project Background

Introduction 14
Planning & Site Context 15
A Site Plan for Deane's Children's Park 17



chapter

2

Introduction

This chapter provides background on the planning effort for Deane's Children's Park, including the policy and funding context that supports the project and the park's history. Together, this information explains how the project evolved and sets the stage for the Site Plan discussion that concludes the chapter.



Planning and Site Context

2022 Parks, Recreation, and Open Space Plan (PROS Plan)

The City's 2022 PROS Plan included a systemwide assessment of park infrastructure and amenities to help guide the development and prioritization of the six-year Parks Capital Improvement Program (Parks CIP). The assessment identified widespread accessibility deficiencies across the park system, noting that many playgrounds do not meet current ADA or universal accessibility standards.

The assessment also identified that ten out of the City's eighteen playgrounds were nearing the end of their useful life, with most playground equipment expected to require replacement over the next twenty years. Based on equipment condition, accessibility gaps, and opportunity for improvement, Deane's Children's Park was identified as one of the five playgrounds prioritized for replacement in the 2023-2028 Parks CIP.



2022 Parks Levy

In November 2022, Mercer Island community members voted to renew the Parks Levy that was set to expire at the end of 2023. The renewed 16-year levy provides continued funding for ongoing parks operations and maintenance, forest management at Pioneer Park, and the replacement of 15 play structures throughout the park system. Deane's Children's Park was prioritized for early replacement under the levy due to the age and condition of its playground equipment and the City's goal of providing more universally accessible play opportunities for the community.



Figure 1: Mercer Island Park

Site History

In 1962, the Mercer Island Preschool Association (MIPA) proposed a children's park at Island Crest Park, which was owned and operated by King County. After the plan was approved, MIPA solicited support from local organizations to purchase equipment and enlisted community volunteers to build the children's play area.

The City acquired Island Crest Park in 1968 and renamed the play area Deane's Children's Park in 1985, in honor of Lola and Phil Deane, Mercer Island residents who were instrumental in the park's creation. MIPA has continued to partner with the City to improve Deane's, including a major park renovation completed in 2005.



Figure 2: Deane's Original Dragon Play Sculpture

Site Context

Deane's Children's Park is located within Island Crest Park and serves as a neighborhood and community destination for play, recreation, and gathering. The park includes a variety of playground equipment, Kenton's Dragon, and the Bike Skills area, and is accessed by pedestrians, cyclists, and vehicles. Its location and layout present opportunities to improve connectivity, accessibility, and coordination between park amenities.



Figure 3: Deane's Bike Skills Area

A Site Plan for Deane's Children's Park

The decision to develop a Site Plan for Deane's Children's Park was driven by two primary factors: the need to replace aging playground equipment and the opportunity to address broader park improvements identified through a site assessment.

The playground equipment at Deane's Children's Park is reaching the end of its useful life. A systemwide assessment completed as part of the City's 2022 Parks, Recreation, and Open Space (PROS) Plan identified Deane's as one of five playgrounds prioritized for replacement in the six-year Parks Capital Improvement Plan. In addition to the age of the equipment, the park's relatively flat layout offers a strong opportunity to create a more inclusive and accessible play environment.

As planning began for a playground replacement, an on-site assessment conducted from 2023–2024 showed that the park's needs extended beyond the playground. Several amenities, including the restrooms, picnic shelter, furnishings, and pathways, are outdated, in poor condition, or do not meet current accessibility standards. The park also lacks clear wayfinding and accessible circulation between activity areas.

The assessment also identified opportunities to better integrate the nearby Bike Skills area, completed in 2023. Coordinated planning is needed to improve circulation, share amenities, and ensure safe and accessible use of the park for all users.

While the project began as a playground replacement, the assessment demonstrated the need to broaden the project scope to address park improvements comprehensively. A Site Plan establishes a long-term vision for the park and provides a framework to guide future improvements and investments at Deane's Children's Park. The Site Plan is a conceptual guide that will inform future project phases as funding allows.









Project Design Principles

Introduction 20
What is Inclusive Design? 21
Seven Inclusive Design Principles 24



chapter

3

Introduction

This chapter describes the inclusive design framework that guides the development of the Deane's Children's Park Site Plan. Inclusive design extends beyond minimum accessibility requirements to intentionally support meaningful play for children of all abilities. Using universal design principles and evidence-based best practices, the project emphasizes removing physical and social barriers, supporting multiple developmental domains, and creating play environments that are welcoming, intuitive, and engaging. The following sections outline how inclusive design principles, developmental domains, and layered play strategies inform the selection and organization of play elements across the site.

> Inclusive play and, correspondingly, inclusive playgrounds, are intended to remove physical and social barriers to participation through thoughtful designs and programming that create an environment where all children play together. An inclusive playground is a space that welcomes children with and without disabilities of all ages, genders, and socioeconomic and cultural backgrounds to use the equipment and play together.[1]
>
> **Creating Inclusive Playgrounds:**
> **A Playbook of Considerations and Strategies**



Figure 4: West Fenwick Park (Kent, Washington)

What is Inclusive Design?

The development of the Deane's Children's Park Site Plan is guided by inclusive playground design, using universal design principles as they relate to the playground environment and evidence-based best practices. Inclusive playgrounds aim to remove physical and social barriers to participation through thoughtful design and programming, supporting the developmental needs of all children across physical, social-emotional, sensory, cognitive, and communicative domains.

Going Beyond the Minimums

Inclusive playgrounds go beyond minimum accessibility standards. The goal is to create a space where children of all abilities can play, explore, and connect. Successful inclusive playgrounds are equitable, flexible, and intuitive, while offering a variety of activities that allow children to be independent, active, and engaged in a safe and welcoming environment.

Achieving true inclusivity requires a carefully balanced approach to play design. Accessibility is the foundational requirement, ensuring that children can reach and use play equipment regardless of mobility. Building on this foundation, adaptive play features are incorporated to support a wider range of abilities and needs.

Beyond accessibility and adaptability, a truly inclusive environment intentionally supports comprehensive human development across all five developmental domains. Additional play features are selected to reinforce these domains and provide meaningful, engaging experiences for all users.

As play elements are reviewed and selected, these layered strategies guide decision-making and help ensure inclusive play opportunities throughout the site. The graphic on the following page illustrates how these initiatives build upon one another, culminating in ten (10) key design considerations that have guided the project's approach.

> [Inclusive playgrounds are] a universally designed, sensory-rich environment that enables all children to develop physically, socially, and emotionally. An engaging place that provides the just-right level of challenge and offers opportunities to succeed. A well-designed place that addresses all levels of ability. A place that goes beyond minimum accessibility to create play experiences that meet a variety of needs and interests.[2]
>
> **All In: The Inclusive Play Guide**

Developmental Domains of Inclusive Design[3]

1 PHYSICAL

focuses on gross & fine motor skill development.

Activities:

- Movement
- Motion
- Manipulative Activities & Loose Parts
- Accessible Surfacing

2 SOCIAL-EMOTIONAL

encompasses social interaction, cooperation, self-confidence, community roles, self and social awareness, self-management, relationship, and responsible decision-making skills.

Activities:

- Defined Areas for Socialization
- Play Cues
- Music
- Social Side-by-Side Play
- Large Elevated Platforms
- Social Respite Settings
- Play Circuits

3 SENSORY

includes the development of sight, touch, smell, hearing, taste, vestibular, and proprioception.

Activities:

- Structured Environments
- Physical & Visual Boundaries
- Sensory Stimuli
- Color
- Sand Play
- Feedback (Vestibular, Auditory, etc.)

4 COMMUNICATION

includes receptive language, expressive language, and pragmatic language skills.

Activities:

- Communication Boards / Visual Supports
- Parallel & Cooperative Play
- Opportunities for Low Degree of Concentration and Reciprocal Imitation
- Turn-Taking
- Pretend Play
- Jump-In Points

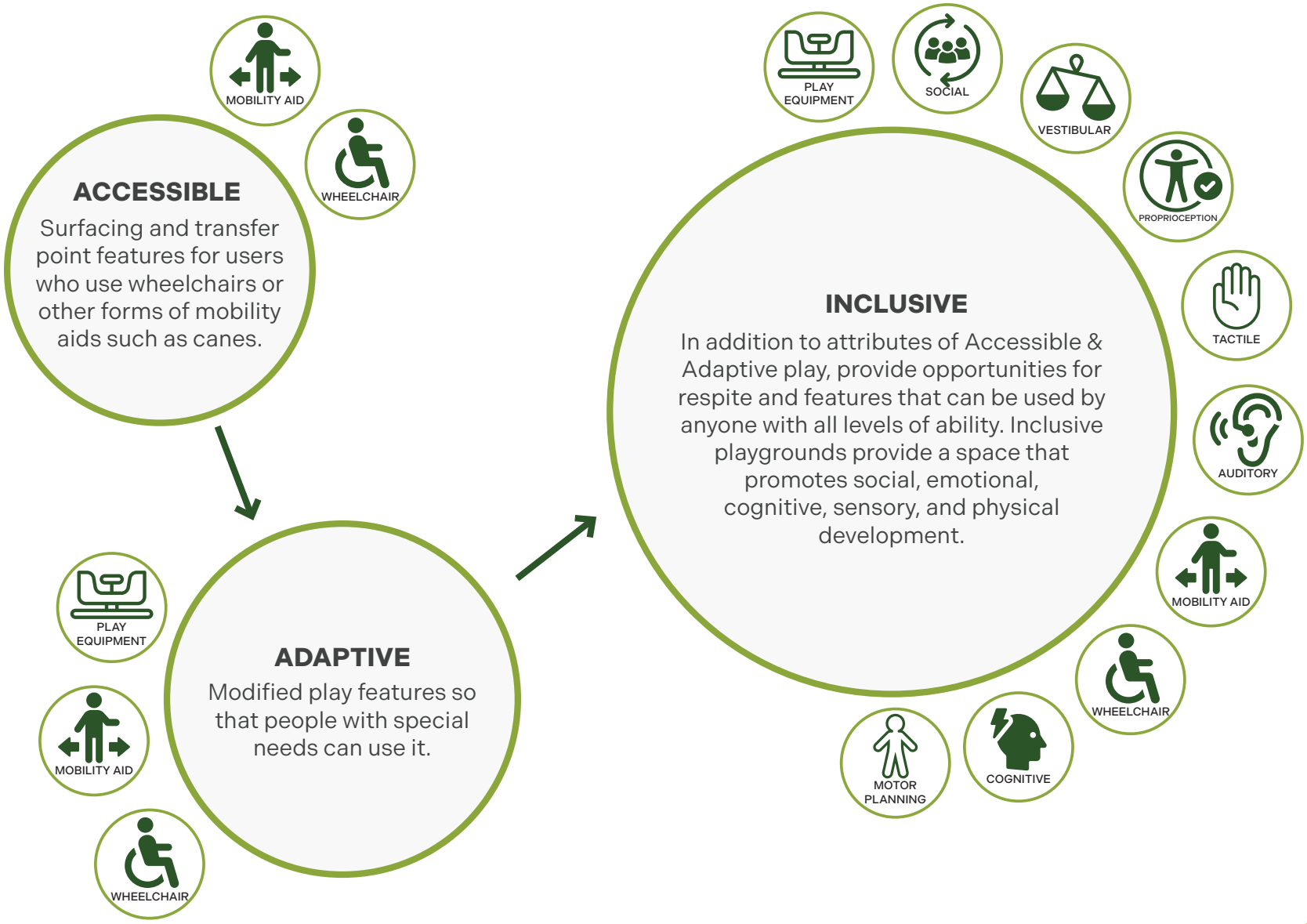
5 COGNITIVE

refers to memory, executive functioning, imagination, and learning skills.

Activities:

- Social & Dramatic Play
- Physical Activity and Gross Motor Play
- Learning/Cause-and-Effect reinforcement through manipulation of non-verbal, graphic, or geographical information

Guiding Considerations



Seven Inclusive Design Principles

The key design considerations highlight the multi-faceted value of play equipment and directly informed the seven inclusive design principles[4] that guide the selection and arrangement of play elements. Together, these principles shape how the playground supports a wide range of abilities, interests, and play styles.

Play Experiences and Multi-Faceted Value

The inclusive design principles are applied across a variety of play experiences, including adaptive and accessible equipment, social and cooperative play, sensory-rich activities, cognitive challenges, and opportunities for physical movement and motor planning. Together, these elements create a comprehensive foundation of features, challenges, and experiences that support meaningful play for children of all abilities.



1 Accessibility, Safety, & Comfort

- Entire site is accessible
  - Parking lot
  - Play areas and adjacent spaces
  - Access to public transportation
- Safety is ensured with:
  - Clear lines of sights
  - Sense of enclosure in the site
  - Limited access points
- Shade opportunities



2 Equitable Play Experiences

- Play experiences at varying levels of availability and interactiveness
- Preview of areas
- Play elements support the developmental sequence of multiple skills



3 Flexibility and Variety

- Multitude of play opportunities
- Multipurpose areas
- Range of features
- Play elements support the development sequence of multiple skills



4 Readability and Messaging

- Landmarks
- Open / clear views through space
- Signage and wayfinding
- Simple and clear messaging of what the space is used for
- Pictures and symbols to reduce barriers for all to communicate



5 Sensory Engagement

- Offering activities and opportunities to engage with all the sense:
  - Sight
  - Touch
  - Smell
  - Taste
  - Sound
  - Vestibular (sense of balance, inner ear)
  - Proprioception (internal body awareness where you are in respect to your surroundings)



6 Degrees of Social Interactions

- Create areas that provide a wide range of social opportunities:
  - Large community spaces
  - Small community spaces
  - one-on-one spaces
- Providing cozy spaces separate from all the other gathering spaces



7 Multi-generational Considerations

- Provide easy access to the play elements to promote engagement
- Create a space that promotes:
  - Support
  - Empathy
  - Shared experience
  - Perspective

Note:
Images shown are intended to illustrate examples of inclusive design features and do not reflect the final equipment or layout for Deane's Children's Park. Please reference figures 5-11 in the appendix for image credits.



Planning Process

Introduction 28
Site Inventory & Analysis 29
Community Outreach Overview 34
Project Partners 51



chapter

4

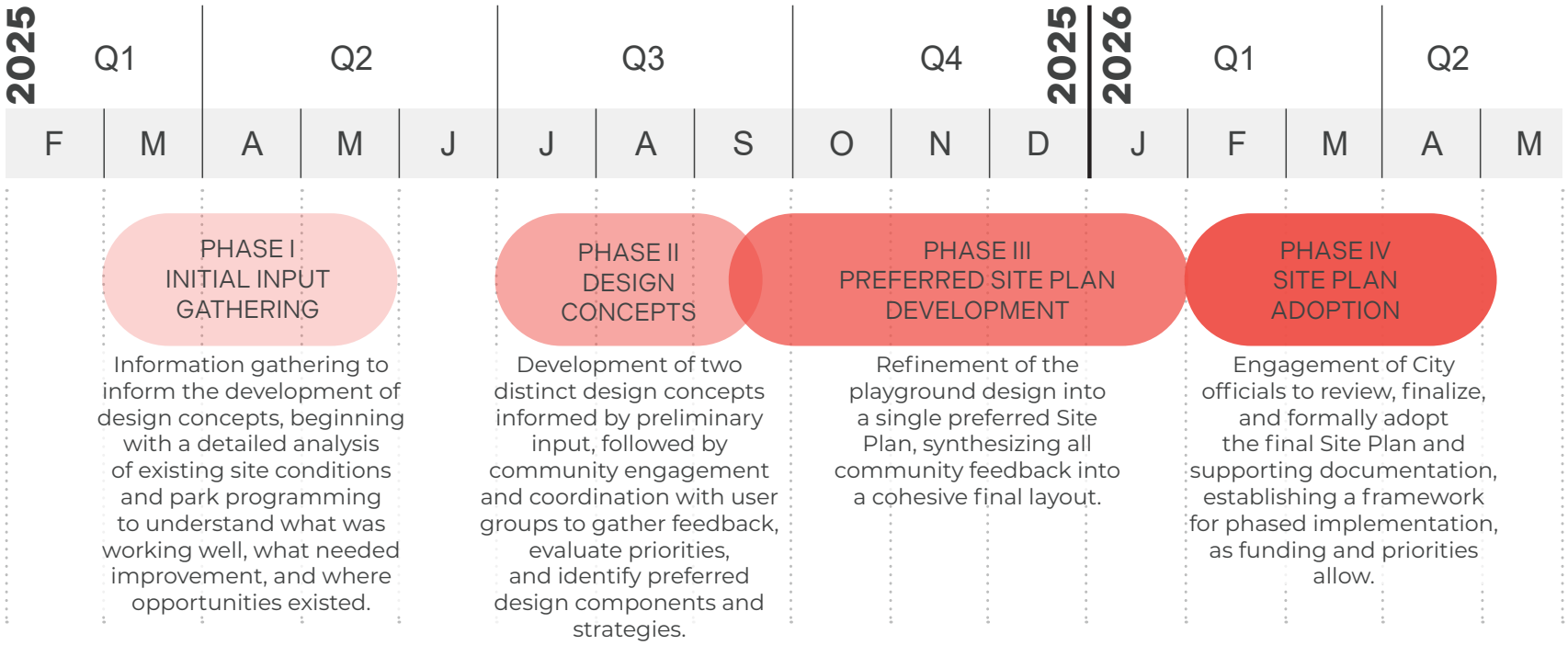
Introduction

The Site Plan was developed through a four-phase planning process. Community outreach occurred primarily during the planning and design concepts phases, while coordination with the Parks and Recreation Commission, Arts Council, and City Council generally took place from the design concepts phase through plan adoption.

The process began with a detailed analysis of existing site conditions, including an evaluation of the existing playground structures, picnic shelter, and restroom, as well as an assessment of accessibility, stormwater conditions, and available utilities. Existing trails were documented, and the overall condition of the park was evaluated to identify opportunities and constraints for future improvements. This work formed the foundation for development of the site plan.

An extensive community outreach program was implemented to ensure the Site Plan reflected community goals for the future redevelopment of the park. Outreach activities included a public open house, visits to elementary schools, and project booths at community events during the early planning and design concept phases. Engagement continued through subsequent phases with presentations and discussions held with the Parks and Recreation Commission, Arts Council, and City Council through plan adoption.

Process Timeline



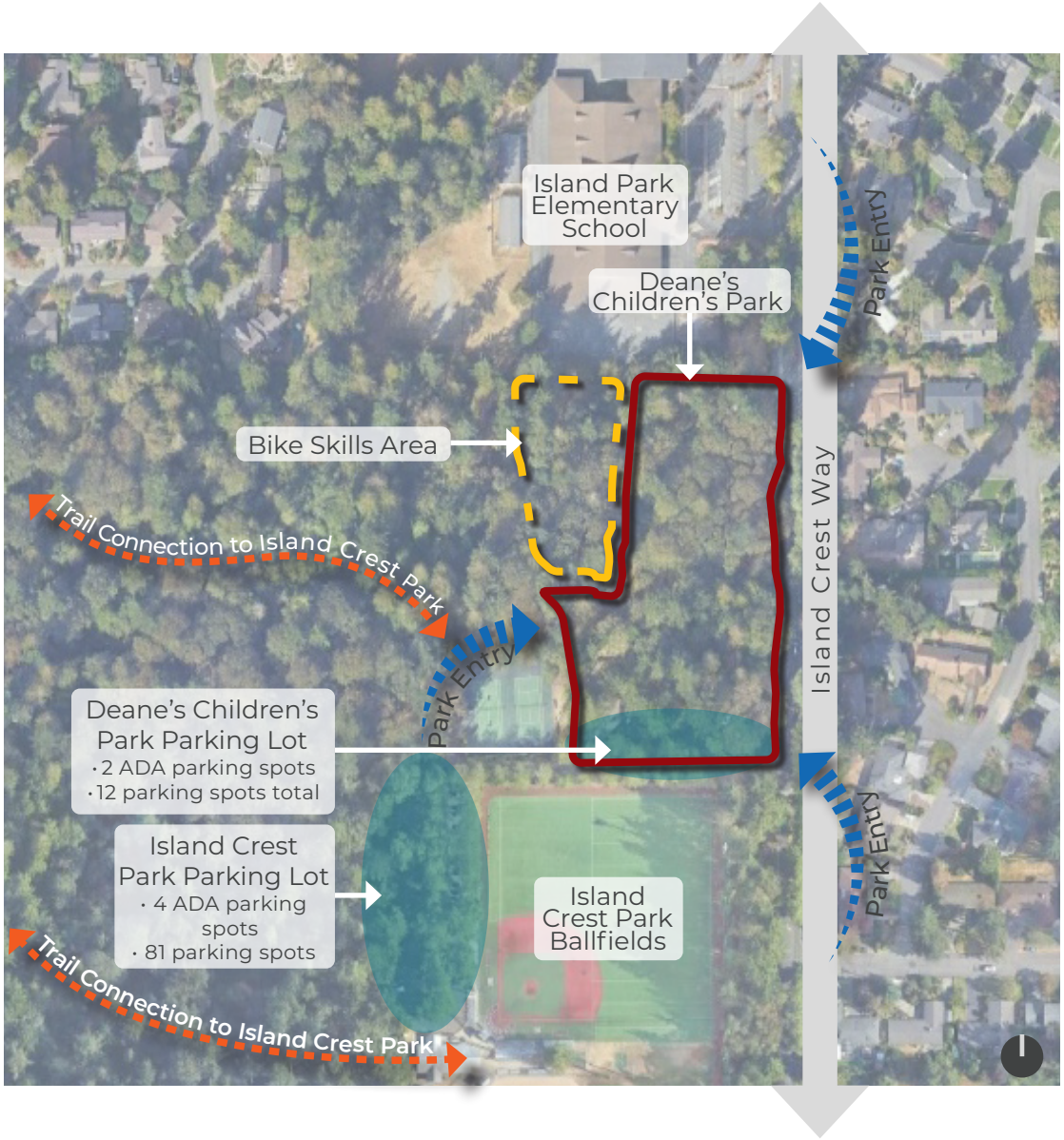
Site Inventory & Analysis

Site Circulation and Access

Deane's Children's Park is located within Island Crest Park and is situated adjacent to a diverse range of uses and user groups. To the west, it is bordered by and connected via trails to the larger, heavily wooded areas of Island Crest Park. To the south, the highly utilized Island Crest Park Ballfields provide access to plumbed restroom facilities and a large parking lot; however, there is currently no clearly accessible route connecting this lot to the entrance of Deane's Children's Park.

To the north, Island Park Elementary School places school-age children in close proximity, and to the east, across Island Crest Way, multiple residential neighborhoods are within comfortable walking distance of the park.

Vehicular access to Deane's Children's Park is visually apparent; however, the parking lot directly adjacent to the park entrance does not meet required drive aisle widths for two-way traffic, and several parking spaces do not meet current size and spacing standards. Pedestrian circulation is also unclear due to multiple entry points and minimal wayfinding. The recently completed Bike Skills Area is accessible through three entry paths, two of which are located within Deane's Children's Park. While some signage is provided, wayfinding to these paths is limited.



Existing Site Access - Site Photos

Main Entry



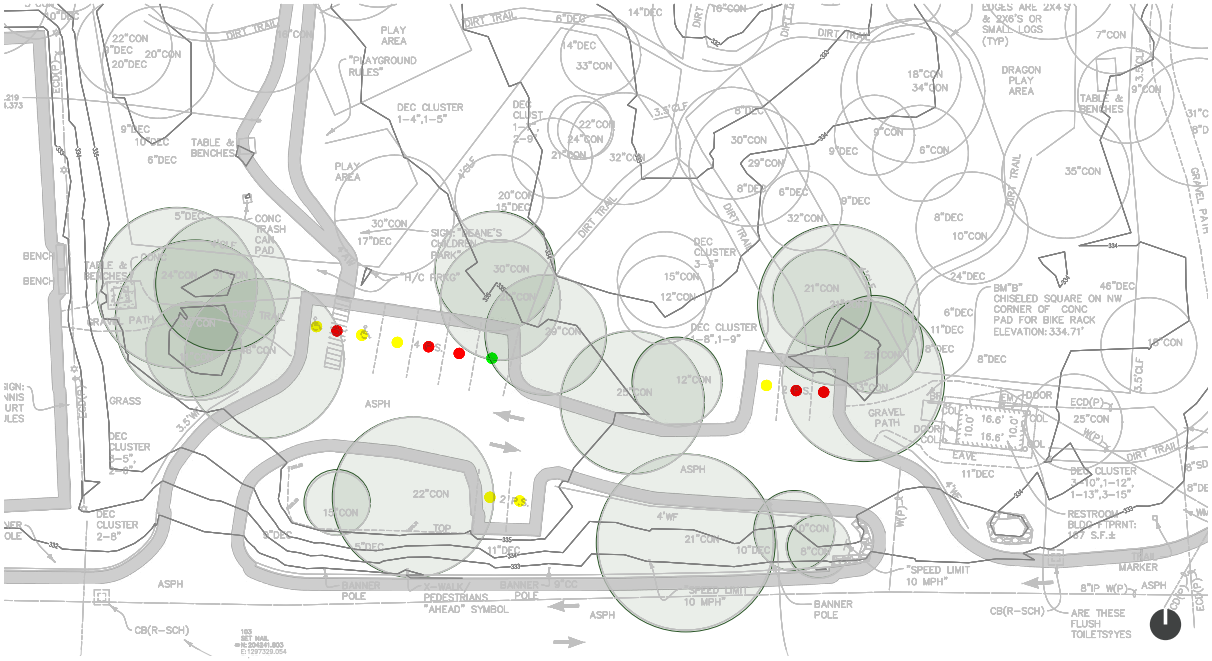
Bike Skills Area South Entry



Bike Skills Area North Entry



Parking Studies: Existing Conditions



TREE LEGEND

Existing Tree

TOTAL PARKING COUNTS (7 COMPLIANT, 12 TOTAL)

- Compliant Standard Stall (9'X18.5')
  1 Total
- Compliant Compact Stall (8.5'X16')
  6 Total
- Non-compliant Stall
  5 Total

Overall Parking Lot



Main Entry / ADA Stalls

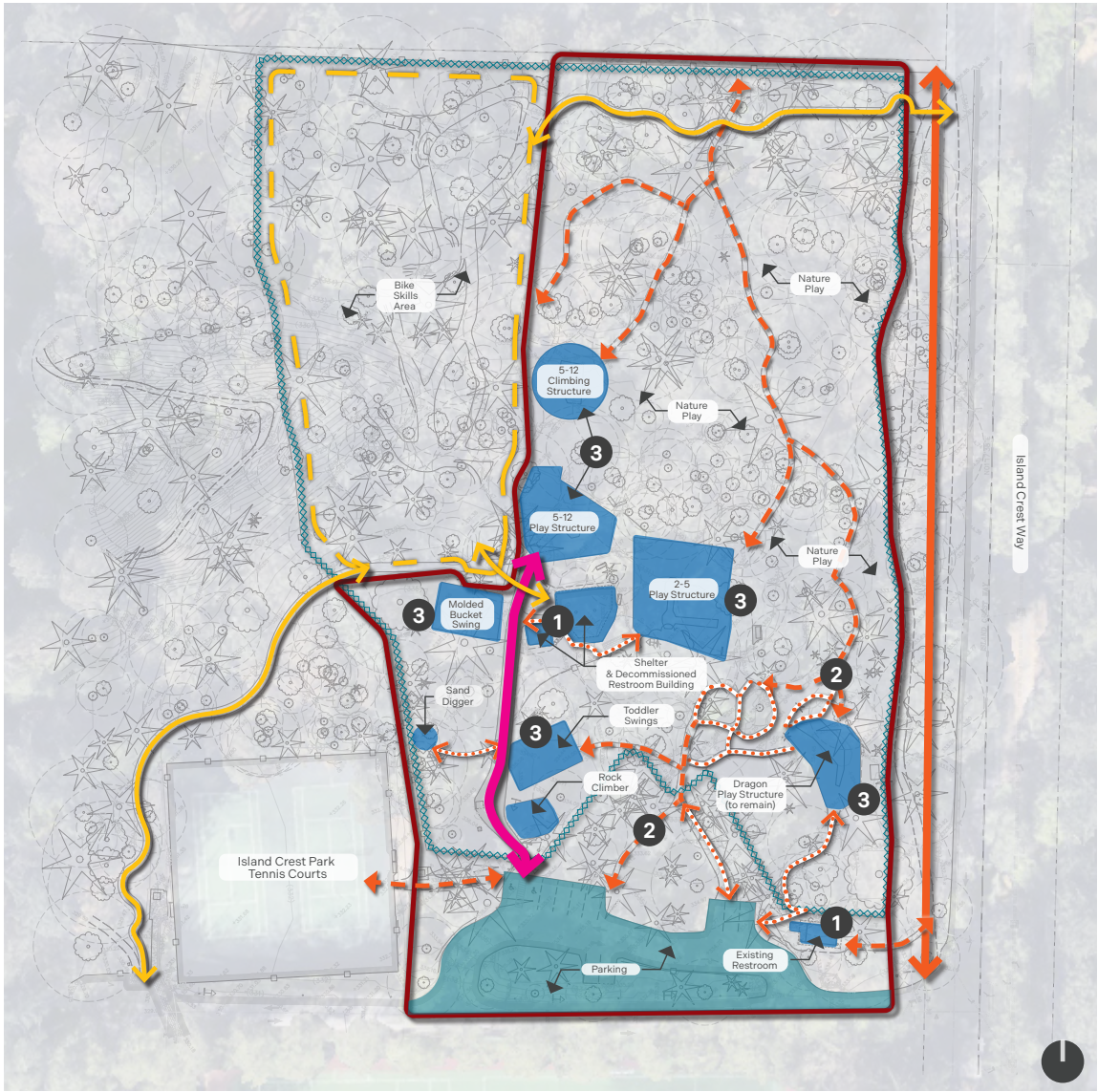


Existing Play Equipment

Play equipment at Deane's Children's Park was installed in 2005 and 2012. With the exception of Kenton's Dragon, the existing playground is nearing the end of its useful life. Equipment currently offers limited diversity and few inclusive play opportunities, and where inclusive elements exist, they are not fully accessible due to site grading and surface conditions. Timber curbs framing the play area do not meet accessibility standards and create barriers to play, while engineered wood fiber surfacing (EWF) further hinders access to designated play areas.

Legend

- Site Plan Limits (Scope of Work)
- Bike Skills Area
- Existing Boundary
- Existing Entries
- Existing Perimeter Fence
- Primary Park Entry Path
- Primary Pedestrian Circulation
- Secondary Pedestrian Circulation
- Island Crest Way Path
- Site Amenity / Play Feature
- Existing Parking



Existing Playground - Site Photos



















Community Outreach Overview

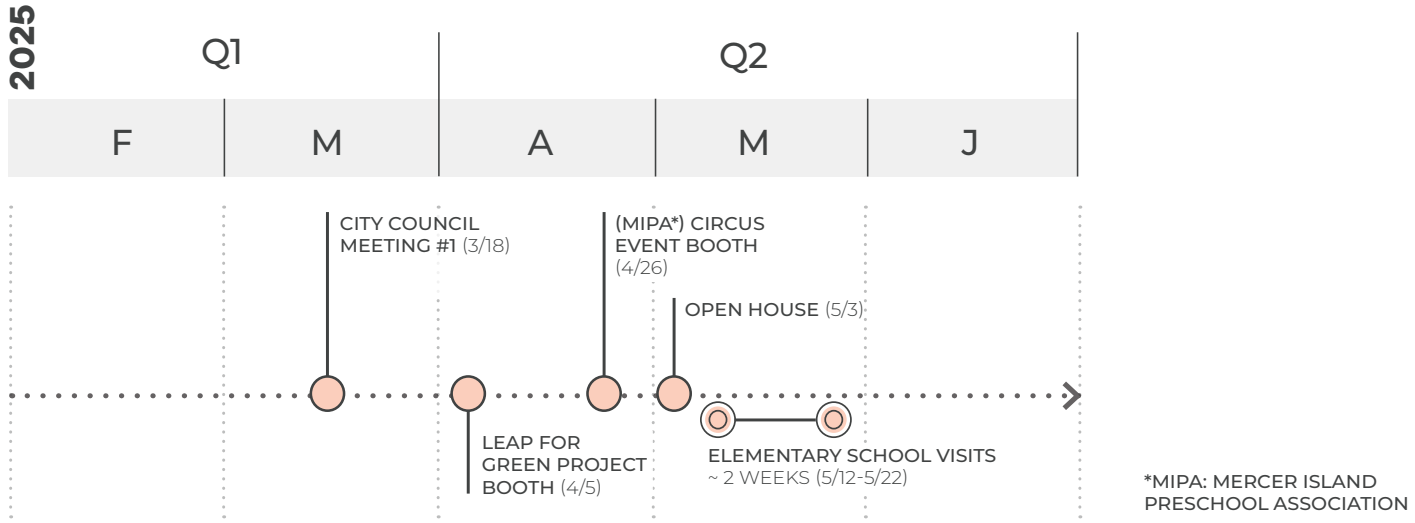
Phase 1 - Initial Input Gathering

From April to May 2025, the project team conducted a multi-faceted first phase of community engagement to inform Deane's Children's Park Site Plan. Outreach efforts included an online survey, an in-person open house, project booths at two community events (MIPA Circus and Leap for Green), and school-based engagement activities across four elementary schools. These efforts were designed to gather feedback from a broad cross-section of the community – including families, children, and longtime park users – on their experiences, priorities, and ideas for the future redevelopment of the park.

Key themes and takeaways included:

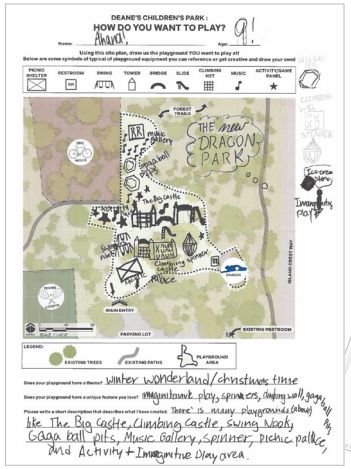
- Strong support for inclusive and accessible play features, including improved paths and restrooms
- Desire to preserve the natural, wooded character of the park
- Continued enthusiasm for the park's dragon legacy, with interest in incorporating imaginative elements
- Preference for a distinct theme, with top choices including Treehouse Adventure and Fairytale Kingdom
- High interest in active and diverse play features such as swings, climbers, spinners, and ziplines
- Support for phased improvements, starting with a new restroom facility, followed by a picnic shelter and access upgrades

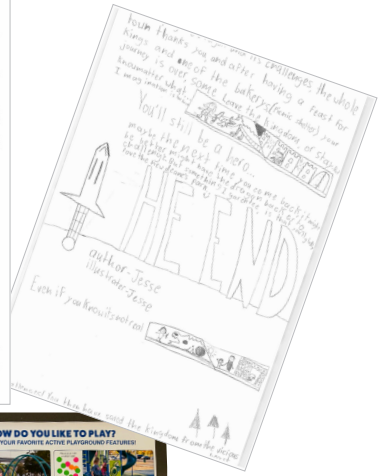
A detailed summary of this engagement is provided in Appendix A.

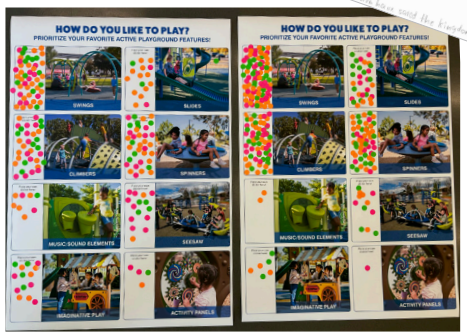


In-School Engagement

In May 2025, City staff visited four elementary schools to engage students and gather feedback for the future of the park. Over 1,200 students voted on preferred park themes and play features using the same options as the community survey and open house. As an optional take-home activity, students designed their own parks. Nearly 160 submissions were received, offering valuable insight into students' priorities.

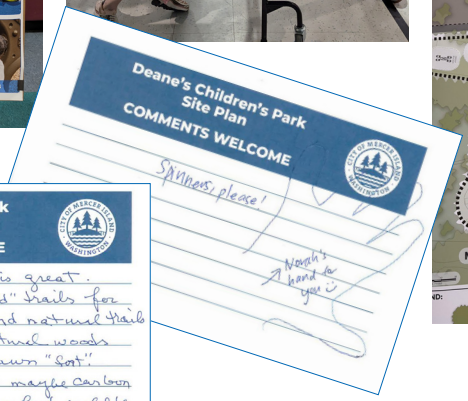


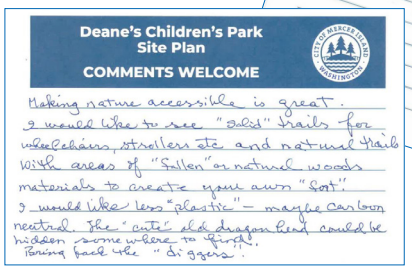












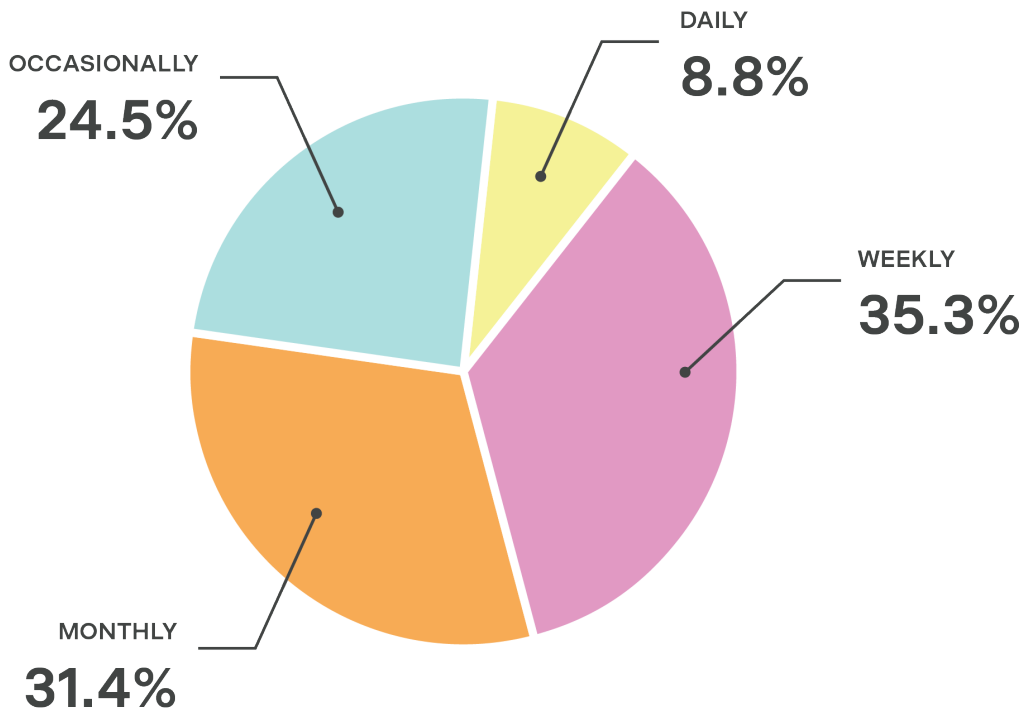


Community Input: Open House

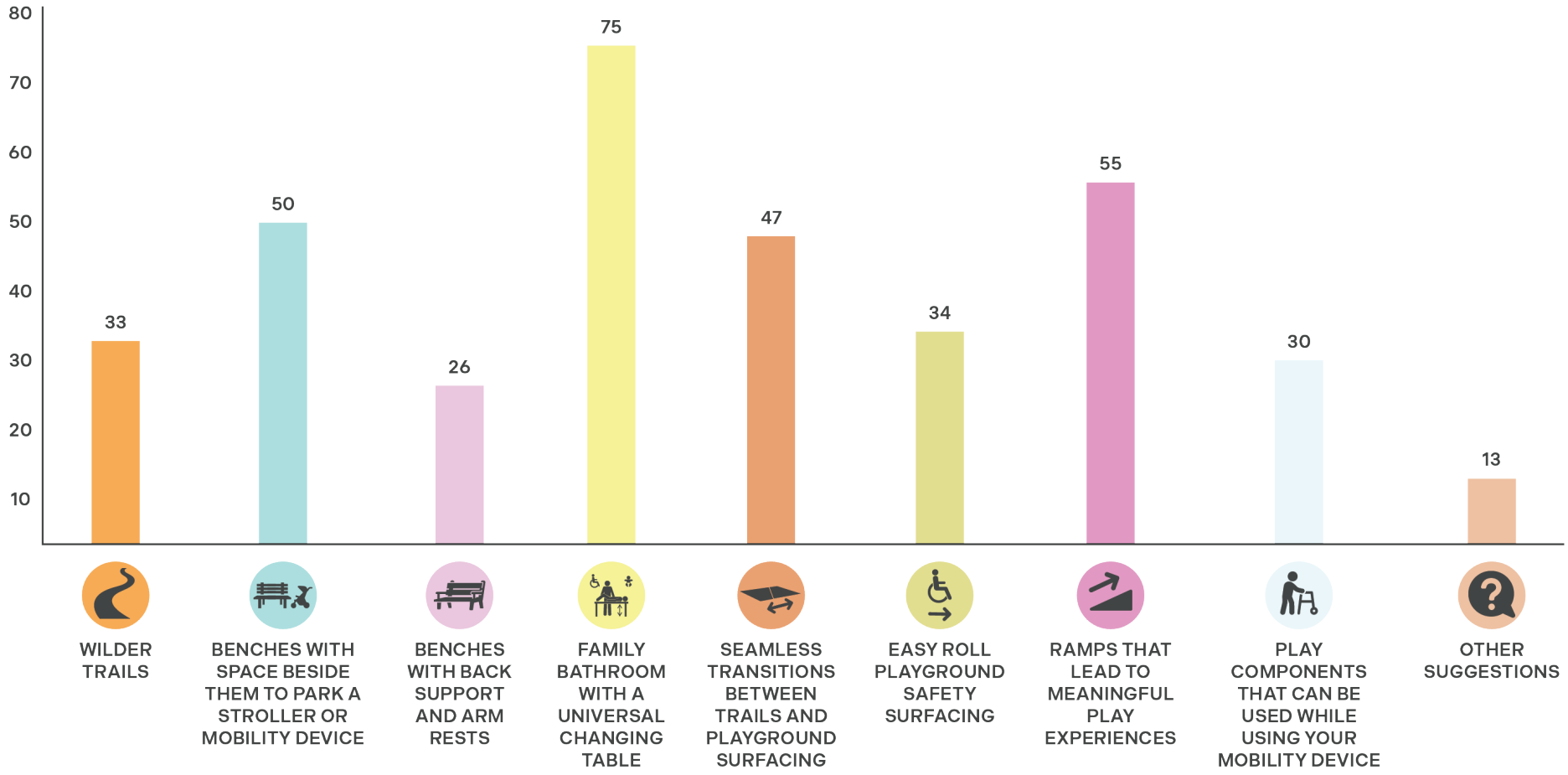
An in-person open house was held at Island Park Elementary School. About 20 community members attended, including parents and previous park users. Participants learned about the project, voted on preferred themes and play features, spoke with an inclusive design expert, and took part in hands-on park redesign activities. Feedback closely aligned with key themes from the community survey.

Community Survey #1

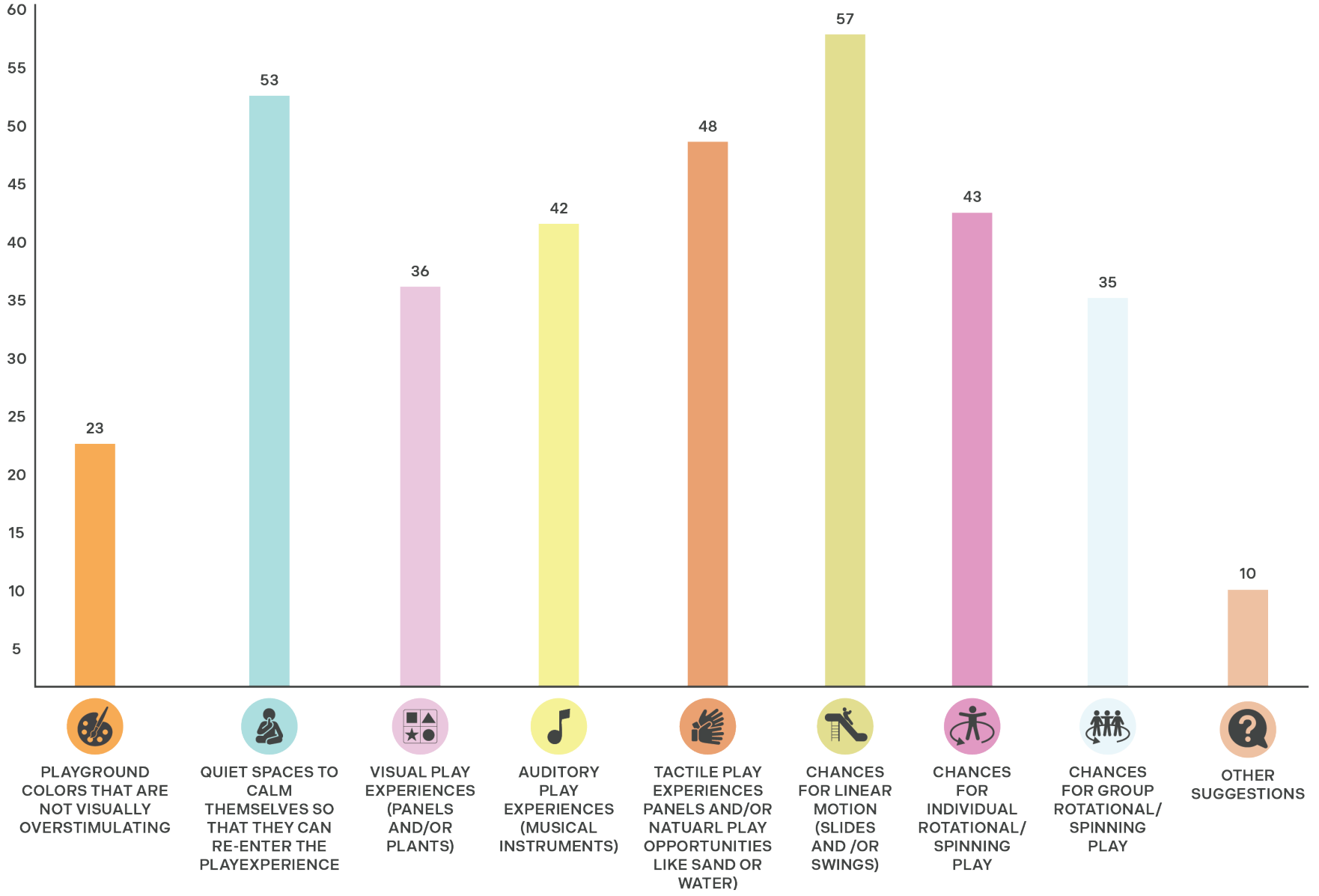
Survey responses were collected online from April 21 to May 23, 2025, through the Let's Talk Mercer Island Deane's Children's Park Site Plan webpage, receiving a total of 102 responses. Most responses were submitted by families, including households with children under age 12 and adults ages 35–45. Participants expressed strong appreciation for the existing dragon structure and a clear desire to see it preserved in the updated park design. Swings, slides, and the park's forested setting were also highly valued for providing shade, variety, and opportunities for unstructured, open-ended play. While there was broad support for inclusive play features, many respondents emphasized the importance of maintaining the park's natural, forested character. The following graphics summarize these survey responses.



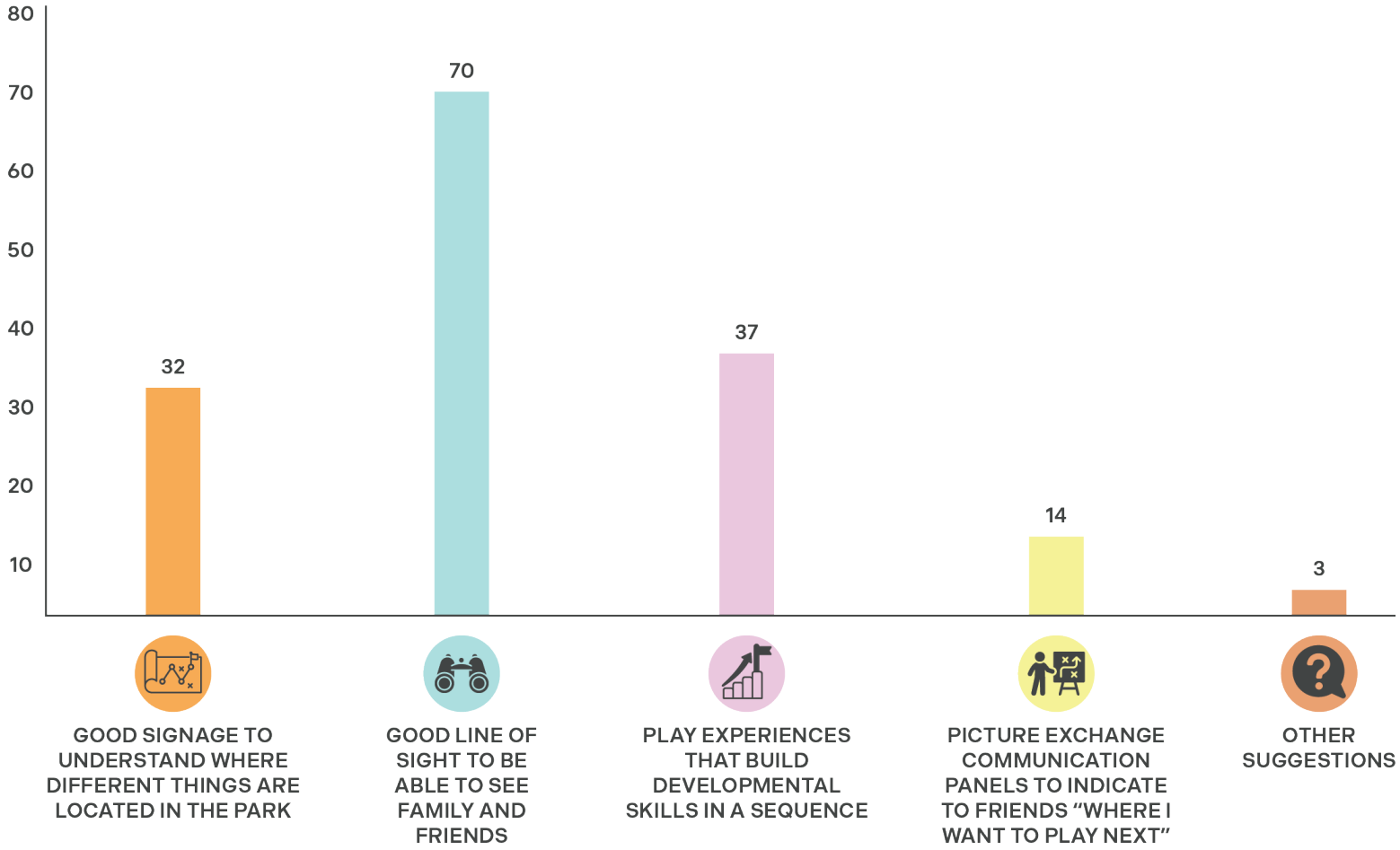
QUESTION 1: HOW OFTEN DO YOU VISIT DCP?



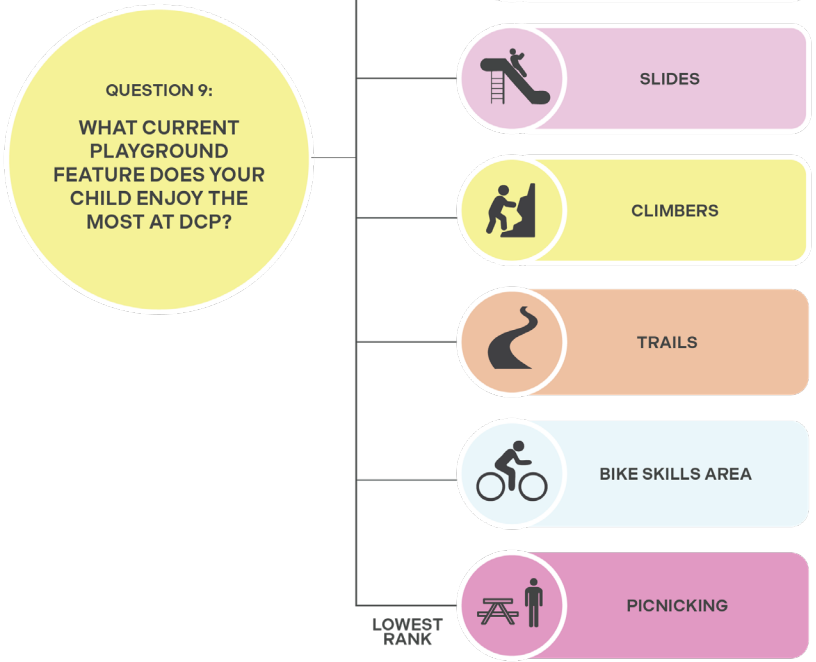
QUESTION 5: WHAT FEATURES DO YOU FEEL A PARK/PLAYGROUND SHOULD HAVE TO SUPPORT SOMEONE WHO HAS PHYSICAL LIMITATIONS?

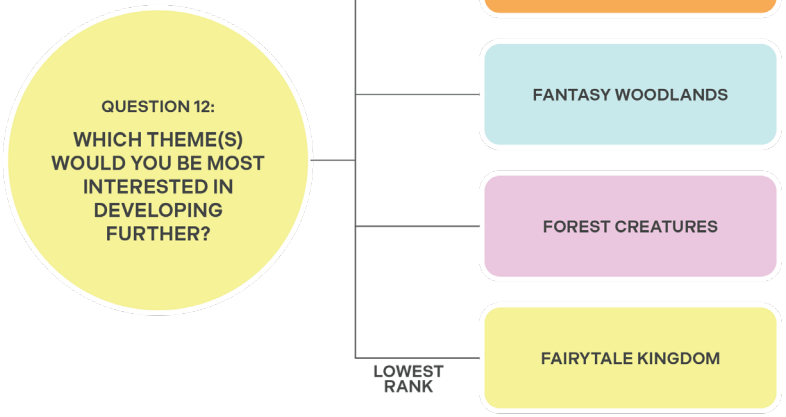


QUESTION 6: WHAT FEATURES DO YOU FEEL A PARK/PLAYGROUND SHOULD HAVE TO SUPPORT SOMEONE WHO HAS AUTISM OR OTHER SENSORY PROCESSING DIFFERENCES?

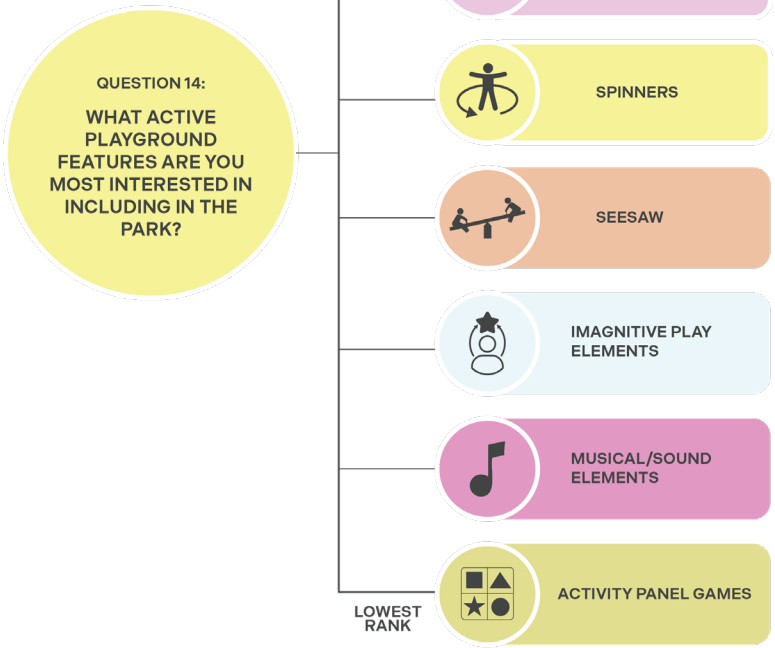


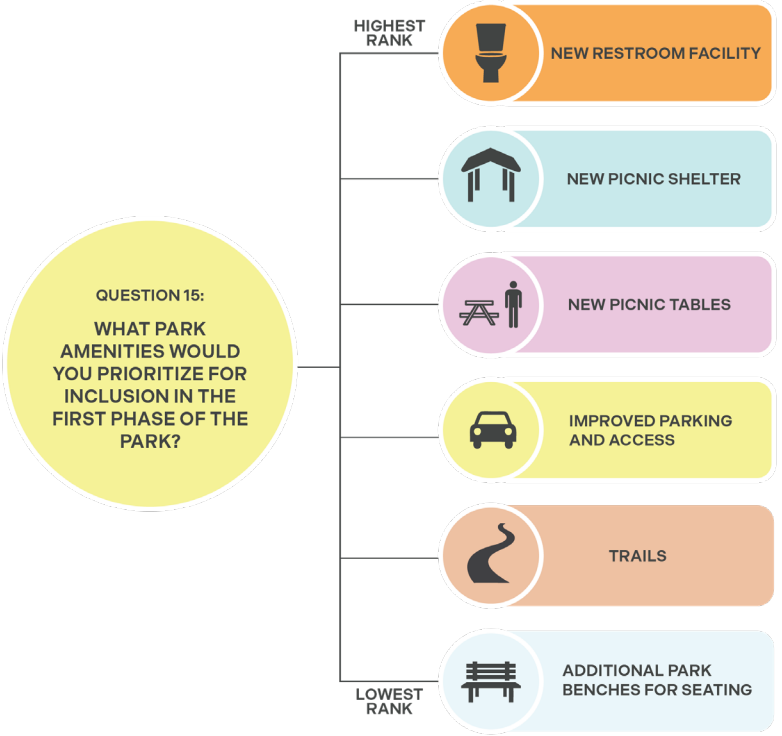
QUESTION 7: WHAT FEATURES DO YOU FEEL A PARK/PLAYGROUND SHOULD HAVE TO SUPPORT SOMEONE WITH COGNITIVE/ INTELLECTUAL CHALLENGES?


QUESTION 9:
WHAT CURRENT PLAYGROUND FEATURE DOES YOUR CHILD ENJOY THE MOST AT DCP?
HIGHEST RANK
KENTON'S DRAGON
SWINGS
SLIDES
CLIMBERS
TRAILS
BIKE SKILLS AREA
PICNICKING
LOWEST RANK


QUESTION 12:
WHICH THEME(S) WOULD YOU BE MOST INTERESTED IN DEVELOPING FURTHER?
HIGHEST RANK
TREEHOUSE ADVENTURE
FANTASY WOODLANDS
FOREST CREATURES
FAIRYTALE KINGDOM
LOWEST RANK

DRAFT


QUESTION 14:
WHAT ACTIVE PLAYGROUND FEATURES ARE YOU MOST INTERESTED IN INCLUDING IN THE PARK?
HIGHEST RANK
SWINGS
CLIMBERS
SLIDES
SPINNERS
SEESAW
IMAGNITIVE PLAY ELEMENTS
MUSICAL/SOUND ELEMENTS
ACTIVITY PANEL GAMES
LOWEST RANK


QUESTION 15:
WHAT PARK AMENITIES WOULD YOU PRIORITIZE FOR INCLUSION IN THE FIRST PHASE OF THE PARK?
HIGHEST RANK
NEW RESTROOM FACILITY
NEW PICNIC SHELTER
NEW PICNIC TABLES
IMPROVED PARKING AND ACCESS
TRAILS
ADDITIONAL PARK BENCHES FOR SEATING
LOWEST RANK

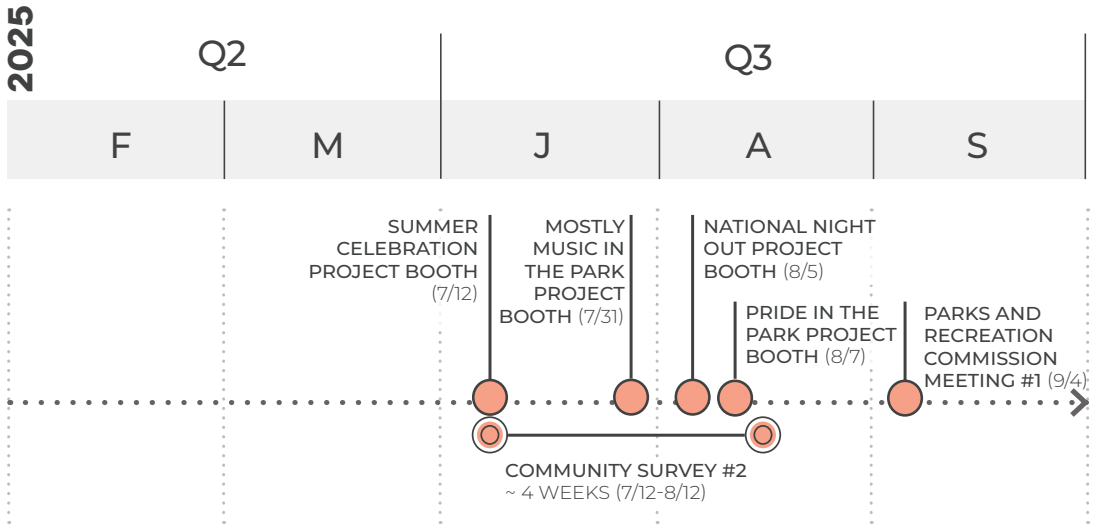
Phase 2 - Design Concepts

The second phase of engagement focused on presenting the draft design concepts developed in response to initial community input. This phase invited community members to provide feedback on the overall look, feel, and character of the concepts – particularly the play equipment – and to respond to more specific questions related to different types and categories of play. From July to August 2025, the project team conducted a community-wide survey via the Let's Talk Mercer Island project webpage, held a focused discussion with the Friends of Dragon Park, and hosted project booths at four City events: Summer Celebration, Mostly Music in the Park, National Night Out, and Pride in the Park.

Key themes and takeaways included:

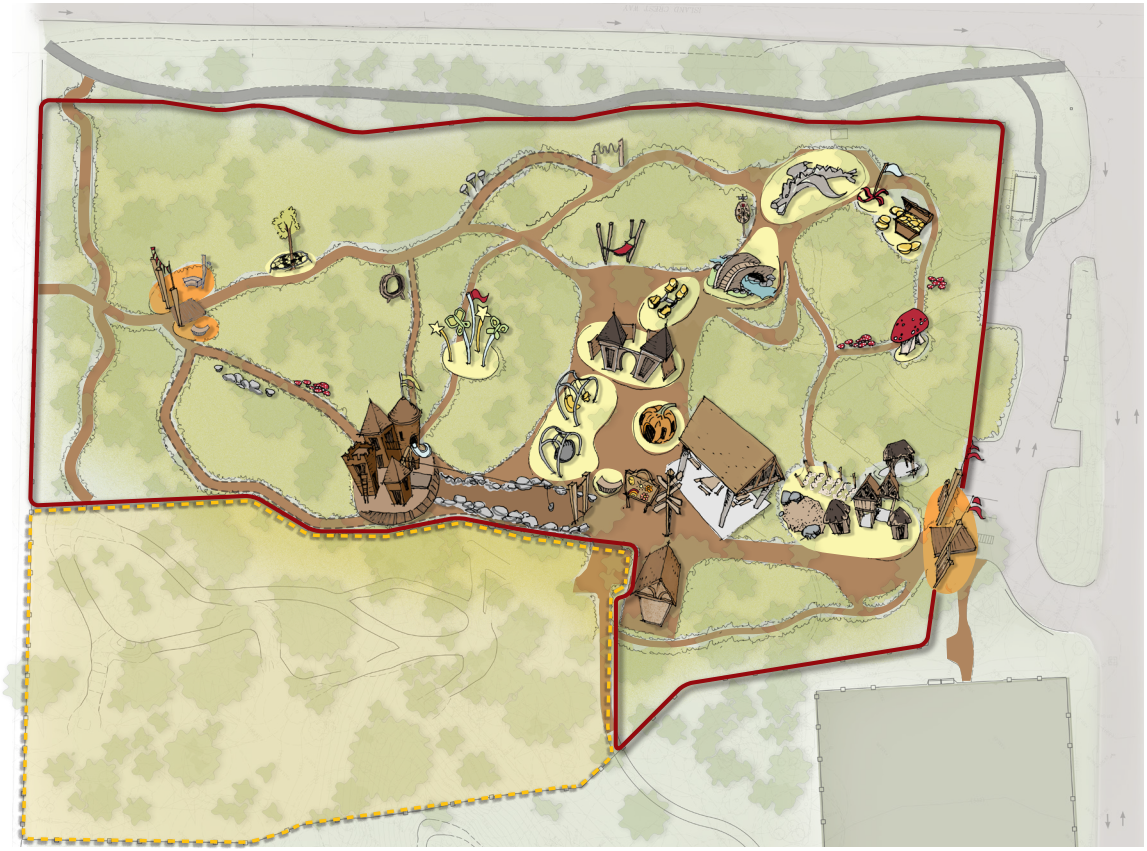
- Broad support for Woodsy Wonders as the preferred concept, with appreciation for its alignment with the park's natural setting
- Desire to meaningfully integrate Kenton's Dragon into the updated design
- Continued support for unstructured, imaginative play that fosters creativity, exploration and open-ended play experiences
- Emphasis on inclusive features that support a range of ages and abilities, while preserving the park's forested character
- Climbing and sliding were the most desired play elements in larger structures, with clear support for elevated, open spaces and a unique structure that reflects the park's character

A detailed summary of this engagement is provided in Appendix B.



Concept #1: The Quest

"The Quest" brings the Fairytale Kingdom theme to life, with touches of Fantasy Woodland woven throughout. Play areas are arranged like an adventure map, inviting families to explore the park and encouraging kids to choose their own path and create imaginative journeys along the way.



Legend:

- Site Plan Limits (Scope of Work)
- Bike Skills Area

Highlights of "The Quest"

- As you enter the park, The Village welcomes young explorers with whimsical playhouses - like a bakery or forest café - perfect for pretend play, digging in the sand, and featuring spaces that could recognize community donors.
- Follow a sensory-rich path through mushroom houses, log tunnels, and woodland creatures. Along the way, you'll discover Kenton's Dragon, with a treasure chest waiting to be found.
- At the center of the journey is The City, inspired by an Adventurer's Guild. It features a shelter, restrooms, seating, and artistic signage to help guide explorers through the park.
- A series of castle-themed play structures brings the spirit of adventure to life through inclusive design - featuring gentle ramps, sensory paths, active play zones, and a hilltop castle, where kids of all abilities can choose their own way to play.

Concept #2: Woodsy Wonders

"Woodsy Wonders" celebrates the park's natural setting with a Treehouse Adventure theme and subtle woodland creature details. This concept blends nature-based exploration with clear paths and play zones—inviting children to climb, discover, and connect with the woodland environment.



Legend:

- Site Plan Limits (Scope of Work)
- Bike Skills Area

Highlights of "Woodsy Wonders"

- Near the entrance, a nature-themed play area invites little explorers to discover forest animals, enjoy sensory-friendly features, and find cozy spots for quiet, imaginative play.
- Follow a woodland loop where kids can balance, climb, and explore nature-inspired elements. This path leads to an accessible treehouse that connects to the adventure hub and Kenton's Dragon.
- At the center of the experience is a gathering space that blends seamlessly into the forest, offering a picnic shelter, restrooms, seating, and a special tile display on the restroom that could recognize community donors.
- A collection of treehouse-style play structures brings the magic of the forest to life with inclusive climbers, swings, rope features, and a willow tunnel - designed for kids of all abilities to play and explore.

Community Event Booths

The project team hosted booths at four community events to share draft design concepts and gather feedback. Staff presented two proposed concepts, answered questions, and invited attendees to participate in dot voting on design direction and play equipment character. Survey handouts and informal conversations provided additional input. These events helped engage a broad cross-section of the community in a casual, accessible setting.

Summer Celebration



Music in the Park



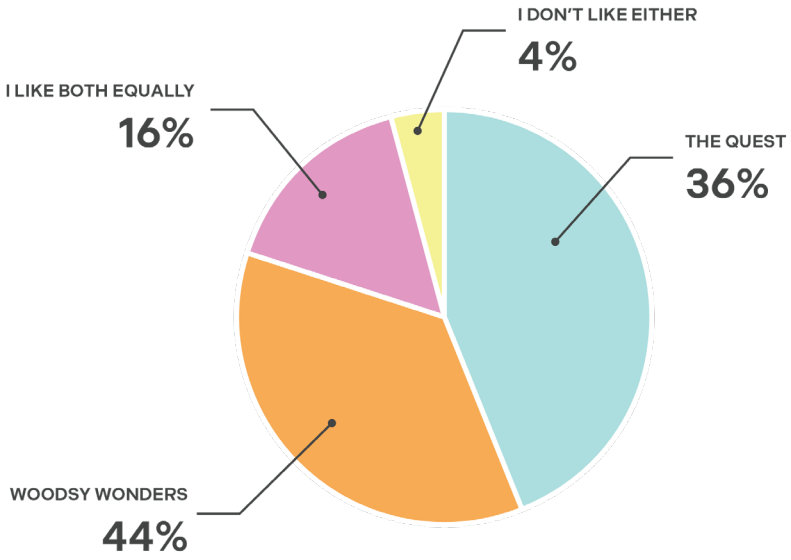
Pride in the Park



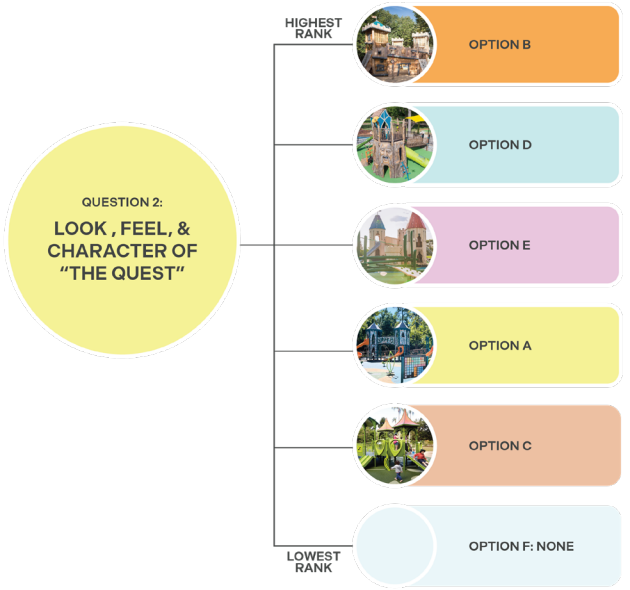
Community Survey #2:

Survey responses were collected online from July 12 to August 12, 2025, through the Let's Talk Mercer Island Deane's Children's Park Site Plan webpage, receiving a total of 72 responses. Most respondents lived in households with children under 18 and resided in the central part of the island.

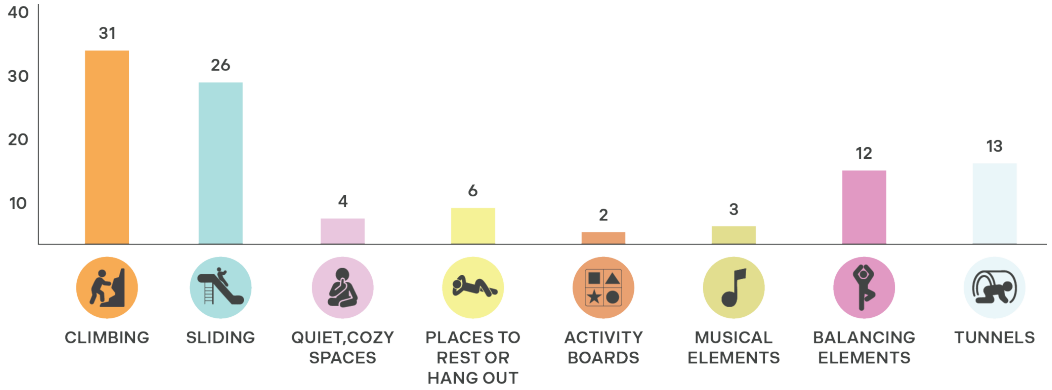
Participants expressed strong support for an inclusive, nature-based park with accessible trails and play features for a wide range of ages and abilities. Priorities included adventure and imaginative play, natural materials, a unique signature structure, shaded seating, nearby restrooms, tree preservation, and gathering spaces. The following graphics summarize these survey responses.



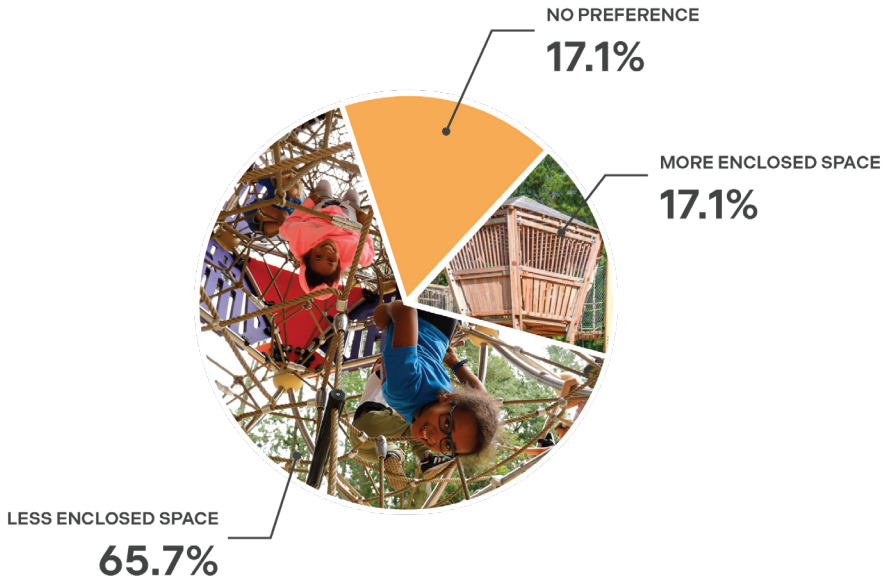
QUESTION 1: PREFFERED HIGH-LEVEL CONCEPT



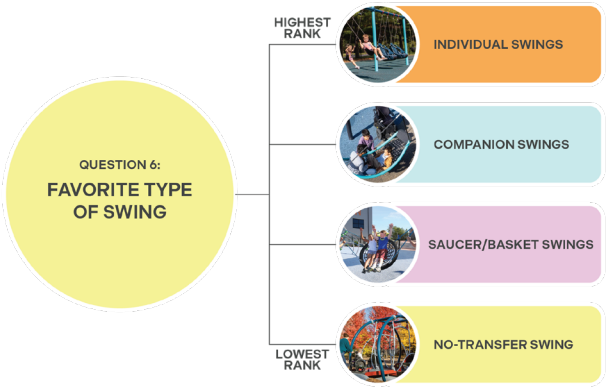


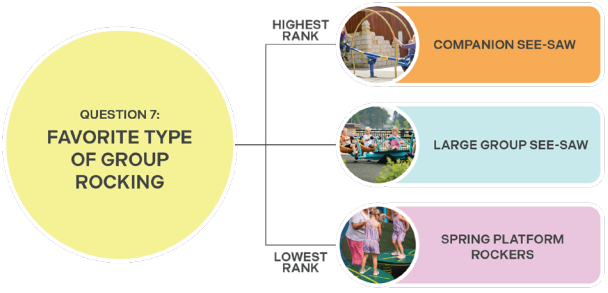


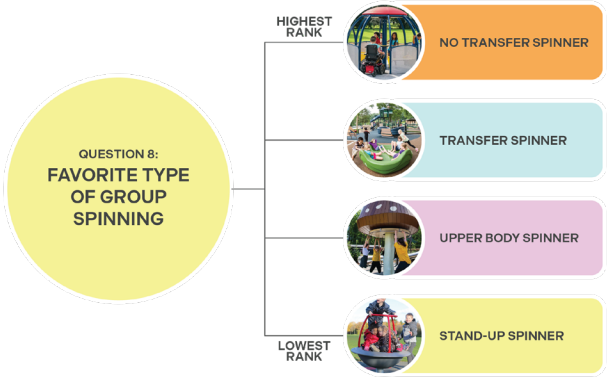
QUESTION 4: LARGE STRUCTURE PLAY FEATURE

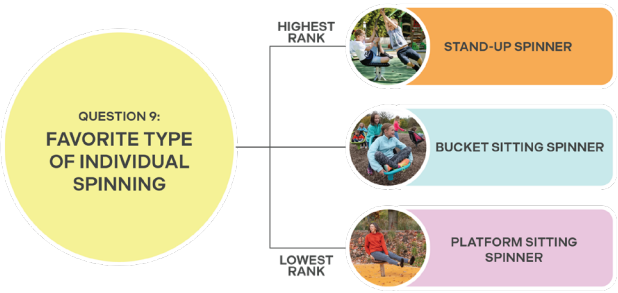


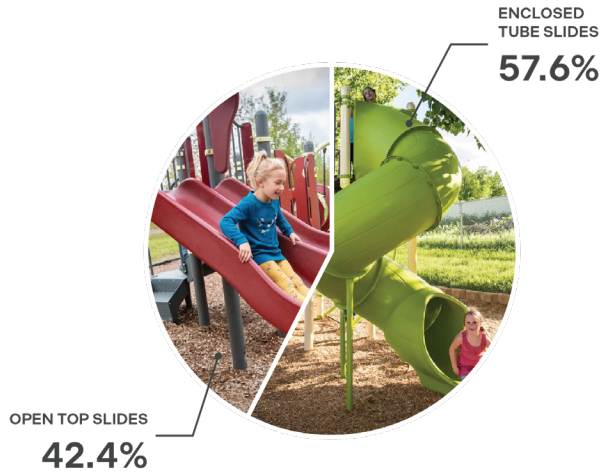
QUESTION 5: PREFFERED HIGH ELEVATED SPACE



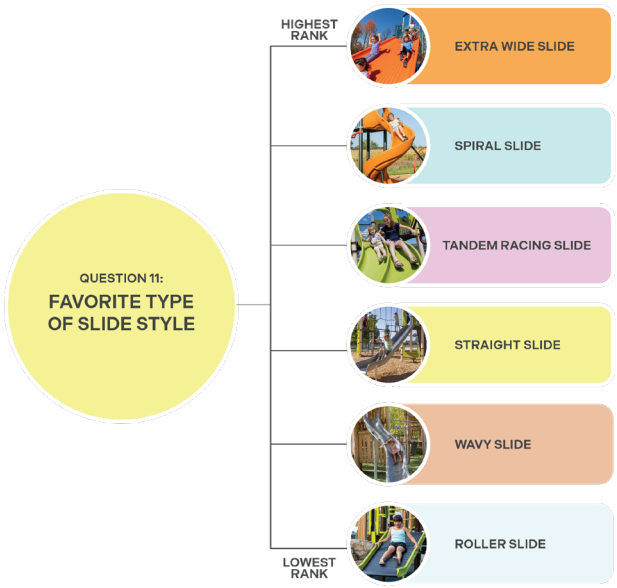


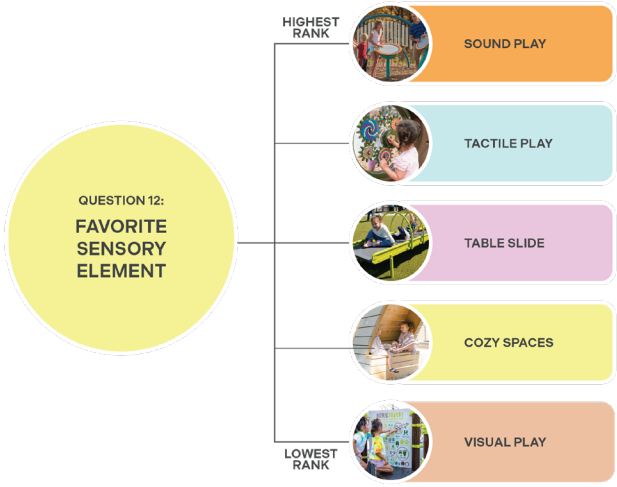






QUESTION 10: PREFFERED SLIDE EXPERIENCE





PRESERVE PARK'S FORESTED CHARACTER

- Protect mature trees, shade, and woodsy feel
- Maintain the park's unique identity and avoid generic playground design

WIDE AGE RANGE AND CHALLENGE OF PLAY

- Design for toddlers through preteens (up to ~11–12)
- Include climbing, obstacles, swings, and other "big kid" features that support confidence and skill-building

RETAIN THE JUDY WITMER XYLOPHONE

- Strong community consensus to keep and refurbish the existing xylophone
- Include permanent signage or a plaque honoring Judy Witmer's legacy and contributions to generations of children
- Preserve music and sound play as a core element of the park

IMPROVE SAFETY, BOUNDARIES, AND AMENITIES

- Provide inclusive, accessible features and smooth play surfaces (no bark dust or gravel)
- Improve sightlines for caregivers and safer transitions between play areas
- Balance accessibility with age-appropriate challenge
- Reduce congestion/better separate bike skills areas from playground spaces
- Add fencing or gated boundaries for child safety near roads
- Include basic amenities such as swings, seating, drinking fountains, bike racks, and restrooms

QUESTION 13: WRITE-IN COMMENTS

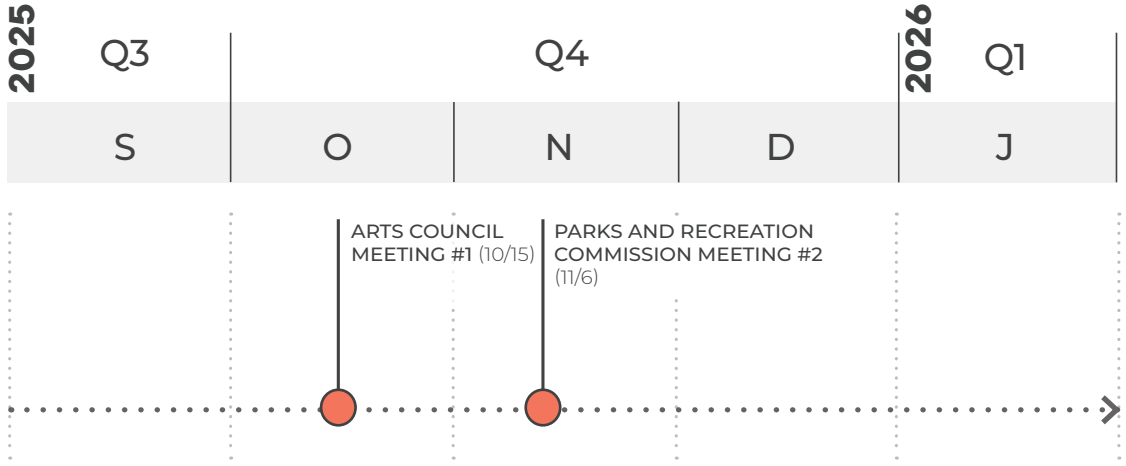
Phase 3 - Preferred Site Plan Development

This phase of engagement focused on refining a design based on earlier community input and design concept review. On September 4, 2025, the project team led a site tour with the Parks and Recreation Commission (Commission) to provide an on-the-ground perspective of the two draft concepts. The Commission expressed support for the Woodsy Wonders concept and recommended advancing it for further refinement, while identifying areas for additional exploration to guide the preferred plan.

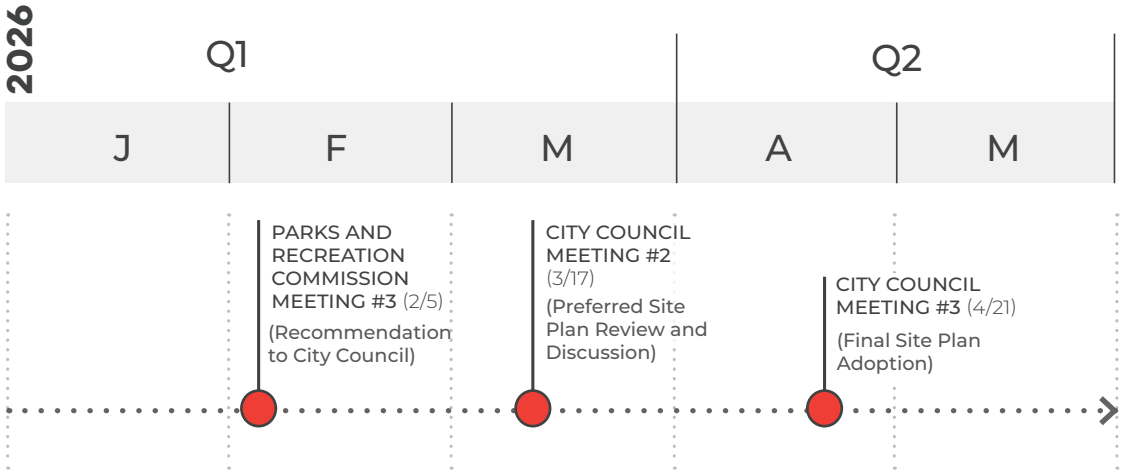
Public art integration was also discussed with the Arts Council on October 15, 2025. Opportunities include sculptural entry features, integrated graphic media, and functional art elements such as benches and wayfinding, all informed by student input and consistent with the treehouse adventure theme. The preferred plan builds on the 'Woodsy Wonders' framework while retaining select elements from 'The Quest', including the restroom and picnic shelter (reoriented for improved sightlines) and the sensory pathway connecting to Kenton's Dragon. Kenton's Dragon is incorporated through subtle details like themed nodes and a dragon's egg within the broader treehouse theme.

Key themes and takeaways from the Commission discussion include:

- Balance active play, circulation, and open space to support both structured and unstructured play.
- Organize play zones by age and activity, with flexibility to combine smaller elements into larger signature structures.
- Encourage nature-based, imaginative play, while protecting tree roots and canopy.
- Use natural, durable materials with attention to maintenance and longevity.
- Ensure inclusive, accessible trails and play features, while coordinating access with the Bike Skills Area.
- Improve safety through controlled entry points, fencing, and gates



Phase 4 - To be updated following 2/5/26 PRC Meeting



Project Partners

Friends of Dragon Park

The City worked closely with the community group Friends of Dragon Park throughout the planning process, meeting with the group six times between early planning through the development of the preferred site plan. The group provided input on community outreach, survey feedback, and will support future fundraising efforts. A summary of the group's input during Phase 2: Design Concepts is provided in Exhibit B.

Outdoors for All

A meeting was held with representatives from the City, Berger Partnership, and Outdoors for All – a nonprofit organization specializing in adaptive and inclusive recreation programs – to gather inclusive design input for the park. All feedback and observations summarized below reflect input provided by Outdoors for All.

Inclusive Park Design Preferences and Considerations

The discussion highlighted several key preferences for inclusive park design. Emphasis was placed on providing spaces that allow users to observe nearby activities, as well as areas along the perimeter where individuals can step back when overstimulated while still maintaining visual connection to play areas. Clear sightlines throughout the park were identified as an important design consideration. The value of entry signage that communicates the park's inclusive intent was also noted, along with supportive features such as color or activity boards that allow users to select activities. Regarding ramped play elements, simply providing a ramp does not ensure meaningful inclusion; ramps are most valuable when they allow access to equipment or activities that engage users with mobility challenges, including wheelchair users, while also benefiting those who have difficulty with stairs. Slides and similar play elements were preferred to be sized to accommodate caregivers or adults, supporting shared and inclusive play experiences.

Deane's Children's Park Concept Review

Feedback on the Deane's Children's Park concept was largely positive. Opportunities for parallel play and a diversity of trail types and challenge levels were viewed favorably, allowing users to select experiences aligned with their abilities and comfort levels. The park's densely treed setting was identified as a notable strength, as many inclusive parks are located in wide-open environments. The balance between open-ended play and more structured elements was also appreciated, contributing to a setting that feels less manufactured. The design was seen as offering sufficient variety to support repeat visits, with opportunities for users to engage differently over time and discover new elements. The relocation of the restroom to a more central park zone was supported to improve sightlines to the majority of play areas. Music elements and communication boards were also identified as strong inclusive features. It was recommended that trail maps be included at grounding zones to highlight the most accessible routes, paired with communication boards to help users understand what to expect before progressing through the park. These elements were identified as important tools for supporting independence, predictability, and comfort for a wide range of users.



Site Plan

Introduction	54
Preferred Site Plan	55
Parking & Site Access	57
Site Navigation	58
Play Equipment Overview	60
Play Equipment Enlargements	61
Park Amenities	76
Kenton's Dragon Improvements	77
Striking the Balance	78
Site Restoration	81

chapter

5

Introduction

A preferred site plan was developed based on the feedback received during the previous community outreach process, including comments received from the Parks and Recreation Commission on September 4, 2025, and November 6, 2025.

The preferred site plan will be presented to the Parks and Recreation Commission on February 5, 2026, to solicit input and reach consensus on the preferred site plan in order to begin the non-project SEPA process and develop the final site plan.

The preferred site plan presents a cohesive vision for reimagining Deane's Children's Park. By integrating inclusive design strategies within a forest adventure theme, the plan creates a play environment that supports children of all abilities, caregivers, and visitors of all ages. The layout reflects an iterative design process that considered multiple options for circulation, sightlines, play experiences, and accessibility. This approach ensures the plan responds to community input while creating a safe, engaging, and inclusive play environment for all.







Preferred Site Plan



Play Equipment Legend

Critter Corner

1. Songbird
2. Leaf Stepper
3. Log Steppers
4. Log Pile 3.2
5. Log Tangle 2.2
6. Log Pile 2.1
7. Howler
8. Discovery Table

Central Play Zone

14. Fallen Log
15. Pinecone Climber/Tunnel
16. Wobble Bridge
17. Akadinda Marimba
18. Cattail Chimes
19. We-Go-Round
20. We-Saw
21. Tent Net Hammock
22. Communication Board
23. Swing Combination

5-12+ Zone

24. 5-12+ Tower Combination

Forest Surprises

25. Moku-Yama 4.1
26. Handpipes
27. Mushroom Ensemble
28. Honeycomb Congas
29. Log Stepping Forms
30. Hollow Log Link
31. Magnacus
32. Dragon Eggs

Discovery Path

9. Alpine Hut
10. Acorn Seat
11. Triple Wonder Play Panel
12. Harmony Flowers
13. Mushroom Playhouse

Note: specific play equipment collections shown are subject to change if unavailable at the time of implementation. Any substitutions will meet the same design intent and play goals.

0 16' 32'

SCALE: 1/16' = 1'-0"

Preferred Plan Overview

Arrival at both the primary and secondary entrances is supported by integrating grounding zones that provide space to pause, rest, and orient before entering the play environment. These areas offer opportunities for wayfinding, caregiver support, and transition into the park's sensory-rich setting. Clear wayfinding elements located at both entrances support inclusive, versatile communication and shared interaction. Improvements to parking and access, along with connections to nearby amenities, are addressed in the sections that follow. Play experiences are organized into a series of connected zones that support a progression of ages, abilities, and play styles. Younger children are welcomed with low-lying play near the primary entrance, including the 2-5 Discovery Path, an accessible, forest-inspired trail layered with whimsical elements that guide exploration and sensory engagement. The central play zone offers a diverse mix of inclusive and adaptive equipment that encourages sensory exploration, social interaction, and imaginative play. Key features include adaptive swings, inclusive spinning and rocking elements, a large fallen-log climber inspired by natural forms, and musical and creek-inspired play components that support parallel and cooperative play. Improved sightlines and seating amenity throughout the playground enhance caregiver comfort and supervision. An elevated, accessible route leads to a focused play area for ages 5-12+, while smaller "forest surprise" play elements distributed throughout the site invite discovery and exploration.

At the center of the park, a shared gathering and amenity zone brings together key features that support social connection. This area includes a picnic shelter, a restroom, informal seating opportunities, and an accessible looped pathway that surrounds the play zone, allowing for comfortable circulation around its perimeter. Play berms integrated into this space provide sensory engagement and casual seating while also serving as a natural strategy to slow cyclists as they exit the Bike Skills Area. A centrally located communication board reinforces inclusive, versatile communication and shared interaction among users of varying ages and abilities.

Circulation throughout the park is further strengthened by dedicated paths that connect play areas, amenities, the Bike Skills Area, and the northern entrance, supporting neighborhood access and connection to the adjacent elementary school.

The Preferred Plan also reinforces the park's sense of place and legacy. Kenton's Dragon remains a cherished amenity, with opportunities identified to preserve and enhance its accessibility for future generations. Throughout the park, natural materials, forest-inspired forms, and opportunities for art and sensory features contribute to an immersive, nature-based experience that reflects the forested character of Deane's Children's Park.

Overall, the Preferred Plan provides a thoughtful balance of program, inclusivity, safety, and environmental context. By integrating a diverse range of play opportunities with supportive amenities and clear circulation, the plan establishes a flexible framework that supports meaningful play, learning, and community connection.

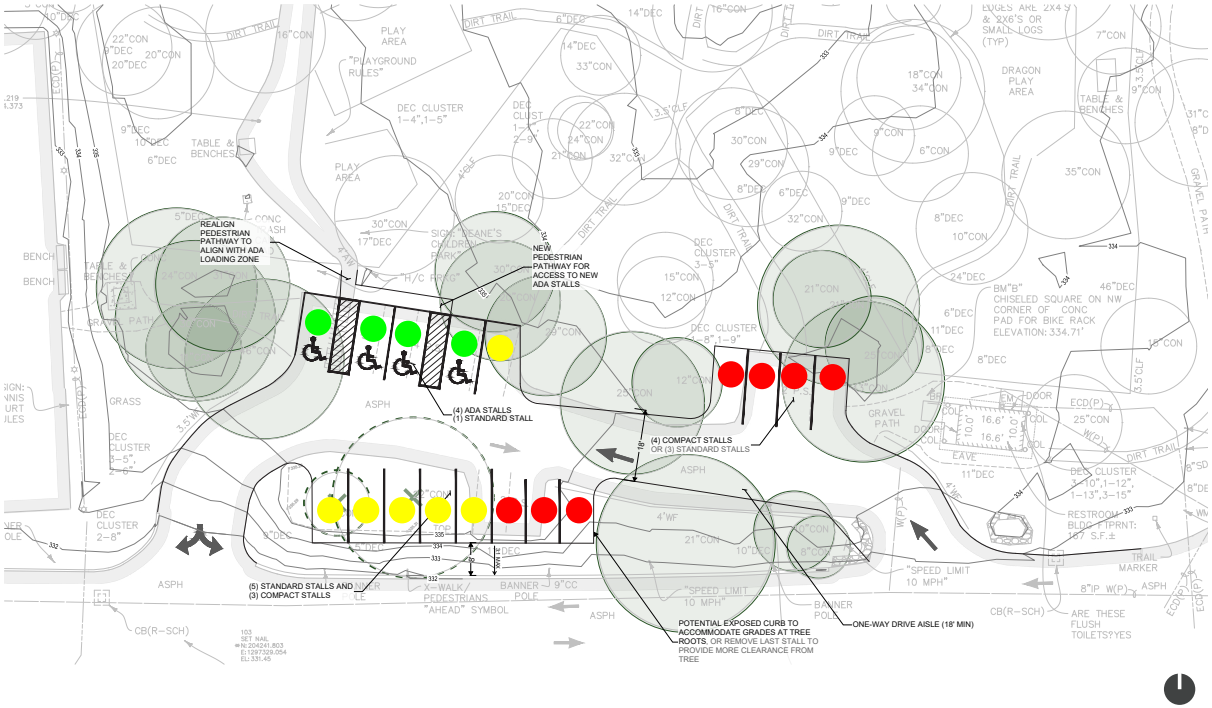
Parking and Site Access

Overview

Parking and access were identified as priorities during the community outreach process. Through discussions with the Parks and Recreation Commission, parking layout alternatives were evaluated to explore ways to enhance access to Deane's Children's Park. The analysis focused on increasing both standard and accessible (ADA) parking to better meet community needs. After reviewing the alternatives, the preferred option increases the parking lot footprint to accommodate approximately 17 parking stalls, including 4 accessible stalls, to better support park use, while working with existing site limitations.

This exploration also highlighted the importance of providing a safe, accessible connection to the Island Crest Park Ballfield parking lot. As part of the first phase of improvements, this connection will be explored to ensure visitors have a safe route to the park when the parking lot at Deane's Children's Park is at capacity.

Parking Studies: Recommended Approach



TREE LEGEND

Existing Tree

Existing Tree to be Removed

TOTAL PARKING COUNTS (17 TOTAL)

- ADA Stall (9'X18.5' MIN) 4 Total
- Standard Stall (9'X18.5' MIN) 6 Total
- Compact Stall (8.5'X16' MIN) 7 Total

Site Navigation

Wayfinding

Wayfinding is a key element for supporting navigation and exploration throughout the park. Integrated ‘grounding zones’ at the primary and secondary entrances provide spaces for visitors to pause, review wayfinding information, rest, or transition into the sensory-rich play environment. These areas also offer opportunities to reinforce the playground’s theme and incorporate artistic elements or community collaborations.



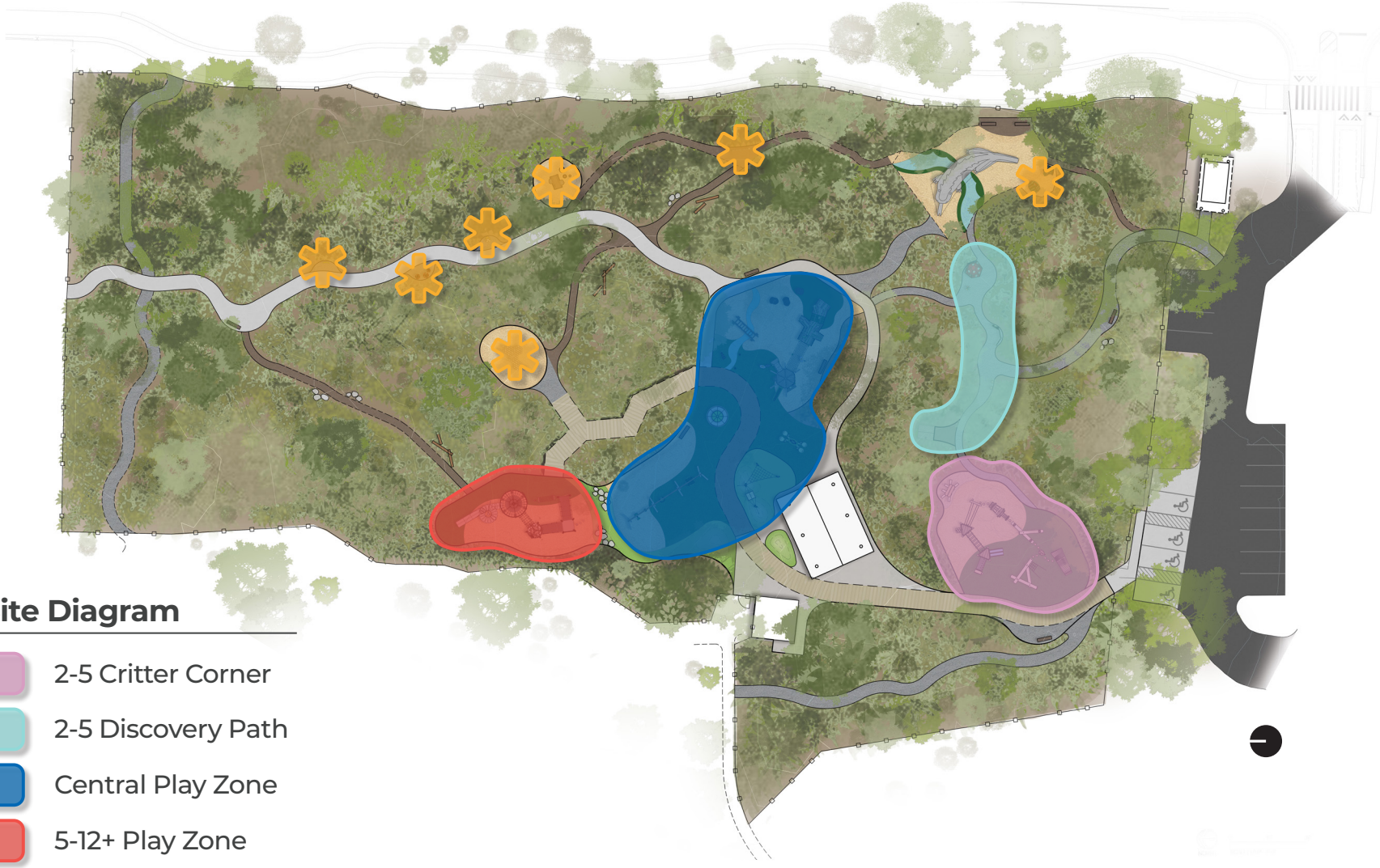
Circulation

Circulation throughout the park is designed to provide safe, intuitive, and flexible movement for visitors of all ages and abilities. The park includes a variety of trail types, including concrete, compacted gravel, wood chip paths, and a boardwalk, to support different experiences and play styles. Within play zones, accessible play surfacing including pour-in-place (PIP) rubber, synthetic turf, and engineered wood fiber (EWF) are integrated and strategically used to access features requiring fall height protection. The materials used for the trails and play areas provide a balance between accessibility and responsiveness to the park's forested setting. Refer to Chapter 6 for more information, including proposed accessible and adaptive routes throughout the park.



Play Equipment Overview

The components shown in the Site Plan have been thoughtfully curated to provide an extensive variety of inclusive features, allowing ample flexibility in how users can engage.



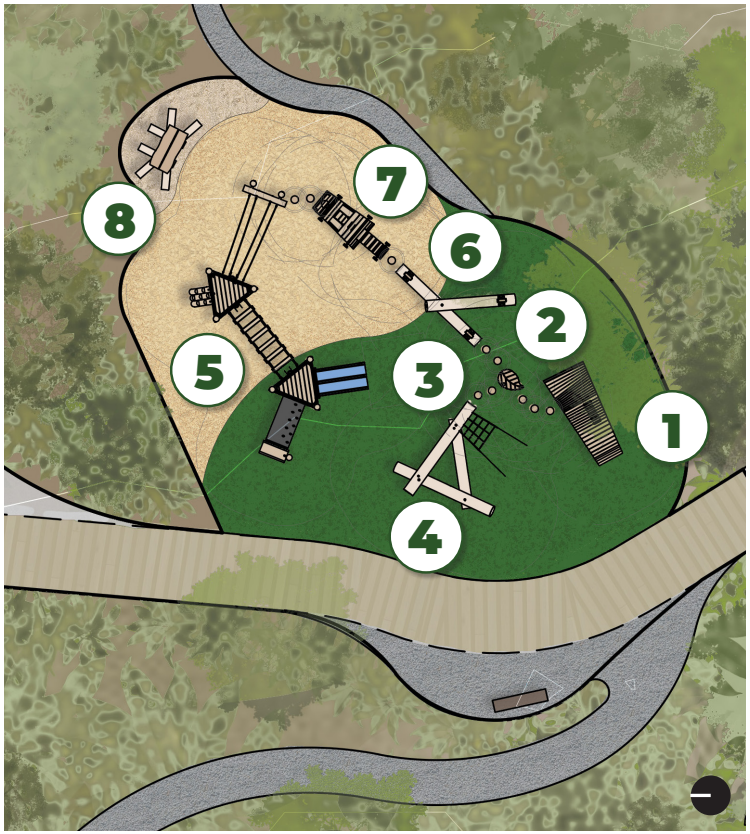
Site Diagram

- 2-5 Critter Corner
- 2-5 Discovery Path
- Central Play Zone
- 5-12+ Play Zone
- Forest Surprises

Play Equipment Enlargements

2-5 Critter Corner

This formal play area is designed for children in the early stages of development and features signature animal structures and natural play equipment that compliment the park's natural character. Low-lying, unenclosed components located near the "Forest Path" provide clear sightlines and create a welcoming, approachable experience upon entry to the park. Play elements are arranged in a connected circuit to support sequential play, while their simple design encourages unstructured and imaginative exploration.



Play Equipment Legend

1. Songbird
2. Leaf Stepper
3. Log Steppers
4. Log Pile 3.2
5. Log Tangle 2.2
6. Log Pile 2.1
7. Howler
8. Discovery Table

1 Songbird

Manufacturer: Earthscape



2 Leaf Stepper

Manufacturer: Earthscape



3 Log Stepper

Manufacturer: Earthscape



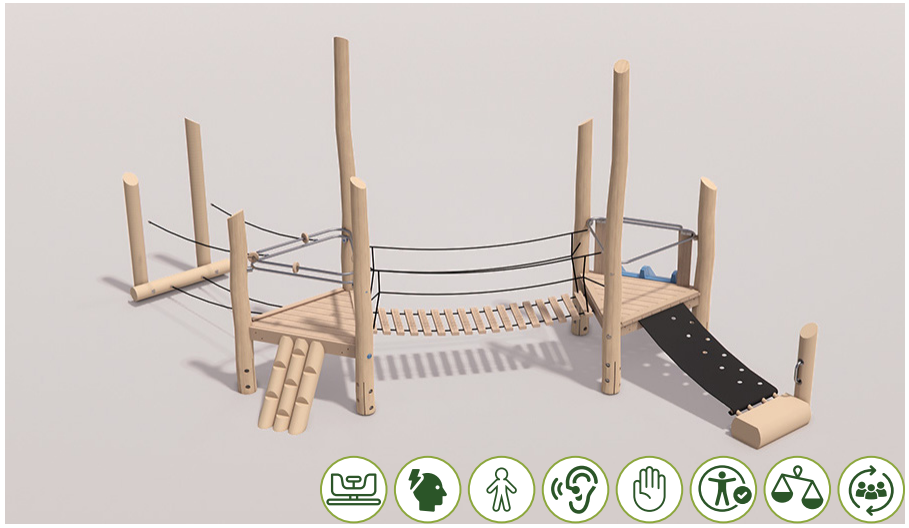
4 Log Pile 3.2

Manufacturer: Earthscape



5 Log Tangle 2.2

Manufacturer: Earthscape



6 Log Pile 2.1

Manufacturer: Earthscape



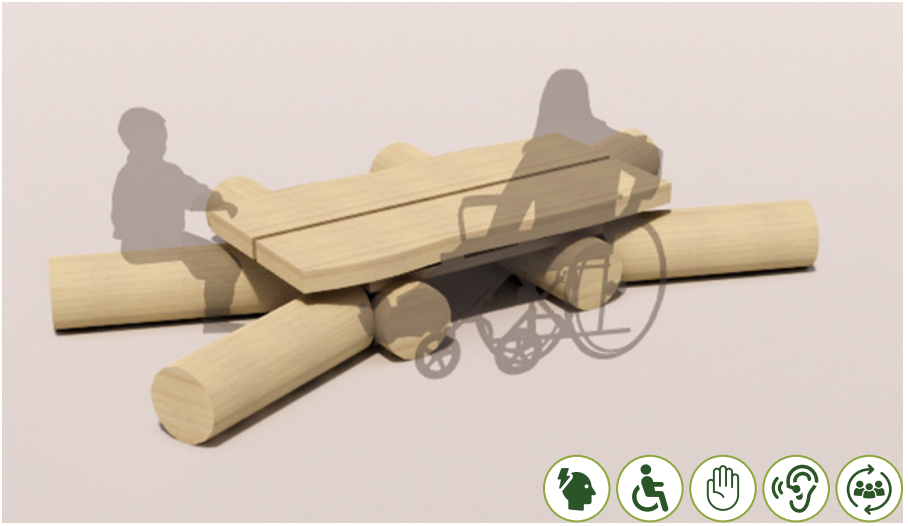
7 Howler

Manufacturer: Earthscape



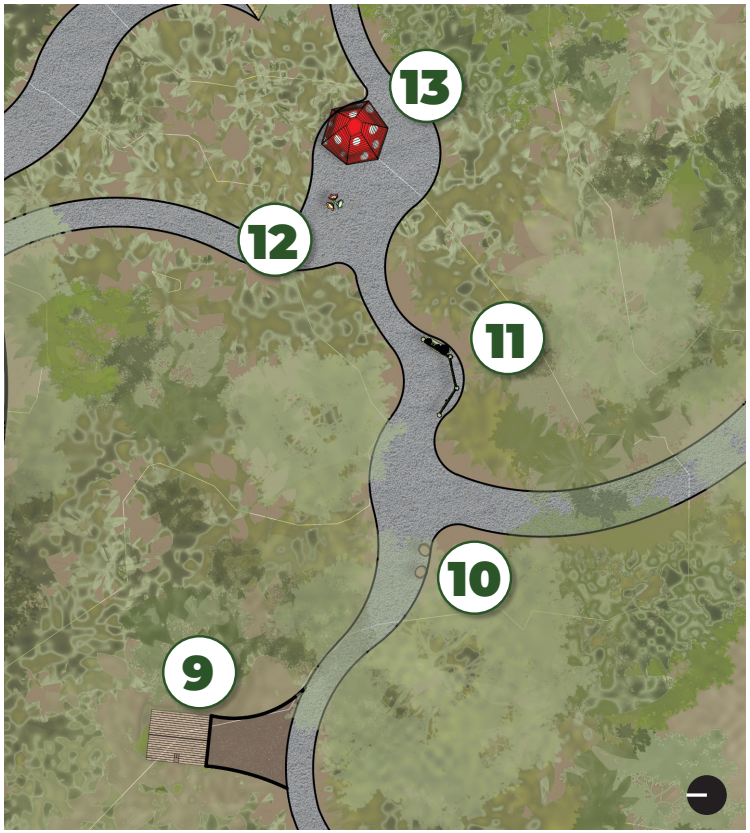
8 Discovery Table

Manufacturer: Earthscape



2-5 Discovery Path

The accessible 2-5 focused Discovery Path promotes opportunities for play that are integrated within the forest. A gently meandering path connects a series of ground-level play elements, selected to support various social and sensory experiences, while carefully balancing impacts to the surrounding vegetation.



Discovery Path

9. Alpine Hut
10. Acorn Seat
11. Triple Wonder Play Panel
12. Harmony Flowers
13. Mushroom Playhouse

9 Alpine Play Hut

Manufacturer: Earthscape



10 Acorn Seat

Manufacturer: Landscape Structures



11 Triple Wonder Play Panel

Manufacturer: Kompan



12 Harmony Flowers

Manufacturer: Percussion Play



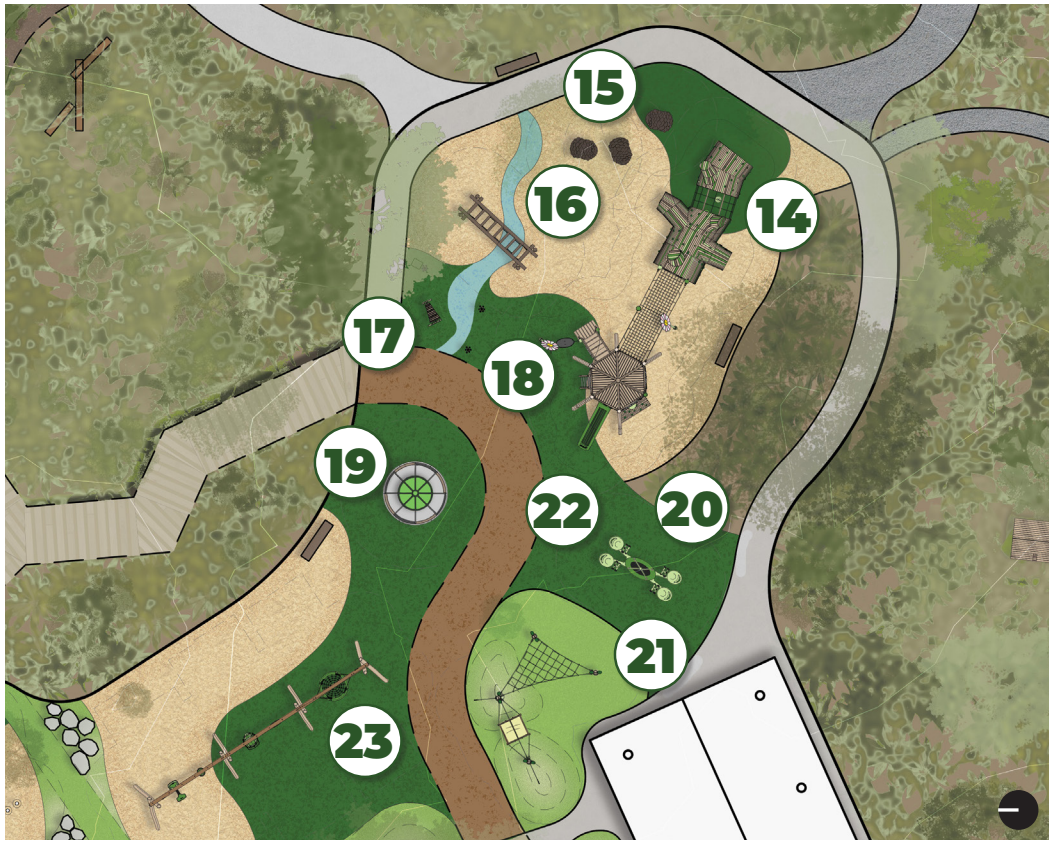
13 Mushroom Playhouse

Manufacturer: Kompan



Central Play Zone

This zone serves as a hub for activity, located near the park's proposed amenities to encourage gathering and extended use. A diverse range of experiences are integrated here to support varied forms of movement, rest, and interaction. This includes swinging, spinning, rocking, lounging, balancing, musical play, and climbing, many of which are featured in the primary fallen log structure that grounds the play experience in the forest context while providing multiple opportunities for interaction. Together, these elements create a vibrant, shared environment for users of all abilities to engage, explore, and play alongside one another.

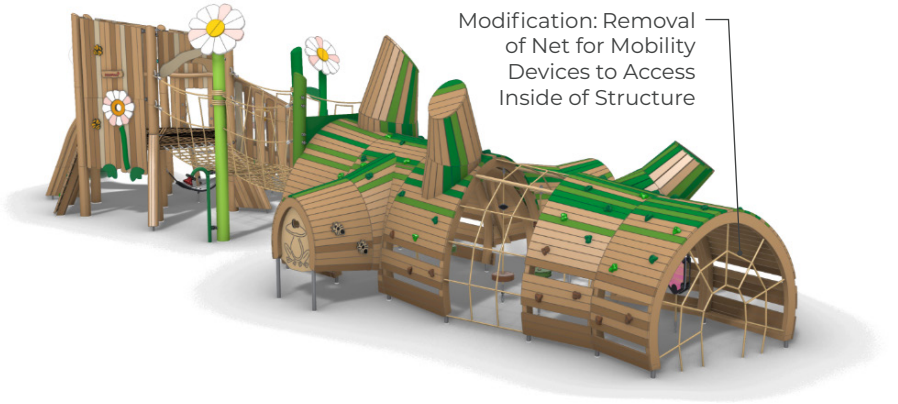


Central Play Zone

14 Fallen Log
15 Pinecone Climber/Tunnel
16 Wobble Bridge
17 Akadinda Marimba
18 Cattail Chimes
19 We-Go-Round
20 We-Saw
21 Tent Net Hammock
22 Communication Board
23 Swing Combination

14 FALLEN LOG

Manufacturer: Kompan



15 PINECONE CLIMBER/TUNNEL

Manufacturer: Kompan



16 WOBBLE BRIDGE

Manufacturer: Kompan



17 Akadinda Marimba

Manufacturer: Percussion Play



18 Cattail Chimes

Manufacturer: Percussion Play





19 WE-GO-ROUND

Manufacturer: Landscape Structures



20 WE-SAW

Manufacturer: Landscape Structures



21 TENT NET HAMMOCK

Manufacturer: Kompan



Modification:
Rubber Bottom
Recommended
for Easier Use

22 COMMUNICATION BOARD

Manufacturer: Kompan



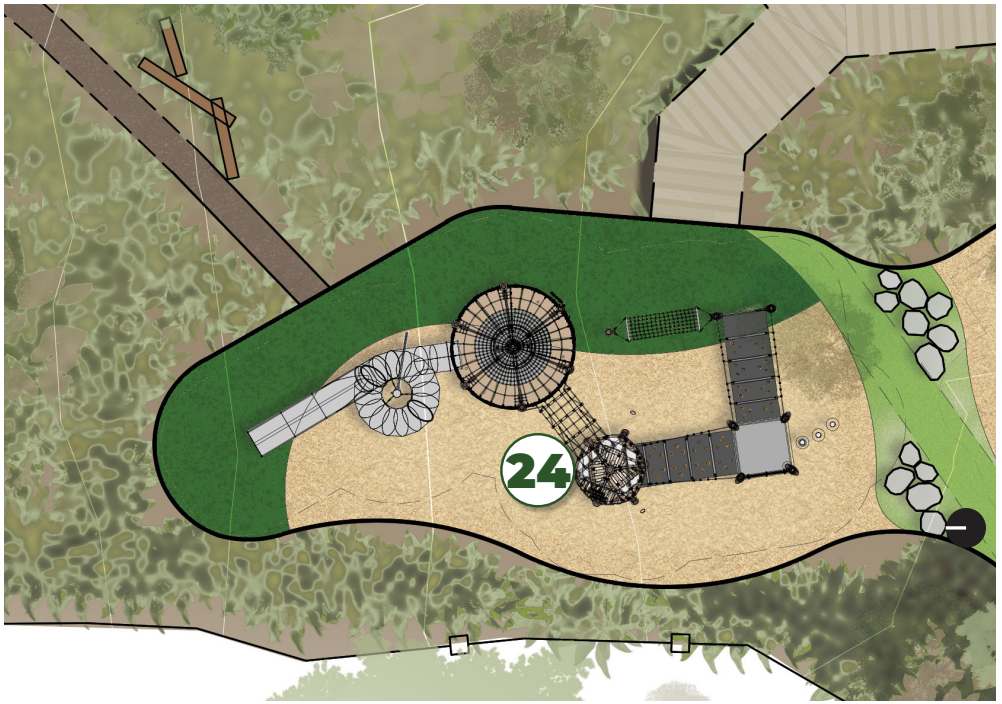
23 SWING COMBINATION

Manufacturer: Kompan



5-12+ Play Zone

Seen from afar, the 5-12+ play area is anchored by a prominent climbing structure, inspired by the form of a standing tree snag found in a forest. This tower serves as a visual landmark for the park, while providing substantial height and graduated challenge to accommodate a range of abilities. Within the structure, a spiral tight-mesh net provides access to the tallest slide in the park, along with additional spatial and vertical climbing opportunities for those seeking a higher level of challenge. The structure also offers a flexible climbing ramp transfer point, connecting to both a tree house pod and the tower via a rope bridge. At ground-level, integrated and open-ended play elements activate the base of the structure, including a hammock swing seat, activity panel, and flexible space that supports both programmed and unstructured play.



5-12+ Play Zone

24 5-12+ Tower Combination

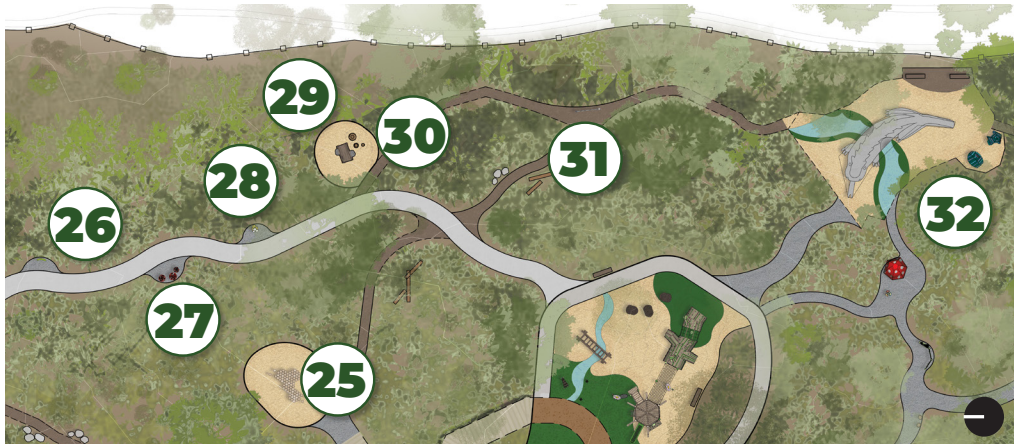
24 5-12+ TOWER COMBINATION

Manufacturer: Berliner



Forest Surprises

Throughout the park, play components are scattered along accessible and adaptive routes, encouraging discovery and exploration. A mix of equipment and found elements such as boulders and logs support the unstructured charm of the park while implementing opportunities for shared connection, engagement and active learning.



Forest Surprises

25 Moku-Yama 4.1

26 Handpipes

27 Mushroom Ensemble

28 Honeycomb Congas

29 Log Stepping Forms

30 Hollow Log Link

31 Magnacus

32 Dragon Eggs

25 MOKU-YAMA 4.1

Manufacturer: Earthscape



26 Handpipes

Manufacturer: Percussion Play



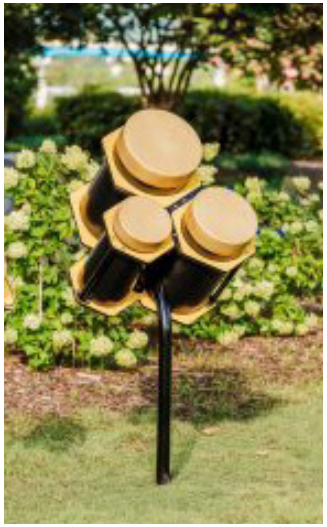
27 Mushroom Ensemble

Manufacturer: Freenotes Harmony Park



28 Honeycomb Conga

Manufacturer: Freenotes Harmony Park





29 LOG STEPPING FORMS
Manufacturer: ID Sculptures



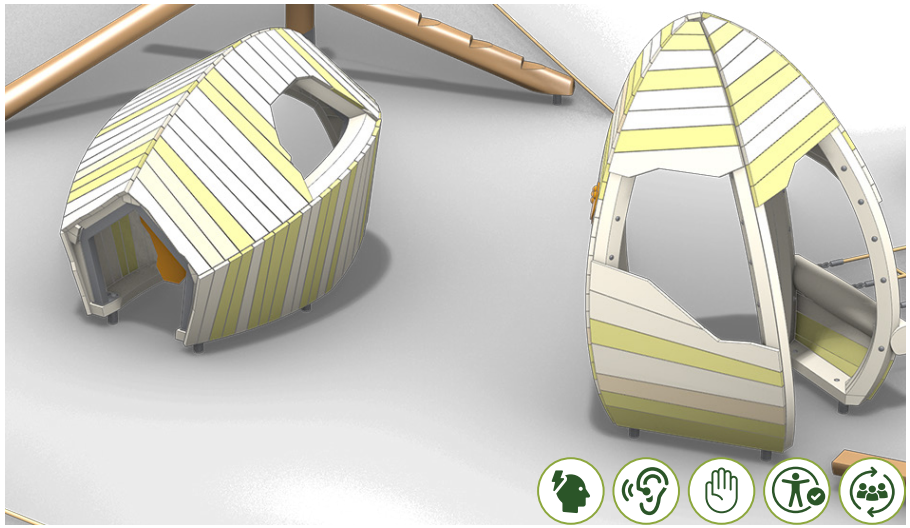
30 HOLLOW LOG LINK
Manufacturer: ID Sculptures



31 STONE ABACUS
Manufacturer: Kompan



32 DRAGON EGGS
Manufacturer: Kompan



Park Amenities

Shelter Building

The proposed shelter at Deane's Children's Park will mimic the City of Mercer Island's standard shelter design, with picnic tables provided underneath. Tables will be furnished to the City's standard specifications and will include integrated wheelchair access to ensure inclusive use. The shelter will continue to be available for reservations once redeveloped. The image below illustrates this shelter design as implemented at Aubrey Davis Park.



Aubrey Davis Park, Mercer Island WA

Restroom Building

Restrooms are key elements of inclusive park design, supporting longer, more comfortable visits and enabling visitors to fully enjoy the park. The proposed restroom building at Deane's Children's Park will include two gender-neutral restrooms, with one room featuring a universal changing table. The building is intended to reflect an architectural character consistent with the adjacent shelter, reinforcing a cohesive aesthetic within the central zone.

The south-facing side of the restroom building also offers an opportunity for public art integration, with the potential for an art-based sensory feature, such as the mural. This element could enhance the park's character while providing visual interest and sensory engagement within the central zone.



Marshall Park, Vancouver WA

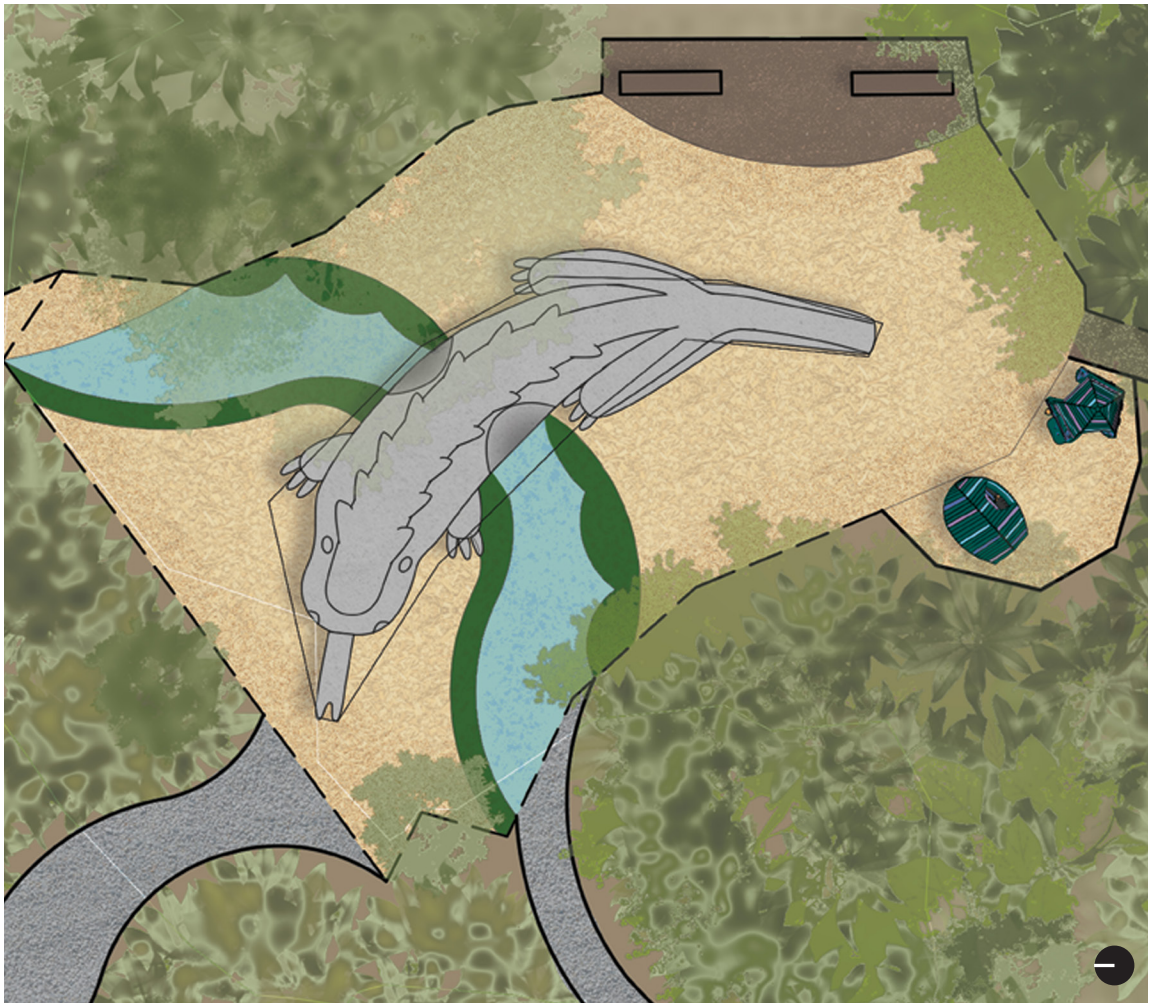
Seating / Gathering

Seating and gathering areas are a critical component of inclusive park design, providing welcoming, multi-generational amenities throughout the park. Thoughtfully placed seating supports caregivers, families, and community members by fostering comfort and clear sightlines into play areas. This visibility allows caregivers to remain engaged and, when desired, become more active participants in play. Seating areas also provide space for rest, reflection, or decompression, supporting a range of needs and play durations.

Seating may include the City of Mercer Island's standard park furnishings, complemented by opportunities for creative, artist-led projects that engage the community. For example, concrete seat walls with decorative tile accents could provide functional seating while contributing to a sensory-rich experience through tactile and visual cues.

Kenton's Dragon Improvements

Kenton's Dragon is a cherished and integral part of Deane's Children's Park's legacy. During community engagement, visitors noted that the sculpture is beginning to show signs of wear. Potential improvements could include foundational repairs and surface refinishing to preserve the sculpture for future generations. Opportunities, if endorsed by the Arts Council and shaped through community input, could include gently ramped "wings" to provide uninterrupted access into the dragon's interior, enhancing inclusivity. Any enhancements will be guided by a public process and involve the Arts Council to ensure community support.

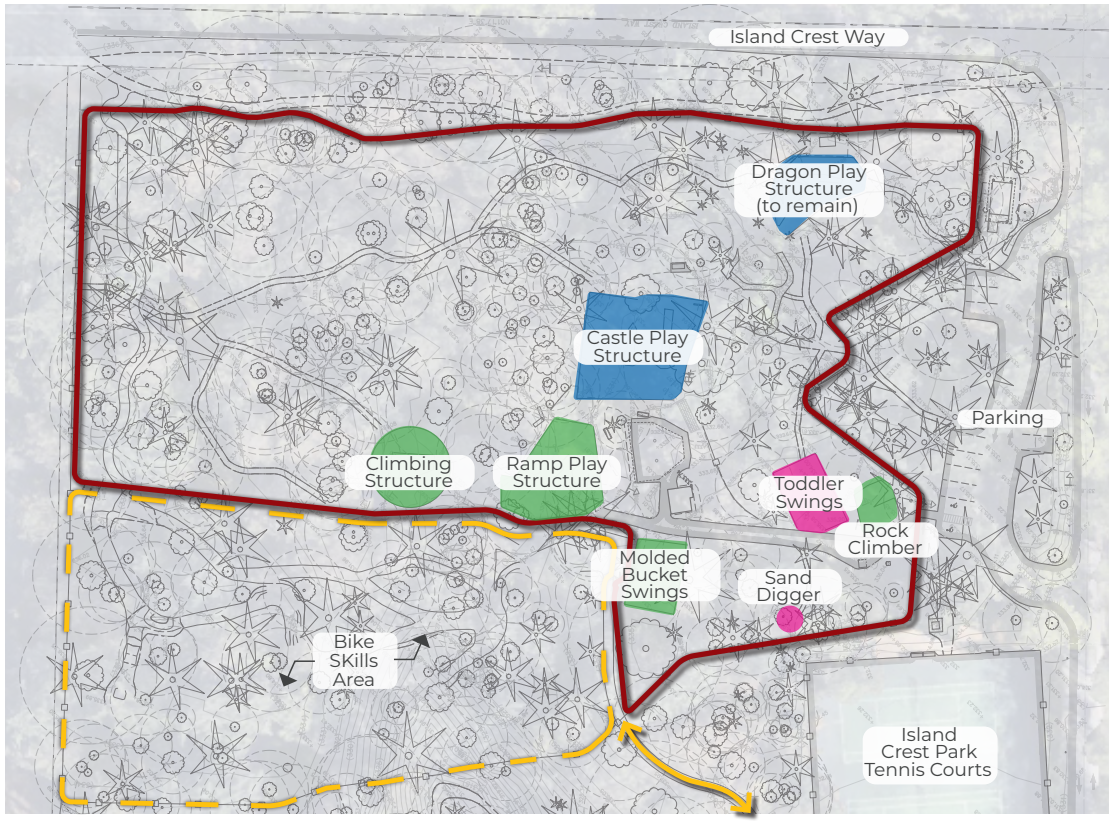


Striking the Balance

Overview

The preferred Site Plan for Deane's Children's Park reflects a robust and diverse approach to programming and amenities, intentionally designed to support users of all abilities. The plan prioritizes strong support heard for a park that balances unstructured (informal) play to preserve the site's existing character, while also incorporating more formal play zones that support appropriate age separation with shared, multi-generational experiences. The result is a park that offers ample opportunity for forest discovery, with thoughtfully placed equipment that also encourages blended, multi-generational experiences. Inclusive design strategies guided decisions across the site, balancing overall development and equipment distribution to create meaningful opportunities for play, learning, and growth.

Existing Park Play Distributions



Distribution of Equipment Age Ranges

50%
5-12 Focus

25%
2-5 Focus

25%
Blended Focus
(2-5, 5-12, 12+)

Rock Climber: 5-12
Toddler Swings: 2-5
Sand Digger (removed): 2-5
Molded Bucket Swings: 5-12
Ramp Play Structure: 5-12
Climbing Structure: 5-12
Castle Play Structure: 2-12
Kenton's Dragon: 2-12+

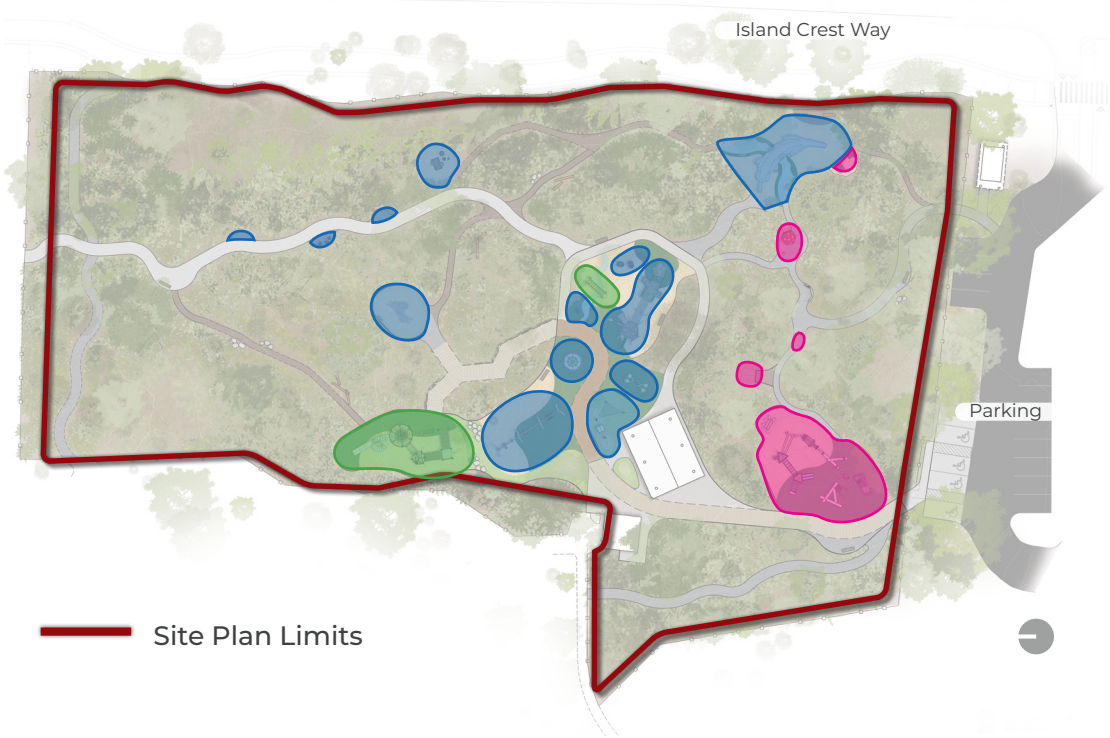
Distribution of Formal and Informal Play

10.8%
Formal
Larger Play Areas with structures/components

89.2%
Informal
Trails, nature play in woods, found structures

DRAFT

Proposed Park Play Distributions



Distribution of Equipment Age Ranges

Equipment was chosen with the goal to find a balance of value for all age ranges:

54%
Blended Focus
(2-5, 5-12, 12+)

39%
2-5 Focus

7%
5-12 Focus

Songbird: 2-5
Howler: 2-5
Log Tangle 2.2: 2-5
Log Pile 3.1: 2-5
2-5 Log Steppers: 2-5
Discovery Table: 2-5
Alpine Hut: 2-5
Activity Panel: 2-5
Acorn Seats: 2-5
Mushroom Playhouse: 2-5
Harmony Flowers: 2-12+
Tent Net: 2-12
We-Saw: 2-12
We-Go-Round: 2-12
Swings: 2-12+
Fallen Log: 2-12+
Pinecone Climber: 2-12
Wobble Bridge: 5-12
Marimba: 2-12+
Cattails: 2-12+
Standing Tree Tower: 5-12+
Handpipes: 2-12+
Muschroom Ensemble: 2-12+
Honeycomb Congos: 2-12+
Hollow Log Link: 2-12+
Log Form Steppers: 2-12+
Stone Abacus: 2-12+
Dragon Eggs: 2-5
Moku-Yama 4.1: 2-12

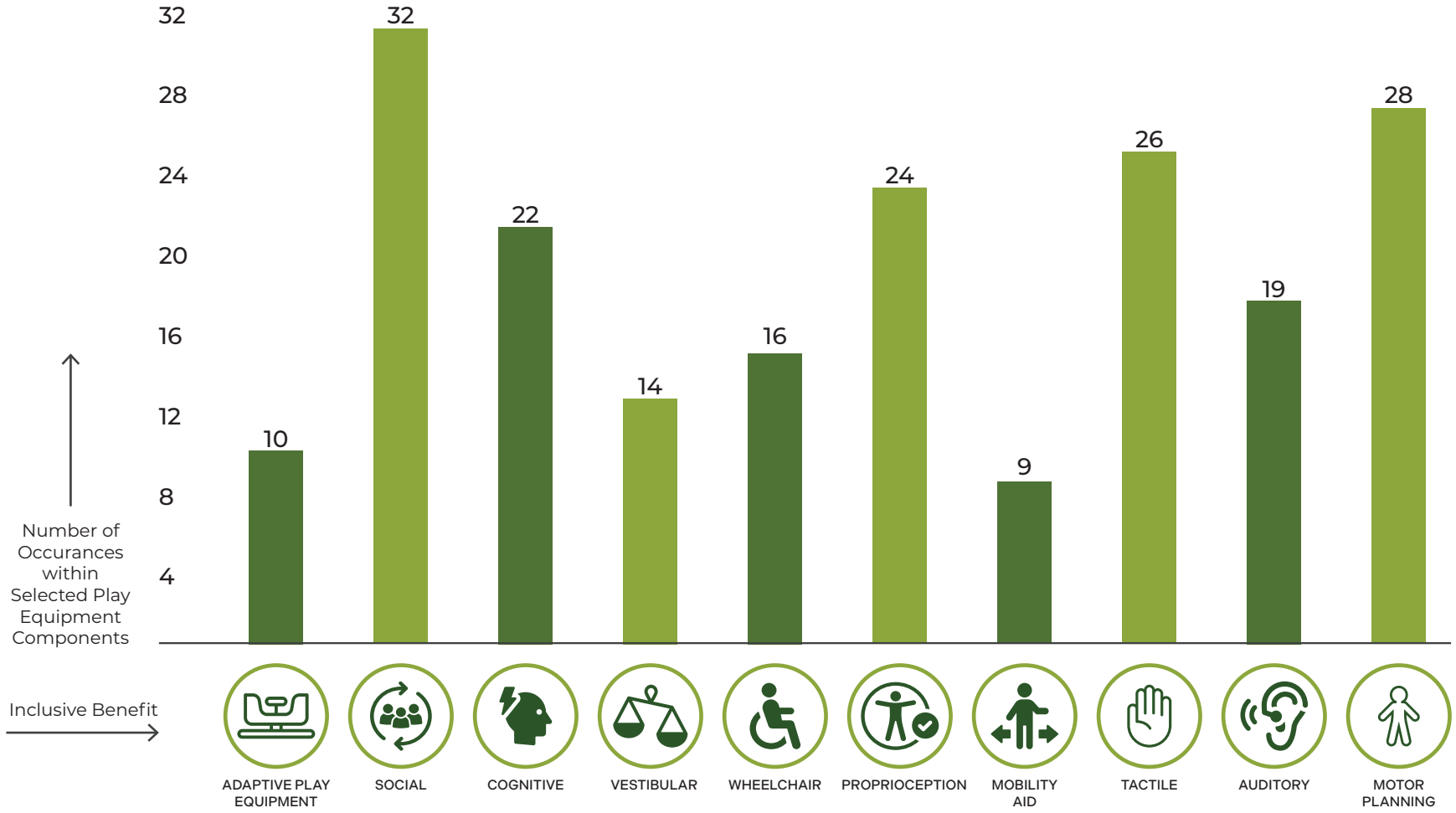
Distribution of Formal and Informal Play

18.3%
Formal
Larger Play Areas with structures/components

81.7%
Informal
Trails, nature play in woods, found structures

Inclusive Benefits Dispersion

The Site Plan proposes a diverse assortment of equipment with thoughtfully coordinated to balance inclusive considerations, ensuring users can find the opportunities and experiences that are just right for them, regardless of medical diagnosis. Refer to Appendix C for more information about the Site Plan's proposed components and site design strategies that have been implemented as they relate to inclusive design goals and principles.

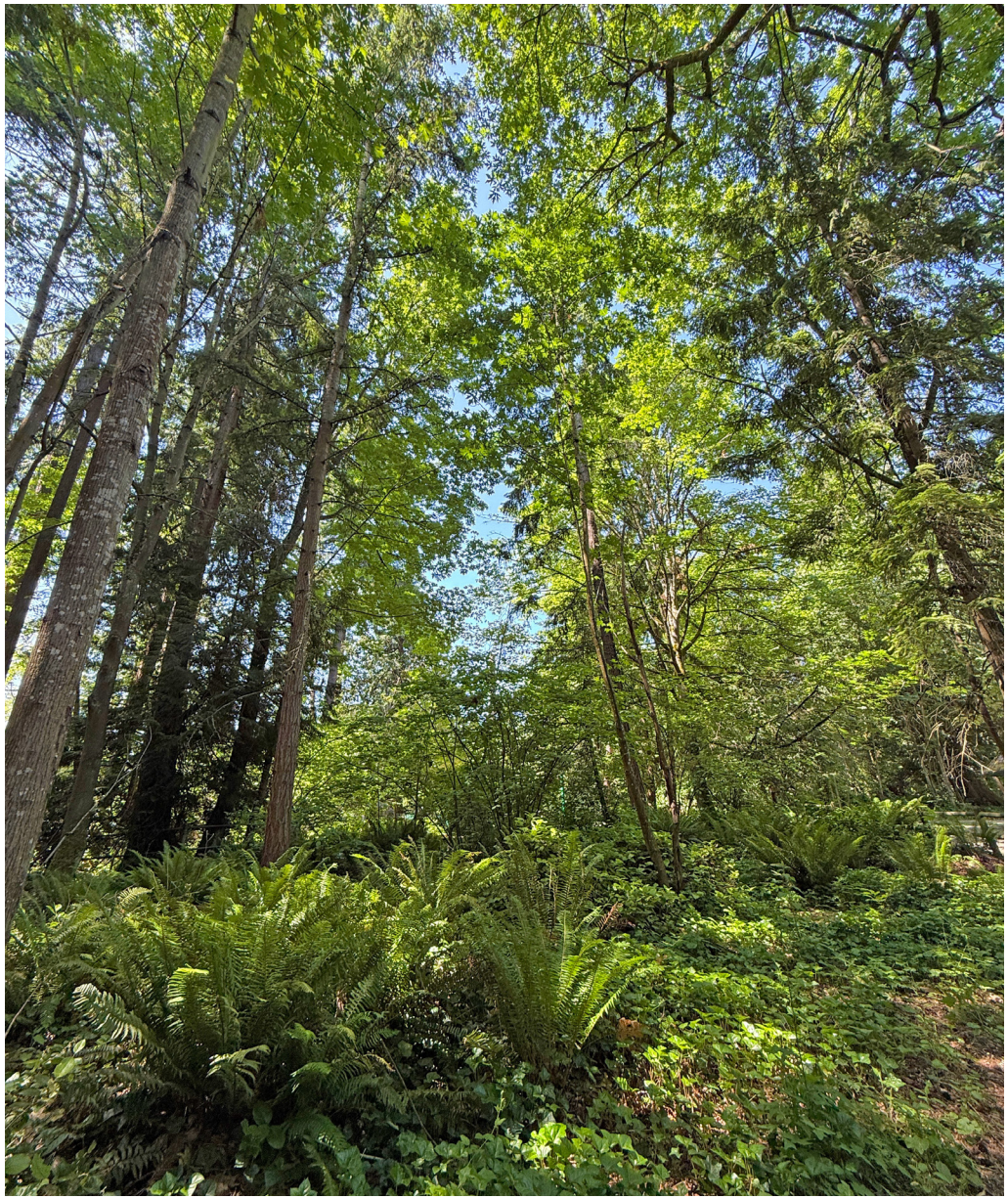


Site Restoration

Feedback heard throughout the planning process has consistently highlighted a strong appreciation for the forested character of Deane's Children's Park. To ensure the long-term health and resilience of the site's forested areas, restoration opportunities should be considered alongside planned improvements.

Existing management for Deane's Children's Park is limited, focusing on preserving the existing tree canopy through periodic removal of invasive trees and targeted ivy removal around native trees. Herbicide has been minimal due to the heavy park use and proximity to children, however the project offers the opportunity to expand the invasive species treatment and establish a more robust native palette if the park is temporarily closed due to construction.

Primary invasive species of concern include ivy, cherry laurel, and holly. Priority areas of restoration include buffers around the construction area, around existing native vegetation, and the less-disturbed northwest portion of the park that connects to Island Crest Park and offers higher habitat potential. Detailed restoration plans will be coordinated with the City's natural resource team as each phase progresses into detailed design and construction, ensuring the longevity and vitality of the forest.





Site Engineering and Surfacing

Introduction	84
Surfacing Materials Diagram	85
Site Accessibility	86
Site Engineering Approaches	89



chapter

6

Introduction

The Preferred Site Plan is informed by a series of technical and site-based considerations that guide how the park functions and is maintained over time. Key factors such as available and anticipated utilities, stormwater management requirements, grading constraints, surfacing materials, and access were evaluated to ensure the design supports long-term durability, environmental stewardship, and inclusive use. Together, these considerations shape a practical framework that balances regulatory requirements with the park's natural character and community goals.

Materials and Access

Ground-level surfacing is a key component of the Site Plan and plays an important role in balancing the project's accessibility goals with the park's natural, heavily wooded setting. A variety of path materials, widths, and slopes are intentionally used throughout the site to respond to existing topography, tree impacts, and stormwater management. This layered approach creates a range of experiences and allows visitors to choose routes that align with their comfort level, mobility needs, and desired level of challenge.

The Site Plan includes ADA-accessible routes that provide clear, comfortable connections to all formal play zones and key amenities. These accessible routes are designed to meet applicable slope and surfacing requirements while still allowing visitors to experience the park's forested character. In addition, adaptive routes are provided to support exploration and free play. While these paths may include slightly steeper slopes, they are designed to meet applicable trail and play space standards and offer alternative movement options and opportunities for increased challenge.

Play surfacing throughout the park uses a blended approach that includes both unitary play surfacing – such as poured-in-place (PIP) rubber and synthetic turf – with engineered wood fiber (EWF). Priority is given to providing unitary play surfacing at key locations where it directly interfaces with play equipment, including inclusive play features, transfer points, connected play routes, and ground-level play access to support ease of movement and inclusive use. This hybrid surfacing strategy balances accessibility, cost considerations, stormwater management objectives, and long-term tree health. Should additional funding become available and environmental impacts allow, the project may expand the use of unitary play surfacing to further enhance accessibility and reduce long-term maintenance requirements.

Surfacing Materials Diagram



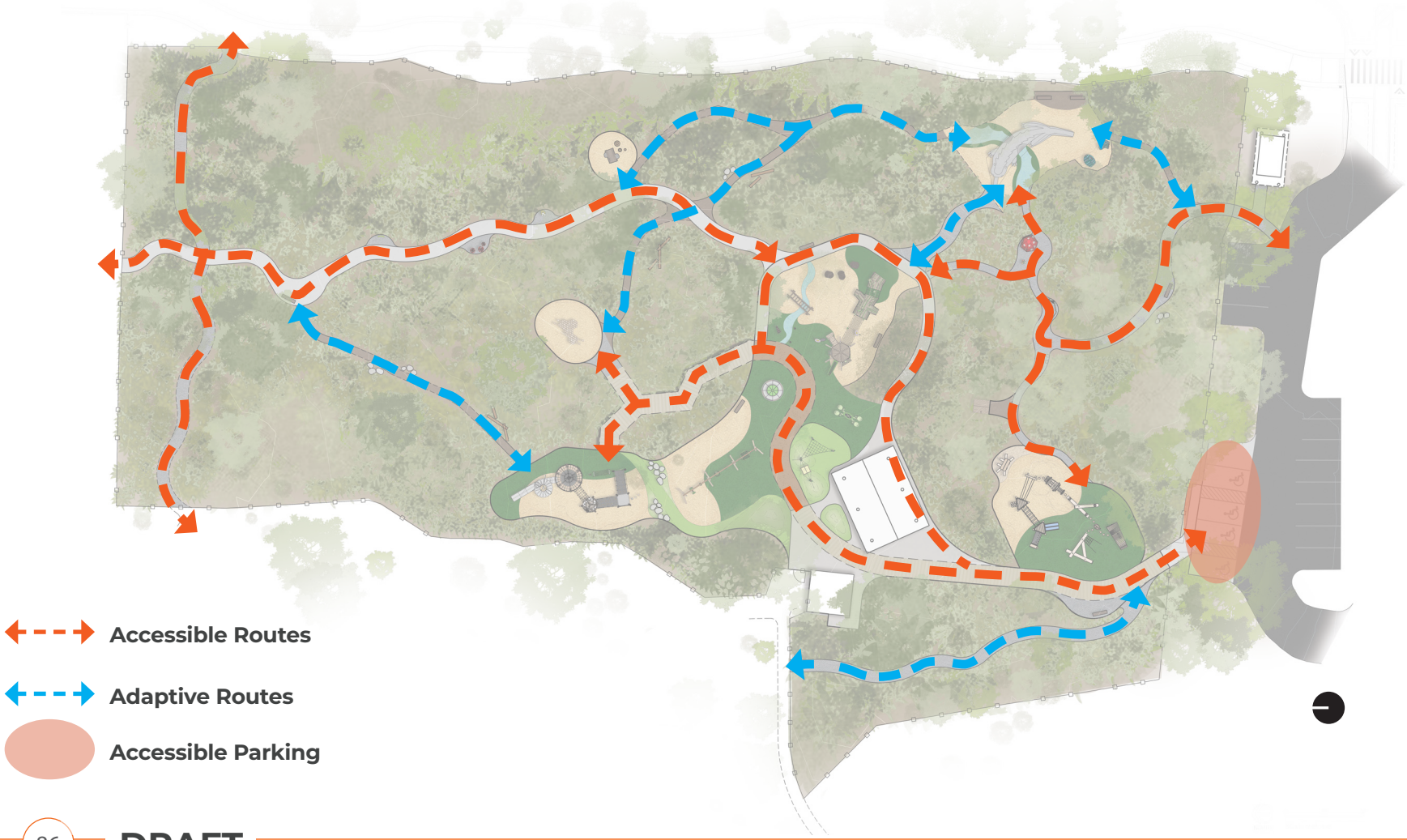
Surfacing Materials Legend

- Engineer Wood Fiber
- Pour-in-Place Safety Surfacing
- Gravel
- Planting
- Artificial Play Turf
- Mulch
- Concrete
- Sand
- Boardwalk
- Asphalt

Site Accessibility

Site Circulation

Accessible routes connect all play zones and amenities, ensuring full participation for visitors with mobility needs, while also offering a variety of alternatives that allow users to explore the park at their own pace and engage with challenges appropriate to their abilities. Adaptive routes, which may include slightly steeper slopes, also meet applicable playground and trail accessibility standards and provide additional movement options, supporting active play and exploration throughout the site.



Unitary Surfacing Strategies

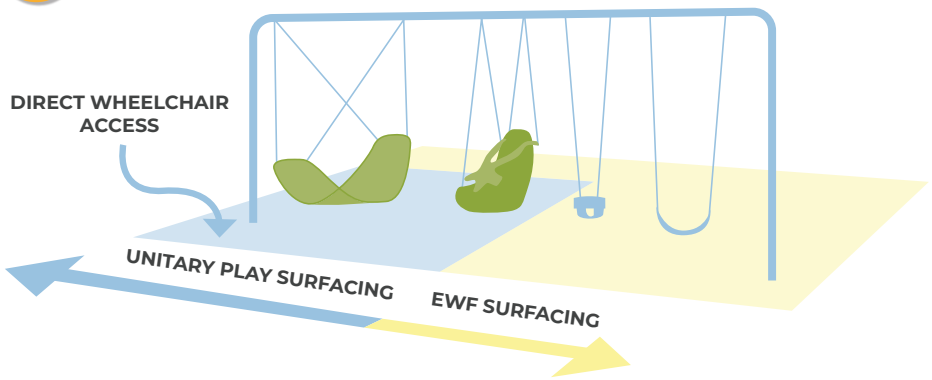


Unitary Surfacing Strategy Legend

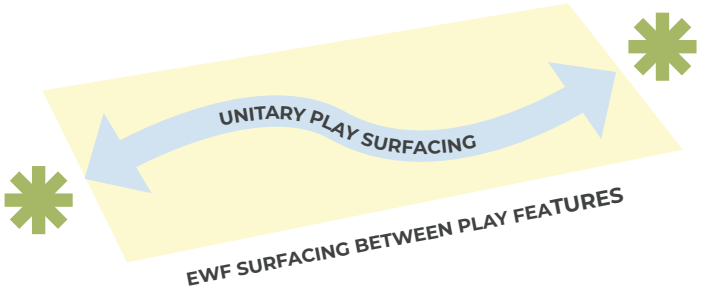
See page 88 for legend diagrams

1. Selective Surface Placement
2. Component Access Paths
3. Equipment Transfer Point
4. No Fall Zone Access

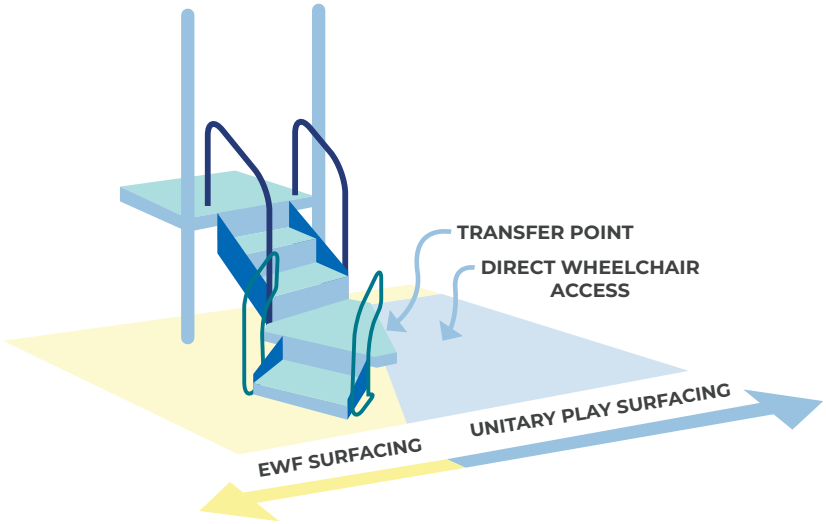
1 Selective Surface Placement



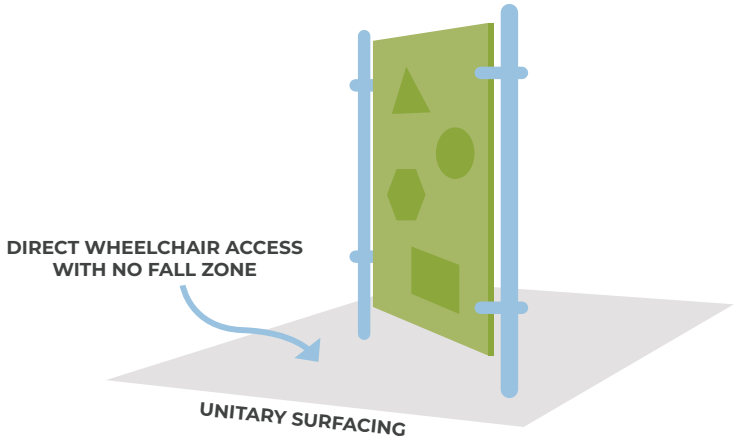
2 Component Access Paths



3 Equipment Transfer Point



4 No Fall Zone Access



Site Engineering Approaches

The project proposes to disturb and replace approximately 1.4 acres (62,300 square feet) of the site. This area includes both impervious surfaces, which do not allow water to infiltrate into the ground, and pervious surfaces, which allow rainwater to soak into the soil. Surfaces are further categorized as pollution-generating surfaces or non-pollution-generating surfaces. Pollution generating surfaces are areas where runoff could carry pollutants, such as parking lots or rubber surfacing with pollutants, while non-pollution-generating surfaces are areas that generally do not contribute pollutants, such as planting areas, sidewalks, or natural play areas. The project team assumes that all playground surfacing will be classified as non-pollution generating impervious surface. This assumption will be confirmed with the city during the pre-application phase. The breakdown of these surfaces for both existing conditions and the Preferred Site Plan is summarized below:

Impervious vs. Pervious Surfacing

Area	Existing Condition	Preferred Site Plan
Non-Pollution Generating Impervious Area (SF)	5,000	25,400
Pollution Generating Impervious Area (SF)	1,200	2,500
Pervious Area (SF)	55,700	34,400
Total Area (SF)	62,300	62,300

Note: Areas shown in this table may change following site studies and further investigation during design development.

Grading

The intent of the design is to provide accessible pathways to all proposed play areas while working with existing site grades to the greatest extent possible and preserving the park's natural character.

- Pathways will be designed with a maximum running slope of 5% and maximum cross slope of 2% to meet ADA accessibility standards.

- Playground areas will be graded as gently sloping surfaces with a maximum 2% slope in all directions to support safe and accessible play.

Where adjustments are necessary, grading will closely follow existing conditions to maintain natural drainage patterns and protect existing trees. In the main playground area, the surface will be raised slightly – approximately 1-2 feet – to provide an accessible route from the parking lot while integrating seamlessly with the surrounding landscape and existing site features. Reference Exhibit D for a diagram of proposed grading intent.

Utilities

The Site Plan proposes a new restroom building that will require connections to water, sanitary sewer, and electrical utilities.

The project proposes to connect to the existing 8-inch water line located within Island Crest Park (reference Exhibit E). Additional field investigation and confirmation of capacity for this water line will be reviewed during design development.

Record drawings (reference Exhibit D) indicate the presence of a sanitary sewer line within the existing parking lot. The project proposes to connect to this sewer line, with preliminary routing shown in Exhibit F; however, additional field investigation and confirmation of available capacity will be required.

An existing electrical service is present at the site. Coordination with Puget Sound Energy (PSE) will be required to determine the feasibility of connecting to this service and to identify any additional new infrastructure improvements that may be necessary.

Stormwater

The project will adhere to the City of Mercer Island drainage requirements and the Stormwater Management Manual for Western Washington (SWMMWW) in effect at the time of design for each project phase. For the purposes of this Site Plan, the 2019 edition of the SWMMWW is currently in effect. Future phases of the project will comply with the edition of the manual that applies at the time of design and permitting.

The Site Plan proposes less than 5,000 square feet of new/replaced pollution-generating impervious surfaces. As a result, water quality treatment is not anticipated to be required. The project assumes that the existing parking lot will be maintained to the greatest extent feasible, with new or replaced impervious areas limited to ADA-accessible stalls and minor additions to the parking lot footprint. If future modifications result in pollution-generating impervious surfaces exceeding 5,000 square feet, water quality treatment will be required.

The project is required to provide on-site stormwater management (OSM) and flow control. The site drains to separate basins, as shown on basin diagrams in Exhibit G.

Most of the site drains to the existing ravine within the park. According to City GIS data, this ravine carries water via a natural watercourse to Lake Washington. The project will evaluate the feasibility of full dispersion to meet flow control and OSM requirements for this basin. If allowed, full dispersion would require a dispersion area placed within a separate tract or protected through recorded easements. If full dispersion is not feasible, a detention facility will be required for this portion of the site, and a bioretention facility will likely be used for OSM. Reference the attached Exhibit F for potential locations; all facilities will be confirmed in detailed design and construction.

The remaining portions of the site drain to the public system in Island Crest Way, which ultimately conveys water to a nearby watercourse and then to Lake Washington. For this portion of the site, the project will be required to provide a flow control facility in accordance with City of Mercer Island flow control requirements, along with OSM Best Management Practices (BMPs), such as bioretention.





Maintenance

Introduction 94
Maintenance & Operations Costs 95
Key Maintenance Considerations 96



chapter

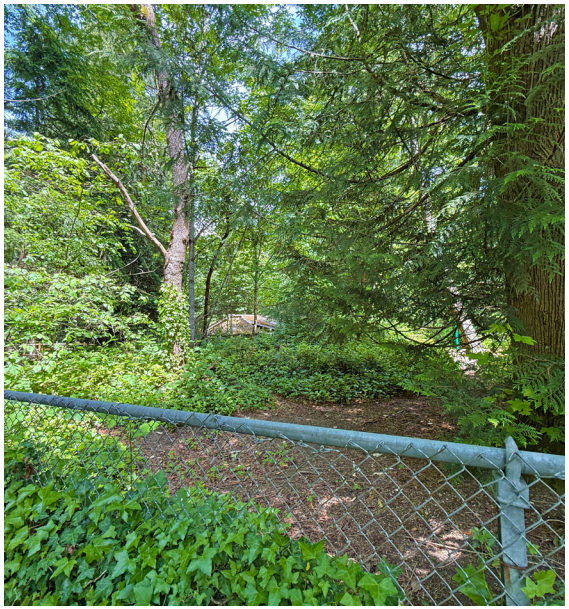
7

Introduction

Maintenance and Operations (M&O) play a critical role in the long-term success of the park system. Well-maintained parks support public safety, user satisfaction, environmental stewardship, and the overall quality of life for the community. As park facilities, amenities, and level of use expand, maintenance and operational demands increase accordingly.

This chapter outlines existing M&O practices, identifies anticipated increases in maintenance needs associated with the Site Plan design, and summarizes ongoing maintenance requirements for both general park features and specific equipment and amenities. The intent is to ensure that maintenance and operational considerations are integrated into park design, policy decisions, and long-term planning in a fiscally responsible and sustainable manner.







Maintenance & Operations Costs

Level of Effort Comparisons

The estimated full time equivalent (FTE) hours shown below are based on the current level of effort required to maintain Deane's Children's Park and the anticipated increase in maintenance and operational demands associated with full re-development of the park. The estimates, organized in two categories, park improvements and play equipment, reflect routine and preventive maintenance activities under typical operating conditions.

Major repairs, capital replacement, and unanticipated maintenance events are not included in these estimates. Anticipated hours are intended for planning-level analysis and provided to inform staffing, budgeting, and long-term operational considerations associated with the proposed improvements. Actual staffing needs may vary based on seasonal conditions, usage levels, and any special events.

In addition to staff time, the proposed park improvements will result in recurring costs that should be considered as part of long-term budgeting and implementation.

Examples include:

- Playground surfacing replenishment: periodic replenishment of engineered wood fiber surfacing through contracted wood-chip blow-in services to maintain required fall protection depths.
- Trail surface replenishment: periodic replenishment or leveling of gravel and wood-chip trail surfaces to maintain safe, stable, & accessible pathways for park users.
- Utilities: water, electricity, and other utility consumption associated with park restrooms, equipment, and temporary irrigation, which are not included in the estimates.
- Parking lot striping and pavement markings: ongoing restriping to maintain visibility, accessibility compliance, and safety.

Park Improvements

Park improvement maintenance incorporates broader landscape, circulation and site infrastructure needs, including vegetation management, routine repairs / cleaning of site amenities, parking lot striping, and utility and drainage system maintenance.

Playground Improvements

Playground improvement maintenance is more specialized and safety-driven, focusing on specified routine inspections to address equipment upkeep from heavy wear, vandalism, or environmental exposure, as well as identified play surfacing management & repairs.

Maintenance Category	Existing FTE Hours per Year	Anticipated FTE Hours per Year
Park Improvements	200 hours	420 hours
Playground Equipment	50 hours	80 hours

Key Maintenance Considerations

Proposed Equipment

Specific playground equipment vendors and surfacing strategies have been identified for the Site Plan. This section outlines the overarching maintenance requirements associated with these selected vendors and materials, including routine inspections, cleaning, and replacement of high-wear components. These routine inspections and maintenance activities shall be conducted or directed by a Certified Playground Safety Inspector (CPSI).

Documenting these anticipated responsibilities at the site planning stage ensures that staffing, material, and contracting needs are considered in long-term operational planning. Detailed maintenance schedules will be coordinated with the vendors during detailed design and construction.

Berliner

Materials:



Anticipated Lifespan:
~50 years

Key Maintenance:
- Initial rope tensioning (~3 months after install)
- Routine visual inspections
- Operative inspections for rope tension and add-ons
- Annual comprehensive inspection

Earthscape Play

Materials:



Anticipated Lifespan:
~25 years

Key Maintenance:
- Routine visual inspections
  - Monitor for major wood splitting in the first 3 years
- Quarterly inspections with cleaning
  - Wood can be sanded
  - Washing
- Annual inspections
  - Stain applications
  - Sealants
  - Replacements

FreeNotes Harmony Park

Materials:



METAL



HDPE



CABLES & MALLETS

Anticipated Lifespan:
~20 years

Key Maintenance:
- Routine visual inspections
- Bi-annual inspections
- Cleaning as needed

ID Sculptures

Materials:



SCULPTED CONCRETE

Anticipated Lifespan:
~50 years

Key Maintenance:
- Annual inspections
  - Can pressure wash or manually spray to clean
  - Pre-treated for graffiti protection
  - Paint / stain repair as needed

Kompan

Materials:



WOOD



RUBBER



HDPE



ROPE

Anticipated Lifespan:
~30 years

Key Maintenance:
- Inspections/repairs of wood
  - First 3 years (included in purchase)
- Quarterly inspections with cleaning
  - Wood can be sanded
  - Washing
- Annual inspections
  - Paint as needed

Landscape Structures

Materials:



HDPE



ROPE



METAL

Anticipated Lifespan:
~30 years

Key Maintenance:
- Bi-monthly routine inspections

Percussion Play

Materials:



METAL



CABLES & MALLETS

Anticipated Lifespan:
~20 years

Key Maintenance:
- Routine visual inspections
- Monthly operational inspections
- Annual inspections
- Cleaning as needed

Proposed Surfacing Systems

Poured-In-Place (PIP)

Key Conditions to Monitor:
- Debris & organic matter accumulation
- Top course wear and tear
  - Cracking
  - Wear patterns
  - Compression
- Seams at play area edge conditions & transitions

Key Maintenance:
- Routine visual inspections
- Bi-annual inspections
  - Spring & fall recommended to evaluate weather & use-related damage

Synthetic Turf (Anti-Static)

Key Conditions to Monitor:
- Debris, organic matter, & contaminant accumulation
- Infill distribution & migration
  - Envirofill is recommended for cooling, weight, & anti microbial benefits. This Loose fill material distribution is critical to the surfacing's impact attenuation rating.
- Seams at edge conditions & transitions
- Uneven surface conditions

Key Maintenance:
- Routine visual inspections
- Bi-annual inspections

Engineered Wood Fiber (EWF)

Key Conditions to Monitor:
- Debris & organic matter accumulation
- Material distribution & migration

Key Maintenance:
- Routine visual inspections
  - Particular emphasis should be placed at high-use locations (slide exits, running paths, swings, etc.)

Boardwalk Decking

Key Conditions to Monitor:
- Debris & organic matter accumulation

Key Maintenance:
- Routine visual inspections
- Annual inspections
  - Sanding/washing



Implementation

Introduction	103
Reference Precedent Projects	104
Phase 1	106
Phase 2	107
Phase 3	108
Phase 4	109
Extra Opportunities	110
Cost Summary	111
Additional Funding	112

chapter

8

Page left intentionally blank

Introduction

Implementation of the Deane's Children's Park Site Plan will be approached as a phased process, recognizing that funding, partnerships, and opportunities will evolve over time. This chapter outlines how the Site Plan transitions from a long-term vision to on-the ground implementation through strategic, achievable actions that can be advanced incrementally.

Reference precedent projects are included in this report to ground the Site Plan in real-world examples of inclusivity focused playgrounds with comparable goals, and complexity, offering insight into the order-of-magnitude construction costs required to move these projects from concept to completion.

Phasing diagrams and associated costs illustrate how the Deane's Children's Park Site Plan can be implemented in a thoughtful, incremental process. Phasing will be carefully considered to ensure that the temporary loss of play equipment and park amenities is minimized, with each phase designed to function independently while building toward the complete site plan vision.

In addition to capital funding considerations, this chapter identifies opportunities for donor engagement and partnerships that may support feature implementation, accelerate progress, and foster a sense of shared ownership. Complimentary grant funding strategies are also outlined to strengthen the Site Plan's competitiveness for external funding sources and philanthropic investment.



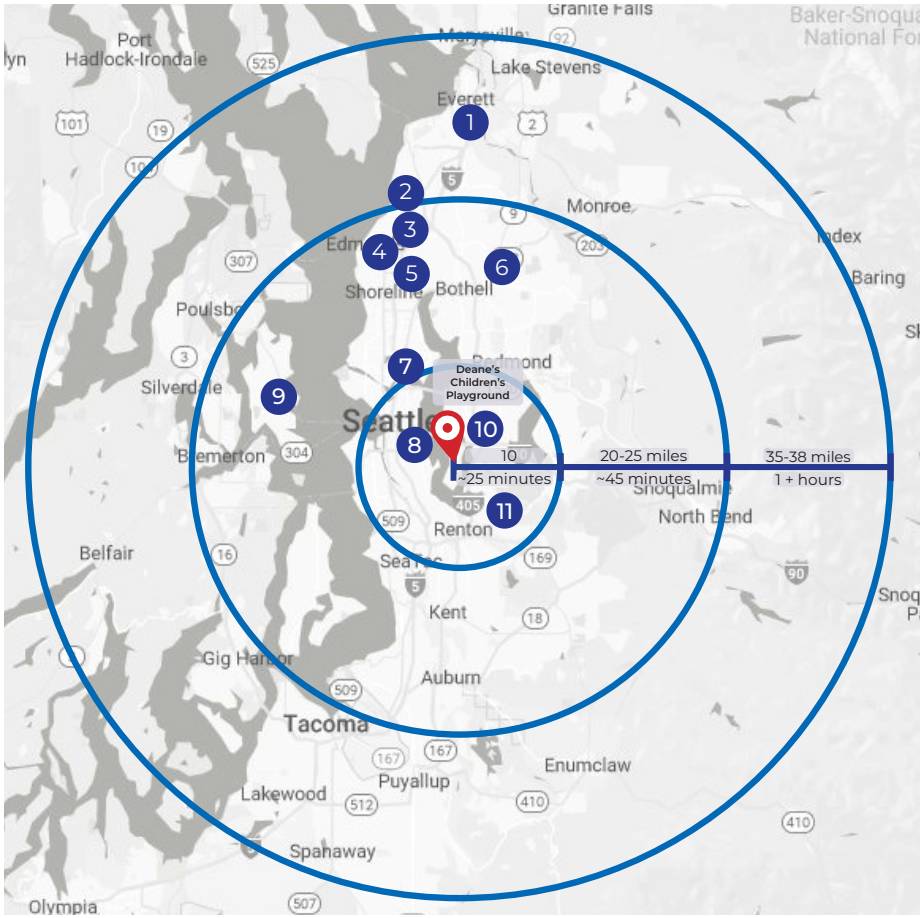
Reference Precedent Projects

A Community & Regional Asset

Inclusivity-focused playgrounds are becoming more prevalent throughout the Puget Sound region, though access remains uneven across communities, as shown on the map below. Due to its central location, Deane's Children's Park is well positioned to serve both the Mercer Island community and the broader region, strengthening the network of inclusive playground environments. Given the limited number of inclusive playgrounds in the Puget Sound region, this central location further strengthens Deane's competitiveness for grant funding by expanding equitable access to inclusive play for families across multiple communities. Unlike many inclusive playgrounds that are located in expansive, open settings, Deane's offers a distinctive experience rooted in a forested landscape, allowing inclusive play opportunities to be integrated with a more intimate, nature-inspired setting. The following page includes the construction costs of select parks mentioned below, serving as a reference of the investments that were needed to create these

Legend:

1. **Forest Park**
   Everett
2. **Meadowdale Playfields**
   Lynnwood
3. **Seaview Park**
   Edmonds
4. **Mika's Inclusive Playground**
   Edmonds
5. **Ballinger Park**
   Mountlake Terrace
6. **Miner's Corner**
   Bothell
7. **Pathways Park**
   Seattle
8. **Seattle Children's Play Garden**
   Seattle
9. **Owen's Playground**
   Bainbridge Island
10. **Inspiration Playground**
    Bellevue
11. **Meadow Crest Playground**
    Renton



MEADOW CREST PLAYGROUND
Renton



Size: 46,000 SF
Cost: $2.2 MIL ($48/SF)
Completed: May 2014

Program & Amenities:

- Fully Adaptable Surfacing
- Sand Play
- Wee-Saw & Omni Swing
- Water Play
- Sensory and Sound Play
- Outdoor Classroom
- Fully Fenced
- Adaptive Swings
- Embankment Slide
- Shade Structure
- Painted Games
- Climbing Features
- Nature Play
- Landform Play

INSPIRATION PLAYGROUND
Bellevue



Size: 48,000 SF
Cost: $5.5 MIL ($115/SF)
Completed: June 2017

Program & Amenities:

- Entry Plaza
- Fully Adaptable Surfacing
- Wee-Saw and Omni Swing
- Water Play
- Sensory Garden
- Sound Play
- Partially Fenced
- Adaptive & Accessible Swings
- Shade Structure
- Climbing Features
- Art
- Tactile Paving
- Informational Signage

OWEN'S PLAYGROUND
Bainbridge Island



Size: 18,000 SF
Cost: $550k ($31/SF)
Completed: July 2016

Program & Amenities:

- Fully Adaptable Surfacing
- Sand Play
- Wee-Saw & Omni Swing
- Water Play
- Sensory & Sound Garden
- Partially Fenced
- Adaptive Swings with Companion Swing
- Embankment Slide
- Shade Structure
- Art
- Climbing Features

PATHWAYS PARK
Seattle



Size: 76,000 SF
Cost: $6.5 MIL ($85/SF)
Completed: June 2024

Program & Amenities:

- Fully Adaptable Surfacing
- Integration Carousel
- Water Table & Dig Pit
- Wavy Walk
- Rumble Walk
- Adaptive Swings & Companion Swing
- Sensory Garden
- Embankment Slide
- Rope Pull/Climb

Phase 1

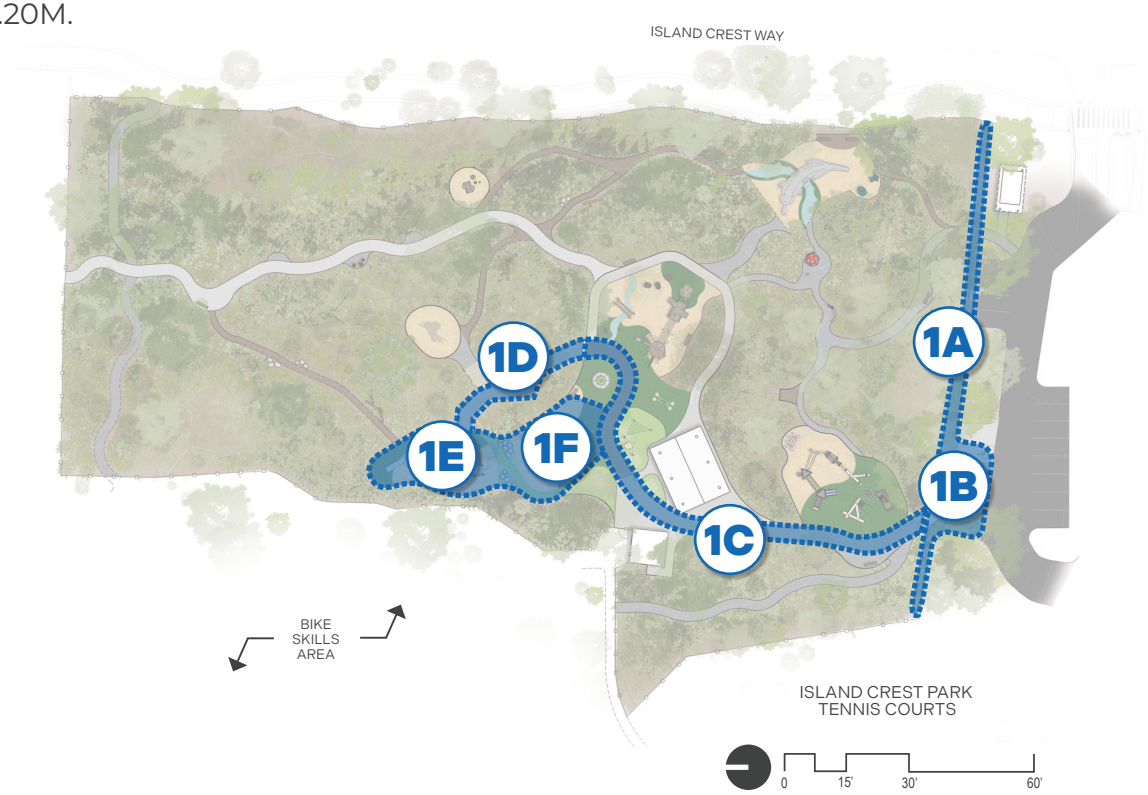
Summary

Phase 1 targets foundational safety & accessibility improvements, including upgrading the park's southern perimeter fencing, new accessible parking stalls that meet current standards, and grading and boardwalk improvements along the 'Forest Path' to provide access to the 5-12+ tower combination. The new climbing structure replaces the existing 5-12 structure in the park to achieve no net loss of play value while introducing a signature inclusive feature to the park. Additionally, swings for all ages and abilities will be introduced in this phase, with supporting trail surfacing improvements. Prioritizing these play zones initiates a phasing approach driven by constructability, as they are the furthest formal play zones in the Site Plan from the anticipated staging and construction access point for the project (the parking lot). This strategy ensures sequencing that accounts for future phases and avoids future conflicts. Additionally, should funding allow, the phasing approach provides flexibility to advance elements from subsequent phases or individually implemented features, without compromising installed improvements. As part of Phase 1 design, a connection to the Island Crest parking lot will be explored further.

Phase 1 is anticipated to cost approximately $2.20M.

Phase 1 Goals

- **1A** Park boundary fencing upgrade with self latching gates at entries
- **1B** Existing ADA parking upgrade
- **1C** 'Forest Path' accessible pathway grading improvements
- **1D** 'Forest Path' accessible boardwalk path
- **1E** 5-12+ climbing tower structure
- **1F** Swing combination



Phase 2

Summary

Phase 2 focuses on constructing the central play area, installing the picnic shelter, completing parking lot improvements, and installing supporting utilities. This phase delivers the core park amenities that support inclusive play, gathering, and extended visits, while establishing the infrastructure needed for subsequent improvements. As in Phase 1, supporting trails and surfacing improvement connections will also be integrated.

The picnic shelter is included in this phase because grading for the central play area and associated site elements would impact the existing shelter. Constructing the new shelter during Phase 2 ensures there is no net loss of amenities between phases and allows utility connections to be coordinated efficiently with adjacent play and parking improvements.

Phase 2 is anticipated to cost approximately $3.81M.

Phase 2 Goals

- **2A** Foundational utility improvements
- **2B** Parking lot expansion
- **2C** New picnic shelter
- **2D** Central play area 2-12 climbing structure and adjacent components
- **2E** Mixing zone berms & seating
- **2F** 'Forest Path' specialty paving
- **2G** Improved accessible connection to Island Crest Elementary School



Phase 3

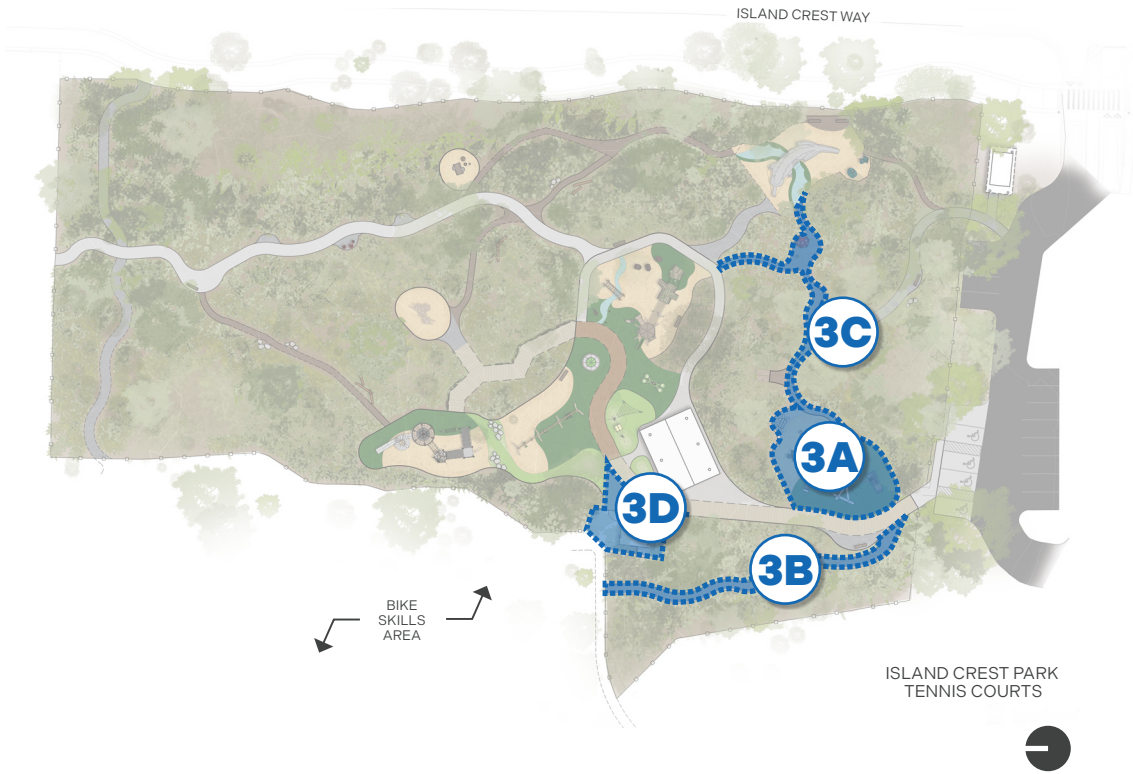
Summary

Phase 3 delivers the remaining amenity - the central restroom building - along with enhanced surfacing and access improvements in the southern portion of the park. A dedicated access route to the Bike Skills area from the primary entry will be installed, as well as accessibility upgrades that strengthen connections between the Critter Corner, Central Play Zone, & Kenton's Dragon. The formal play zones are also completed within this phase, with remaining equipment in the Critter Corner being the closest play zone to the anticipated staging and construction access location.

Phase 3 is anticipated to cost approximately $1.16M.

Phase 3 Goals

- **3A** 2-5 'Critter Corner'
- **3B** Alternate pathway access to bike skills area
- **3C** 2-5 'Discovery Path' surfacing improvements
- **3D** Restroom facility and bike skills area entry improvements



Phase 4

Summary

Phase 4 implements Kenton's Dragon improvements, aiming to focus on repairs and improved access to and within this zone.

Phase 4 will budget approximately $100K.

Phase 4 Goals

4A Kenton's Dragon improvements



Extra Opportunities

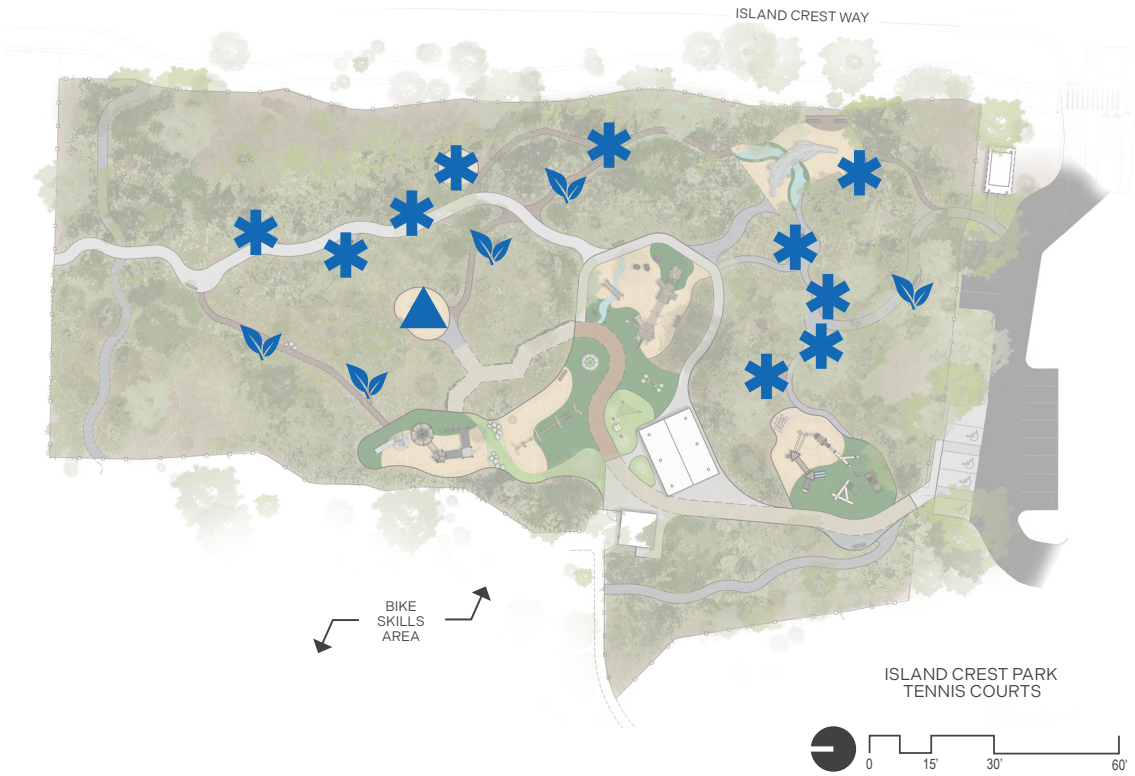
Summary

To support implementation, play and experiential nodes distributed throughout the park have been identified as opportunities for incremental project expansion as funding becomes available. These strategic components may be implemented independently, or integrated into future contruction phases. Installation of these features will be determined by funding source (for example, if a donation is provided for a particular element), otherwise recommendation for implementation will be based on constructability and sequencing factors.

Extra Opportunities are anticipated to cost approximately $650k.

Identified Opportunities:

- Play equipment nodes along forest trails
- Play structure within the glen
- Organic 'found objects' along forest trails (boulders, large woody debris, etc.)



Cost Summary

Estimated Cost of Construction

The table below summarizes the estimated construction costs by the previously described phases. All costs are shown in 2027 dollars, inclusive of a 5.5% yearly escalation based on historical annual average. Construction costs include sales tax, a 15% design contingency, and contractor mark-ups. Soft costs - such as design, engineering, and permitting - are not included; these costs may vary by phase but are anticipated to be approximately 25% of construction costs.

Phase 1

- Southern park boundary fencing upgrade with self latching gates at entries
- Existing ADA parking upgrade
- 'Forest Path' accessible pathway grading improvements
- 'Forest Path' accessible boardwalk path
- 5-12+ climbing structure
- Swing combination

Anticipated Cost: $2.20M

Phase 2

- Foundational utility improvements
- Parking lot expansion
- New picnic shelter
- Central play area 2-12 climbing structure and adjacent components
- Mixing zone berms and seating
- 'Forest Path' specialty paving
- Improved accessible connection to Island Crest Elementary School

Anticipated Cost: $3.81M

Phase 3

- 2-5 'Critter Corner'
- Alternate pathway access to the bike skills area
- 2-5 'Discovery Path' surfacing improvements
- Restroom facility and bike skills area entry improvements

Anticipated Cost: $1.16M

Phase 4

- Kentons Dragon improvments (surfacing and play sculpture repairs)

Anticipated Budget: $100k

Total Anticipated Project Cost = $7.27M*

Additional Funding

Donor Opportunities

Donations and partnerships play a vital role in bringing inclusivity-focused playground projects to life. Private funding provides meaningful opportunities for individuals and organizations to directly support project goals, while fostering a sense of shared community ownership and stewardship. Recommendation for donations and partnerships are organized into three strategic categories, designed to support phased implementation and maximize overall project outcomes:

1. Individual Components

As clearly defined elements, specific play components identified in the Site Plan are particularly well-suited for donor participation. Features that can be implemented independently enable the park to grow and evolve over time as funding becomes available. The Site Plan's wide variety of components provide many opportunities for impactful contributions. Smaller-scale elements offer more accessible entry points for a broad range of donors due to their modest cost, while larger signature features may also be appropriate for major donor or partnership support.

2. Legacy as Integrated Play

Honoring donor contributions in a personal, meaningful way provides an opportunity for lasting legacies to be recognized and celebrated within the park. Legacy features should be thoughtfully integrated into the Site Plan as functional site elements that also enhance sensory and inclusive play experiences. Partnerships to create these features strengthen community stewardship and support creative opportunities for artistic collaboration and custom design. Donation opportunities can be structured across a range of contribution levels and be intentionally scaled or adapted to reflect varying levels of investment.

Examples of Legacy as Integrated Play

Active Play Features:



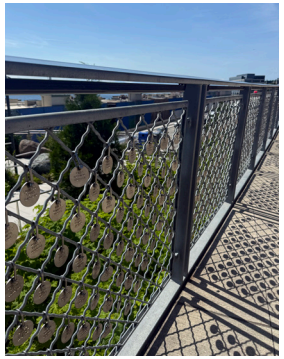
Figure 12: Pathways Park

Community Event Projects:



Figure 13: Highland Park Mosaic

Functional Sensory Installations:



Seattle Waterfront Guardrail



Figure 14: Adobe Stock

3. General Accessibility Improvement Fund

To further advance the park's commitment to inclusive play, the establishment of a General Accessibility Improvement Fund for Deane's Children's Park is recommended. This fund would provide a flexible funding mechanism to support site-wide accessibility enhancements that may not be attributable to a single, standalone feature, but are critical to achieving the project's overall inclusivity goals.

Accessibility priorities supported by this fund would be identified on a phase-by-phase basis, allowing investments to be aligned with construction sequencing, available funding, and evolving community needs. For example, contributions to this fund could help offset the higher upfront costs associated with unitary safety surfacing, which provides improved accessibility durability compared to engineered wood fiber.

Grant Funding

In addition to local funding and private donations, the Site Plan positions Deane's Children's Park to pursue local, state, and federal grant opportunities that prioritize accessibility, inclusive recreation, health equity, and broad community benefit.

Grant funding provides a strategic opportunity to accelerate delivery of high-impact improvements, expand inclusive play features, and reduce reliance on local capital funding alone. The Site Plan demonstrates clear community need, strong public support for inclusive play, and measurable public benefit – key evaluation criteria for many grant programs – while advancing equitable access to recreation for users of all abilities.

The phased structure of the Site Plan strengthens grant competitiveness by allowing specific improvements – such as accessible surfacing, inclusive play equipment, public art restoration, or stormwater management – to be packaged as grant ready projects while remaining aligned with the long-term vision for the park. Where applicable, donor contributions may also be leveraged as matching funds, maximizing the combined impact of public and private investment.



Appendix

References
A - Phase 1 Engagement Summary
B - Phase 2 Engagement Summary
C - Inclusive Design Review
D - Site Plan Grading Diagram
E - Utility As-Builts
F - Site Drainage and Utilities Diagram
G - Basin Map

To Be Included in a Subsequent Update:
H - Non-Project SEPA Checklist
I - Agenda Bills
J - Resolution Adopting the Deane's Children's Park Site Plan

References

Image References

Figure 1: Mercer Island Park. *Let'sTalk*, letstalk.mercergov.org/parks-levy-renewal?page=2

Figure 2: Pies, Kenton. "Kenton's Dragon." *Explore Mercer Island,* mercerisland.stqry.app/1/list/978/story/10879

Figure 3: "Mercer Island Bike Skills Area." *Board & Vellum Portfolio*, www.boardandvellum.com/portfolio/mercer-island-bike-skills-area/

Figure 4: "West Fenwick Park." *Playworld*, playworld.com/inclusive-play/#gref

Figure 5: Brower, Greg. "Minor's Corner County Park."

Figure 6: Gorozpe, Eduardo. "Inclusive Swing." *Archinet: A-001 Taller de Arquitectura*, archinect.com/a-001tda/project/inclusive-swing

Figure 7: Missine, Kate. "Inspiration Playground." *ParentMap*, www.parentmap.com/article/best-sensory-playgrounds-kids-all-abilities/10#content-top

Figure 8: "Symbol Communication Sign." *Landscape Structures*, www.PlayLSI.com

Figure 9: Lakovou, Konstantina. "Let them get their hands dirty." *Playground Equipment*, www.playgroundequipment.com/multi-sensory-playgrounds/

Figure 10: Buchanan, John. "Willow Work." *Landzine*, landezine-award.com/tumbling-bay-playground/

Figure 11: Woman and Boy on Inclusive Spinner at Holding Park. *Wake Forest NC*, www.wakeforestnc.gov/parks-recreation-cultural-resources/parks-facilities/holding-park

Figure 12: "Pathways Park play area". *Seattle Parks and Recreation*, www.seattle.gov/parks/allparks/pathways-park

Figure 13: Interactions and building of tile mosaic sign for Highland Park. *Pittsburgh Glass Center*, 6 Dec. 2022, www.pittsburghglasscenter.org/articles/see-the-glistening-highland-park-mosaic-in-sun-or-snow/

Figure 14: "Girl on Tile Bench". *Adobe Stock*, stock.adobe.com

Content References

1. Ross, T., Arbour-Nicitopoulos, K., Kanics, I.M., and Leo, J. 2022. “Creating Inclusive Playgrounds: A Playbook of Considerations and Strategies.” Holland Bloorview Kids Rehabilitation Hospital.
   Available at: www.hollandbloorview.ca/playgroundsplaybook

2. “All in: The Inclusive Play Guide - Landscape Structures.” Landscape Structures Inc, 2021, www.playlsi.com/en/view-playground-catalogs/inclusive-play-brochure/.

3. Christensen, K., Juhasz, A., Lee, B., and Botten, B. “7 Principles of Inclusive Playground Design.” PlayCore, 2010/2016/2024.

4. Hanenburg, Anne, and Jena Ponti Jauchius. “Encouraging Inclusive Play Through Inclusive Playground Design.” YouTube, AIA Spokane TV, 26 Oct. 2020, youtu.be/-8SKc_Oy314?si=N3kcLQfB_qSZ2tuL.

Exhibit A

Phase 1 Engagement Summary

DEANE'S CHILDREN'S PARK SITE PLAN

ENGAGEMENT SUMMARY

PHASE 1 – INITIAL INPUT

PROJECT OVERVIEW

A renewed 2022 Parks Levy provides continued funding for parks operations and maintenance, including replacement for play structures. Deane's Children's Park was prioritized for early replacement due to the age of equipment and the desire to provide universally accessible play opportunities. The re-imagined Deane's Children's Park will focus on inclusive play, a play-for-all approach that is rooted in universal design guidelines and goals, as well as evidence-based play space design practices. Through a community engagement process, the City is developing a Site Plan for a new layout with welcoming play spaces where all visitors can play together, regardless of age or ability.

ENGAGEMENT PROCESS

The first phase of engagement focused on introducing the project and gathering input from community members about their experiences at Deane's Children's Park, as well as their needs and priorities. Between April and May 2025, the project team conducted a community-wide survey via the Let's Talk Mercer Island project webpage, hosted an open house, visited the four elementary schools on the island to engage with children, and hosted project booths at both the City's annual Leap for Green event and the Mercer Island Preschool Association's annual Circus event. The following sections summarize the key themes and findings from these five engagement activities.

Survey #1

The survey was available online on the Let's Talk Mercer Island Deane's Children's Park Site Plan webpage from April 21 to May 23, 2025, and received a total of 102 responses. The majority of responses were likely submitted by families, including children under age 12 and adults aged 35-45. Most respondents reported visiting the park either weekly or occasionally, with 54% arriving by car and 36% walking

Survey participants expressed strong appreciation for the dragon structure and a clear desire to see it preserved in the updated park design. Swings, slides, and the natural forest setting were also highly valued for offering shade, variety, and opportunities for unstructured, open-ended play. While there was broad support for inclusive play features, many emphasized that these should not come at the cost of the park's existing forested character.

> *"Dragon Park is a special place well known by families throughout the region. Please make it accessible but at the same time don't ruin the feeling of being in the woods and lose the sense of adventure."*

Current challenges identified at the park included the distance to the restroom and its condition, limited visibility across the playground; inadequate parking; inaccessible paths, surfaces, and play structures, as well as aging amenities.

Feedback to Support Inclusive Design

Survey respondents provided thoughtful feedback to support inclusive design in three key areas:

<u>Physical Accessibility:</u>

- A family restroom with a universal changing table
- Seamless transitions between park areas and rollable surfaces
- Benches with adjacent space for mobility devices

> *"Good accessible paths are a must. The park is currently very challenging due to poor path conditions…"*

Sensory Processing Differences:

- Quiet spaces in the park
- Tactile play elements such as sand and water features
- Play experiences that includes linear motion, like swings and slides

"[A]daptive swings, quiet areas, tactile panels, sensory-friendly trails…"

Cognitive and Intellectual Challenges:

- Clear signage and visibility across the playground
- Play experiences that build developmental skills in a sequence
- Picture communication panels

"I think playgrounds should be designed in a way so that it is easy to keep an eye on kids (especially when you have more than one child to watch), and to reach them/run to them easily and safely when needed."

Theme and Aesthetic Preferences

When asked about design themes to complement Kenton's Dragon, respondents' top choices were Treehouse Adventure and Fantasy Woodlands. While there was enthusiasm for building upon the current park's dragon theme, many emphasized the importance of preserving the park's natural aesthetic and not over-theming the space.

Desired Features and Phasing Priorities

Preferred active play features included swings, climbing structures, and slides. Because the park will be constructed in phases, respondents were asked to identify their top priorities: first, a new restroom facility; followed by a picnic shelter and tables; and lastly, parking and access improvements.

Open House

An in-person open house was held on Saturday, May 3, 2025, from 10:00 a.m. to 12:00 p.m. at Island Park Elementary School, located next to Deane's Children's Park. Approximately 20 community members attended, including parents with young children, and previous park users. The event offered an opportunity for attendees to learn about the project, vote on preferred themes and play features, speak with an inclusive design expert, and participate in hands-on activities with project team members to redesign the park.



Figure 1. Families design a park with project team members.

Feedback from open house participants aligned closely with key themes identified in the community survey. Common priorities included:

- Support for an accessible, inclusive playground with improved visibility and paths that accommodate mobility devices and strollers
- A strong preference for maintaining the park's natural, wooded character while building on the existing dragon theme to inspire imaginative play
- Interest in enhanced spaces for caregivers, including areas for stroller parking and seating
- Appreciation for swings and interactive features, such as activity

Participants also noted that while musical elements in the current park were enjoyable, they were often broken or missing parts. Additionally, several attendees expressed interest in donation opportunities to help support the park's redevelopment.

In-School Engagement

In May 2025, City staff visited four elementary schools to directly engage with students and gather their feedback and ideas for the future of Deane's Children's Park. During these visits, students had the opportunity to vote on preferred park themes and play features – using the same options presented in the community survey and open house. As an optional take-home activity, students were invited to design their own parks (see Appendix A). Nearly 160 designs were submitted to the City, providing valuable insight into students' priorities and creative ideas for the park.



Figure 2. Island Park students vote for their favorite playground themes.

Island Park Elementary:

- Three 35-minute sessions with three classes per session
- Approximately 225 students
- Grades 3 - 5

Lakeridge Elementary:

- Eight 15-minute sessions with two classes per session
- Approximately 327 students
- Grades K - 5

Northwood Elementary:

- Seven 20-minute sessions with two classes per session
- Approximately 300 students
- Grades K - 5

West Mercer Elementary:

- Six 20-minute sessions with three classes per session
- Approximately 450 students
- Grades K – 1 and 3 – 5

Student Feedback Highlights

Across all schools, the most popular theme choices were Fairytale Kingdom and Treehouse Adventure. Top play features included **swings, climbers, and spinners**. Key takeaways from the student-designed playground included:

- Frequent use of themes such as castles, climbing towers, adventure, and dragons
- Enthusiasm for play spaces among and within trees
- Interest in ziplines, swings, activity panels, and musical elements
- A desire for restrooms
- A strong preference for a diversity of play options that offer both active and imaginative experiences

Community Event Booths

In spring 2025, City staff hosted informational booths at two popular community events: the City's Leap for Green sustainability fair (April 5, 2025) and the Mercer Island Preschool Association's annual Circus event (April 26, 2025). These booths were designed to introduce the Deane's Children's Park Site Plan project to families and community members, provide an overview of what the site planning process entails, and share details about upcoming engagement opportunities. Staff distributed materials about the online survey and open house, answered questions, and encouraged participation from a broad cross-section of the community. These events helped raise awareness about the project early in the engagement process and supported community turnout for subsequent activities.

NEXT STEPS

The project team will develop two design concepts based on this first phase of engagement and universal design best practices. These concepts will incorporate key community priorities, including quiet rest areas, a cohesive natural theme that honors the park's dragon legacy, upgraded restroom and shelter facilities, and a variety of play equipment and features designed to meet the needs of all park users. A second community-wide survey scheduled for July 2025 will gather further input to help refine the concepts and guide the selection of a preferred site plan.



Figure 3. Student park designs

APPENDIX

Appendix A – Student Park Design Submissions

APPENDIX A

STUDENT PARK DESIGN SUBMISSIONS

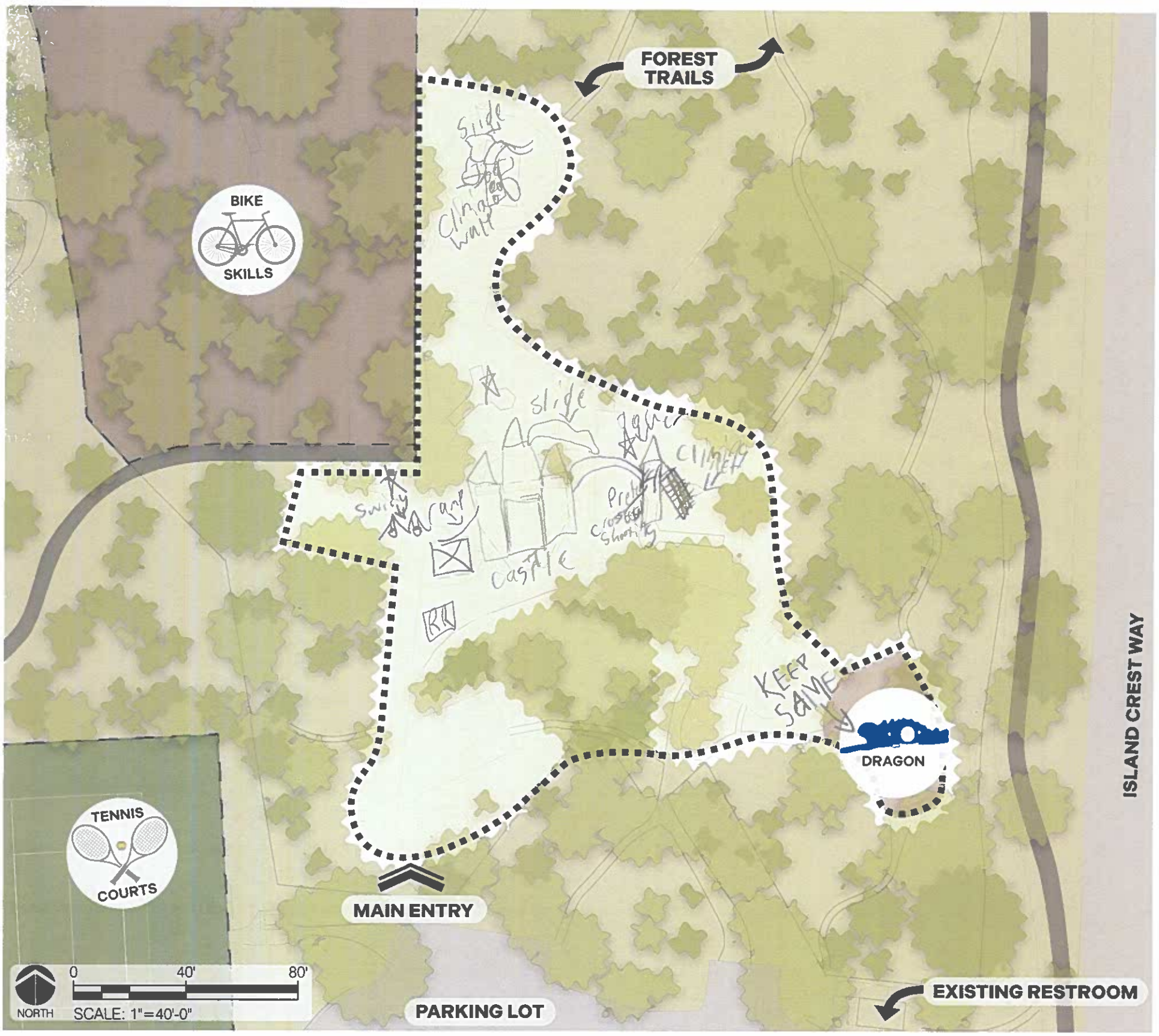
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 4+

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⎍	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Medevil

Does your playground have a unique feature you love? bridge between towers

Please write a short description that describes what I have created. A fun Park idea for 4+ kids of all abilitys

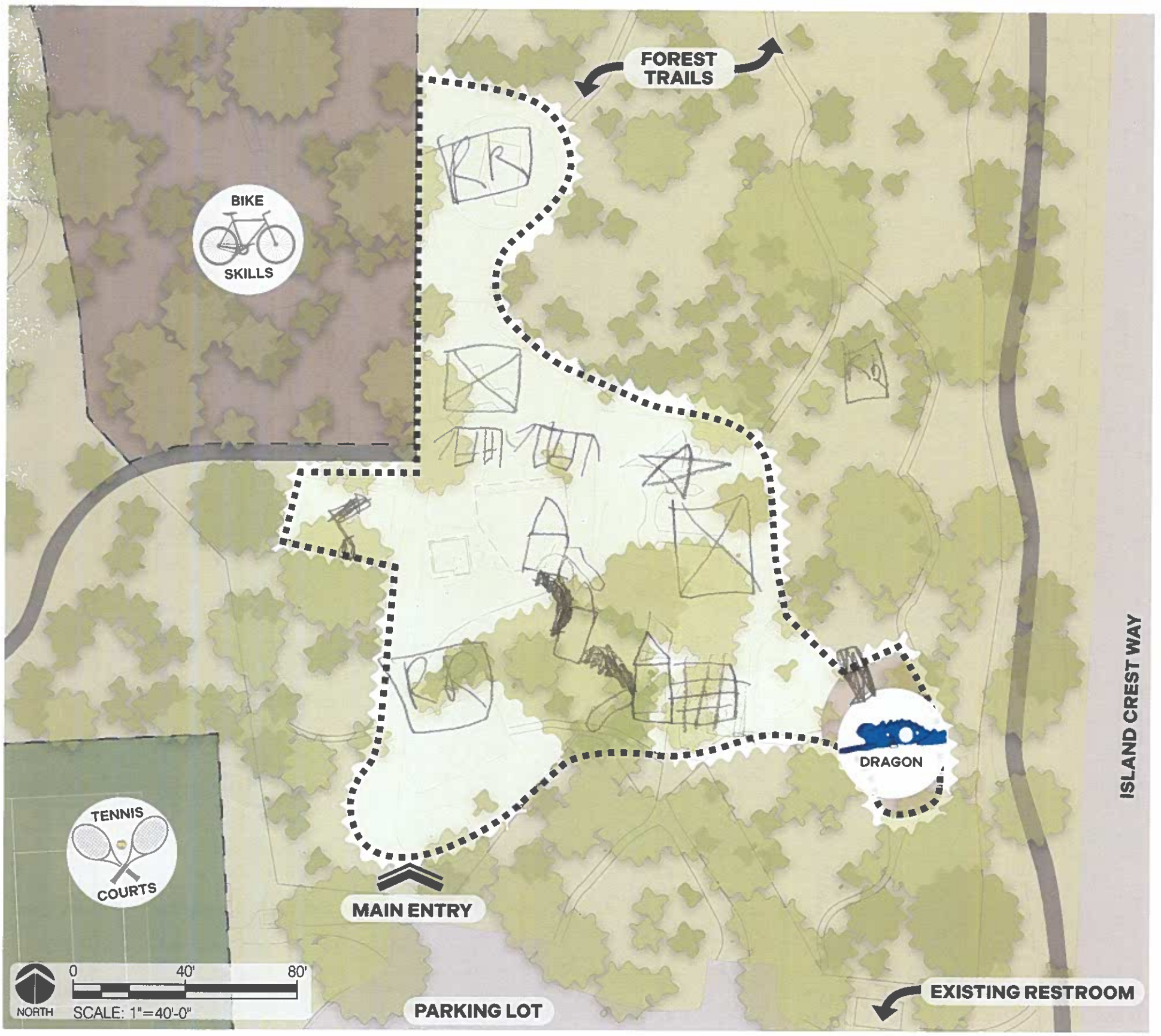
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? no

Does your playground have a unique feature you love? no

Please write a short description that describes what I have created. a playground

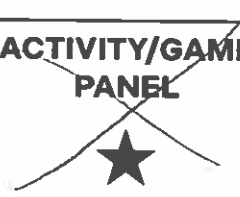
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

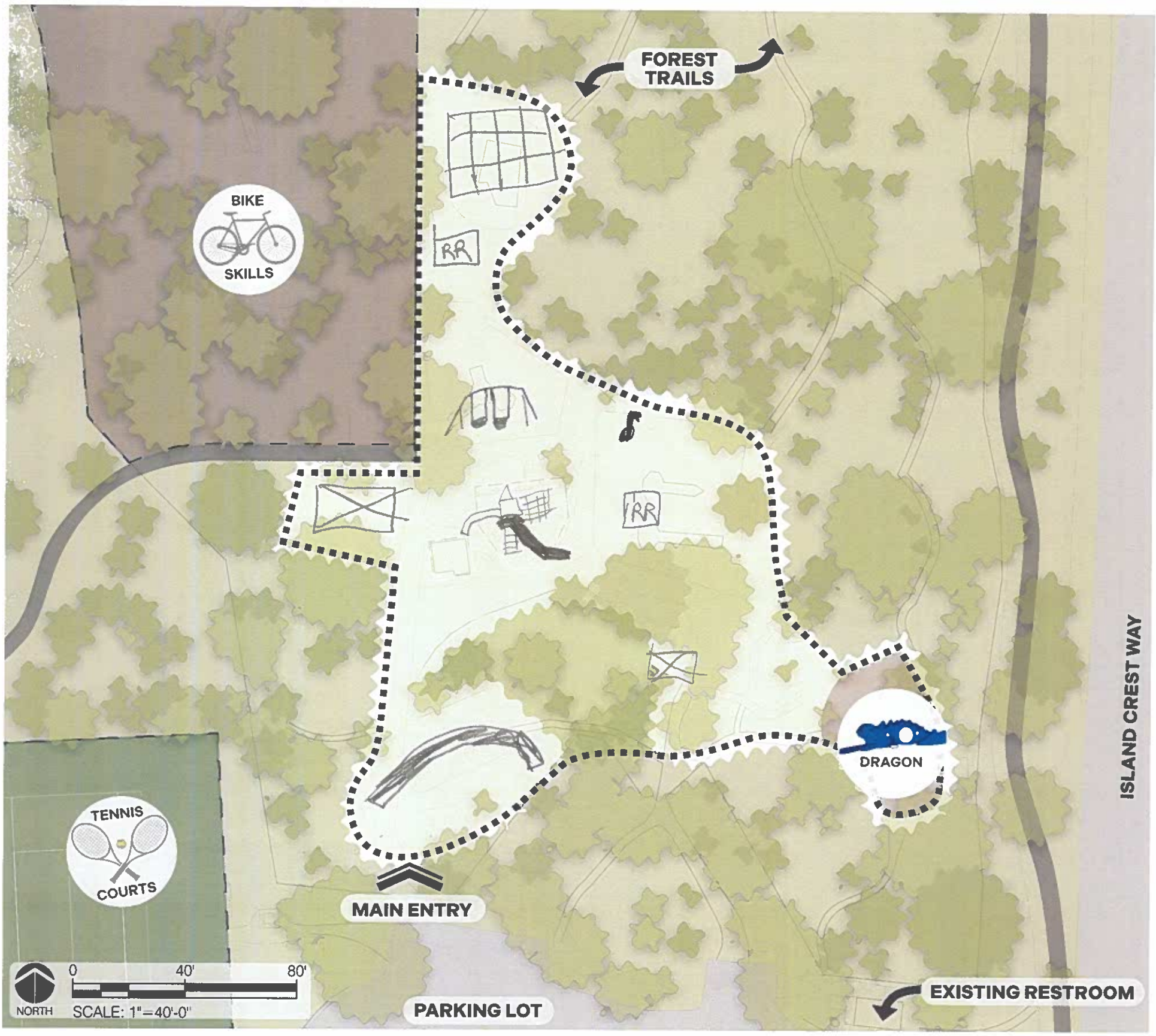
Student names have been omitted to protect individual privacy

Name: _

Age: 10½

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? What it is now

Does your playground have a unique feature you love? the Dragon I do not want you to touch it!

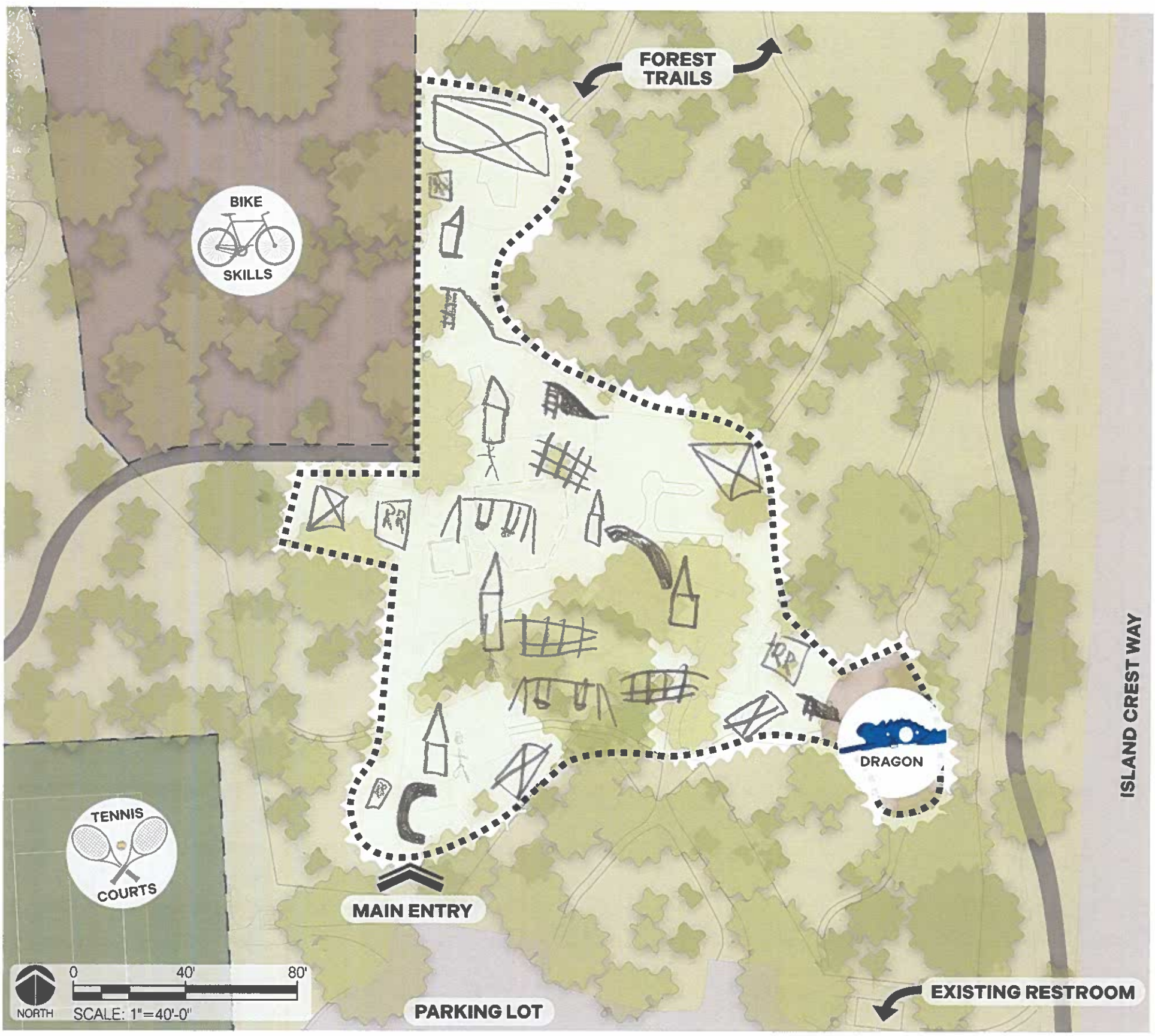
Please write a short description that describes what I have created. A biger awe to play but don't touch or do enen thing with the DRAGON!!!!!

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Yes. I want the playground to feel like a tree house park.

Does your playground have a unique feature you love? a unique feature would be to have a slide leading into the dragon

Please write a short description that describes what I have created. I have made a work of play with lots of climbing and towers. The entrance is a bridge leading into the play area. There

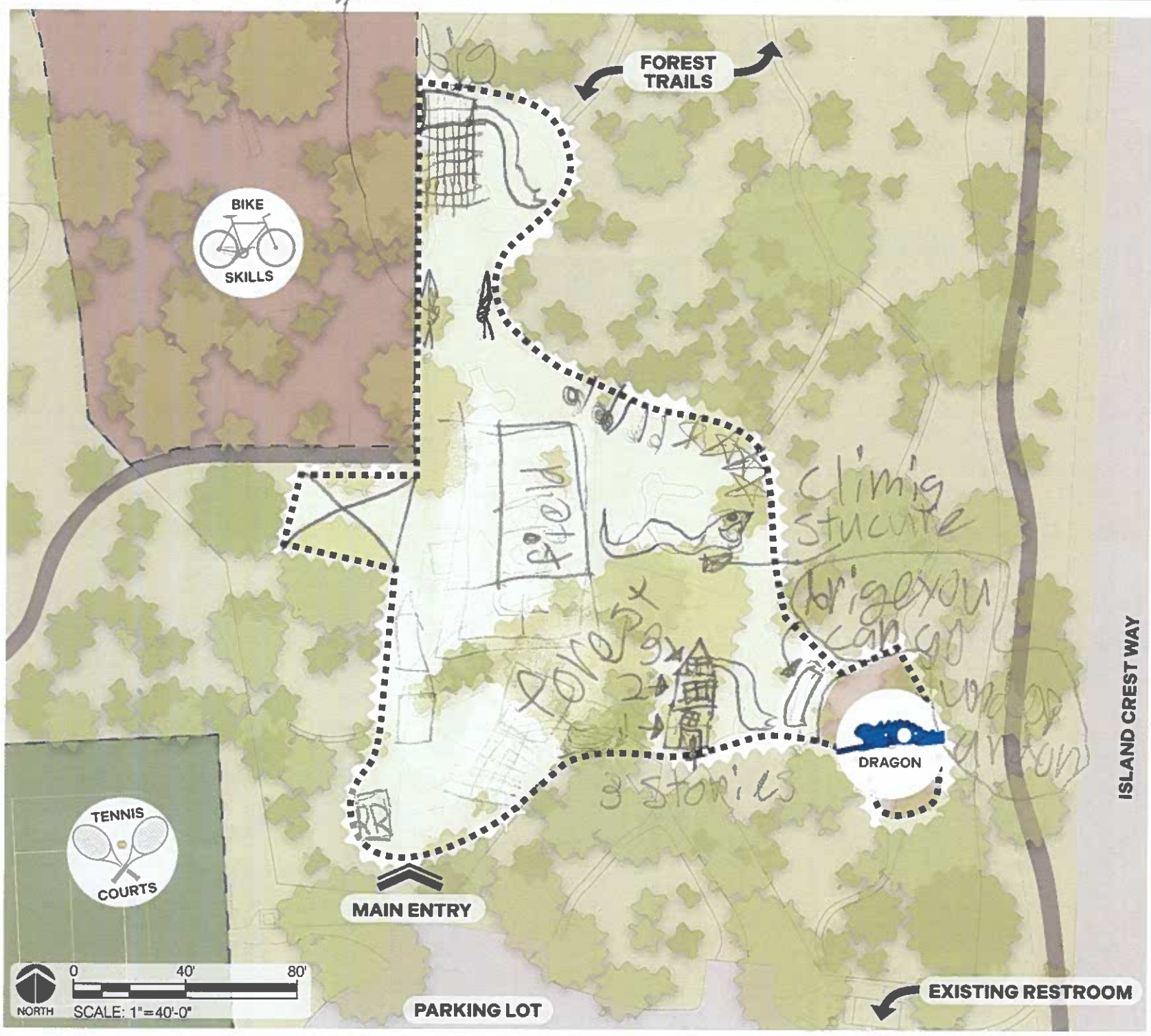
DEANE'S CHILDREN'S PARK :

HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND: EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Nooooooooo well, maybe, a mix of everything

Does your playground have a unique feature you love? no.

Please write a short description that describes what I have created. AWSOME !!!!!!

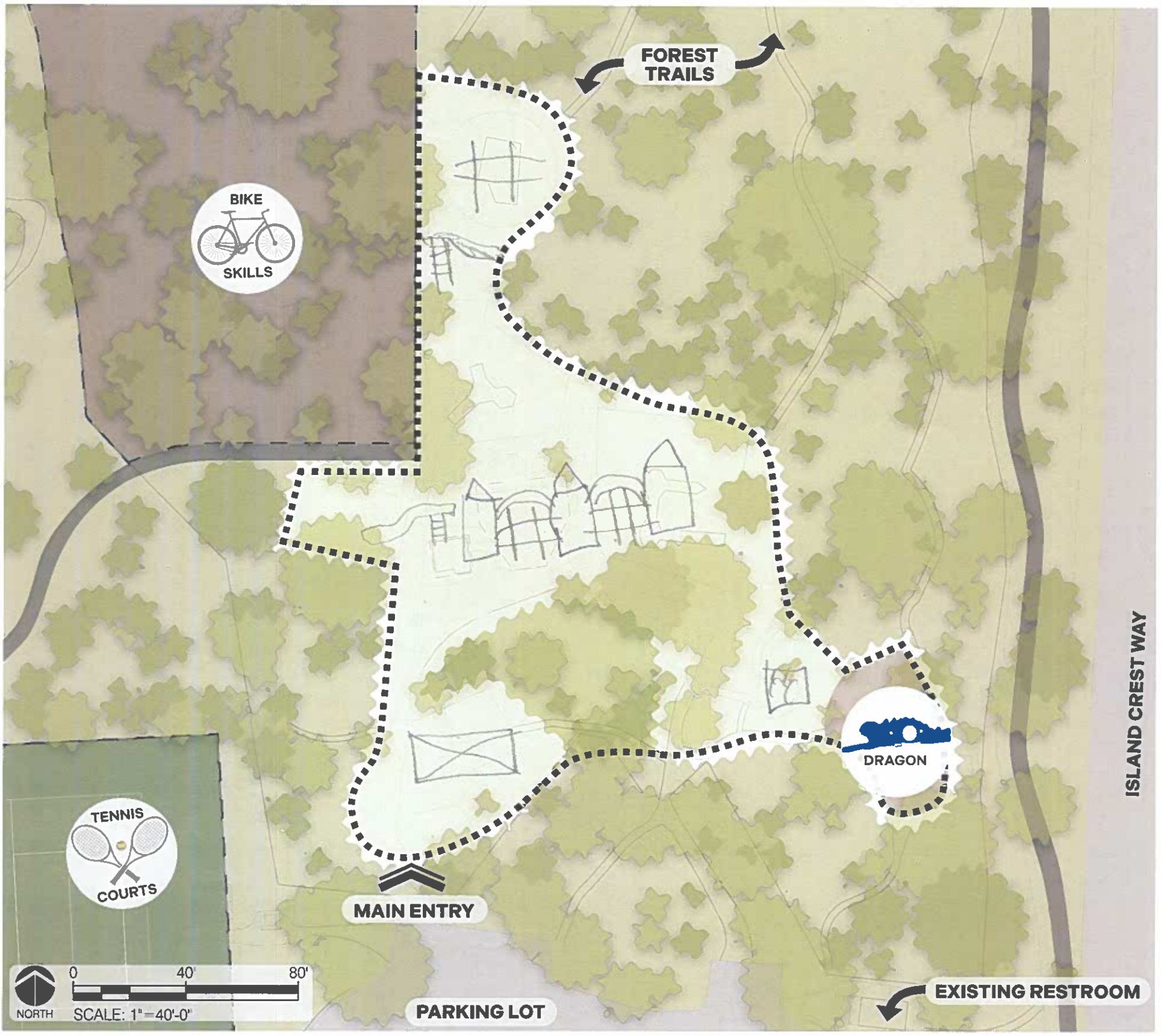
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩍	⬠	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? No.

Does your playground have a unique feature you love? No.

Please write a short description that describes what I have created. No.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

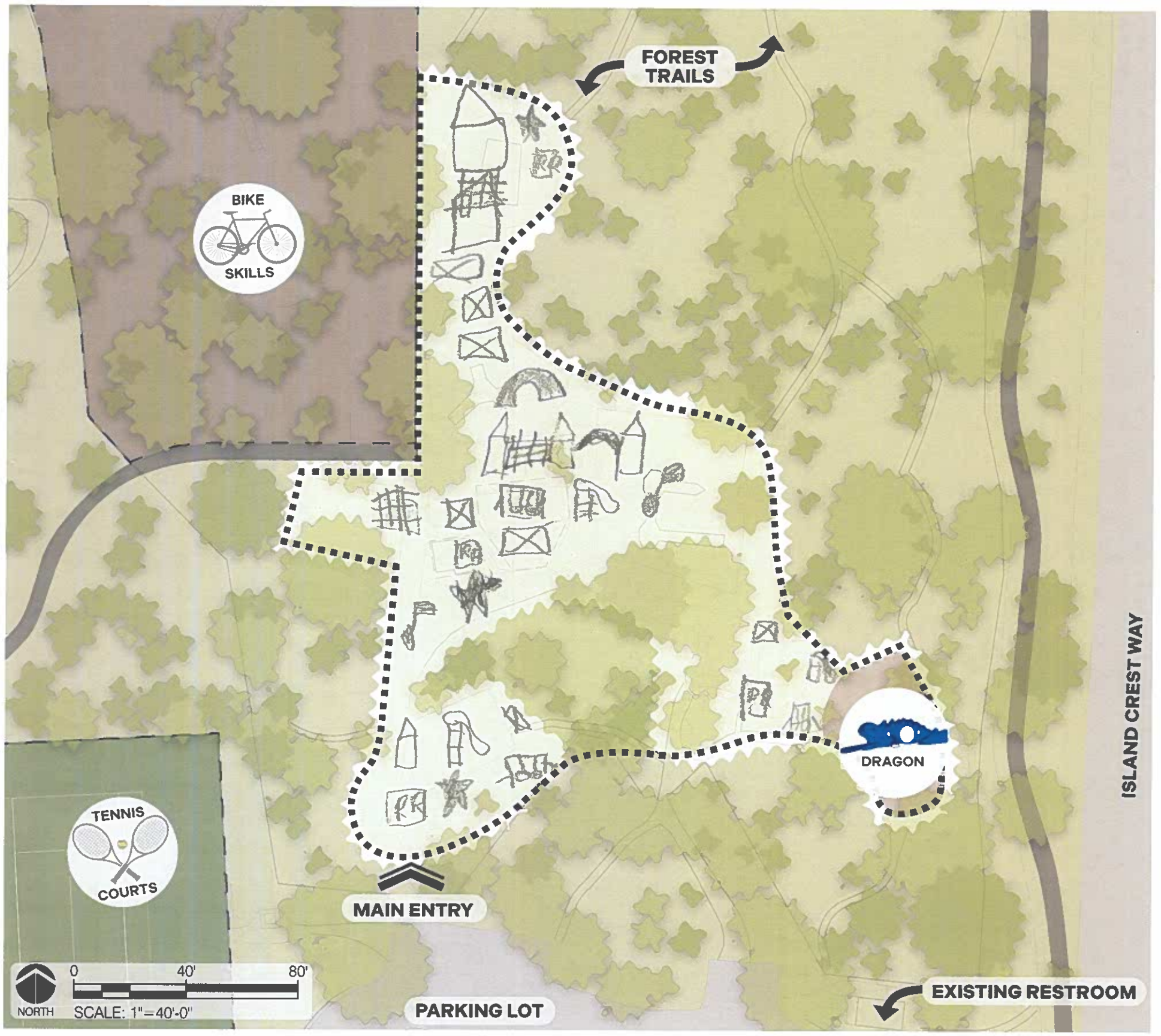
Student names have been omitted to protect individual privacy

Name: _

Age: 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? no

Does your playground have a unique feature you love? no

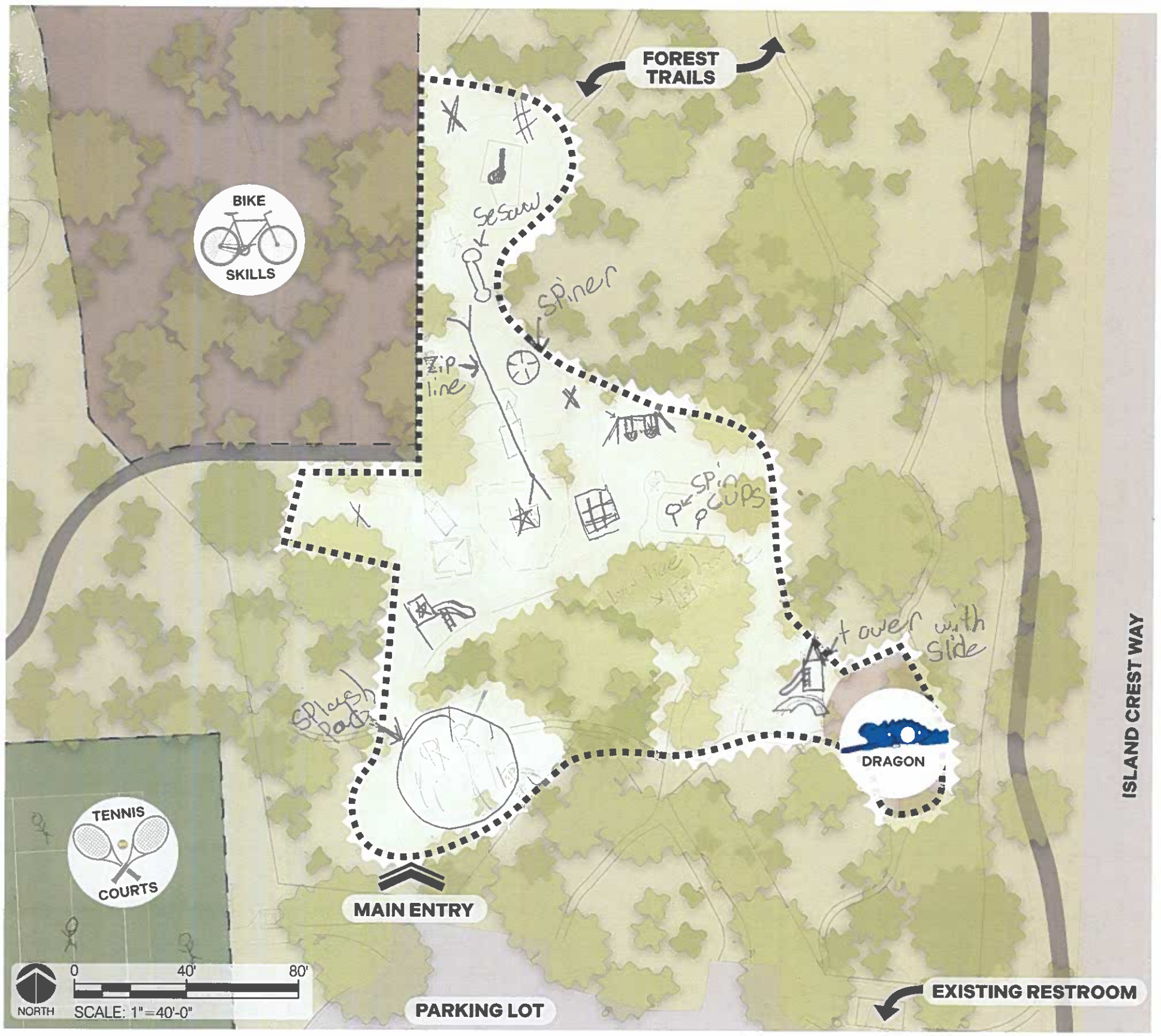
Please write a short description that describes what I have created. A cool play ground to have fun in.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 11

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? a castel

Does your playground have a unique feature you love? the tower slide and Zip line

Please write a short description that describes what I have created. I created a fun dream play ground

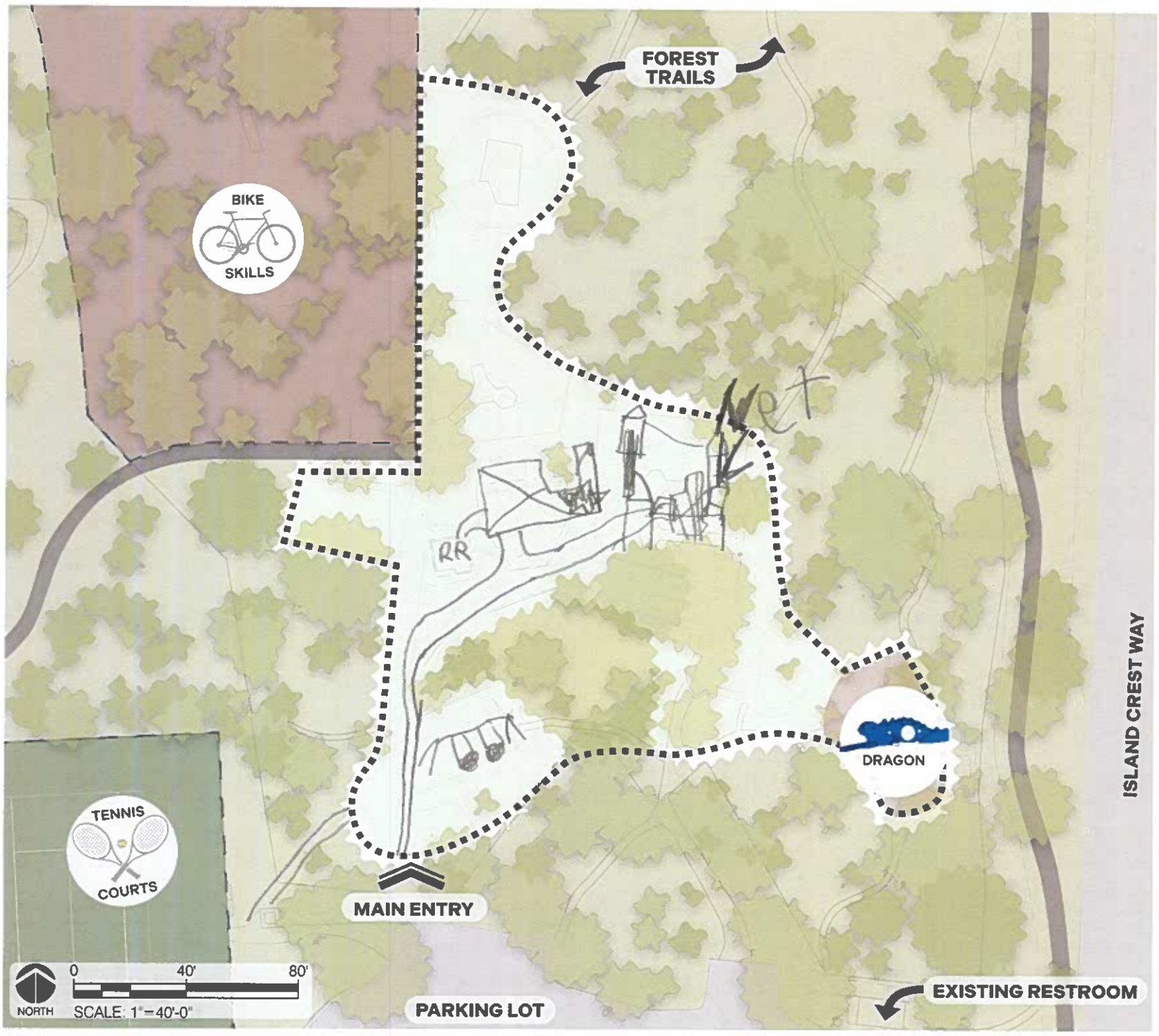
more Dragons

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 11

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
	RR							



LEGEND:

EXISTING TREES EXISTING PATHS PLAYGROUND AREA

Does your playground have a theme? _____

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. _____

_____

_____

DEANE'S CHILDREN'S PARK :

HOW DO YOU WANT TO PLAY?

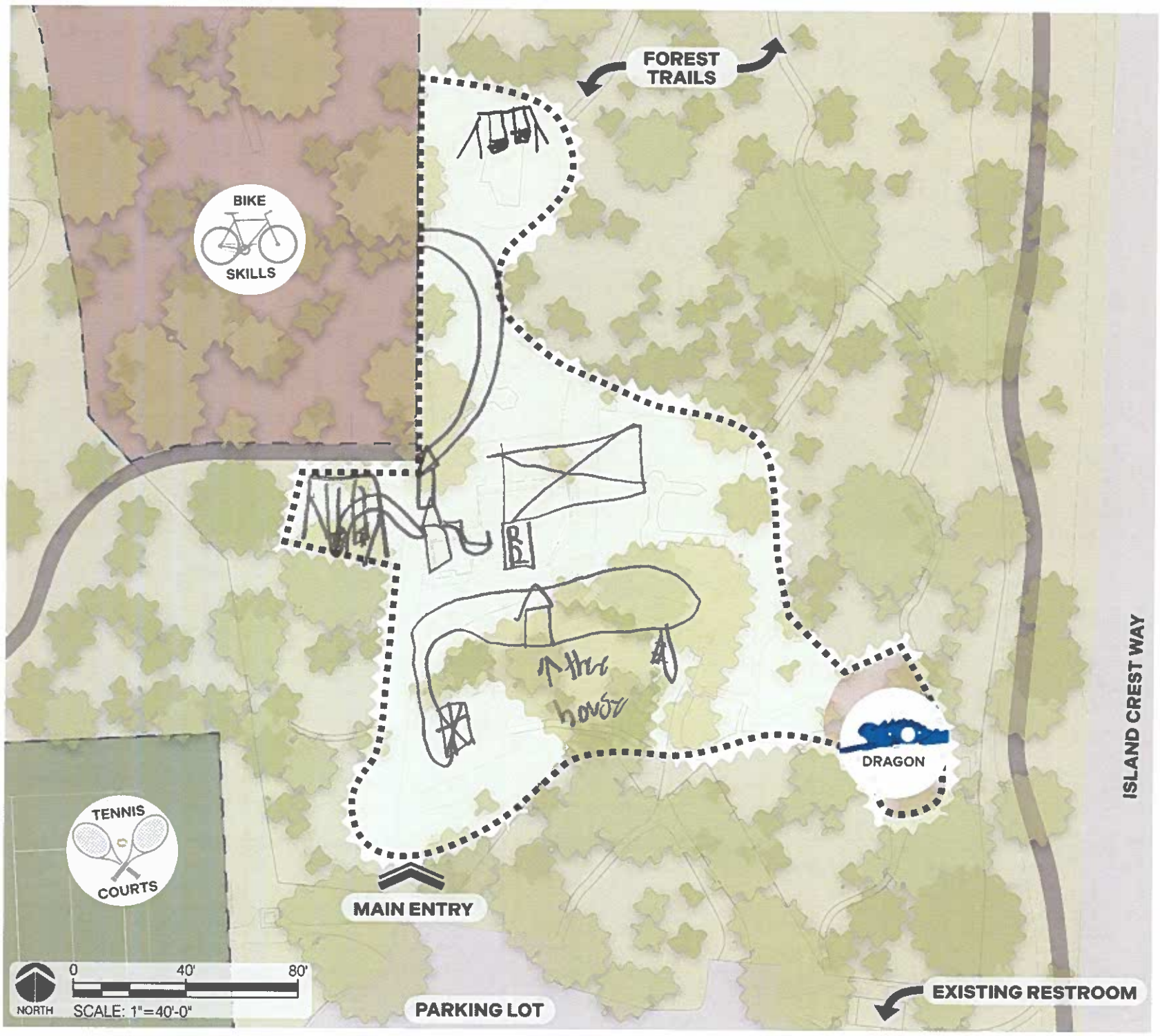
Name: *Student names have been omitted to protect individual privacy*

Age: 8

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? tree house adventure

Does your playground have a unique feature you love? a lot of tree house

Please write a short description that describes what I have created. lots of towers climbing areas and slides

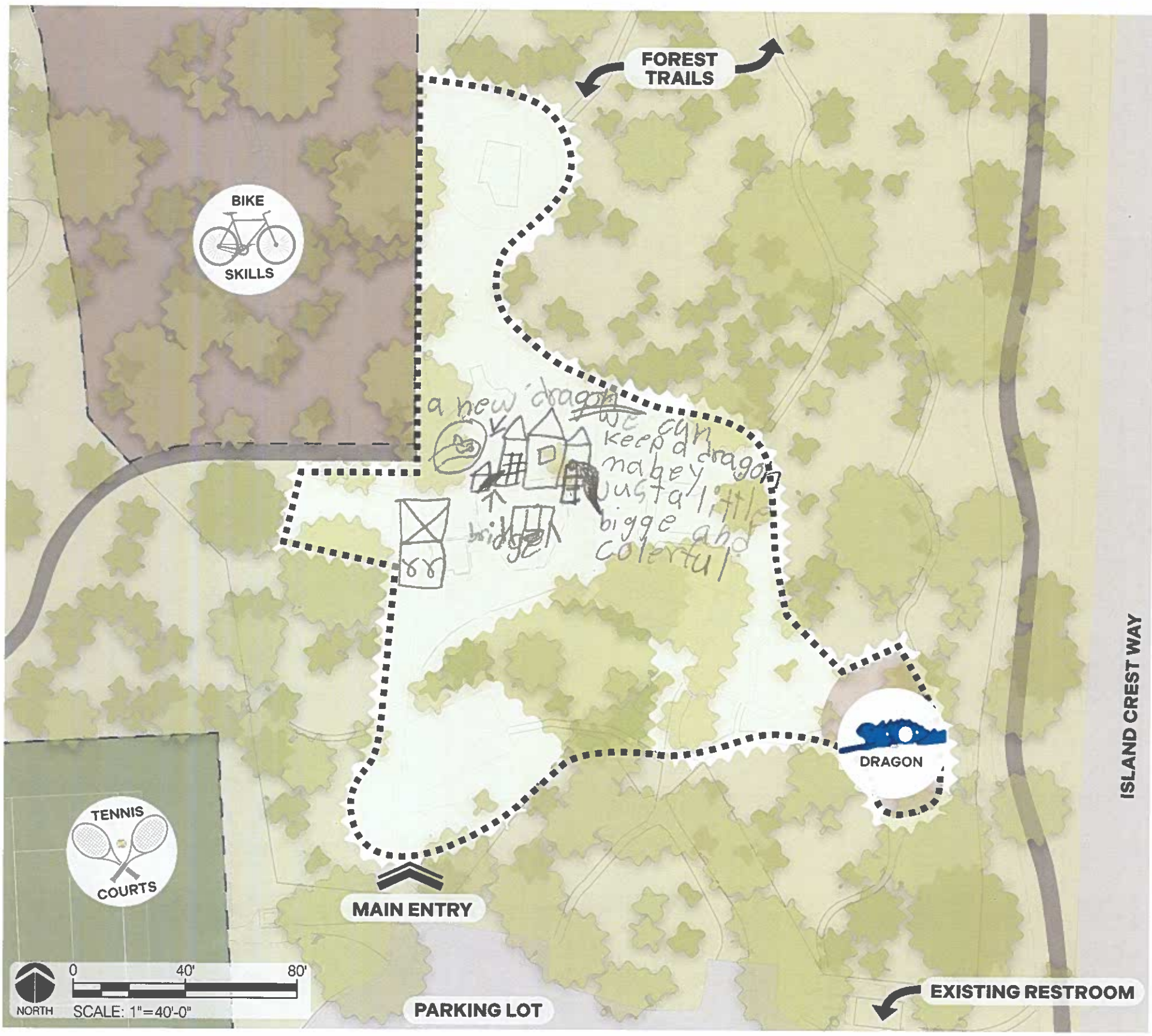
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? I think the theme could be like medevil times

Does your playground have a unique feature you love? a big castle

Please write a short description that describes what I have created. a castle with multiple buildings that are kinda big with a new 2 story dragon and bridges that connect buildings that have climbers

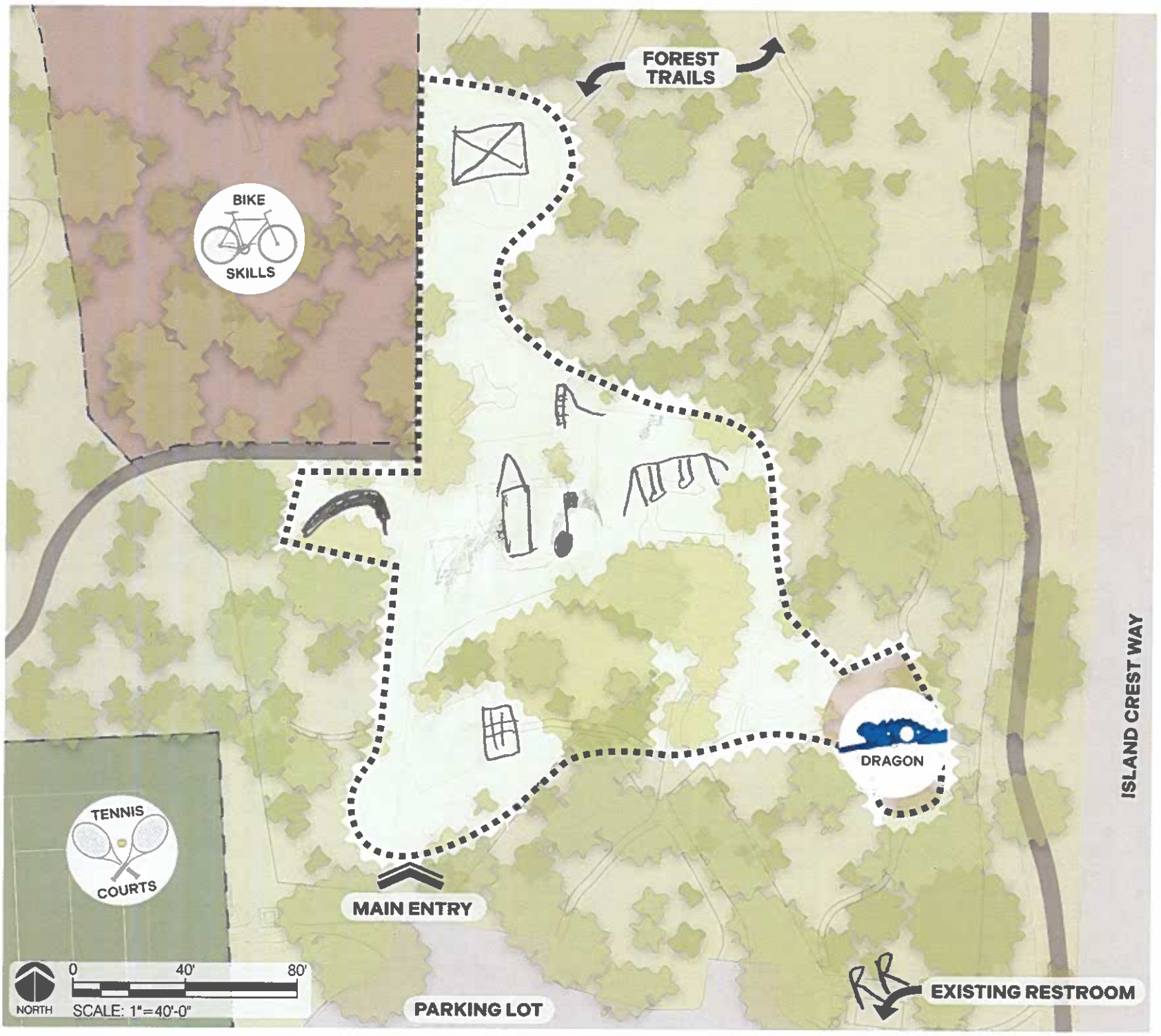
DEANE'S CHILDREN'S PARK :

HOW DO YOU WANT TO PLAY?

Name *Student names have been omitted to protect individual privacy* Age: _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	⬠	⌒	⌐	▦	♪	★



LEGEND:

EXISTING TREES EXISTING PATHS PLAYGROUND AREA

Does your playground have a theme? yes, fantasy,

Does your playground have a unique feature you love? yes, the castle.

Please write a short description that describes what I have created. I created a nice chill park.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

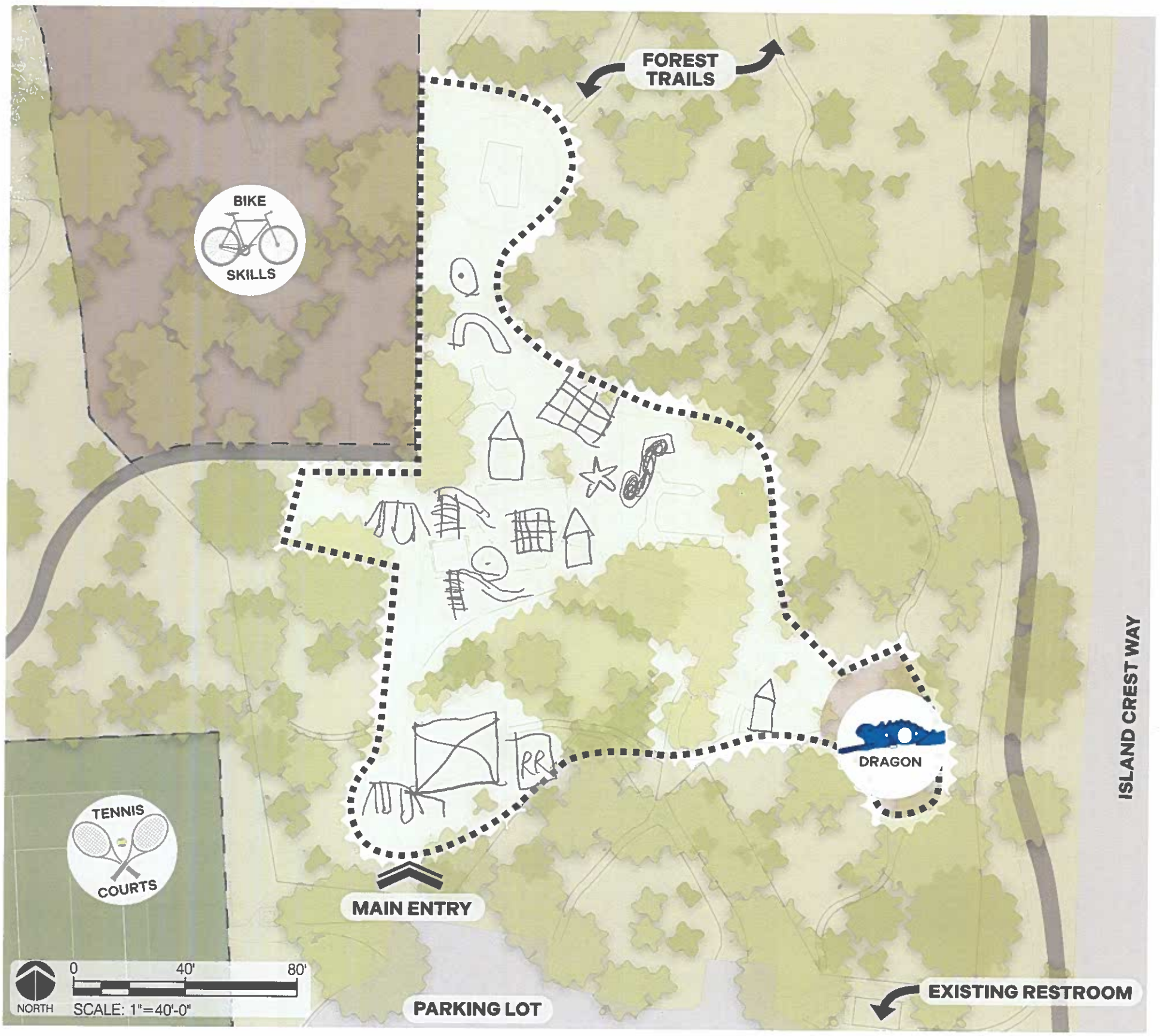
Student names have been omitted to protect individual privacy

Name: .

Age: 11

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR						♫ spinner	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? forest animals

Does your playground have a unique feature you love? climbing net

Please write a short description that describes what I have created. lots of kids climbing net and towers.

DEANE'S CHILDREN'S PARK :

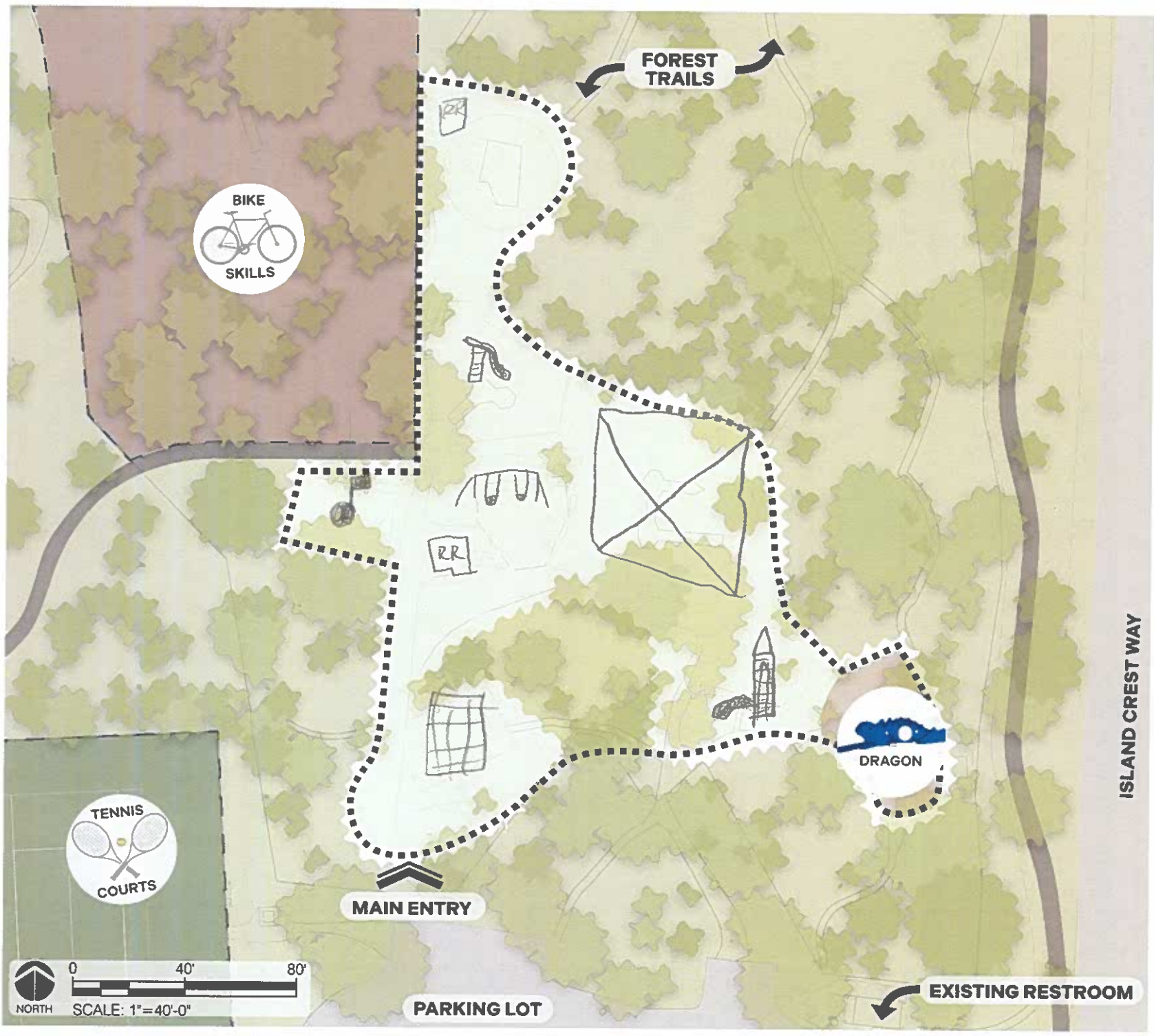
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? The theme of my playground is a climbing theme.

Does your playground have a unique feature you love? yes, it has lots of things to climb on.

Please write a short description that describes what I have created. I have created a towar with a climbing net on it and a bridge next to it. There is a climbing area close to the main entry. Close to the bike park there is a music toy. On the other side of the bike park there is a restroom. There

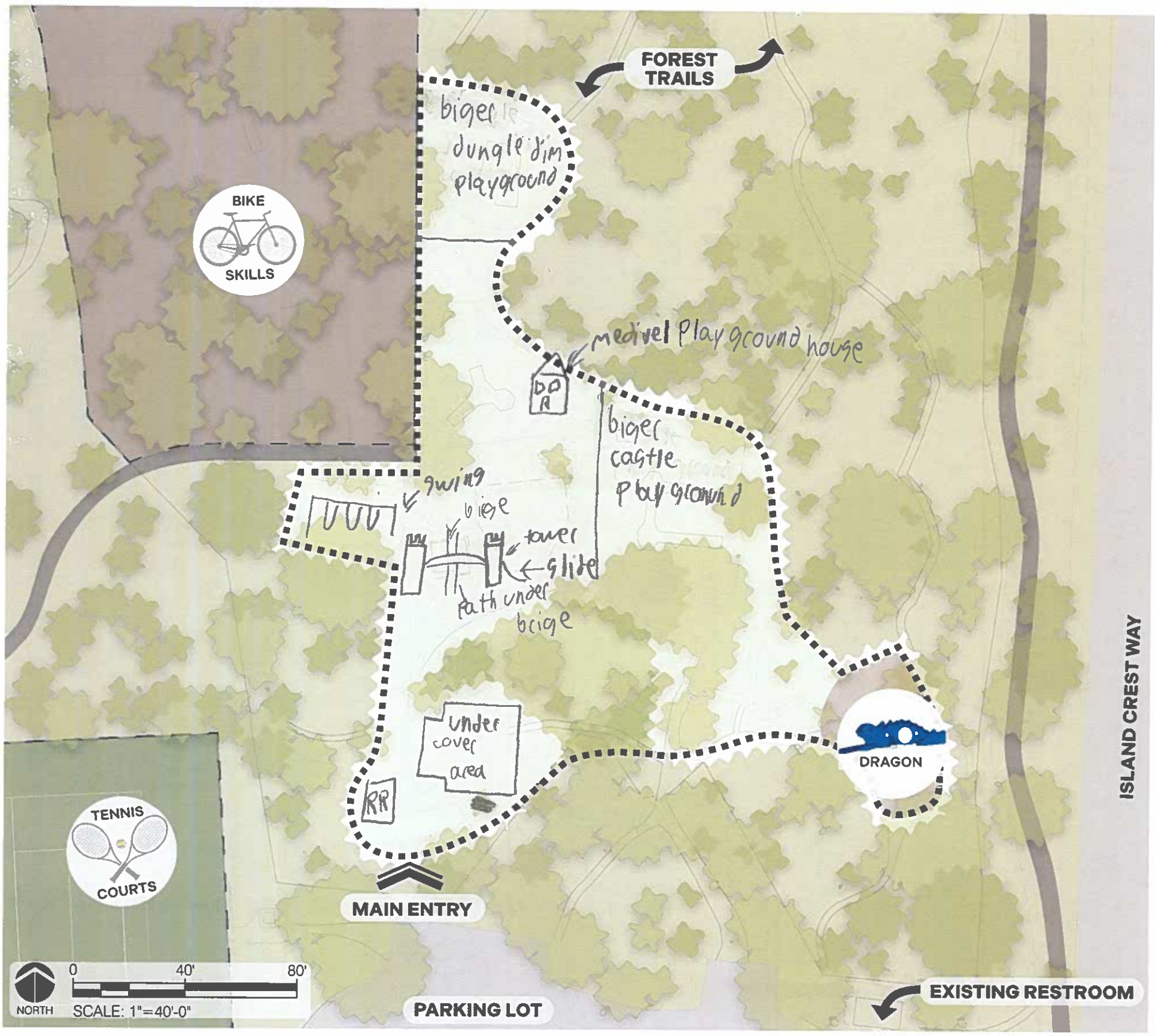
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

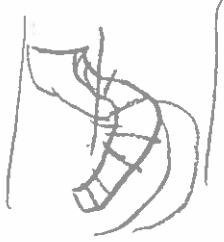
EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? medivel castle

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. I have created a medivel theme play ground with the castle playgound and the jungle jim in the sand area but bigger and much newer

castle has a spiral staircase and around has a slide





DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

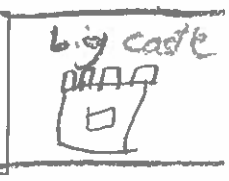
Name: *Student names have been omitted to protect individual privacy*

e: 10

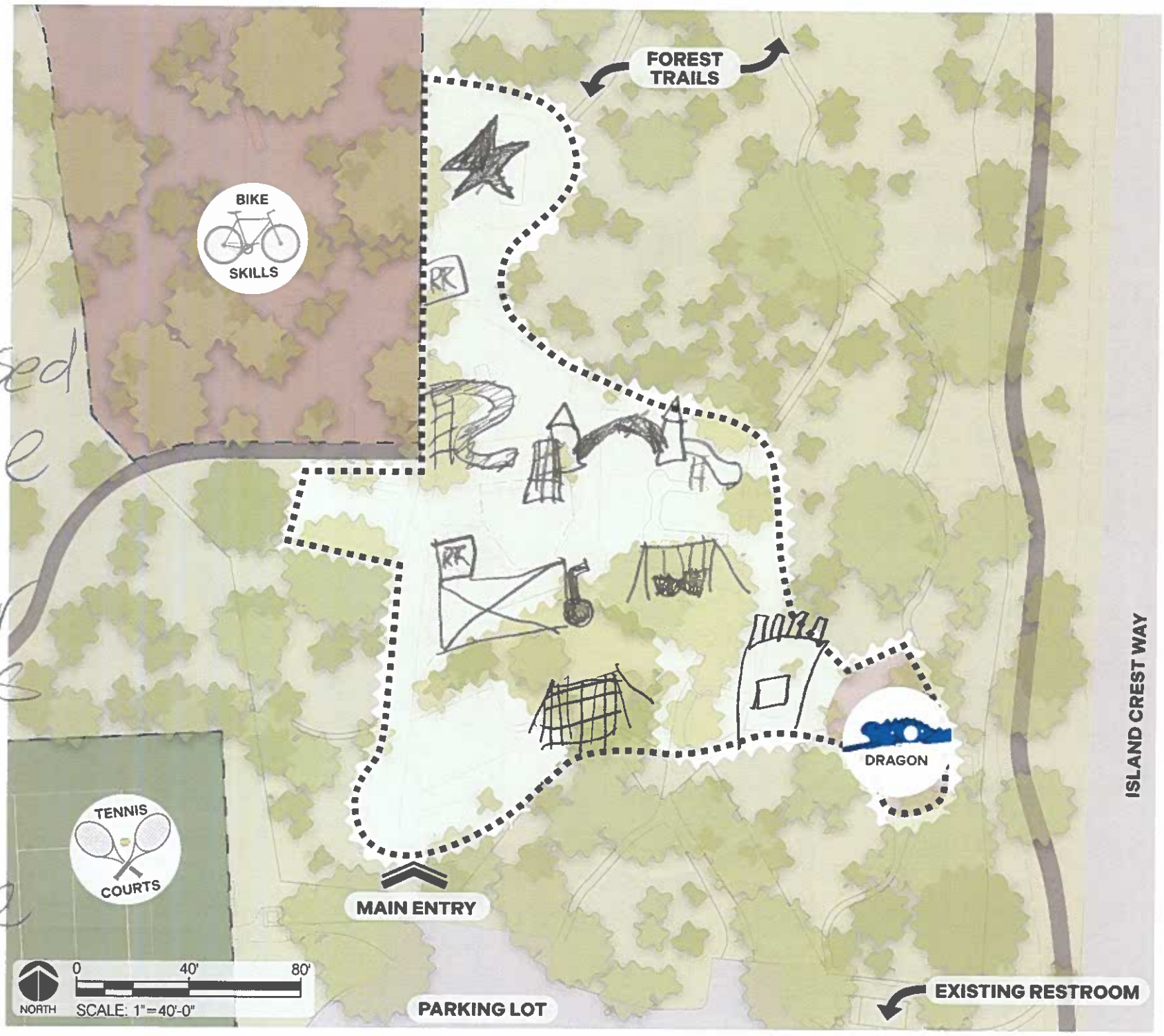
Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
	RR							★



huge slide is a half enclosed slide for older kids and the slide is kind of crazy



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? castle/fantasy

Does your playground have a unique feature you love? the castle guarding the dragon

Please write a short description that describes what I have created. a big area good for all ages with great theming.

DEANE'S CHILDREN'S PARK :

HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: [redacted]

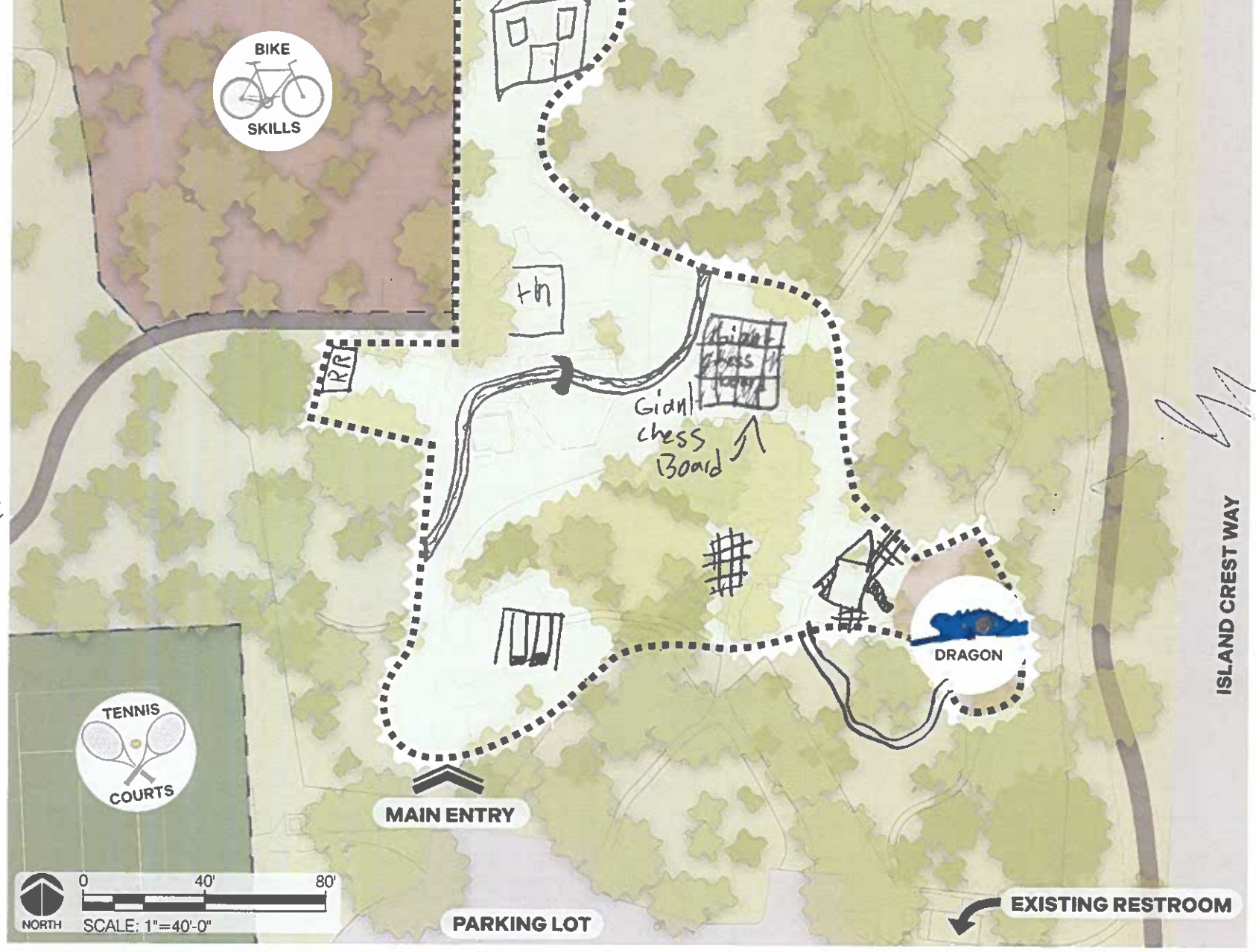
Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⫛	▯	⌒	⟋	▦	♪	★

River

TH
treehouse

PH
play House large



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? yes, a rain forest jungle city

Does your playground have a unique feature you love? The treehouse, and the playhouse, and river

Please write a short description that describes what I have created. I made a jungle playground with a man-made river and a tower with climbing walls blocking the dragon. a new path leads there too. (for parents)

DEANE'S CHILDREN'S PARK :

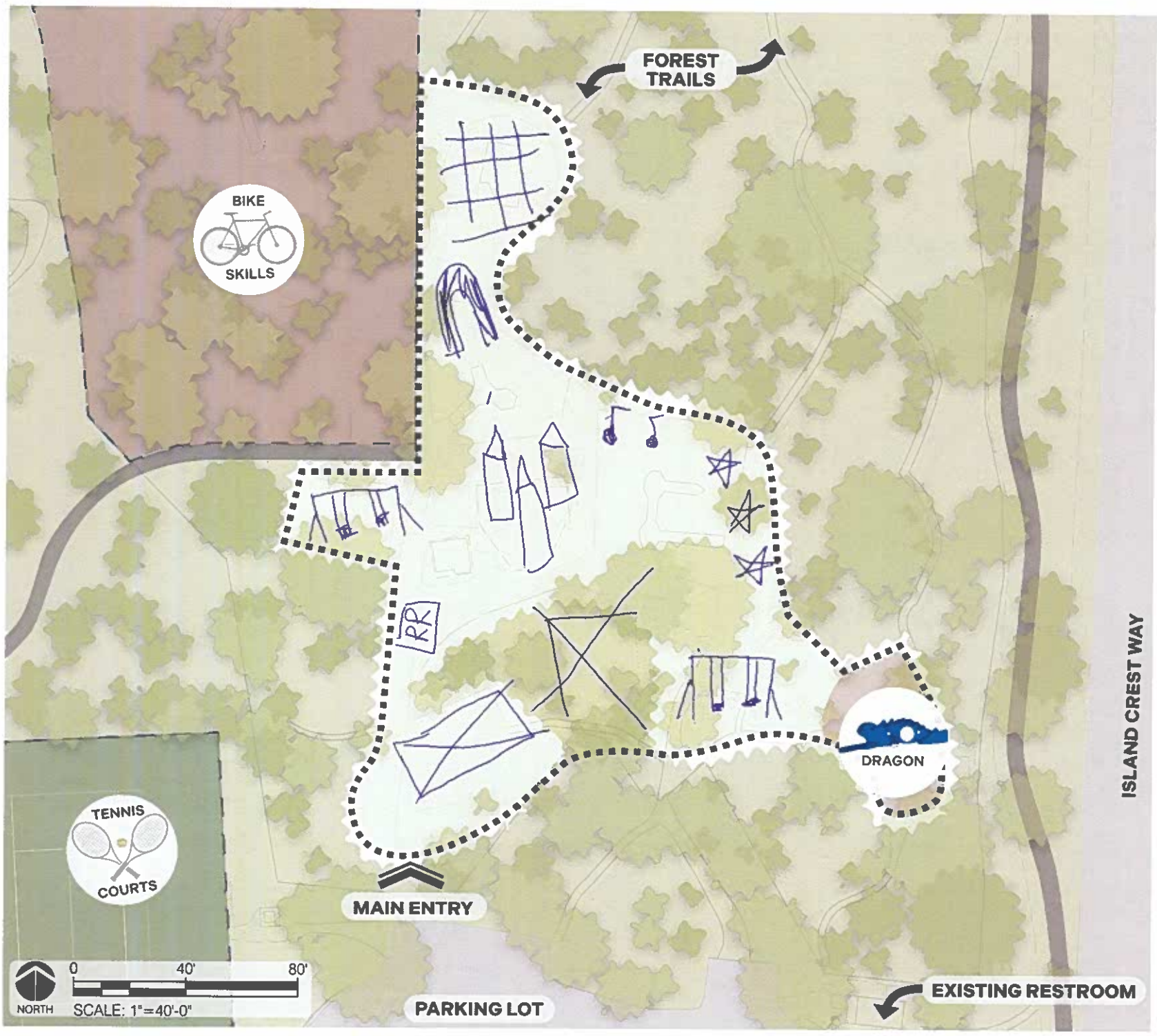
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _ : 9 (almost ten)

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩍	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? no sorry

Does your playground have a unique feature you love? yes, there is all the stuff inside

Please write a short description that describes what I have created. a very fun Playground that has every thing

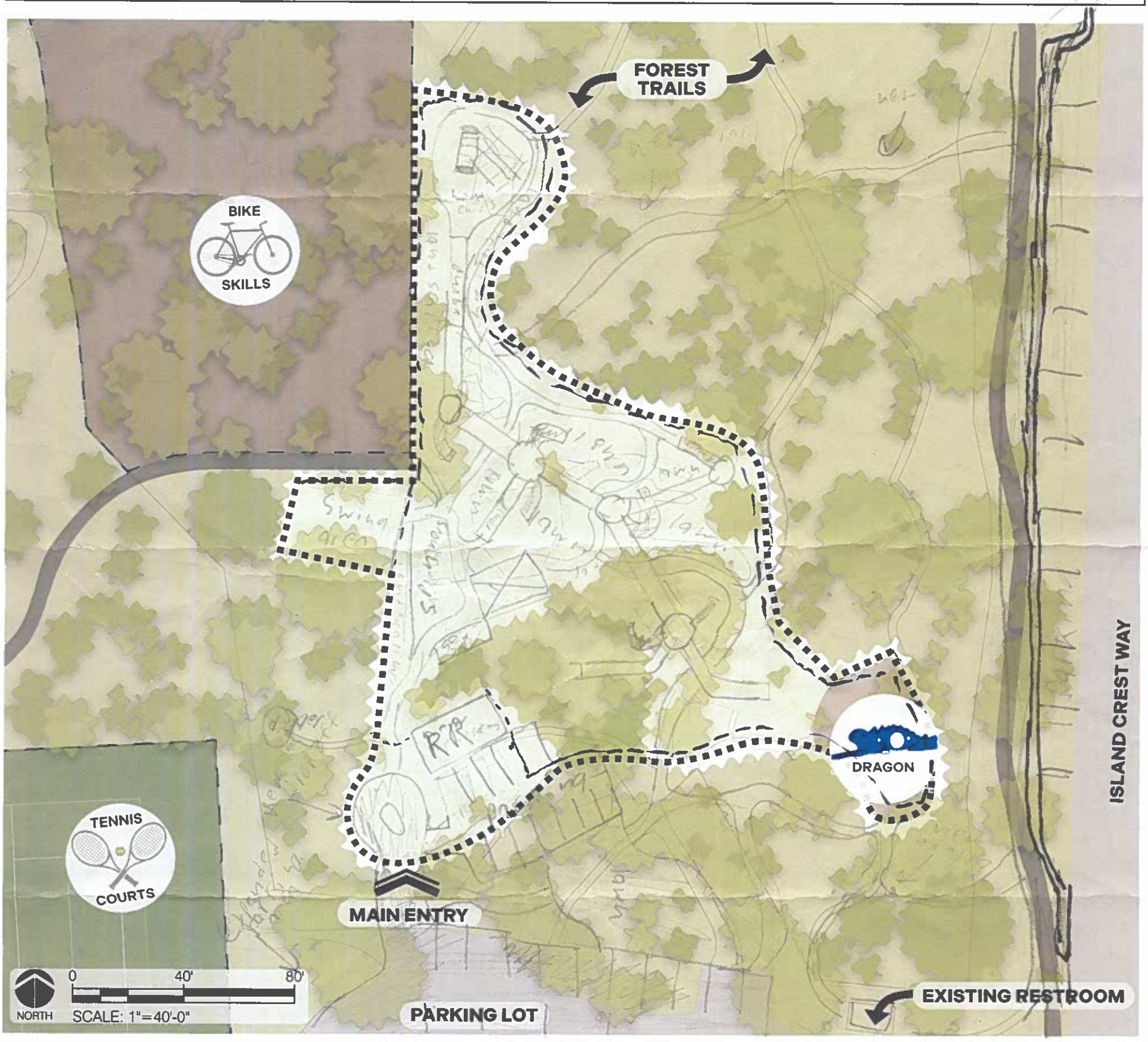
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: ___ **Age:** 11

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩍	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

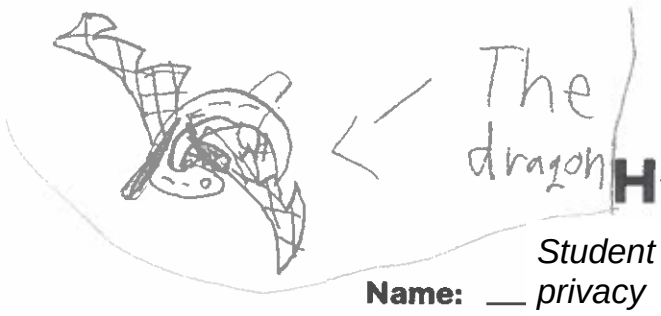
Does your playground have a theme? The playground is a fun space for kids

Does your playground have a unique feature you love? My play ground includes monkey bars, a cool theme and most important swings and slides

Please write a short description that describes what I have created. The playground consists of

circular walkways with ramps for accessibility. There are

also three slides and some other cool things



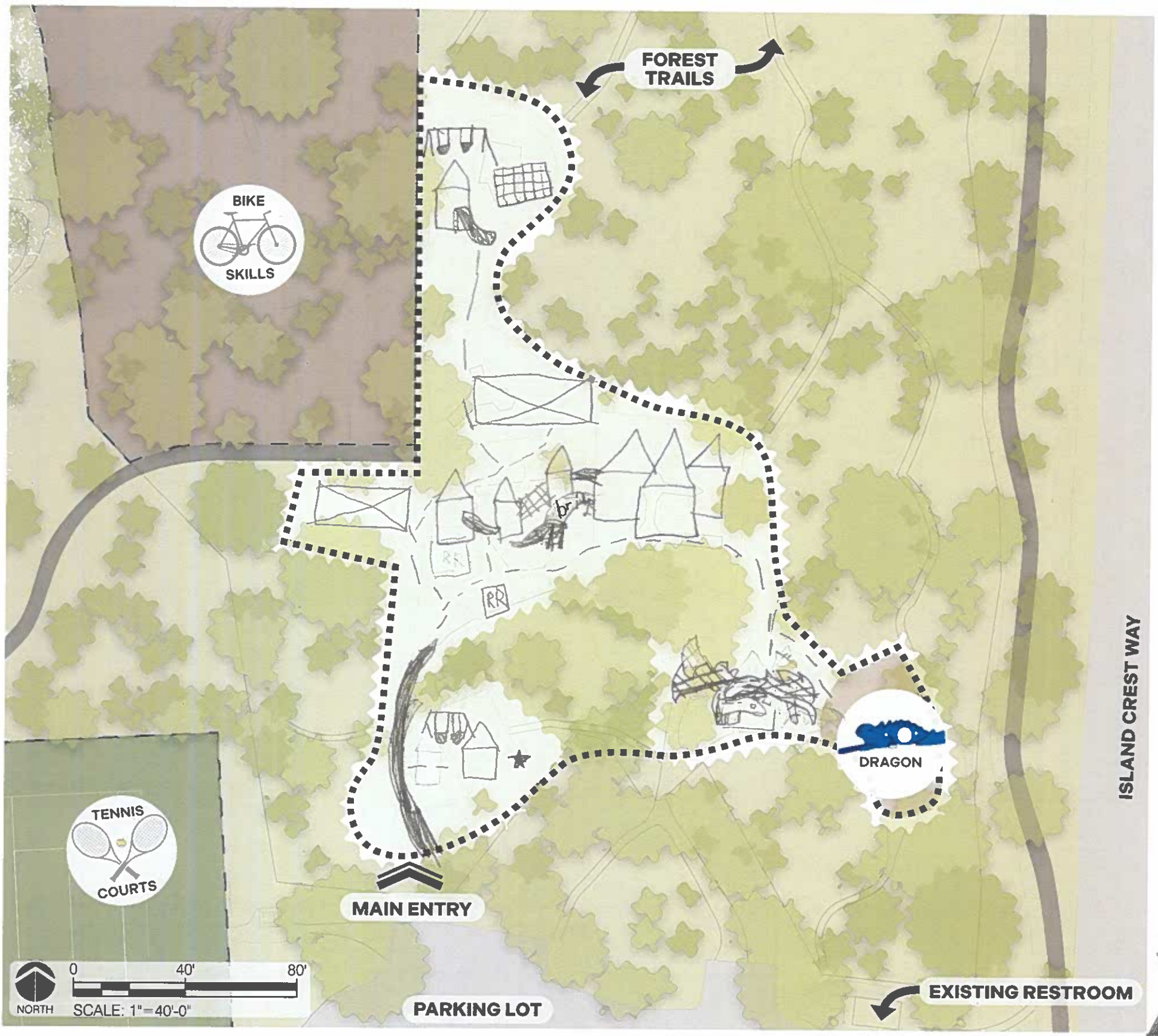
DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: ___ **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩎	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

trail pg i need it # usful

2/

Does your playground have a theme? Magic / dragon

Does your playground have a unique feature you love? Xtra dragon as the teacher said i could + it

4

Please write a short description that describes what I have created. you come in & step on

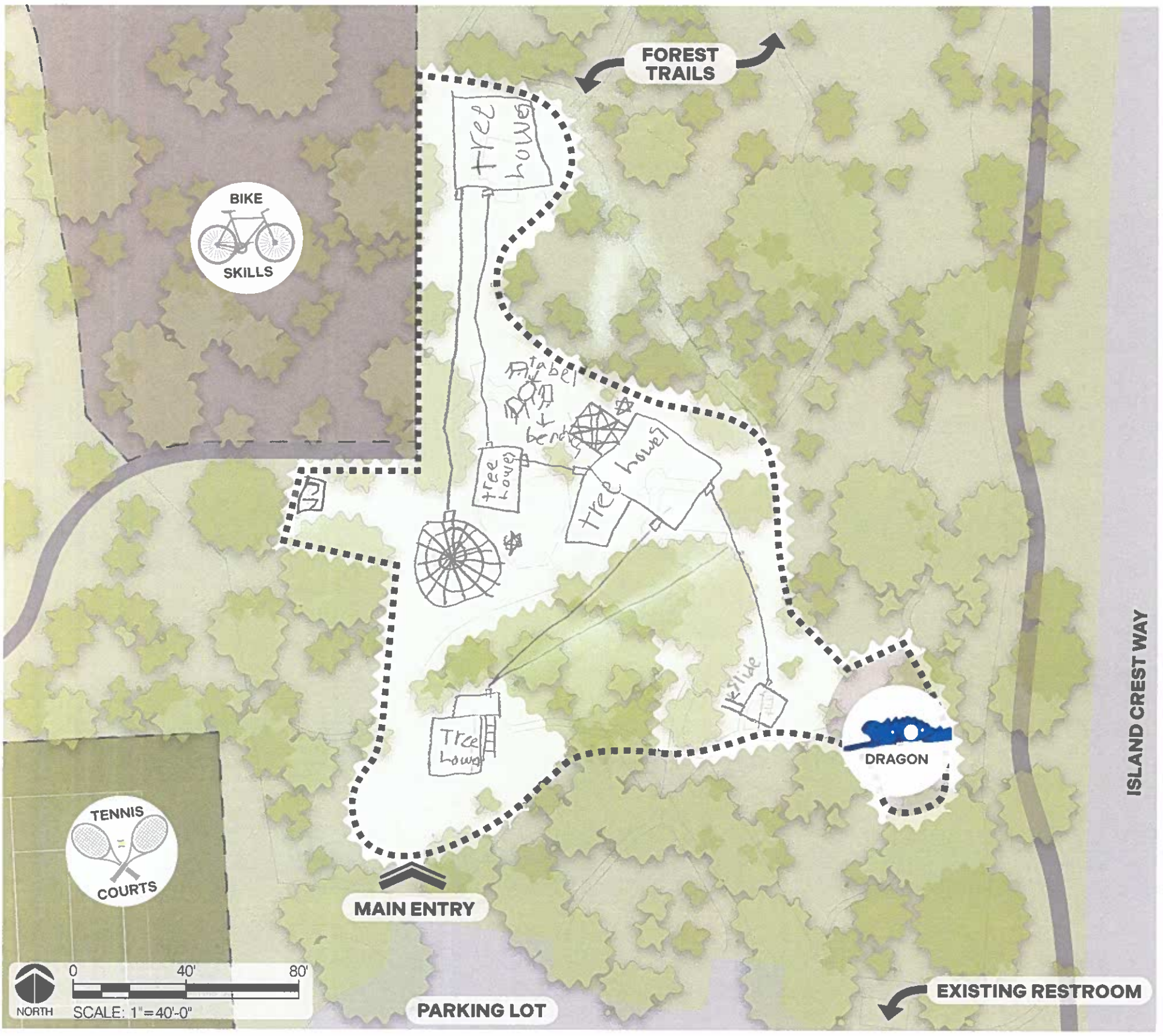
a briae walk to you right a play structher & activity & swing & walk some more than

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9 1/2

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:



Does your playground have a theme? no

Does your playground have a unique feature you love? group area So that kids can Siplin in it

Please write a short description that describes what I have created. playground!!

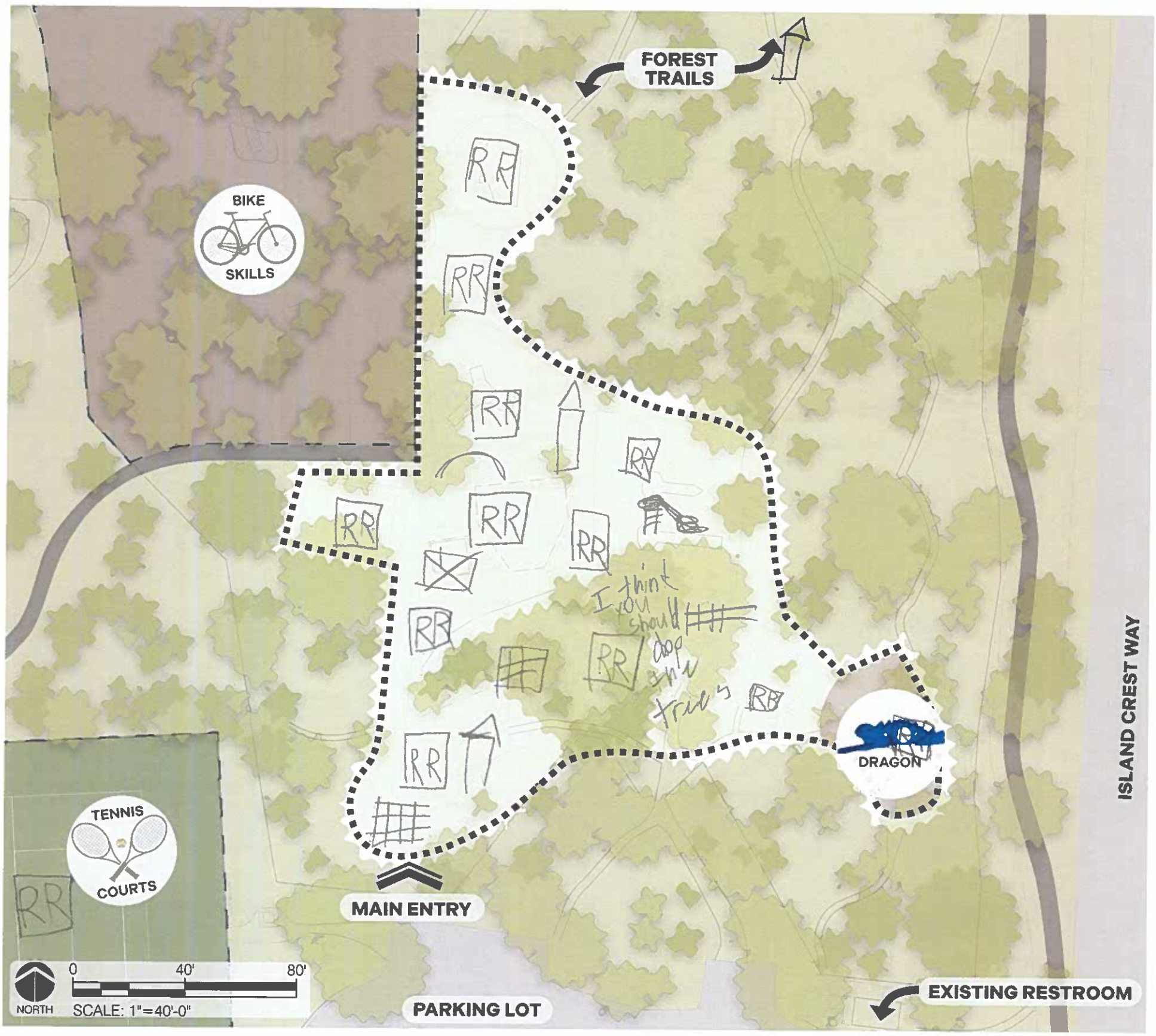
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 40

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? No

Does your playground have a unique feature you love? bathrooms

Please write a short description that describes what I have created. a park

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

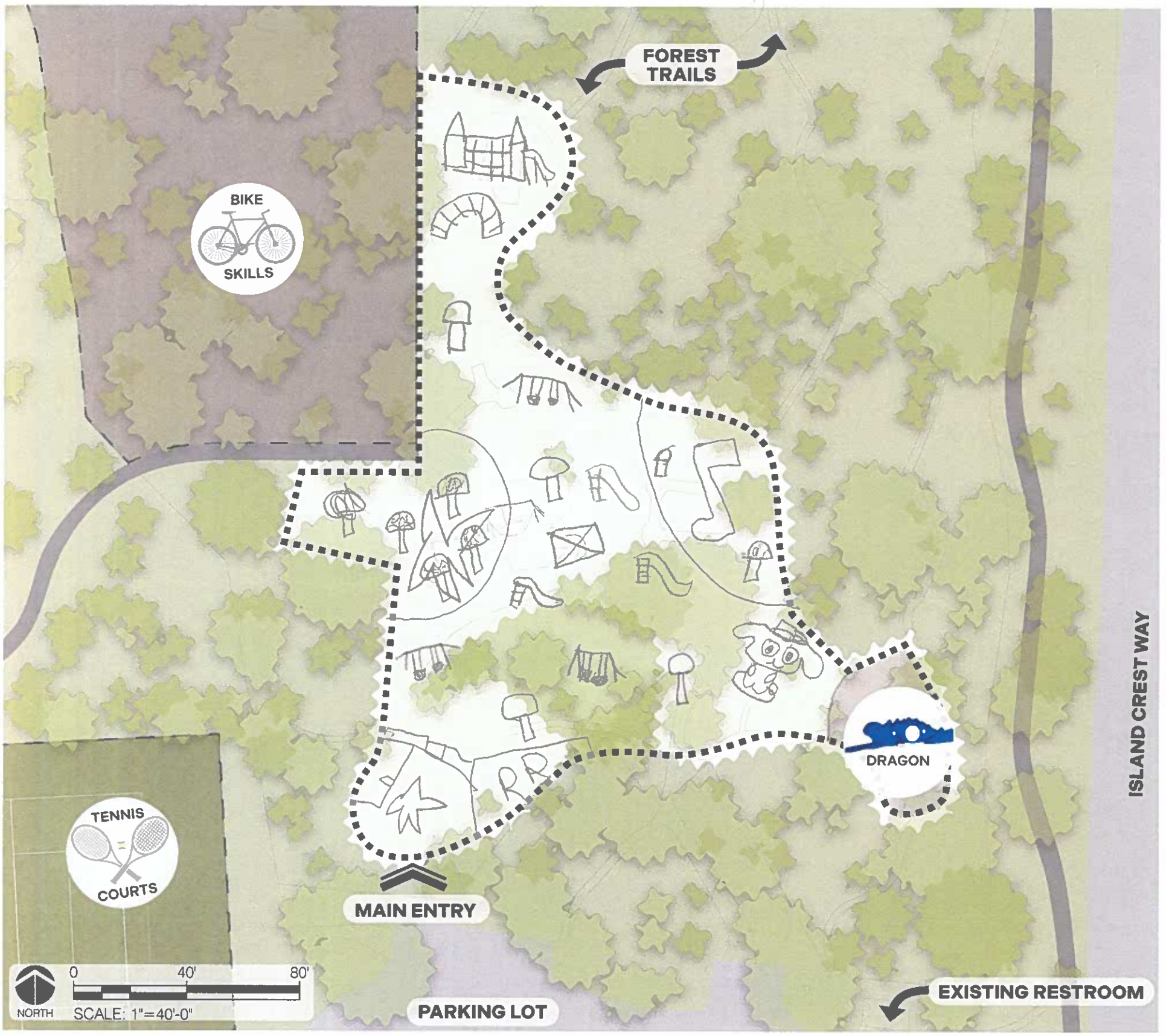
Student names have been omitted to protect individual privacy

Name: _

Age: 8

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
	RR							



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? magic moshrum

Does your playground have a unique feature you love? Yes

Please write a short description that describes what I have created. moshrum land

1

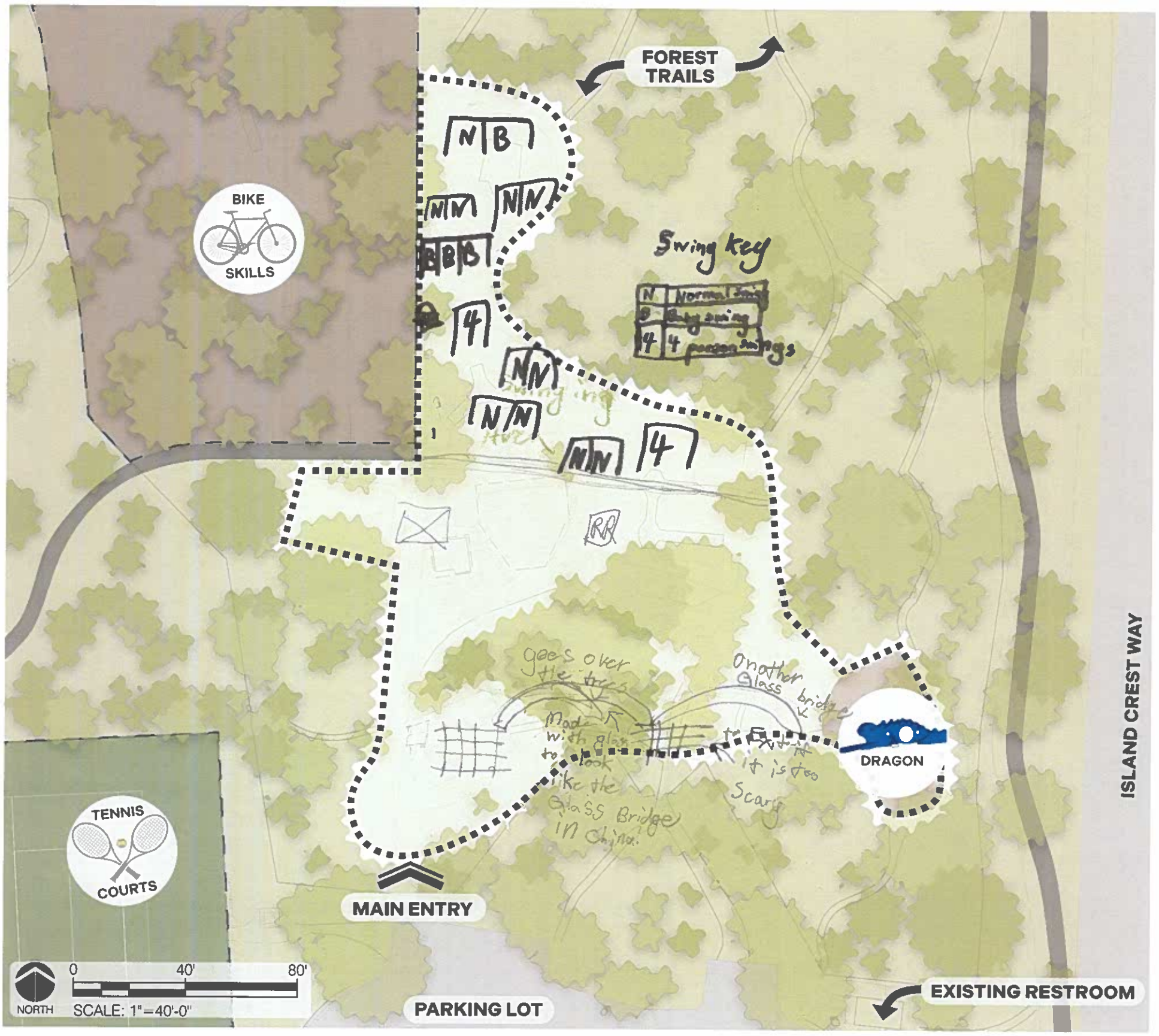
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 9 yrs (almost 10)

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? treehouse / swing

Does your playground have a unique feature you love? Swings / Glass Bridge

Please write a short description that describes what I have created. I have created a swinging area for all ages and 2 glass Bridges (combined) and 1 Net to exit if Bridge is too scary. Please add cracking effects and haptics to make glass Bridge

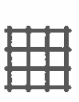
DEANE'S CHILDREN'S PARK :

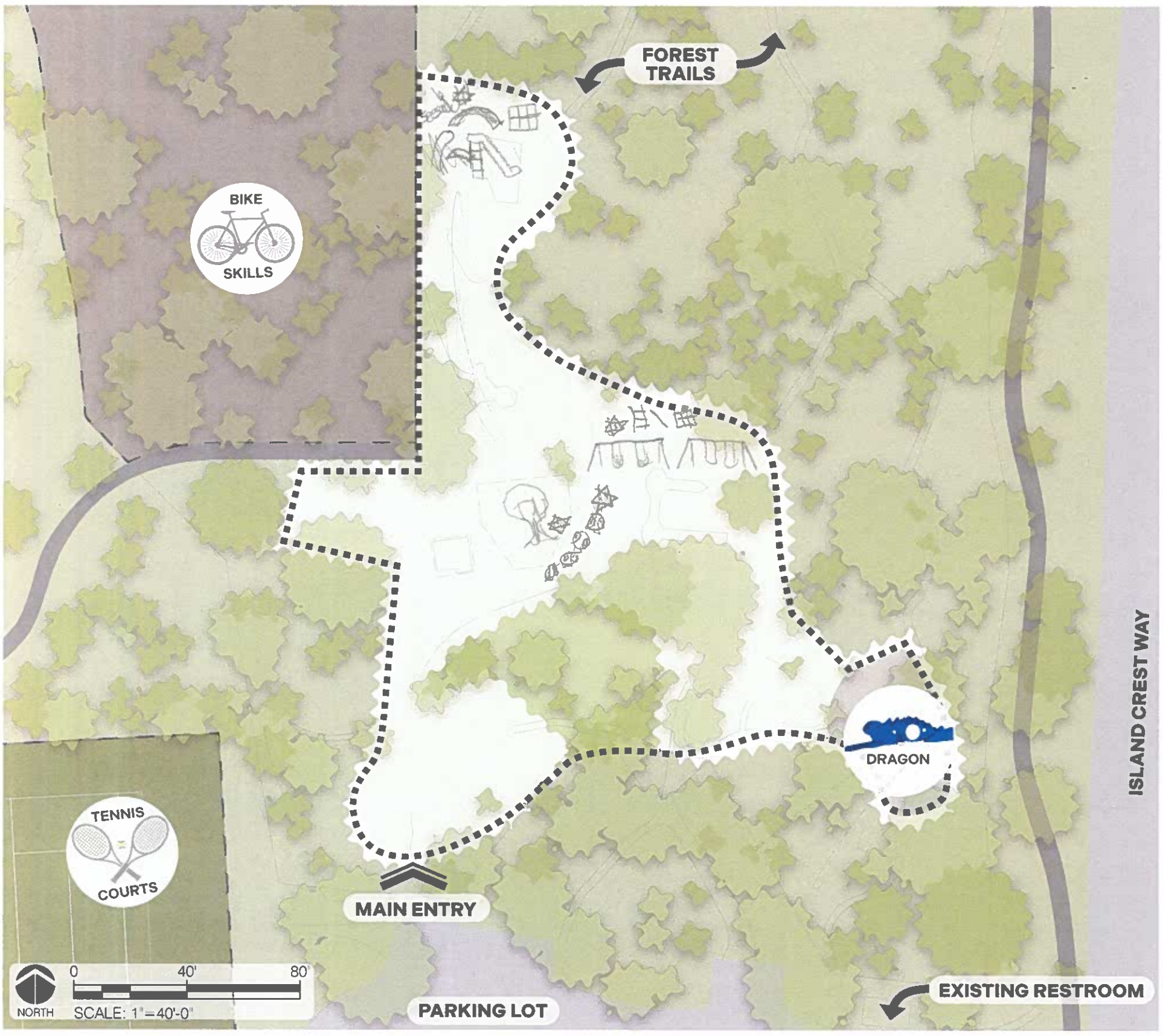
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:



Does your playground have a theme? Fantasy land

Does your playground have a unique feature you love? I love swings and put them in because

Please write a short description that describes what I have created. _____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

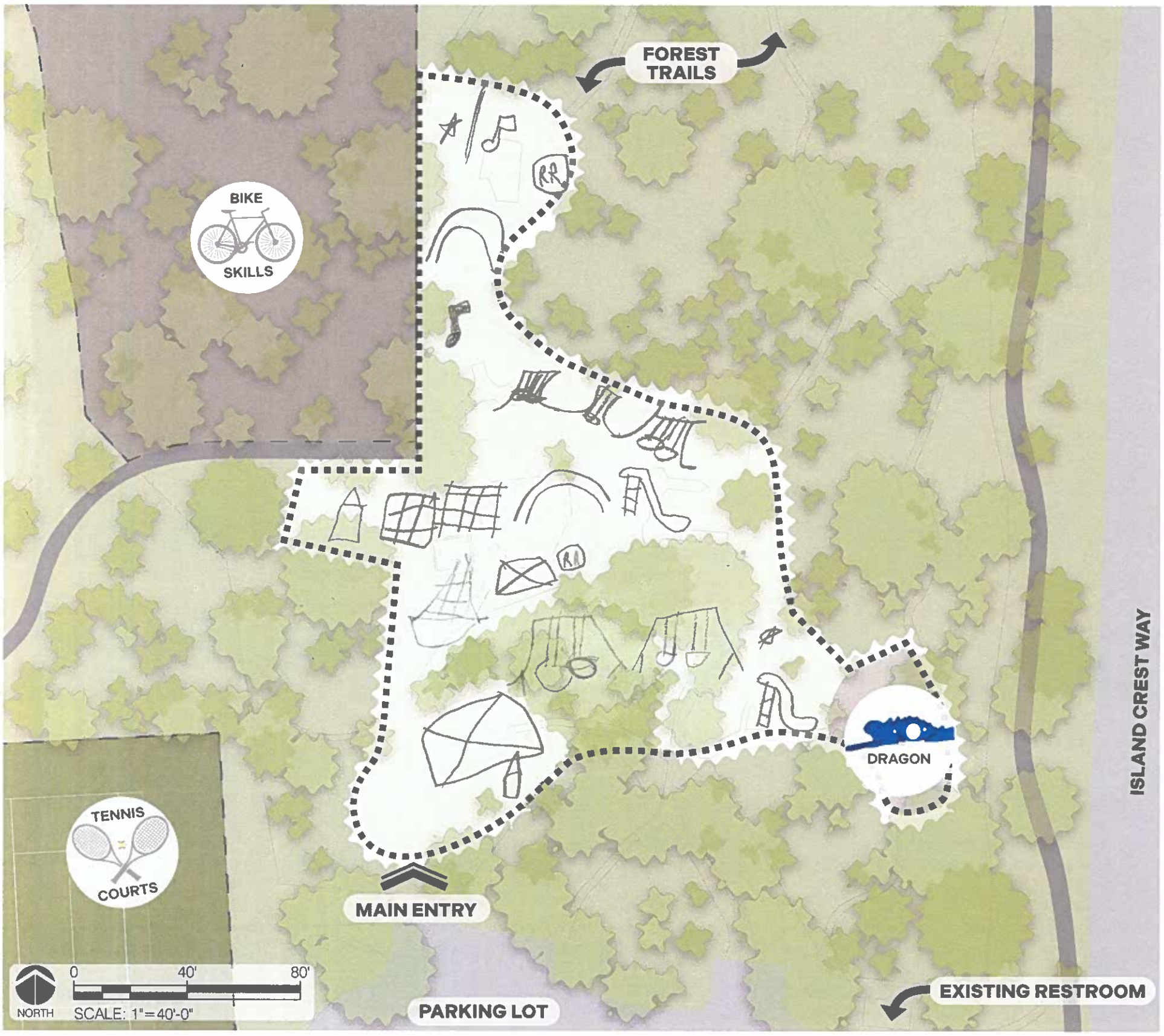
Student names have been omitted to protect individual privacy

Name: __

Age: 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? fairytale

Does your playground have a unique feature you love? Yes climing Net and swing.

Please write a short description that describes what I have created.

for all ages and a fairytale theme for boys and girls

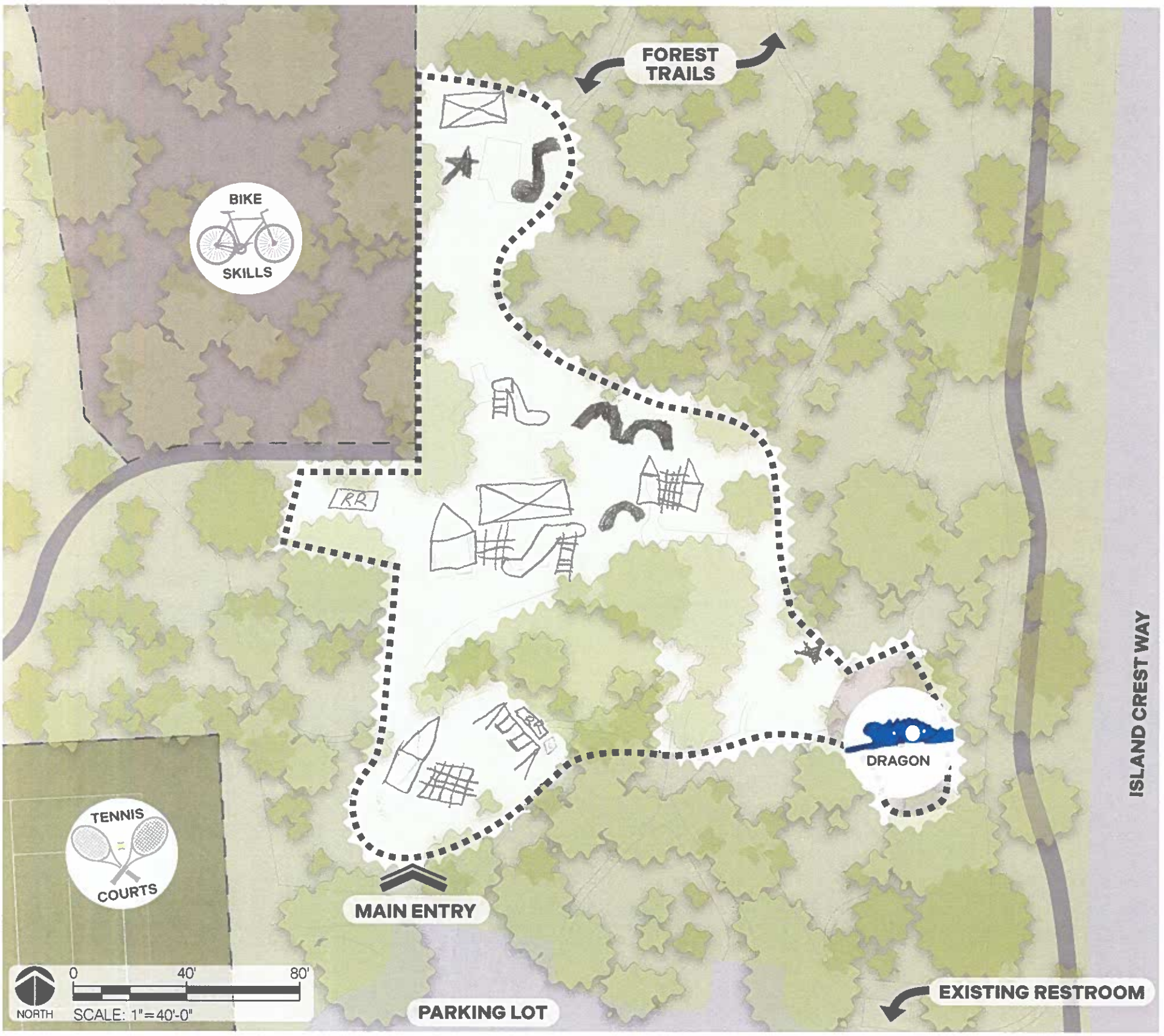
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? no

Does your playground have a unique feature you love? no

Please write a short description that describes what I have created. i created a playgrand

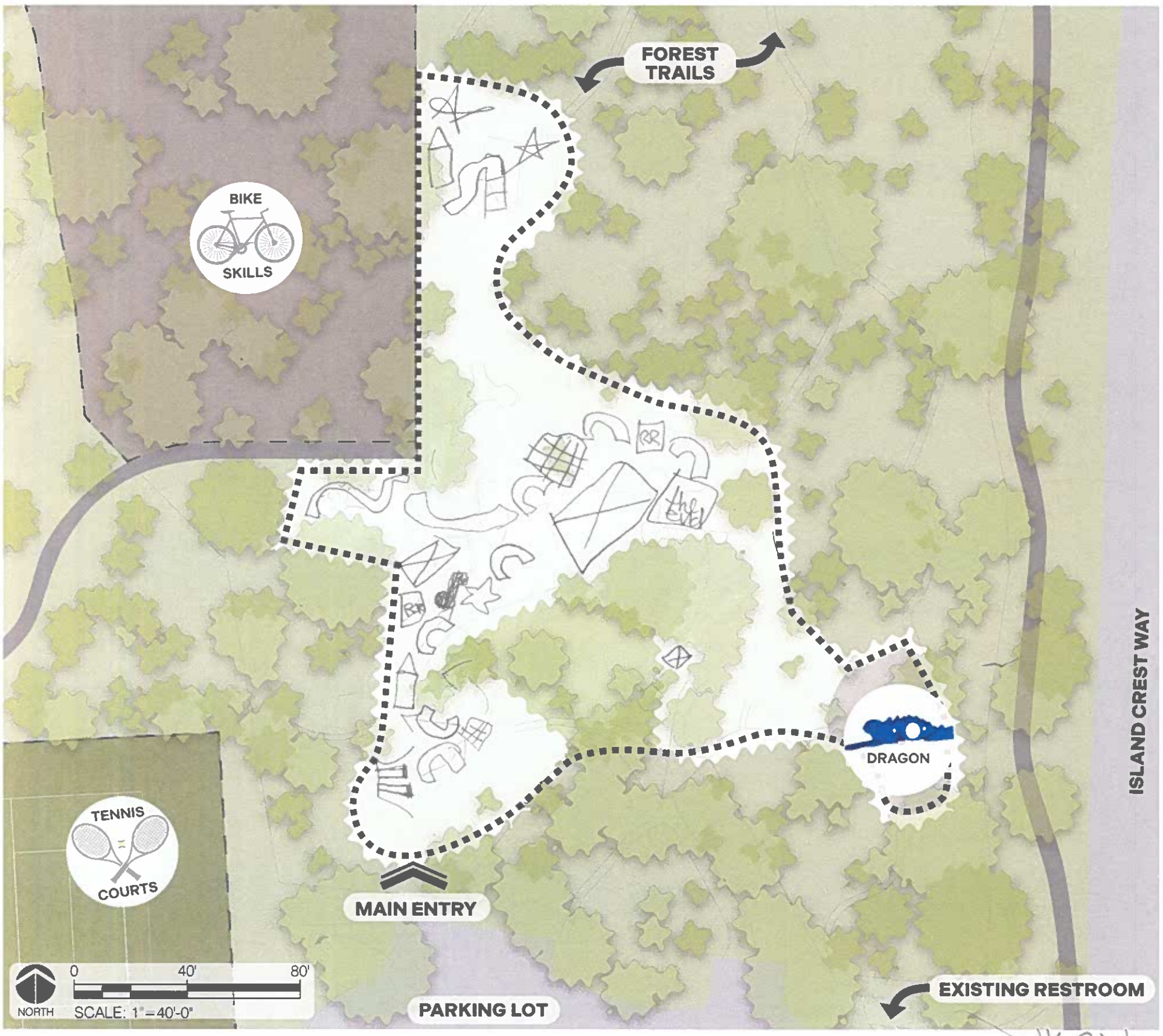
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 8

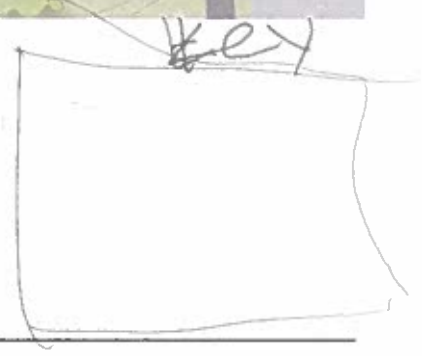
Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA



Does your playground have a theme? yes

Does your playground have a unique feature you love? obstacle course

Please write a short description that describes what I have created. something awsome

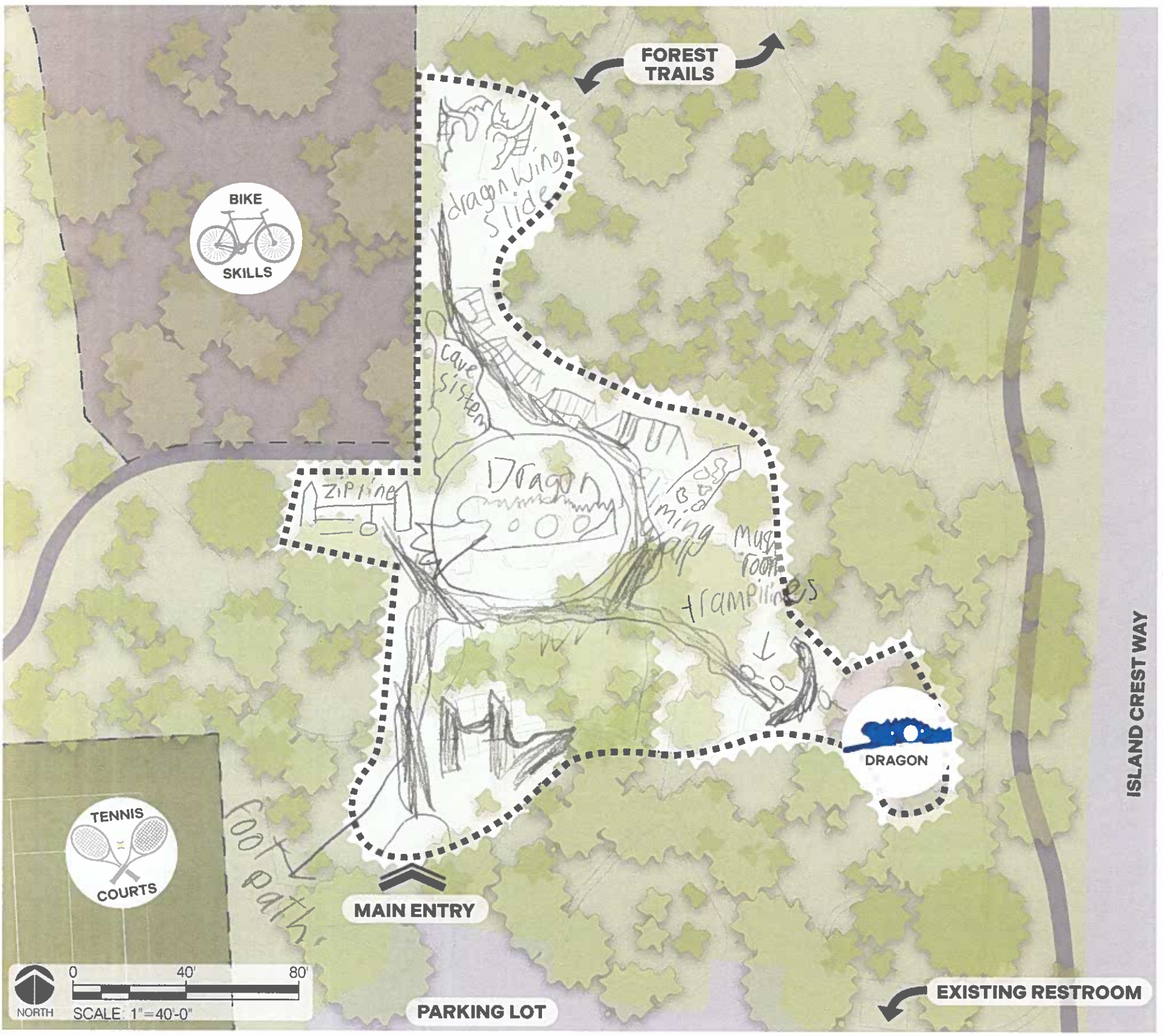
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 9 1/2

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? animal kingdom

Does your playground have a unique feature you love? dragon caves.

Please write a short description that describes what I have created. top to bottem: dragon slides, 4 swing sets, dragon caves, zipline, climing wall mash rooms on springs to get to the dragon and wolf palece.

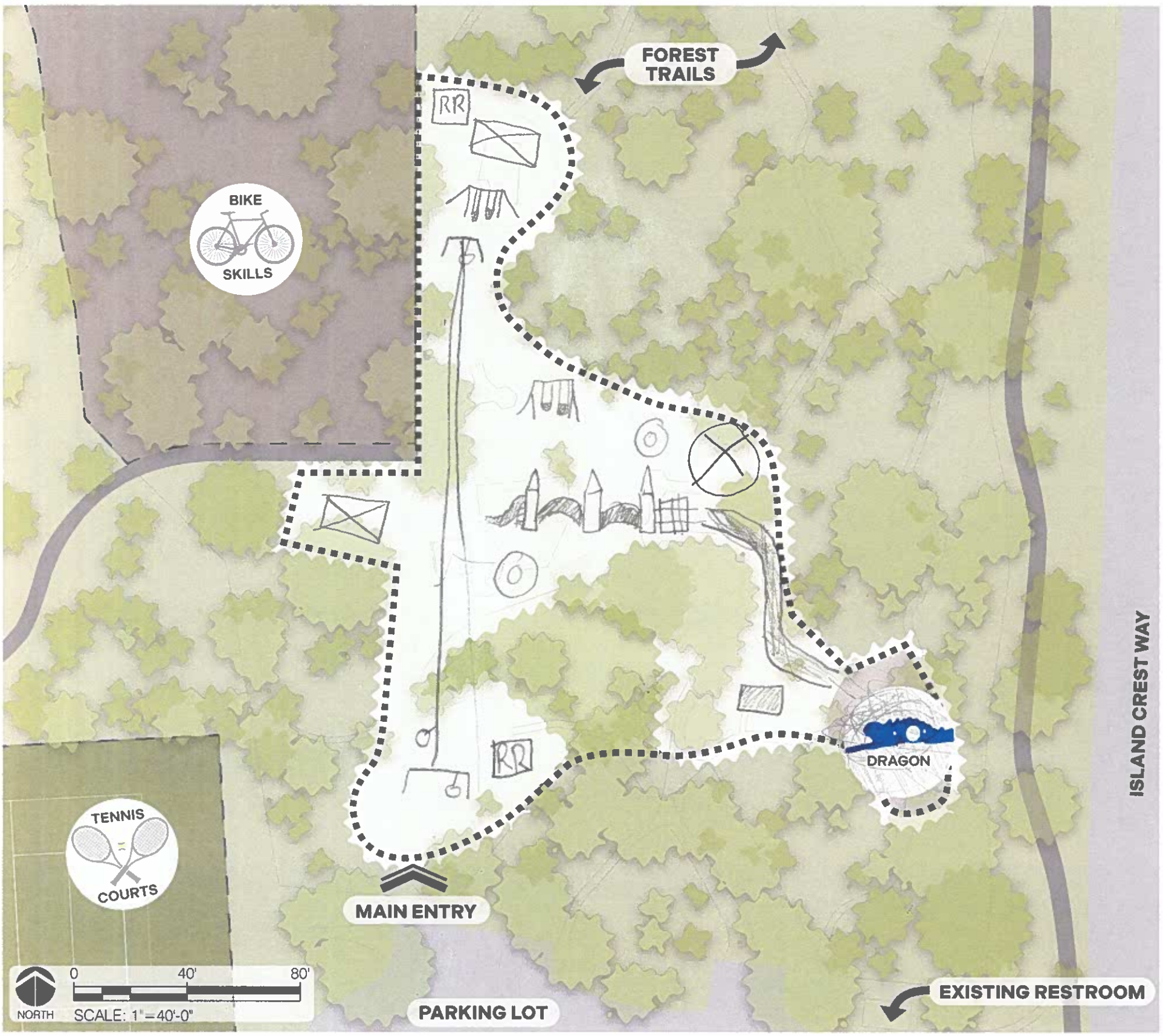
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? woodland fantasy

Does your playground have a unique feature you love? zipline, tower, Spinny thing

Please write a short description that describes what I have created. there is one big playground and there is a huge zipline and a few swings.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

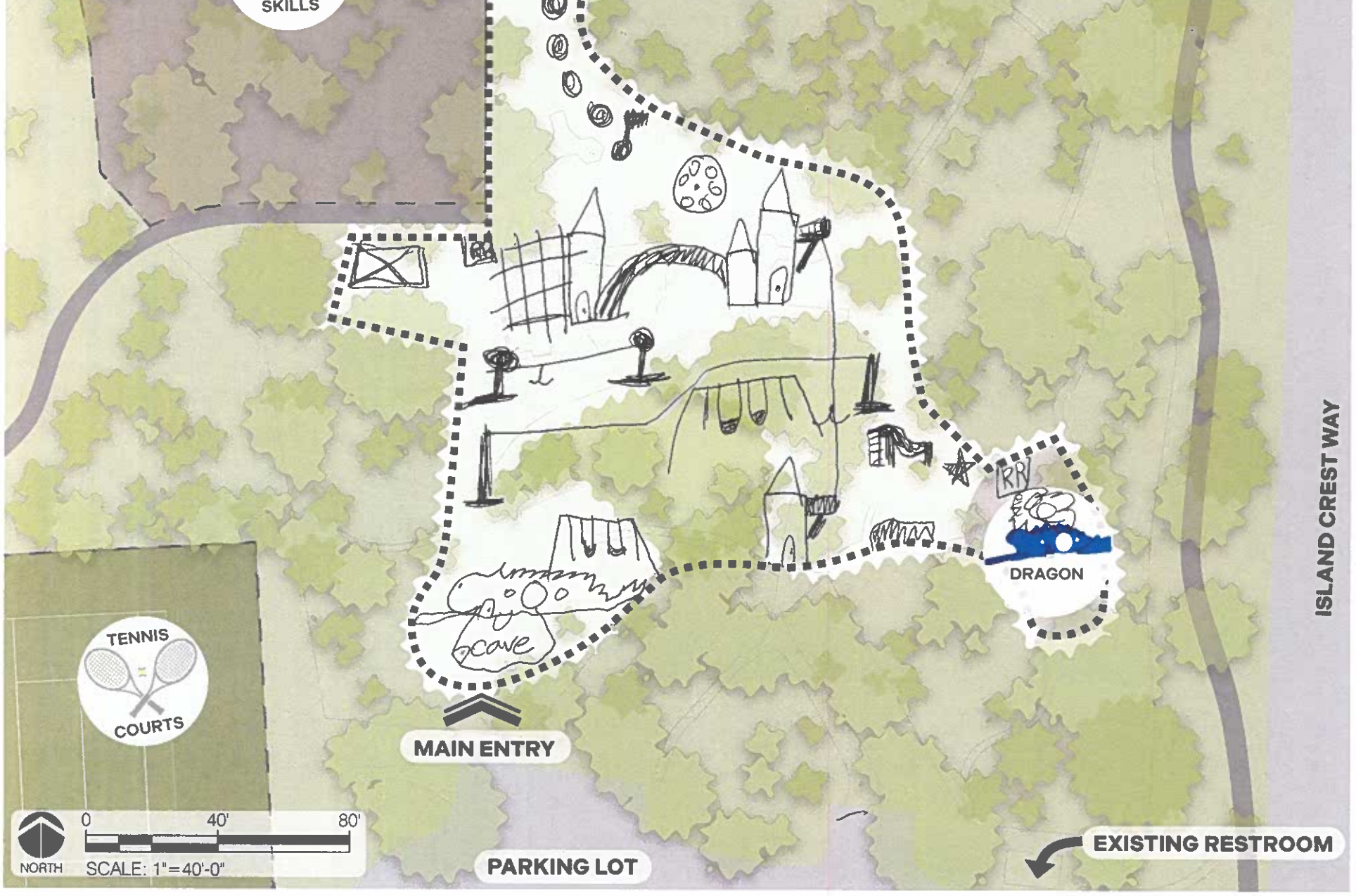
Student names have been omitted to protect individual privacy

Name: _____ Age: 9

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
	RR							



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? ~~Fantasy~~ woodland fantasy

Does your playground have a unique feature you love? there is two Dragons

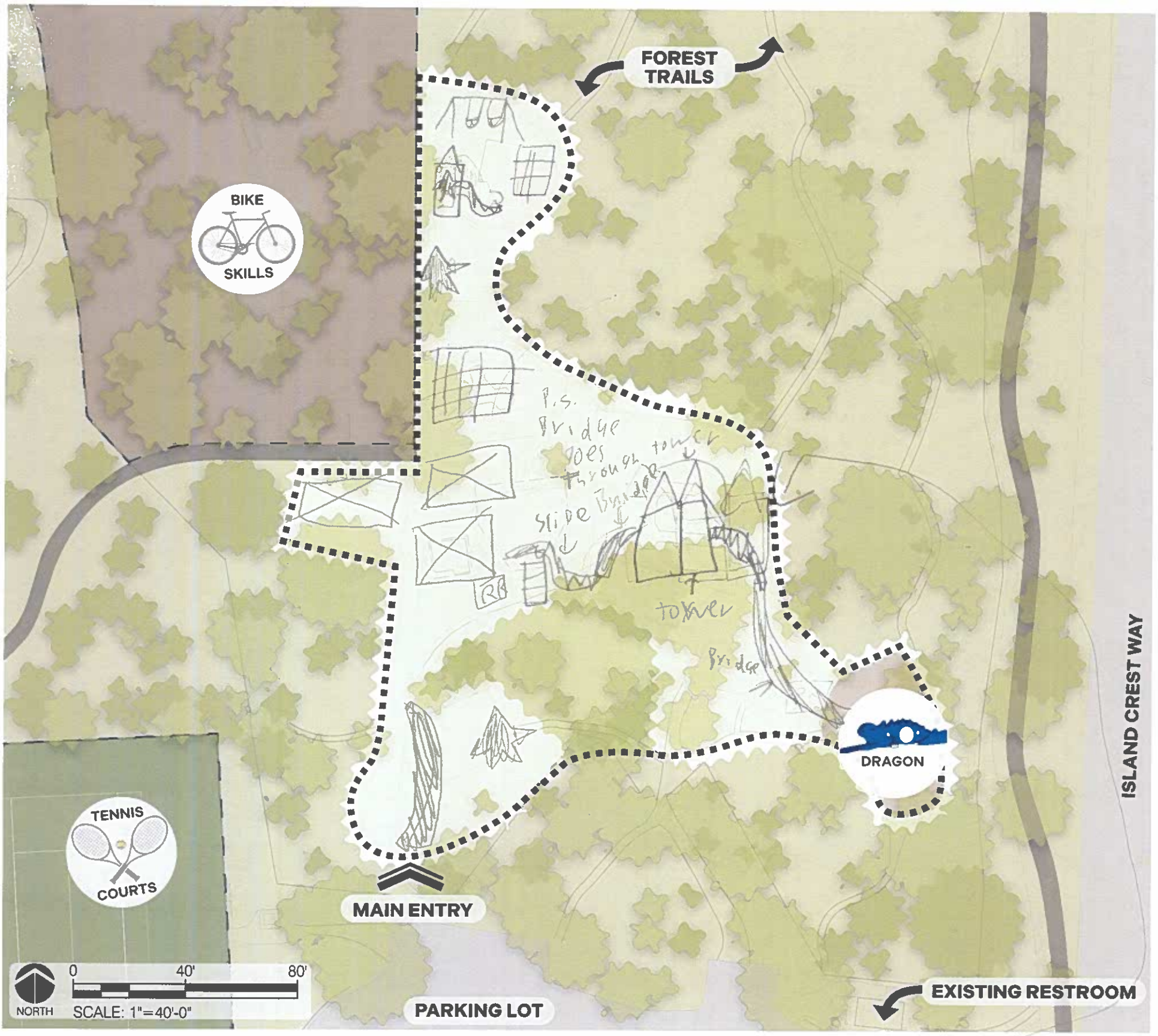
Please write a short description that describes what I have created. I made the... Brand new Dragon Park!!!

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? fairy tale towers & ~~parking~~ stone mushrooms

Does your playground have a unique feature you love?

Please write a short description that describes what I have created. up on top a little Playground & entrance has a bridge with activity panel on the side & a bunch of phic & a bridge that goes through a tower to-

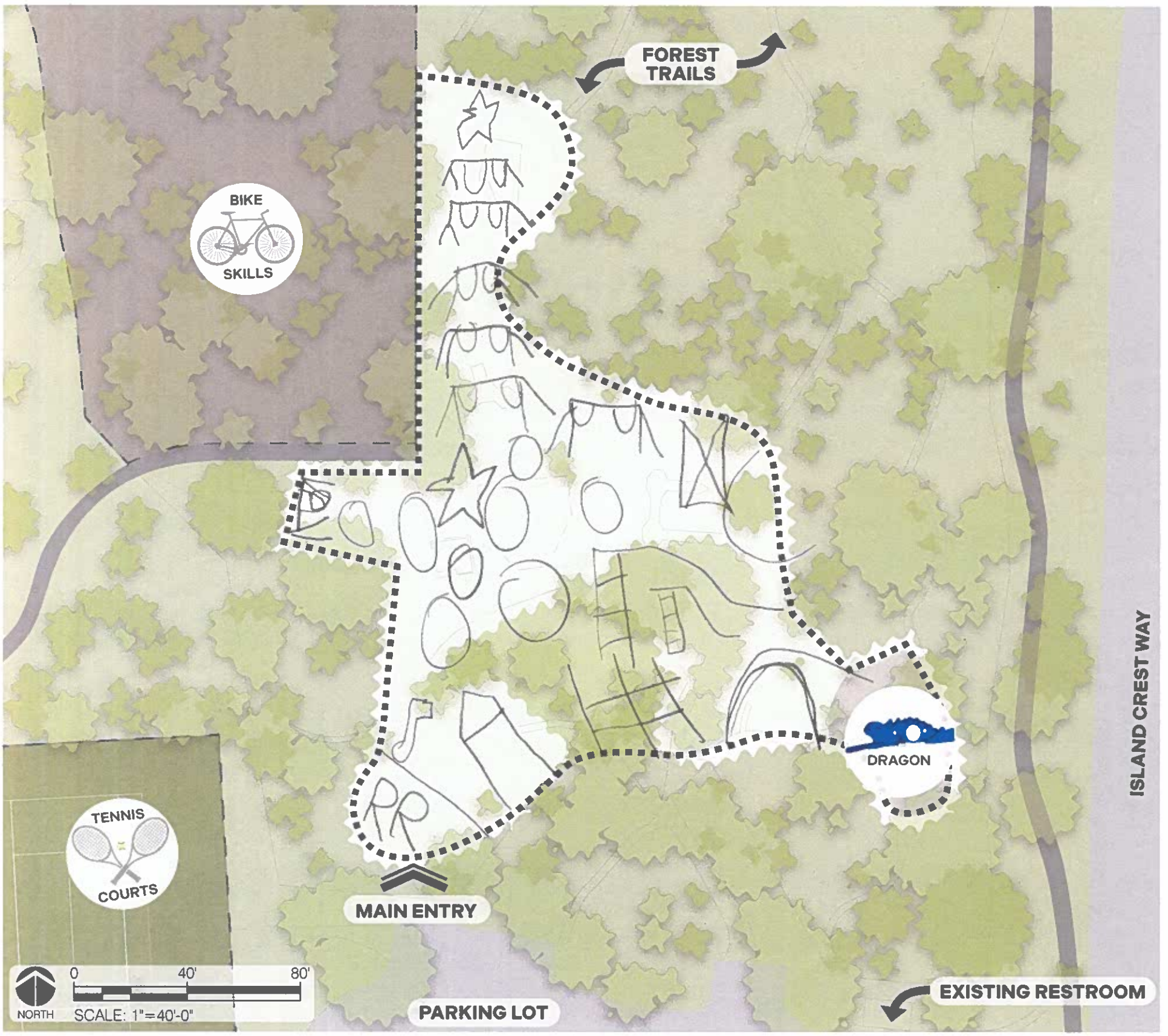
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 008

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL	other
☒	RR	⊓⊓⊓	⬠	⌒	⌐	▦	♪	★	0



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? NO

Please write a short description that describes what I have created. I have NO clue of what i've created

a

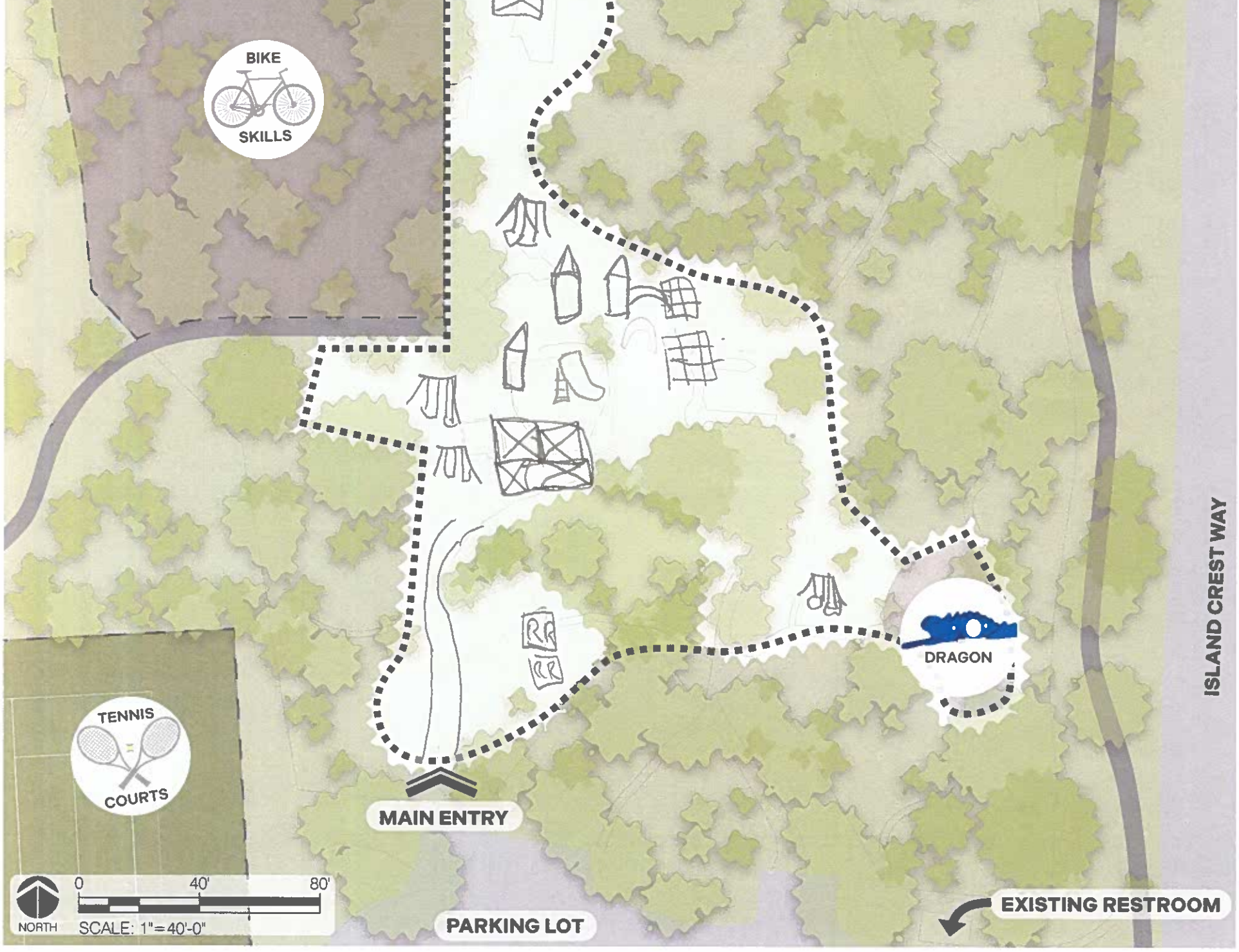
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: ___ **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⌐	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? Fairy Kingdom

Does your playground have a unique feature you love? a lot of fun things to do

Please write a short description that describes what I have created. I think some of the towers should be mushroom and the climbing net should look like ivy and the swings look like

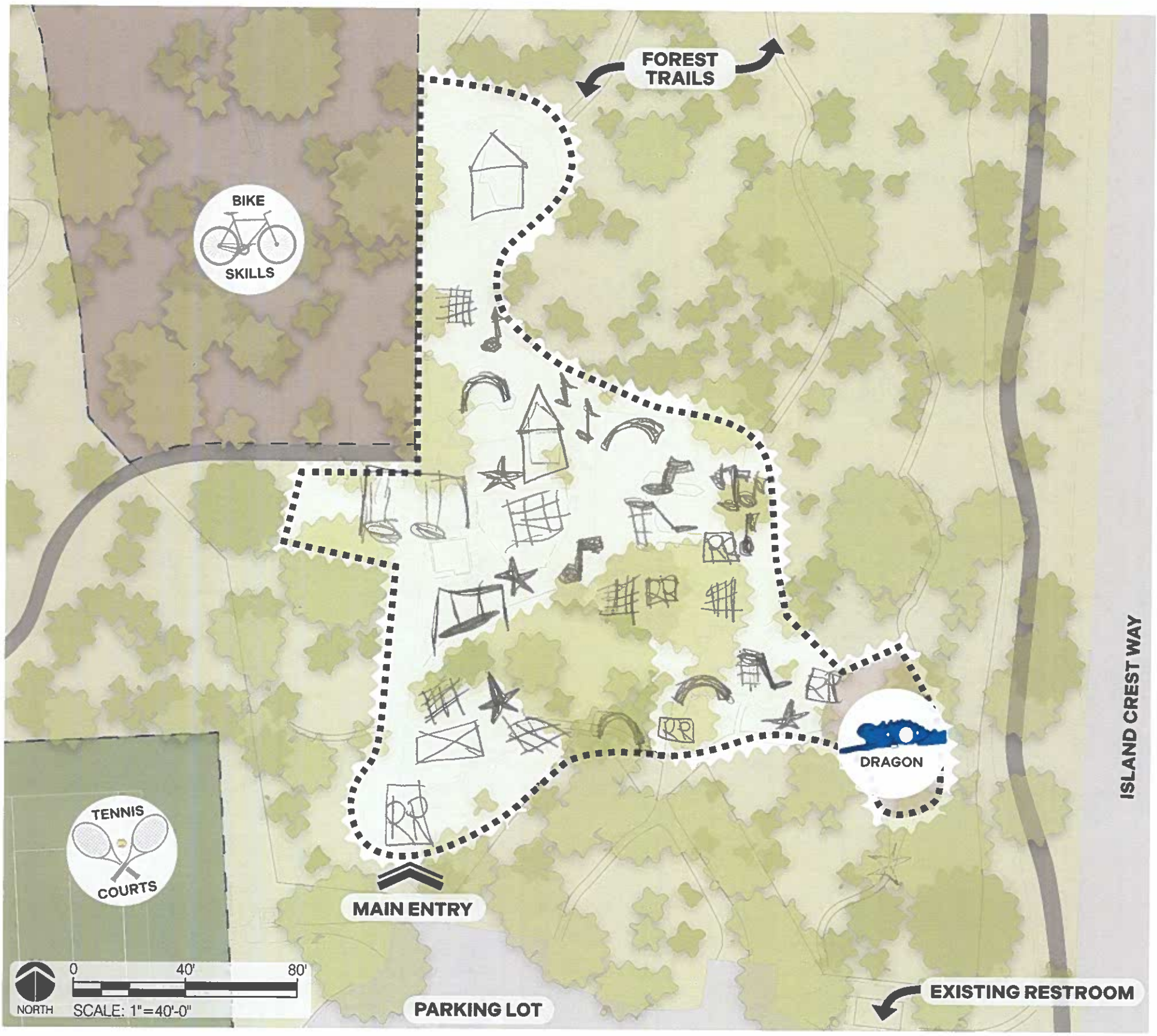
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	⬠	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Treehouse Themed

Does your playground have a unique feature you love? Musical Seesaw and swing

Please write a short description that describes what I have created. _____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

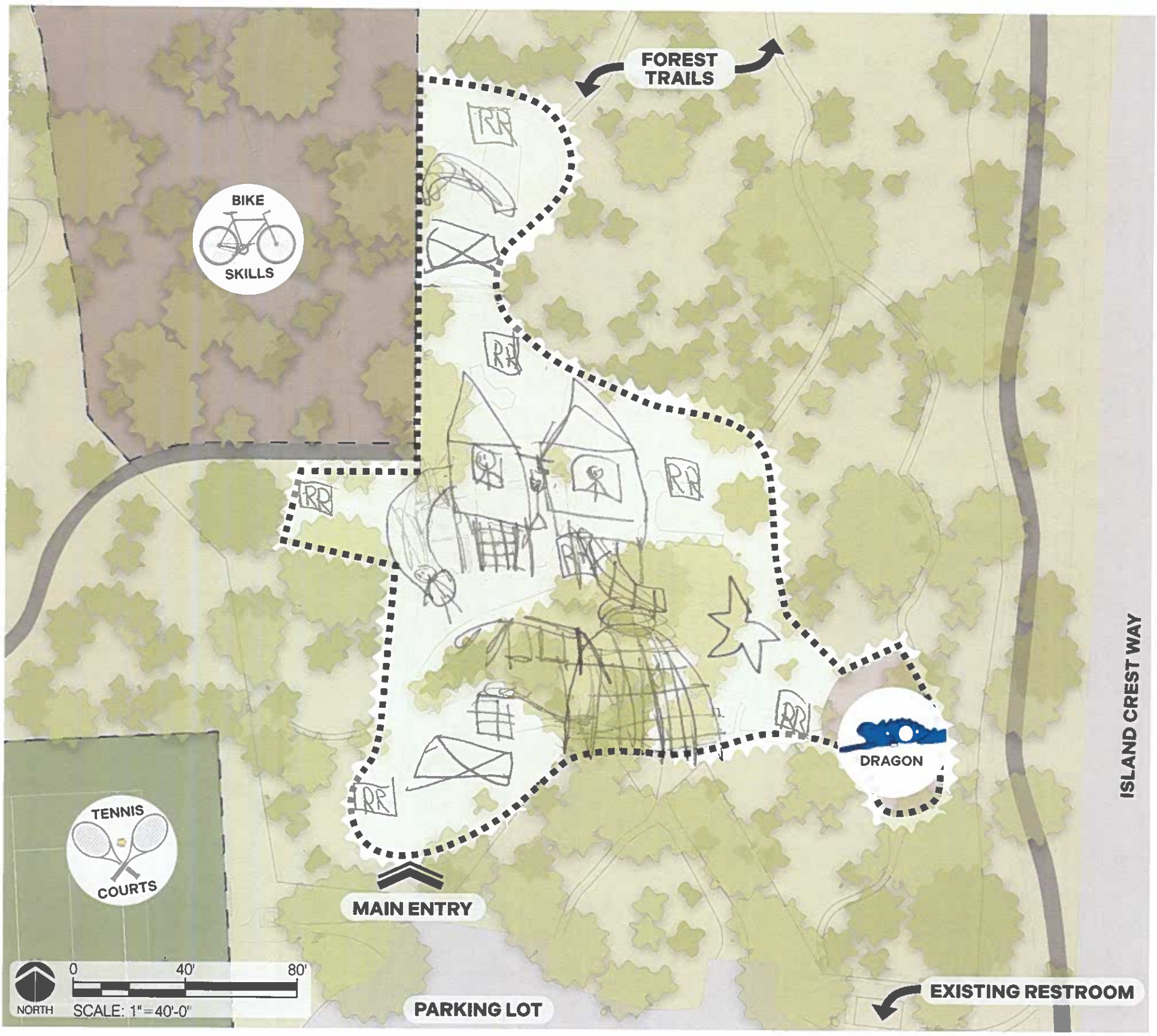
Student names have been omitted to protect individual privacy

Name: .

Age: 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? climight

Does your playground have a unique feature you love? zip lines from tower to tow

Please write a short description that describes what I have created. a climg park.

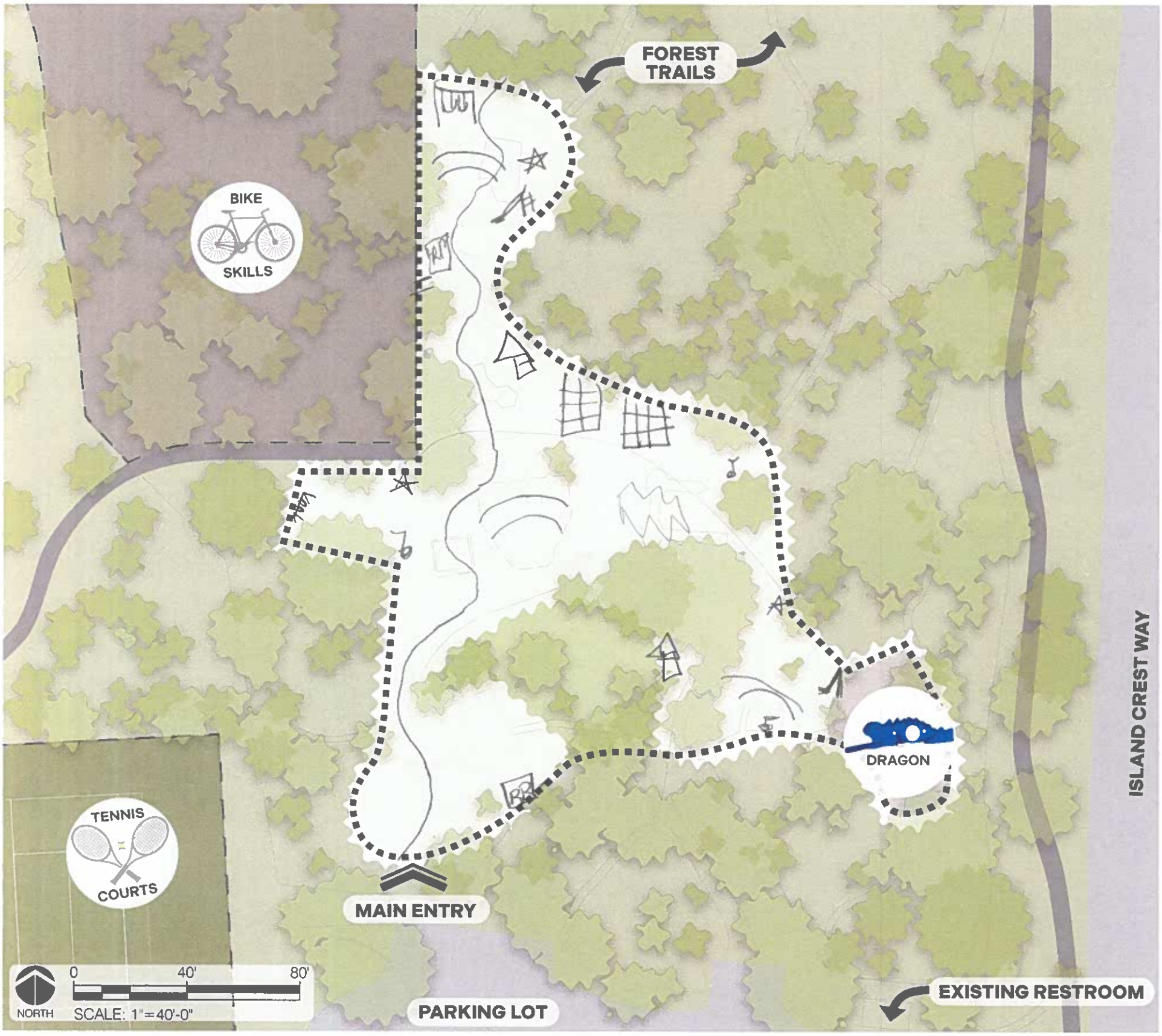
a

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? yes exeper/rkingdom

Does your playground have a unique feature you love? swings and towers

Please write a short description that describes what I have created. A fun safe spot for kid of any ages can have time with other kids and let thier imagination fly!

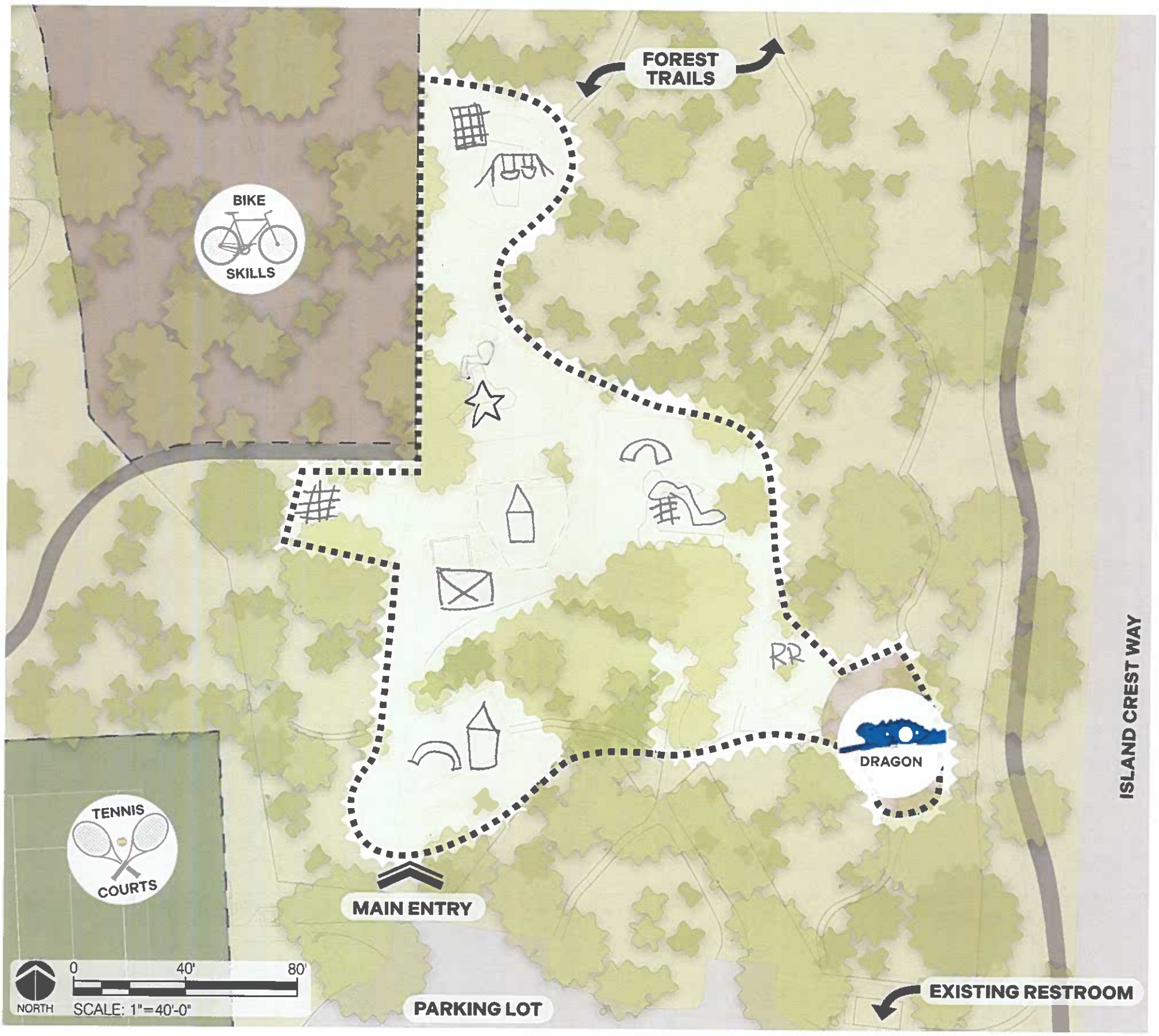
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓	⬠	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? Forest

Does your playground have a unique feature you love? Obstacals

Please write a short description that describes what I have created. I have created a forest obstacals with a swing and a net!

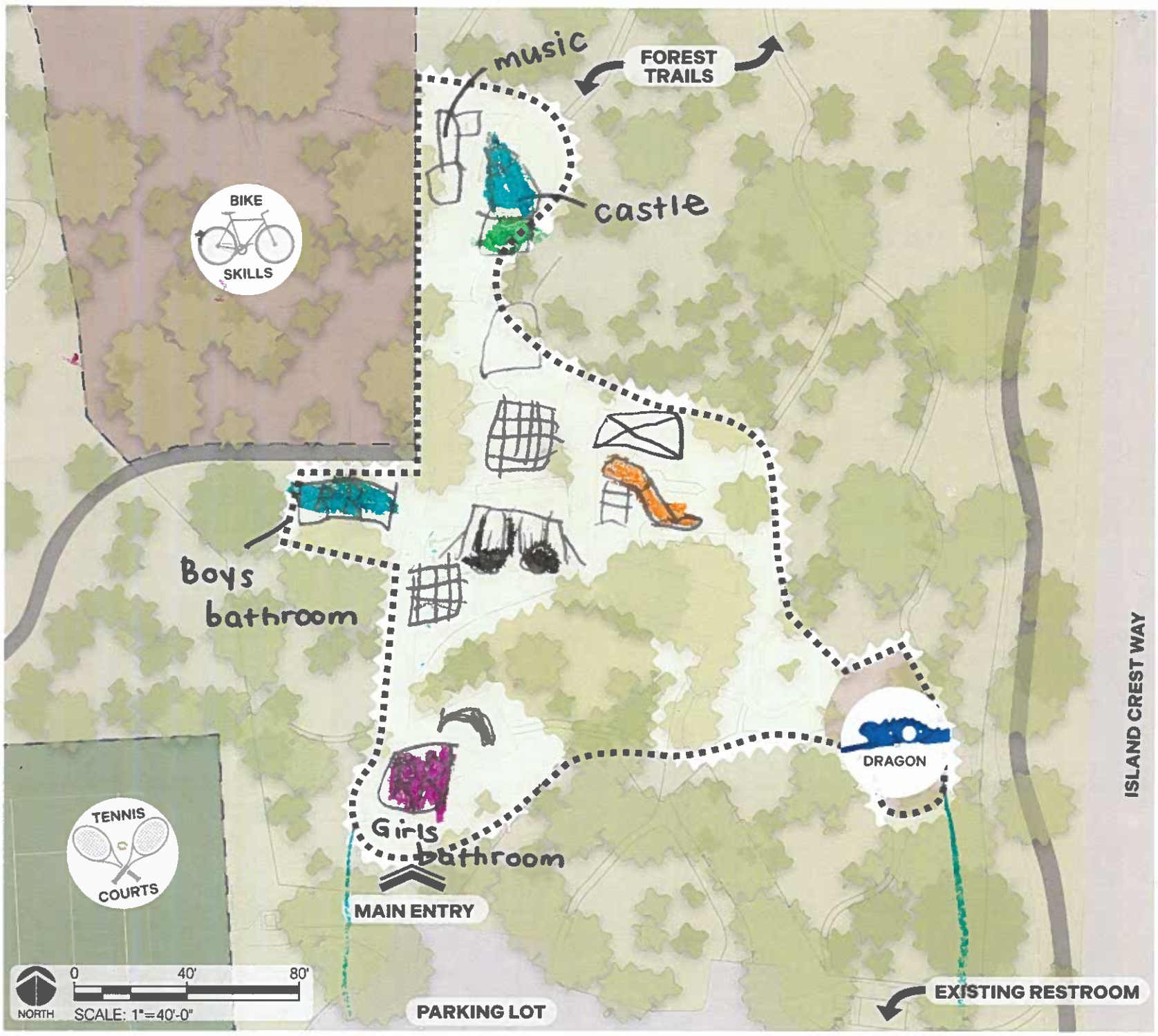
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 6 (K)

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? tree house

Does your playground have a unique feature you love? monkey bars

Please write a short description that describes what I have created.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

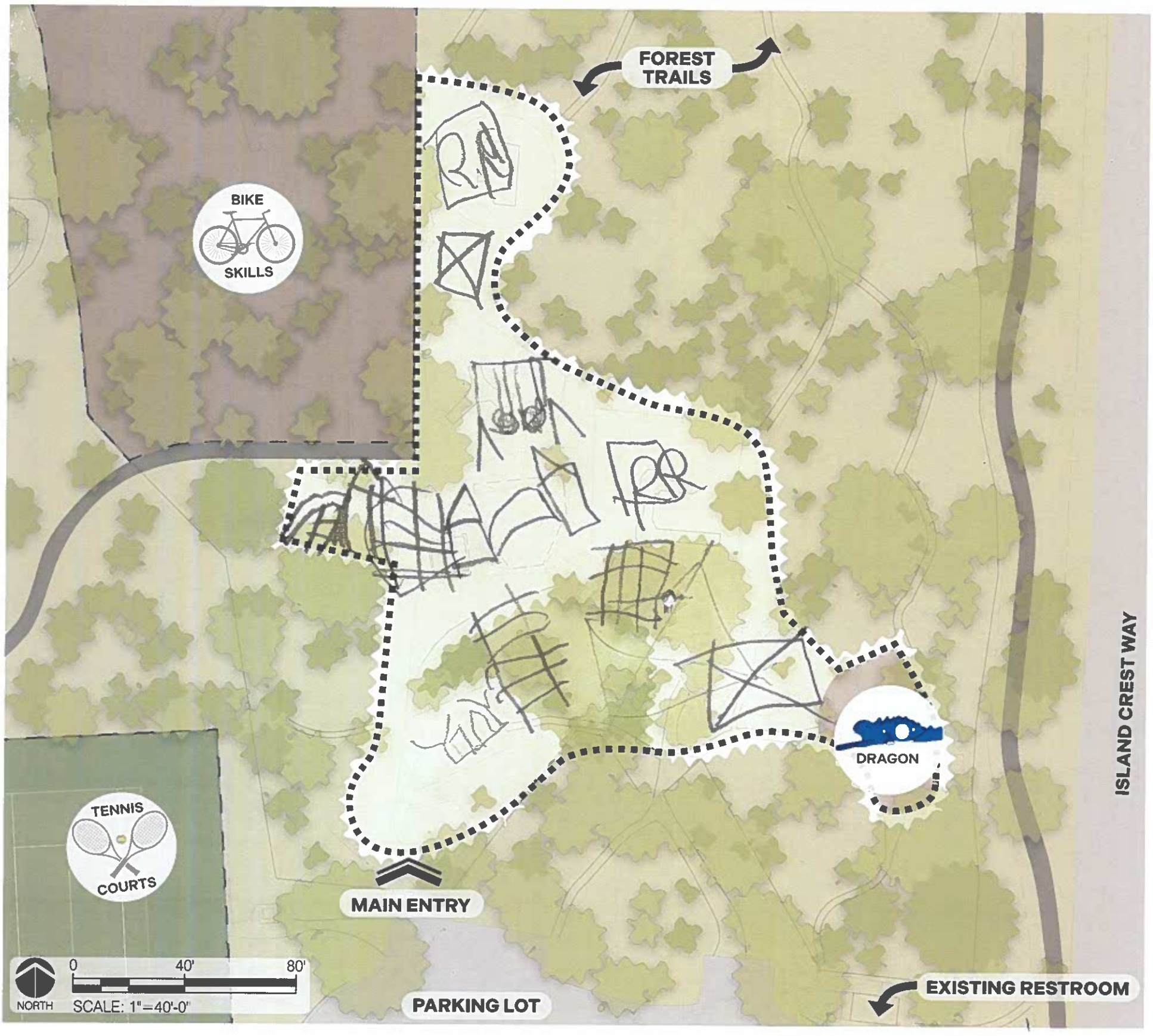
Student names have been omitted to protect individual privacy

Name:

Age: 6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩍	▯	⌒	◣	▦	♫	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? castle

Does your playground have a unique feature you love? Muke bars monkey bars

Please write a short description that describes what I have created.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

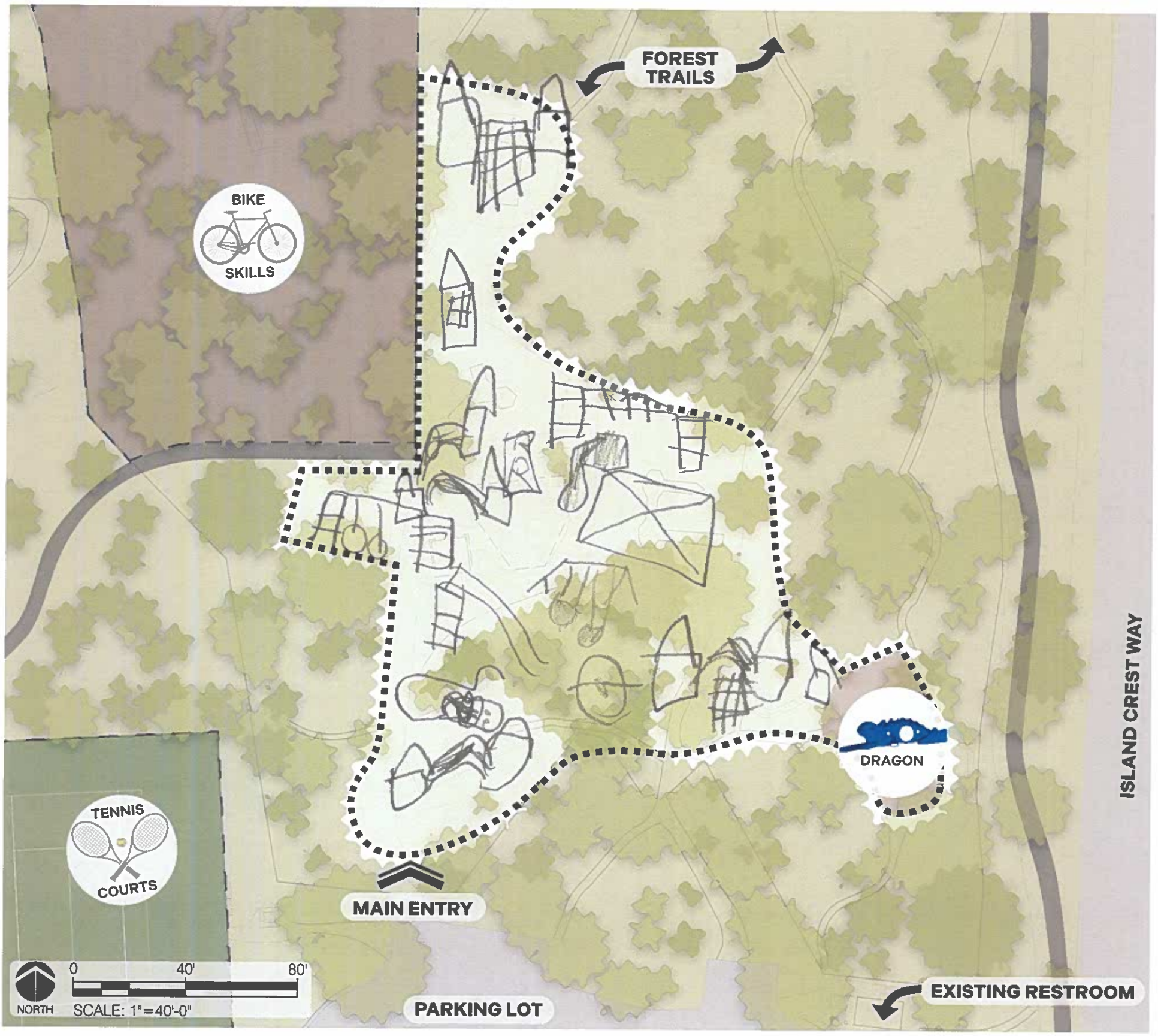
Student names have been omitted to protect individual privacy

Name: —

Age: 5

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	⬠	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? pokemon

Does your playground have a unique feature you love? monkey bars

Please write a short description that describes what I have created. _____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

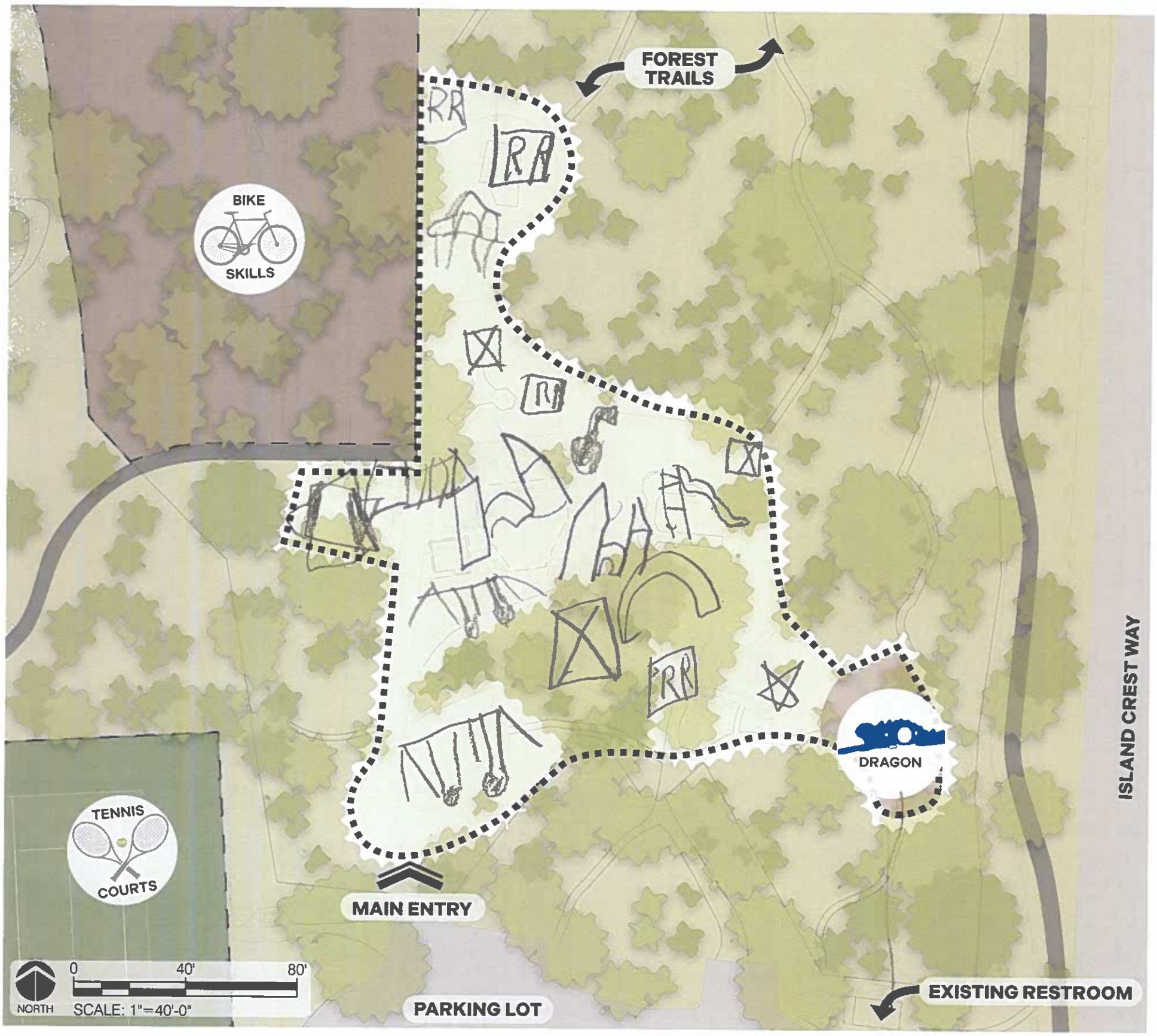
Student names have been omitted to protect individual privacy

Name:

Age: 5 6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Pokemon go

Does your playground have a unique feature you love? Soccer field

Please write a short description that describes what I have created.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

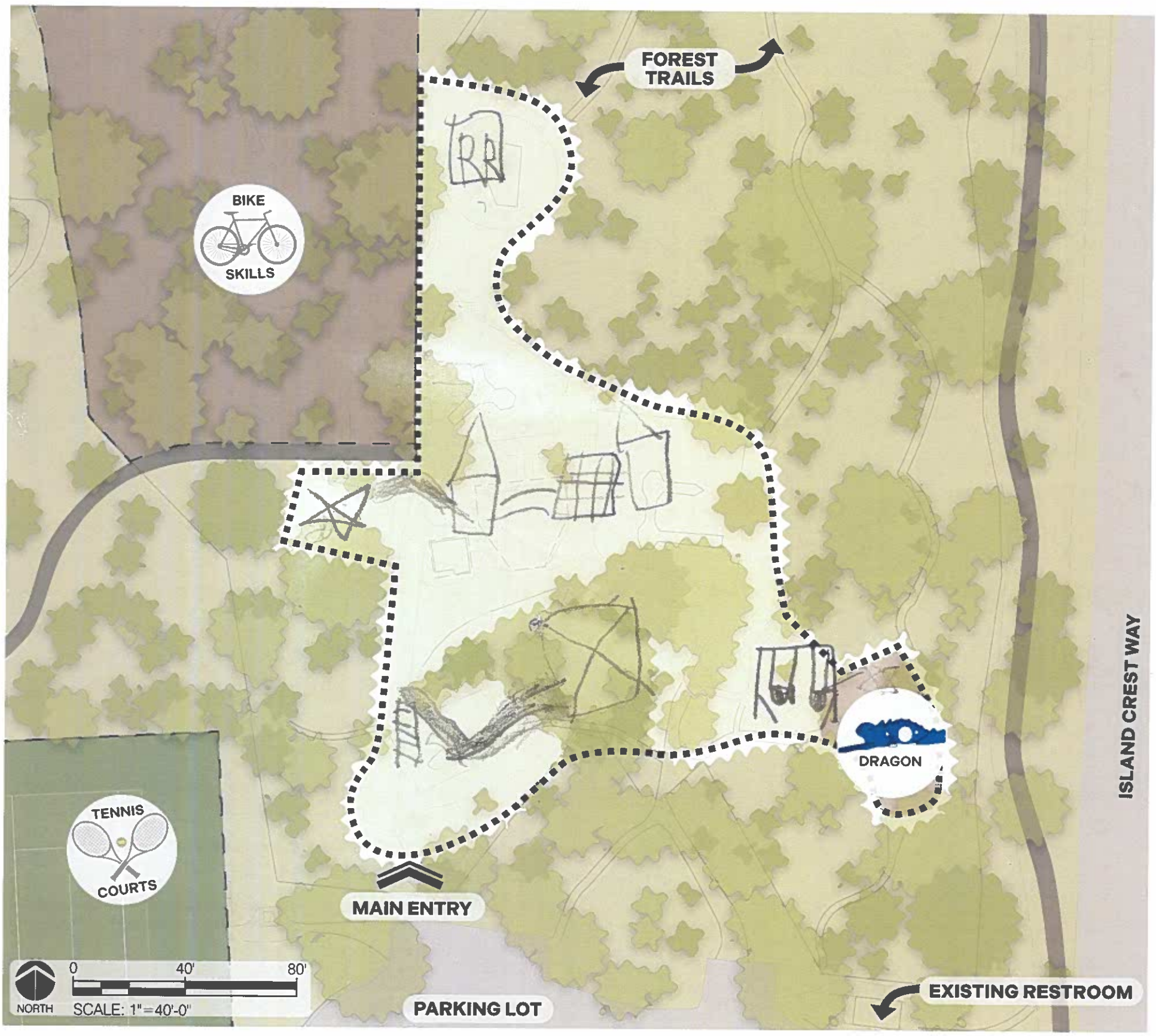
Student names have been omitted to protect individual privacy

Name: **Age:** 5 6

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	⬠	⌒	⟋	▦	♫	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? DRAGON

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. _____

_____

_____

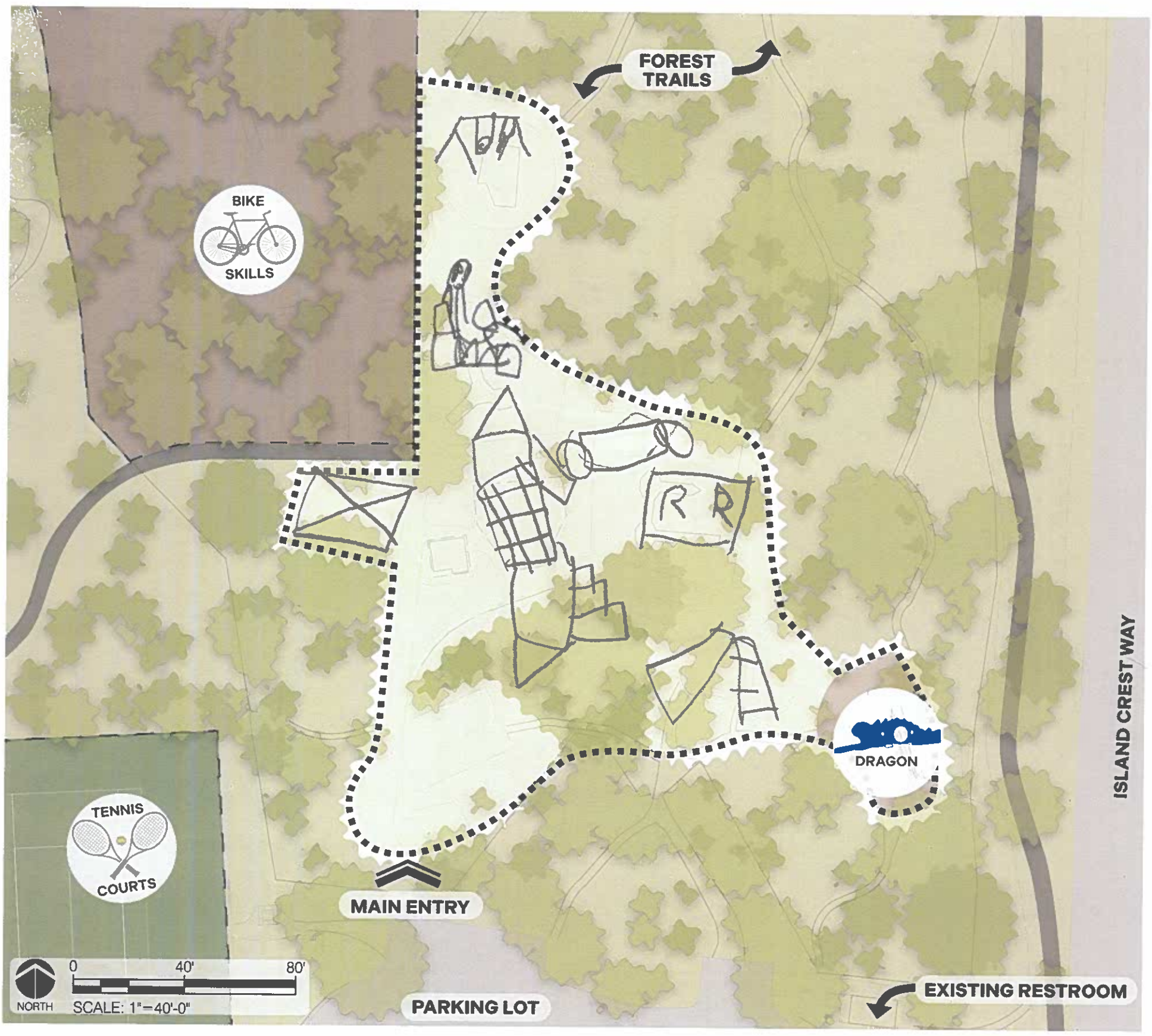
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩎	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? cats cats

Does your playground have a unique feature you love? ♡ ♡ ♡

Please write a short description that describes what I have created. _____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

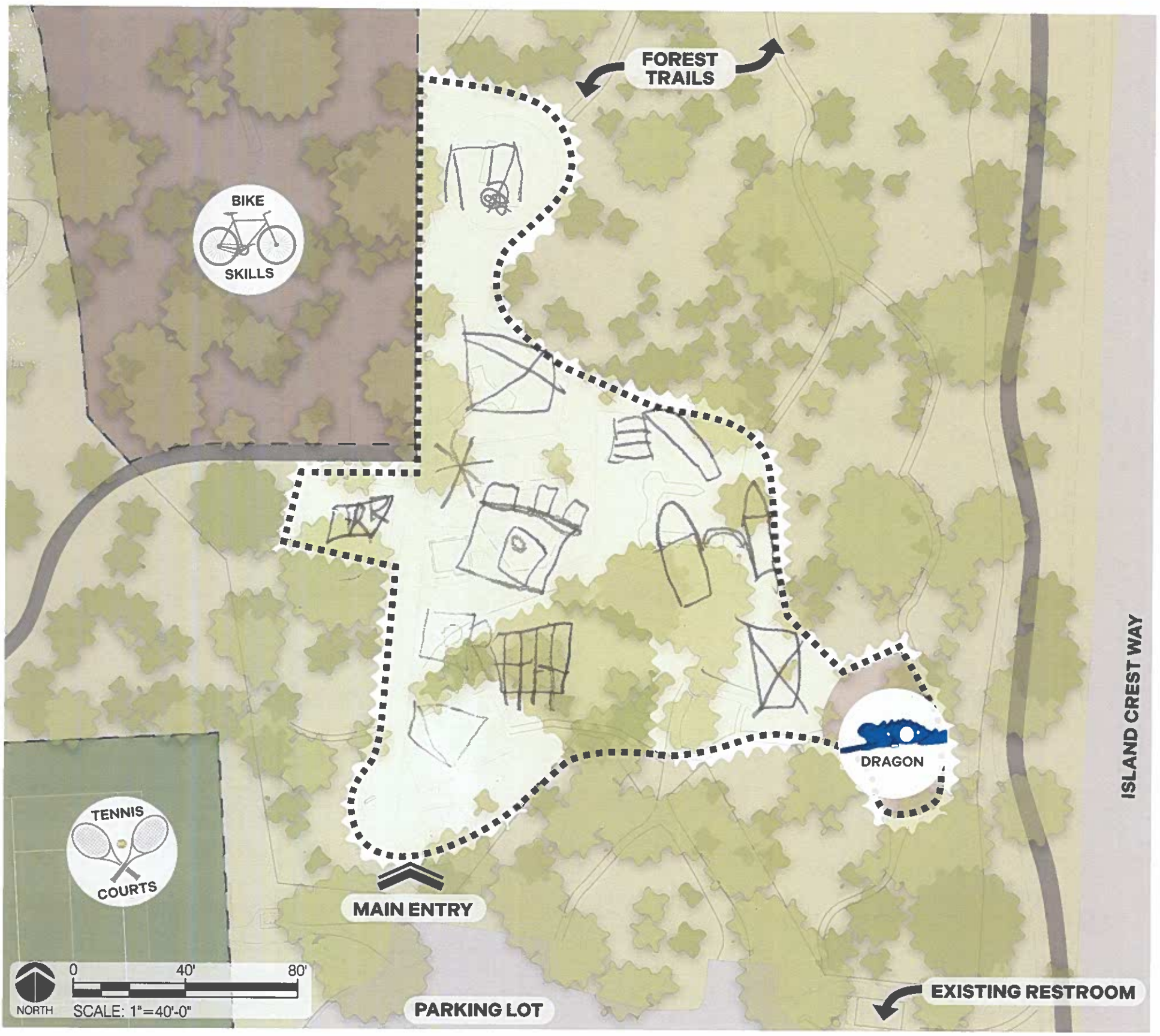
Student names have been omitted to protect individual privacy

Name: ——

Age: 5 and 6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⟋	▦	♫	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? ~~castl~~ castle

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. _____

_____

_____

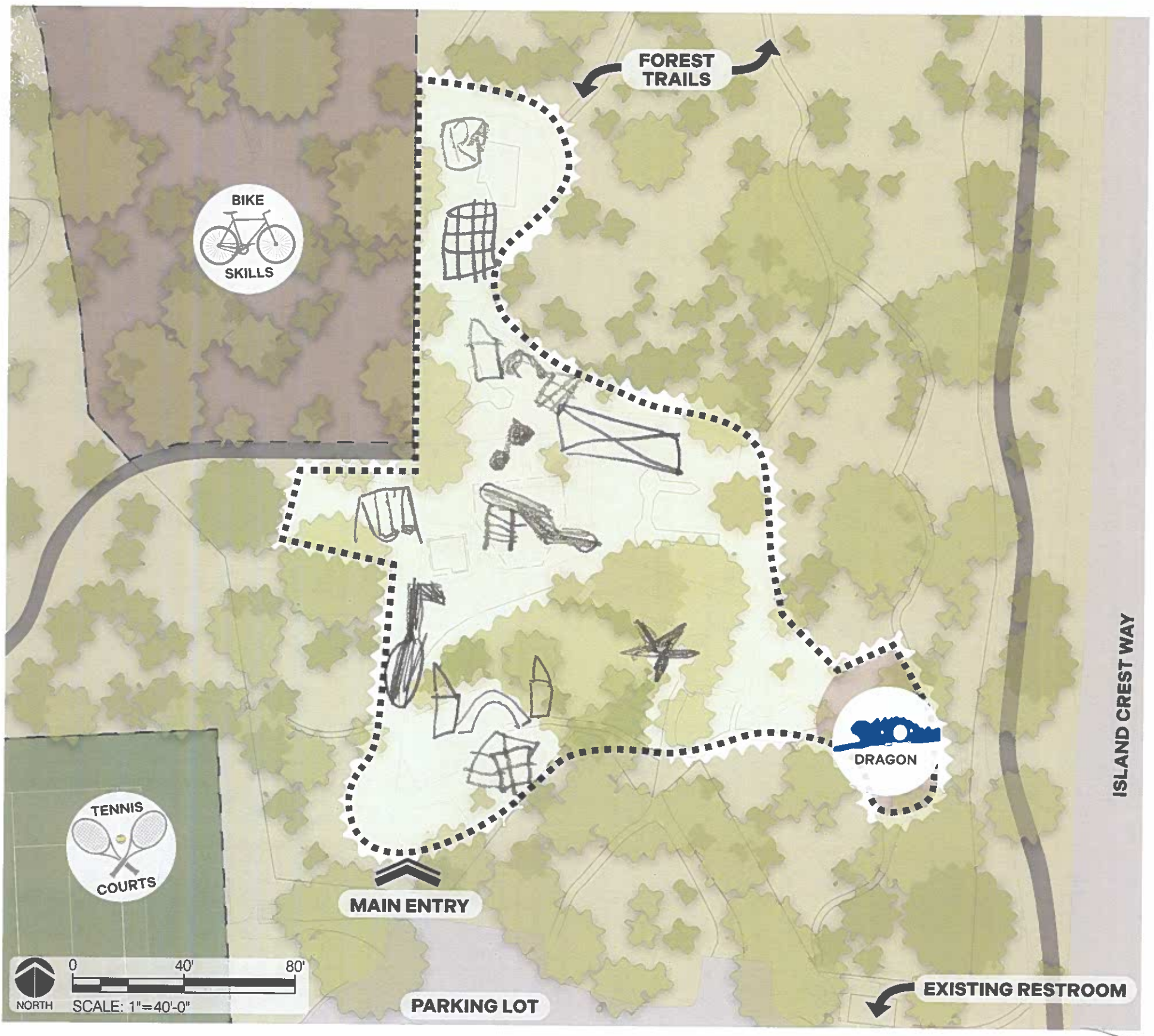
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 5 : 6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? CATS! castle

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. _____

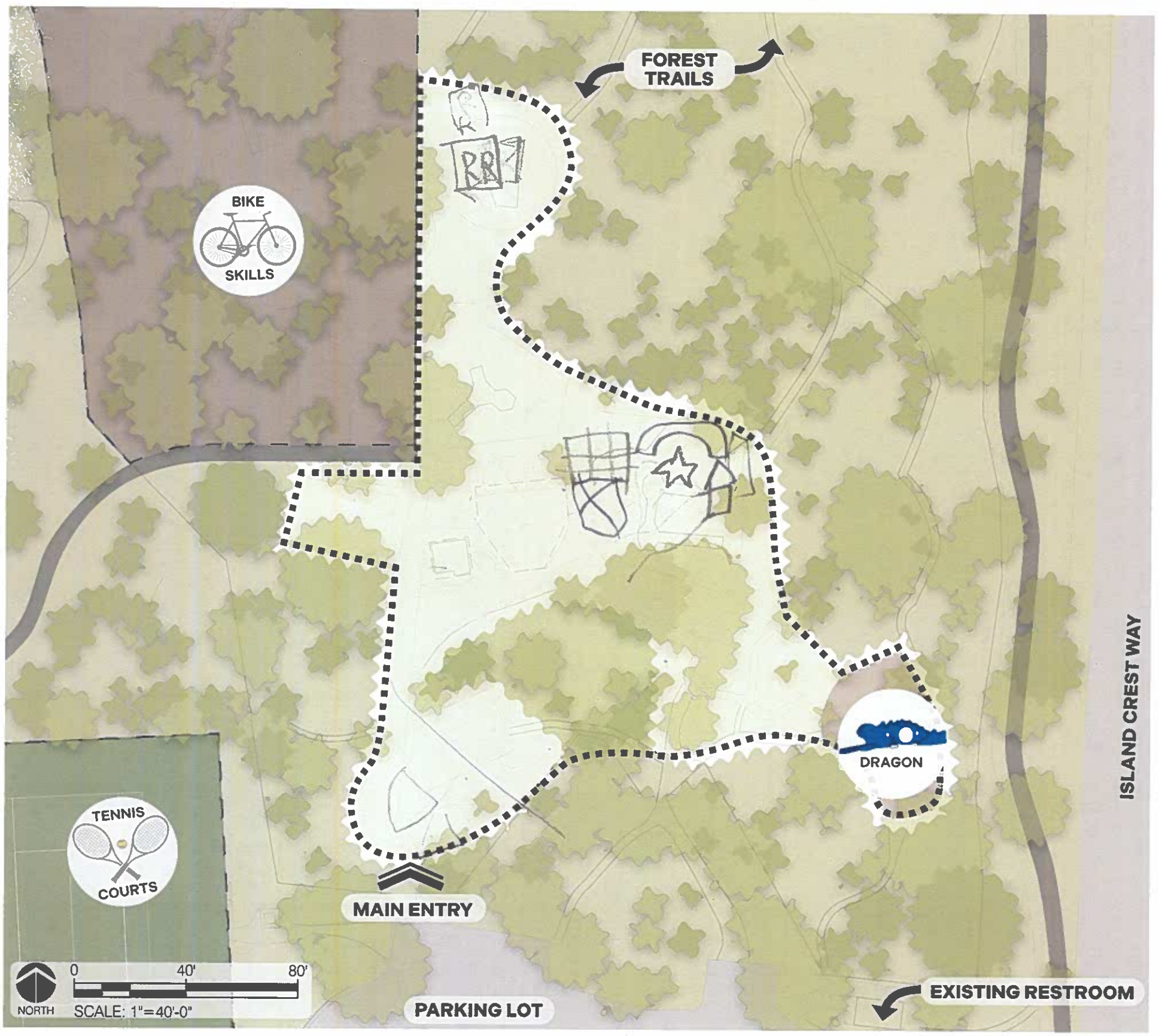
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _ **Age:** 6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? fairi tale fairytales

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. _____

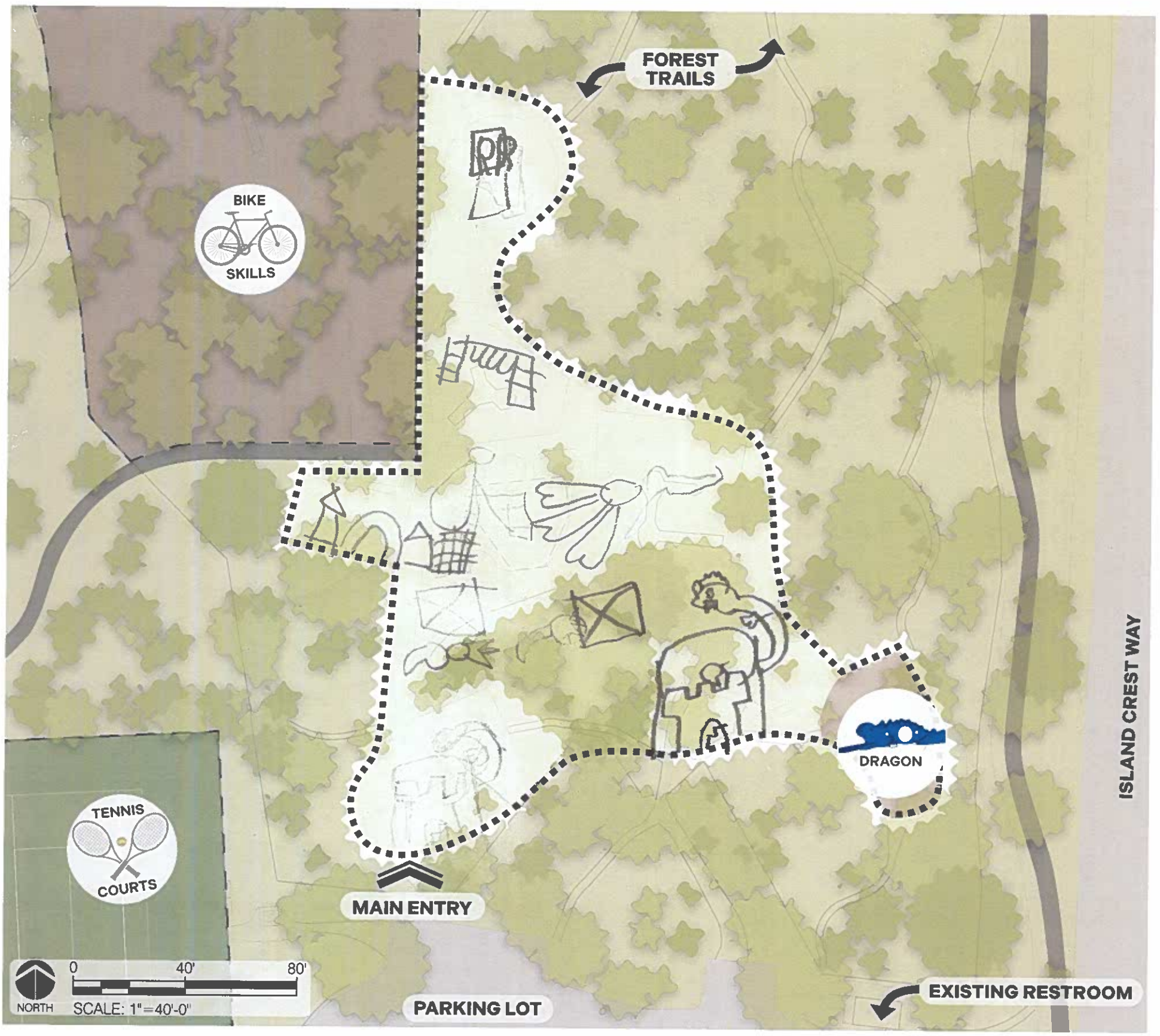
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: — *Student names have been omitted to protect individual privacy*

Age: 6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	⬠	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? FAIRYTALES fairytales

Does your playground have a unique feature you love?

Please write a short description that describes what I have created.

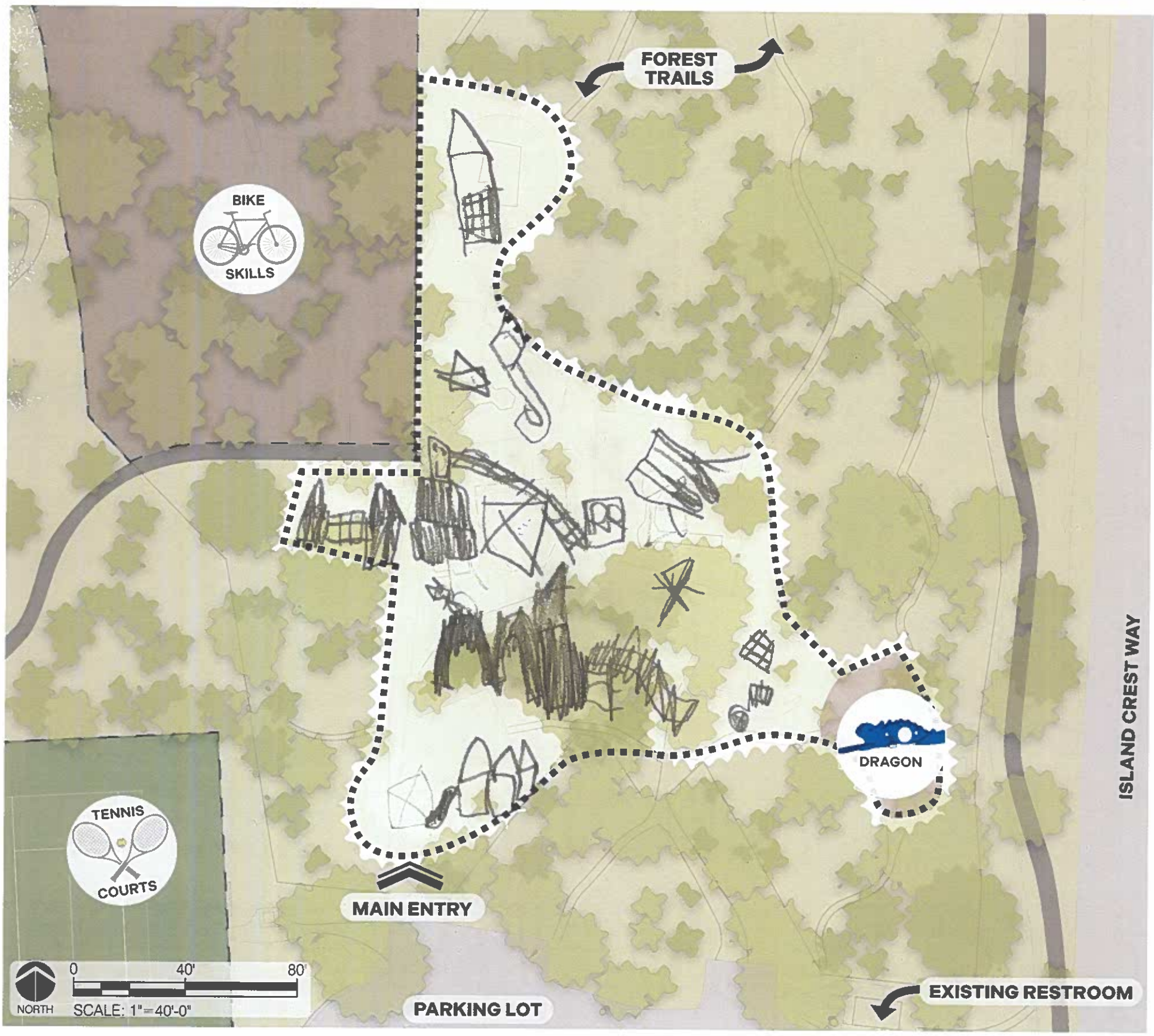
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? it naz aKrepr tn
It has a creepers (minecraft)

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. _____

DEANE'S CHILDREN'S PARK :

HOW DO YOU WANT TO PLAY?

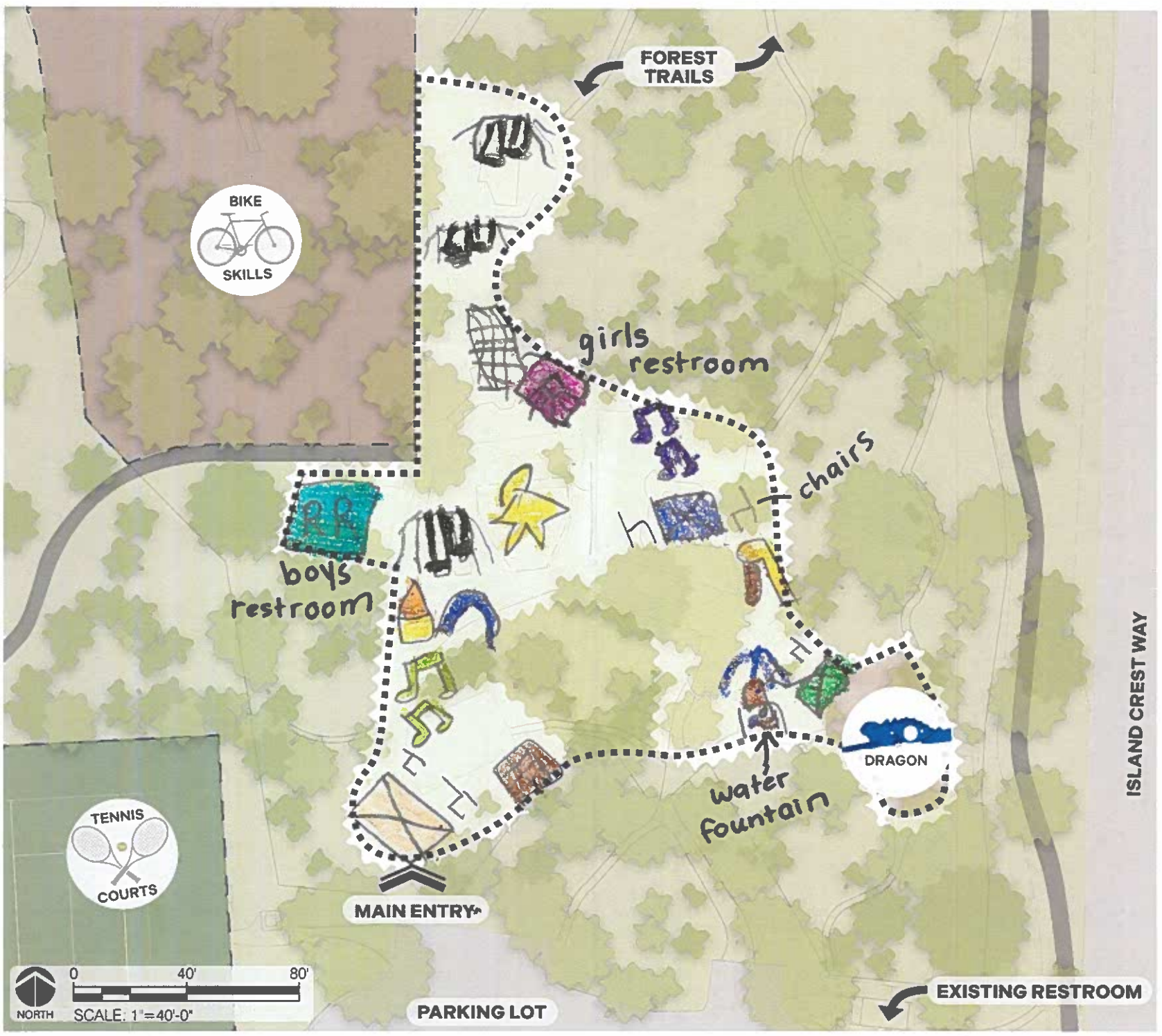
Name *Student names have been omitted to protect individual privacy*

Age: 6 (Kindergarten)

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme? Tree house

Does your playground have a unique feature you love? monkey bars

Please write a short description that describes what I have created. _____

DEANE'S CHILDREN'S PARK :

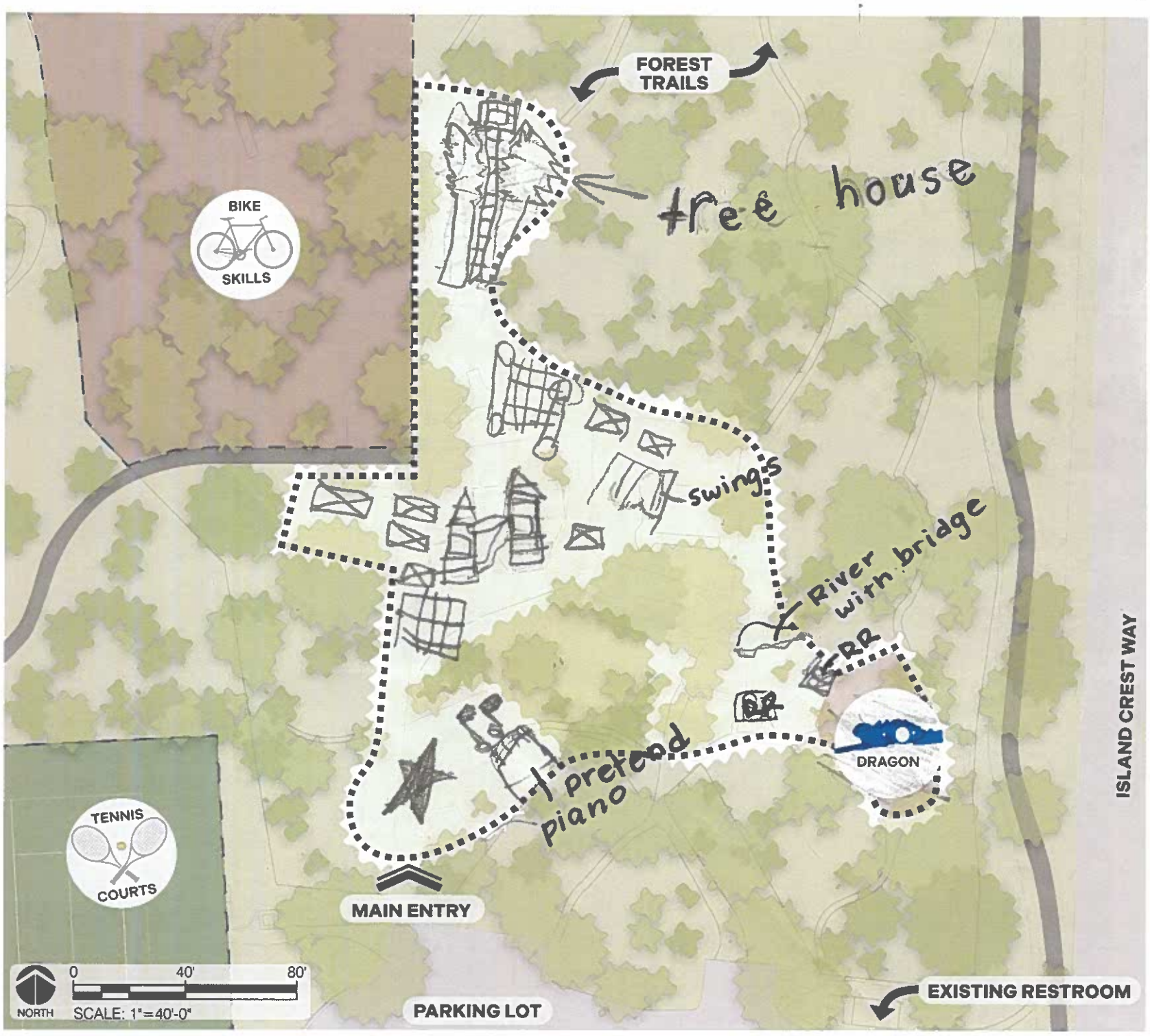
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

6.6 (K)

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⌐	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? tree house

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. _____

climing arya

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: -

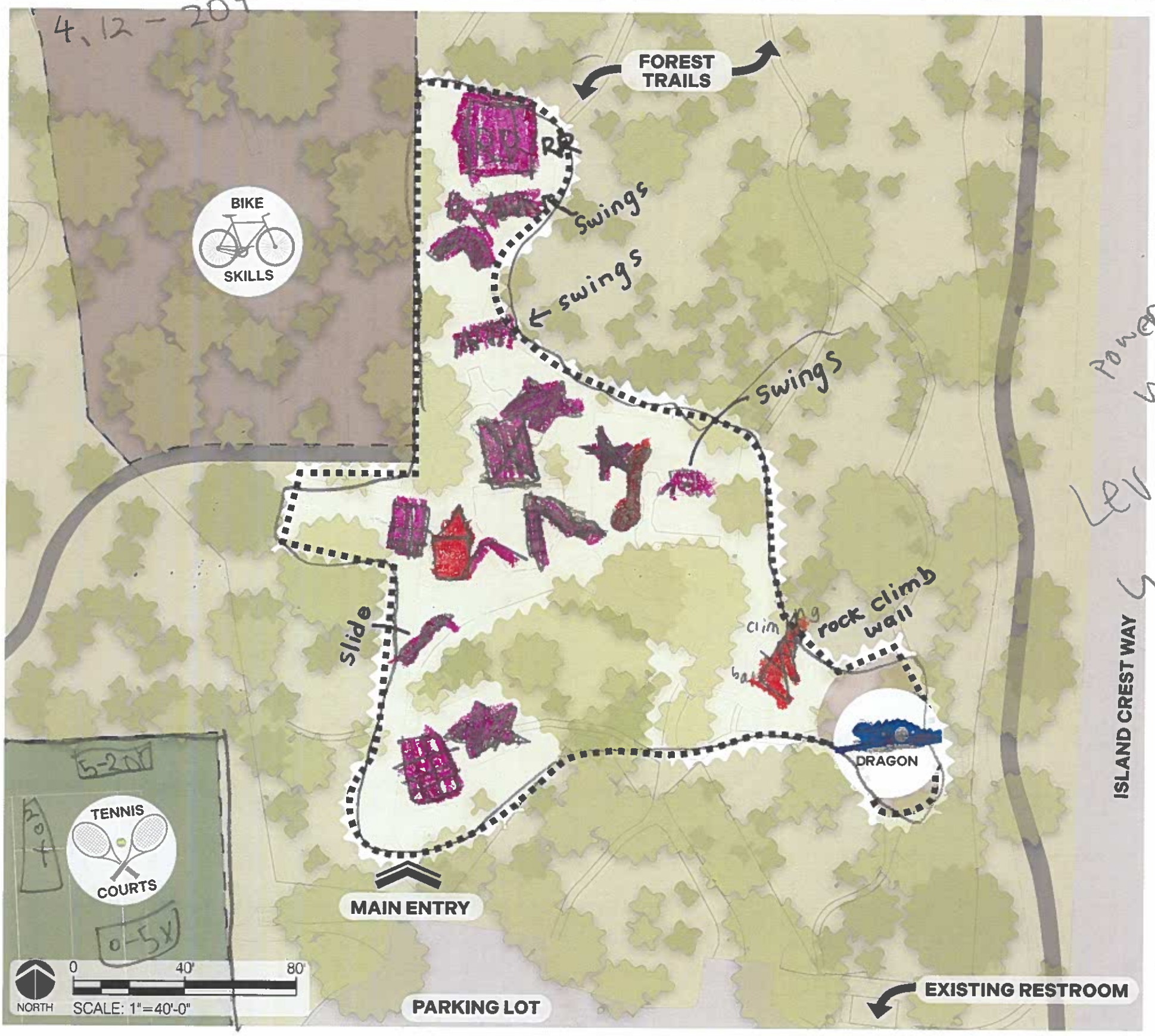
Age: 6 - (K)

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								

4, 12 - 20+



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

1 **Does your playground have a theme?** Tree house

2 **Does your playground have a unique feature you love?** Swings, Music

3 **Please write a short description that describes what I have created.** _____

DEANE'S CHILDREN'S PARK :

HOW DO YOU WANT TO PLAY?

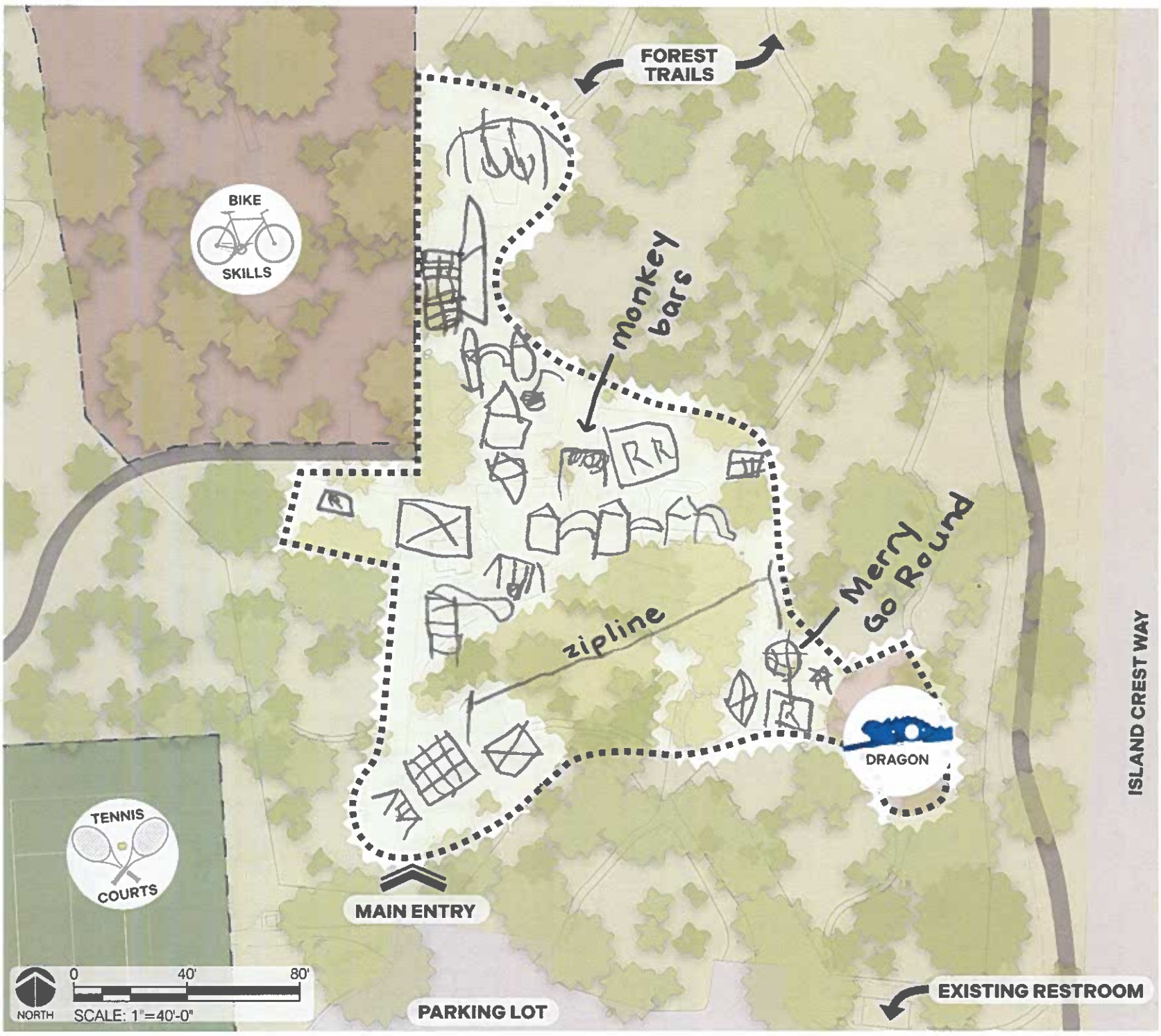
Name: *Student names have been omitted to protect individual privacy*

ge: 6-5 (K)

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⌐	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? Wood like - tree house

Does your playground have a unique feature you love? zipline - climbing net

Please write a short description that describes what I have created.

We did swings + We bibd climbing structure + it was wilde fun

DEANE'S CHILDREN'S PARK :

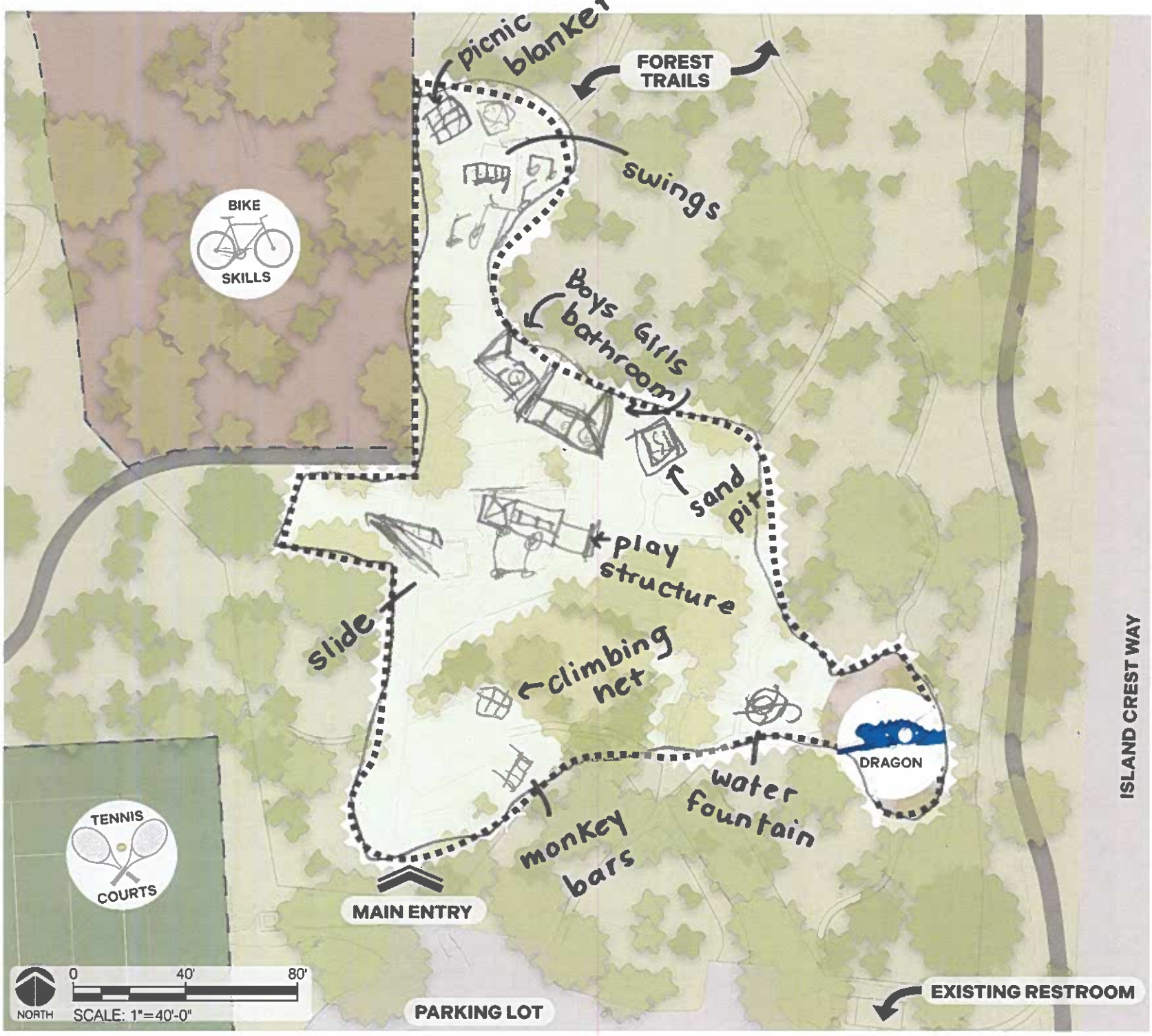
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 6 (K)

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⌐	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? tree house

Does your playground have a unique feature you love? sand pit

Please write a short description that describes what I have created. We did swings

K

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

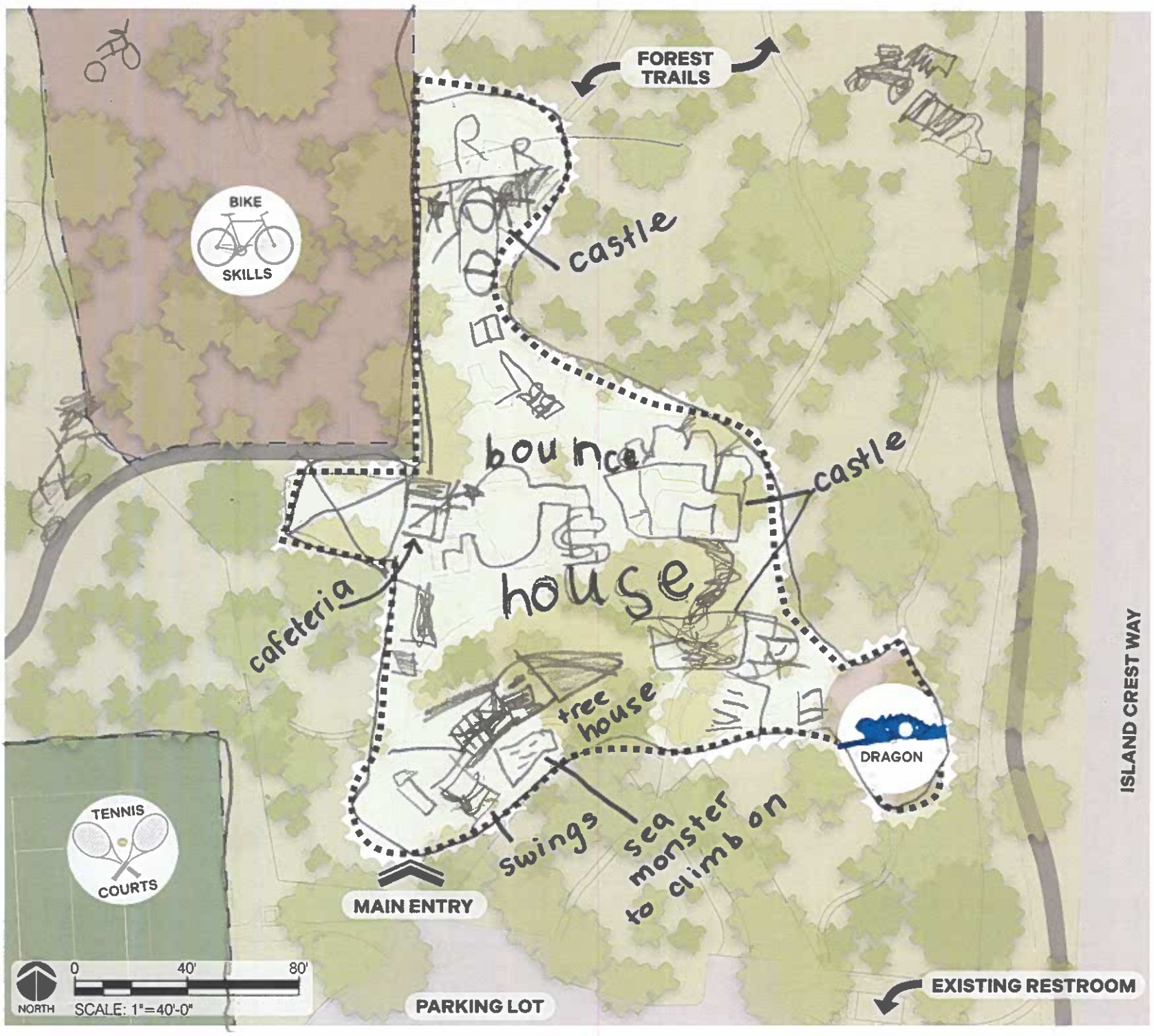
K-6

Student names have been omitted to protect individual privacy

Age: 5+6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? castles

Does your playground have a unique feature you love? traps

Please write a short description that describes what I have created. _____

DEANE'S CHILDREN'S PARK :

HOW DO YOU WANT TO PLAY?

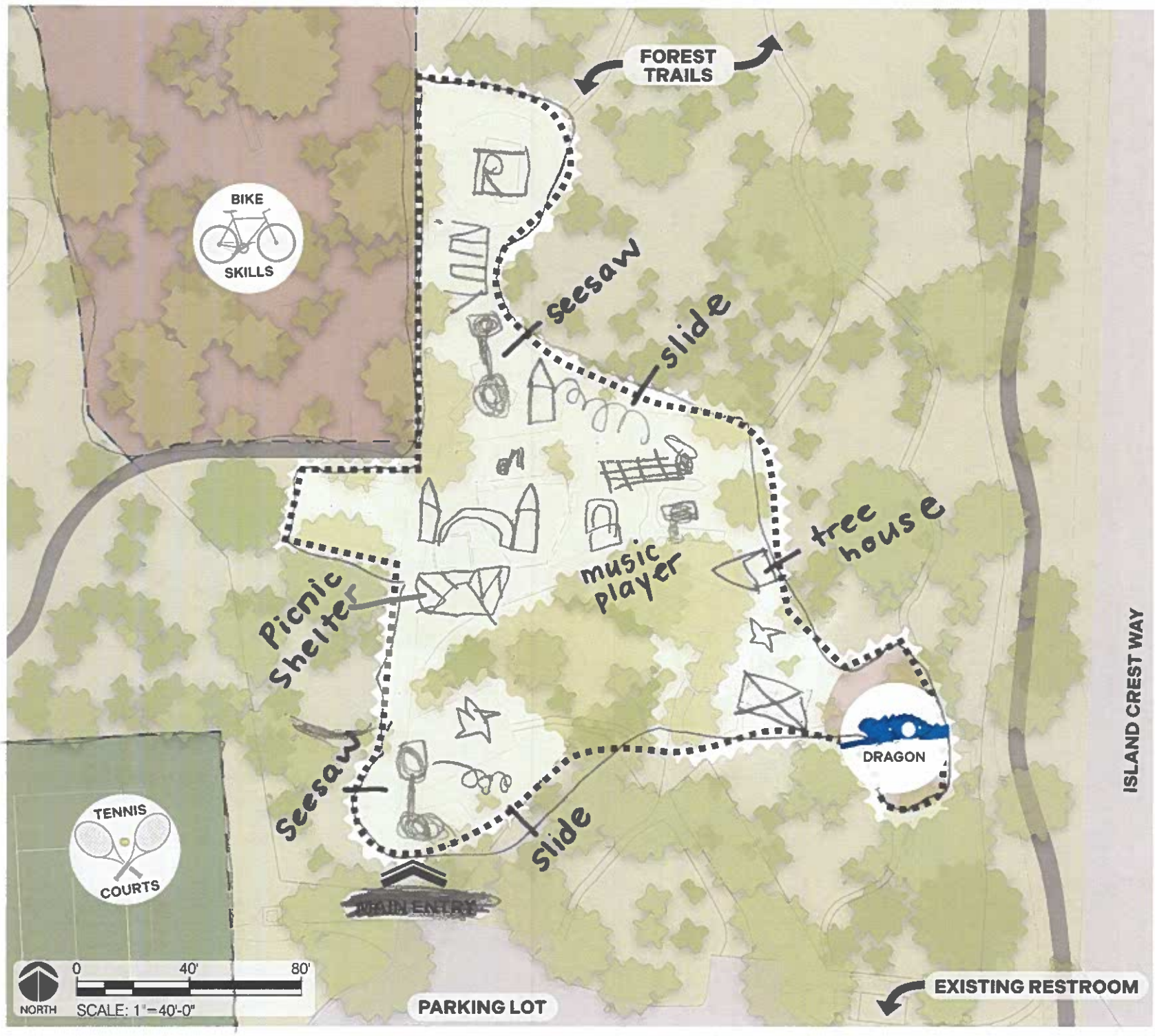
Student names have been omitted to protect individual privacy

Name

Age: 6 (K)

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⌐	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? tree haws

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. _____

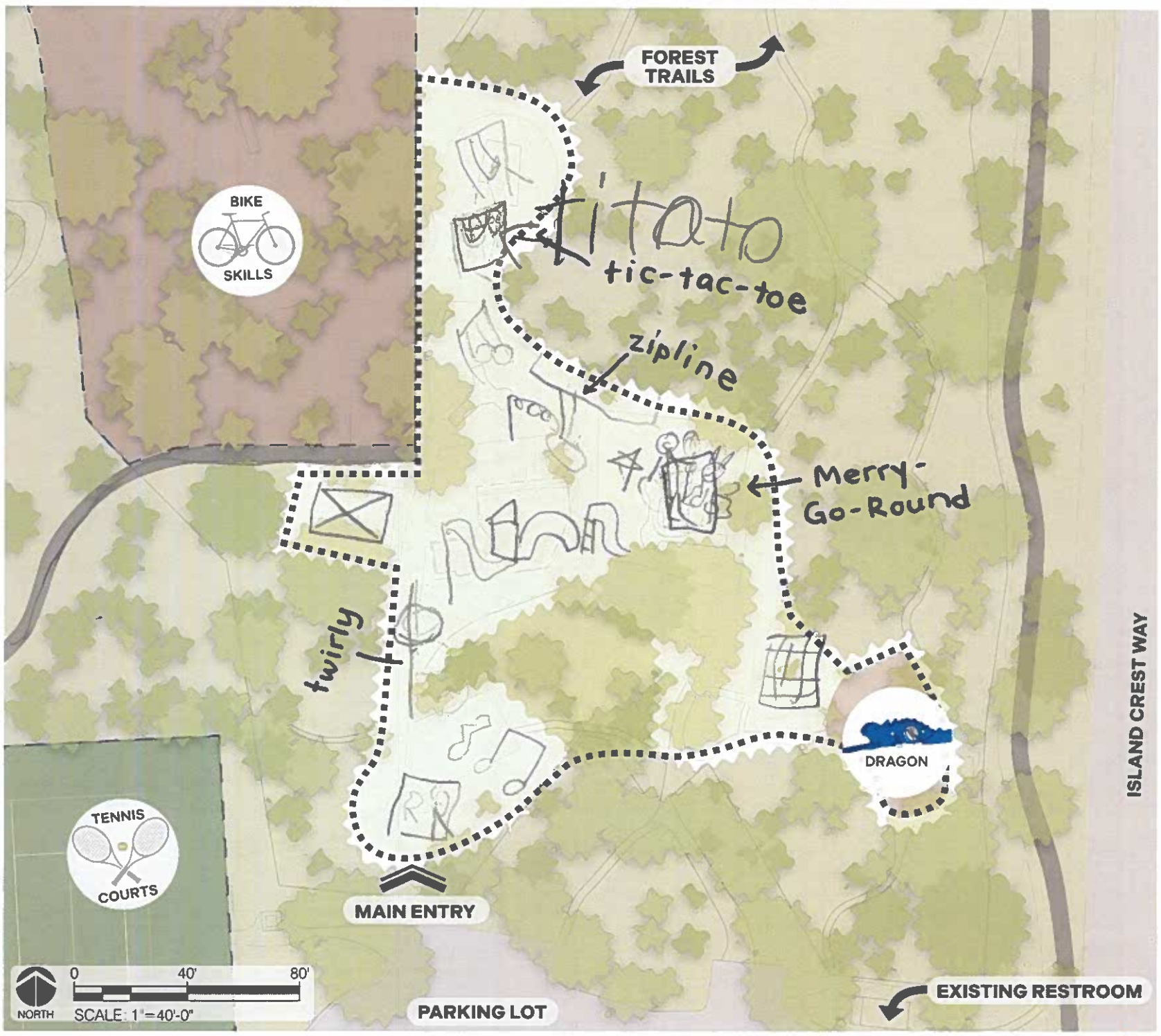
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: **Age:** (K)

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⌐	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Tree house

Does your playground have a unique feature you love? Zipline

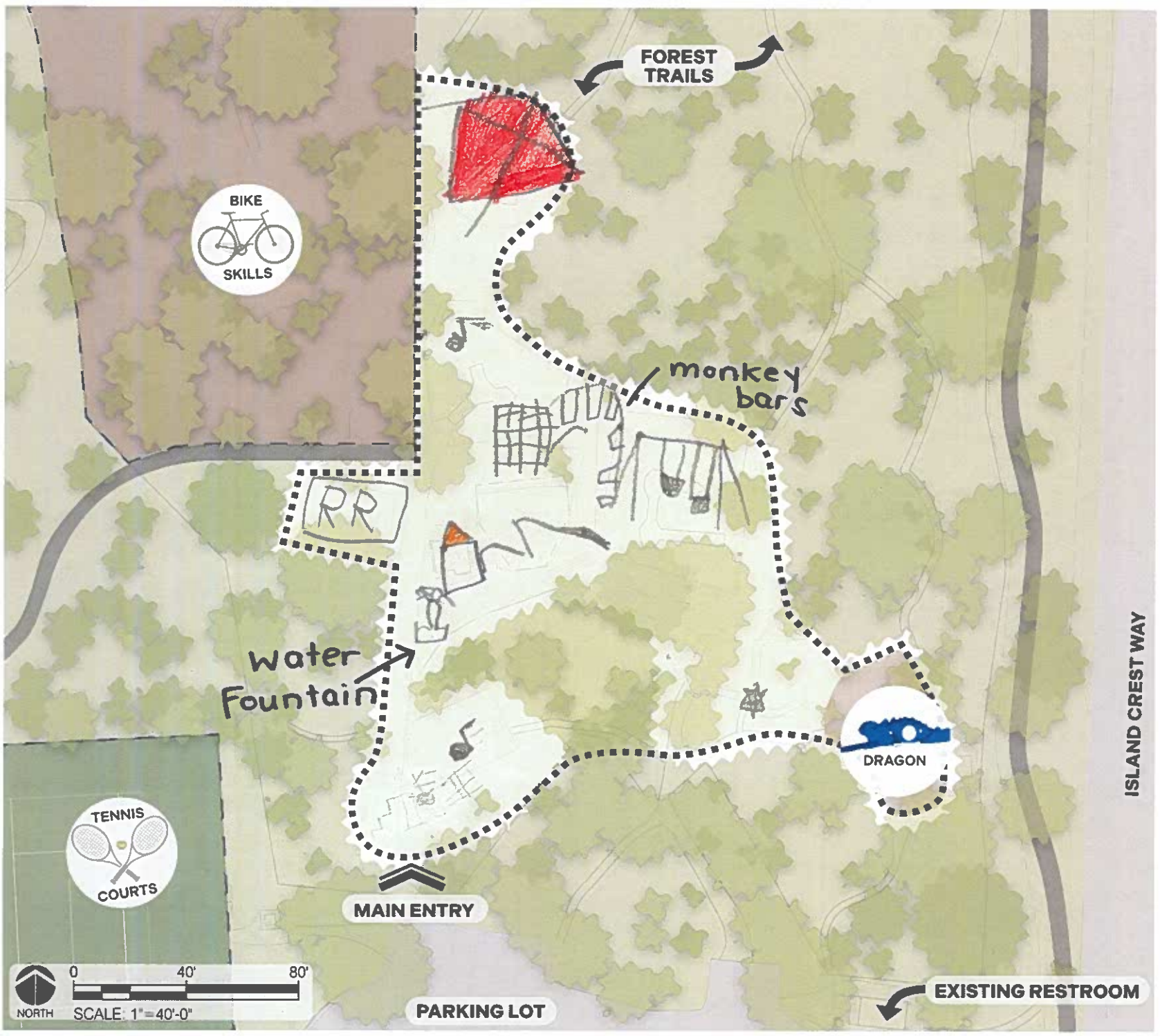
Please write a short description that describes what I have created.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name *Student names have been omitted to protect individual privacy* 6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⟋	▦	♪	★



LEGEND:
EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? climbing park.

Does your playground have a unique feature you love? town (Aekdid to p Slide

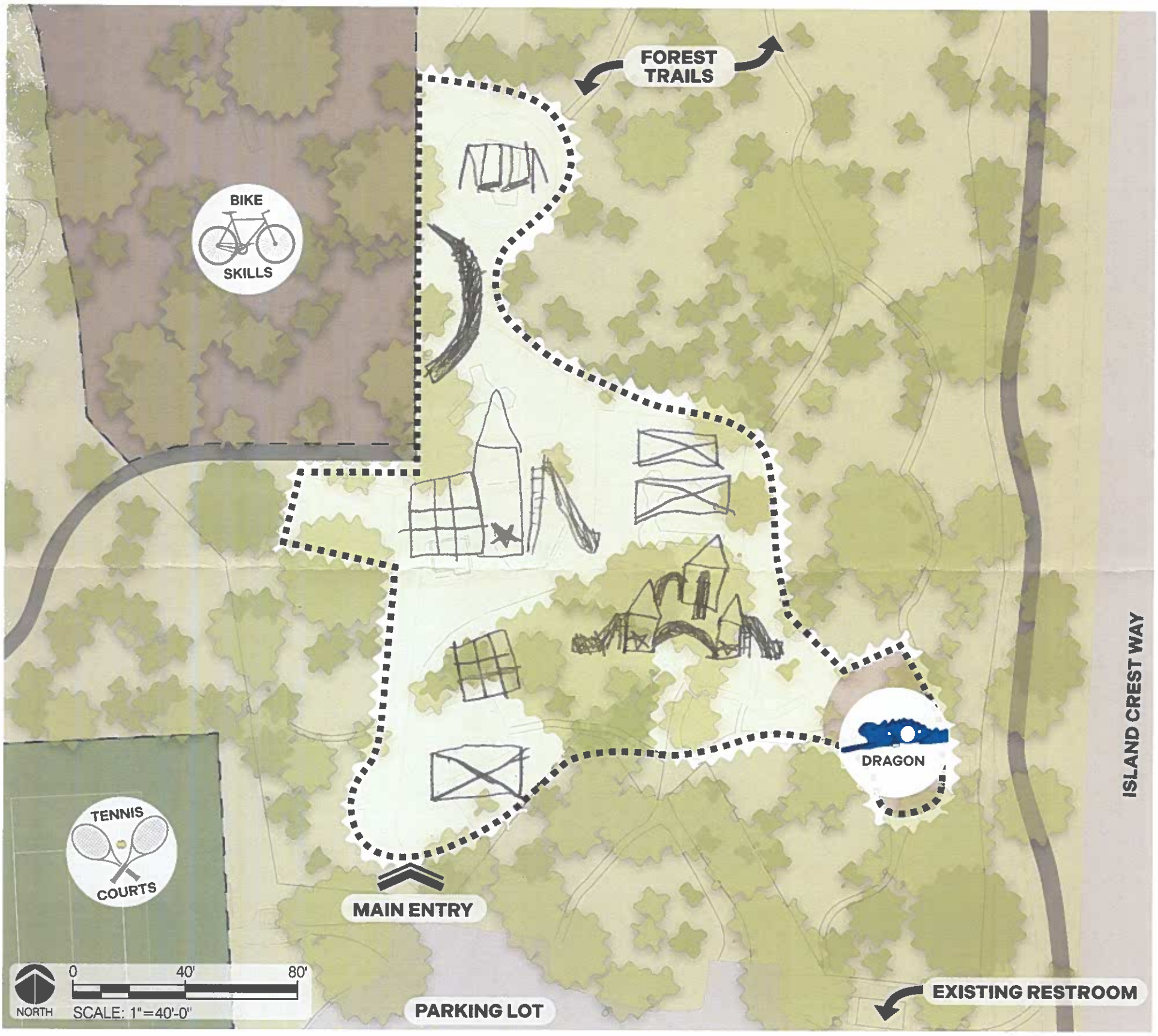
Please write a short description that describes what I have created. We hpv bronkey bars.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 11

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:
EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? A medival castle theme.

Does your playground have a unique feature you love? The Spider web

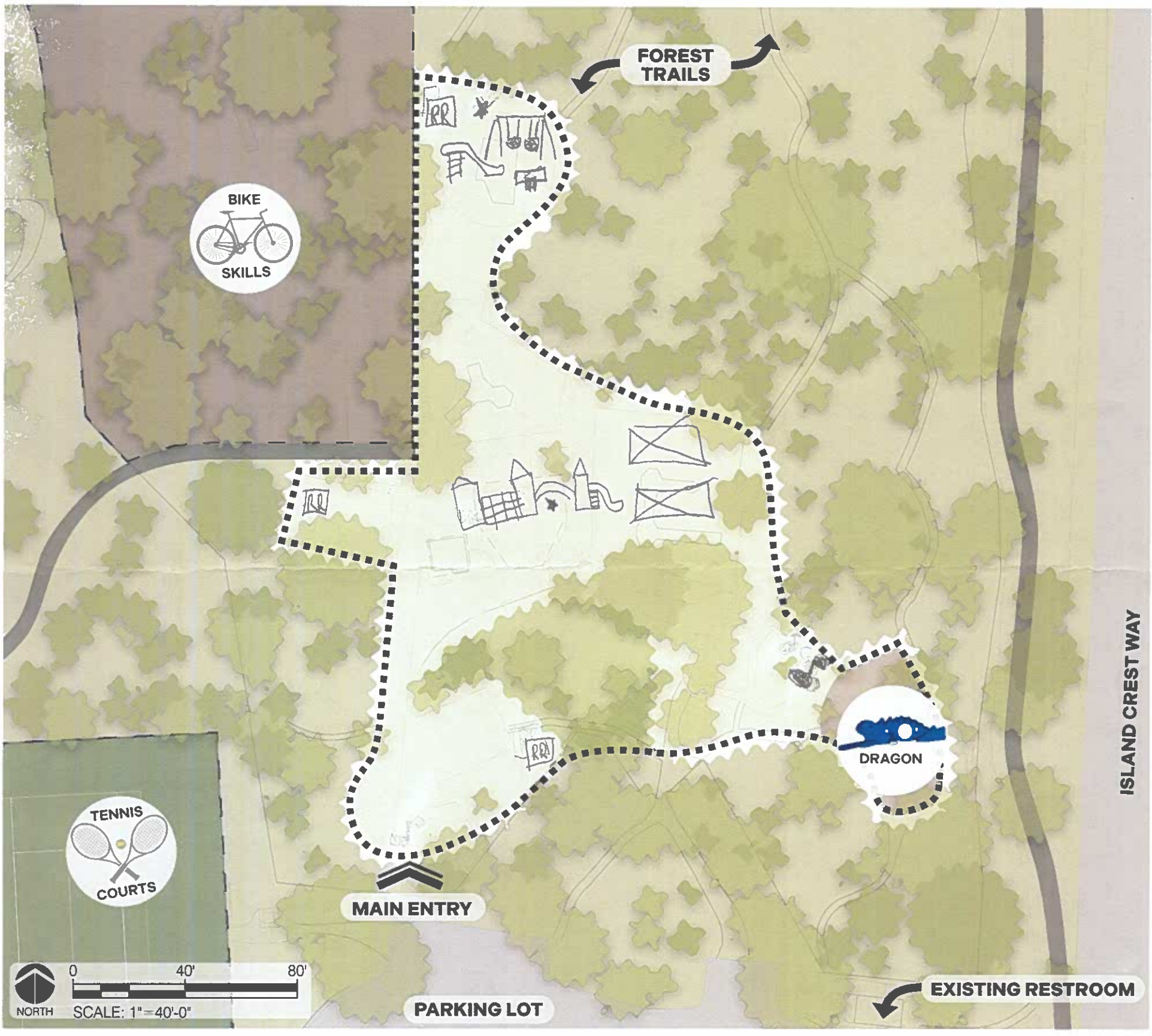
Please write a short description that describes what I have created. When you enter there is 1 shelter and a spider web. There are 4 castles, 3 bridges, 3 games, swings, 4 slides.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? Fantasy Kingdom

Does your playground have a unique feature you love? A very tall slide.

Please write a short description that describes what I have created. What I have created is tiny, but very cool playground. There is a lot of different equitment for diffrent children with diffrent abilities can play!

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

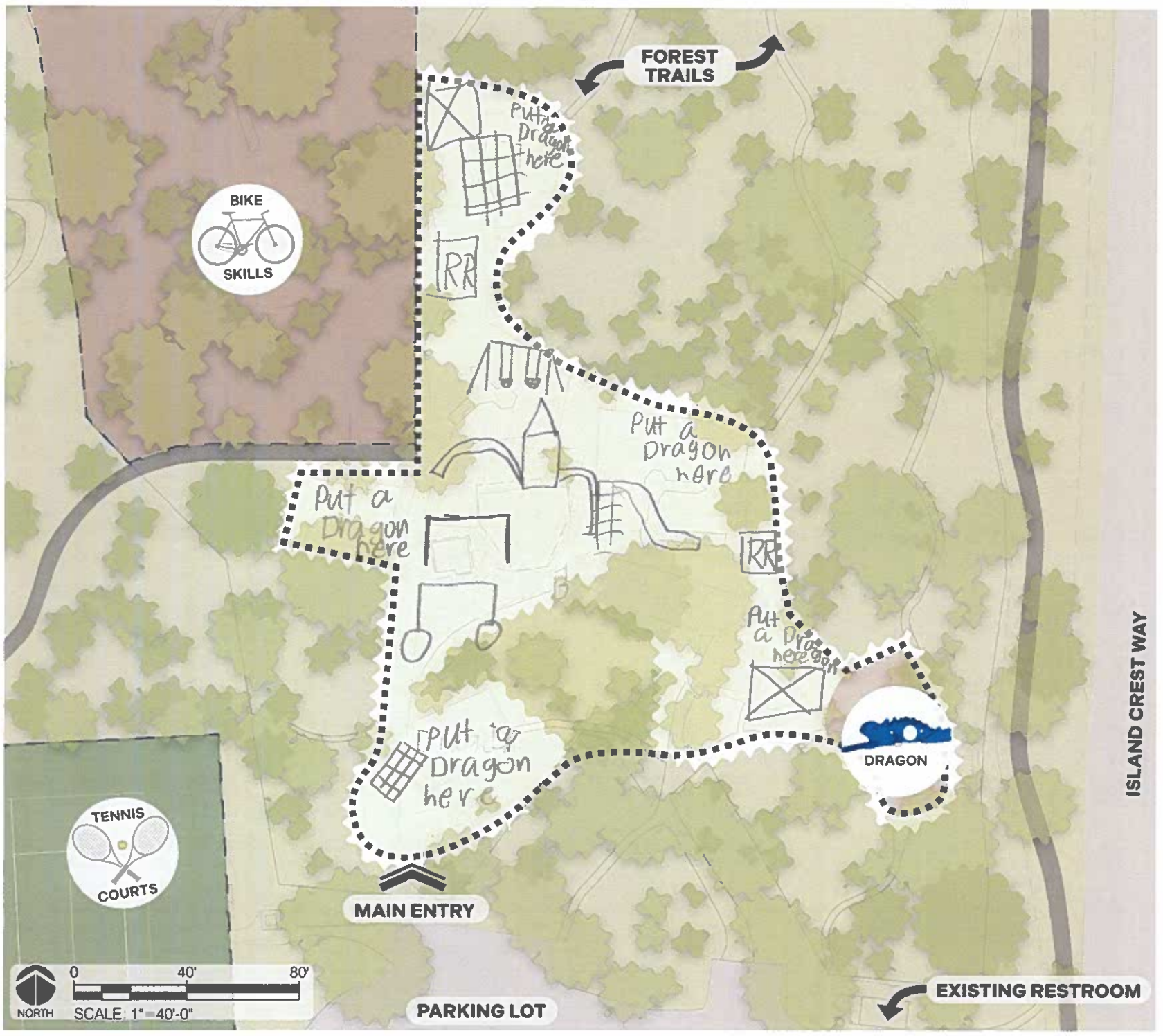
Name: *Student names have been omitted to protect individual privacy* 5/12/25

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
⊠	RR	⫛	⬠	⌒	⟋	▦	♪	★

Bar

Rings



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? wings of fire

Does your playground have a unique feature you love? Bars and Rings.

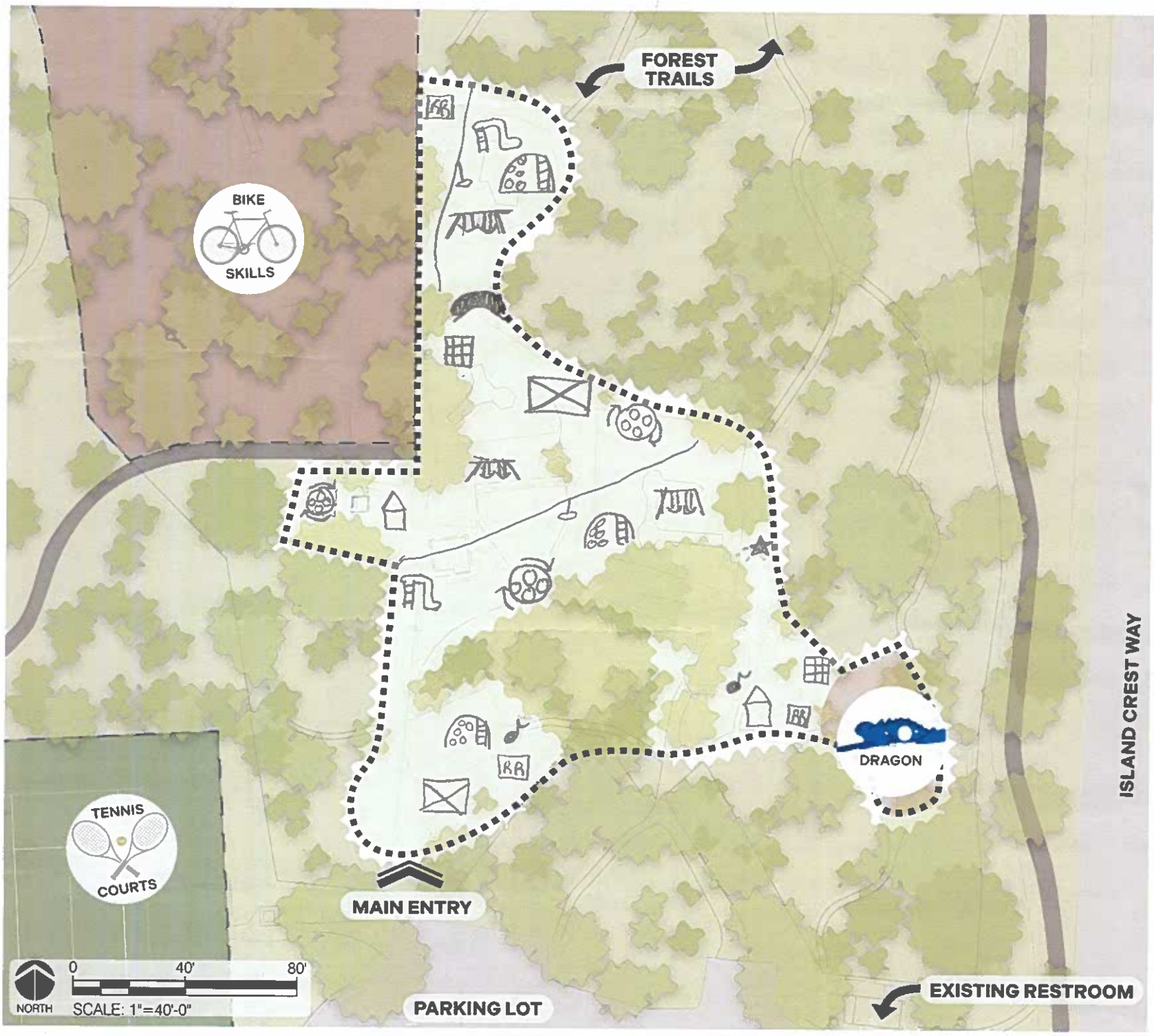
Please write a short description that describes what I have created. It is a playground that has some dragons placed there, and there is some gymnastics stuff there too!

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
	RR							



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

zipline | climber | spinner

Does your playground have a theme? Yes, fun.

Does your playground have a unique feature you love? Zipline

Please write a short description that describes what I have created. I collaborated with my friends to create the ultimate playground.

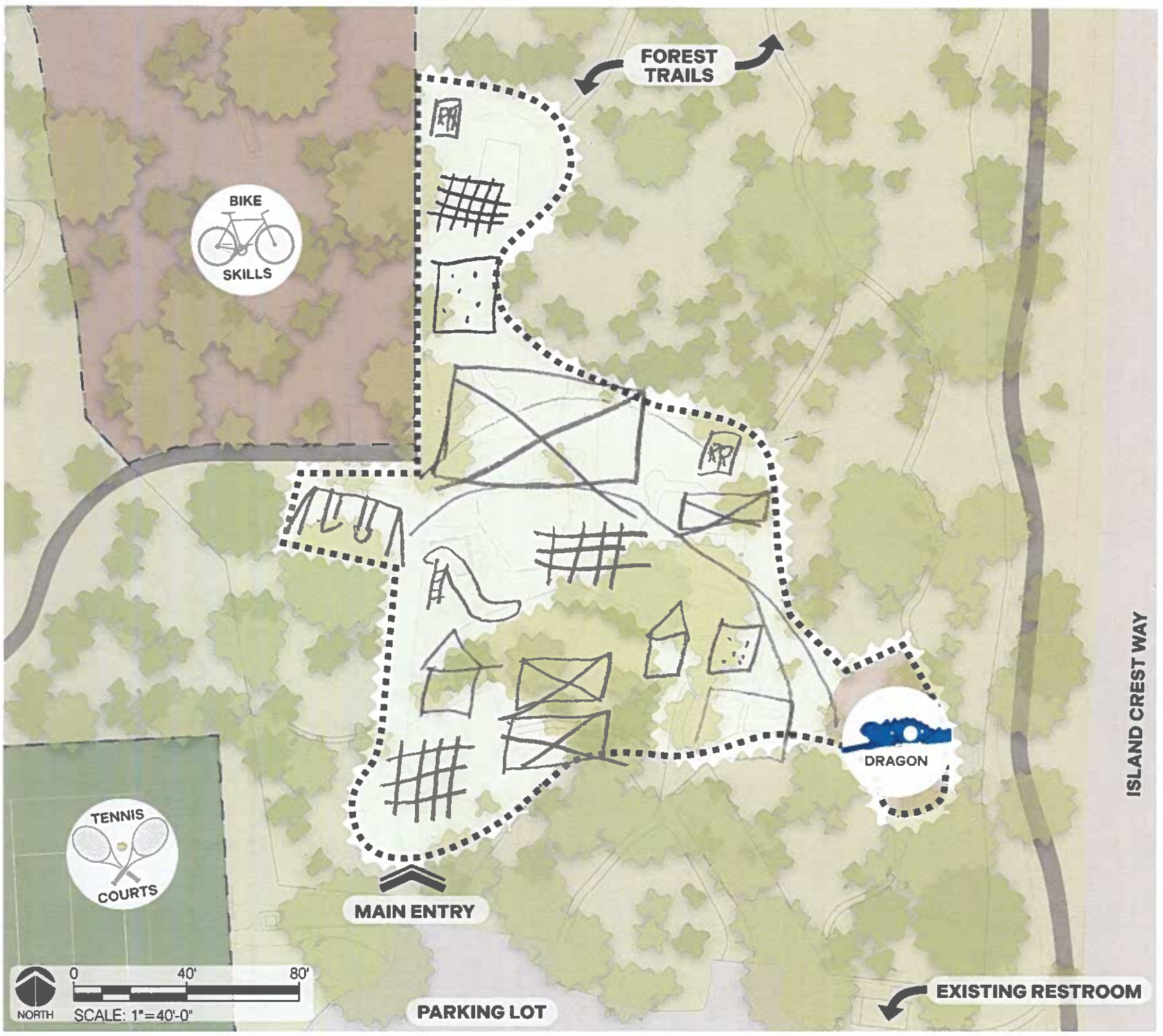
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Age: 8.9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⎍	▯	⌒	⟋	▦	♪	★



LEGEND:
EXISTING TREES · EXISTING PATHS · PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? 20 foot tall ACTUAL climbing wall = ⁞⁞

Please write a short description that describes what I have created. Whole lunch & picnic areas near bathrooms.

DEANE'S CHILDREN'S PARK :

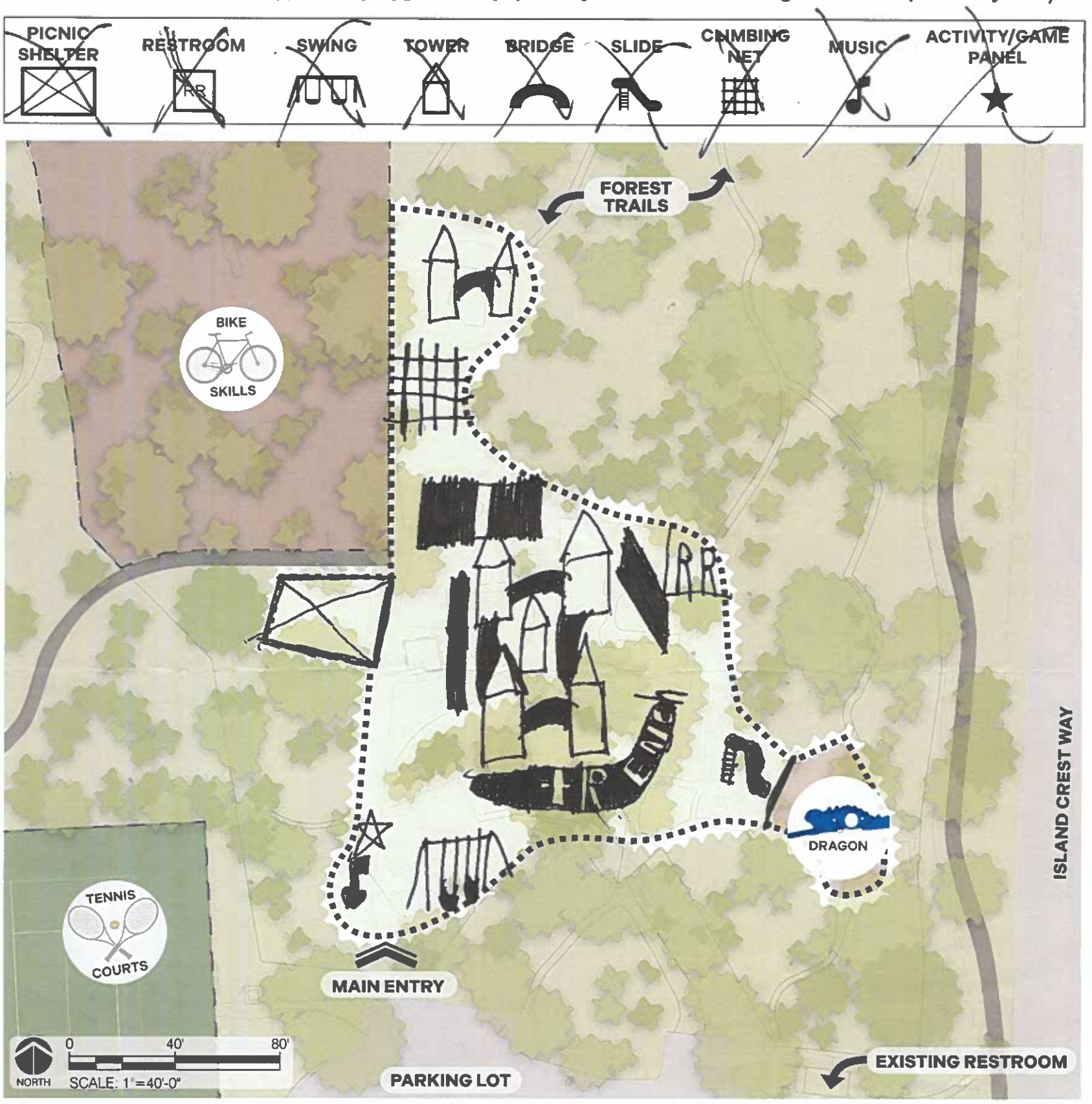
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Age: ~~8~~ 8.999999999999 (my birthday is may 17)

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

Wall



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? wooden? / war zone?

Does your playground have a unique feature you love? [redacted] a bit of open area

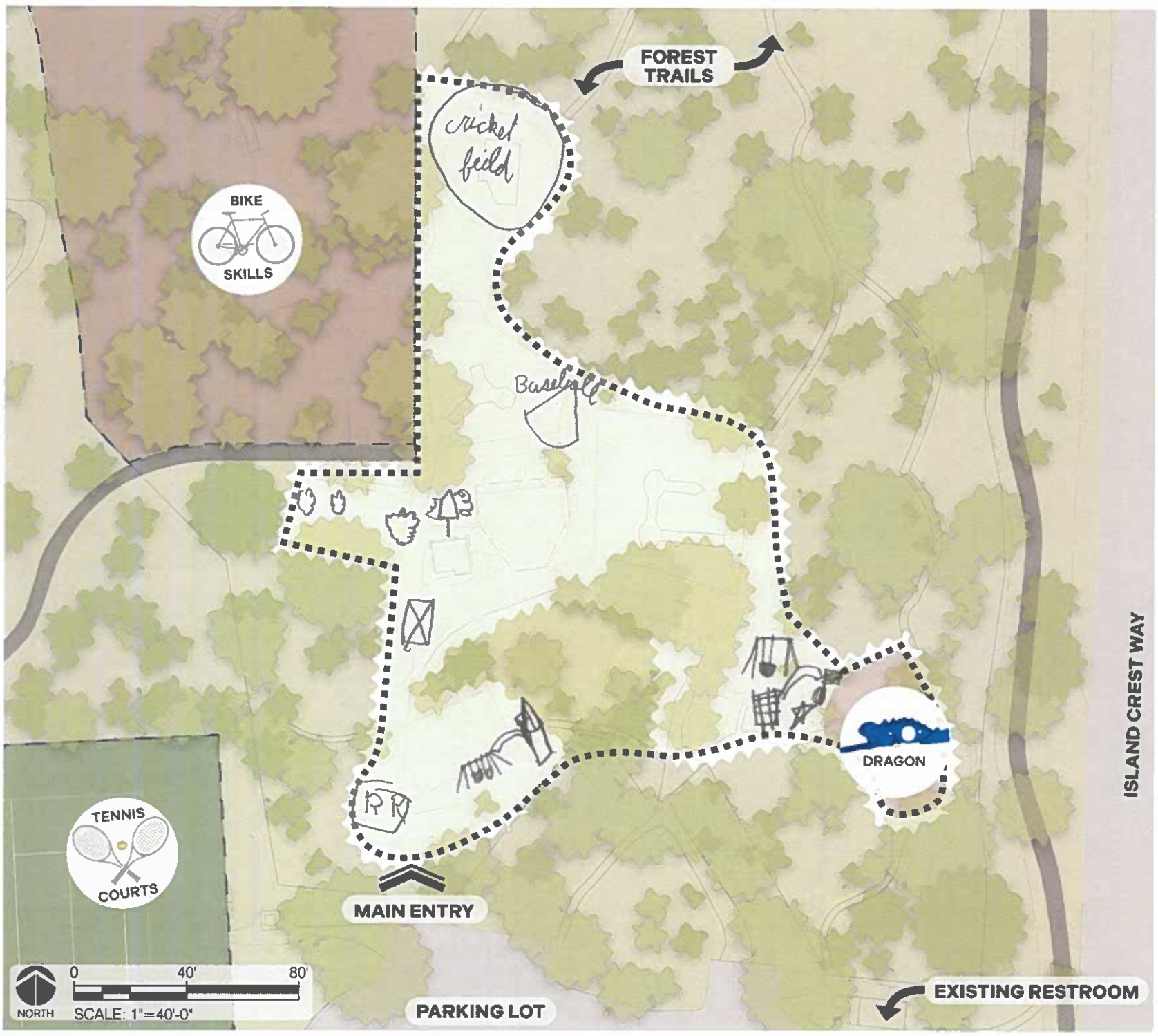
Please write a short description that describes what I have created. a central caste w/ cover around it in the main area, and a bunch of other things around the edge. Ideal to come w/ friends or enemies (or both).

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy **Age:** 8

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩚	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? _____

Does your playground have a unique feature you love? cricket (game) field

Please write a short description that describes what I have created. _____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

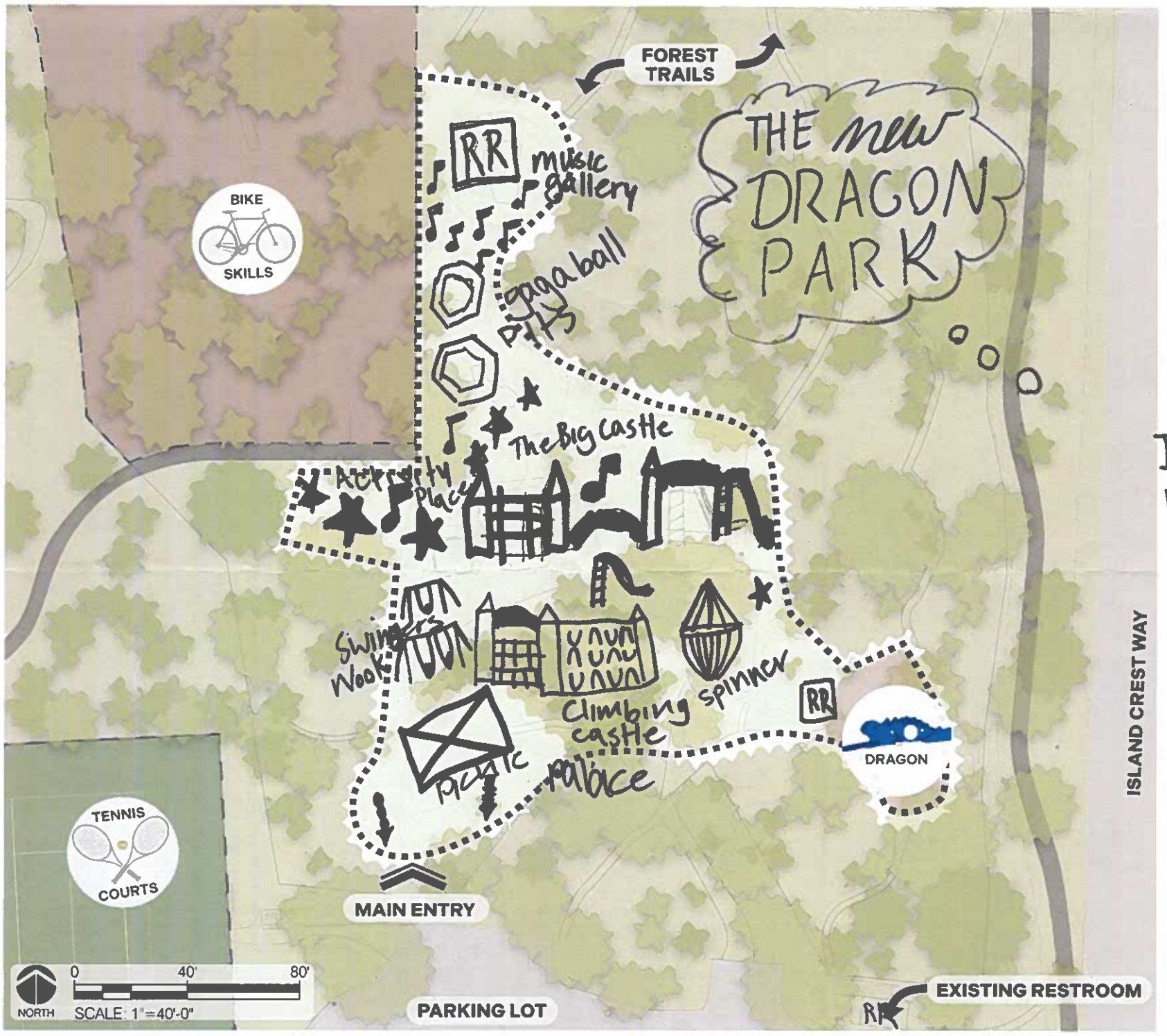
Student names have been omitted to protect individual privacy



Age: _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩍	▯	⌒	⟋	▦	♪	★



GAGA BALL PITS



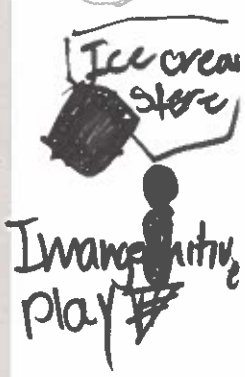
CLIMBING WALL



SPINNER



Ice cream store



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? winter wonderland/christmas time

Does your playground have a unique feature you love? imaginitavive play, spinners, climbing wall, gaga ball pits

Please write a short description that describes what I have created. There is many playgrounds (above) like The Big Castle, Climbing Castle, Swing Nook, Gaga ball pits, Music Gallery, Spinner, Picnic palace, and Activity + Imaginitive Play area.

DEANE'S CHILDREN'S PARK :

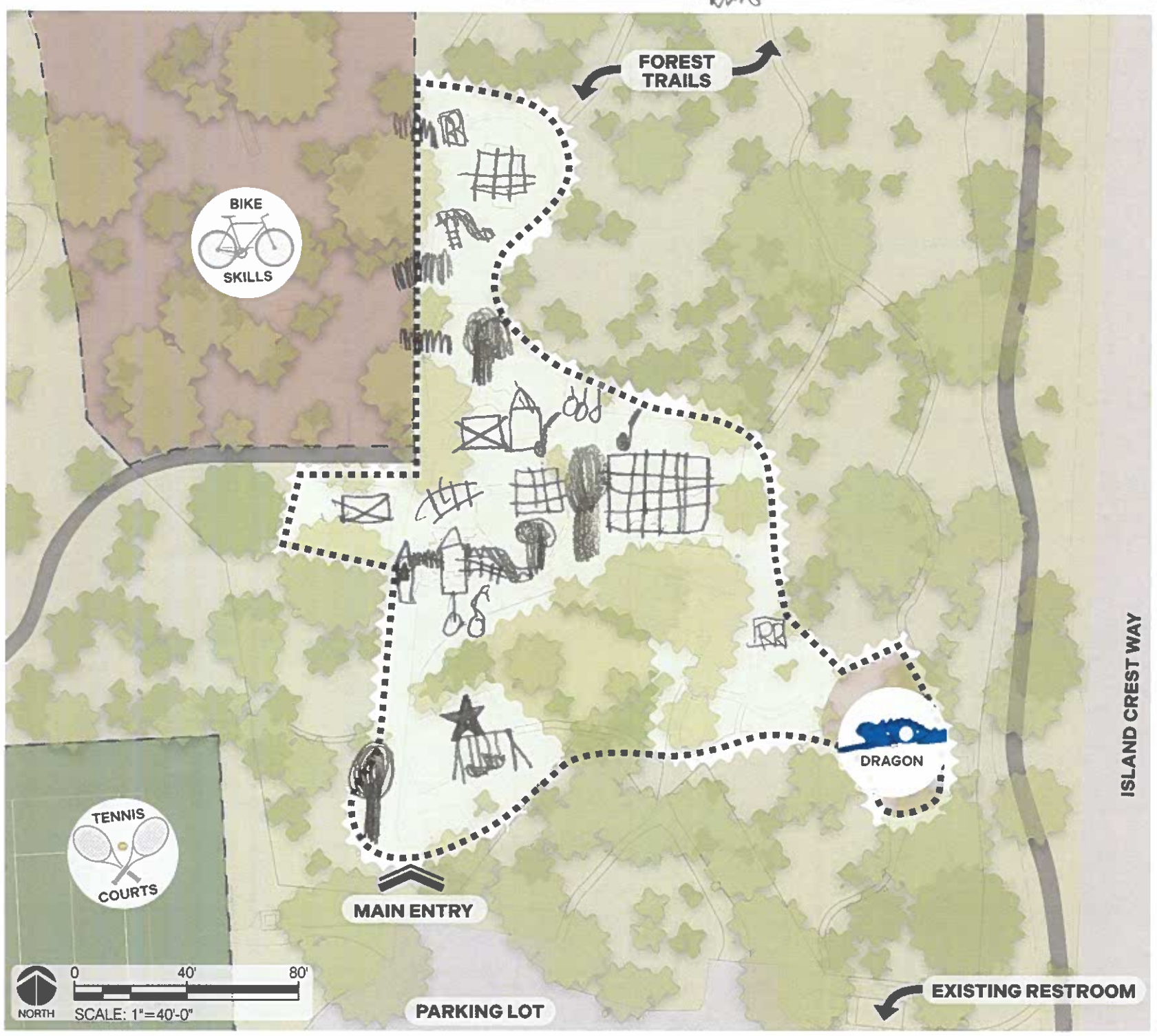
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Age: 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND: EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? fantasy

Does your playground have a unique feature you love? Hanging mushroom thingie

Please write a short description that describes what I have created. mushroom shaped, a bar abit under the cap, and it spins.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

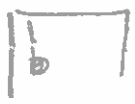
Student names have been omitted to protect individual privacy

Age: 9

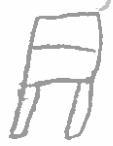
Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

Warning Sign

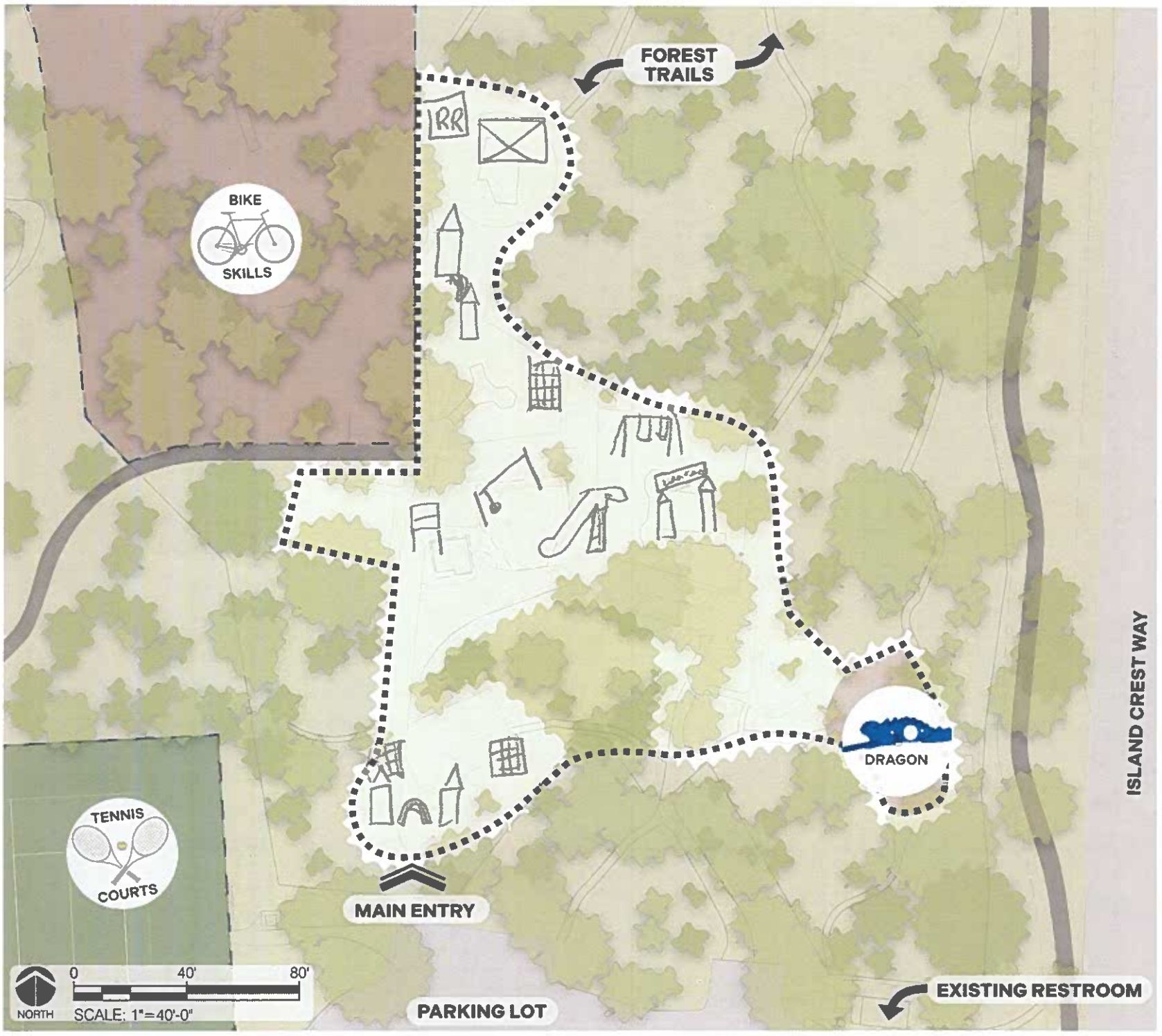
Zip line



Play stuff



PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	⬠	⌒	◣	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? Medival kingdom

Does your playground have a unique feature you love? a Zipline

Please write a short description that describes what I have created. a medival king dom with guard stands at the entrance and a shop in the middle but a dragon torments the end Will you be able to save it?

DEANE'S CHILDREN'S PARK :

HOW DO YOU WANT TO PLAY?

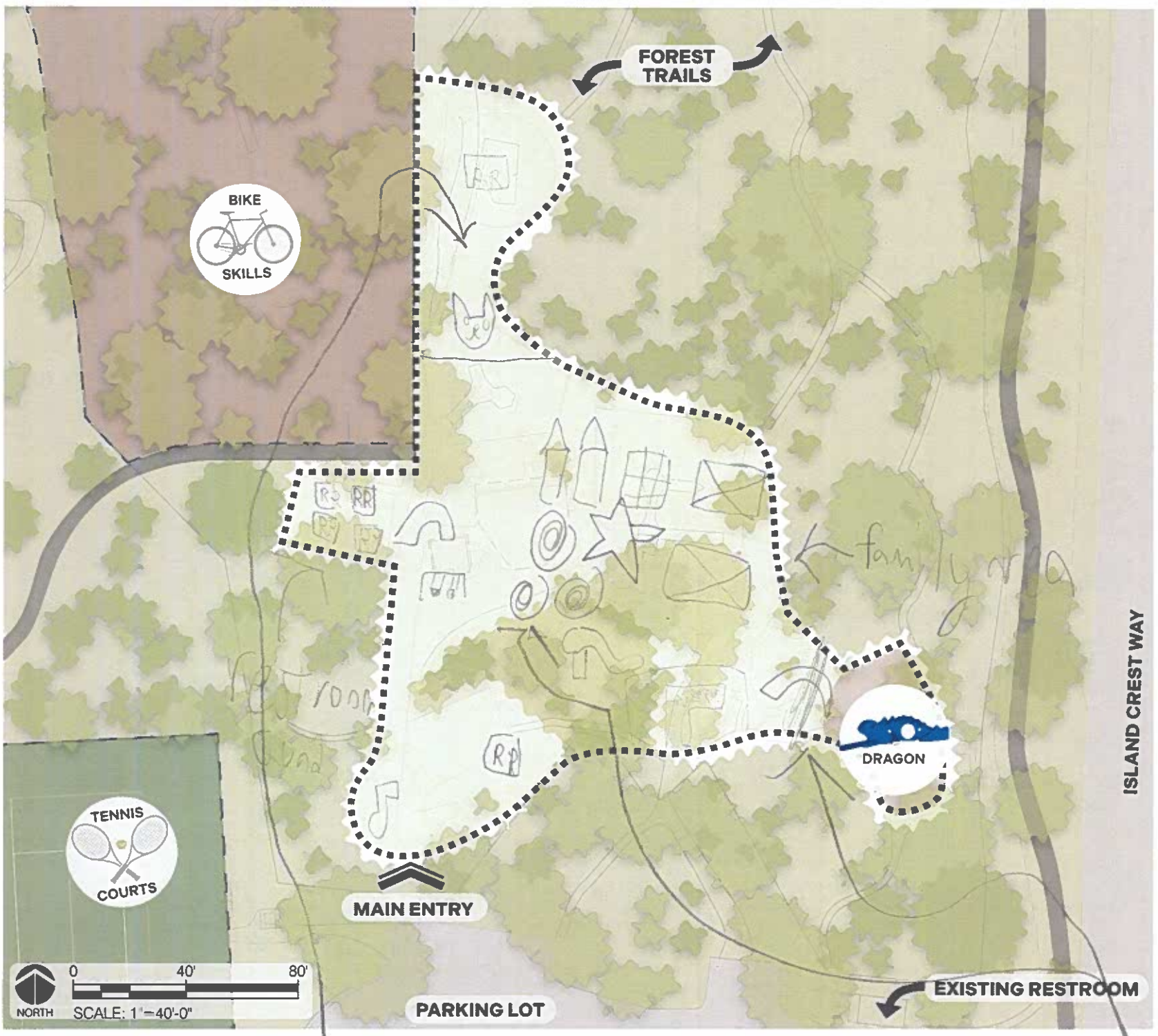
Student names have been omitted to protect individual privacy

Age: 9,9,9,9,9,9,9,9,9,9

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
⊠	RR	⩚	▲	⌒	⌐	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? ancient roman

Does your playground have a unique feature you love? Dog park and water with a bridge and a spinner

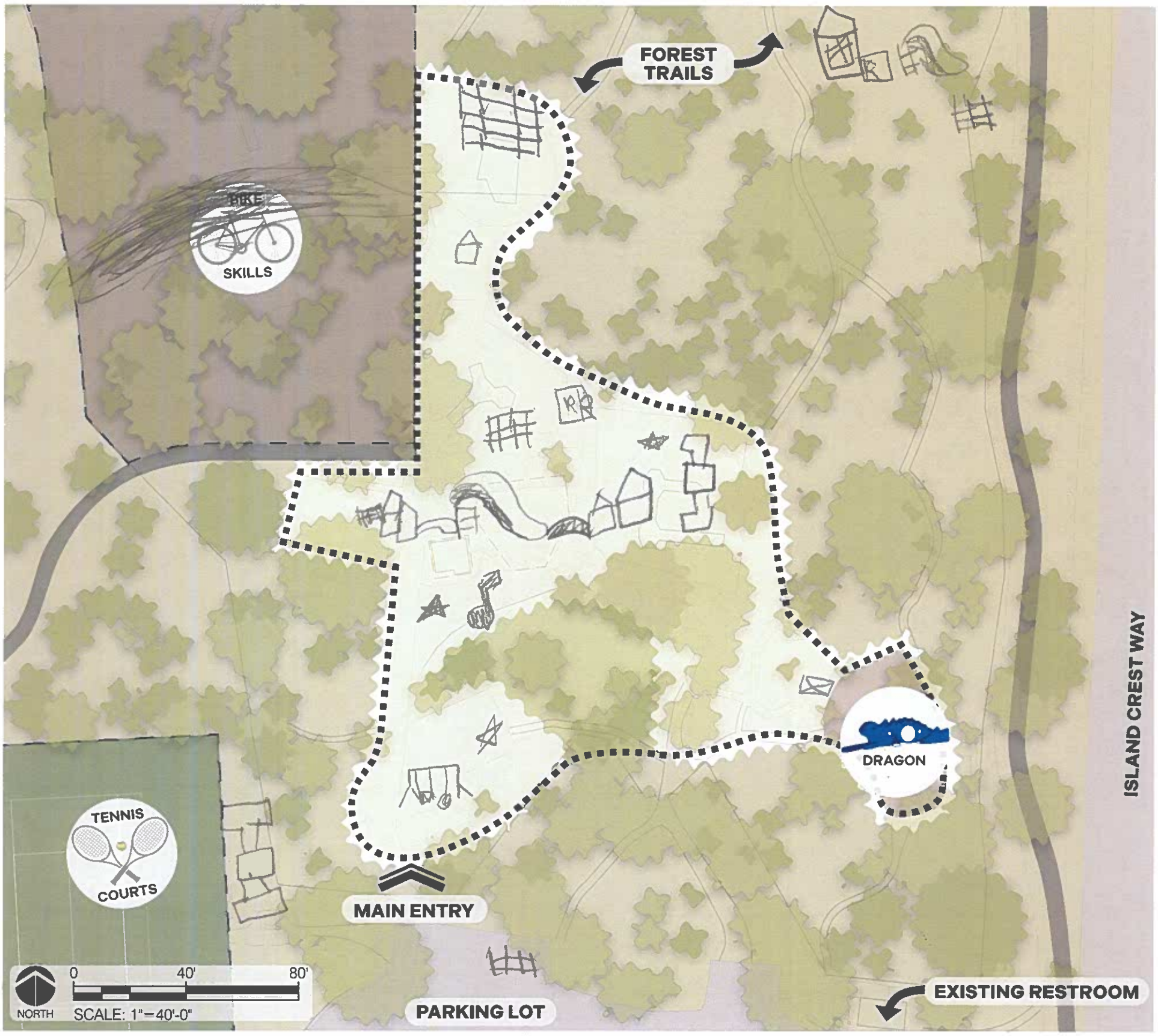
Please write a short description that describes what I have created. a ancient roman Kingdom with a Bathroom quad, a dog park a Picnic Plateau, and a spinner section

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 7 and a half

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Ninja

Does your playground have a unique feature you love? _____

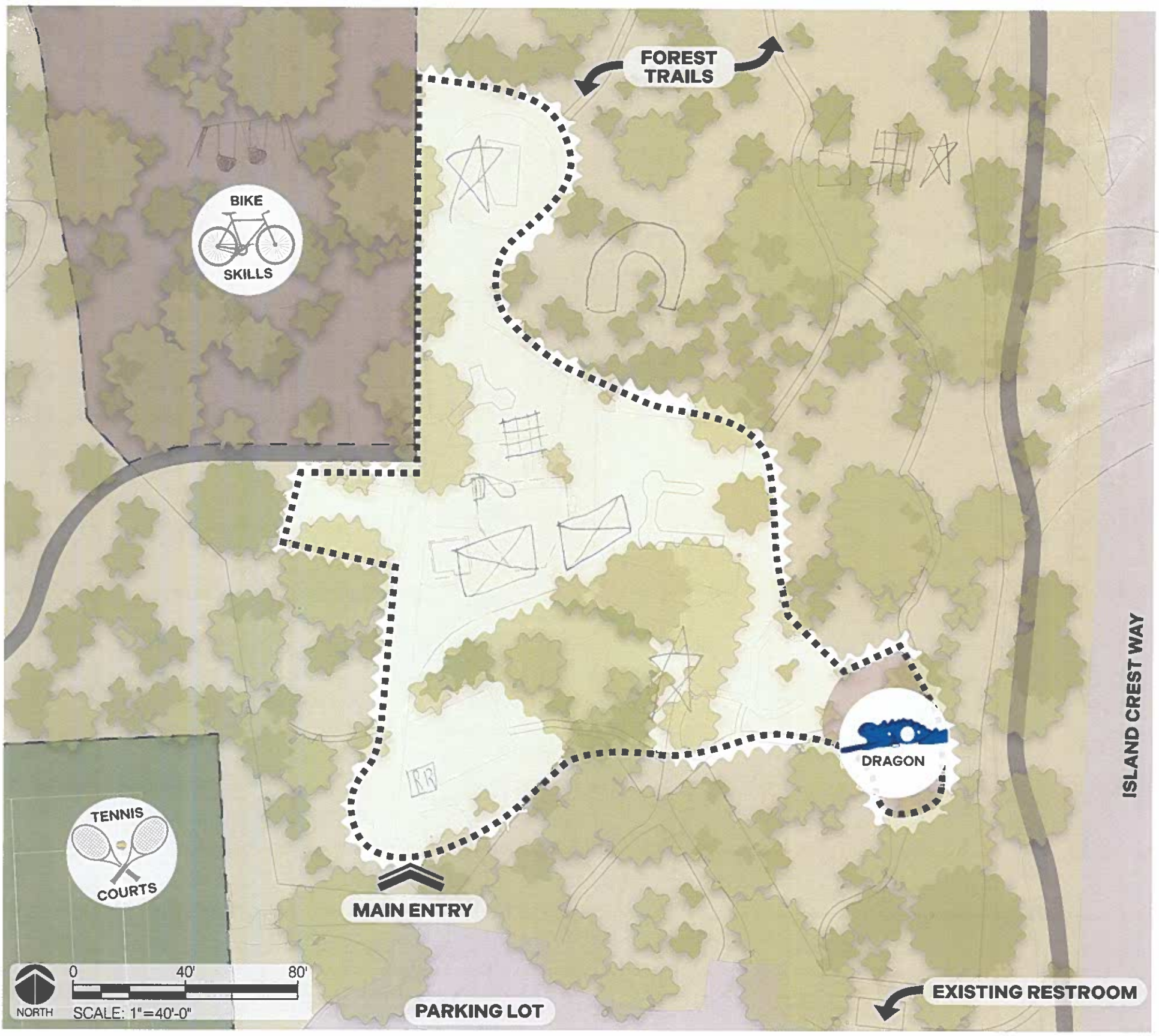
Please write a short description that describes what I have created. _____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: _ *Student names have been omitted to protect individual privacy* **Age:** 6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? _____

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. _____

_____

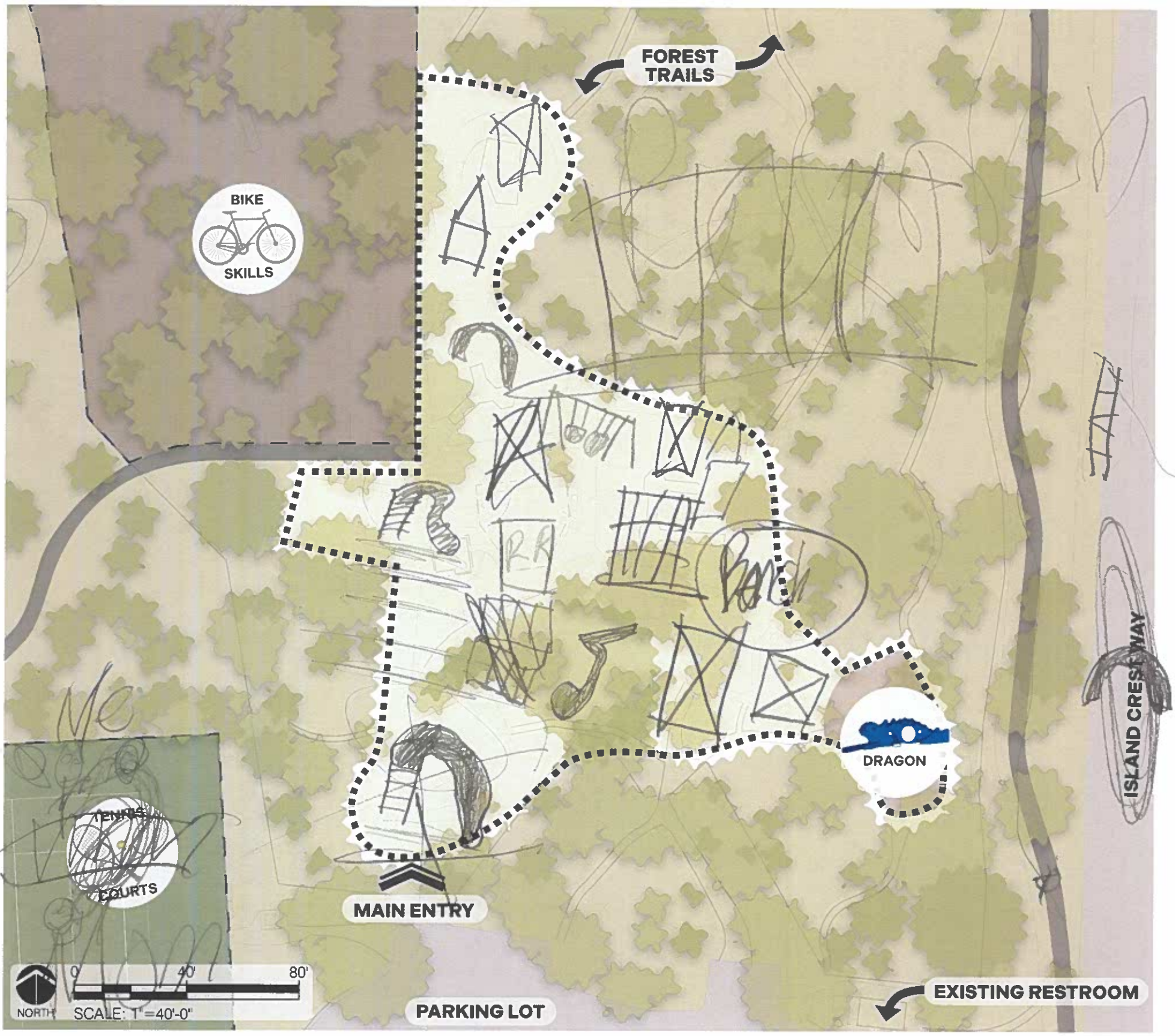
_____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 6 ina Half

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⟋	▦	♫	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Castle

Does your playground have a unique feature you love? _____

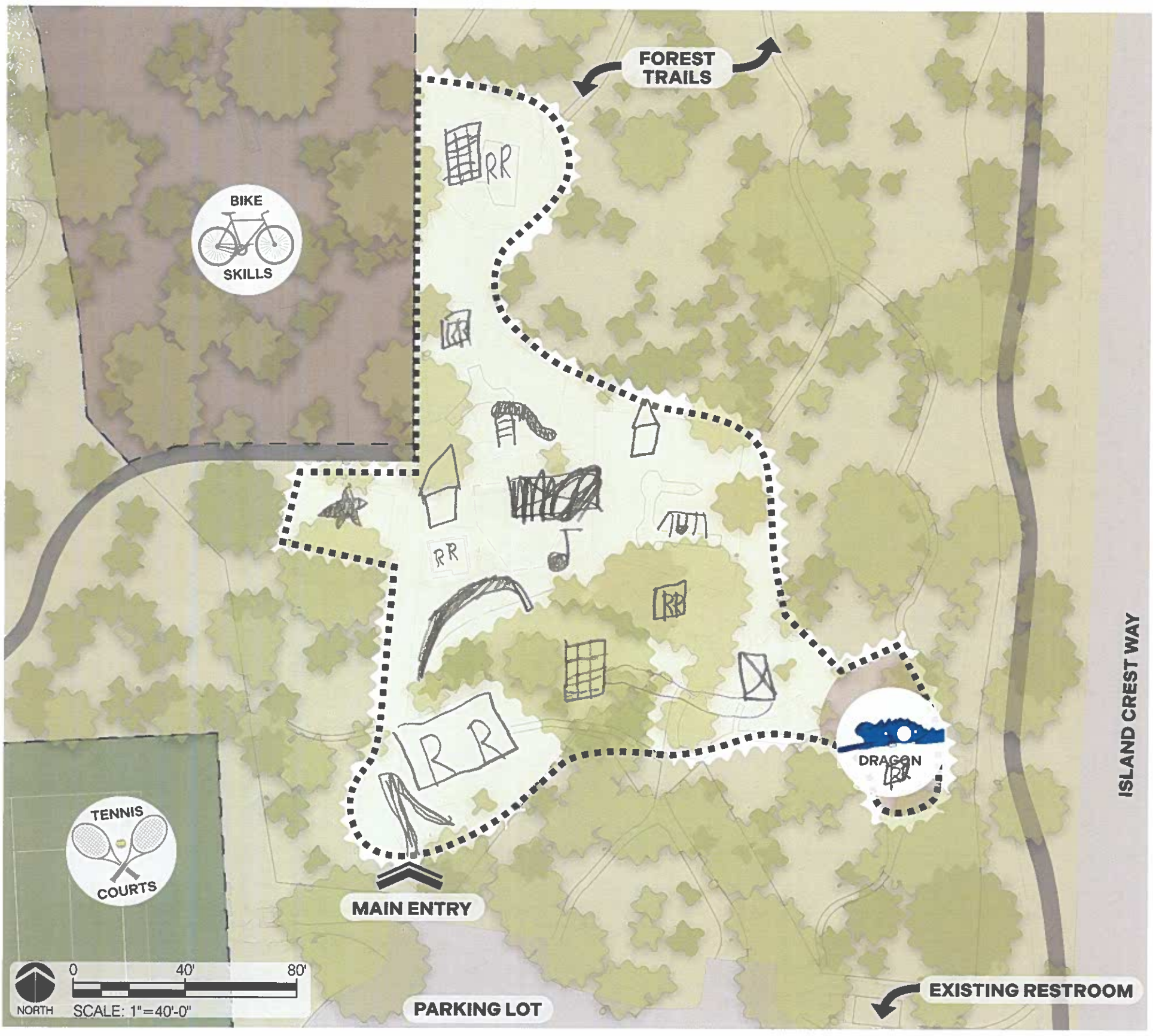
Please write a short description that describes what I have created. _____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: _ *Student names have been omitted to protect individual privacy* **Age:** 7

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Yes

Does your playground have a unique feature you love? Yes

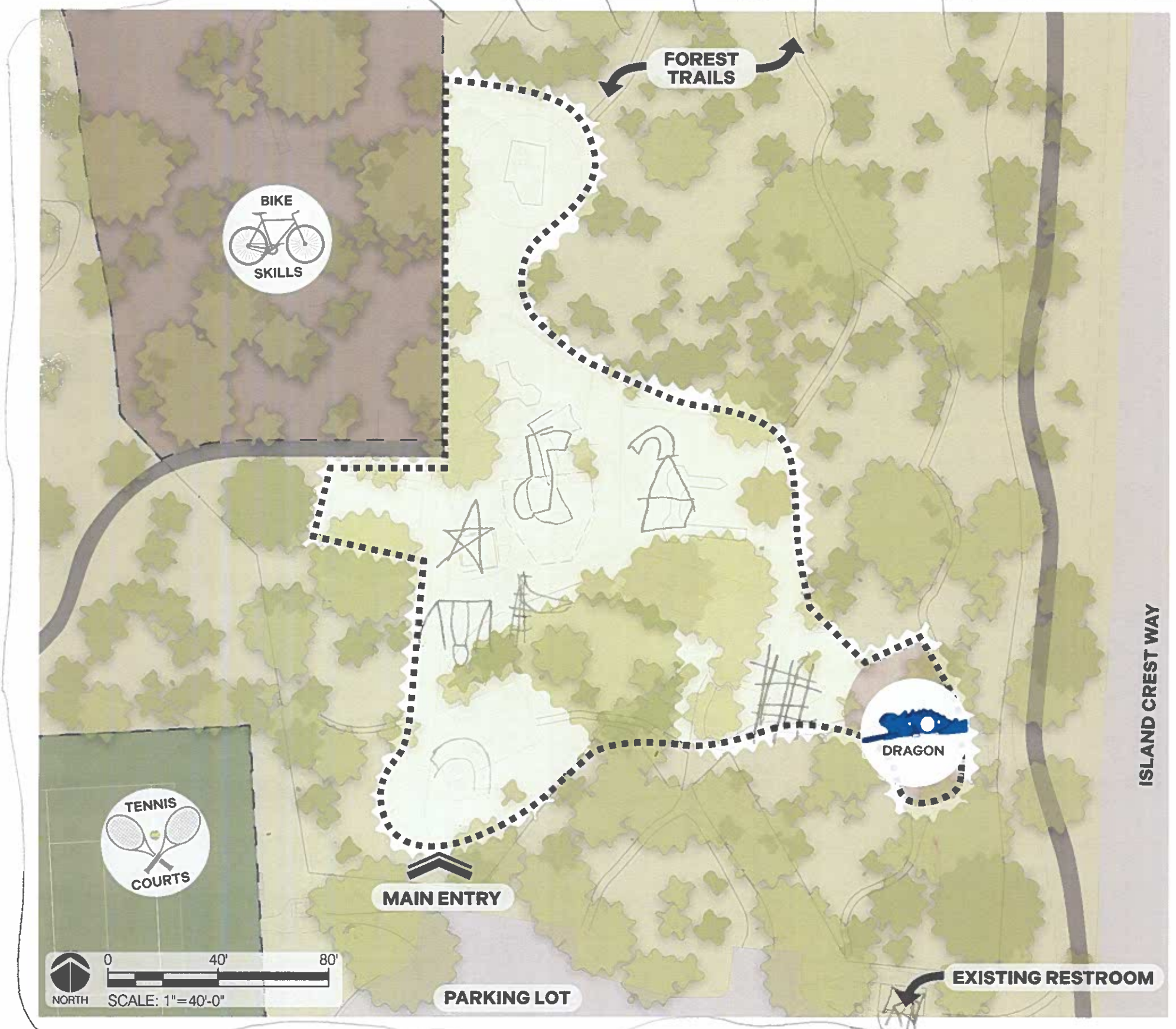
Please write a short description that describes what I have created. Rest Rooms Playground

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: _ *Student names have been omitted to protect individual privacy* **Age:** 6 1/2

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND:
EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? ferry tall

Does your playground have a unique feature you love? things close

Please write a short description that describes what I have created. I created a ferry tall park thick name tall timbres park

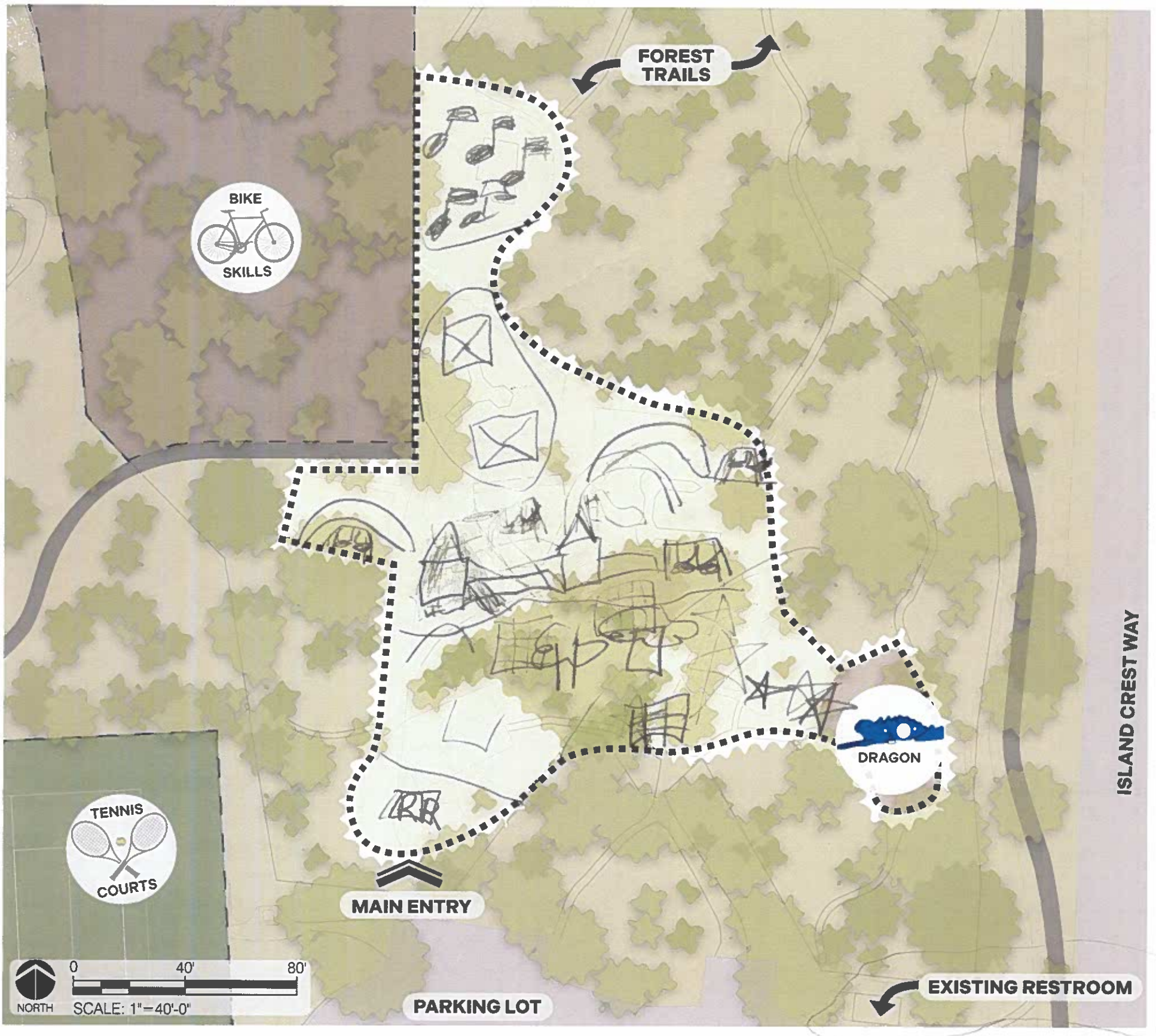
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 7

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:



Does your playground have a theme? _____

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. _____

_____

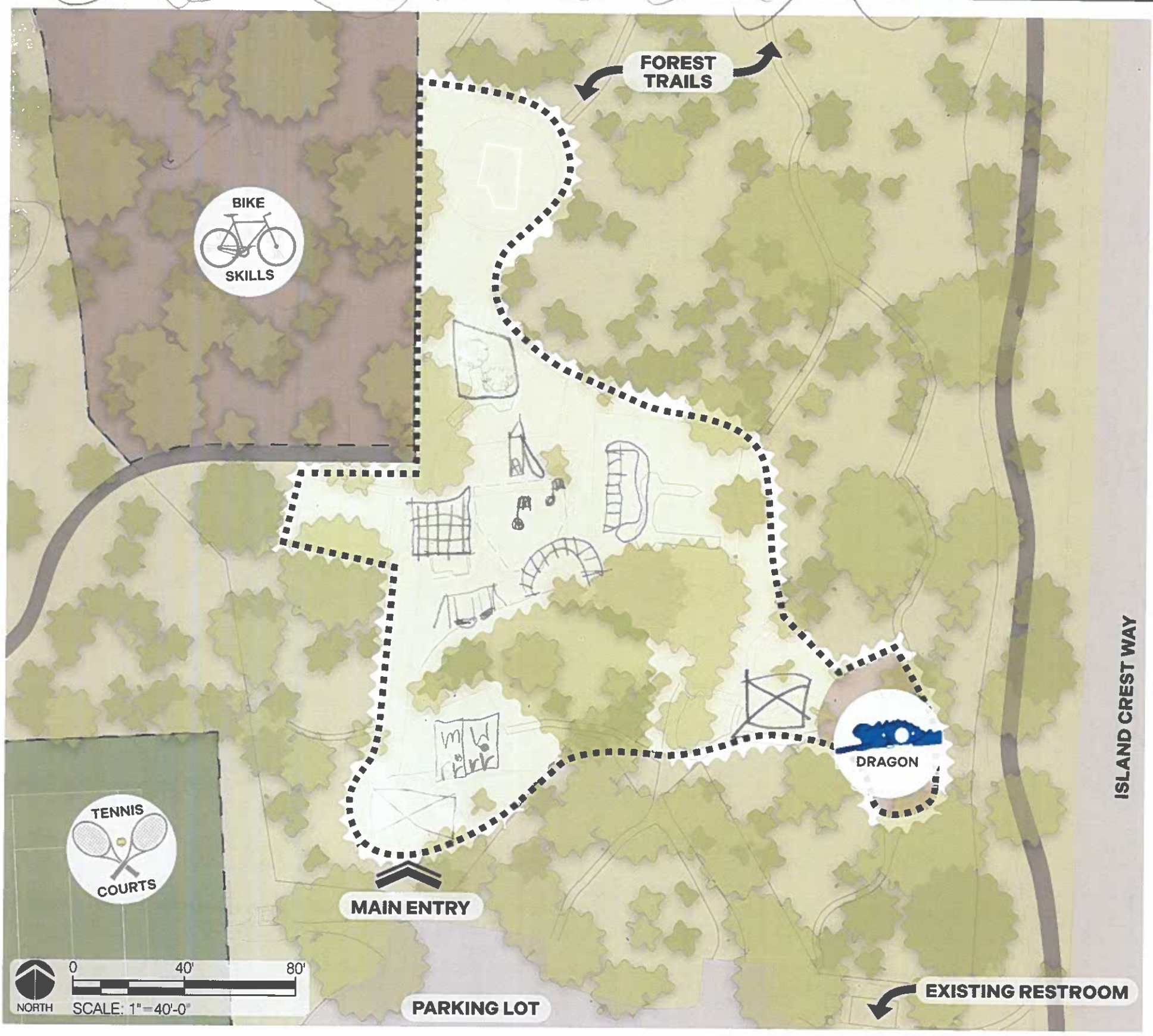
_____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 6 1/2

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND:
EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? fairy dinngdom with a spiny mushroom

Does your playground have a unique feature you love? picnic shelter

Please write a short description that describes what I have created. I have created a park that has everything I love

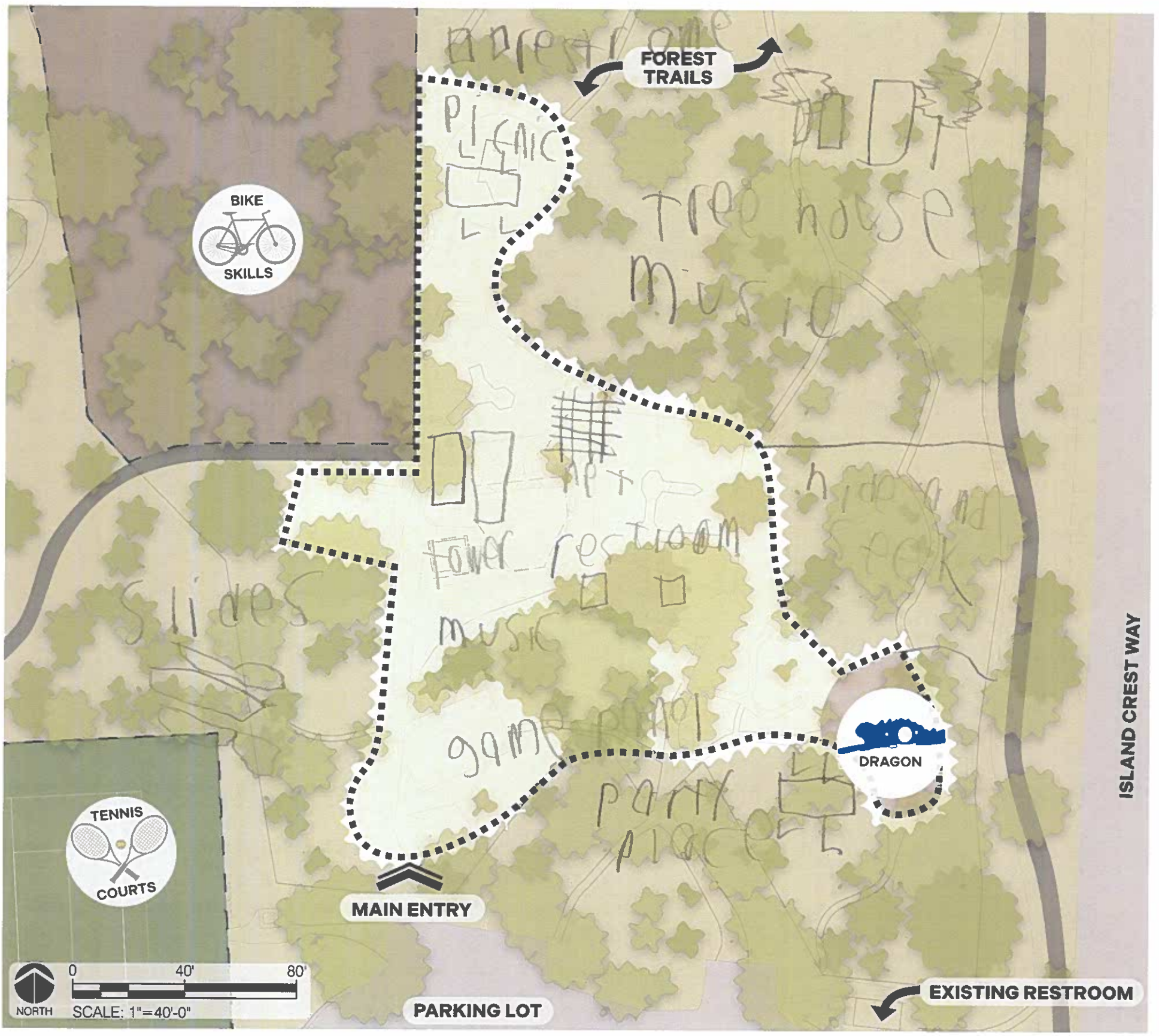
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 8

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? no

Does your playground have a unique feature you love? no

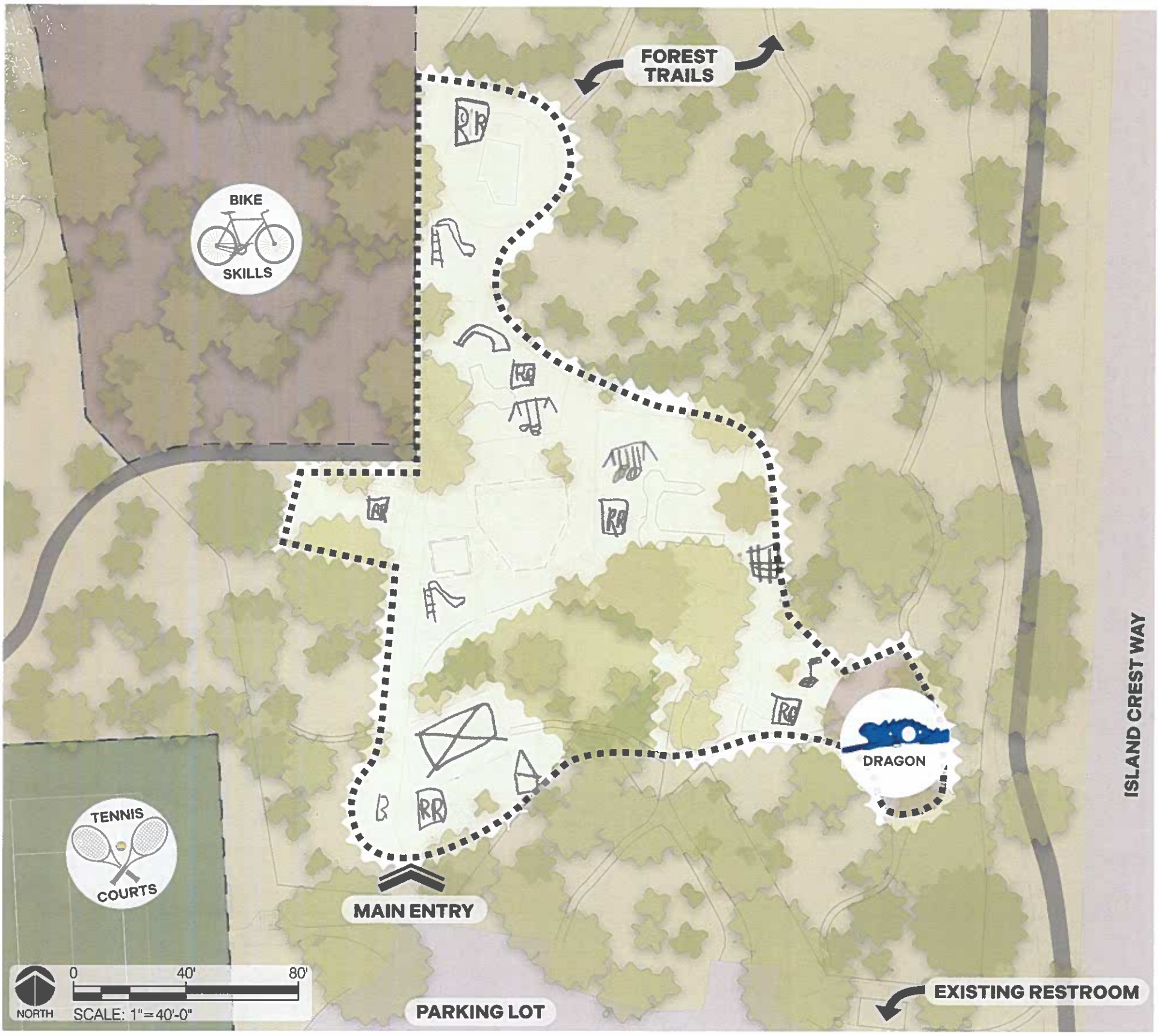
Please write a short description that describes what I have created. I created lots of things this is my park.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND:
EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? castle

Does your playground have a unique feature you love? no

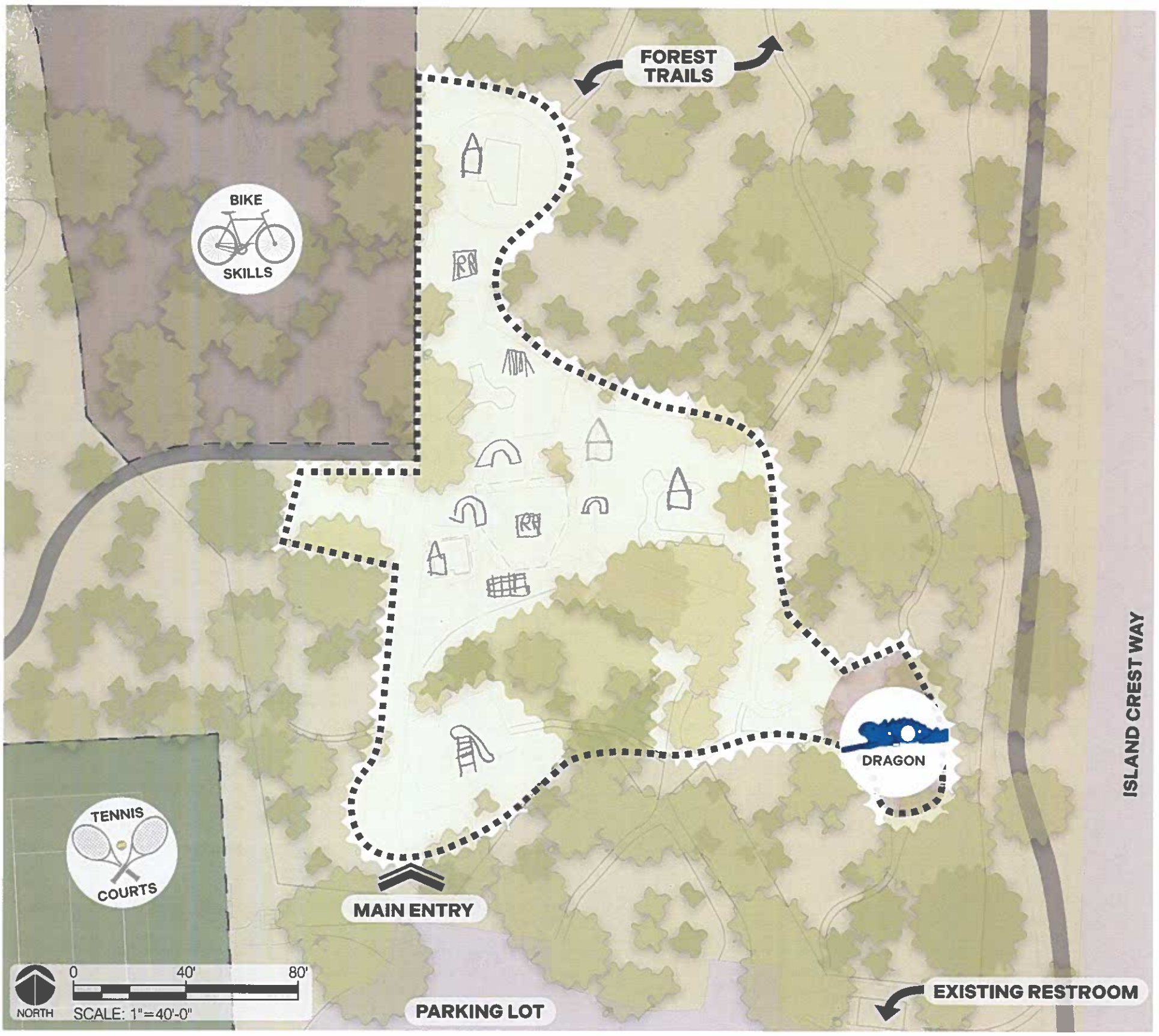
Please write a short description that describes what I have created. I have created a fun playground

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 7

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:
EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? NO

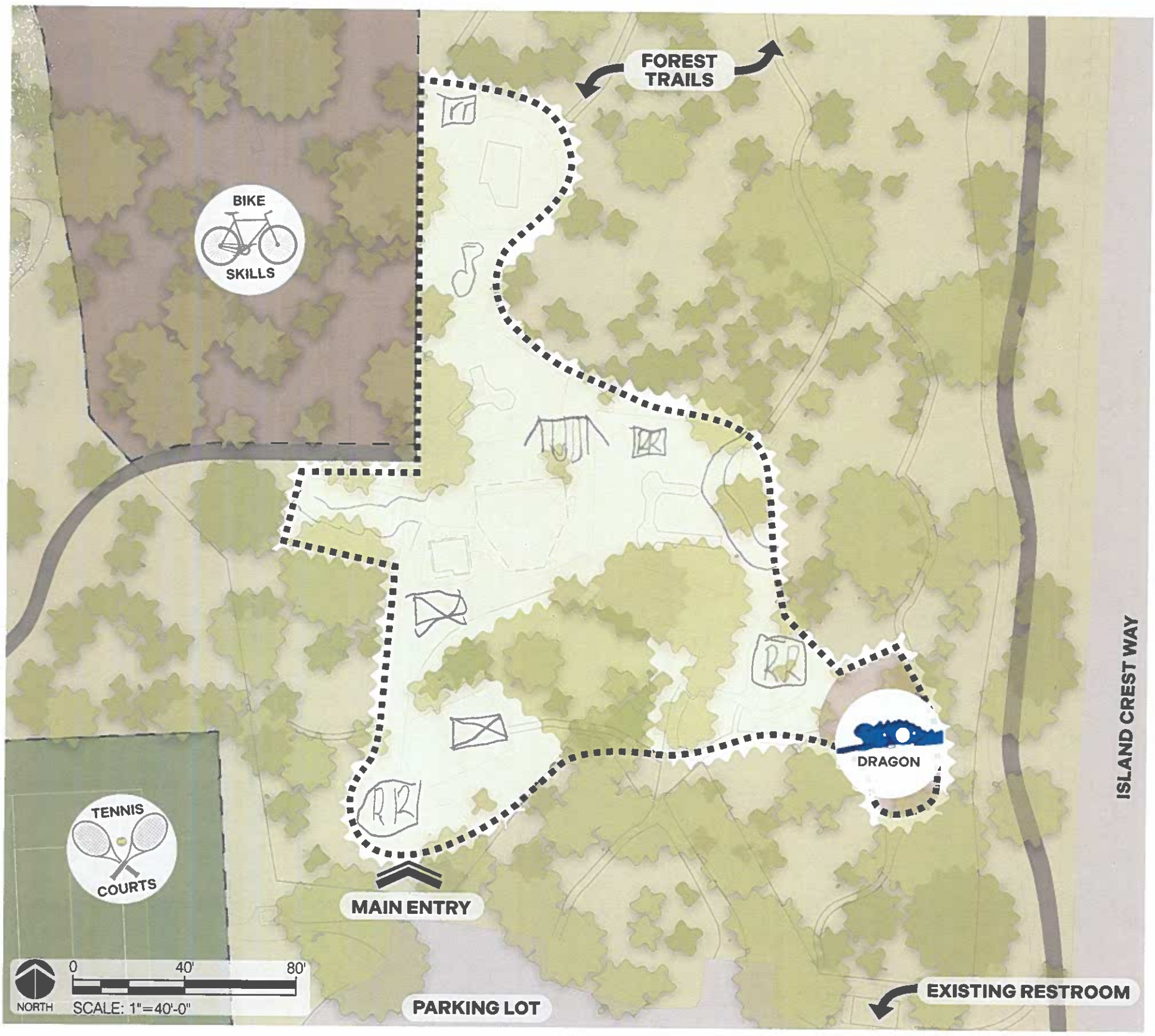
Please write a short description that describes what I have created. it has good stuf

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND:
EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? woodland

Does your playground have a unique feature you love? The dragon

Please write a short description that describes what I have created. I created a great woodland playstruter

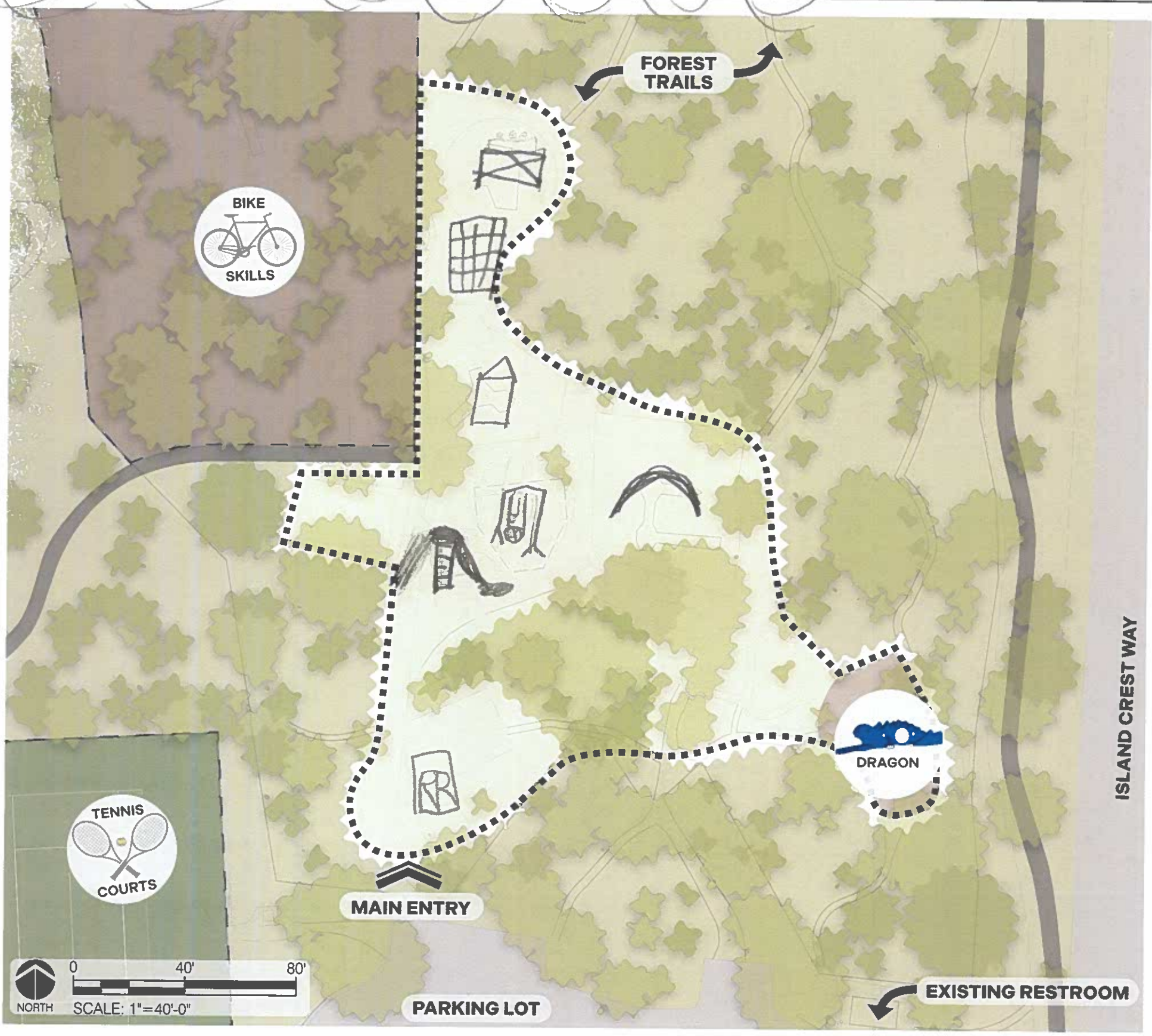
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: _ *Student names have been omitted to protect individual privacy* **Age:** 7

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? fairy tale

Does your playground have a unique feature you love? tower

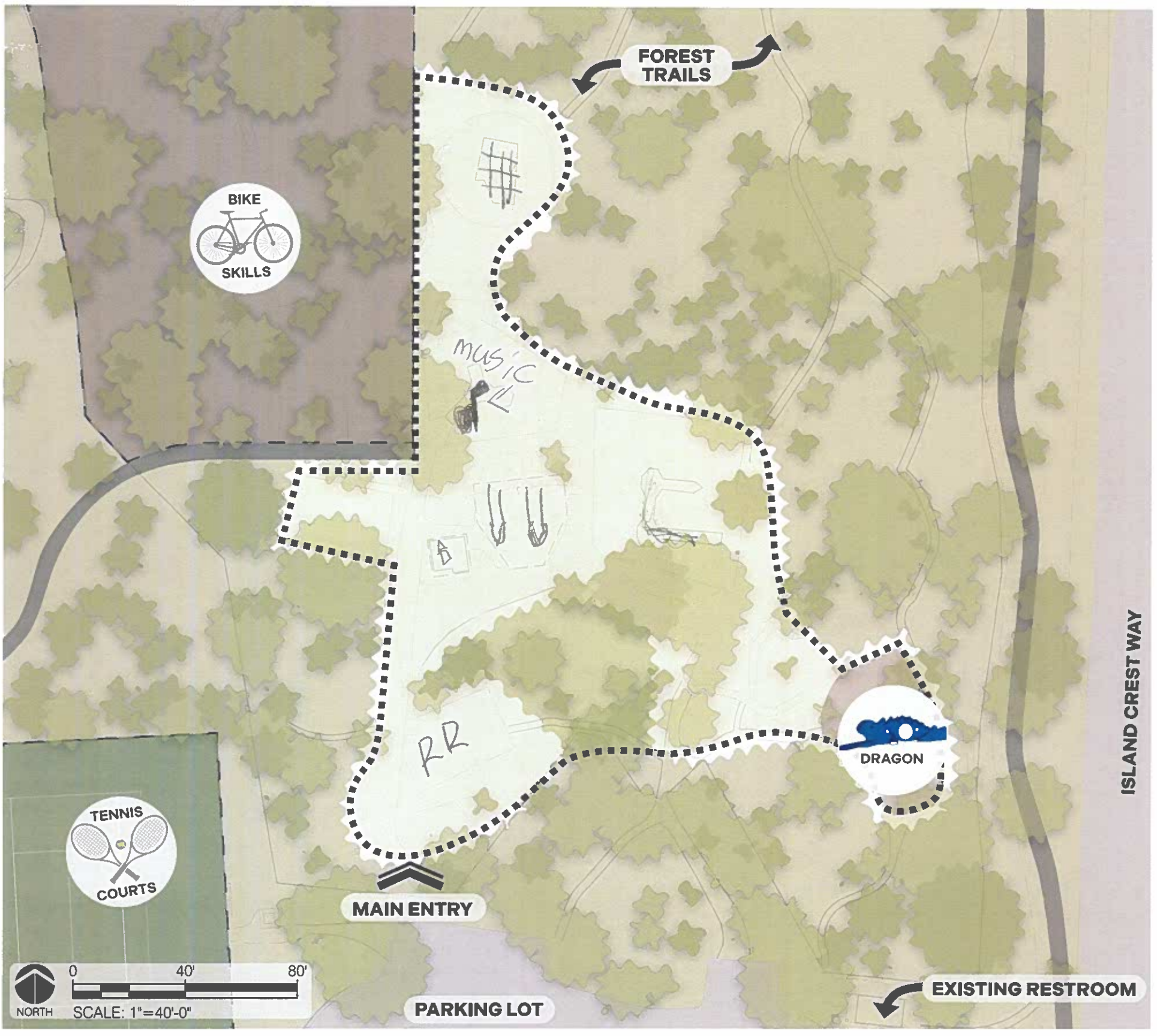
Please write a short description that describes what I have created. I have created a park with things I like.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: _ *Student names have been omitted to protect individual privacy* **Age:** 7

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND:
EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? wild life

Does your playground have a unique feature you love? I really want tenis courts

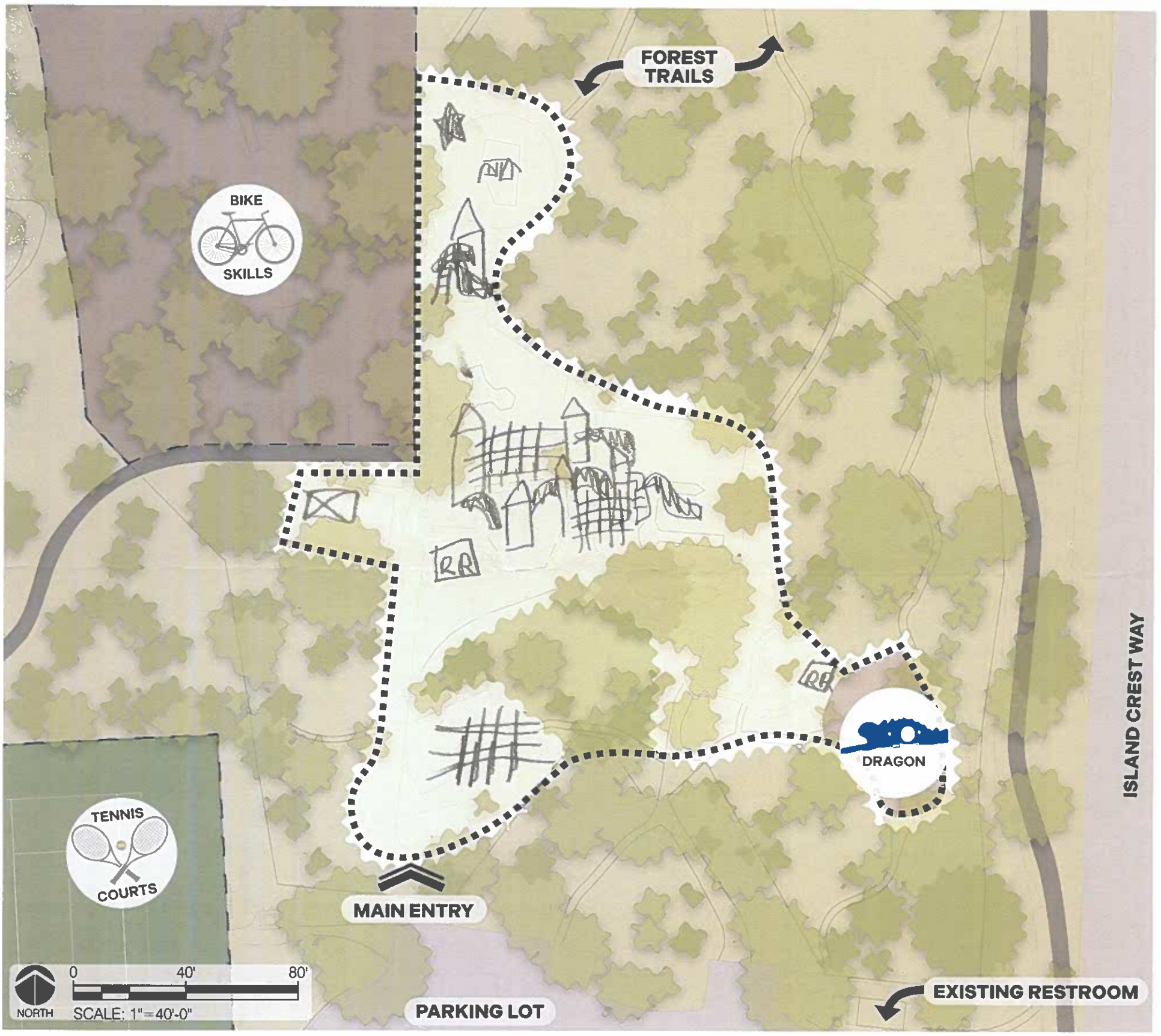
Please write a short description that describes what I have created. Restrooms near trees Swing next to tower a little far away from music.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 7 3/4

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? fairy tale castle

Does your playground have a unique feature you love? the bath rooms and dream

Please write a short description that describes what I have created. I have created a castle play ground with climing nets and briges.

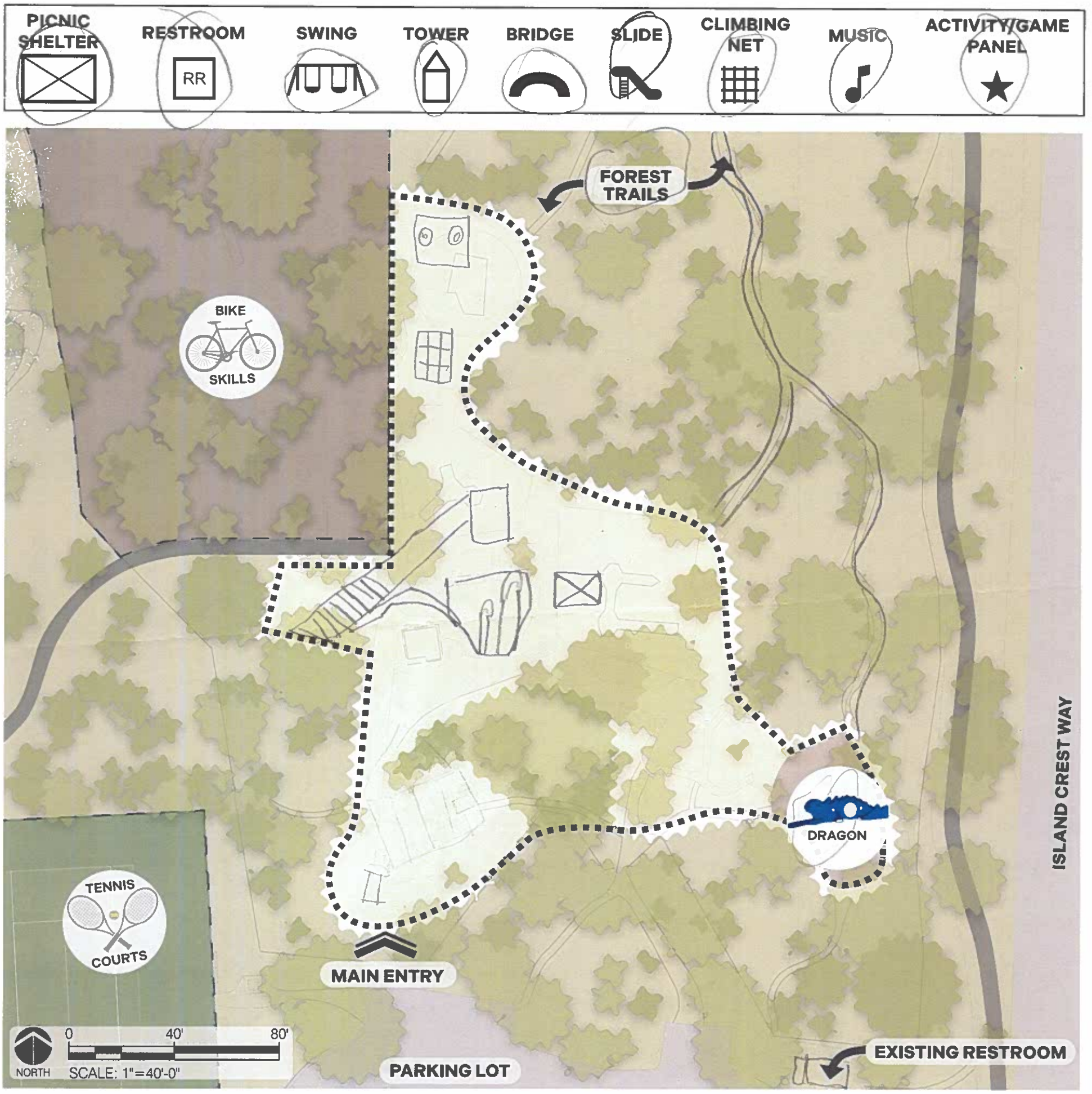
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _

Age: 7

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



LEGEND:

EXISTING TREES

EXISTING PATHS

PLAYGROUND AREA

Does your playground have a theme? wild

Does your playground have a unique feature you love? swings

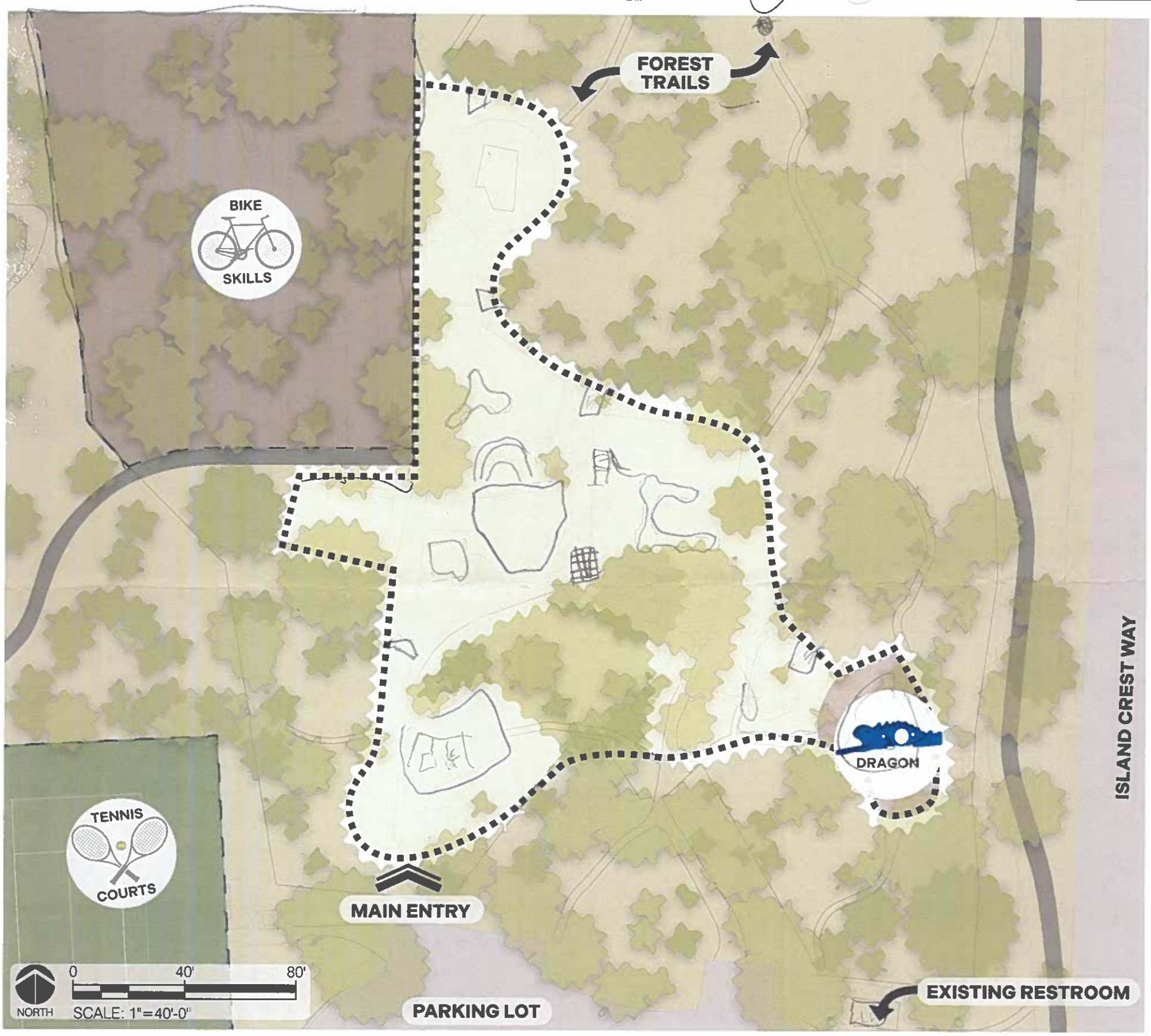
Please write a short description that describes what I have created. every thing.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: _ *Student names have been omitted to protect individual privacy* **Age:** _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Wild Life

Does your playground have a unique feature you love? climen gim

Please write a short description that describes what I have created. _____

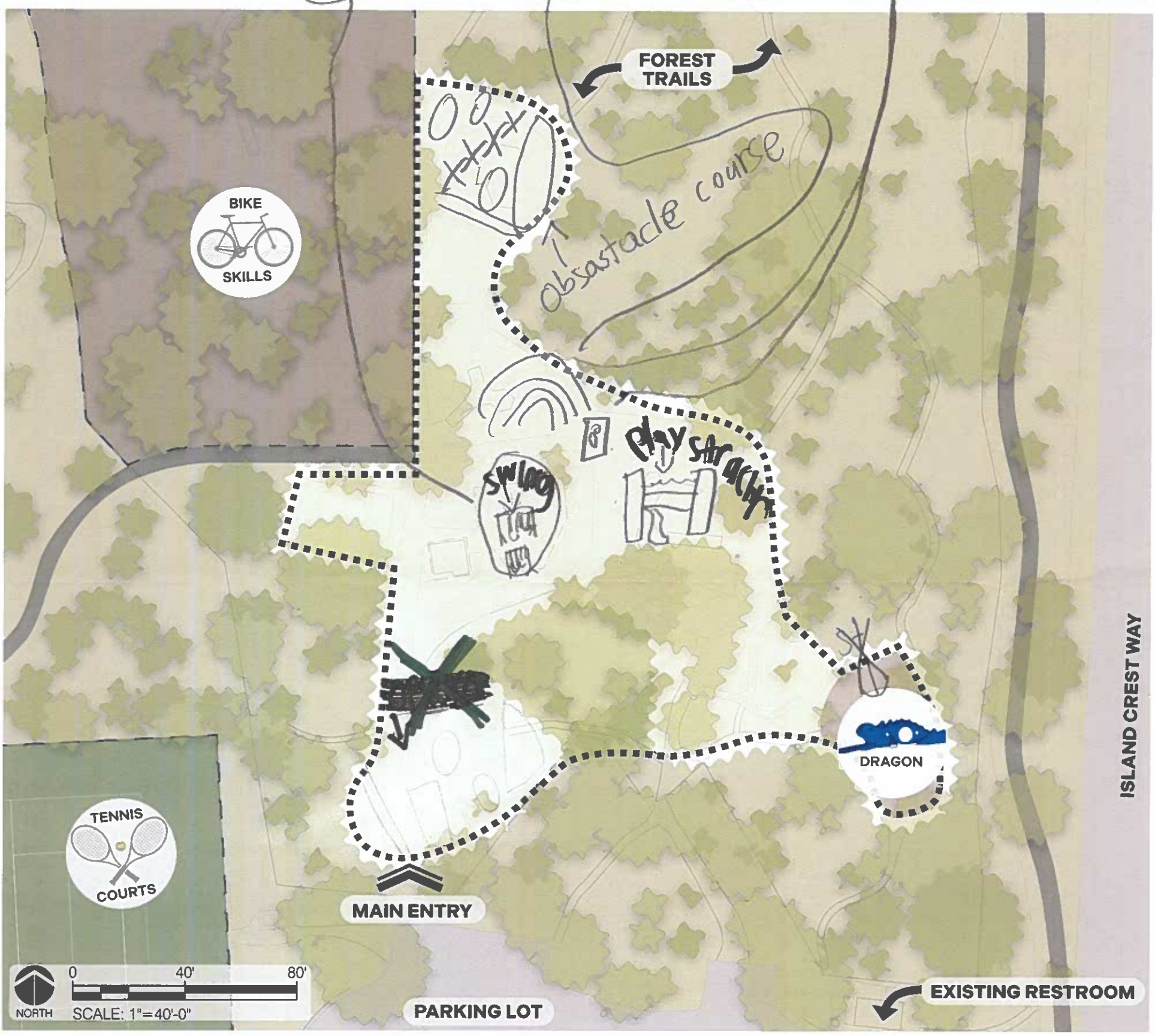
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? obsastacle course

Does your playground have a unique feature you love? _____

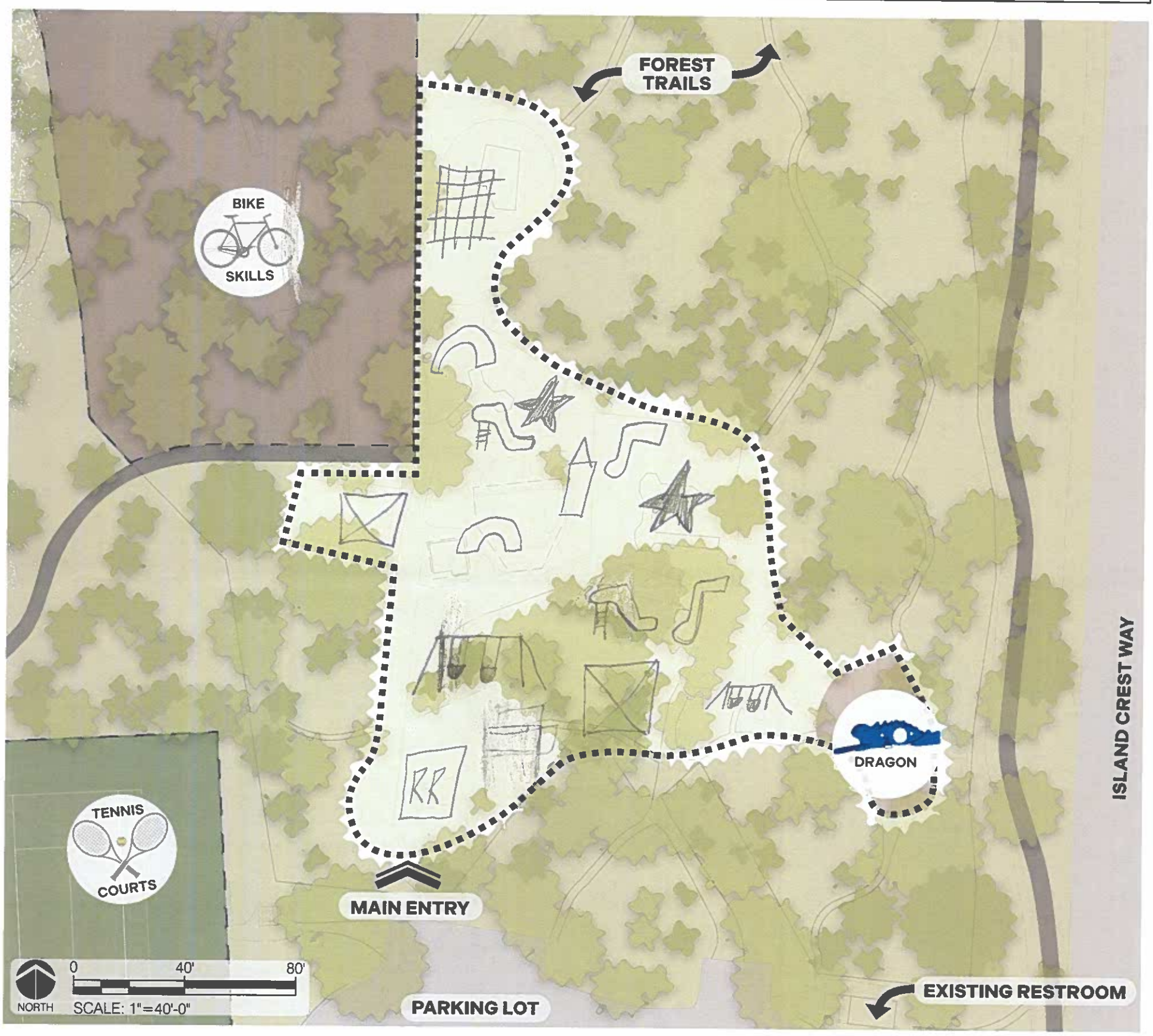
Please write a short description that describes what I have created. _____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 6

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? _____

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. _____

_____

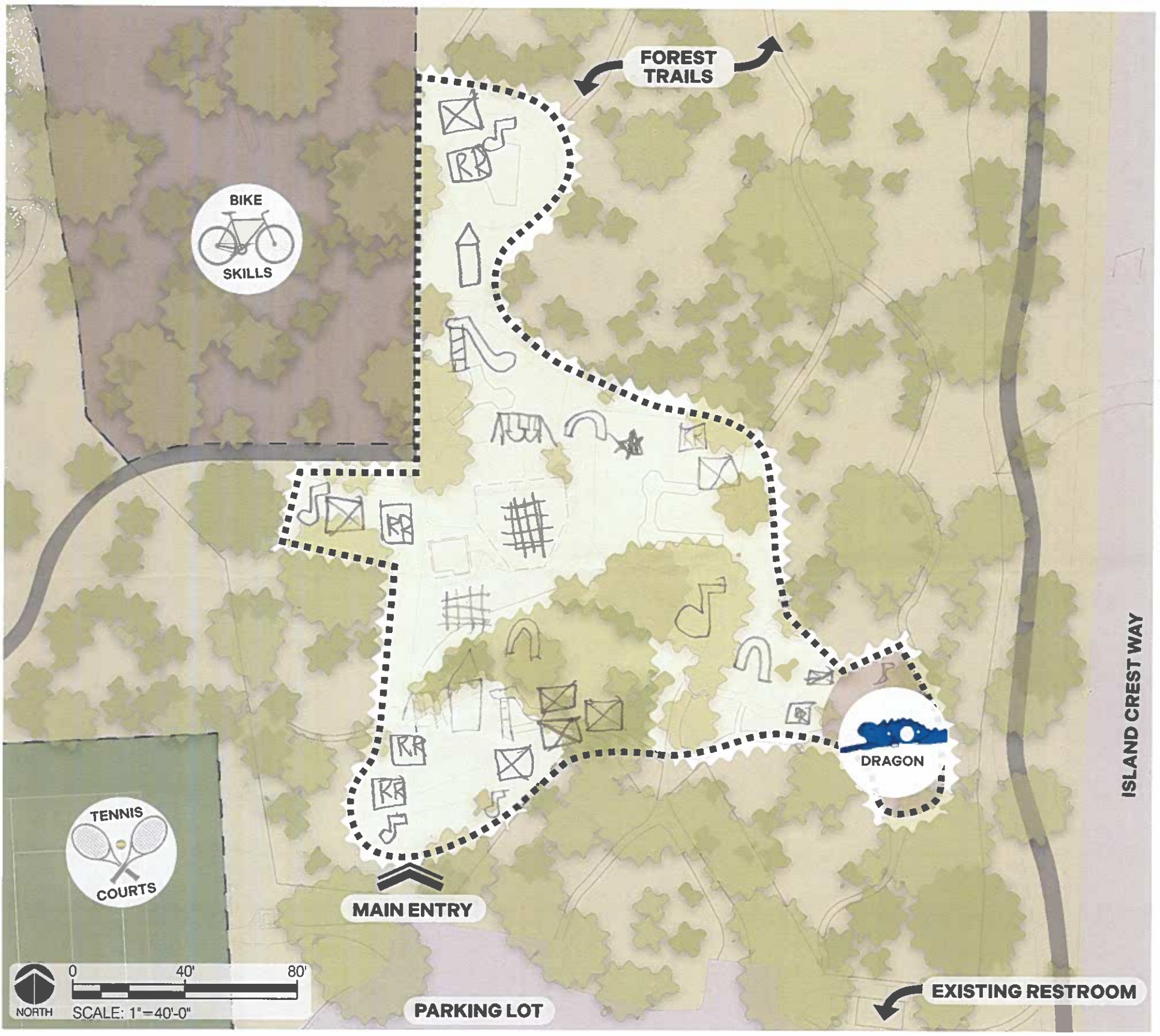
_____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: _ *Student names have been omitted to protect individual privacy* **Age:** 7

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? NO

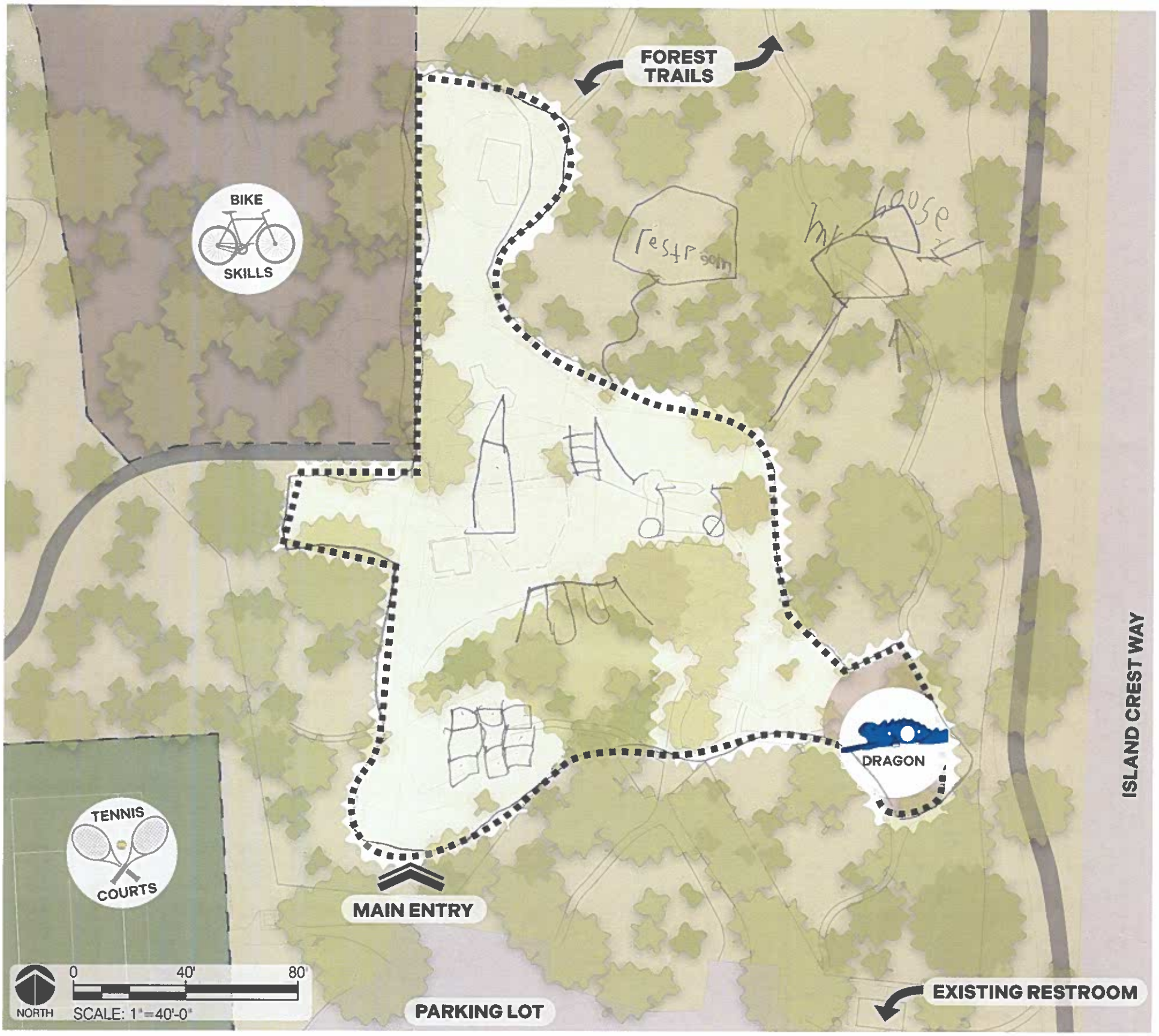
Please write a short description that describes what I have created. _____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? no no no

Does your playground have a unique feature you love? no

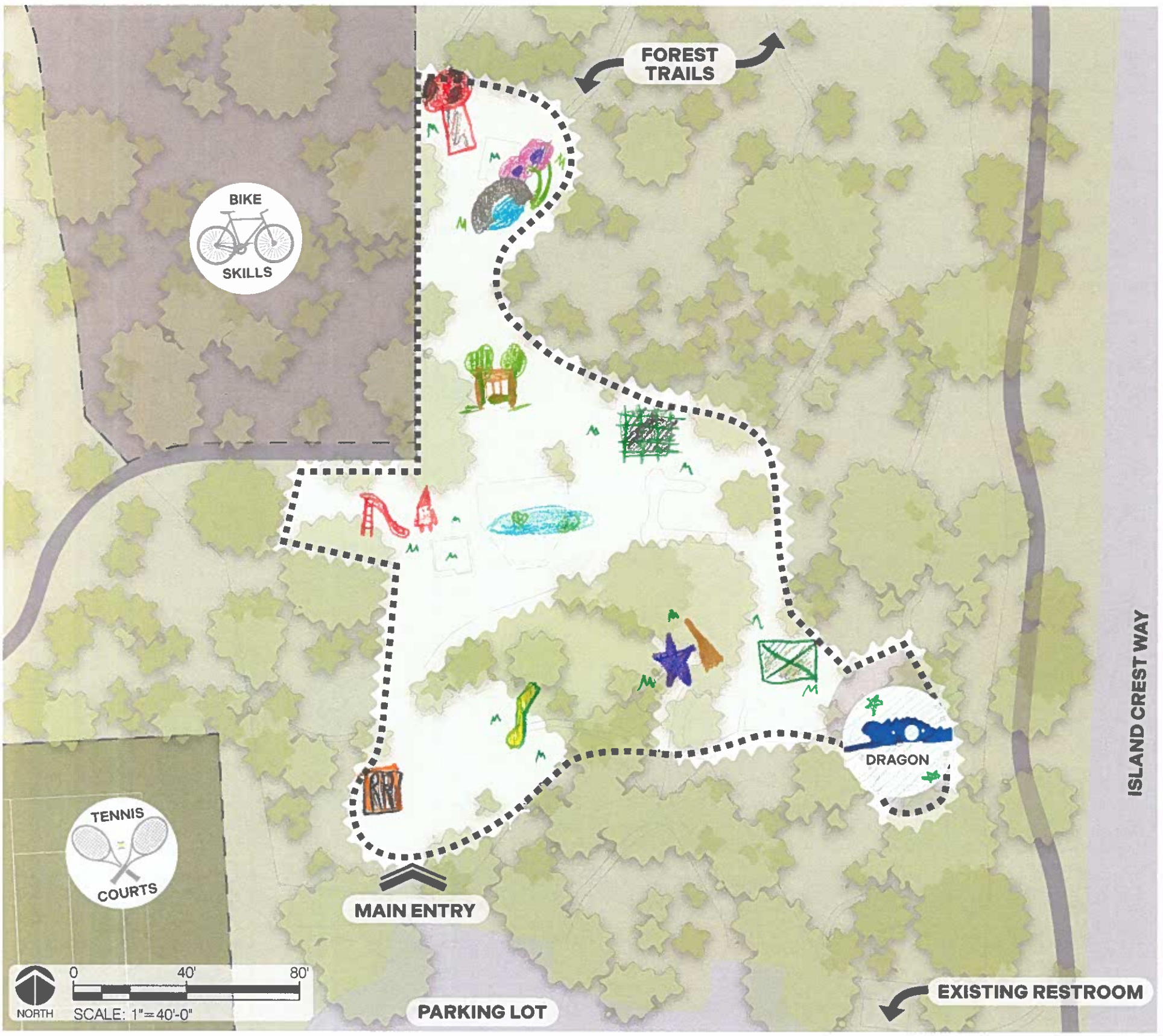
Please write a short description that describes what I have created. I crated a swing

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9 Years old

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND:
EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? FairyTale Forest!

Does your playground have a unique feature you love? it has a Mushroom and Forest!

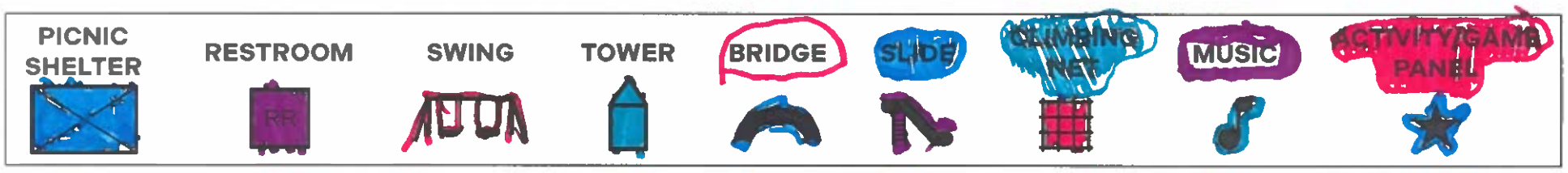
Please write a short description that describes what I have created. A Big Mushroom Kids could climb on a Magigal Forest which is a climbing net and a GumDrop play house!

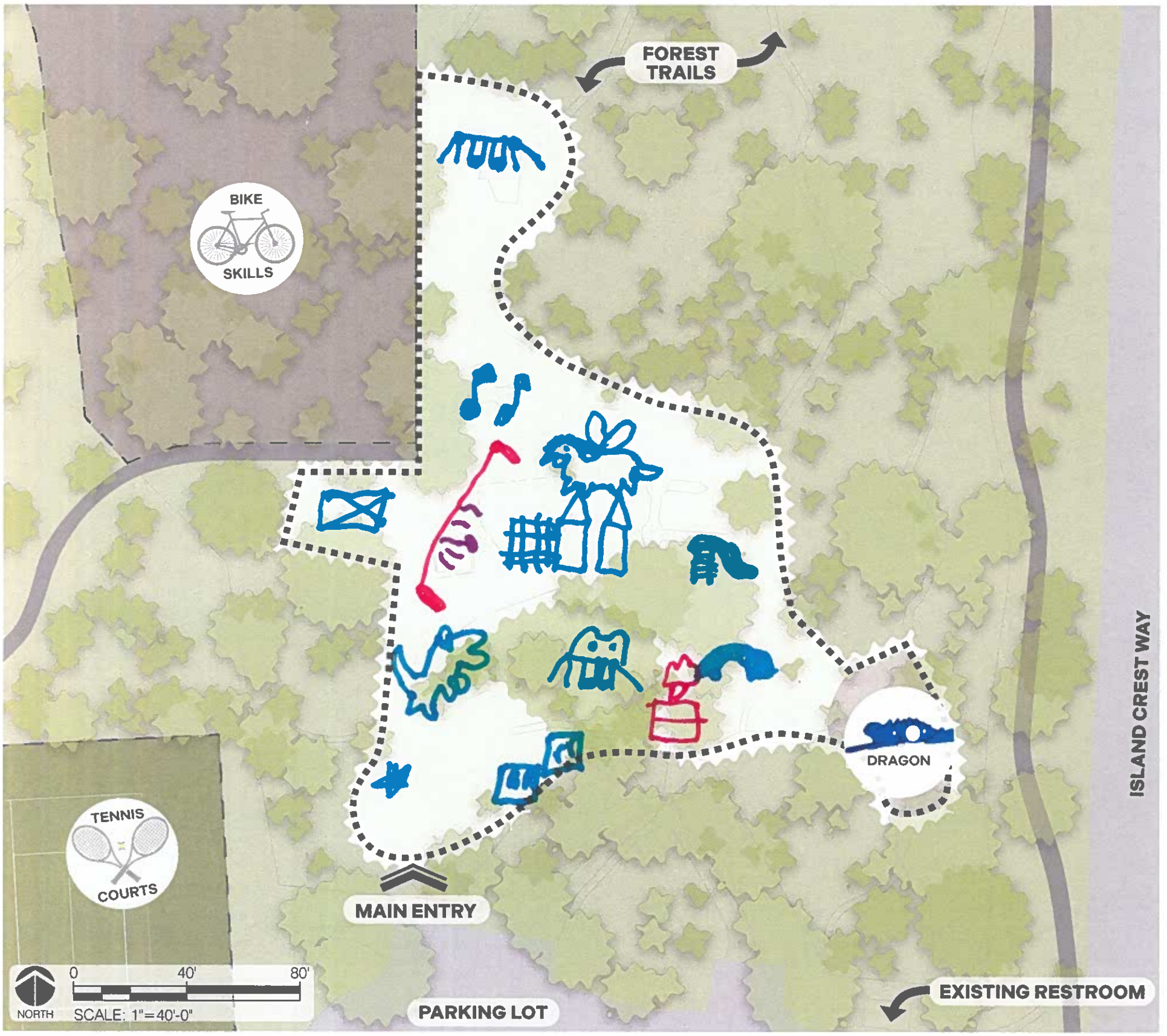
Ms. Anderson 3rd grade

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!





LEGEND:
EXISTING TREES
EXISTING PATHS
PLAYGROUND AREA

Does your playground have a theme? unicorns\Fantasy

Does your playground have a unique feature you love? mithical animals

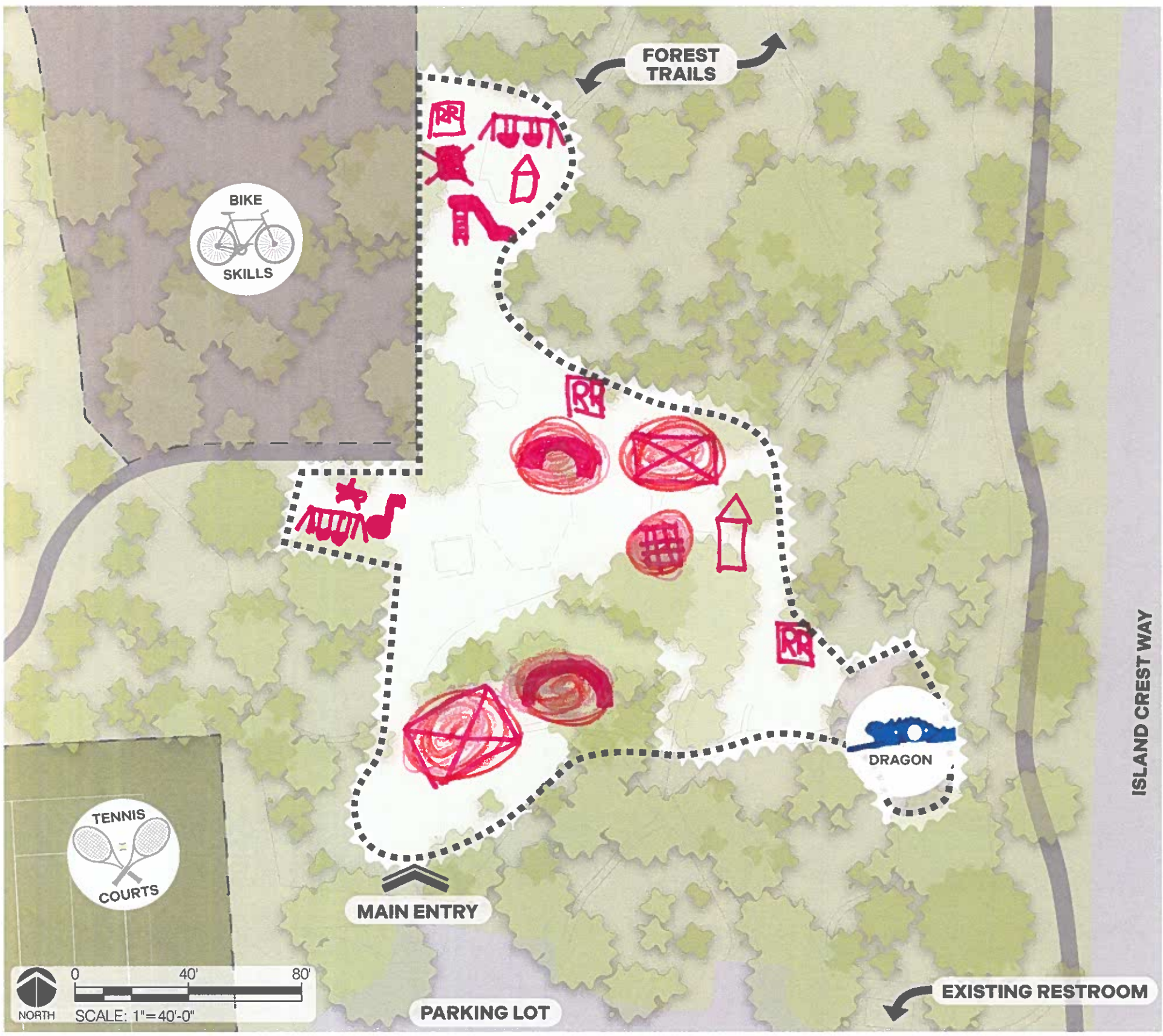
Please write a short description that describes what I have created. swings, castle with unicorn on top and net\climbing net, Dinosaur statue, slide, Bathroom, picnic, bridge, zipline, real icecream

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9 years Date: 5/12/25

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES EXISTING PATHS PLAYGROUND AREA

Does your playground have a theme? Fantasy World

Does your playground have a unique feature you love? It has more forest to save

Please write a short description that describes what I have created. I created a playground with forests and picnic tables and bridges to become a wonder adventure world.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

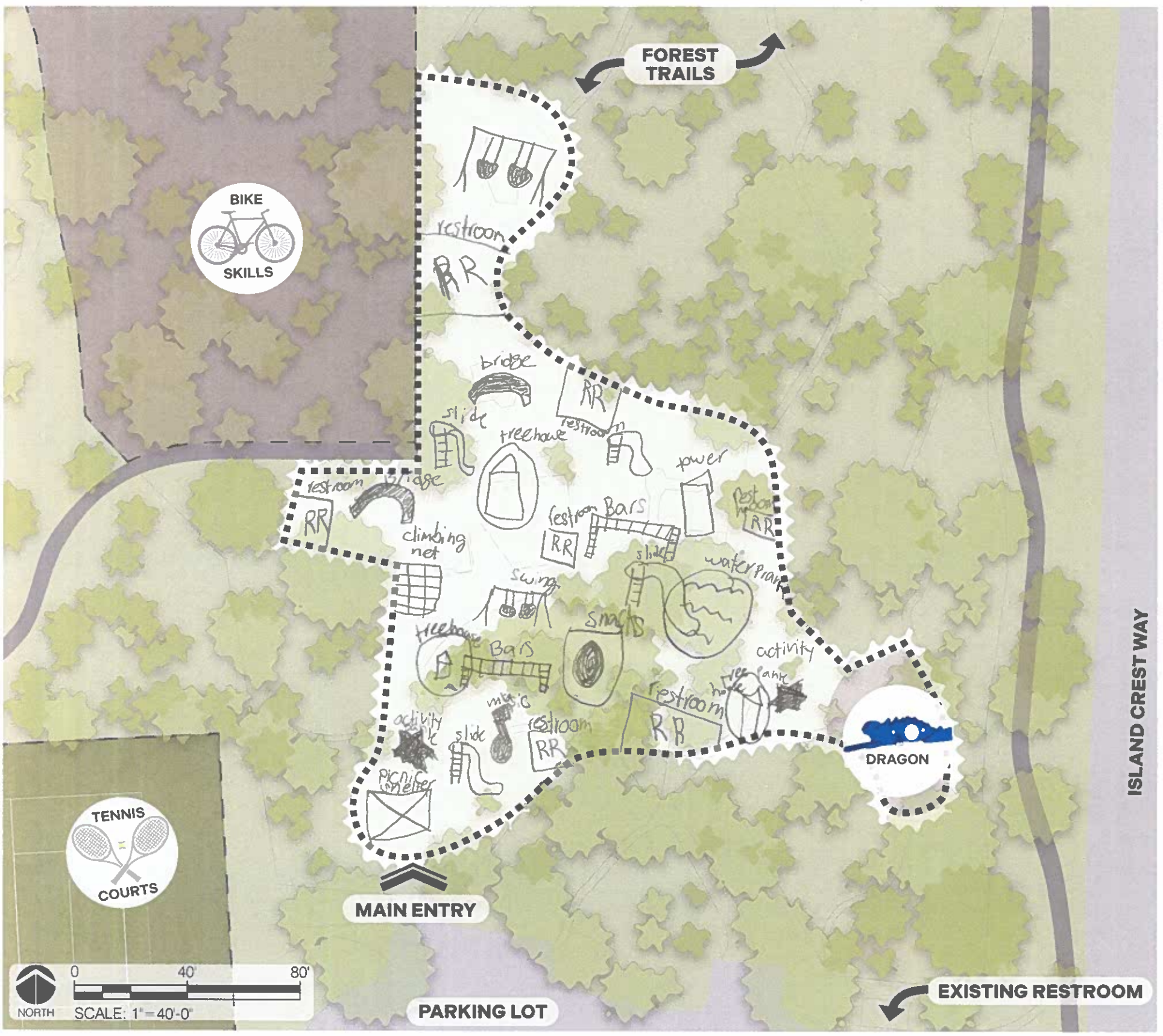
Name: *Student names have been omitted to protect individual privacy*

Age: 9

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
	RR							



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? No.

Does your playground have a unique feature you love? Mutyvariety.

Please write a short description that describes what I have created. A multivariety part with plenty of diferent parts of fun with my ideas and a lot of creativity and literary so much to do.

sweets and snacks

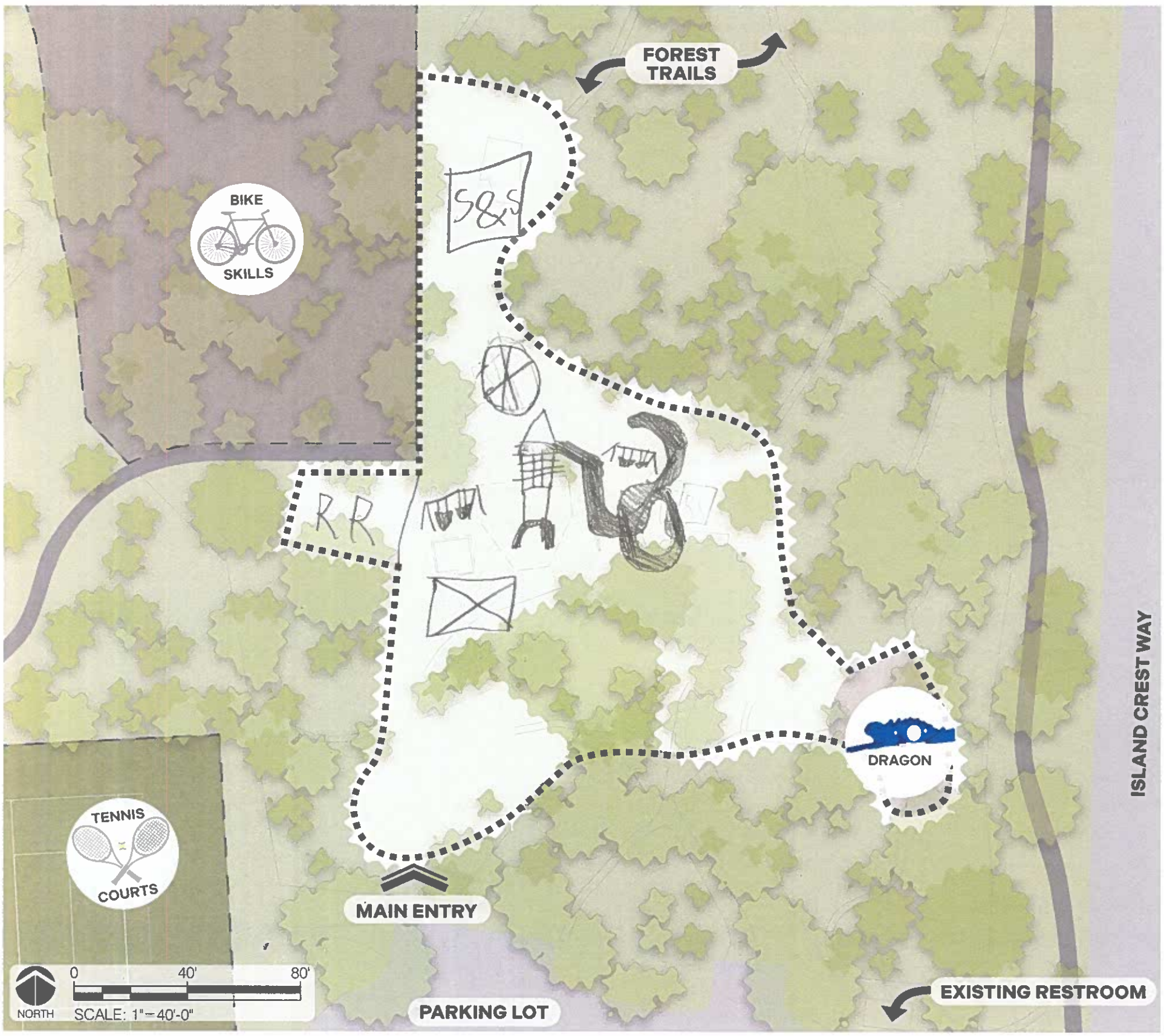
S&S

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL (Spinner)



LEGEND: EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? tree Houses

Does your playground have a unique feature you love? swings and climbing walls

Please write a short description that describes what I have created. A playground that people can have fun at. with stuff like a awsame tower 2 sets of swings a spinner

bars Giant slide

B

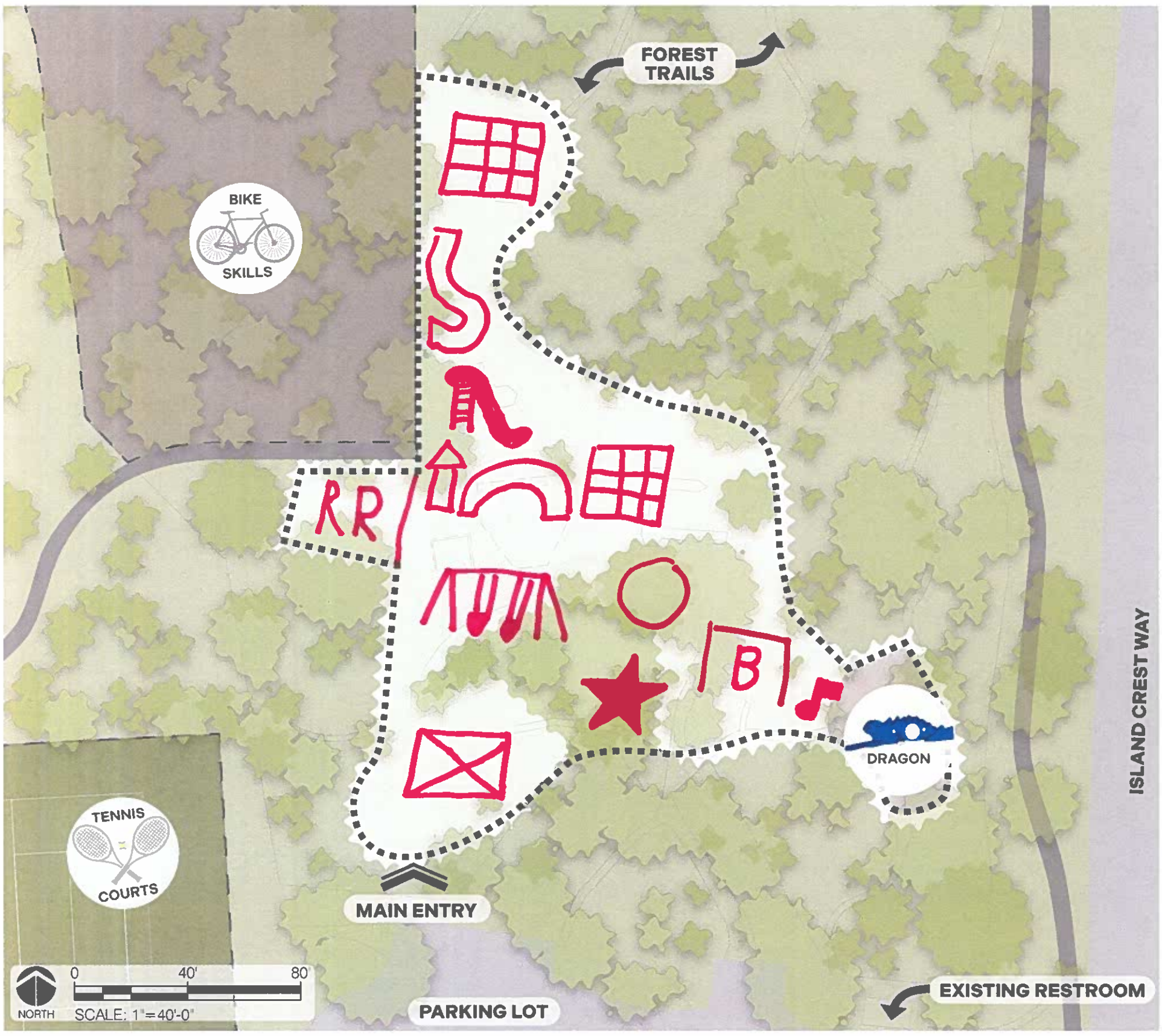
spinner

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 8

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:



Does your playground have a theme? Tree House Adventures

Does your playground have a unique feature you love? Giant slides

Please write a short description that describes what I have created. Picnic Shelter, Restroom, swing, Tower, Bridge, [redacted] slide, Climbers Nets, Music, Game Pannel, spinner Base, and a Giant slide.

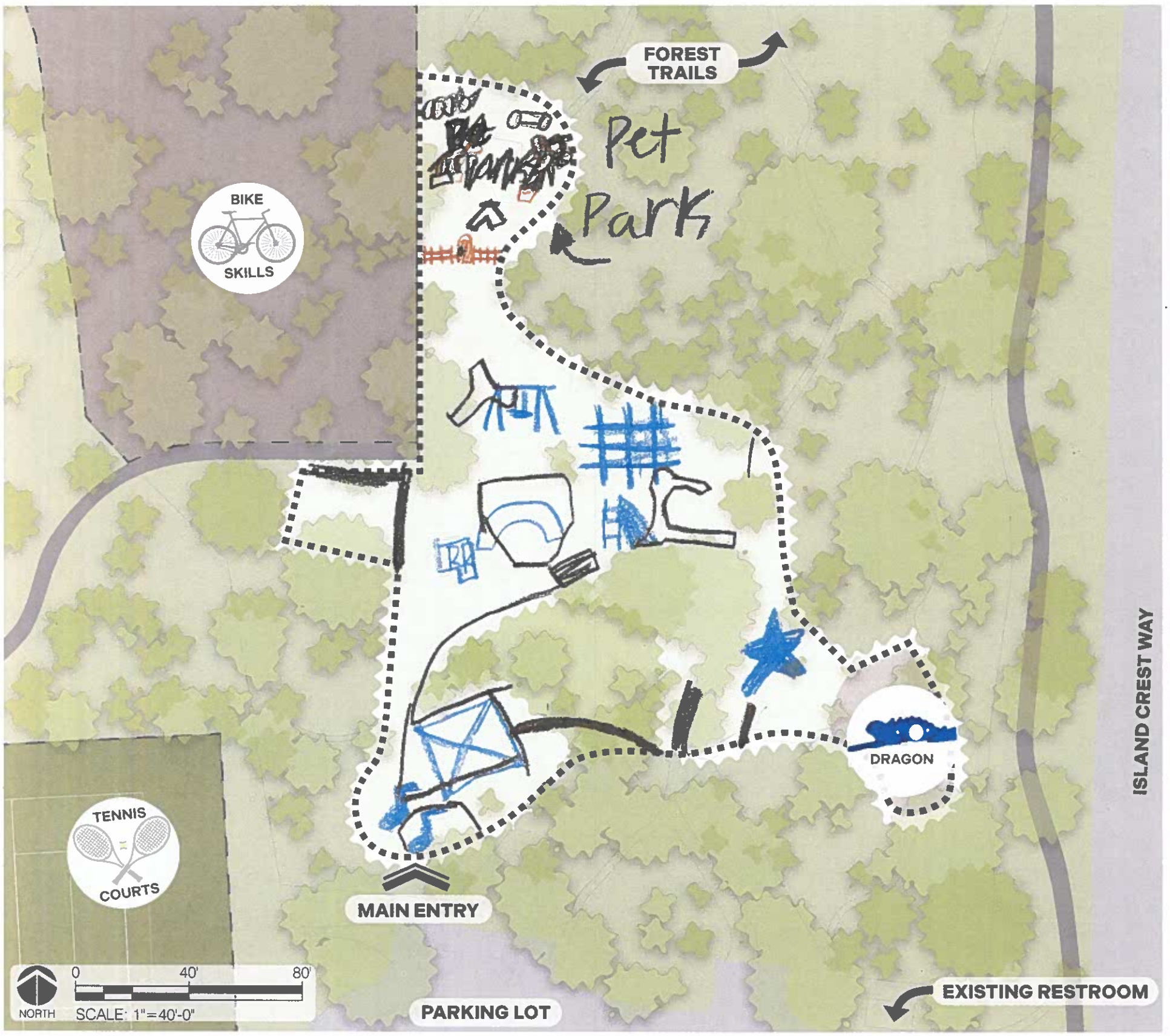
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
⊠	RR	⊓	▯	⌒	◣	▦	♪	Pet Park ★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? forest animals

Does your playground have a unique feature you love? Pet Park

Please write a short description that describes what I have created. forest animal pet parks.

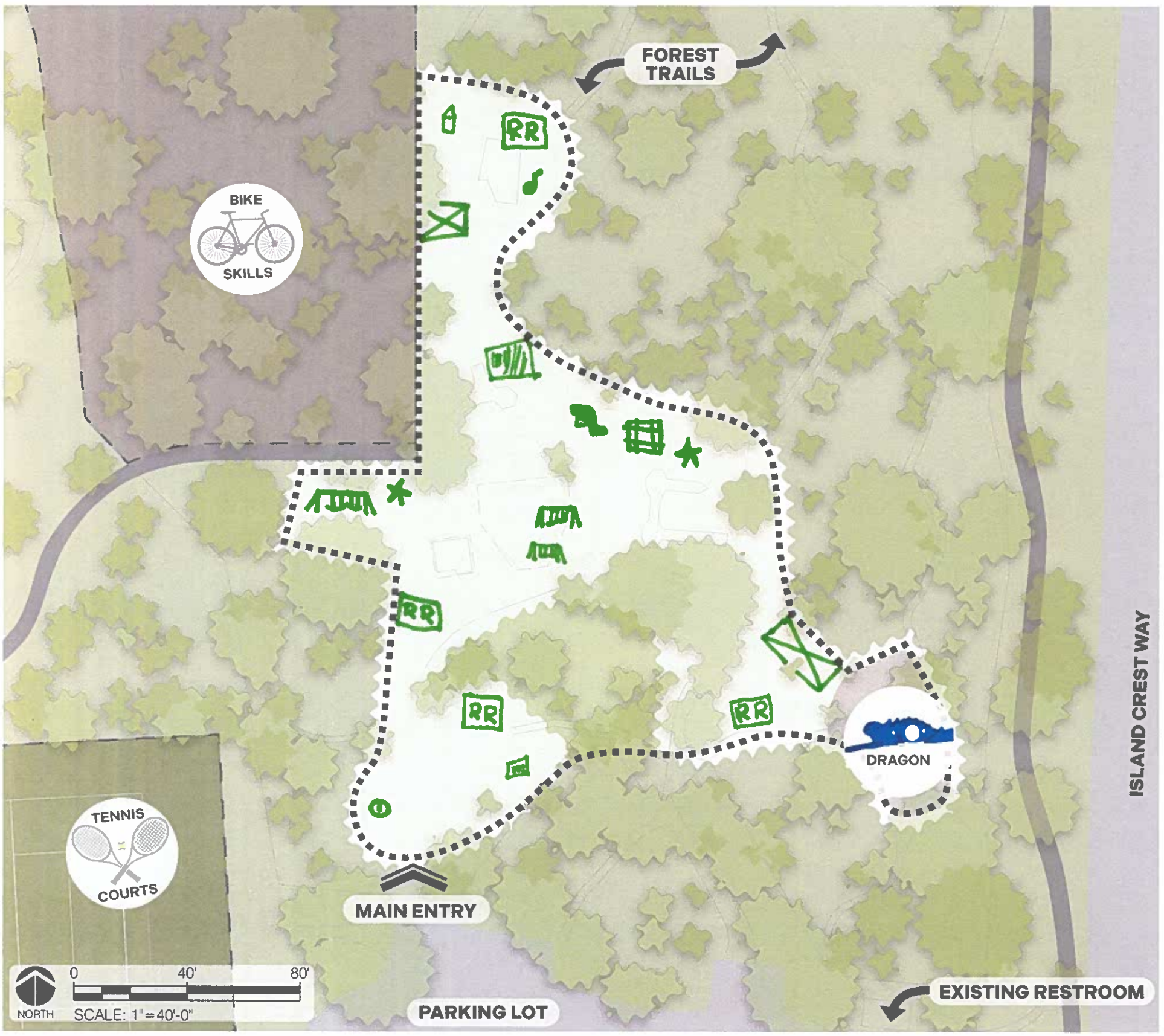
= feild
= dragon
= map. Statue

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: _ *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
	RR							



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Fantasy

Does your playground have a unique feature you love? No

Please write a short description that describes what I have created. I made more Restrooms because when I go, I don't have a restroom to go to.

Bench Basketball court

spinner

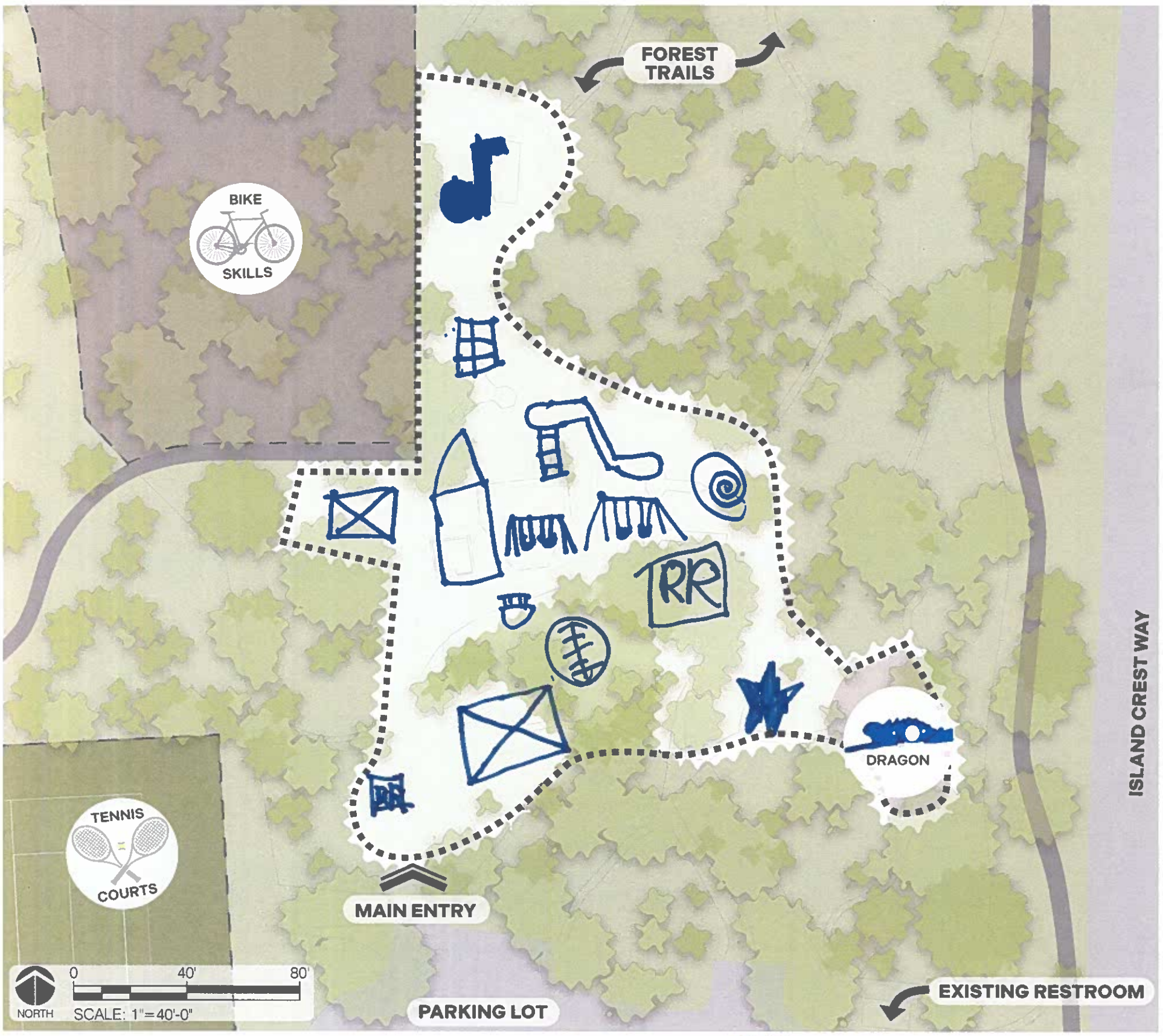
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
2	RR 2	2	1	0				



LEGEND:

EXISTING TREES

EXISTING PATHS

PLAYGROUND AREA

Does your playground have a theme? Activitys fun.

Does your playground have a unique feature you love? yes, the basketball court

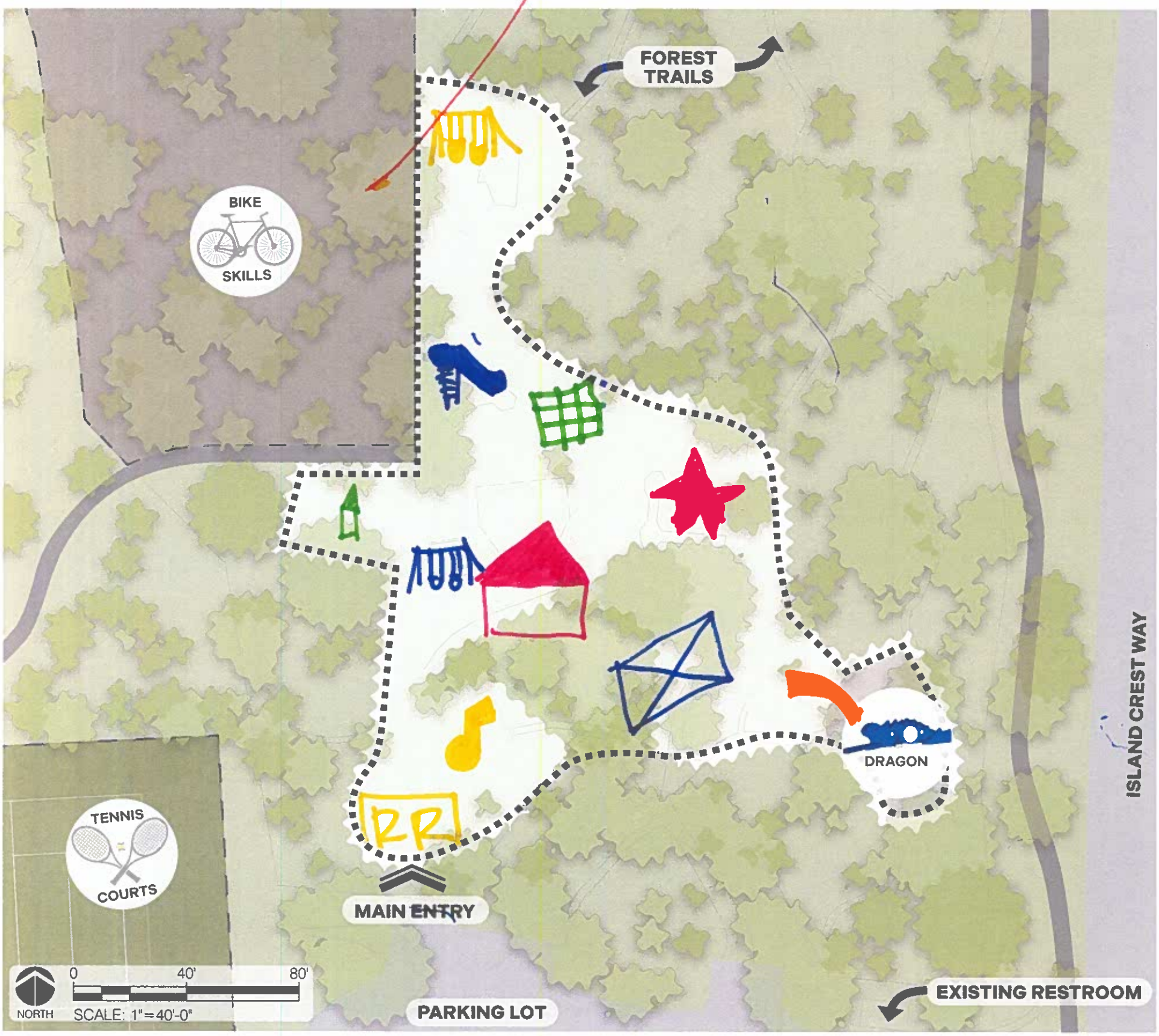
Please write a short description that describes what I have created. fun. time. that's all.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** = 8

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? No

Does your playground have a unique feature you love? yes, the Climbing net

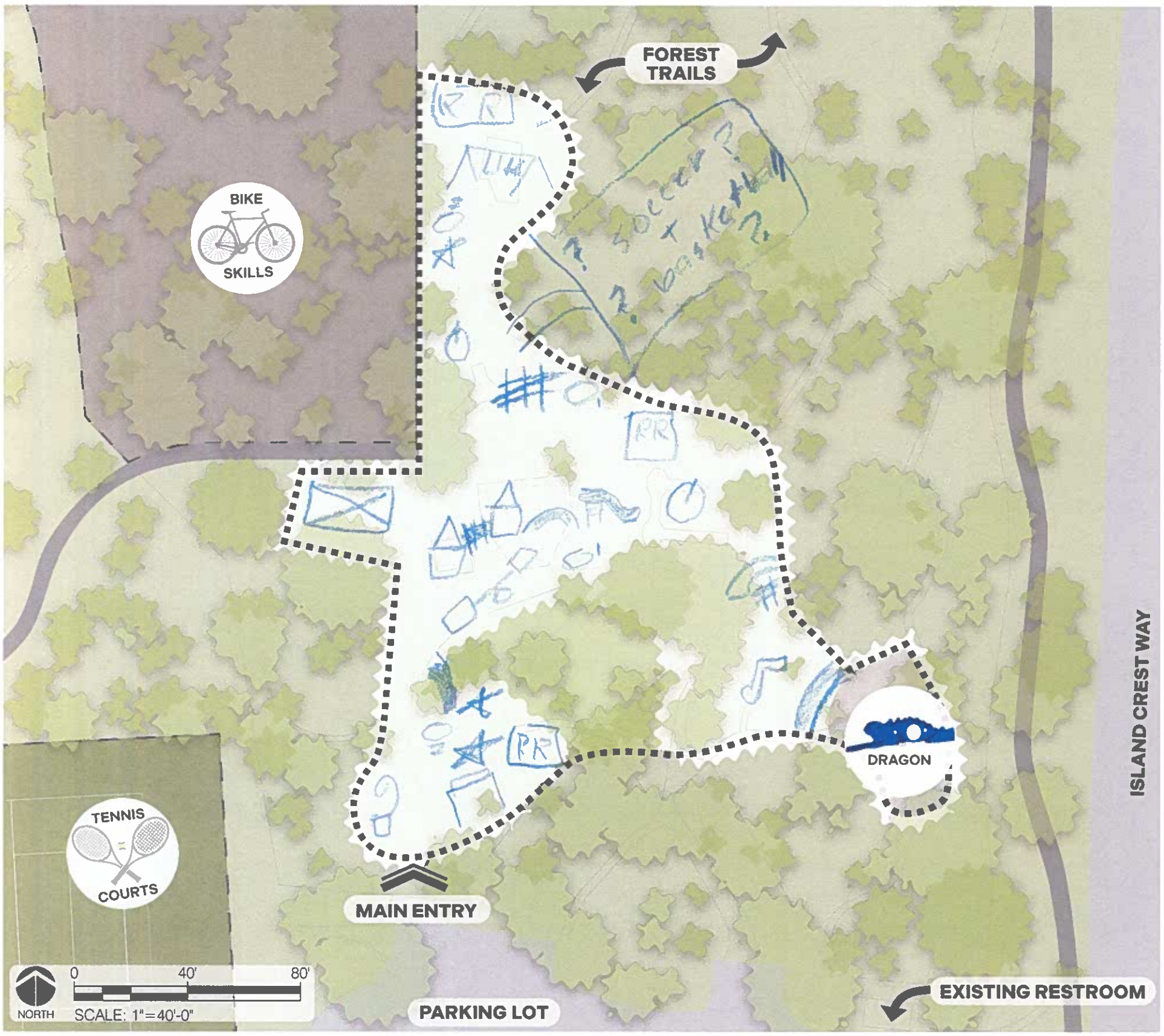
Please write a short description that describes what I have created. My description follows a pattern. The pattern is that I combined different things

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⟋	▦	♪	★



LEGEND:
EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? No

Does your playground have a unique feature you love? No

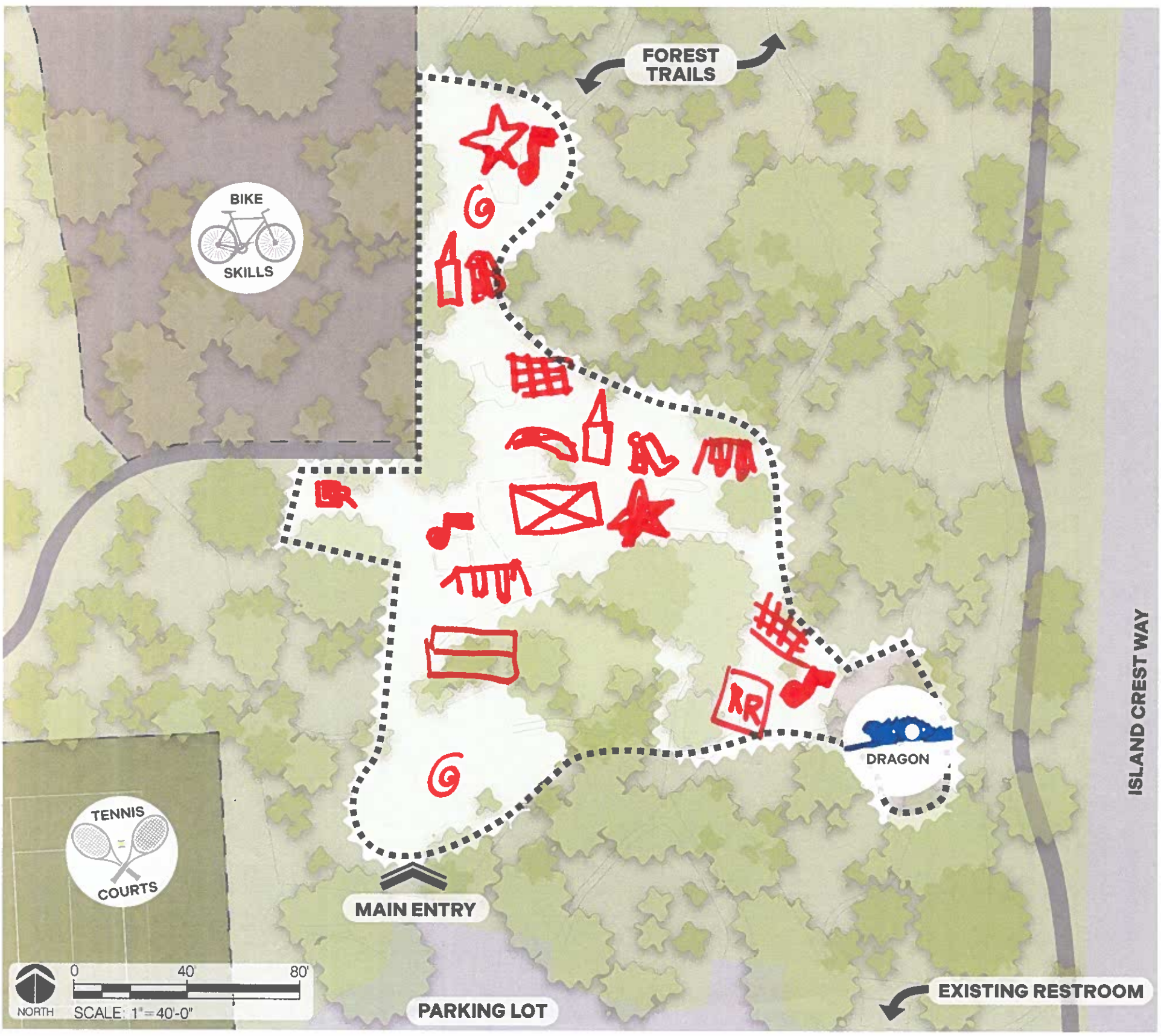
Please write a short description that describes what I have created. it's very fun

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name *Student names have been omitted to protect individual privacy* Age: 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? Yes the theme is music.

Does your playground have a unique feature you love? There is a lot of music things.

Please write a short description that describes what I have created. I created a playground that has a lot of everything and will let the kids always have something to do and never get bored.

= climbing wall

= basket ball court

= tree house

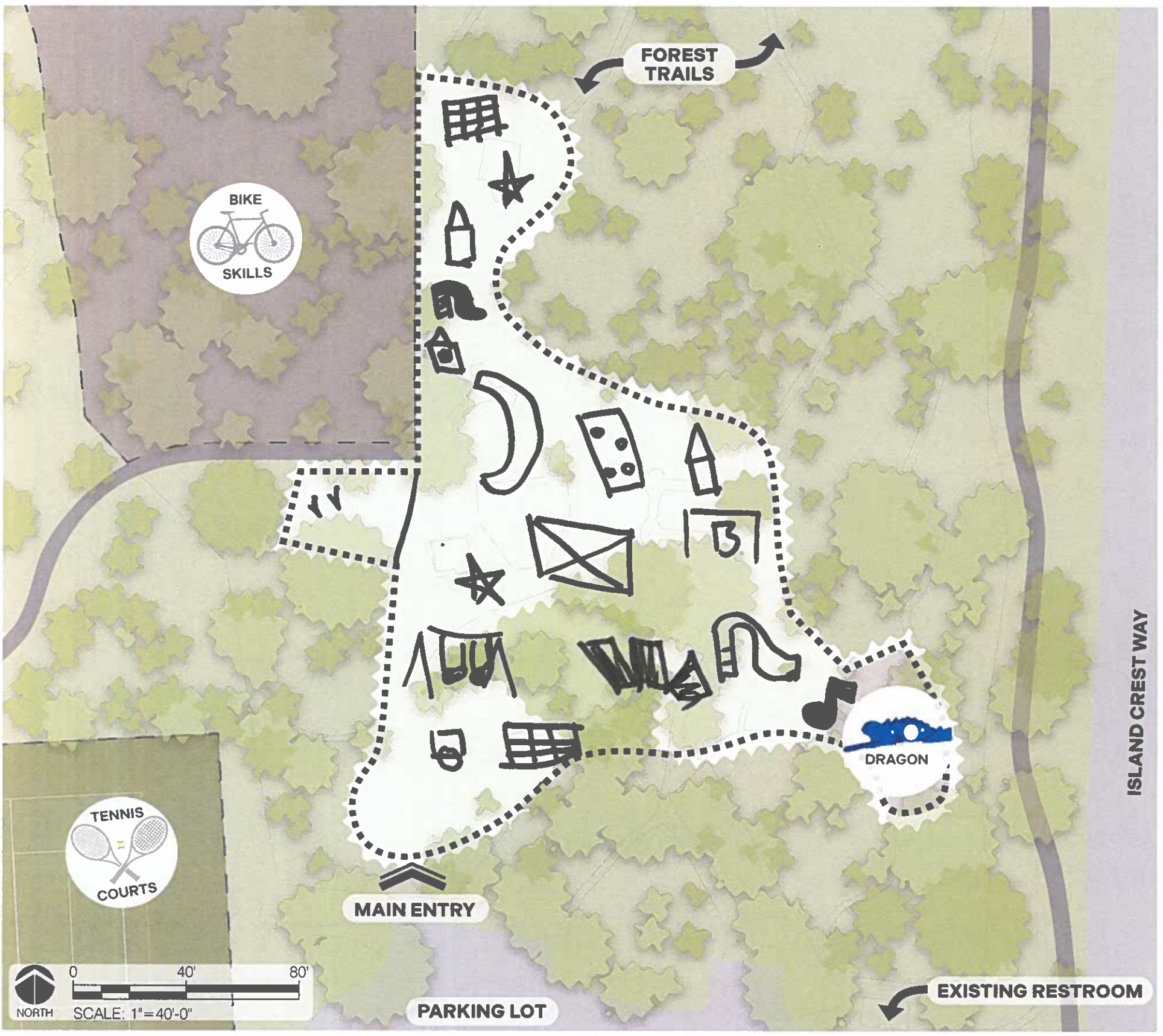
= wood spinny thing

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
	RR							



LEGEND:

EXISTING TREES

EXISTING PATHS

PLAYGROUND AREA

Does your playground have a theme? Yes, a tree house theme

Does your playground have a unique feature you love? wooden spinny thing

Please write a short description that describes what I have created. It will be a active play ground so the kids can be having fun with a little excirsise

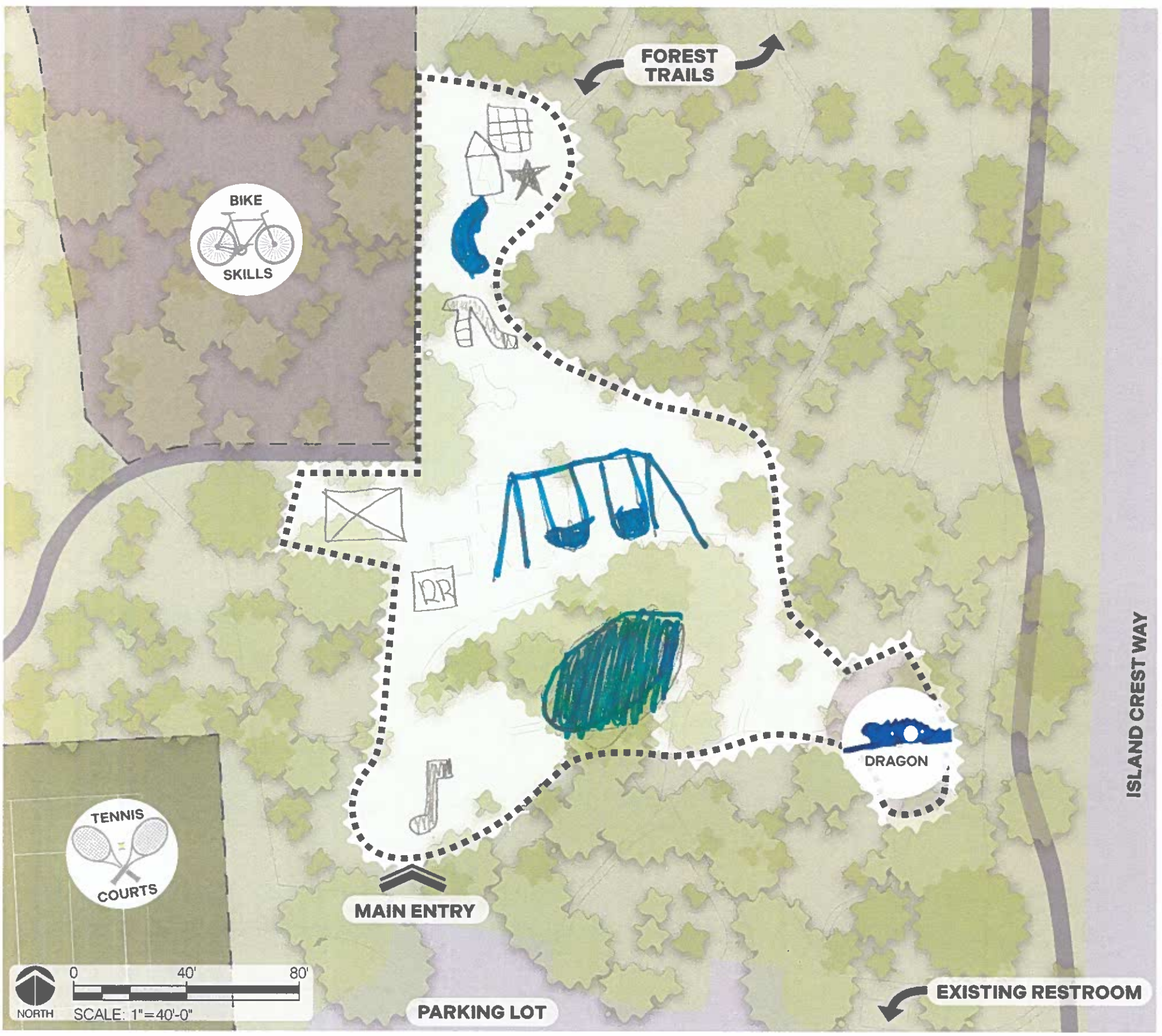
= Spiner

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

● = favorite

Does your playground have a theme? yes, please have it be a tree house theme

Does your playground have a unique feature you love? No

Please write a short description that describes what I have created. I have a Picnic Shelter, Restroom, Swing, tower, Bridge, Slide, ClimBing net, music, Activity/game panel, and a Spiner

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

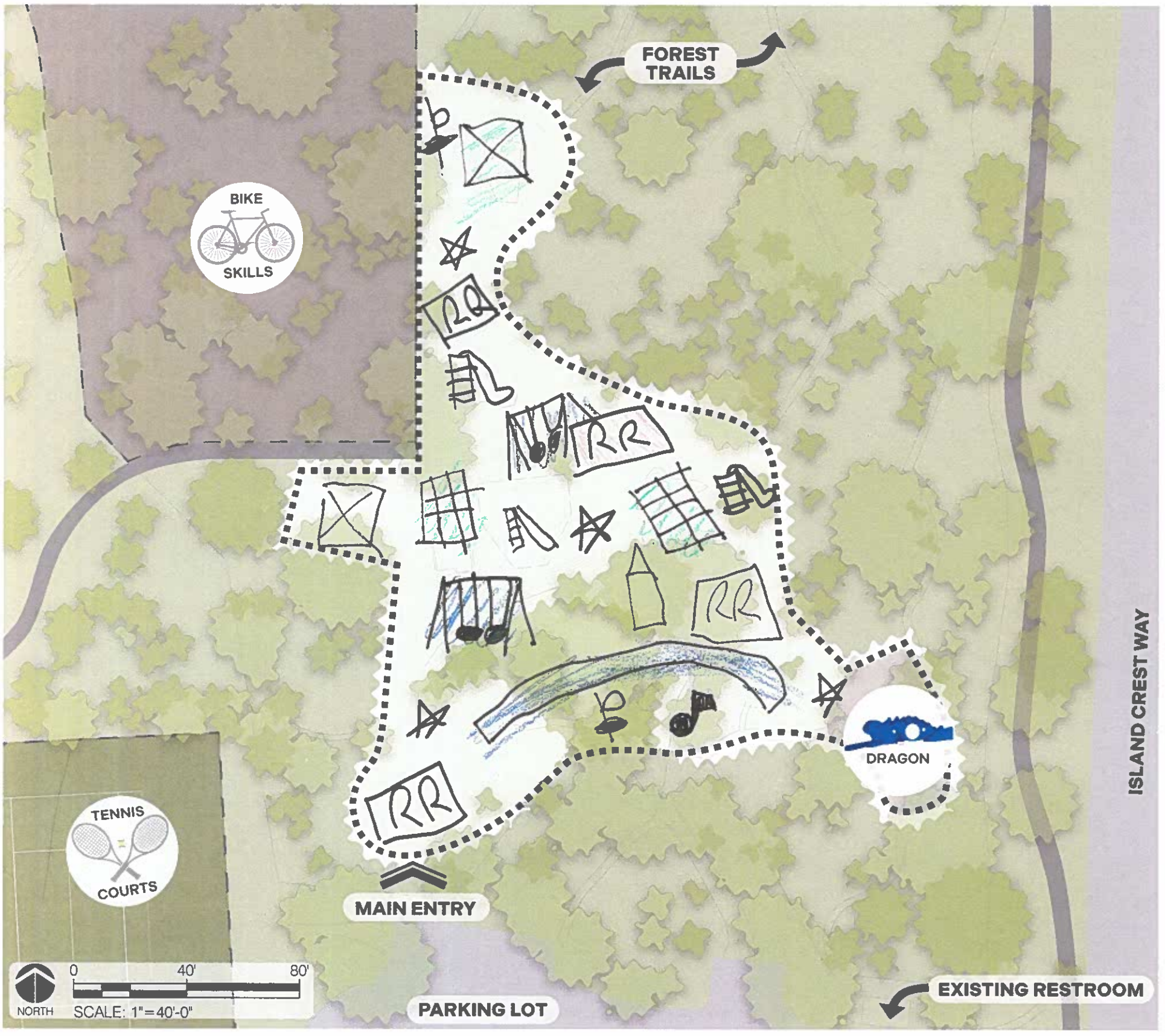
b=spinners

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 8 - grade 3

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⟋	▦	♫	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? treehouse & climbing

Does your playground have a unique feature you love? it has gates to the Bike skills & tennis courts

Please write a short description that describes what I have created.

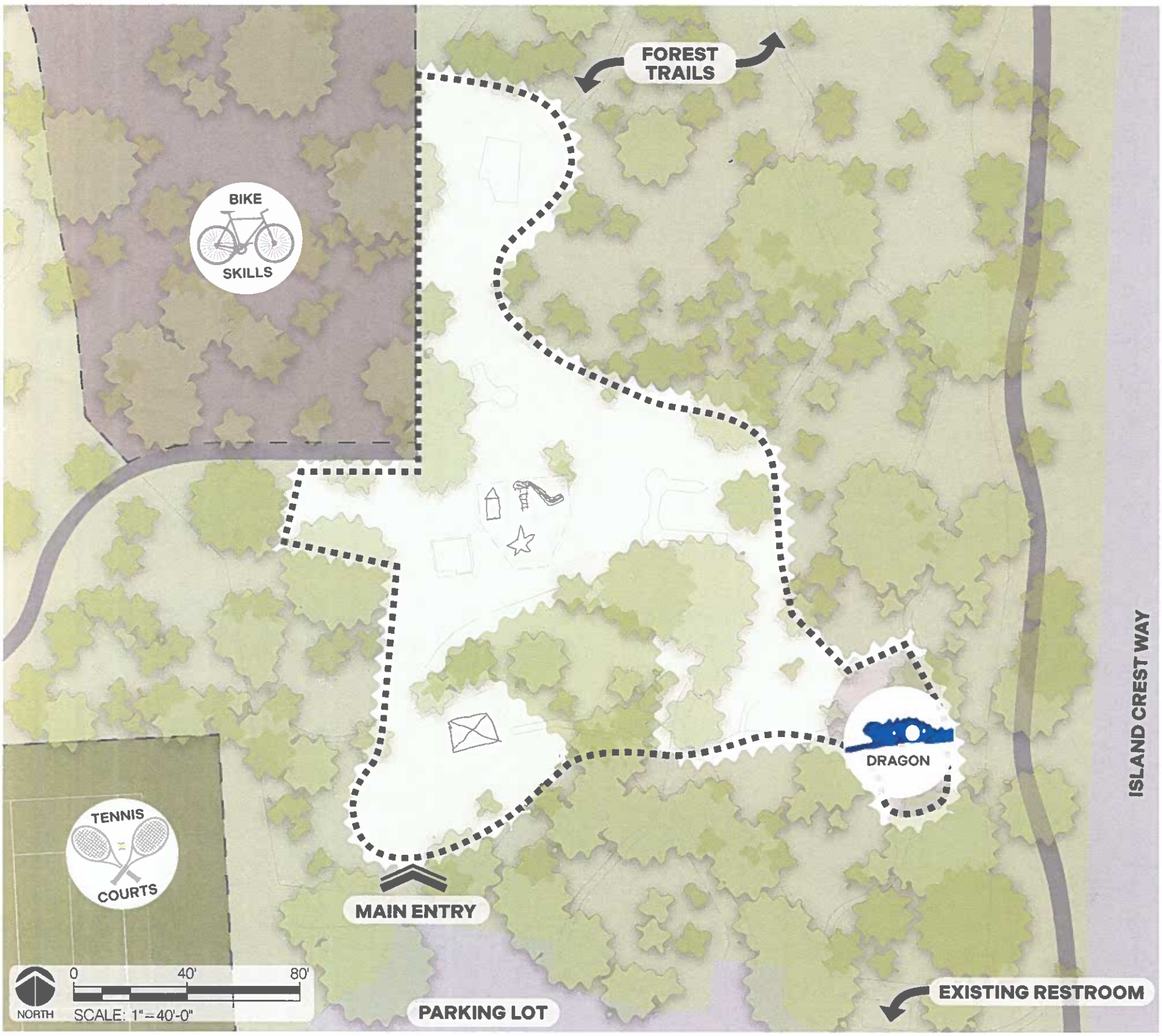
it is a playground where you can play when its raining or if you

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:



Does your playground have a theme? _____

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. _____

_____

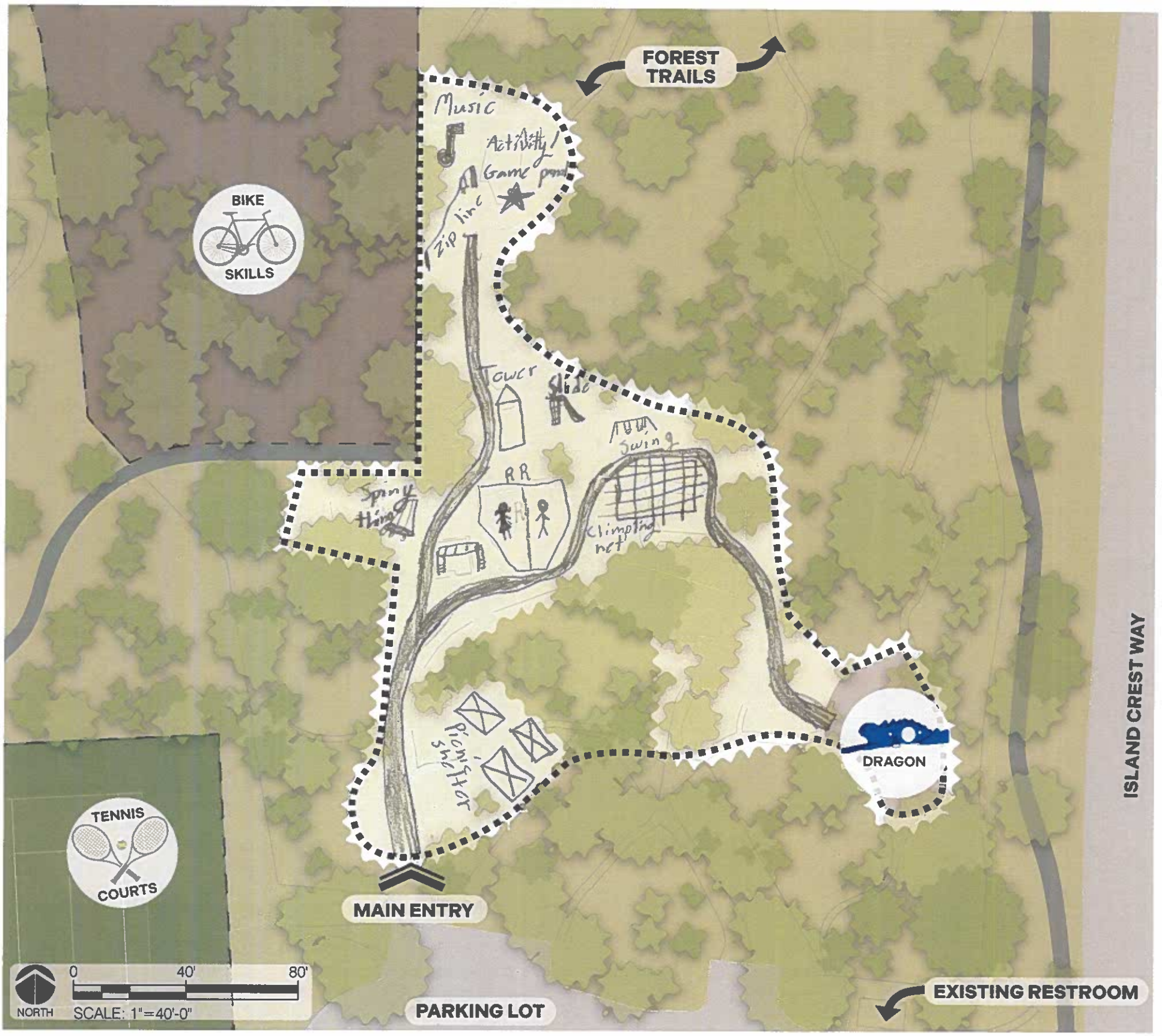
_____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: . *Student names have been omitted to protect individual privacy* **Age:** 9 (3rd grade)

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? The Jungle

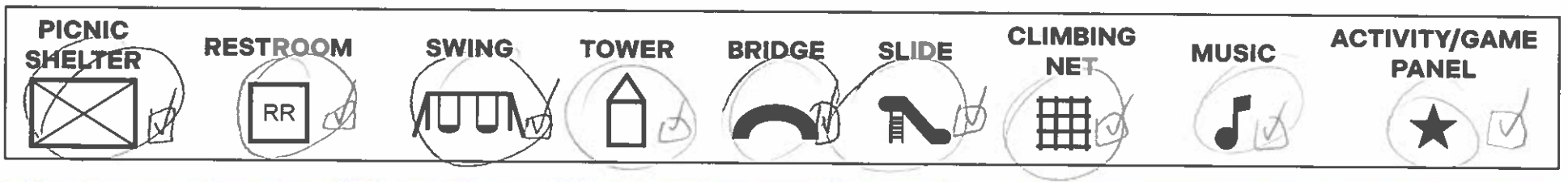
Does your playground have a unique feature you love? A zip line

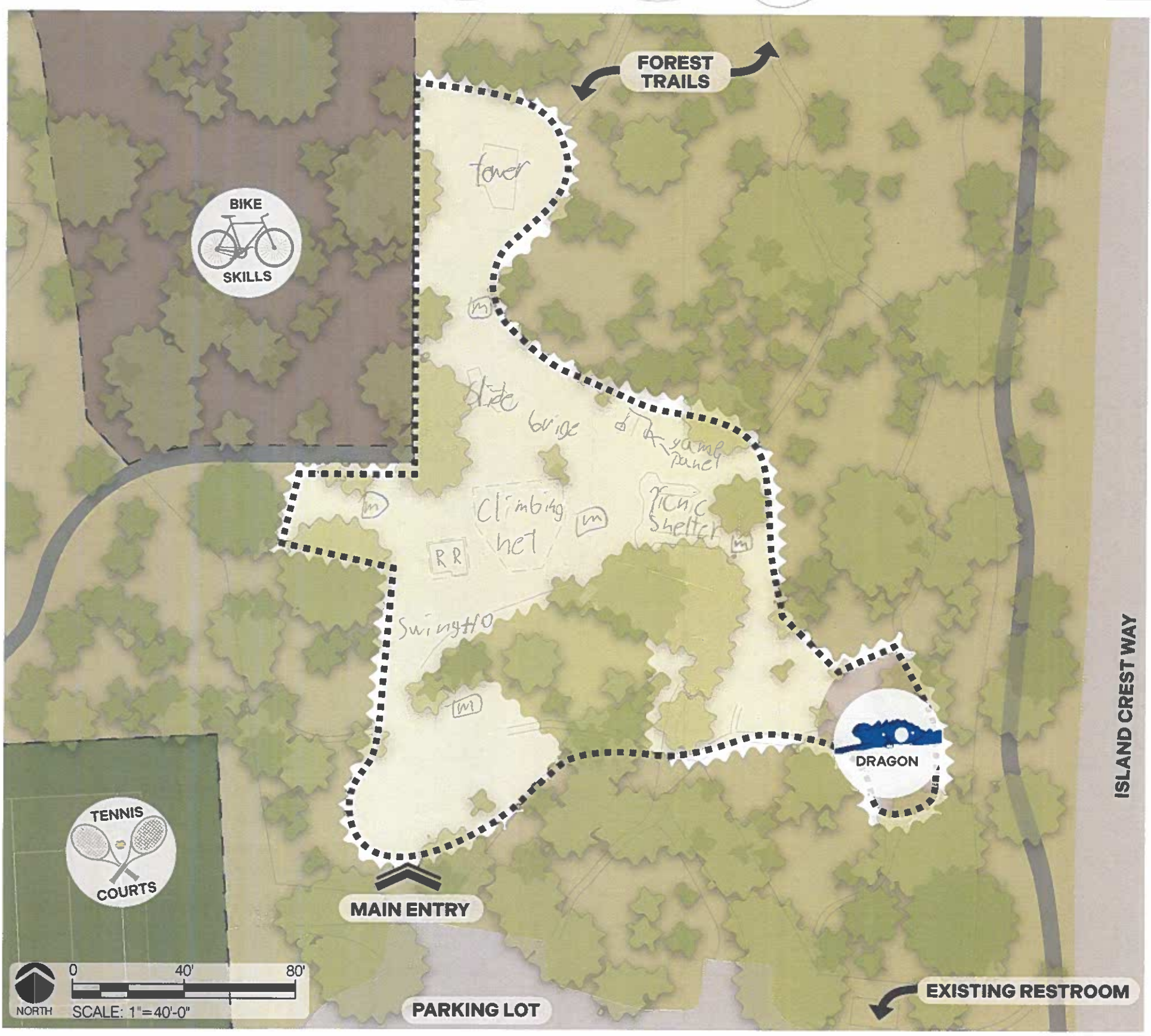
Please write a short description that describes what I have created. It is a play ground that has many thing to swing and climb on, Clike the jungle:).

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 8

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!





LEGEND:

EXISTING TREES

EXISTING PATHS

PLAYGROUND AREA

Does your playground have a theme? no.

Does your playground have a unique feature you love? yes.

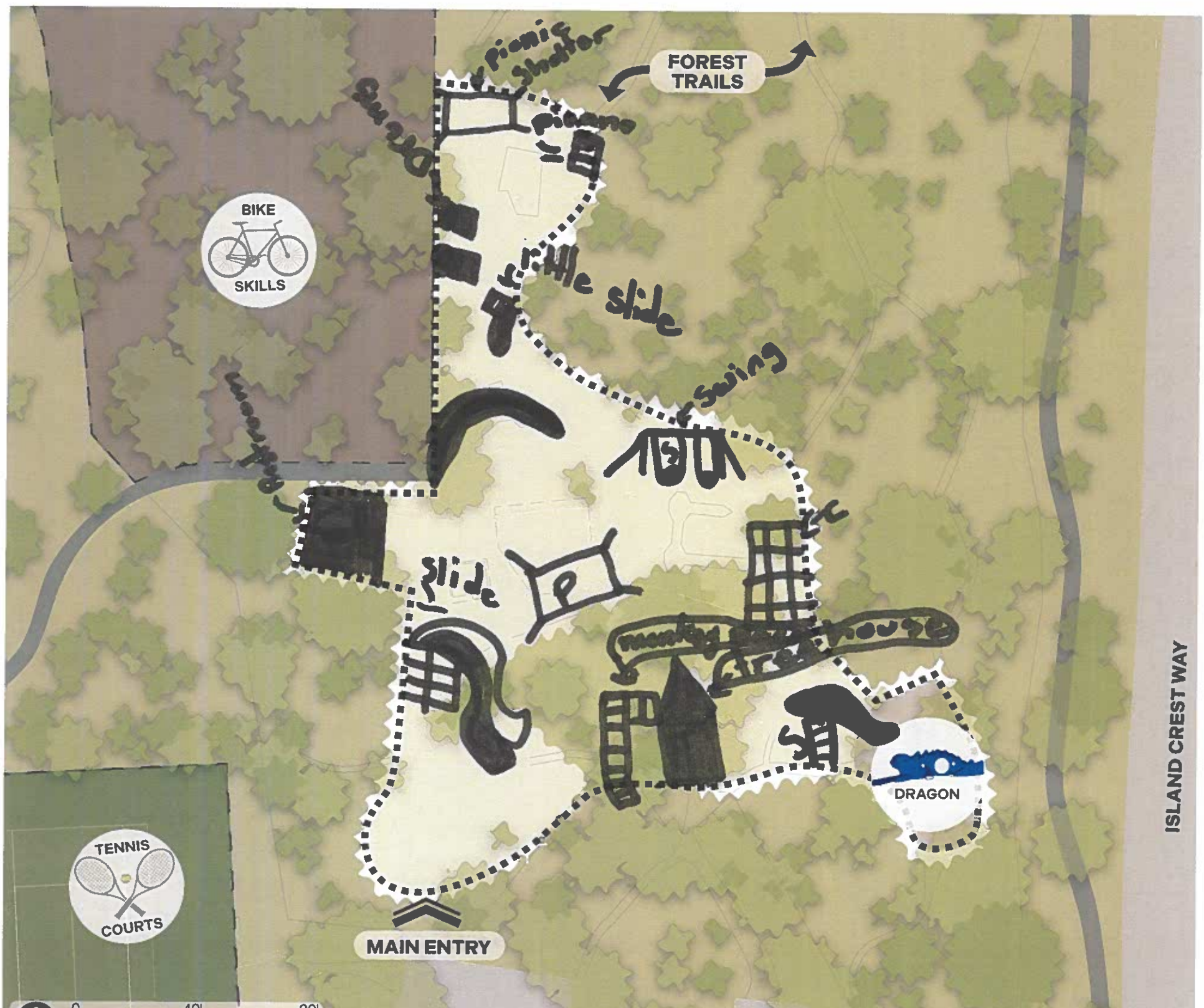
Please write a short description that describes what I have created. everything.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? tree house theme

Does your playground have a unique feature you love? it has a fun tree house that I would

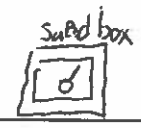
Please write a short description that describes what I have created. I have created a tree house.
theam that all ages can play on. You can also sit and
watch your kid where I put the pignic tables.

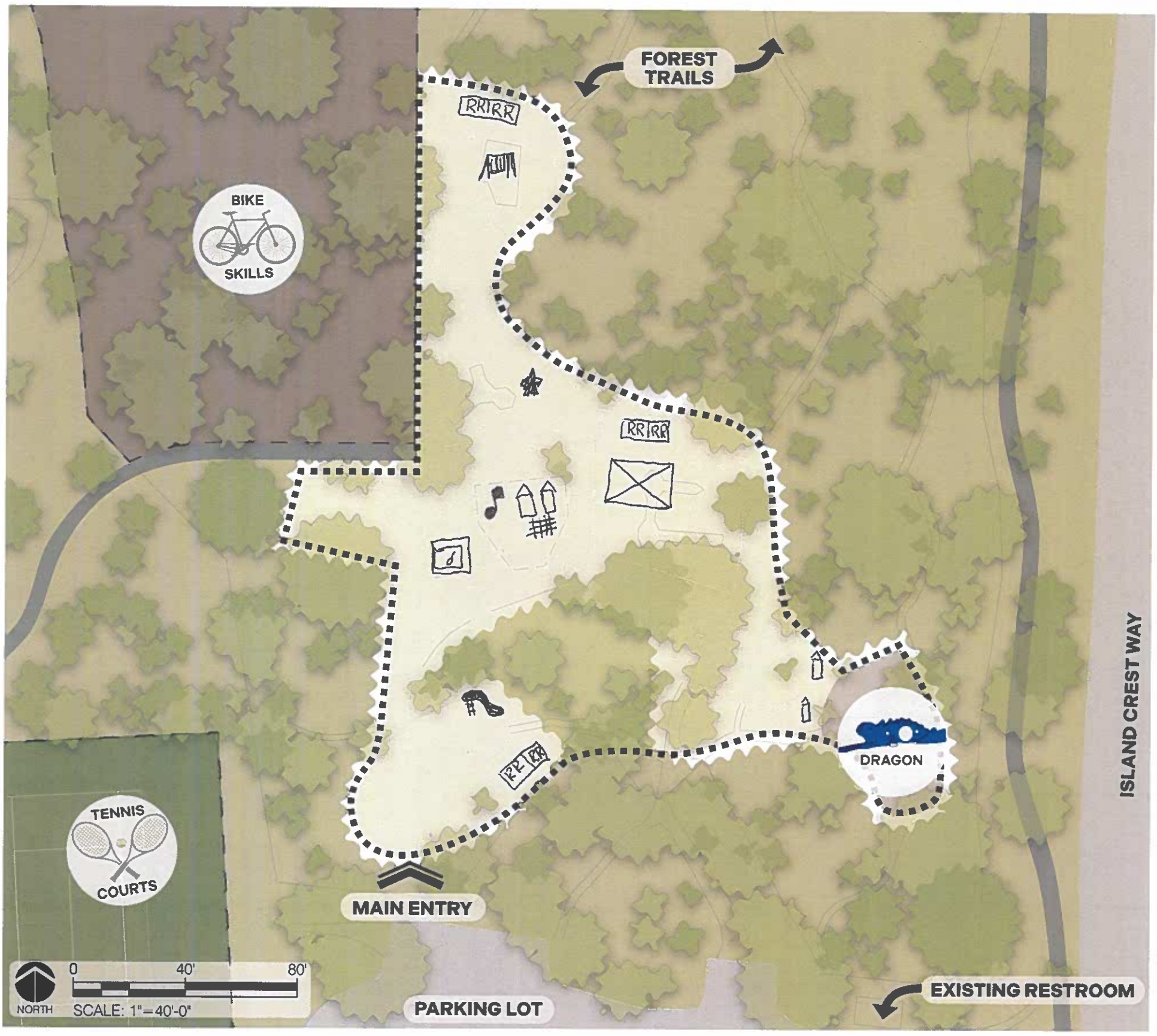
Fold xo play

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 8

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:



Does your playground have a theme? Magical Kingdom

Does your playground have a unique feature you love? The sandbox

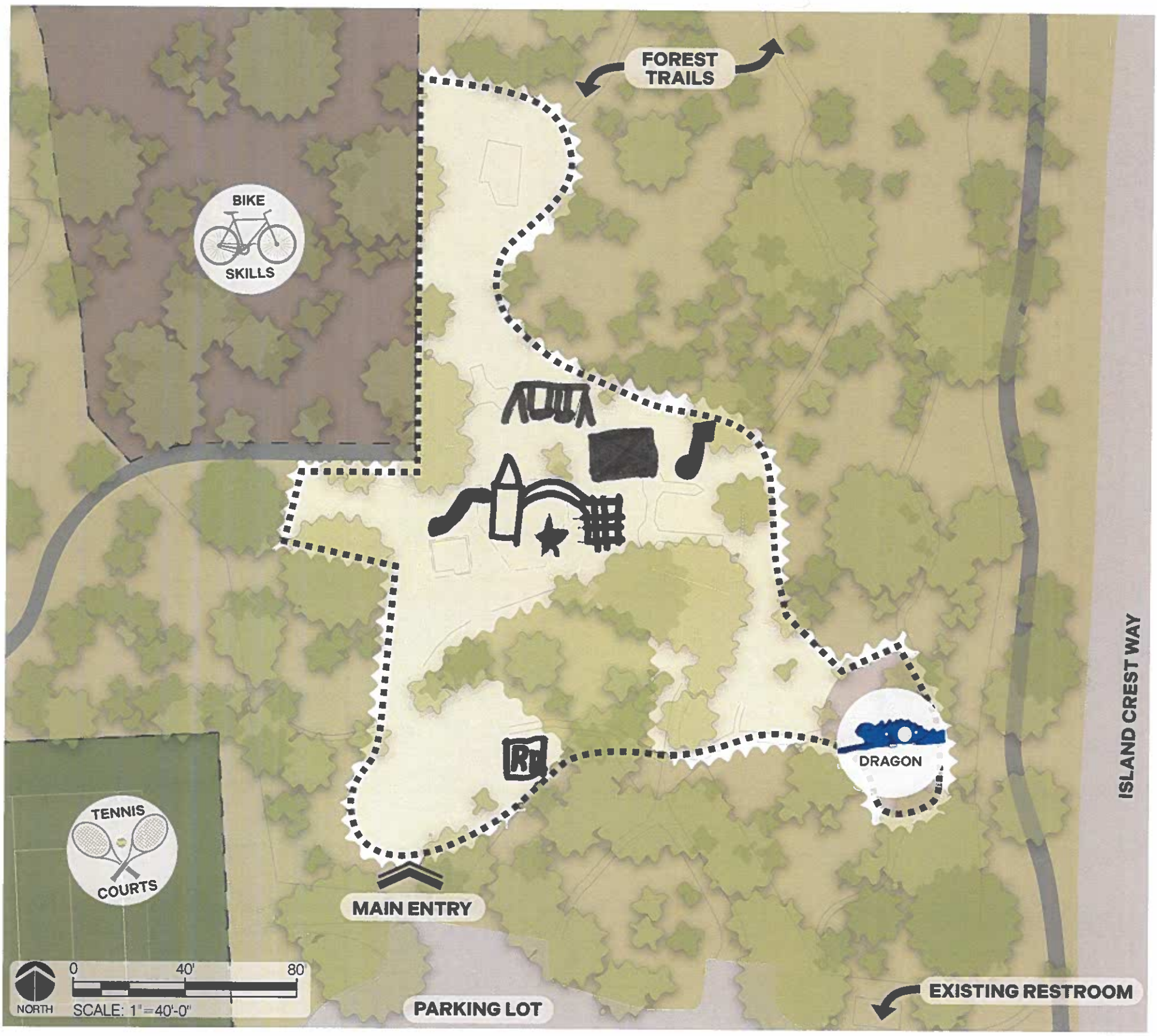
Please write a short description that describes what I have created. Whimsical, cozy, creative.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? forest creatures

Does your playground have a unique feature you love? no

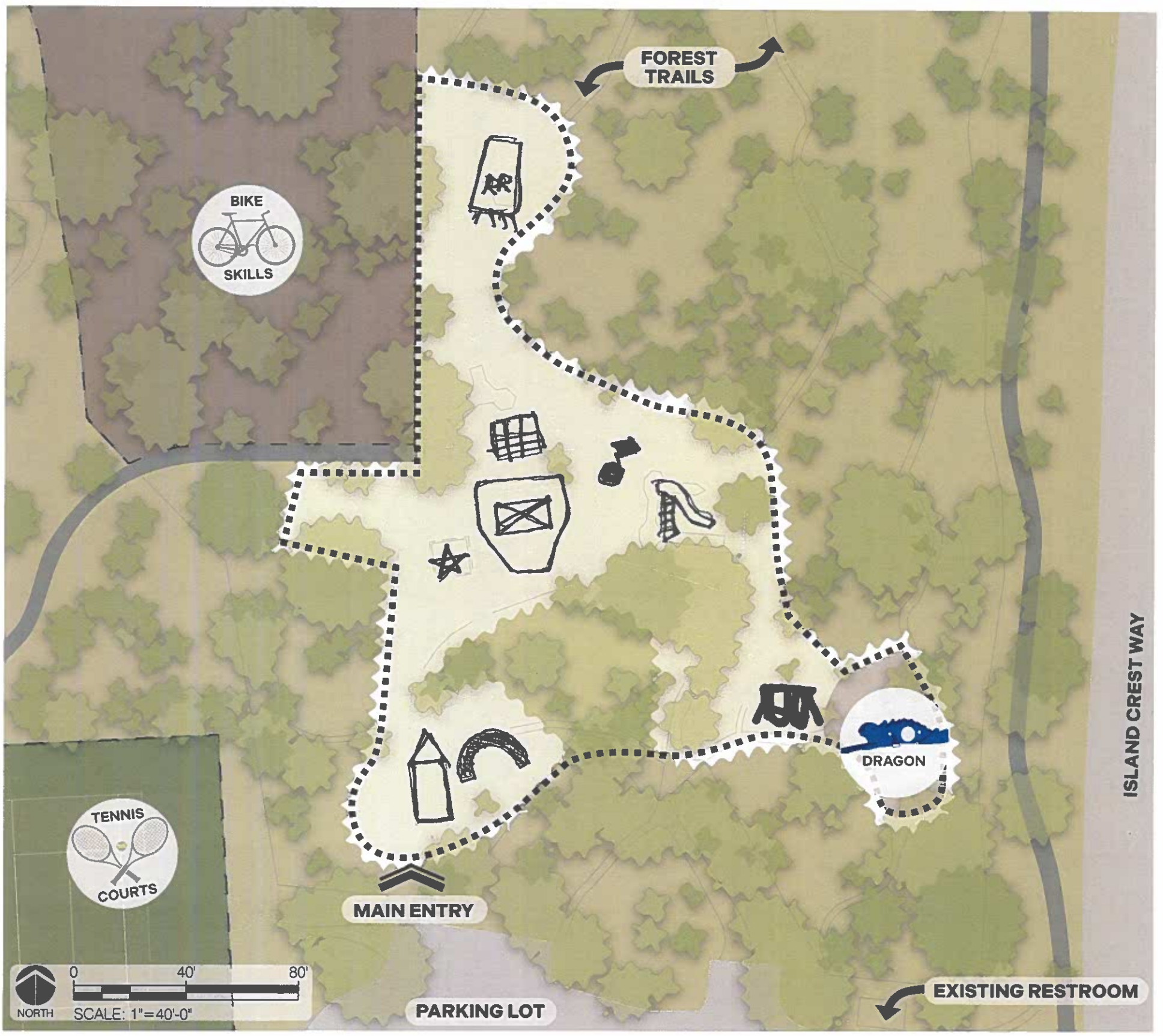
Please write a short description that describes what I have created. There is a net that goes to the bridge that leads you to the tower with a slide.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:



Does your playground have a theme? Kingdom

Does your playground have a unique feature you love? Parcore

Please write a short description that describes what I have created. I love Parcore so I will like it so I can do pave core and eat meals.

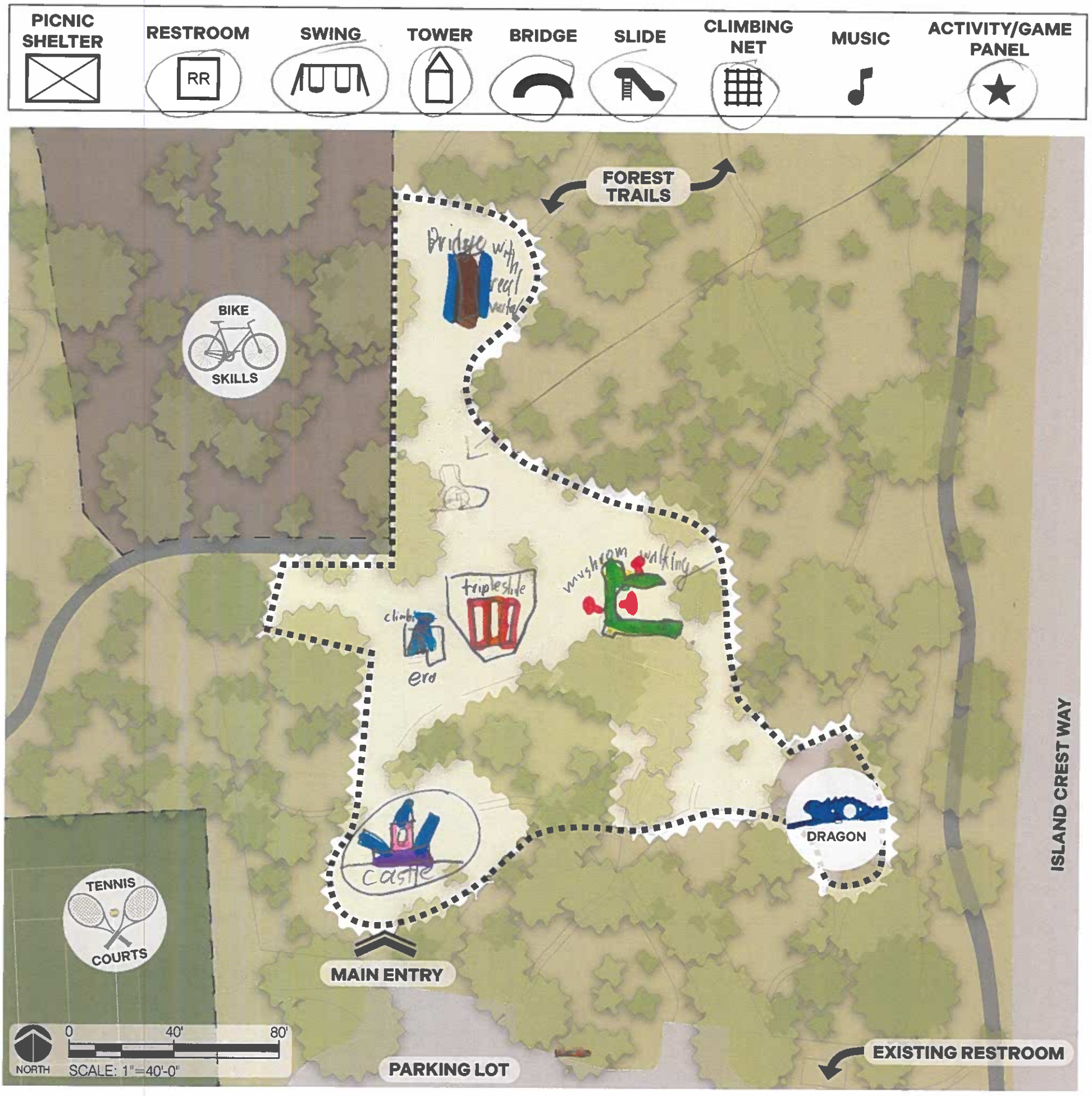
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: —

Age: 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? Fairy tale kingdom

Does your playground have a unique feature you love? adventure

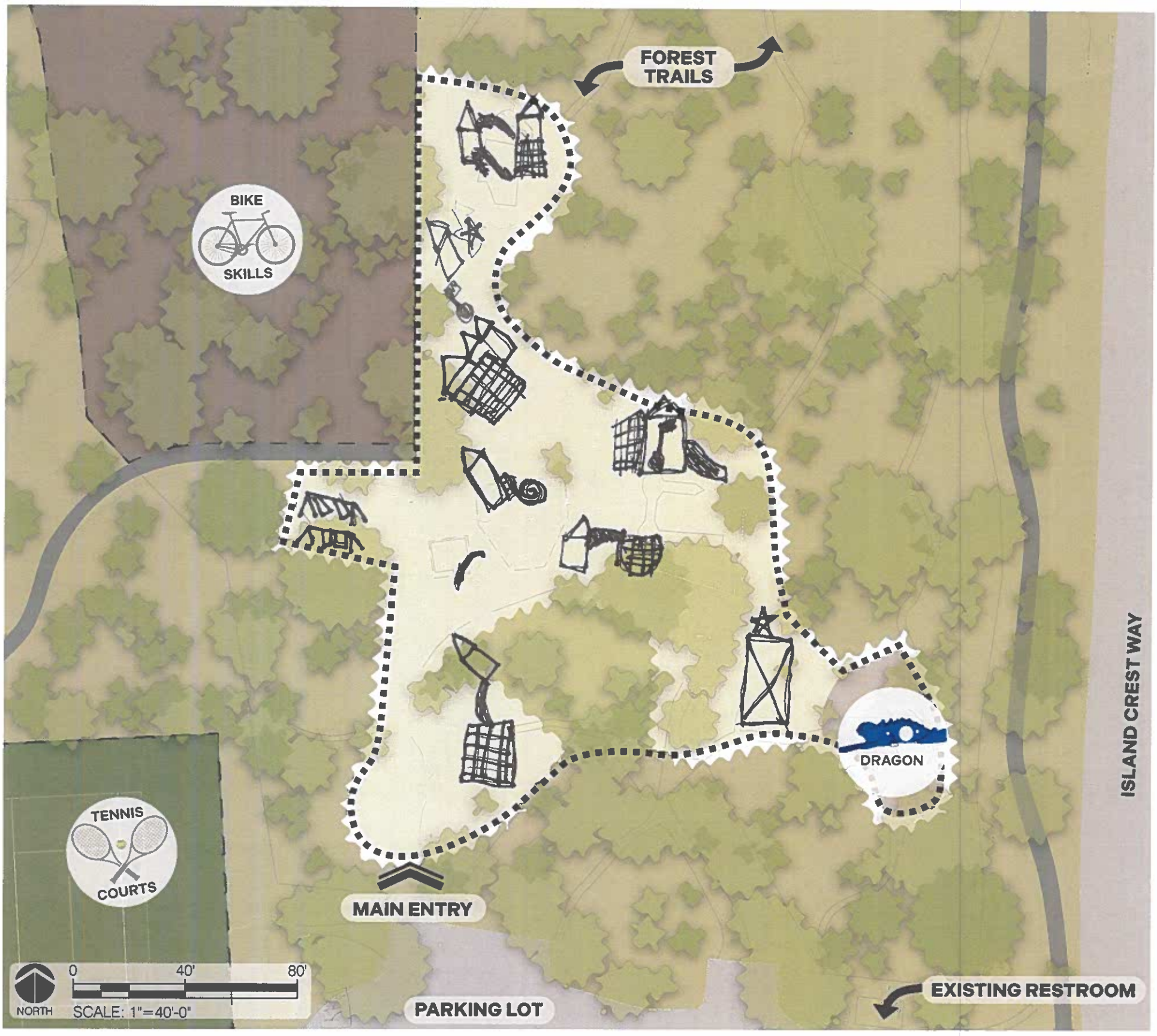
Please write a short description that describes what I have created. When you enter you see a giant castle then you see a triple slide, climb era and mushroom walking and then

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9 and 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:
EXISTING TREES · EXISTING PATHS · PLAYGROUND AREA

Does your playground have a theme? Fantasy Kingdom

Does your playground have a unique feature you love? Towers and Nets

Please write a short description that describes what we have created. A city of towers with lots of bridges, slides and nets. Where dragons roam. There is a spiral slide, a net nest (but not TOO deep). Giant nets. Swings, and a picnic shelter.

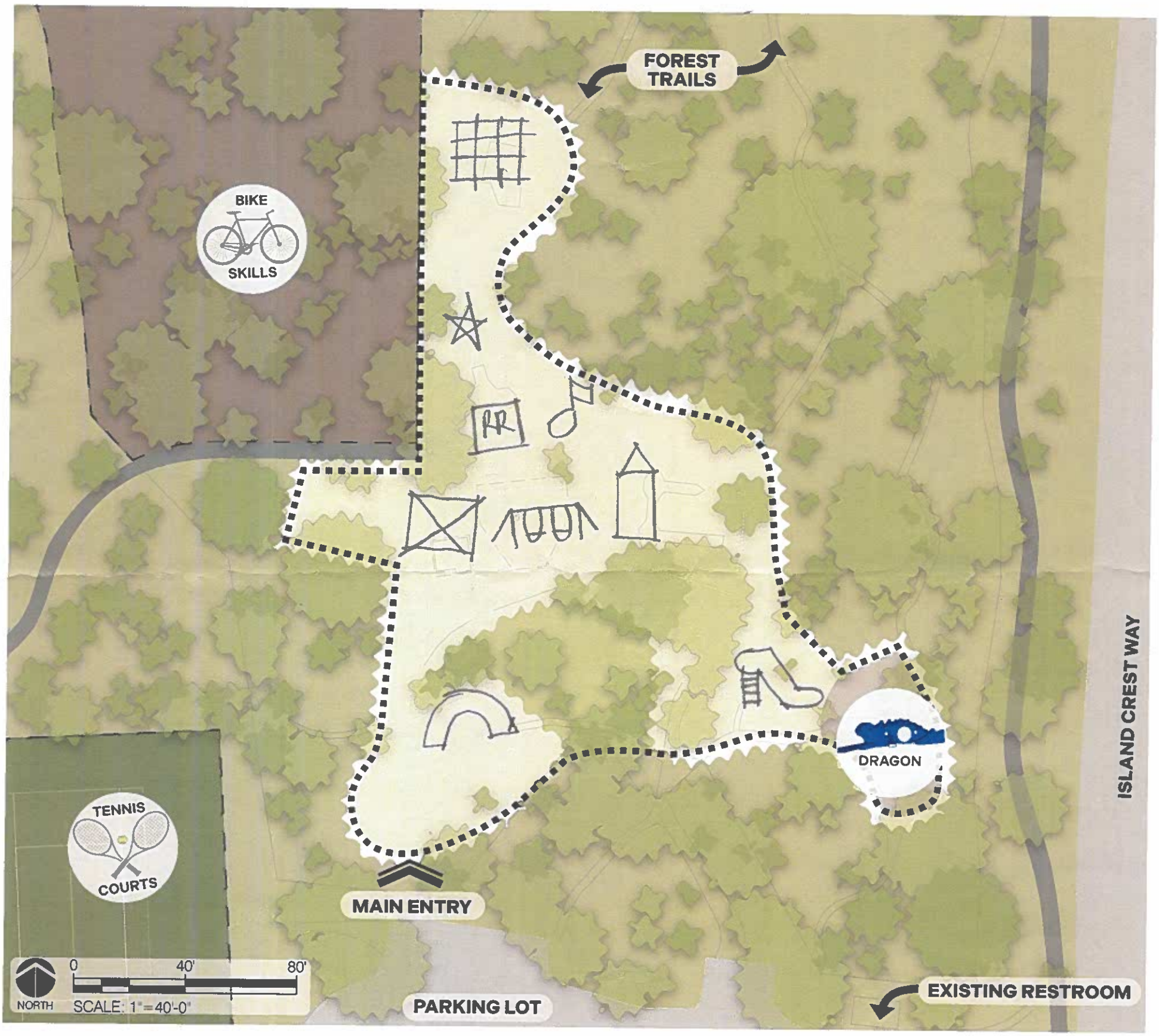
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 5

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? MONKEY BAR CLIMBING

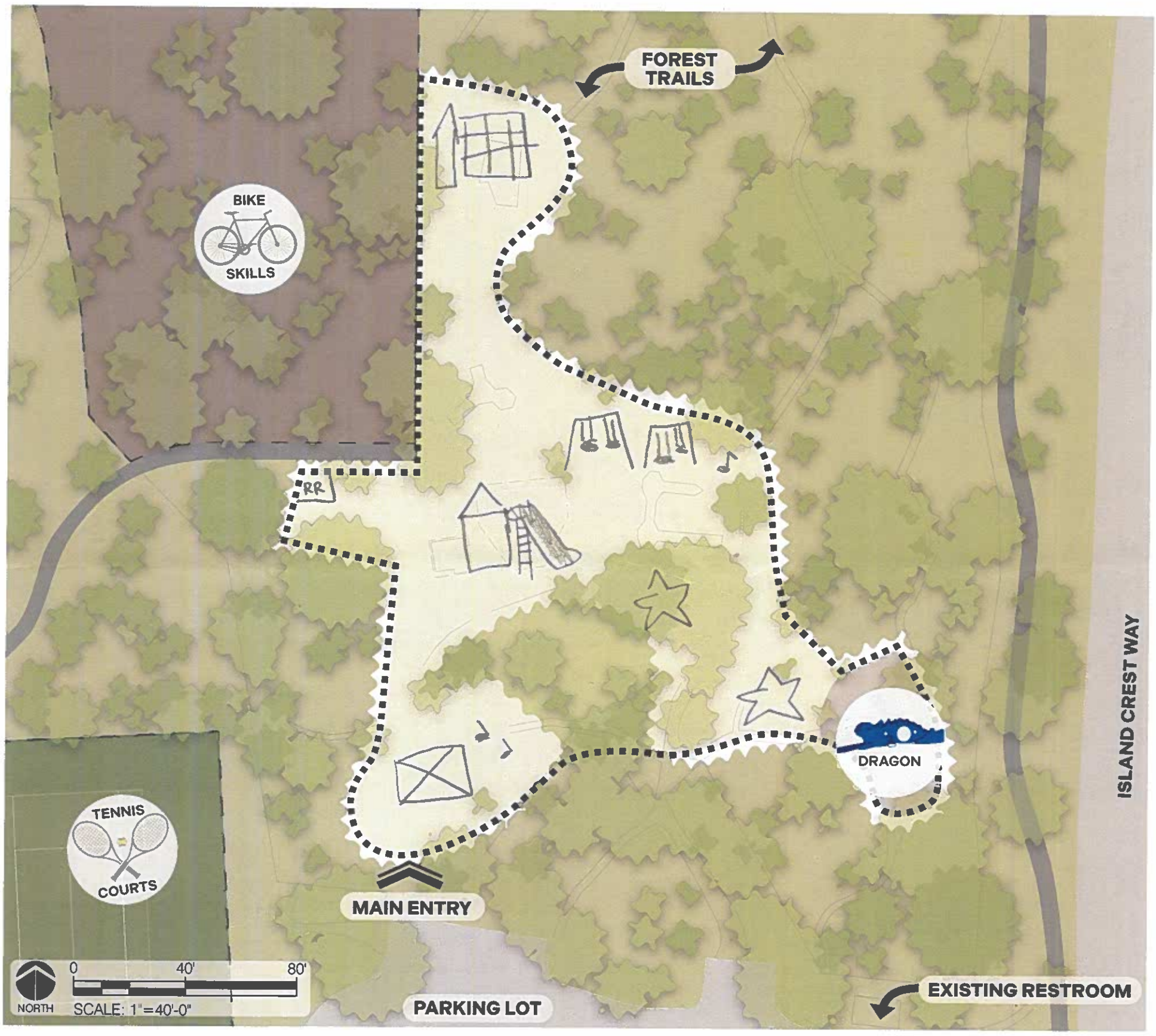
Please write a short description that describes what I have created. We have fun

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES EXISTING PATHS PLAYGROUND AREA

Does your playground have a theme? Yes (treehouse adventure)

Does your playground have a unique feature you love? No

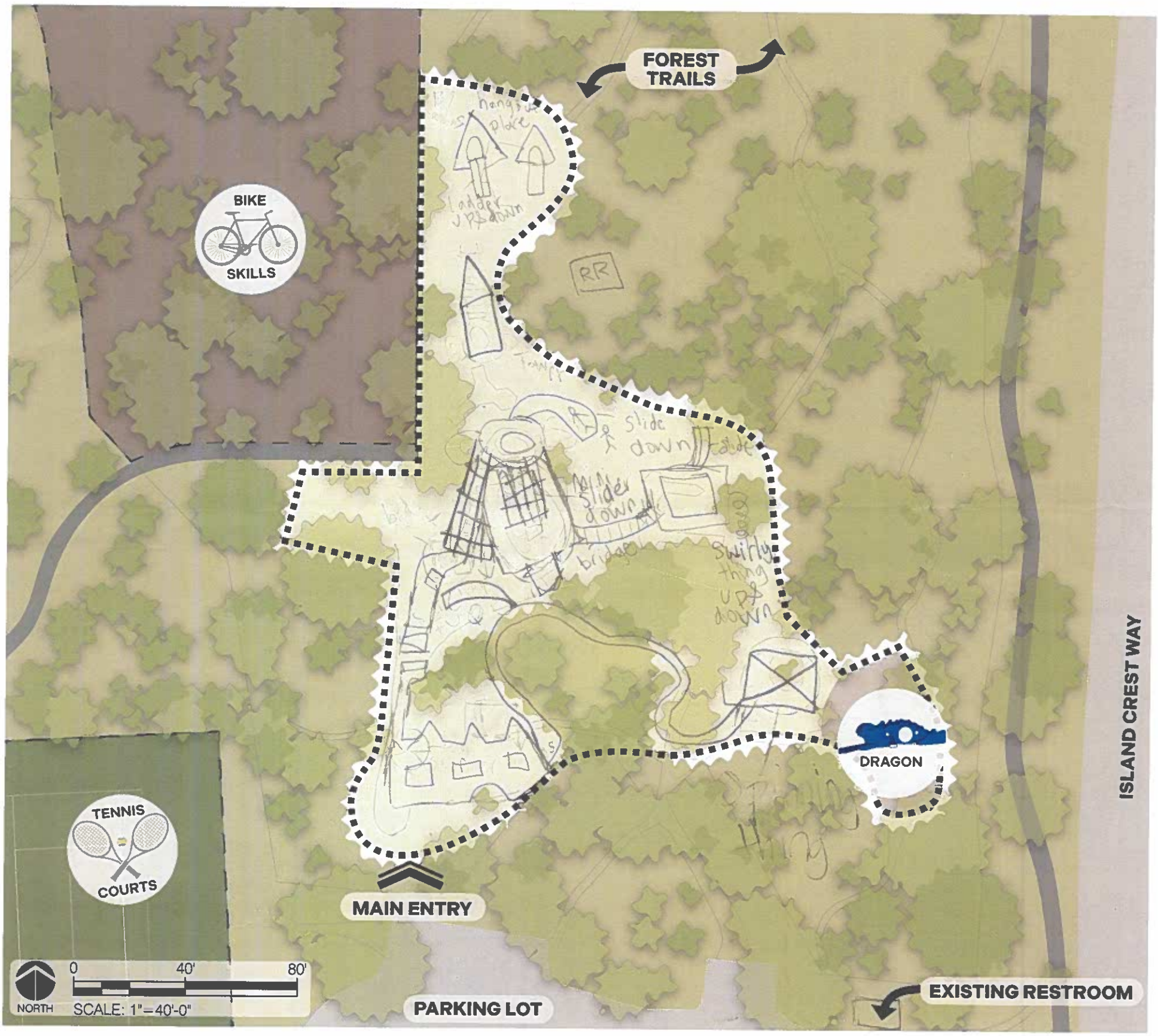
Please write a short description that describes what I have created. A false wooden tree with a hole like a opening at the bottom. You can go in and there are little quaint bits all over like little windows, fake animals, teapots, and there's a big winding staircase going all the way up to

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? kinda.

Does your playground have a unique feature you love? yes, a bird's nest that you can hang out in.

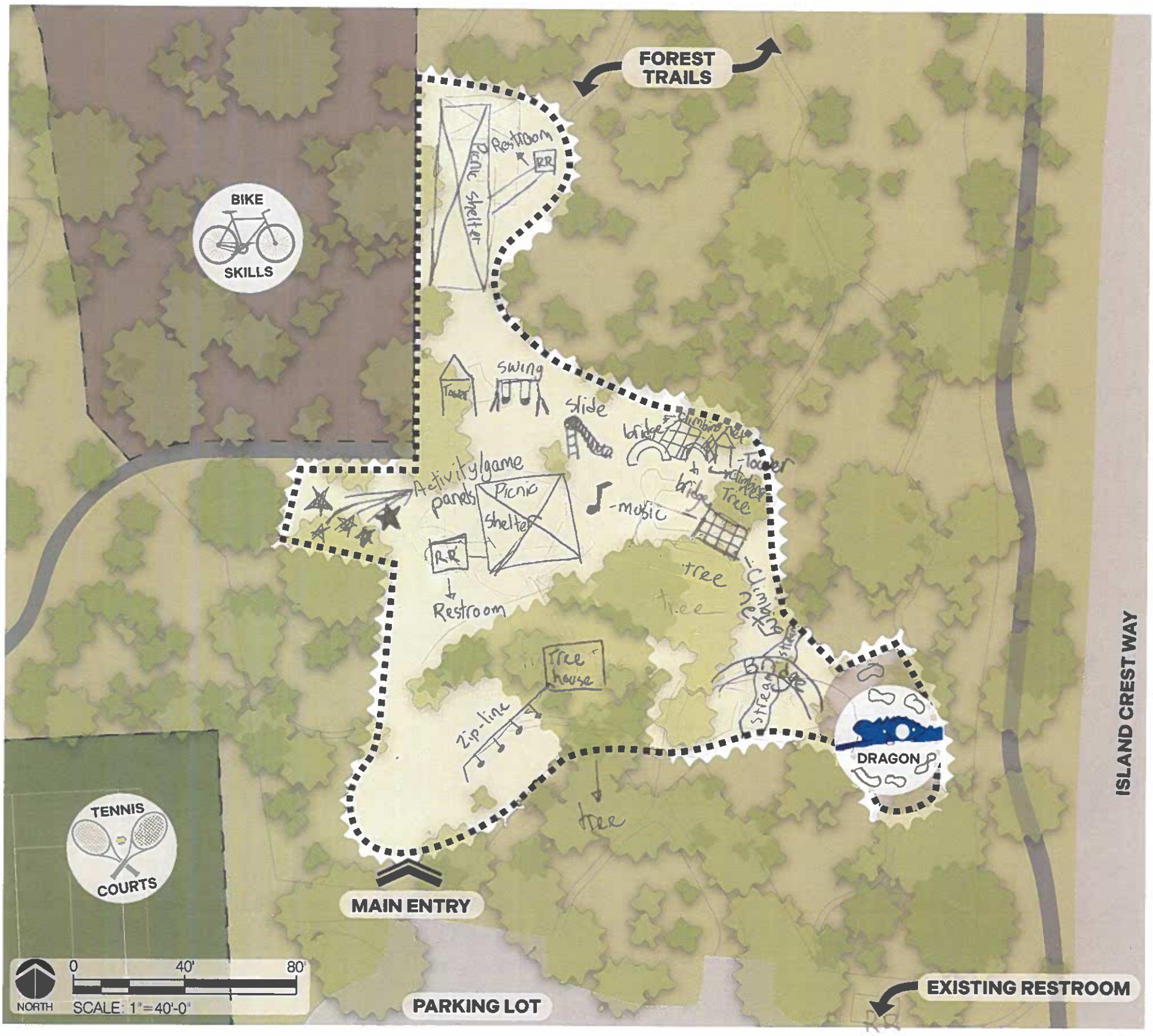
Please write a short description that describes what I have created. A playground

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Tree's

Does your playground have a unique feature you love? climbers

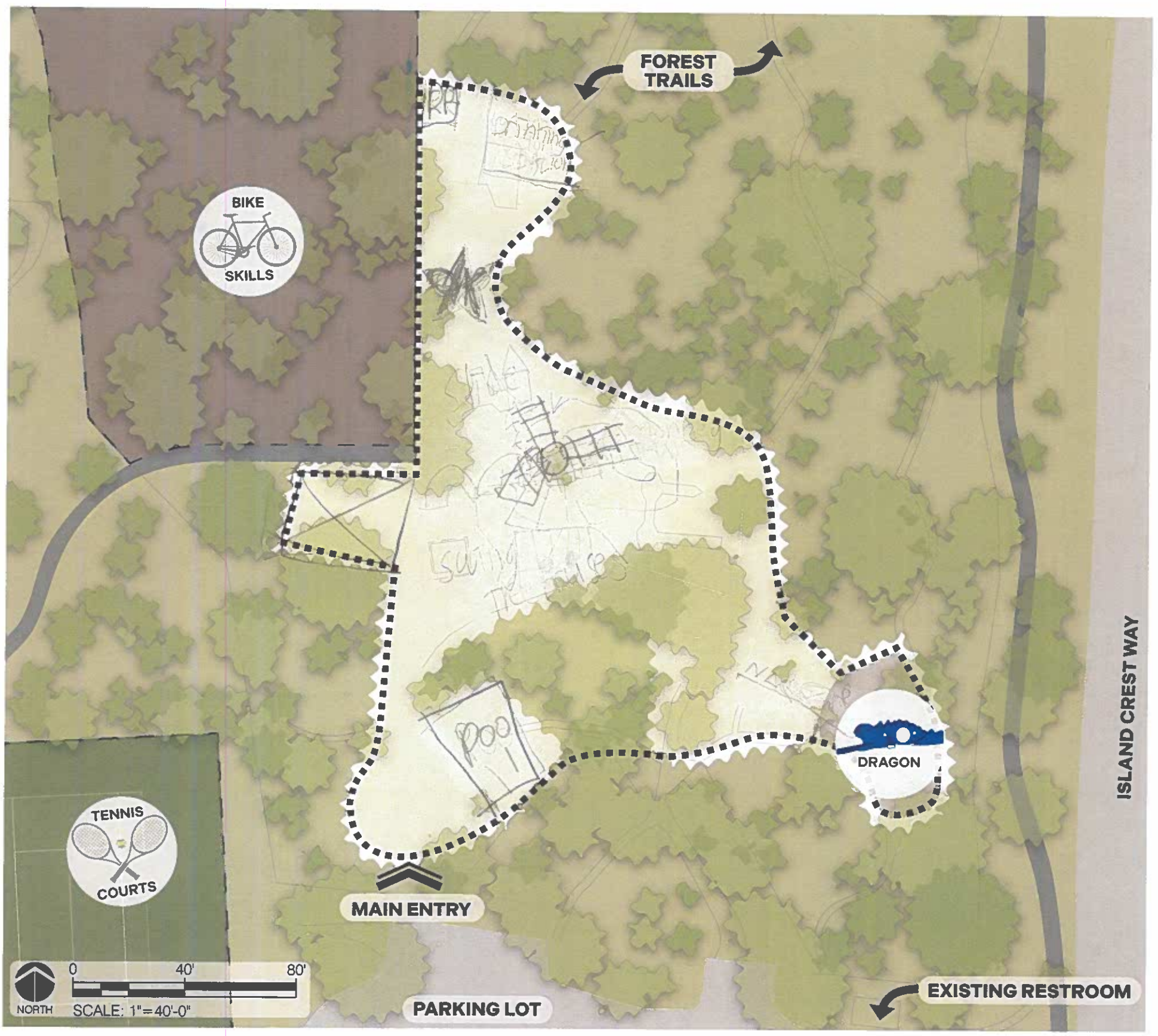
Please write a short description that describes what I have created. It involves alot of climbing and tree work.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

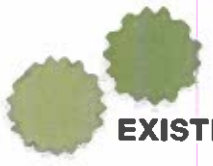
Name: *Student names have been omitted to protect individual privacy* **Age:** _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:



Does your playground have a theme? adventure

Does your playground have a unique feature you love? monkey bar

Please write a short description that describes what I have created. monkey bars and bathe room

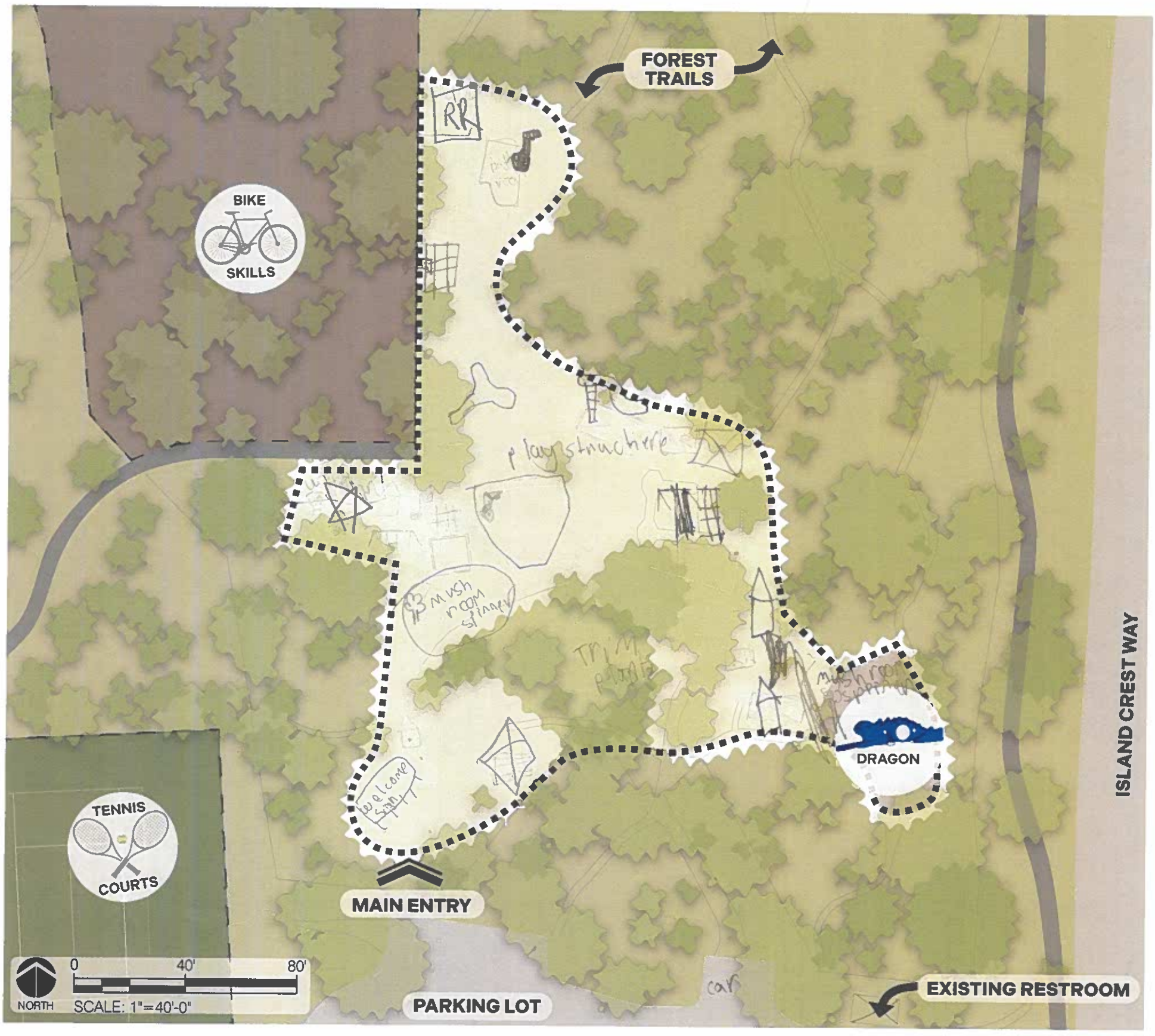
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? Fantasy (Mushroom spinners)

Does your playground have a unique feature you love? Mushroom spinners

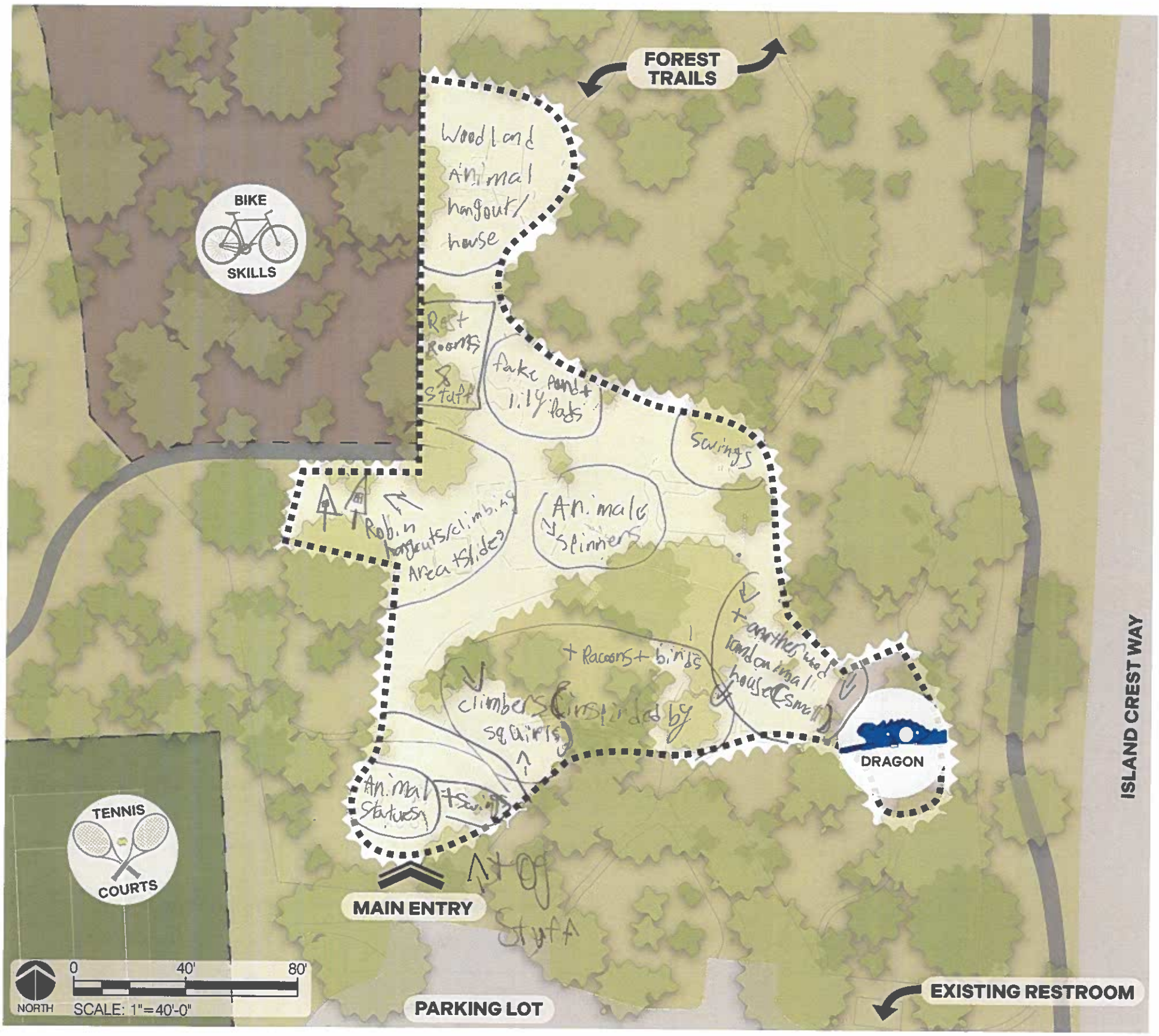
Please write a short description that describes what I have created. A Fairy hill with mushroom spinners

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: _ *Student names have been omitted to protect individual privacy* **Age:** 10 (almost 11)

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



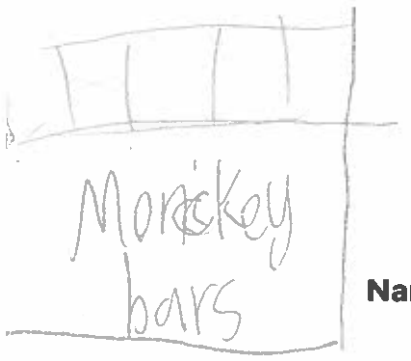
LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Woodland Animals

Does your playground have a unique feature you love? The huge big Robin hangout

Please write a short description that describes what I have created. What I have created is just like the show "How to train your Dragon" with woodland animals & of course "Drag-Ons!!!"



DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

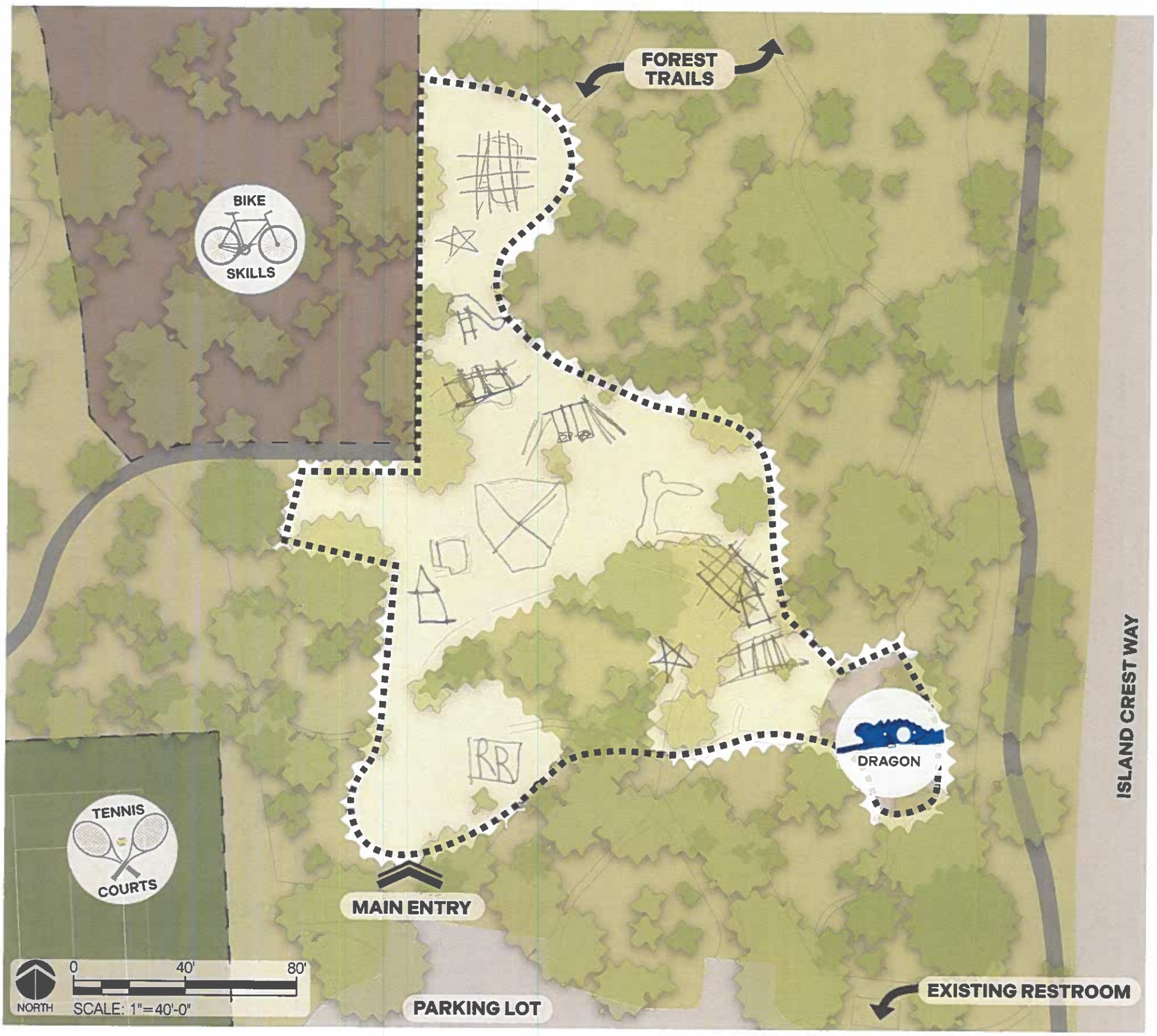
Student names have been omitted to protect individual privacy

Name:

Age: 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⟋	▦	♫	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Adventure

Does your playground have a unique feature you love? a dragon monkey bars

Please write a short description that describes what I have created. everything is dragon adiventure themed

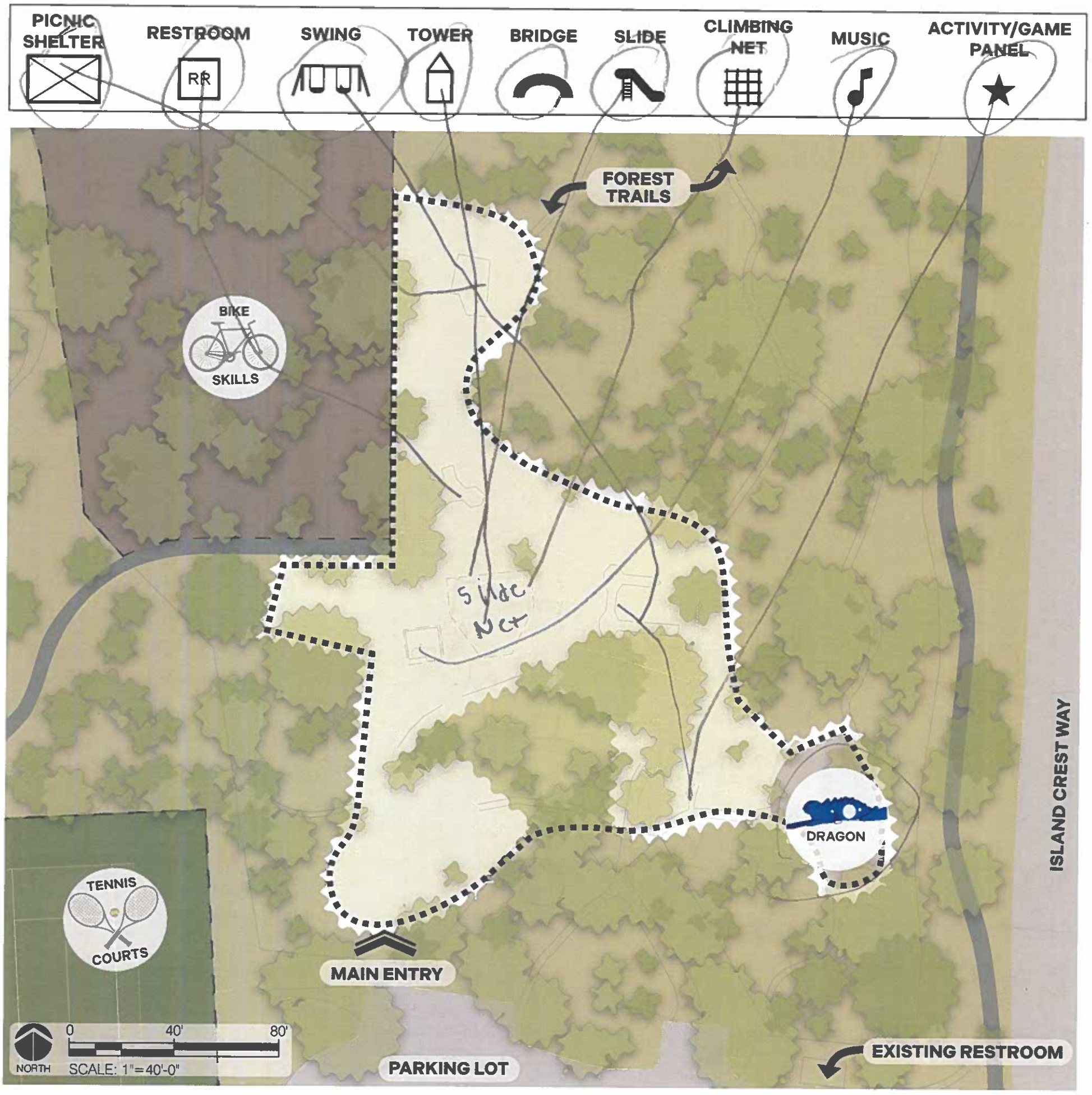
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name:

Age: _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



LEGEND:

EXISTING TREES

EXISTING PATHS

PLAYGROUND AREA

Does your playground have a theme? YES

Does your playground have a unique feature you love? NO

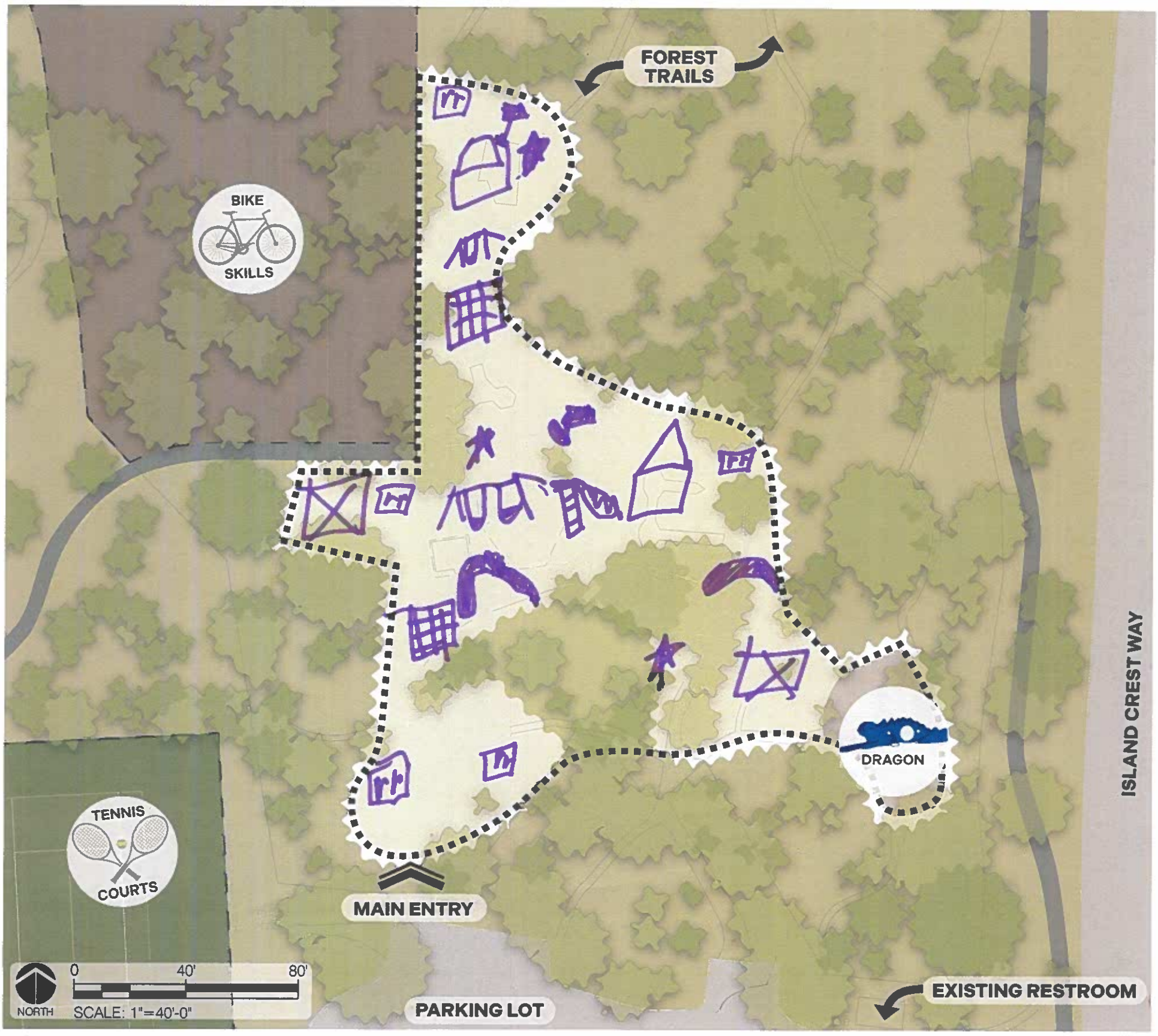
Please write a short description that describes what I have created. i did good.!!

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? The tower, swing, the slide and the music.

Please write a short description that describes what I have created. So I created the park if have it all so if you like Tower you can play in the tower.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

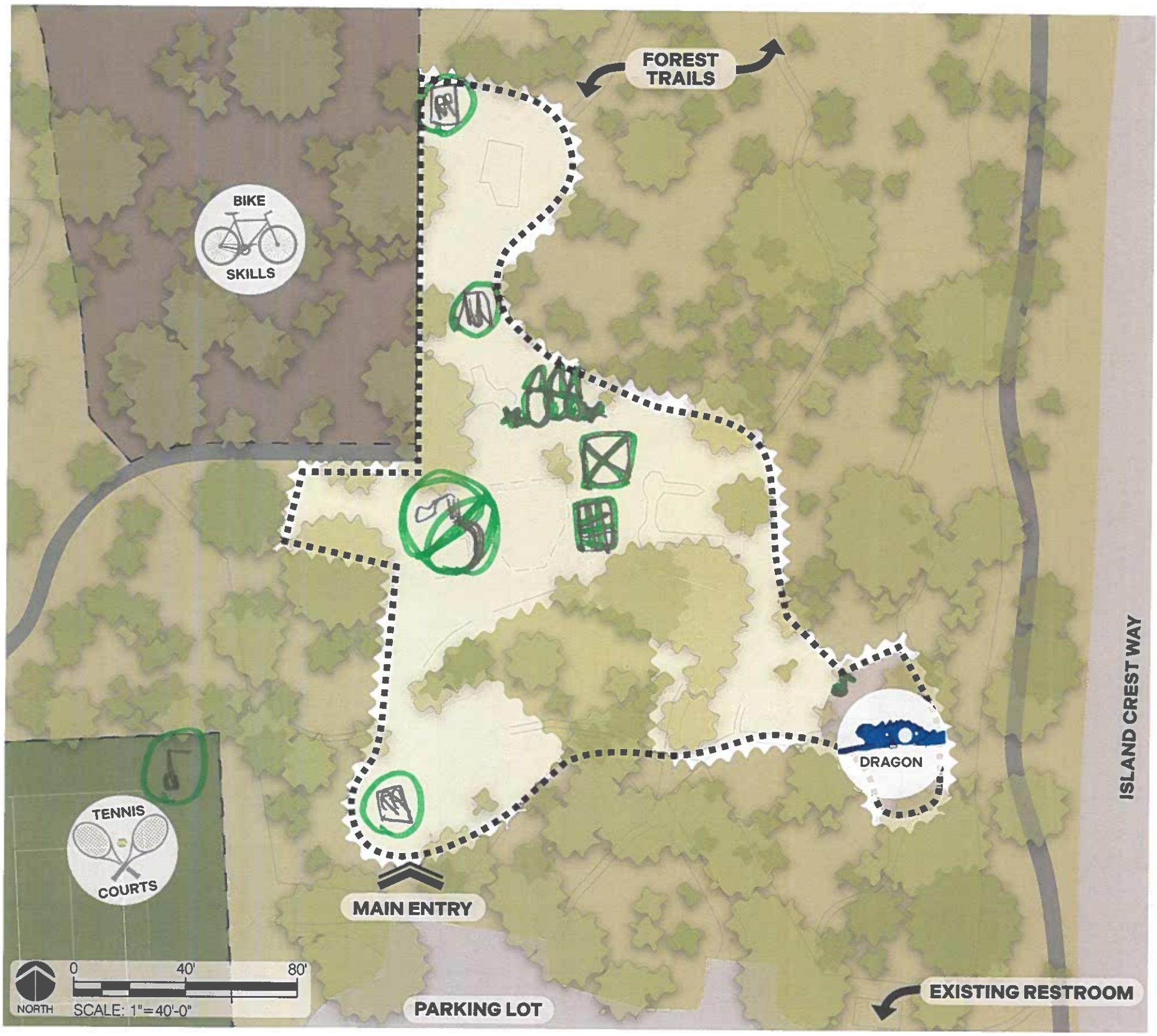
Student names have been omitted to protect individual privacy

Name: _

Age: 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩚	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? yes. It is a fantasy theme.

Does your playground have a unique feature you love? The teacher is all abilitys can come.

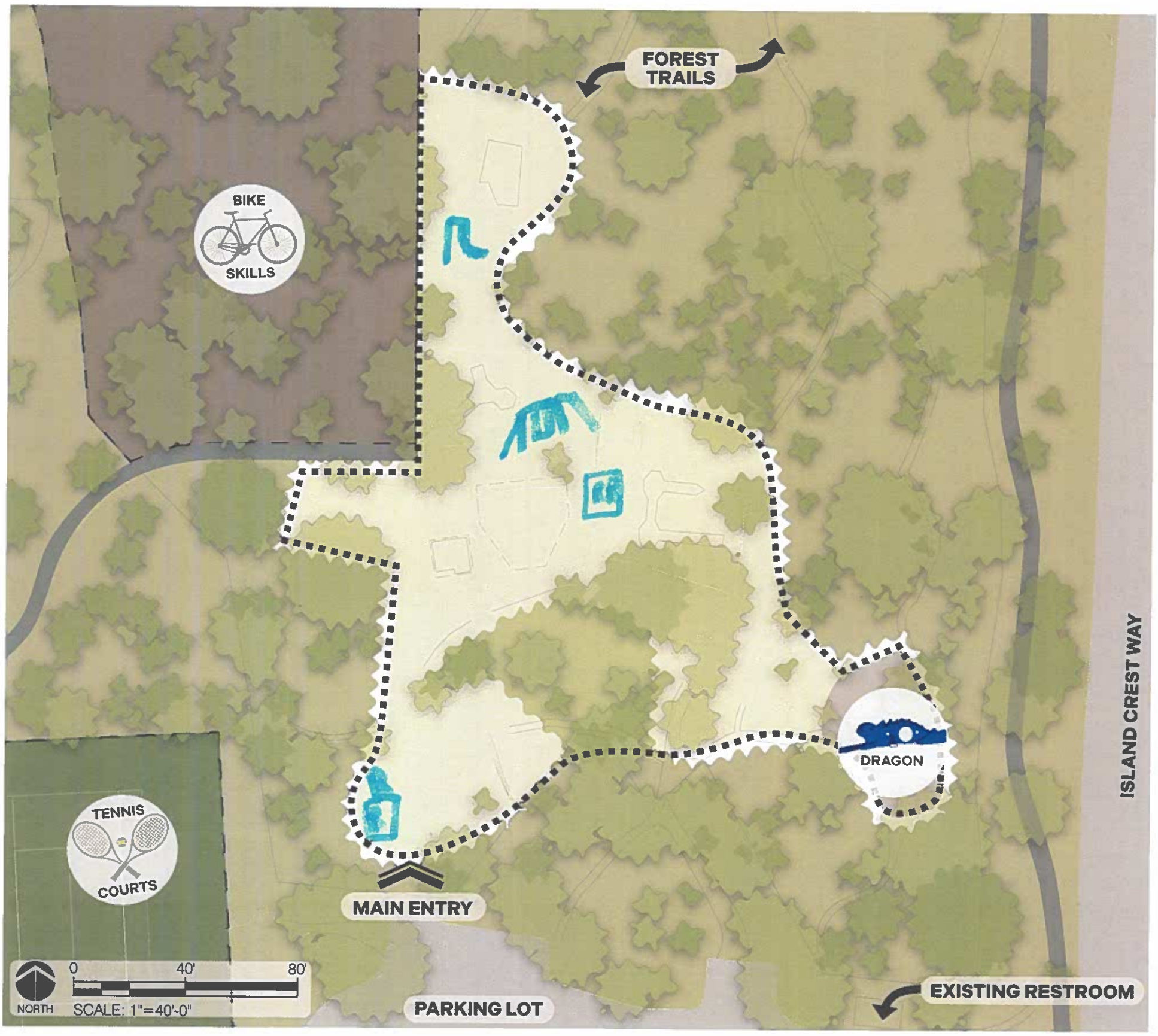
Please write a short description that describes what I have created. I have created a playground with slides and cabils and RR's.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩚	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? No

Does your playground have a unique feature you love? No

Please write a short description that describes what I have created. a new Dragon Park

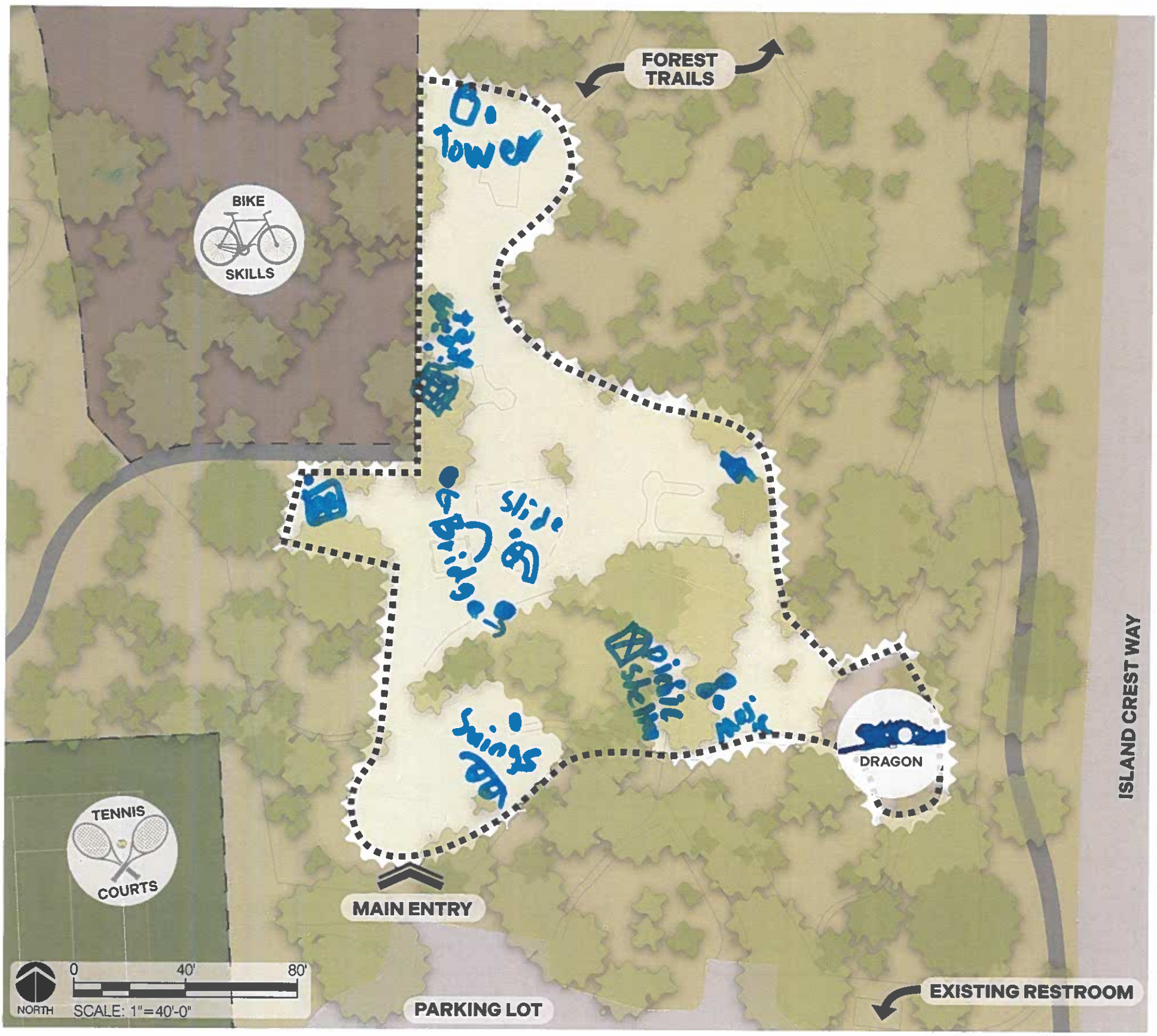
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⫛	⬠	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Fairytale Kingdom

Does your playground have a unique feature you love? Dragon

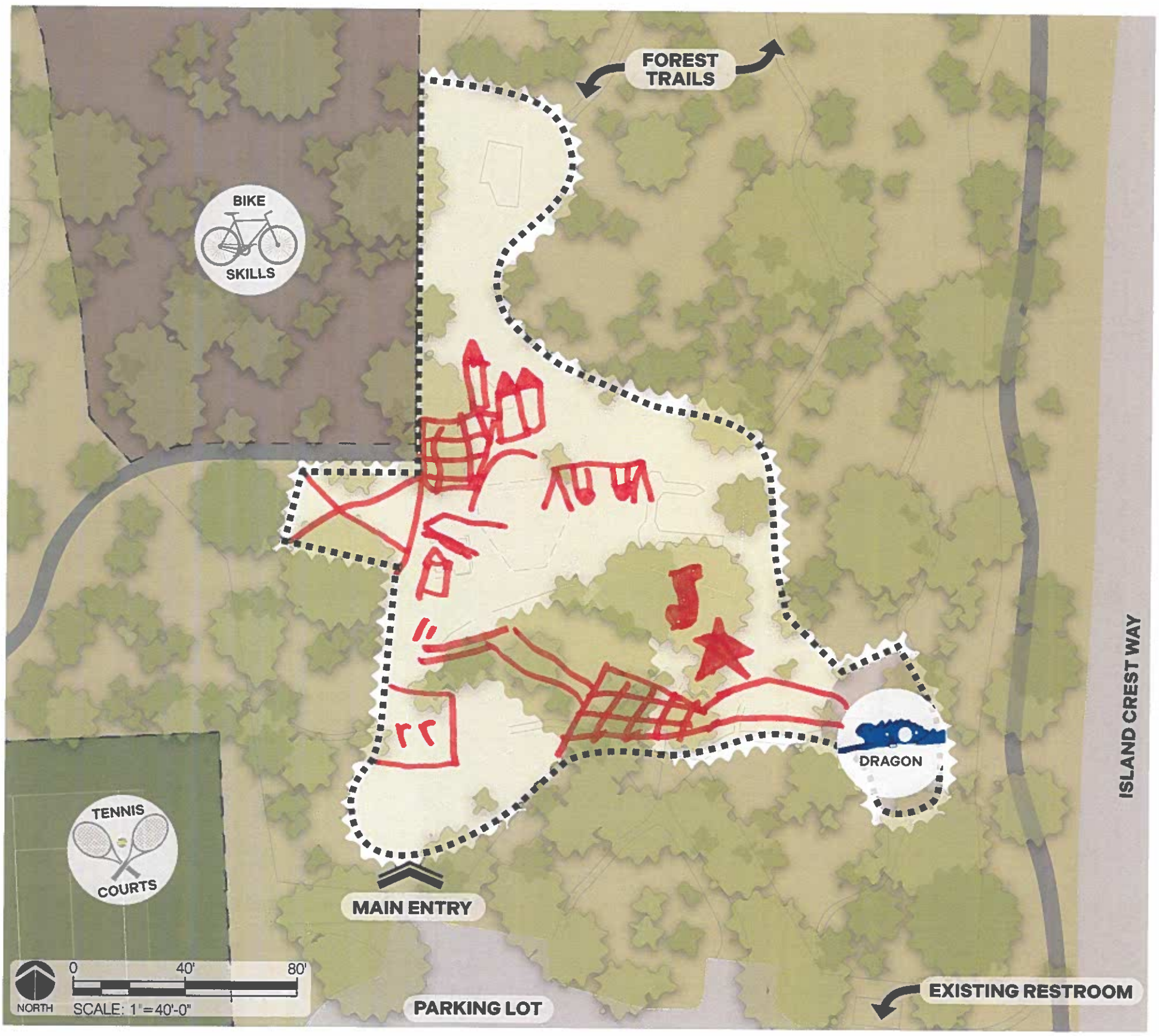
Please write a short description that describes what I have created. I have created usual playground equipment in different places. then it was before.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? yes fairy tail

Does your playground have a unique feature you love? obstick corse to tower

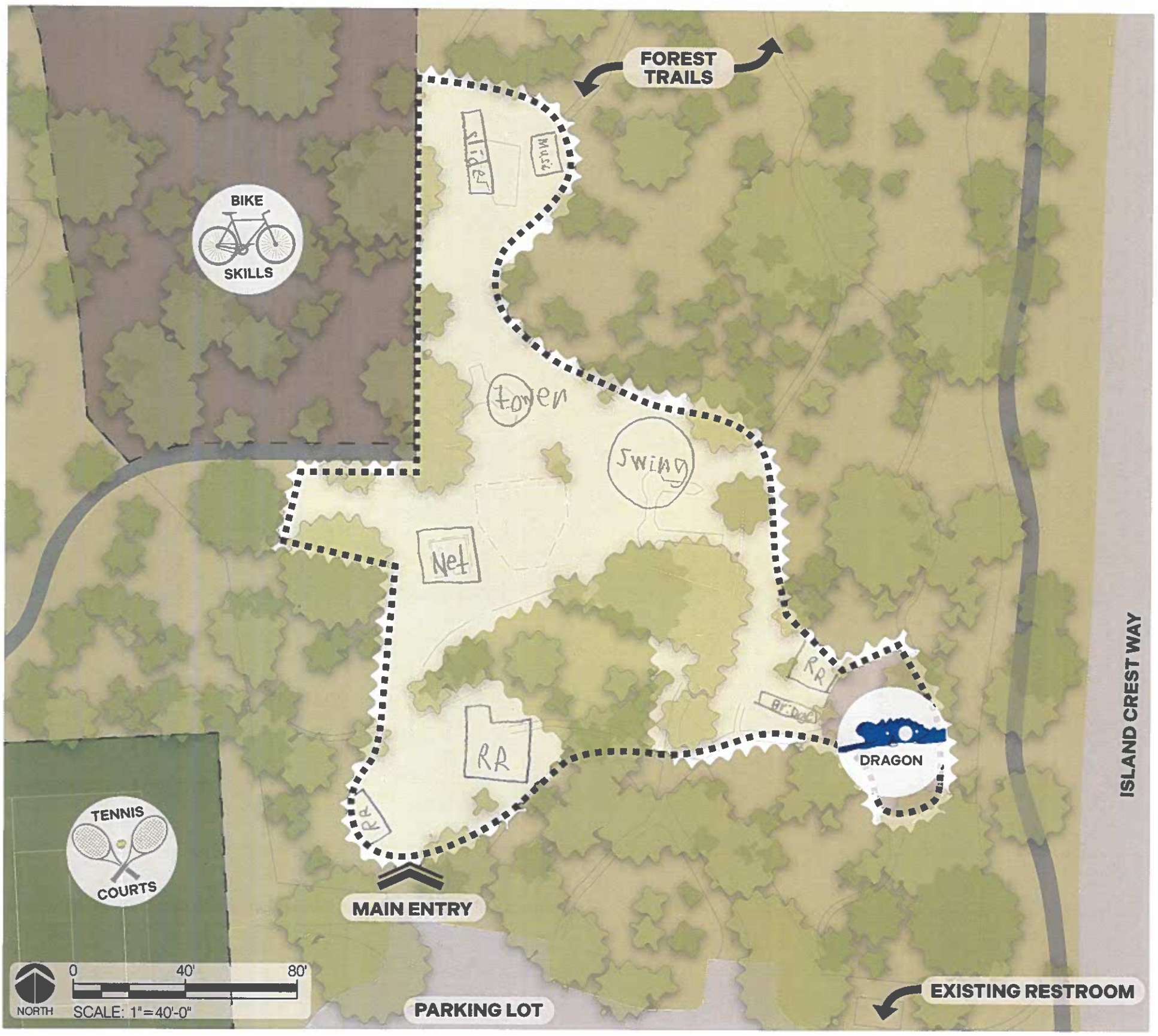
Please write a short description that describes what I have created. obsikl corss to stracter swings hang out!

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	⬠	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? castle

Does your playground have a unique feature you love? spinners

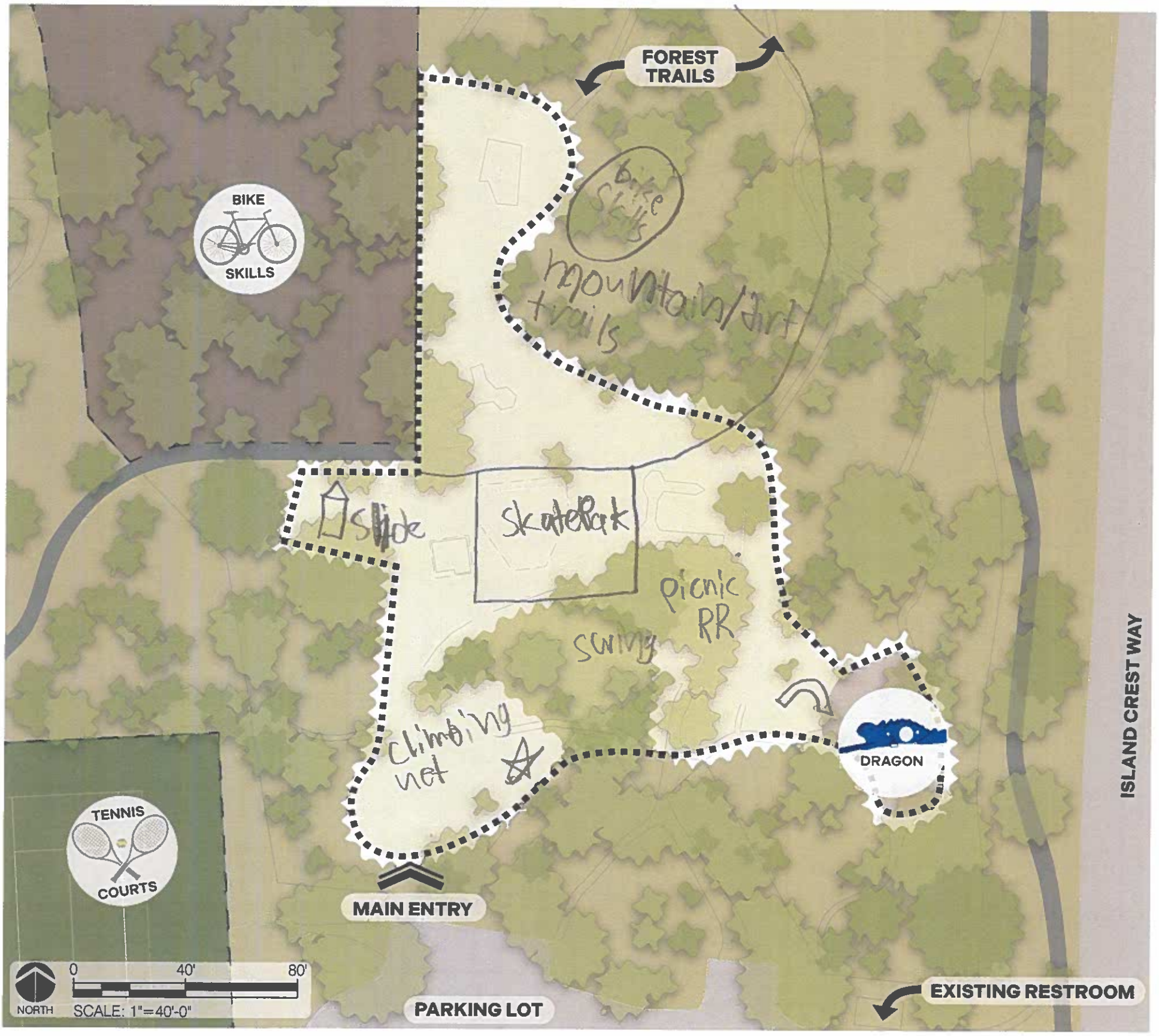
Please write a short description that describes what I have created. I dont know

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? bike a skate park

Does your playground have a unique feature you love? skatepark.

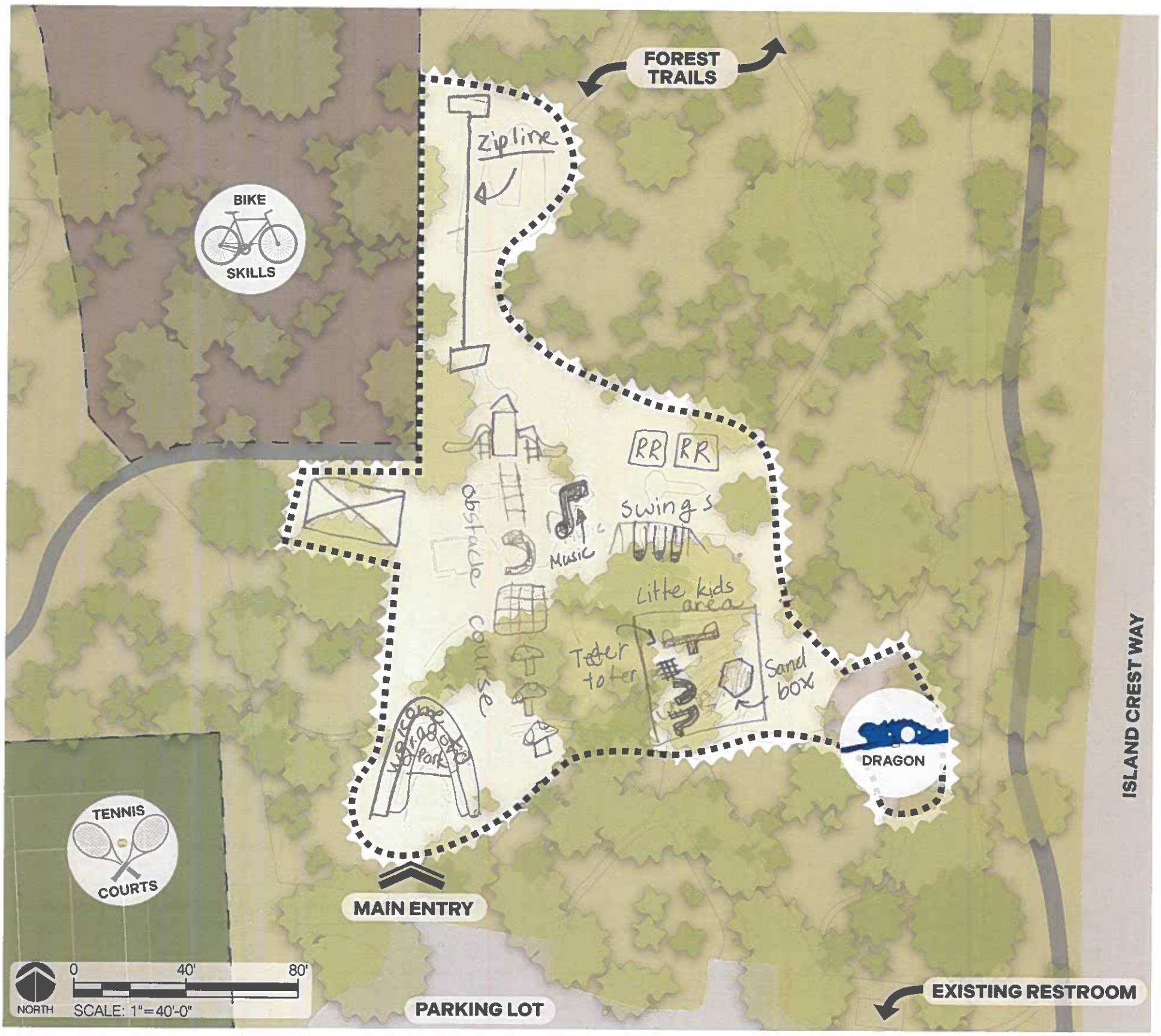
Please write a short description that describes what I have created. more bike skills, skateparks aht small play areas

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⫛	⬠	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Yes, fairytale.

Does your playground have a unique feature you love? Swings, obstacle courses, monkey bars.

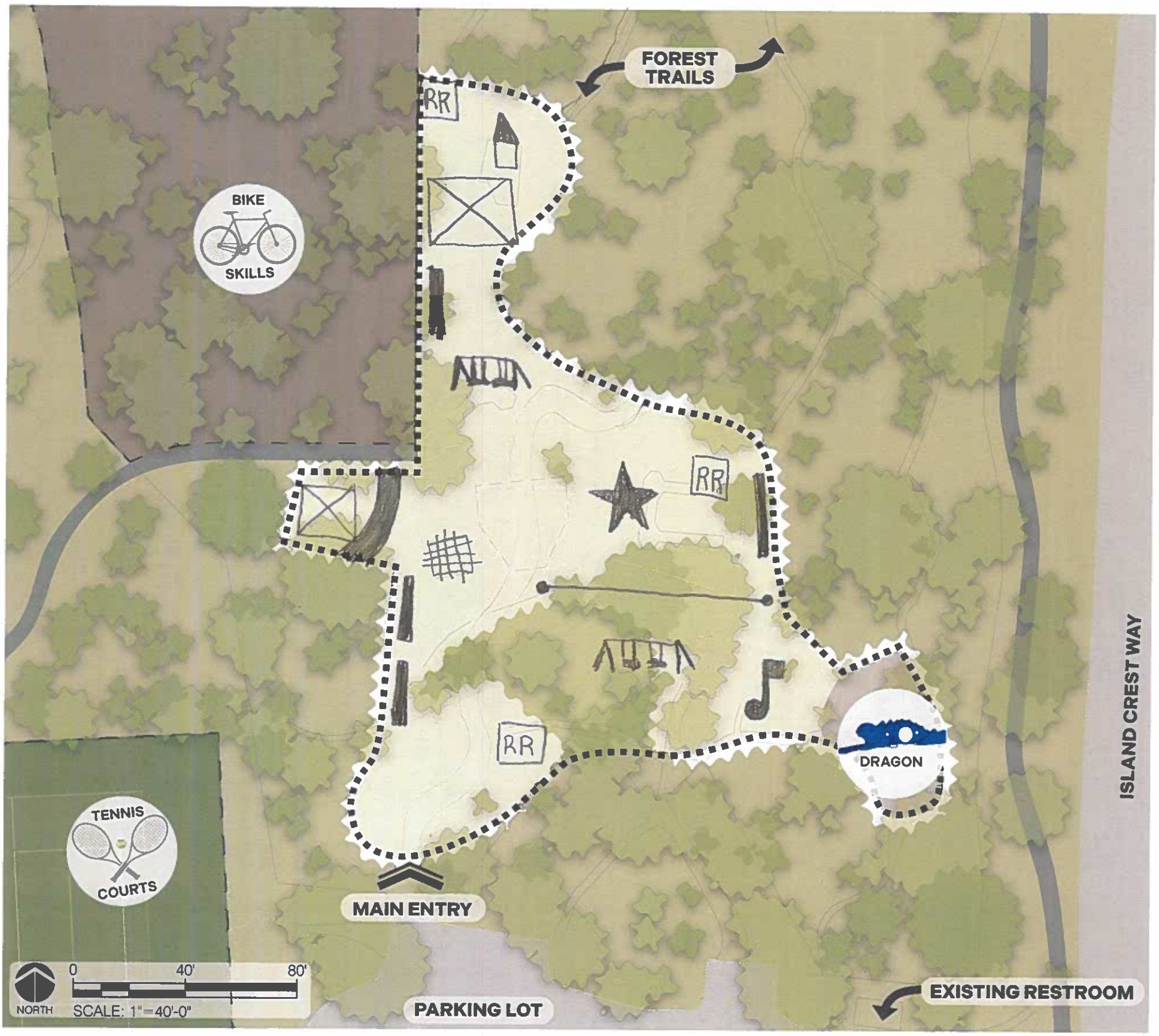
Please write a short description that describes what I have created. A park with swings, an obstacle course, a zipline, music, picnic area, & little kids area.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩚	⬠	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? yes chill vibes

Does your playground have a unique feature you love? no not really just the swings

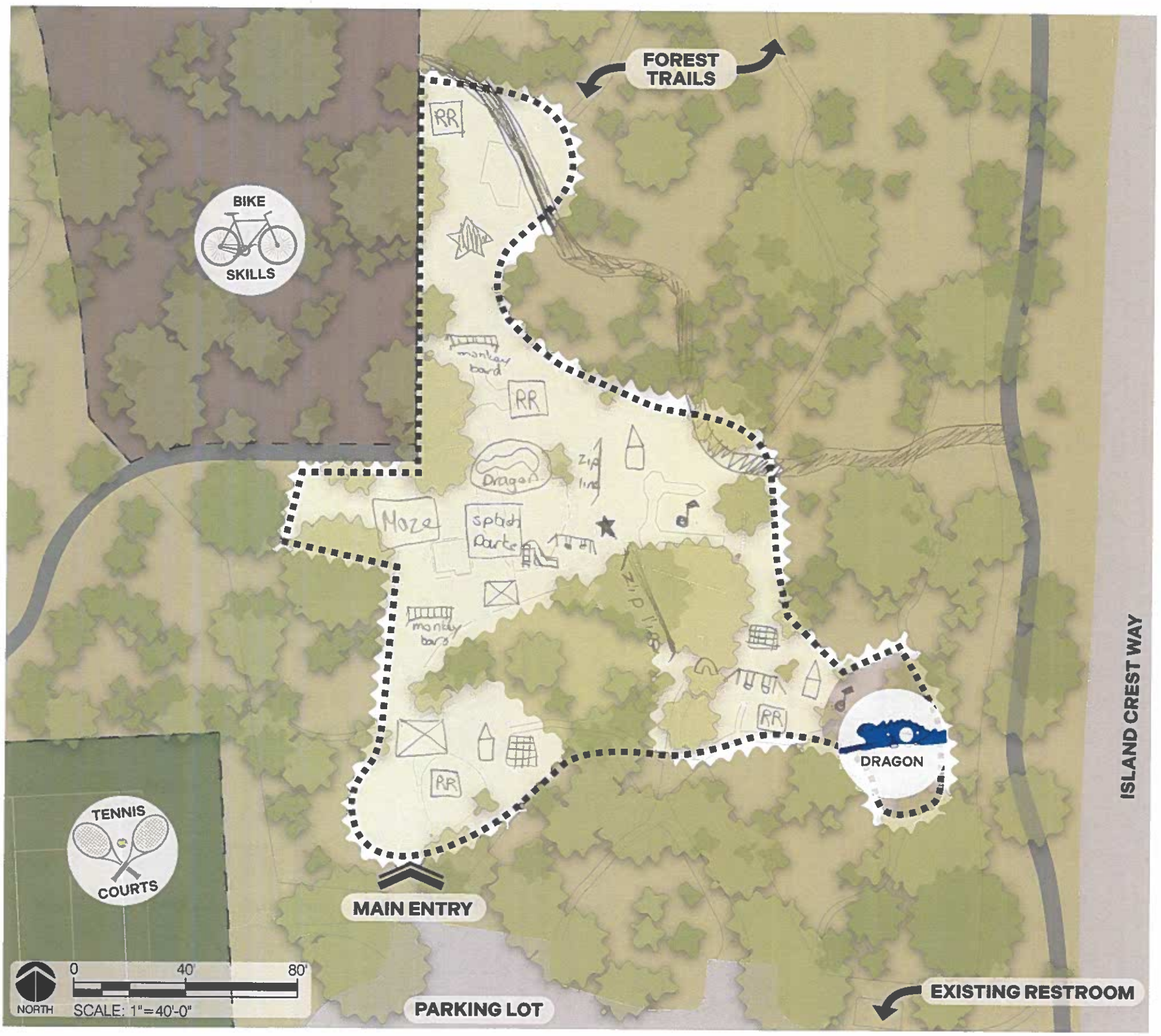
Please write a short description that describes what I have created. a chill and safe area.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* _____ **Age:** _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? _____

Does your playground have a unique feature you love? _____

Please write a short description that describes what I have created. _____

_____

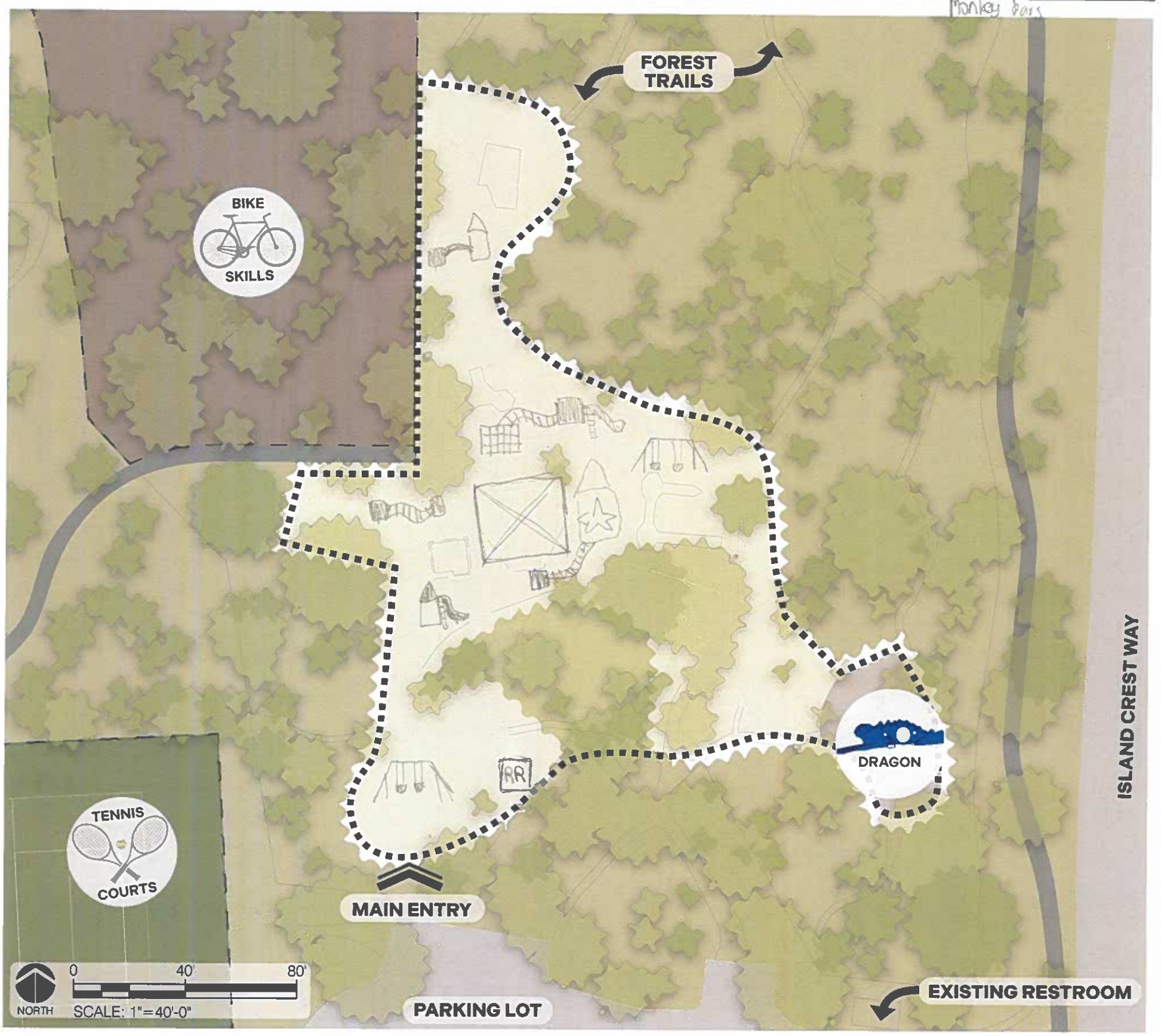
_____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: . *Student names have been omitted to protect individual privacy* **Age:** _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL (platform, monkey bars)



LEGEND:
EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Dragon, for Dragon park

Does your playground have a unique feature you love? I don't know

Please write a short description that describes what I have created. A park with monkey bars slides, towers, and swings. With a picnic table for relaxing.





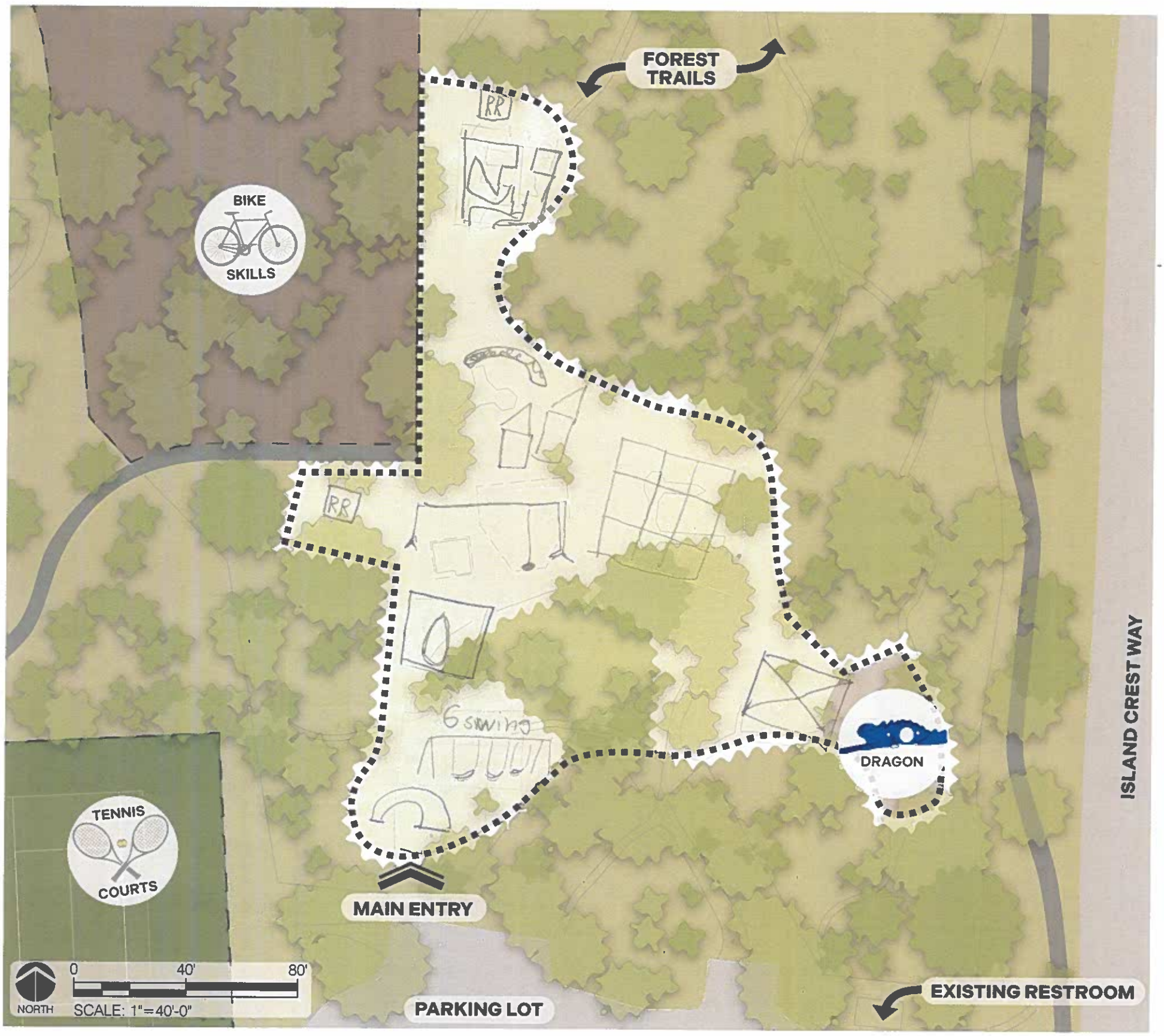


DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? The theme is forest.

Does your playground have a unique feature you love? I Love the Big Climbing net

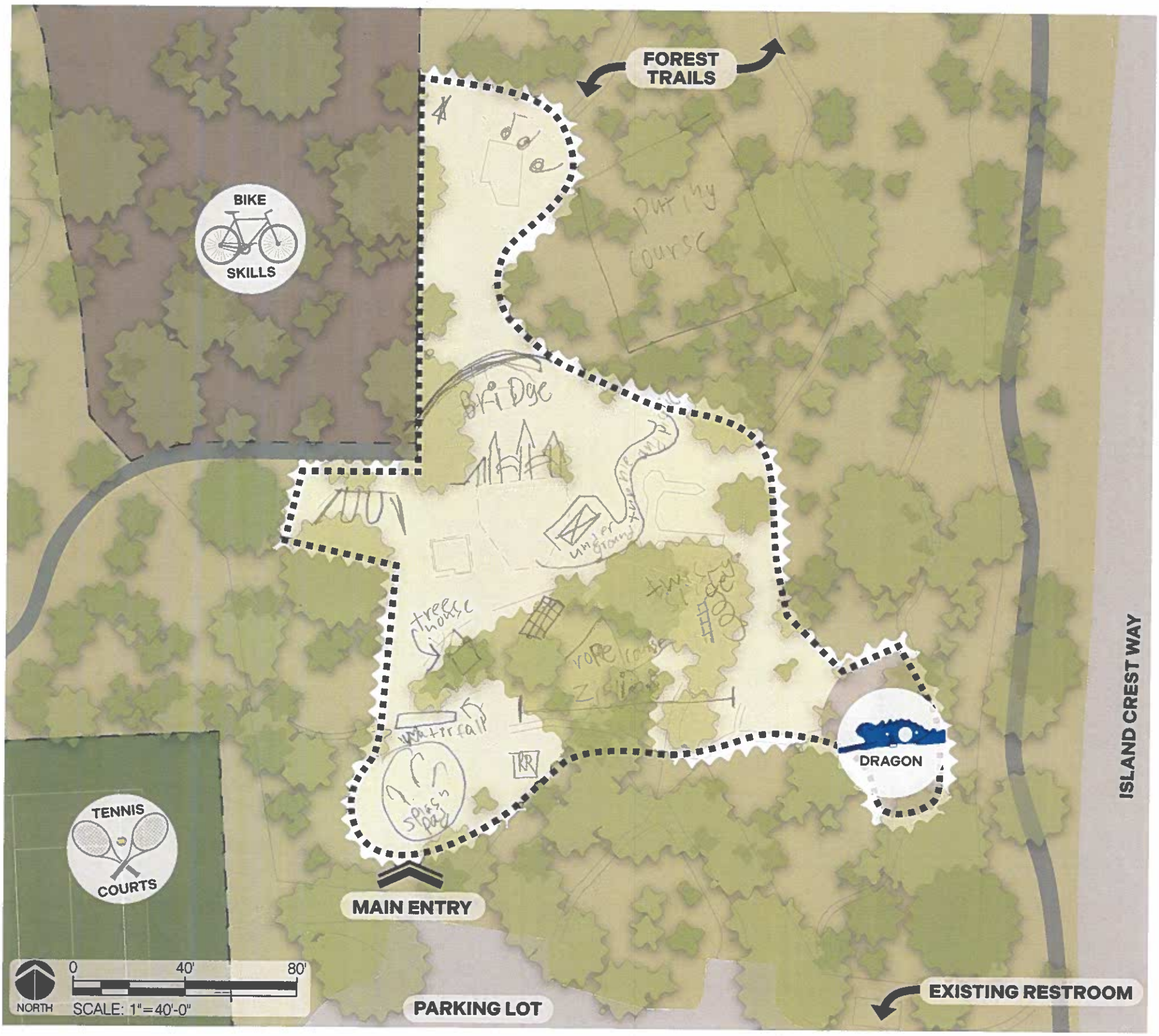
Please write a short description that describes what I have created. I created a forest park with 2 restrooms, 1 maz, 1 BRIDGE, 1 zip line, 6 swings, a masive hard climing net and a splash

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓	⬠	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? treehouse and adventure park.

Does your playground have a unique feature you love? A splash pad and a underground area.

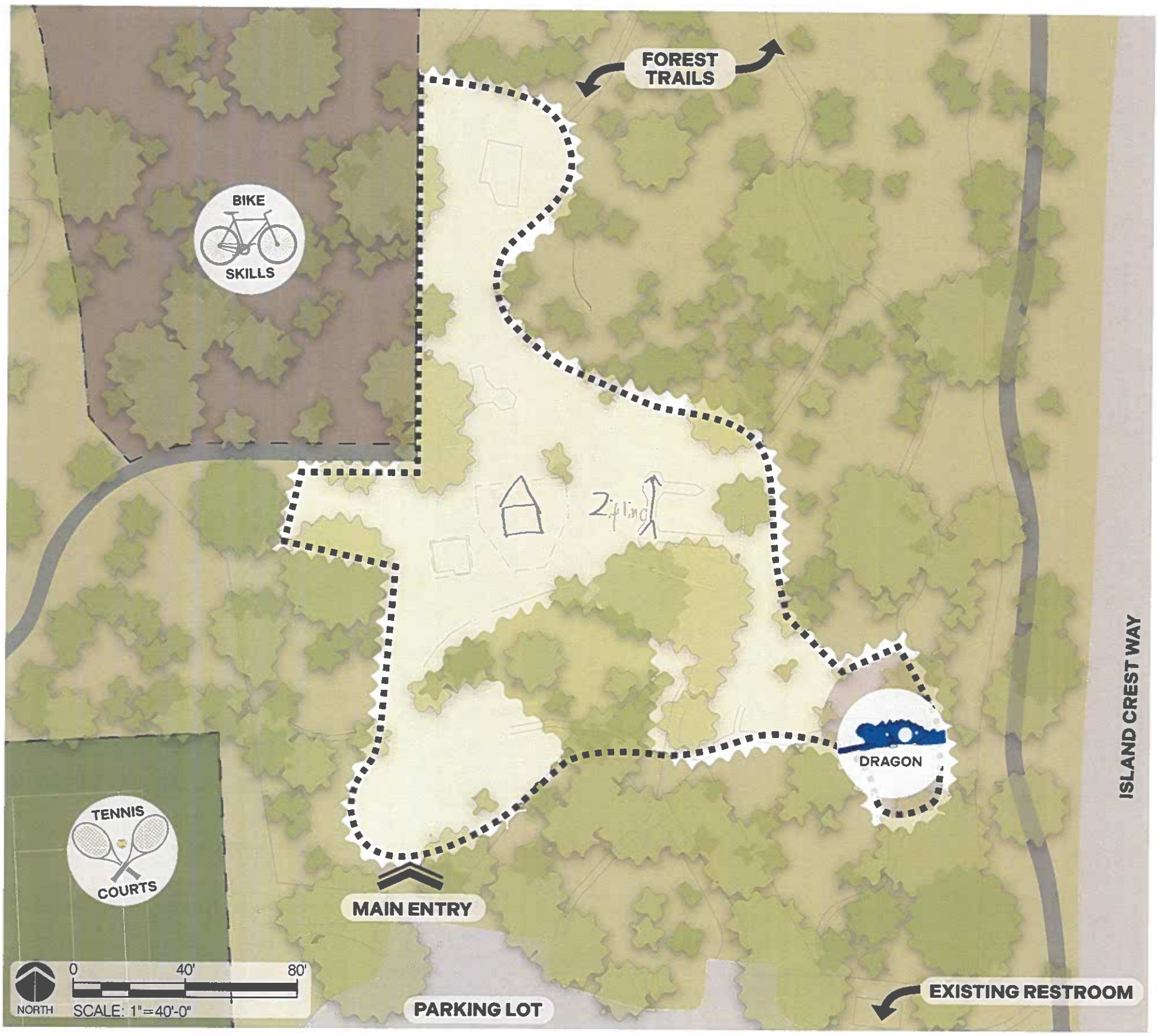
Please write a short description that describes what I have created. I have a water part a music area and a underground area.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: _ *Student names have been omitted to protect individual privacy* **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Wood land fantasy

Does your playground have a unique feature you love? Zip line

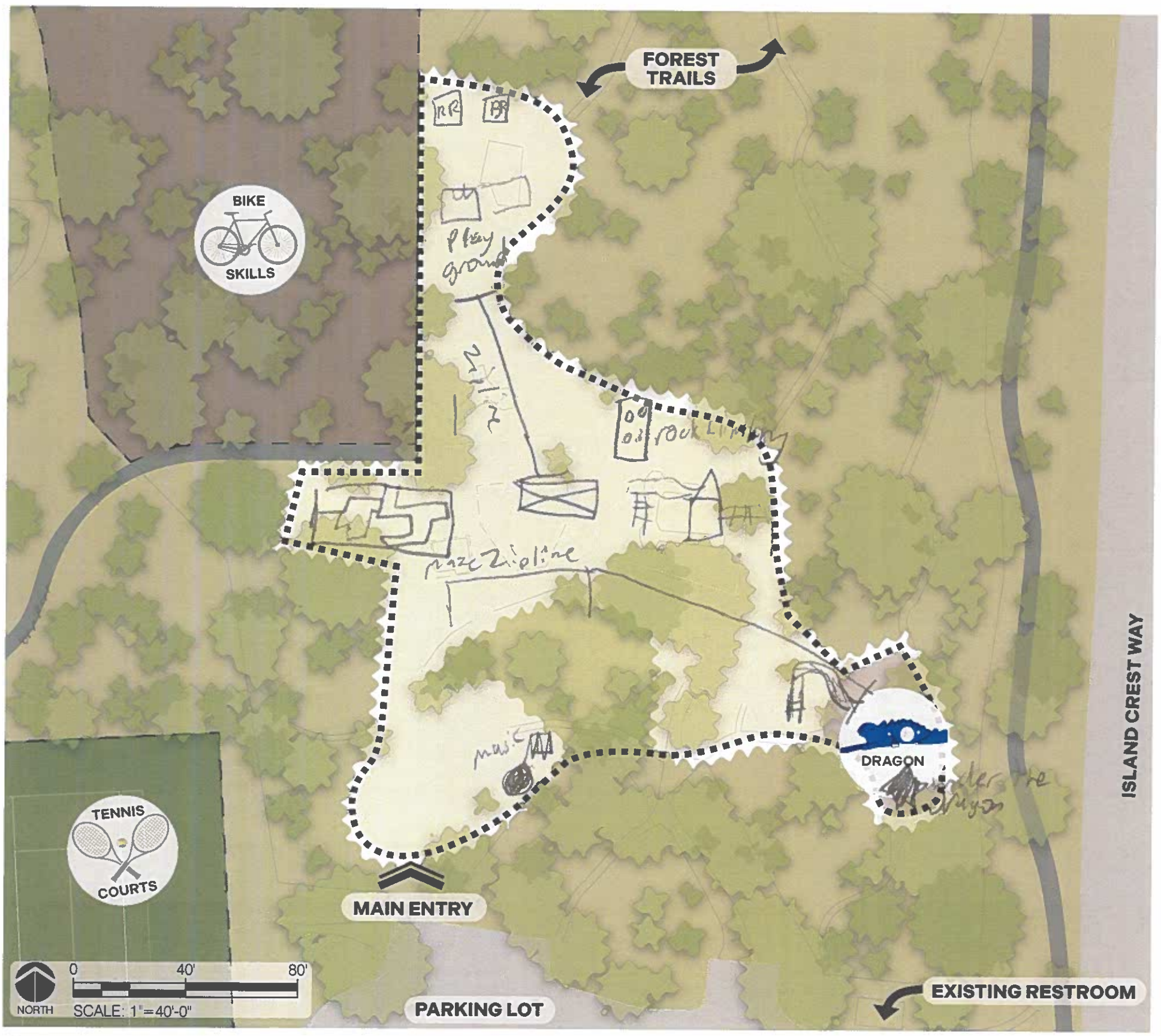
Please write a short description that describes what I have created. _____

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? Forest

Does your playground have a unique feature you love? underground

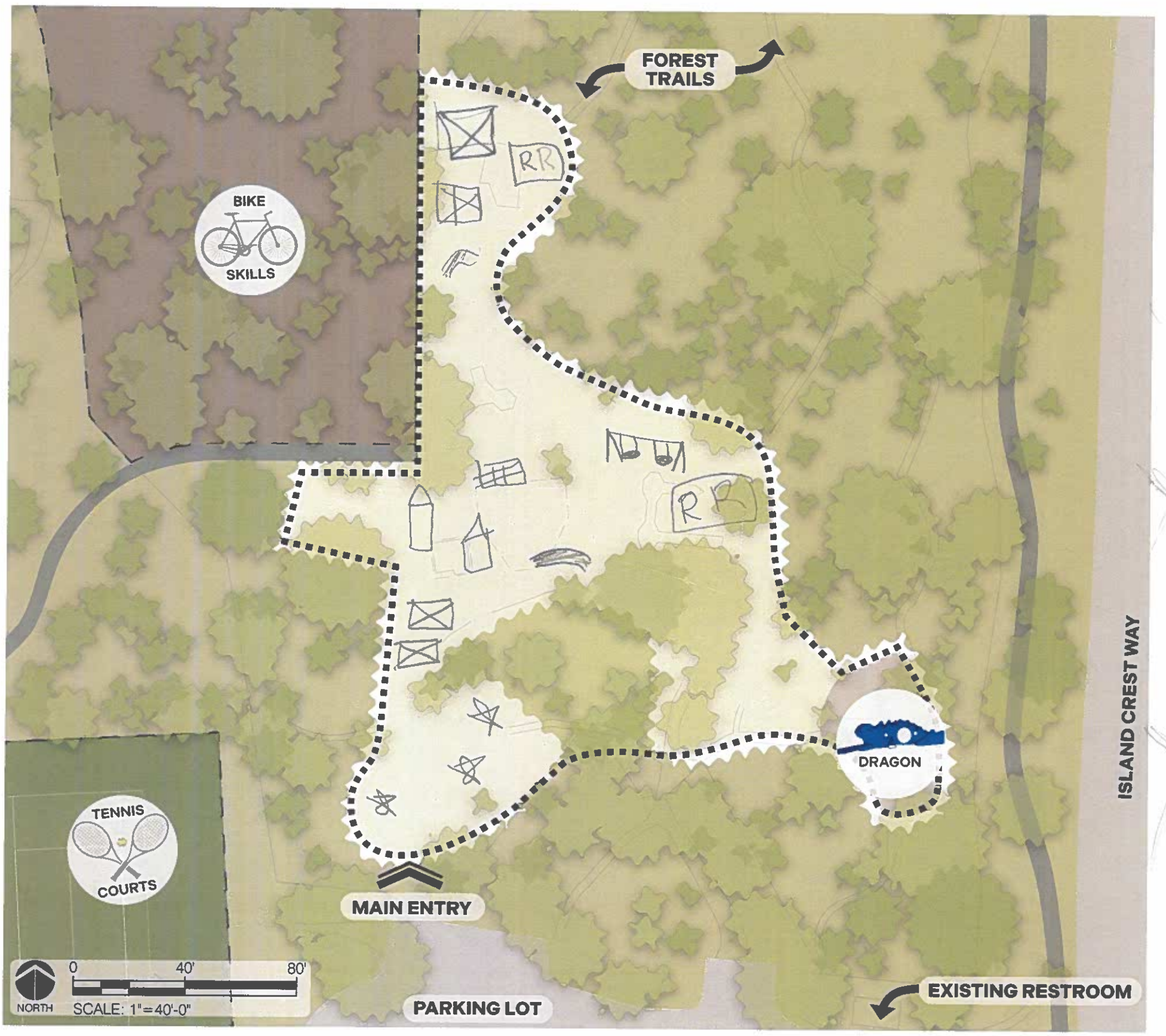
Please write a short description that describes what I have created. You slide onto the tower where there are ropes above connecting passages, And there is a dragon that takes you underground to play tag You get in by the slide.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name *Student names have been omitted to protect individual privacy* **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

zip line, Spash Park.

Does your playground have a theme? I want it to be a castle fairey tail.

Does your playground have a unique feature you love? big wooden castle.

Please write a short description that describes what I have created. I want a big wooden castle with slides, swings, rodes and picnic area with RESTROOMS

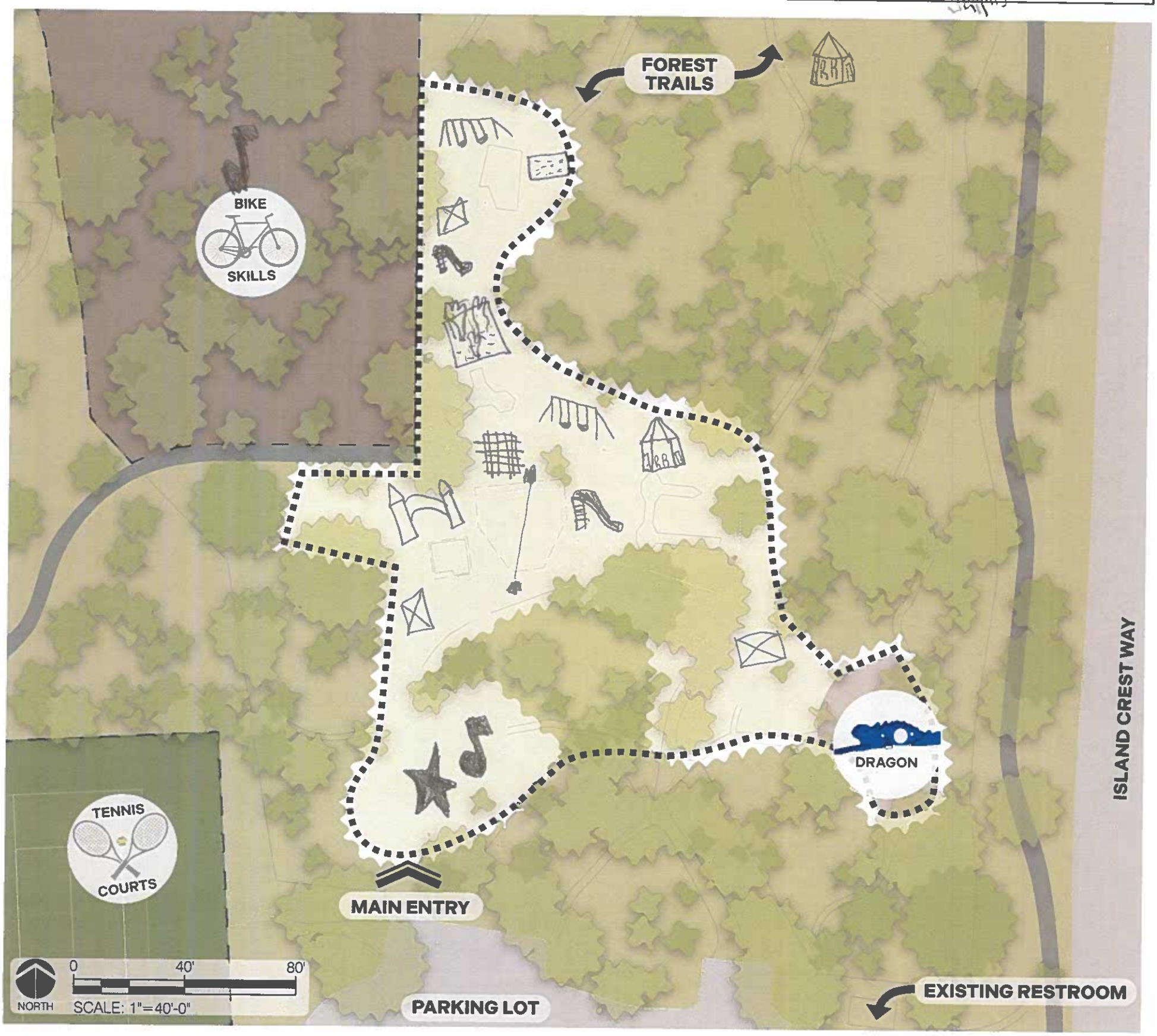
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name *Student names have been omitted to protect individual privacy*

Age: 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND:
EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Forest

Does your playground have a unique feature you love? splash park for the summer

Please write a short description that describes what I have created. It is a park for kids of all ages and disibilities. Great for adults to relax and watch their kids. Nice for cool down on hot/summer days.

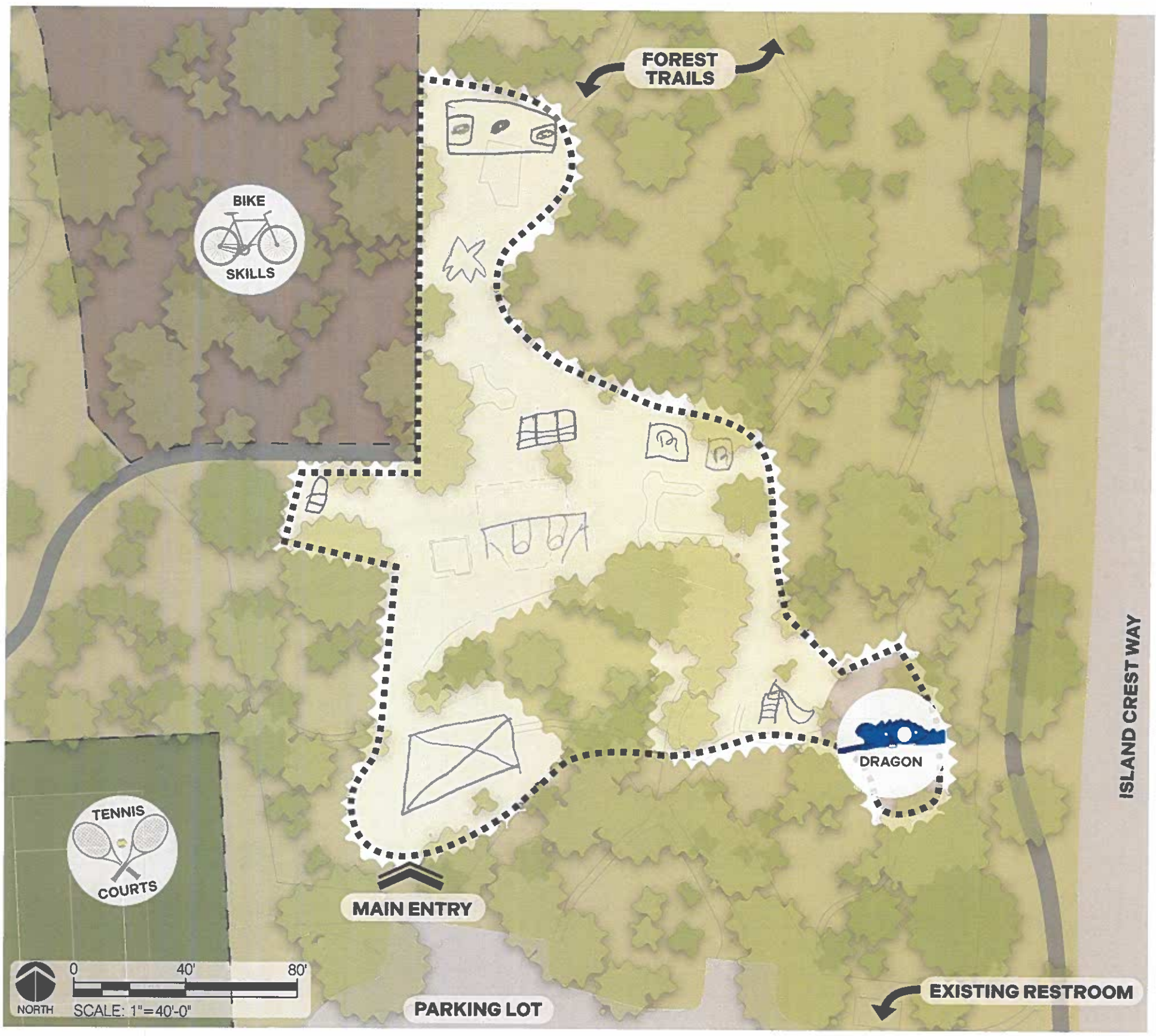
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: [redacted] **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? yes, Fairytale.

Does your playground have a unique feature you love? Slide, Swing

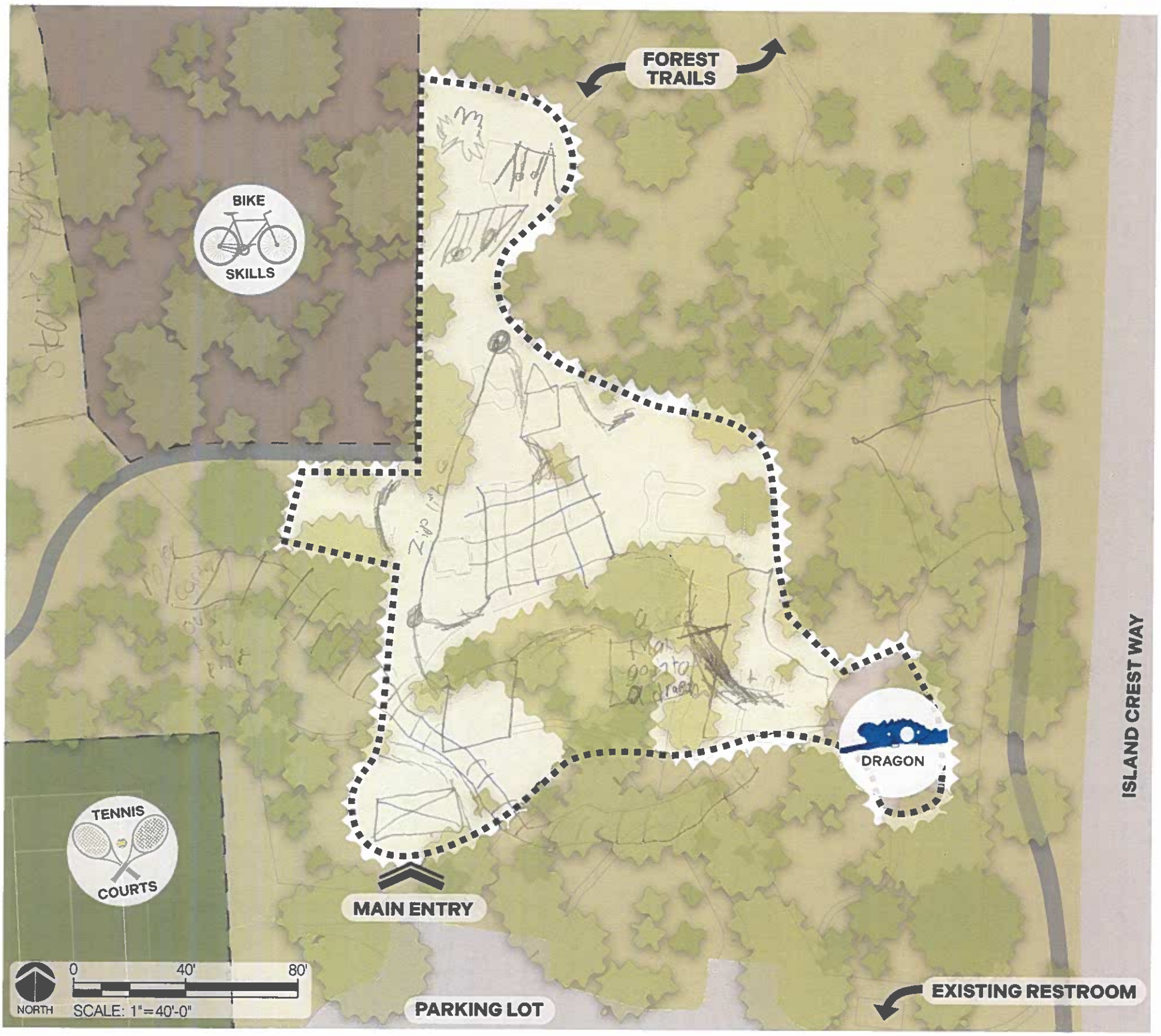
Please write a short description that describes what I have created. I don't no

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: _ *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND:
EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? par core

Does your playground have a unique feature you love? it is all connected except the swings

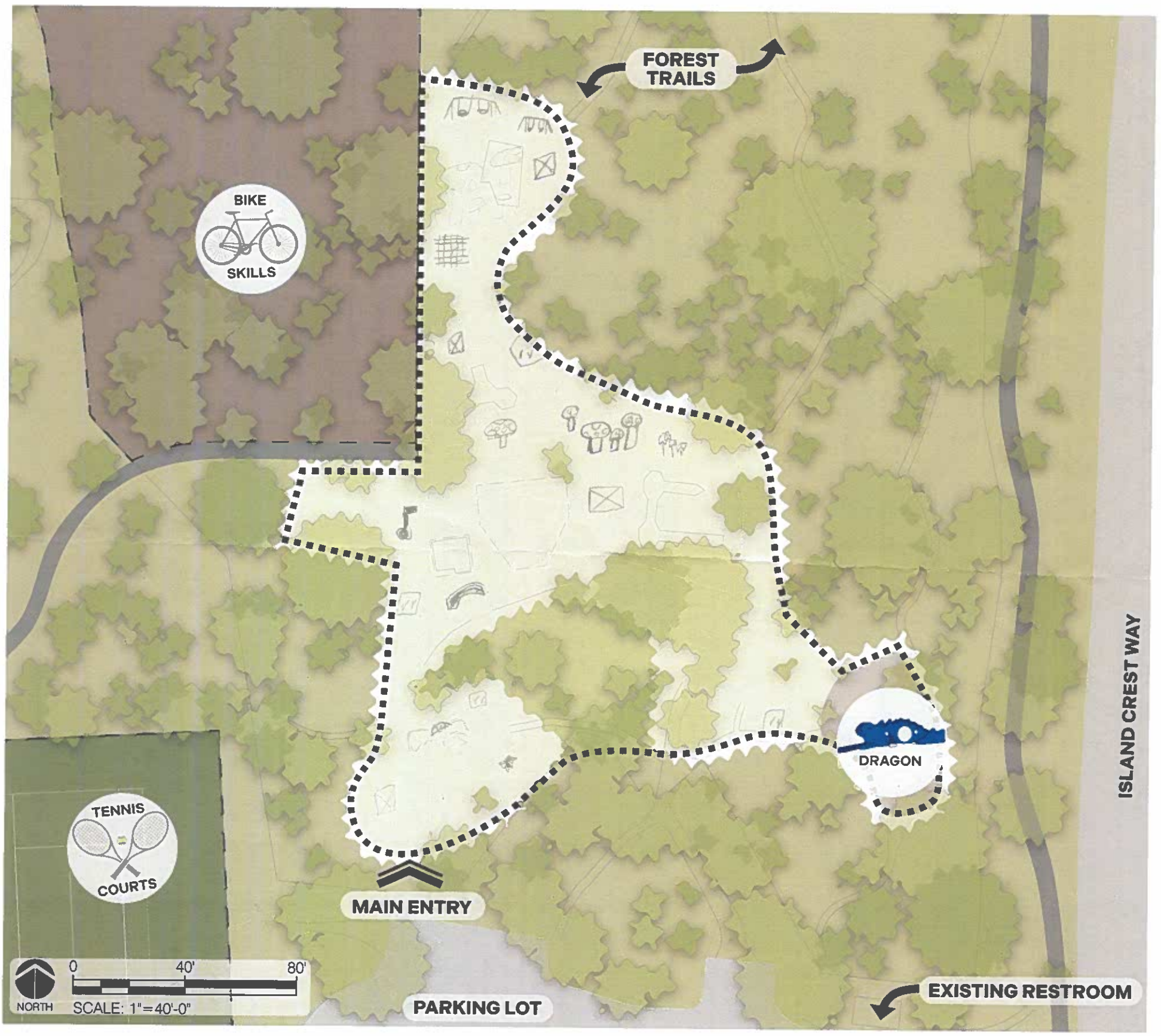
Please write a short description that describes what I have created. I have created a par 4 or par 5 and a biger bike trail also a stat park and a roler coster ride over the

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 11

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? Yes

Does your playground have a unique feature you love? Yes

Please write a short description that describes what I have created. I created a place where you can have fun

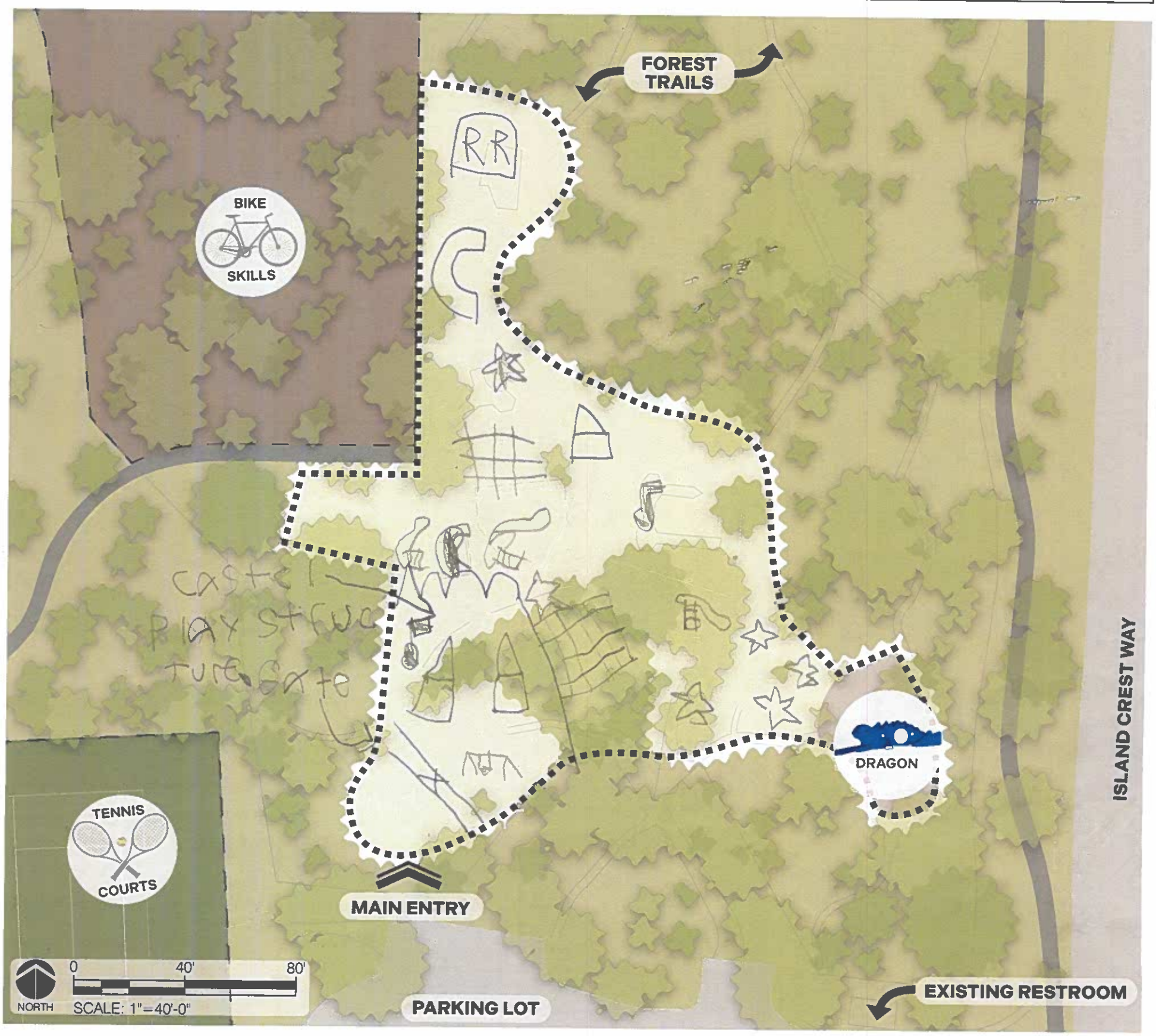
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓	⬠	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Castel \ fary tale wonder land

Does your playground have a unique feature you love? the castel entrance

Please write a short description that describes what I have created. first you step into a castel with much to explore then you step out to a fary tale

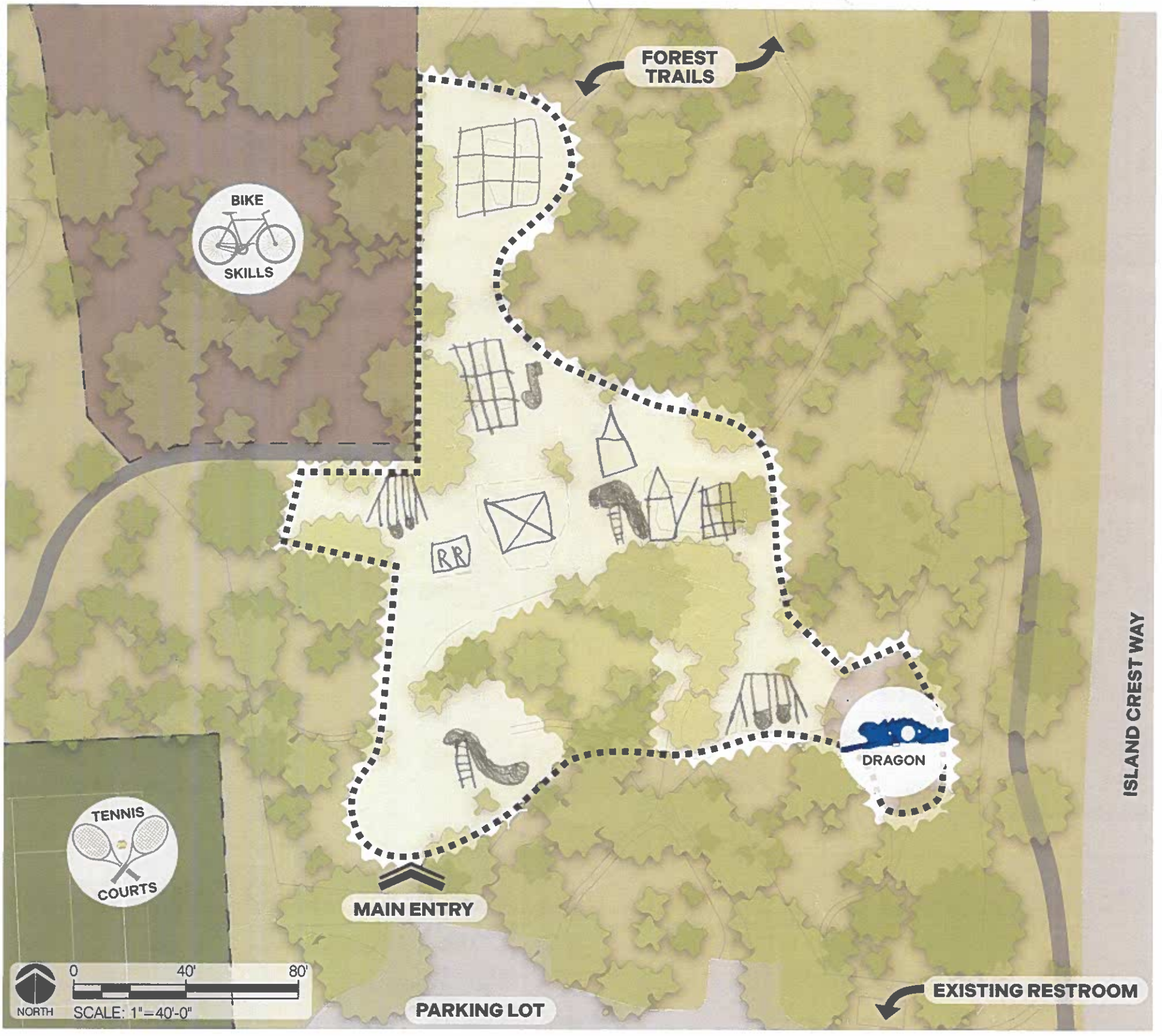
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 8

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND:
EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? treehouse Adventer

Does your playground have a unique feature you love? jungle

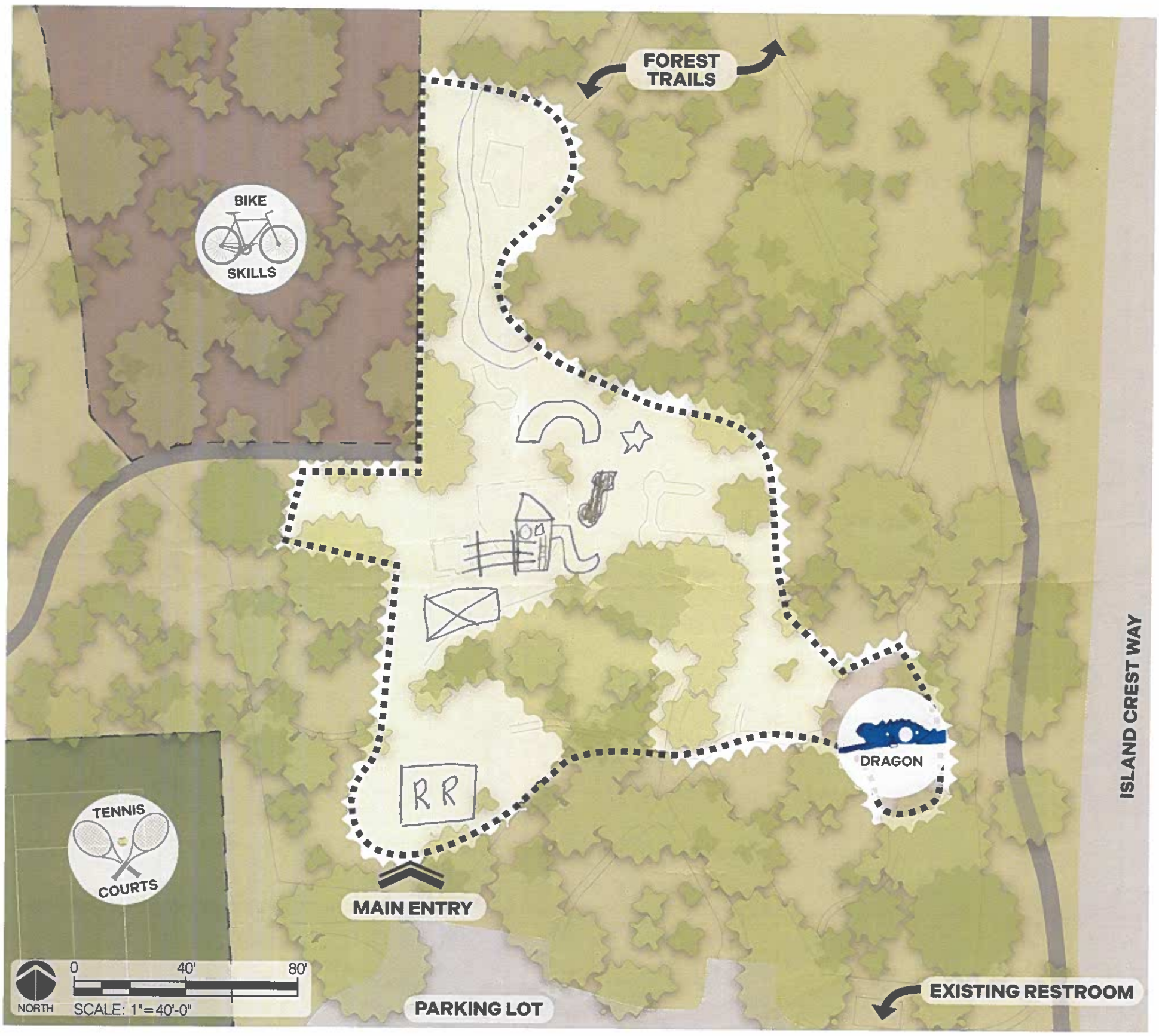
Please write a short description that describes what I have created. I get to swing with the monkeys!!!

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: _ *Student names have been omitted to protect individual privacy* Age: 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Fairytale

Does your playground have a unique feature you love? animal fairytale

Please write a short description that describes what I have created. ~~tap~~ I have made a fun playground for all and every one.

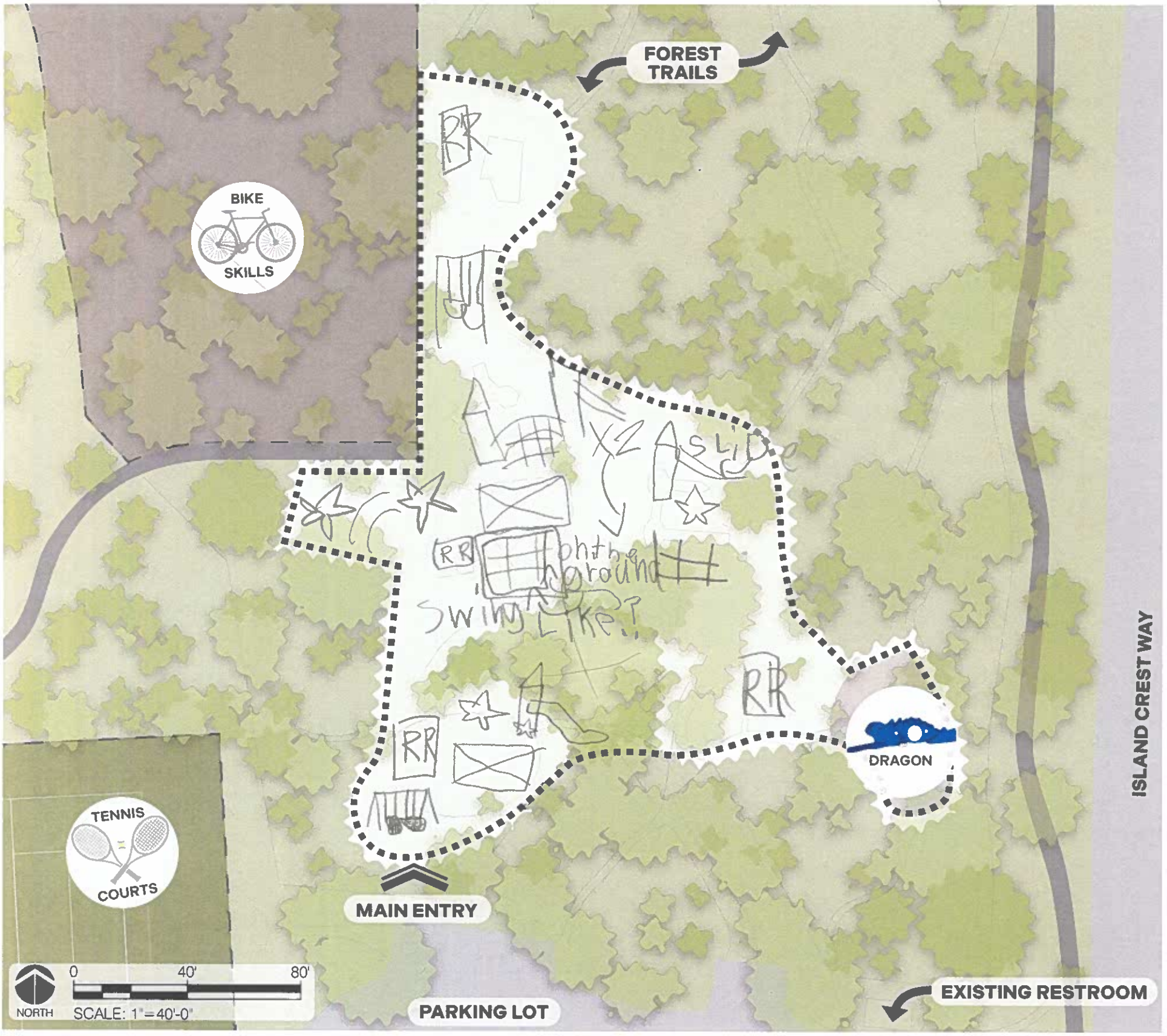
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? No

Does your playground have a unique feature you love? No

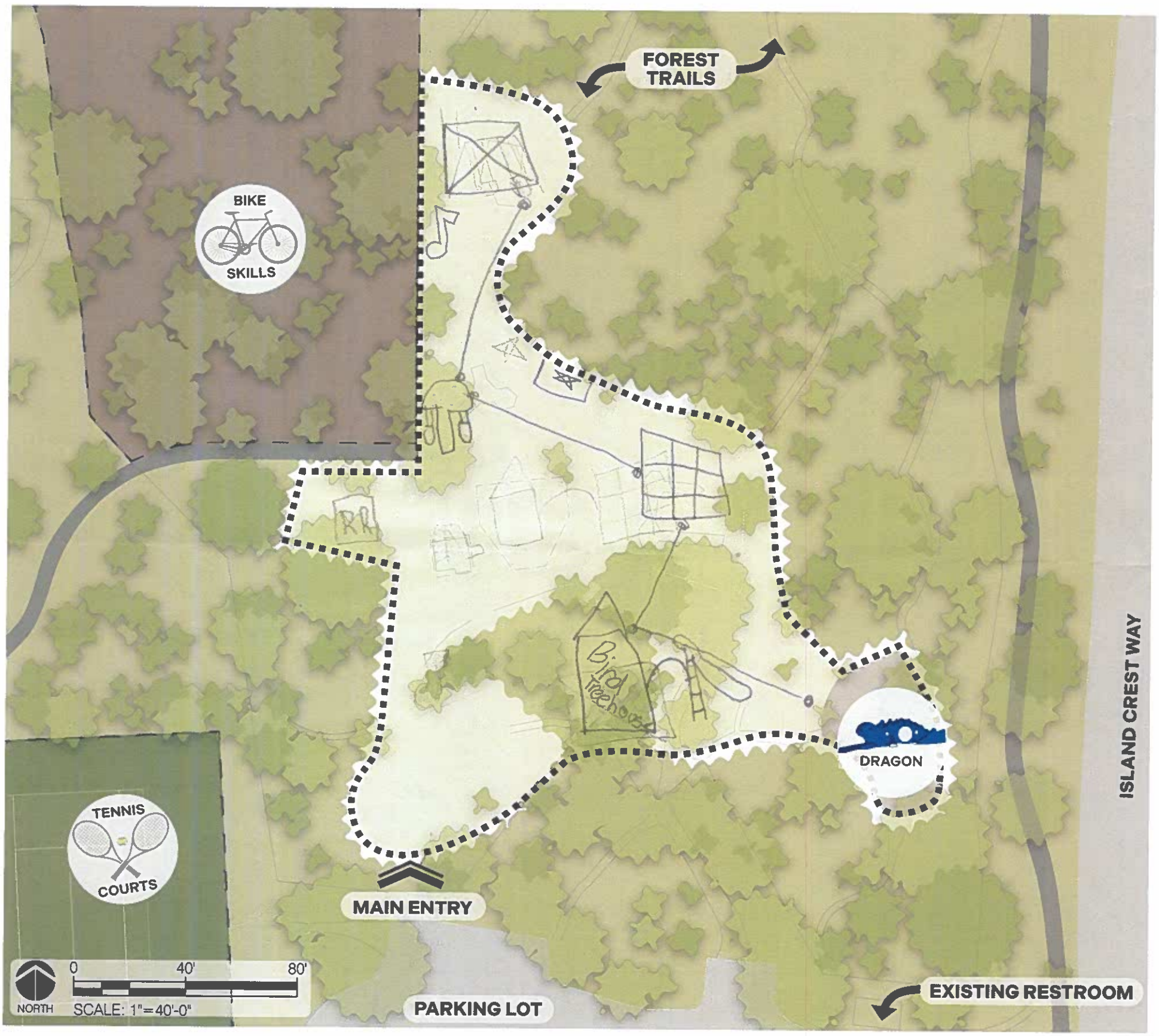
Please write a short description that describes what I have created. you made this paer But Blank :)

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩚	▯	ziplin	⌒	▤	♫	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? Yes, Woodlands (creatures, opstades, etc.)

Does your playground have a unique feature you love? Yes, there's a zip line all threw the park.

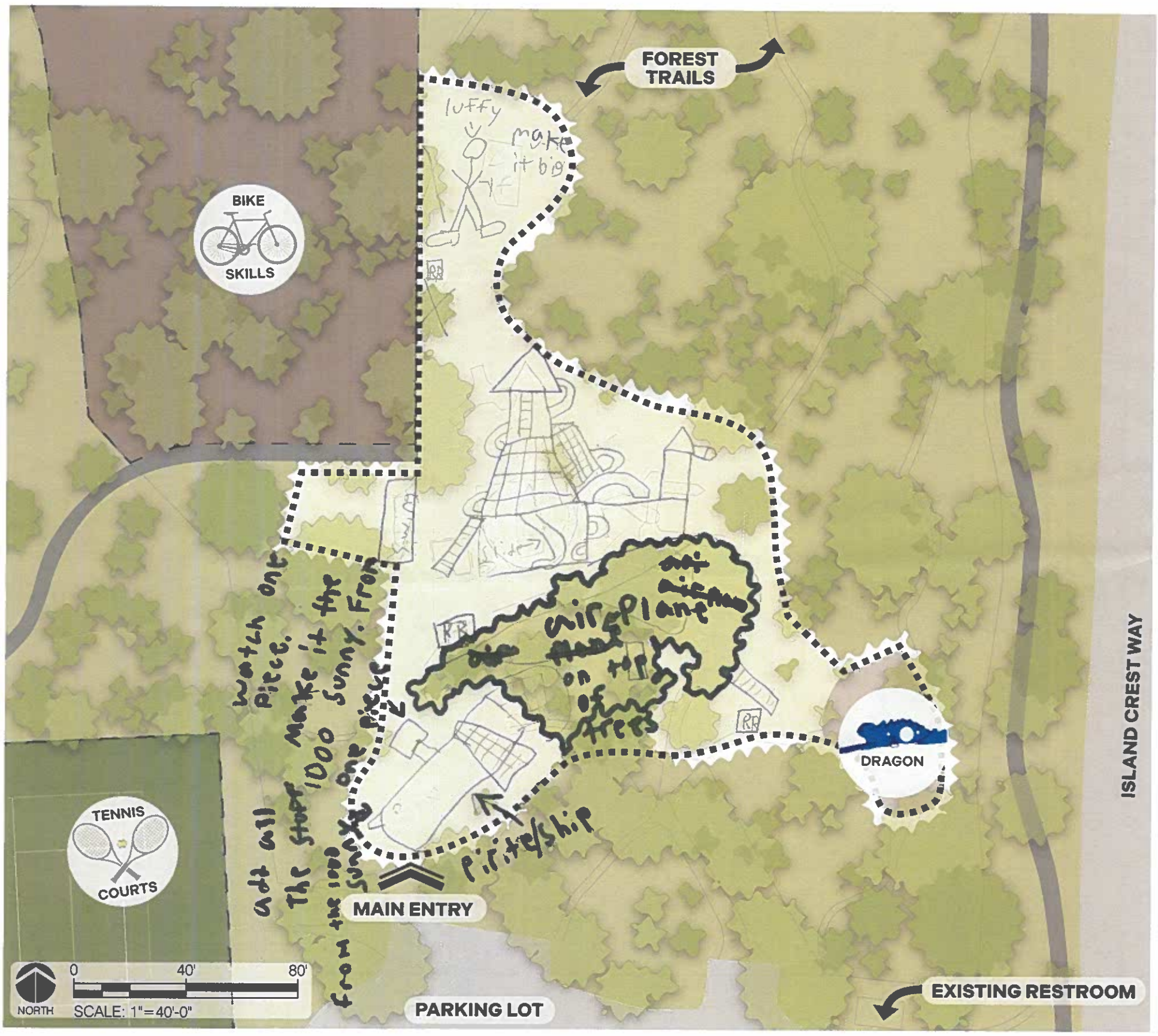
Please write a short description that describes what I have created. So when you first walk in there's a giant bird (cardinal) treehouse. If you walk father you see a giant zip line and opstacle coose/rock wall. At the end

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 11

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR						♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? yes anime and other stuff

Does your playground have a unique feature you love? yes

Please write a short description that describes what I have created. it has a airplane on top of ~~the~~ trees and the in "1000 sunny" and luffy

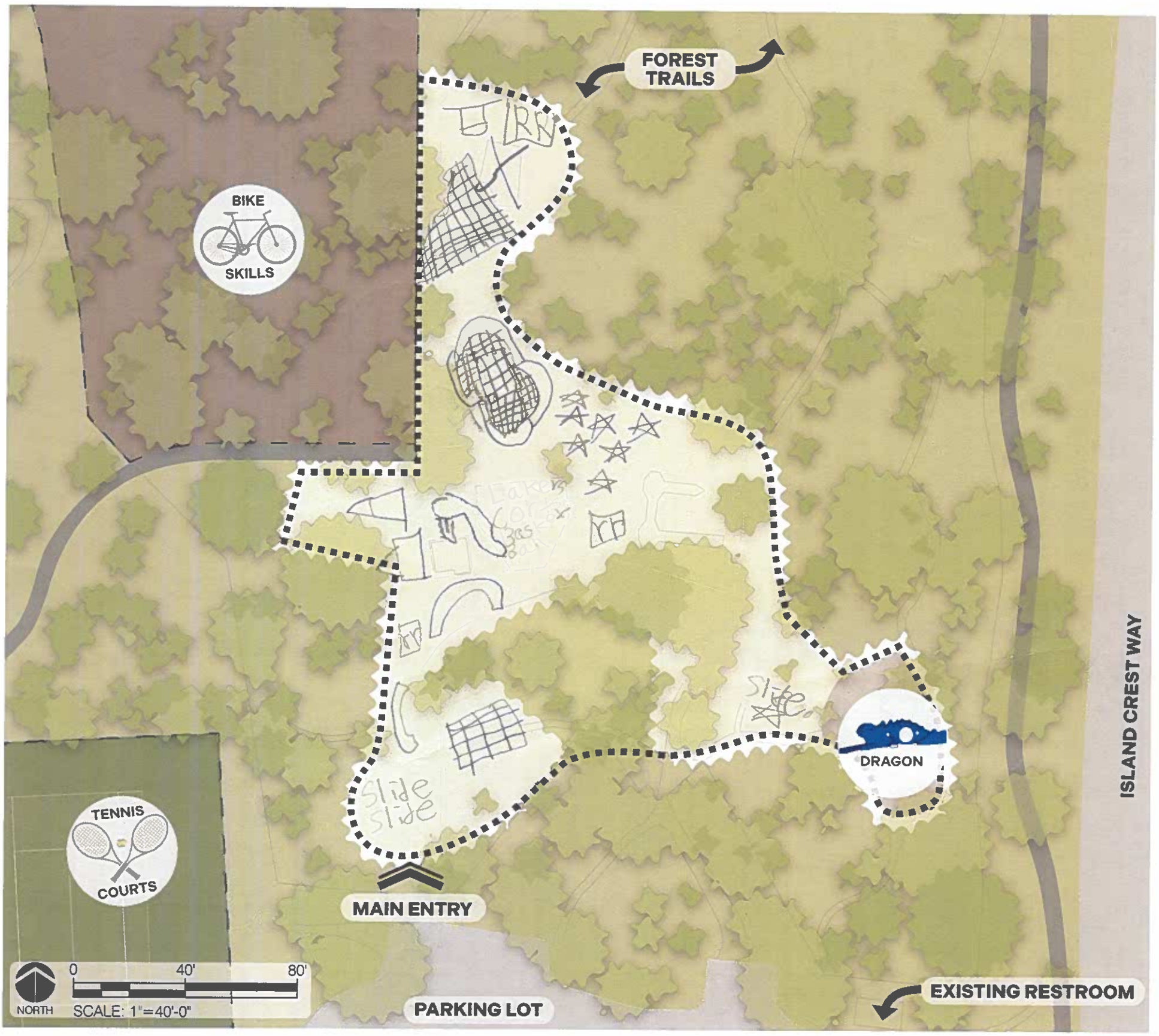
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: _____ **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR							★



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Basketball, Aventures, Being a monkey.

Does your playground have a unique feature you love? yes

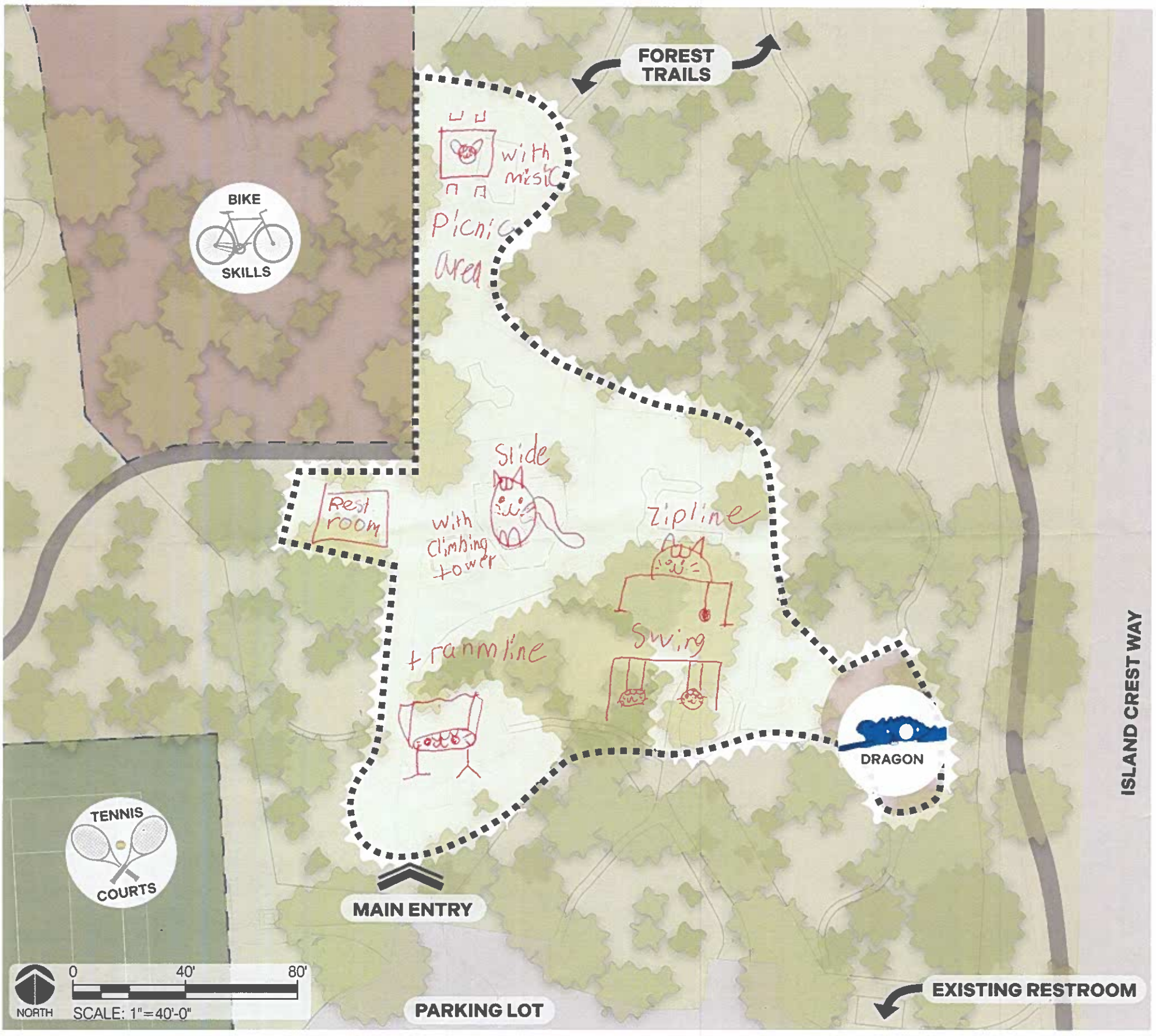
Please write a short description that describes what I have created. i have created a Basketball Avenfure monkey theme.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9 old

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊔⊔	⬠	⌒	⌐	▦	♪	★



LEGEND:
EXISTING TREES · EXISTING PATHS · PLAYGROUND AREA

Does your playground have a theme? Pusheen all different types of Pusheen

Does your playground have a unique feature you love? Pusheen play structure with rainbow slide

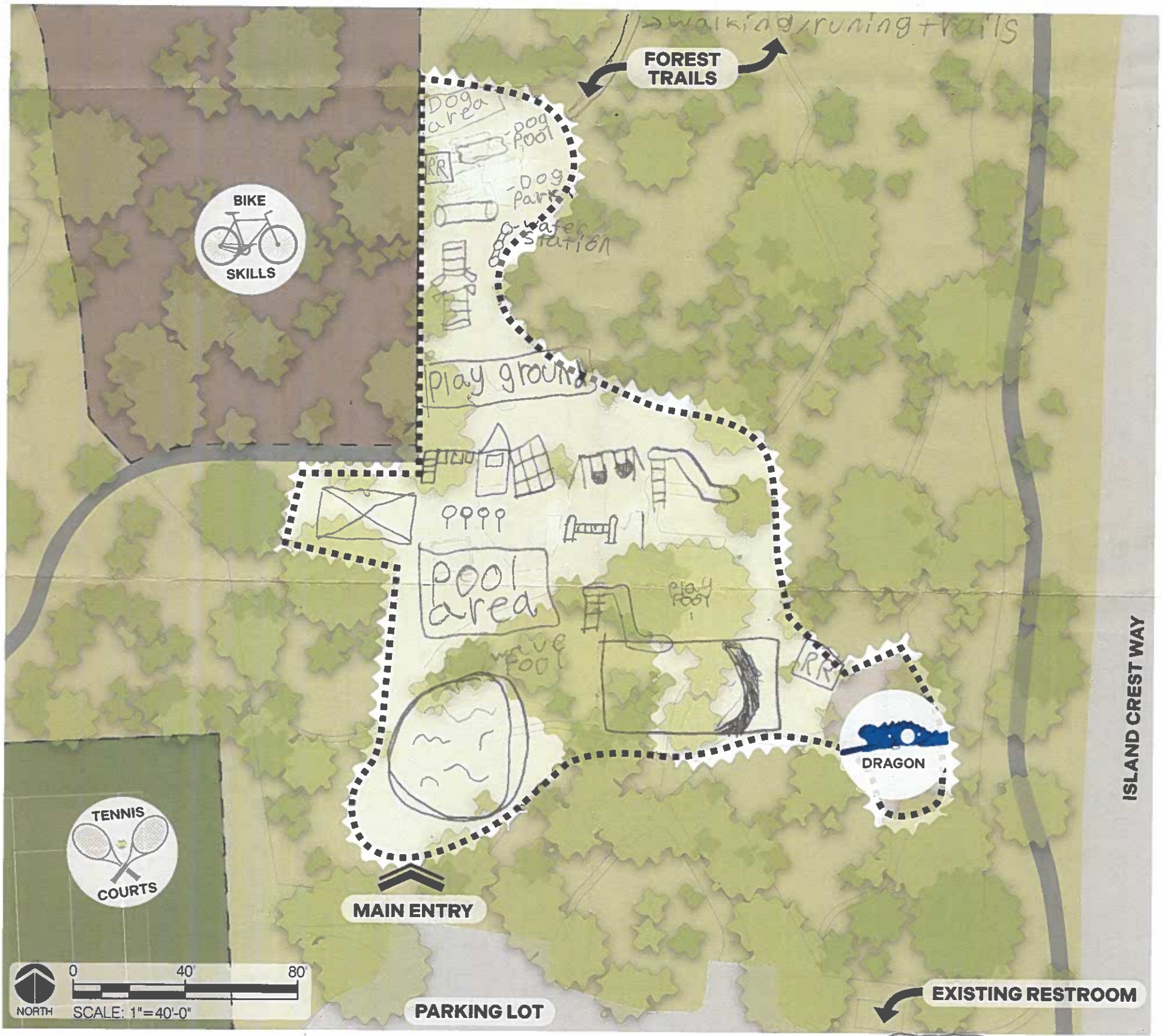
Please write a short description that describes what I have created. A pusheen world with Pusheen trannline Pusheen zipline Pusheen swings pusheen picnic area restroom Pusheen climbing tower everything

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* _____ **Age:** 10

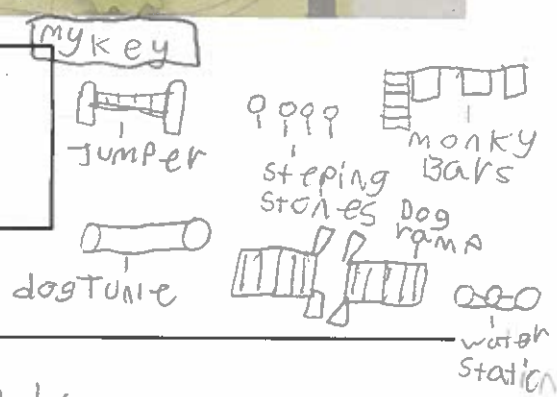
Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓⊓⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA



Does your playground have a theme? Beach Day

Does your playground have a unique feature you love? I added a dog Park

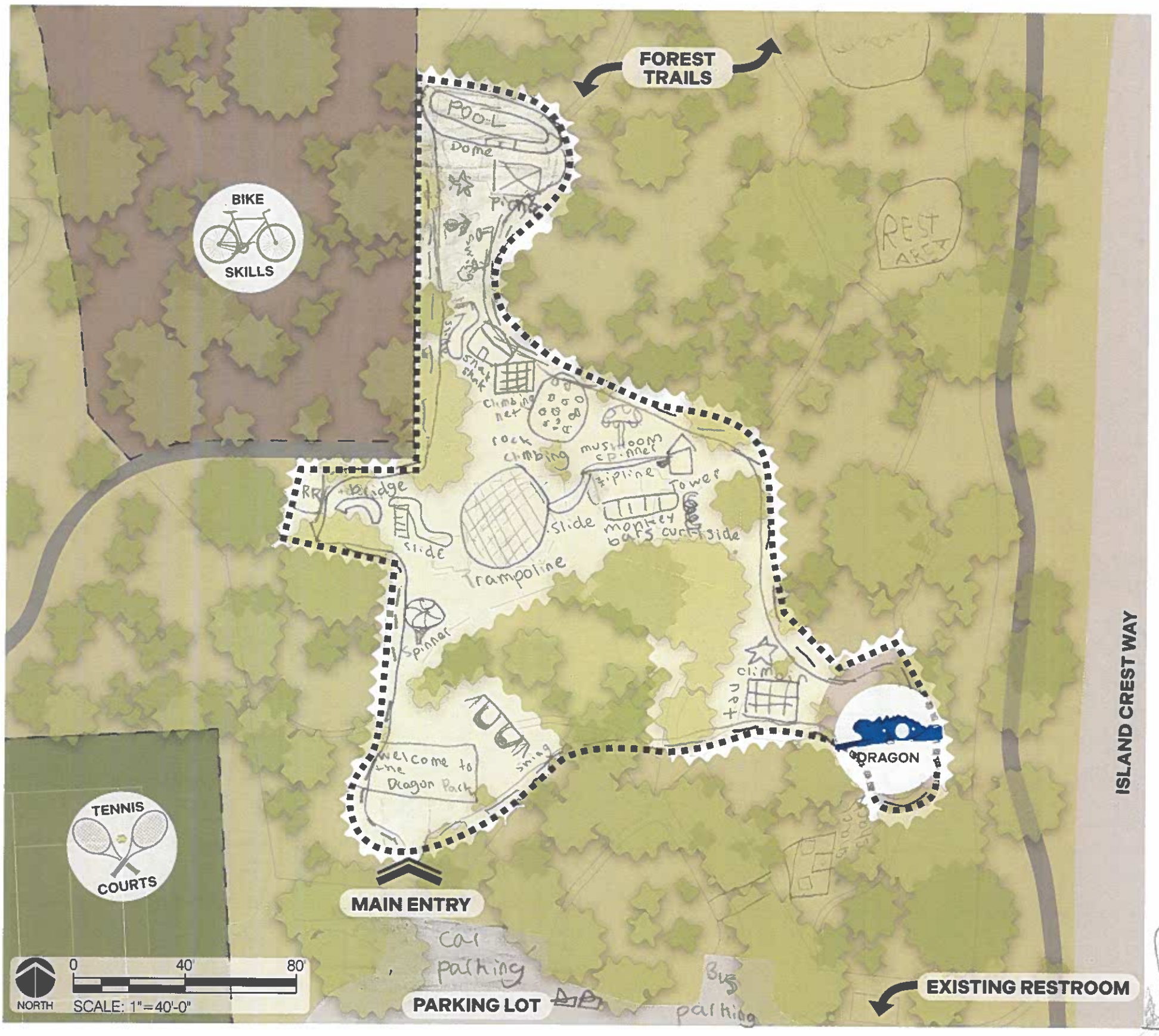
Please write a short description that describes what I have created. I have created a space for anyone dogs kids and swimmers I have a playground, dog park, and a waterpark my plan is

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 10

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
	RR							



LEGEND:

EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? It has a pool and a snack shack

Please write a short description that describes what I have created. I made a playground that has a pool covered by a dome, mushroom spinner, zipline, and a trampoline. You have to climb to the tower then take the

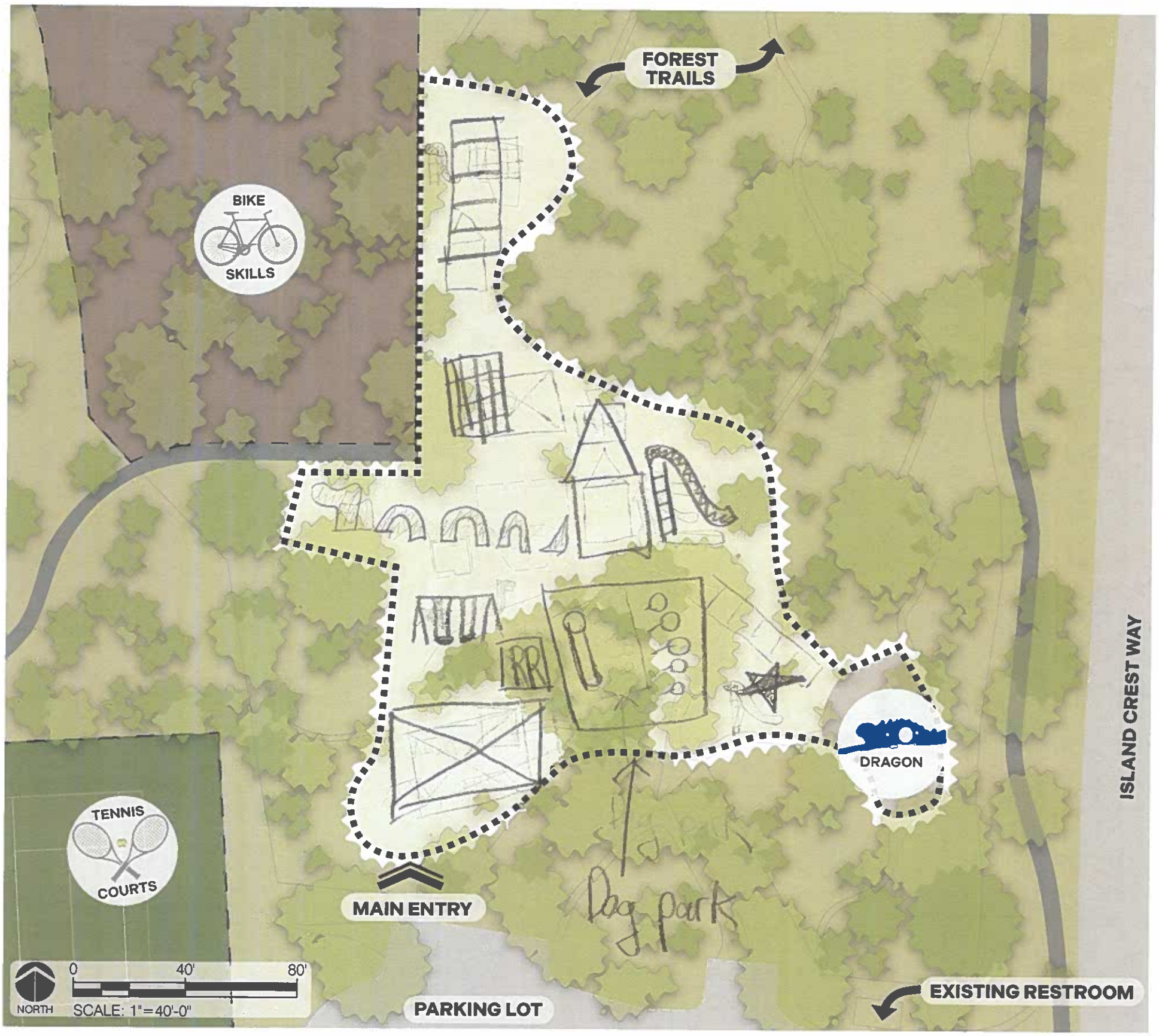
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 11 years old

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩚	⬠	⌒	⟋	▦	♫ musical corse	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? Colorful and artistic

Does your playground have a unique feature you love? a big castle like building to play on but colorful and artistic

Please write a short description that describes what I have created. It is a play ground for dogs and humans, there are strange animals like the dragon and more, there is a big tower, slides, swings, games, & Obsical

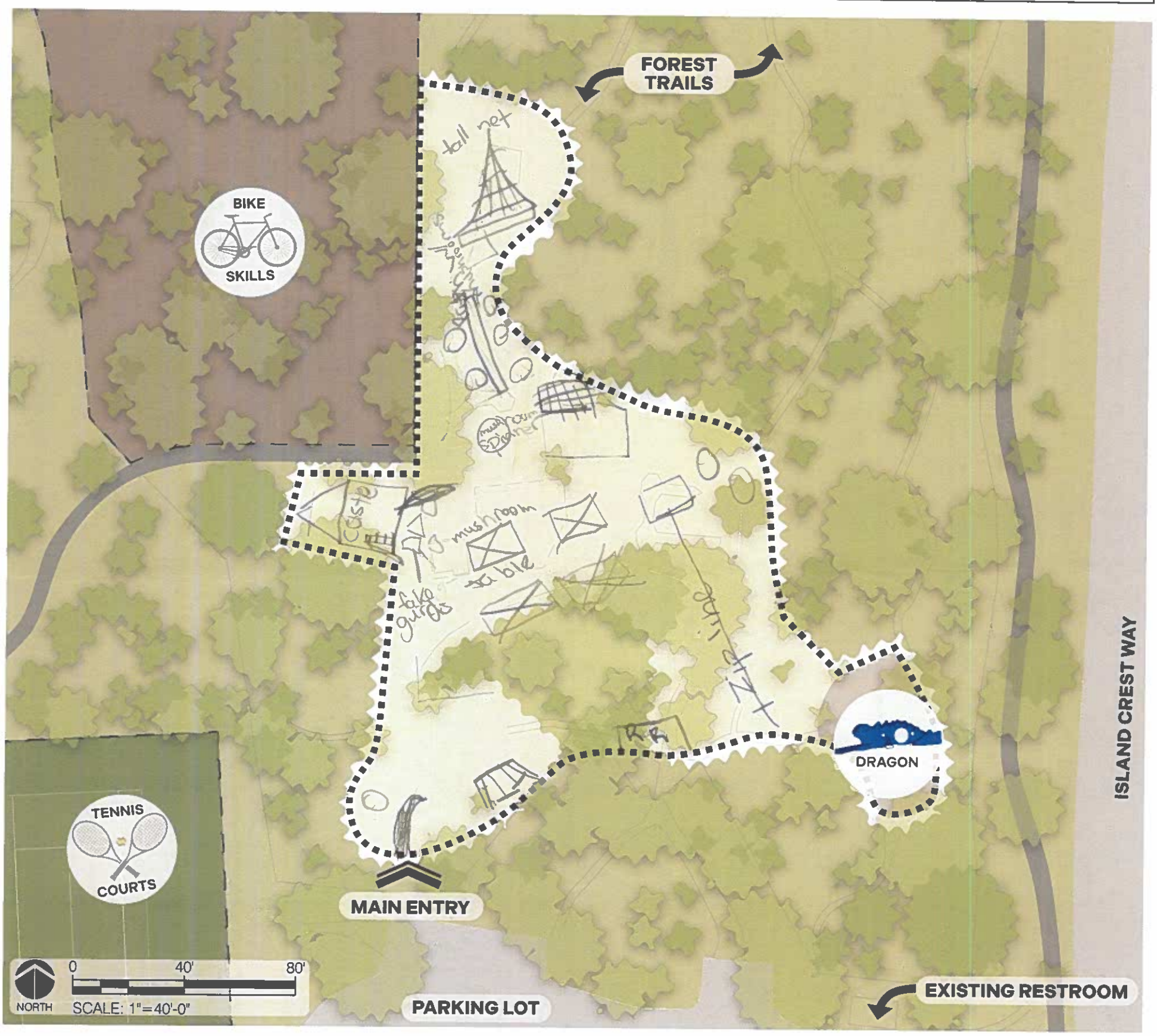
DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 11

0=mushroom

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⩎	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? fantasy kingdom

Does your playground have a unique feature you love? every thing is wood

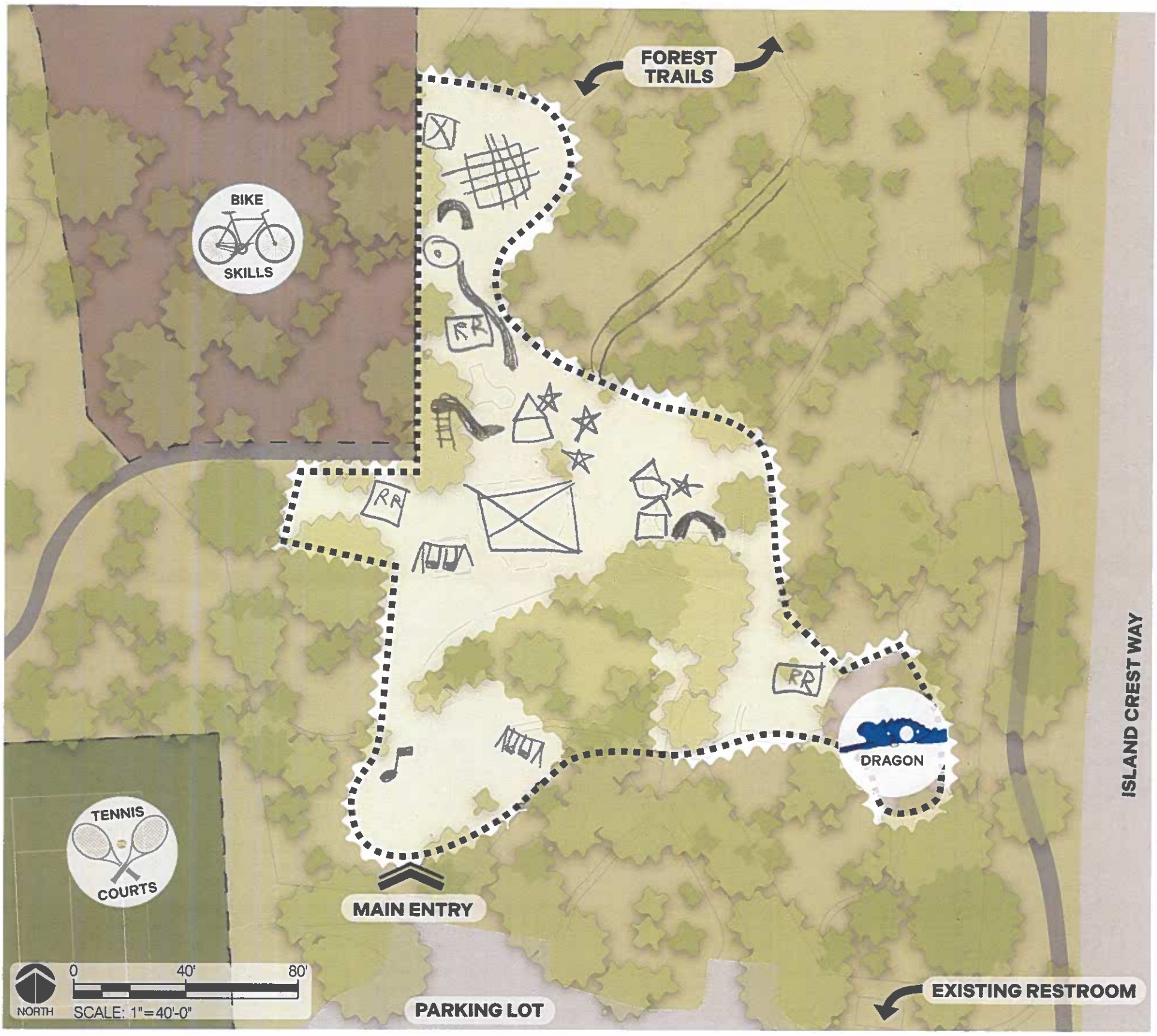
Please write a short description that describes what I have created. a majestic place where kids can play and be a ruler

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** _____

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER | RESTROOM (RR) | SWING | TOWER | BRIDGE | SLIDE | CLIMBING NET | MUSIC | ACTIVITY/GAME PANEL



LEGEND:
EXISTING TREES | EXISTING PATHS | PLAYGROUND AREA

Does your playground have a theme? Yes. It ~~is~~ is a woodland adventure theme

Does your playground have a unique feature you love? Yes, I love spinners!

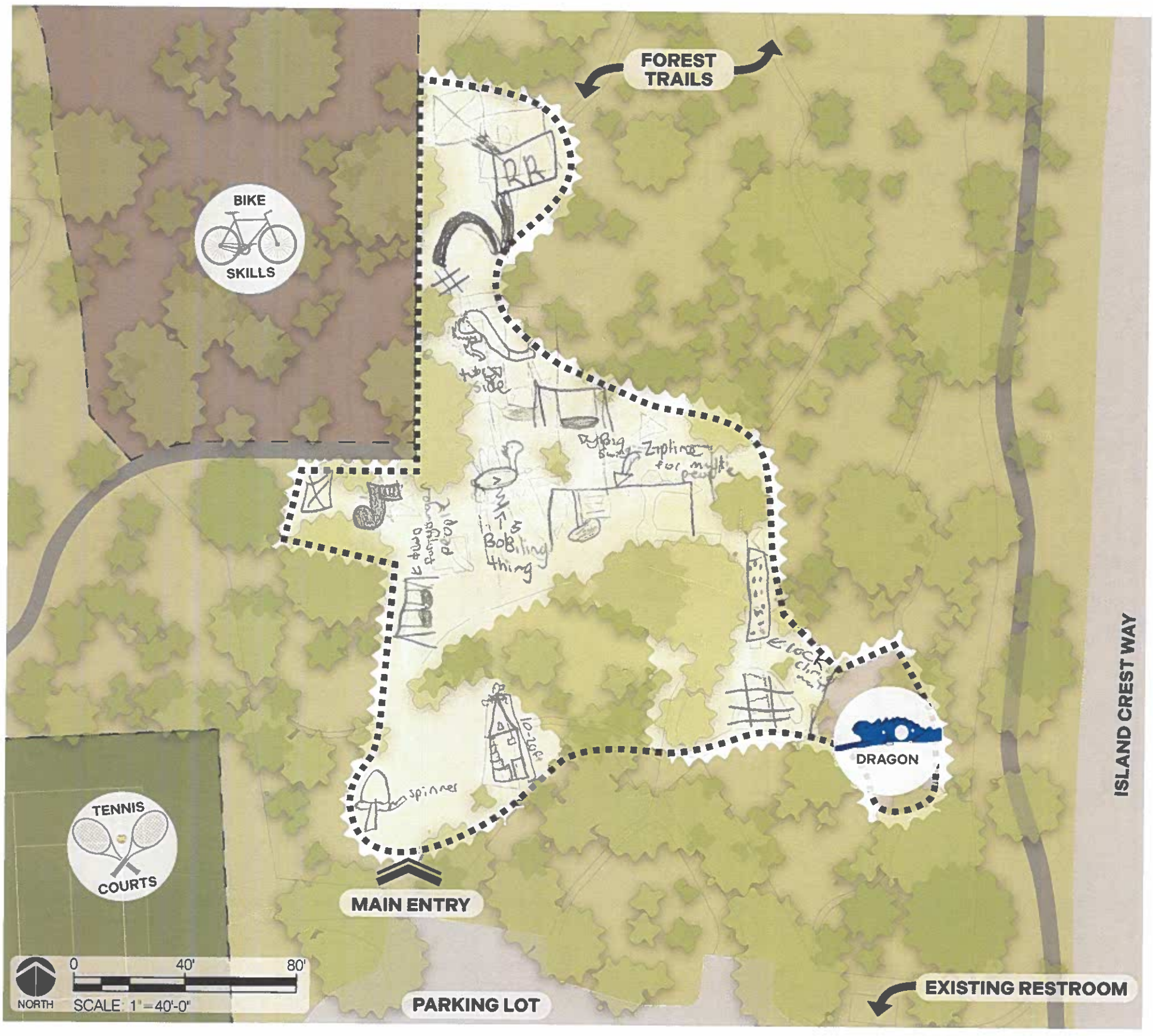
Please write a short description that describes what I have created. At the main entry there is music and a swing. Going forward there is a picnic shelter, restrooms, swings, slides, activities/game panels, bridge, ~~towers~~, and a spinner.

DEANE'S CHILDREN'S PARK :
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* **Age:** 9

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⎍	▯	⌒	⌐	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? fast Dragon

Does your playground have a unique feature you love? The old dragon park !!!

Please write a short description that describes what I have created. first there is a Bridge then a climbing net, a tube slide, then a Big Slide for multi people, Next a multi person Zipline, After

dragons gate

dragon

DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

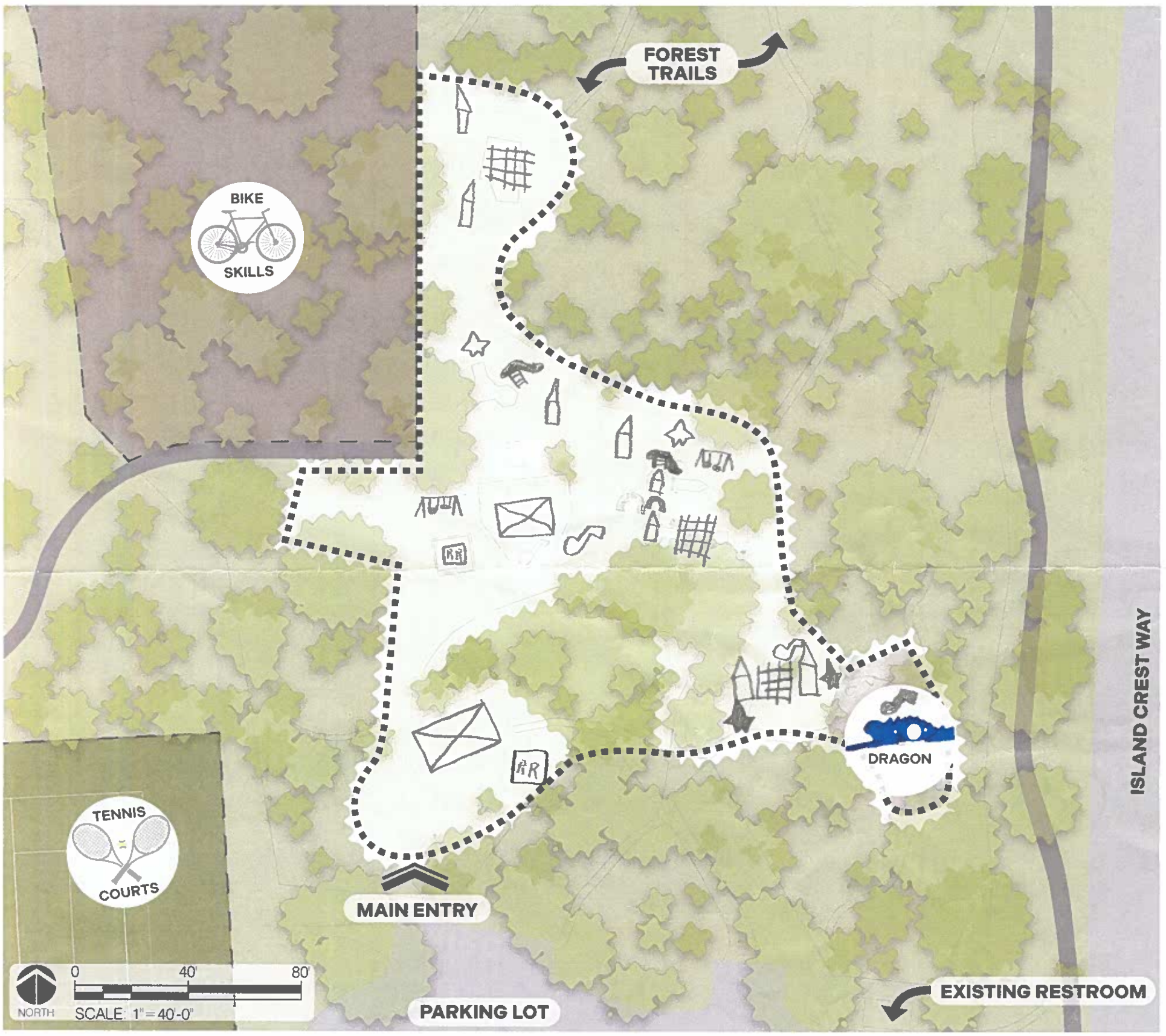
Student names have been omitted to protect individual privacy

Name: _____ **Age:** 10 yr old

task for townsfolk

Using this site plan, draw us the playground YOU want to play at!
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
☒	RR	⊓	▯	⌒	⟋	▦	♪	★



LEGEND:

EXISTING TREES — EXISTING PATHS — PLAYGROUND AREA

Does your playground have a theme? Fairy tale kingdom / and I want the birds too

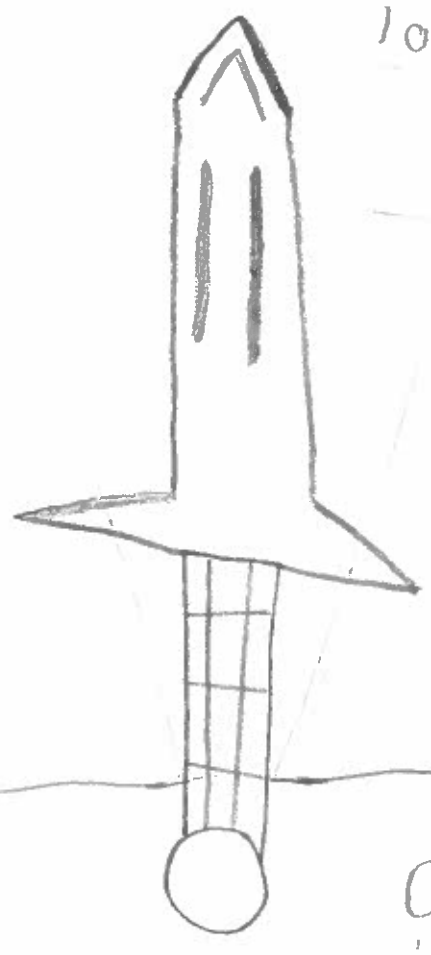
Does your playground have a unique feature you love? dragon, picnic shelter, in my opinion every thing,

Please write a short description that describes what I have created. A mighty kingdom where you walk around feeling like in the medival times towers, bakerys (Picnic shelter), but when you get a hang and help the townsFolk, only then are you ready to fight the dragon, a big gate → with suspensful music and dread you not the cower but continue you climb the gate

town thanks you, and after having a feast for
kings and one of the bakerys, (Picnic shelter) your
journey is over, some Leave the kingdom, or stay. But
knowmatter what...
Imagination is the best



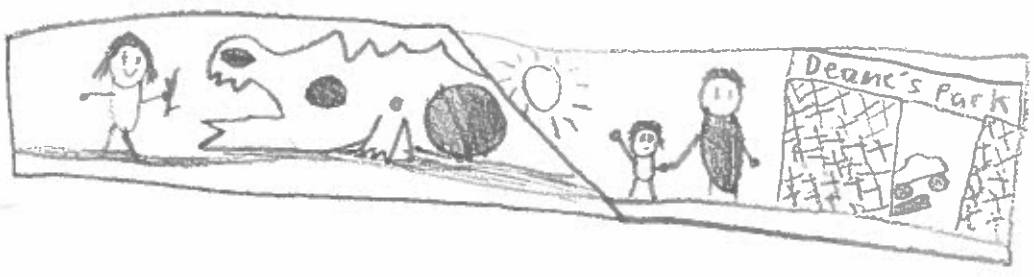
You'll still be a hero...
maybe the next time you come back, it might
be better might have the dragon back or to
challenge. But something I garentee, is that you'll gladly
love the new deane's park.



THE END

author-Jesse
illustrater-Jesse

Even if you knowits not real





s challenges! You then have saved the kingdom from the vicious
beast

Exhibit B

Phase 2 Engagement Summary

DEANE'S CHILDREN'S PARK SITE PLAN

ENGAGEMENT SUMMARY

PHASE 2 – DESIGN CONCEPTS

PROJECT OVERVIEW

A renewed 2022 Parks Levy provides continued funding for parks operations and maintenance, including replacement for play structures. Deane's Children's Park was prioritized for early replacement due to the age of equipment and the desire to provide universally accessible play opportunities. The re-imagined Deane's Children's Park will focus on inclusive play, a play-for-all approach that is rooted in universal design guidelines and goals, as well as evidence-based play space design practices. Through a community engagement process, the City is developing a Site Plan for a new layout with welcoming play spaces where all visitors can play together, regardless of age or ability.

ENGAGEMENT PROCESS

The second phase of engagement focused on presenting the draft design concepts developed in response to initial community input. This phase invited community members to provide feedback on the overall look, feel, and character of the concepts – particularly the play equipment – and to respond to more specific questions related to different types and categories of play. From July to August 2025, the project team conducted a community-wide survey via the Let's Talk Mercer Island project webpage, held a focused discussion with the Friends of Dragon Park, and hosted project booths at four City events: Summer Celebration, Mostly Music in the Park, National Night Out, and Pride in the Park. The following sections summarize the key themes and insights from this outreach.

Survey #2

The survey was available online on the Let's Talk Mercer Island Deane's Children's Park Site Plan webpage from July 12 to August 12, 2025, and received a total of 72 responses. Demographics data showed that most respondents lived in households of three or more people and had at least one child under the age of 18. The majority of respondents resided in the central part of the island, between SE 40th and SE 68th.

Participants expressed strong interest in creating a park that is both inclusive and grounded in its natural setting. There was a clear emphasis on the importance of accessible trails, inclusive play features, and amenities that support a range of ages and abilities.

"The great thing about the park currently is that it is great for a wide range of ages. Please retain this feature in the redesign…"

Respondents also voiced enthusiasm for incorporating natural materials and creative elements – such as hidden surprises and opportunities for imaginative play. Adventure play remained a consistent theme, along with a desire for a unique, signature structure that reflects the character of the park. Commonly requested amenities included restrooms near the play area, shaded seating for caregivers, preservation of trees, and spaces for gathering.

Concept and Aesthetic Preferences

Survey responses showed a nearly even split between the two design concepts, with *The Quest* receiving a slight edge over *Woodsy Wonders*. In addition, 14% of respondents liked both concepts equally, and only three respondents indicated they did not like either option.

When asked to select preferred imagery to represent the look, character, and feel of play equipment for each concept, participants most often chose:

- **The Quest:** Options B and D
- **Woodsy Wonders:** Option D and B

These top selections reflect a strong preference for nature-based, adventurous aesthetics. There was continued enthusiasm for whimsical, adventurous elements – such as dragons, treehouse, hidden surprises – balanced by a desire to maintain the forested character that defines the park.

Play Features and Equipment Preferences

Participants consistently prioritized active and adventurous play experiences. Climber and slides emerged as the most desired features for large play structures, followed by balancing elements and tunnels. There was clear enthusiasm for elevated play spaces that feel open and connected to the environment – structures with nets or see-through panels were strongly favored over more enclosed options.

When asked about preferences for motion-based and sensory equipment, participants identified the following favorites:

Motion Play Equipment Preference:

- Swings: Individual swings (belt, toddler, molded seat) were the top choice
- Group Rocking: Companion See-Saw ranked highest
- Group Spinning: No Transfer Spinner was most preferred
- Individual Spinning: Stand-Up Spinner was the most popular

Sensory Features:

- Top selections: Sound play, tactile play, and table slide

"Please keep the xylophone that honors Judy Witmer, beloved pre-school teacher to so many Mercer Islanders. She passed away earlier this year, and it would be a great honor to retain the memory of her at everyone's favorite park."

Overall, responses reflected a desire for variety, challenge, and imaginative play. Many participants also called for a unique or signature play element to help define the space and enhance the park's identity.

Community Event Booths

The project team hosted booths at four community events to share the draft design concepts and gather input from the community. At each event, staff introduced the two proposed concepts, answered questions, and invited attendees to participate in a dot voting exercise to indicate their preferences on overall design direction and play equipment character. Survey handouts were also provided to encourage more detailed feedback on specific play elements. Additional input was collected through informal conversations. These events offered a valuable opportunity to connect with a broad cross-section of the community in a casual, accessible setting.

The following summaries highlight responses and key takeaways from each event.

Summer Celebration:

Date: July 12, 2025 | 10:00am – 2:00pm

Estimated Attendance: Approximately 300 - 400 people

Preferred Concept: Woodsy Wonders

Preferred Equipment Character – Woodsy Wonders: Option D

Preferred Equipment Character – The Quest: Option B

Key Takeaways:

- Attendees responded positively, expressing appreciation for the team's presence and the opportunity to provide input
- Many children recognized the project from earlier school engagement. While some were initially confused—thinking they had already provided feedback—they were excited to learn their input had informed the current concepts and were eager to vote again
- The 'Woodsy Wonders' theme emerged as the clear favorite, though both concepts were well received. The natural aesthetic resonated with the park's character, and many suggested combining elements from both designs



Figure 1. Attendees cast votes on their preferred design concept and style of play equipment at Summer Celebration.

- Participants expressed strong interest in a distinctive feature that reflects the park's identity and supports the chosen theme—particularly favoring the natural treehouse look and climber concepts like the tree snag/birdcage and wood castle/fort

Mostly Music in the Park:

Date: July 31, 2025 | 6:30pm – 8:30pm

Estimated Attendance: approximately 60 people

Preferred Concept: Woodsy Wonders

Preferred Equipment Character – Woodsy Wonders: Option D

Preferred Equipment Character – The Quest: Option B

Key Takeaways:

- Theme for 'The Quest' feels a bit more tailored to younger age groups and not adaptable for older ages
- Desire to ensure spaces support family interaction, where parents and caregivers can actively participate in play alongside children

National Night Out:

Date: August 5, 2025 | 5:00pm – 8:00pm

Estimated Attendance: Approximately 40 people

Preferred Concept: Woodsy Wonders

Preferred Equipment Character – Woodsy Wonders: Option D

Preferred Equipment Character – The Quest: Option B

Key Takeaways:

- Broad support for locating the restroom in a more central, accessible area
- Appreciation for the flexibility of *Woodsy Wonders* concept to serve a wide range of age groups
- Positive feedback on the zipline element featured in *The Quest*, particularly for its appeal to adventurous play



Figure 2. Attendees cast votes on their preferred design concept and style of play equipment at Pride in the Park.

Pride in the Park:

Date: August 7, 2025 | 4:30pm – 6:30pm

Estimated Attendance: Approximately 80 people

Preferred Concept: Woodsy Wonders

Preferred Equipment Character – Woodsy Wonders: Option D

Preferred Equipment Character – The Quest: Option B

Key Takeaways:

- Support for incorporating *The Quest* storyline and integrating Kenton's Dragon as a central feature
- Desire to see Kenton's Dragon more fully woven into the *Woodsy Wonders* concept, rather than as a secondary element
- Preference for a variety of path types throughout the site to create a more natural and diverse experience
- Encouragement to prioritize imaginative, open-ended play opportunities and avoid an overly structured design

Across all four events, there was strong community support for both design concepts, with many attendees expressing enthusiasm for the direction of the project. Feedback reflected a broad appreciation for the creativity, play value, and preservation of the site's natural character in both concepts. Notably, students who had participated in the first round of engagement were excited to see how their ideas and input had been incorporated into the concepts, reinforcing a sense of ownership and connection to the park's future.

Friends of Dragon Park

Staff met with the Friends of Dragon Park on Thursday, July 24, 2025, from 11:00am – 12:00pm to review and discuss the draft design concepts. Nine members attended the meeting. Staff began with a presentation outlining the two concepts, followed by small group discussions. Participants were divided into two breakout groups and asked to respond to a series of questions, including their preferred concept, the strengths and weaknesses of each design, and whether any elements were missing that should be considered in the preferred plan. A summary of these takeaways is provided below:

- Support for *Woodsy Wonders* as a preferred direction
    - While there was appreciation for both concepts, the majority of participants favored *Woodsy Wonders* for its natural character and felt it represented a strong next chapter for the park. However, they encouraged it to incorporate more layered, imaginative elements – similar to the storytelling strength found in *The Quest*.
- Desire for stronger integration of Kenton's Dragon
    - There was clear interest in making the journey to Kenton's Dragon and the dragon itself a more central and meaningful part of *Woodsy Wonders*, to better reflect the park's identity and history.
- Importance of balanced play features and accessibility
    - Participants emphasized including a variety of play elements, such as swings (including an accessible swing), slides, and monkey bars. They also expressed concerns about the placement of the *Critter Corner* and swings in *Woodsy Wonders,* recommending layout adjustments to improve safety and function.
- Site amenities and circulation
    - There was a preference for the restroom location shown in *The Quest*, with interest in applying that placement to *Woodsy Wonders*. The group also supported maintaining a fence between the parking lot and suggested adding a trail connection from Island Crest Park to provide safer pedestrian access. If additional entrances to the park are preferred, participants emphasized the need for gates or similar features to ensure safety.



Figure 3. 'Woodsy Wonders' preferred play equipment character



Figure 4. 'The Quest' preferred play equipment character

NEXT STEPS

Community feedback across all engagement activities reflected strong support for both concepts, with a majority expressing a preference for *Woodsy Wonders* due to its natural character, flexibility for multiple age groups, and potential for imaginative, layered experiences. Key input included a desire to better integrate Kenton's Dragon into the design, improve the location of amenities like restrooms and *Critter Corner*, and enhance safety and circulation—particularly around entrances and access points. The project team will refine the design concepts into a single preferred plan. As part of this process, the play equipment layout and features will be further developed, informed by community priorities around inclusivity, imagination, and site connectivity. Staff will present the preferred plan and play equipment features to the Parks and Recreation Commission for review and consideration at the November 6 Regular Meeting.

Exhibit C

Inclusive Design Review

Design Review
Deane's Playground
Mercer Island, WA

The following is a review of the design of the Woodsy Wonders design concepts in design package 2025 12 31. Based on best practices in inclusive playground design this report is set up in the following format (Inclusive Playgrounds Playbook https://hollandbloorview.ca/research-education/bloorview-research-institute/research-centres-labs/epic-lab-inclusive):

1. **Getting There:** It shares how the park design helps visitors "get there" ensuring that they can comfortably get into and around the park.
2. **Playing There:** It describes the types of play experiences, benefits and design considerations for each play element The "play there" elements include the benefit of a wide range of sensory preferences which engage the visual, auditory, and tactile play that can be done alone or with friends and family.
3. **Stay There:** It includes details about the features and amenities in the park that allow visitors to stay and play for long periods of time.

Getting There

There are multiple elements that help families get to the park and enjoy all that it has to offer. These include park/playground information on the park district website, multiple ways to access the park, signage/wayfinding elements, entry points along pathways around the park and finally an orienting feature within the park.

1. **Website:** The park district will be able to use elements of this review to create website content that will help families be able to get to the park including directions to get to the park, parking options, play features and amenities.
2. **Ways to access the park:** Visitors have multiple ways that they can get to this park. These include a variety of trails and walkways from the surrounding neighborhoods with designated crosswalks. There is public transport with stops within walking distance of the park. Finally, visitors can choose to drive to the park. Parking near the playground is part of the park renovation and will add more family and ADA parking options for visitors.
3. **Signage and wayfinding:** Wayfinding and signage elements are provided at key entrance points and junctions within the park to help visitors orient themselves quickly within the park, allowing them to travel from play region to play region or to amenities as needed. This park includes a symbol communication panel that allows visitors who use non-verbal communication methods to communicate with others while they play at the park.
4. **Entry points:** The park has a clearly defined main entry point off the parking lot which helps visitors enter this lush tree-covered park. Secondary entry points are included for those who might be entering the park from the walking trails at other sides of the park. These additional entry points will include signage to help visitors with wayfinding within the park.

Design Review

5. **Pathways:** The main pathway into the park is eight (8) feet in diameter which provides ample room to move into center of the park and provides access to several play areas of the park. This main pathway acts as the spine of the park taking visitors into the heart of the park.

   Secondary pathways are five (5) feet in width allowing for someone using a mobility device to be able to turn around along the pathway should they need to do so. These allow visitor to circle around the park and step away from more active play and engage in a variety of peripheral play experience.

   Tertiary pathways like the 2-5 Discovery trail range from three (3) feet wide on the general pathway up to six (6) wide in areas where play elements are located to ensure traffic flow happens freely around those areas where children might be playing with play elements.

   Areas off the pathways that have interactive play element (panel or music) provide enough space to approach and play at this element without blocking the flow of traffic along the pathway ensuring that play is not interrupted when others move by to other play areas. These secondary play areas really support the wide variety of play that children may seek while visiting the park.

   The slopes of pathways allow for easy roll access for stroller users and mobility device users. Topography is used to access height into play areas while added play value in hillside play and seating options for visitors during play.

   Accessible pathway utilizes easy roll materials while other pathways are more organic in nature providing children with elements of challenge and risk while they move and play within the park.

6. **Orienting Elements:** The boardwalk and main tower provide the main orienting feature in this park. The height of the tower will be visible from all areas of the park, giving visitors an immediate landmark to orient themselves within the park. The boardwalk and the restroom and shelter also act as an orienting element and will be a central location for caregivers to hang out in while their children play all around them.



Design Review

Playing There

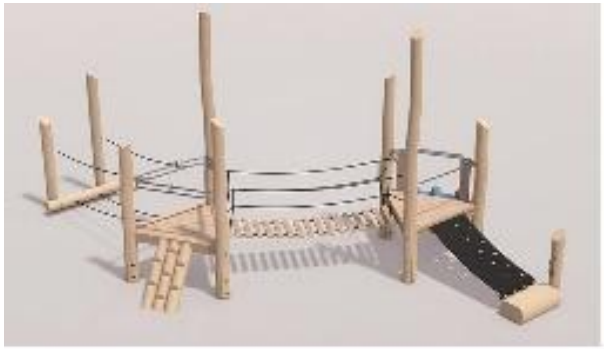
There are multiple elements that help families play at the park. This includes a variety of play structures and standalone elements that are described in detail in the table included in this section of this review. Surfacing within the park and around the play elements is also a very important part of ensuring that all visitors can explore the full range of opportunities provided within the park.

1. **Surfacing:** There is a variety of surfaces within the park from hard, easy roll surfaces for main pathways to natural ground surfaces that allow visitors to explore the nature within the park. Some pathways use topography and a boardwalk to create access into play areas ensuring access to height for those visitors using wheeled devices like stroller, walkers, and wheelchairs. Playground safety surfacing varies from unitary surfacing to engineered wood fiber ensuring that ADA access is available to all visitors. Poured-in-place (PIP) surfacing is being strategically used along key access points and routes to ensure maximum access to inclusive play elements within the park. Changes in surfacing are done as seamlessly as possible to ensure that movement from surface to surface has reduced tripping hazards for visitors and making wheel access easy for all.
2. **Sensory Diverse:** The natural setting of park provides a wide range of natural sensory experiences for visitors including a wonderful opportunity for children to play with nature's loose parts like branches and pinecones. The play elements found in the table below strive to supplement what the natural environment provides. The many textures of these elements from wood to netting to belting provide multiple textures during play as well as possible transfer opportunities for those who can leave their mobility devices behind. The play elements provide a variety of movement and motor planning opportunities for children of a wide age range and ability level allowing children to build skills through play. Children will have the chance to explore sound and music within the park. Finally, there are multiple "time inn" spaces where children can step away from very active play areas to calm their nervous system developing self-regulation skills during play. These spaces allow children to take a breather, reflect, and observe others at play. They can then actively re-enter the more active play experience within the park.
3. **Play Elements:** The following table looks at each play element within the park, highlighting the type of play that the element provides as well as the overall inclusive benefits of those play elements. These are organized based on the design layout of the play elements within the park plan.

Design Review

2-5 Critter Corner			
Play Number	**Play Element**	**Play Type**	**Inclusive Benefit Narrative**
1	**Playful Animal Structures** 	Tactile Visual Auditory Motor Play Pretend Play	Each animal structure provides a fun play space that creates cozy spaces for parent/child and child/child gathering. Some have some simple climbing experiences while others provide more of a "time inn" space for children to take a breather during play.
2	**Balance Leaf** 	Tactile Visual Auditory Motor Play	The Balance Leaf can help children work on their balance skills as they move from one leaf to the next on the playground. They can also be a fun place to sit with a friend and take a breather during play. (Note: the base of these steppers will not be springs but solid per CPSI requirements)
3	**Log Stepper** 	Tactile Visual Auditory Motor Play Pretend Play	The Log Steppers will help children work on their balance and motor planning skills as they step up and down on these logs of different heights. They also can be used as seats if one needs a quick break from play.

Design Review

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
4	**Log Pile 3.2** 	Tactile Visual Auditory Motor Play Pretend Play	This collection of logs builds balance skills in children of all ages as they play and move across the log in different directions and challenge each other to successfully cross the log without falling. Lower logs allow for wheel up and transfer onto a log play opportunity for a child that uses a wheelchair. Netting provides different sensory climbing experiences. Netting could be a possible place to lay a child with more complex medical issues.
5	**Log Tangle 2.2** 	Tactile Visual Auditory Motor Play Pretend Play	The log Tangle builds on the climbing skills that children develop on the Log Pile. It provides multiple ways to climb up to the deck level including a transfer point onto the belting for children who can self-transfer. Children will experience different texture and movement as they move through the tangle helping them build motor planning and muscle strength as they play. The design is simple, allowing children to make the tangle into a structure of their imagination, a boat, a fort or whatever they dream it to be.

Design Review

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
6	**Log Pile 2.1** 	Tactile Visual Auditory Motor Play Pretend Play	This collection of logs builds balance skills in children of all ages as they play and move across the log in different directions and challenge each other to successfully cross the log without falling. Lower logs allow for wheel up and transfer onto a log play opportunity for a child that uses a wheelchair.
7	**Howler** 	Tactile Visual Auditory Motor Play Pretend Play	The Howler provides a fun gathering space that creates cozy spaces for parent/child and child/child gathering. It has a simple climbing experience that will help younger children develop motor planning skills and muscle strength as they play. The animal theme fits with the other animals in this region helping children learn about wildlife while they play This element also provides a "time-inn" opportunity for young children to take a breather while they play.

Design Review

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
8	**Play Table** 	Tactile Visual Auditory Pretend Play	Provides a place for children to engage in pretend play as well as sort the many natural things they find in the park. Table height is set so there will be wheel-in access for those using mobility devices. Unitary surfacing will be used on the side of the table that is wheel-in accessible for maximum access. (Note: the image shows side access for wheelchair users while this design will have roll-in access)

Design Review

2-5 Discovery Path			
Play Number	**Play Element**	**Play Type**	**Inclusive Benefit Narrative**
9	**Playhouses** 	Tactile Visual Auditory Motor Play Pretend Play	The Playhouse is a fun gathering space that creates cozy spaces for parent/child and child/child gathering. In this structure children can explore the world of their imagination. The design is flexible enough that they can pretend to be seated at a restaurant, school, or kitchen table. It is a great "time inn" space where children can take a breather before heading back out to play.
10	**Acorn Seats** 	Tactile Visual Auditory Motor Play Pretend Play	The Acorn Seat provides all with a place to sit and enjoy watching others play on the playground. Placement in the design allows those with wheeled devices (strollers and wheelchairs to sit with their friends).

Design Review

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
11	**Triple Wonder Play Panel** 	Tactile Visual Auditory Motor Play Pretend Play	Each panel provides a fun pretend play experience for parent/child and child/child gathering. The Store Front Panel design allows children to engage in a large variety of pretend play experiences. These panels will be on a unitary surfacing from one side so that wheel-up access is provided for all.
12	**Harmony Flowers** 	Tactile Visual Auditory Motor Play	The Harmony Flowers provides children with a fun musical experience that they can explore alone or with friends. The angled design of the flowers allows for easy roll-up access for those using wheelchairs. Design has natural décor that adds to the woodsy theme.

Design Review

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
13	**Mushroom House** 	Tactile Visual Auditory Motor Play Pretend Play	The Mushroom House is a fun gathering space that creates cozy spaces for parent/child and child/child gathering. In this structure children can explore the world of their imagination and feel like they are part of the natural world. The design is flexible enough that they can pretend to be seated at a restaurant, school, or kitchen table. It is a great "time inn" space where children can take a breather before heading back out to play.

Design Review

Central Play Zone			
Play Number	**Play Element**	**Play Type**	**Inclusive Benefit Narrative**
14	**Log Structure** 	Tactile Visual Auditory Motor Play Pretend Play	The Log Structure provides a wide variety of climbing with challenge and risk for younger children. They can climb on solid surfaces, building motor planning skills and strength. They can move onto the more challenging net climbers that challenge the balance and movement in space. The Log has a variety of different textures the allow sensory play opportunities while children play. In this structure the netting that links the two log pieces on the side will be removed so that those using mobility devices have access into the log. This ensures that call children can explore the world of their imagination and feel like they are part of the natural world. The different areas of the log also create great "time inn" space where children can take a breather before heading back out to play.

Design Review

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
15	**Pinecone** 	Tactile Visual Auditory Motor Play	The Pinecone is a fun gathering space that creates cozy spaces for children to gather. It is a great "time inn" space where children can take a breather before heading back out to play.
16	**Log Bridge** 	Tactile Visual Auditory Motor Play	The Log Bridge allows children to enjoy hours of games involved in crossing this bridge. Children will work on balance skills as they play with their friends.

Design Review

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
17	**Akadinda Marimba** 	Tactile Visual Auditory Motor Play	The Akadinda Marimba provides children with a fun musical experience that they can explore alone or with friends. The angled design of the flowers allows for easy roll-up access for those using wheelchairs. The wood notes provide calming tones that some children might find comforting. Design has natural décor that adds to the woodsy theme.
18	**Cattail Chimes** 	Tactile Visual Auditory Motor Play	The Cattail Chimes provides children with a fun musical experience that they can explore alone or with friends. The angled design of the cattails allows for easy roll-up access for those using wheelchairs. Design has natural décor that adds to the woodsy theme.

Design Review

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
19	**We-Go-Round** 	Tactile Visual Auditory Motor Play	The We-Go-Round™ is a merry-go-round where everyone can spin! It is designed so that children using wheeled mobility devices can wheel right in and enjoy the rotation that comes from a merry-go-round experience. They can contribute to the spinning of We-Go-Round™ by using the center post wheel which allows children to create spin from the inside and outside of this merry-go-round. The design encourages social play by all children as riders and pushers cooperate to make this a fun vestibular experience for every child. Those pushing get to work on motor planning and coordination through the engagement of their proprioceptive receptors in their muscles and joints.

Design Review

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
20	**We-Saw** 	Tactile Visual Auditory Motor Play	The We-Saw provides children with movement up and down in space. Children can find the "just right" movement experience by sitting in the molded seats or on the center platform. Both seating options provide varying degrees of support that can be used as children need or want to engage in movement. The design allows two children or a group of children to join in the We-Saw experience. The seats are large enough to accommodate teens and adults, allowing the experience to become a true group hangout. Regardless of the number who play on the We-Saw they will all get to experience a fun vestibular experience in the presence of friends.
21	**Tent Net Hammock in Hillside** 	Tactile Visual Auditory Motor Play	The Tent Net Hammock is built on to the hillside providing a robust balance play experience with lots of movement. Netting provides good tactile play experience as well as possible transfer points for those who can transfer out of their mobility device.

Design Review

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
22	**Communication Board** 	Tactile Visual Auditory Motor Play	This Communication Board is designed to provide children who use Augmentative and Alternative Communication (AAC) systems with a way to communicate to their friends how they would like to play on the playground. Symbols include activities, playground components, feelings, as well as letters and numbers so that children can quickly share what they would like to do and where they would like to play with their friends. This sign incorporates good color contrast for those with low vision. It may be located at the entry to the playground or at several locations on larger playgrounds to enhance communication during play.
23	**Swings (mix collection of swings** 	Tactile Visual Auditory Motor Play	The vestibular system has opportunities for development through the swings found on the playground. Swing structures often include a variety of swings so that children can find their "just right" swing.

Design Review

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
24	**5-12 Tower** 	Tactile Visual Auditory Motor Play Pretend Play Motor Play	The 5-12 year old tower is the main orienting and play feature within the park. It is linked by the accessible boardwalk and topography to create access for all. Children are challenged to climb in an infinite number of ways as they move up, down and all around this unique tower. A variety of different climbers can be used in the interior to provide access for all to the upper levels. There is a variety of textures in the materials used to make this tower which children can engage in while they play. Stainless steel slide is a benefit for those with static electricity issues that are related to cochlear implants and insulin patch monitoring systems.

Design Review

Forest Surprises			
Play Number	**Play Element**	**Play Type**	**Inclusive Benefit Narrative**
25	**Moku-Yama 4.1** 	Tactile Visual Auditory Motor Play Pretend Play	The Moku-Yama is the ultimate log climbing element within this playgrounds space. It builds on the log stepper climbing skills that children will develop in other areas of the park. This element provides much more challenge for older children, ensuring that they continue to fine tune their climbing skills while they play. The design allows children define what it is as they play, a fort, a mountain or whatever they imagine.
26	**Handpipes** 	Tactile Visual Auditory Motor Play	The Handpipes provides children with a fun musical experience that they can explore alone or with friends. The pipes provide calming tones that many children might find calming. Design has natural décor that adds to the woodsy theme.

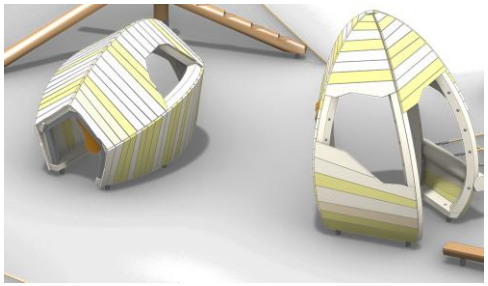
Design Review

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
27	**Mushroom Ensemble** 	Tactile Visual Auditory Motor Play	The Mushroom Ensemble provides children with a fun musical experience that they can explore alone or with friends. The angled design of the mushrooms allows for easy roll-up access for those using wheelchairs. Design has natural décor that adds to the woodsy theme.
28	**Honeycomb Conga** 	Tactile Visual Auditory Motor Play	The Honeycomb Conga provides children with a fun drum experience. Children can explore this drum alone or with friends. The angled design of the drum allows for easy roll-up access for those using wheelchairs. Design has natural décor that adds to the woodsy theme.

Design Review

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
29	**Log Stepping Forms** 	Tactile Visual Auditory Motor Play Pretend Play	The Log Stepping Forms will help children work on their balance and motor planning skills. The visual look and texture bring the wilderness inspired aspect into the playground. Children often use their fingers to explore the different textures of these steppers as they play.
30	**Hollow Log Link** 	Tactile Visual Auditory Motor Play Pretend Play	The Hollow Log Link creates a nice quiet space where children of different ages can hang out during their play experience. It provides a natural looking log element to climb on and into where children can pretend to be in a tree. Children often use their fingers to explore the different textures on the log while they play.

Design Review

Play Number	Play Element	Play Type	Design Considerations
31	**Stone Abacus** 	Tactile Visual Auditory Motor Play	The Stone Abacus is an engaging tactile visual play element that builds motor planning and eye – hand coordination skills while children play. Children find the different textures and weight of the stones fascinating and will spend hours shifting them around while they play with concepts of numbers while they play.
32	**Dragon Eggs** 	Tactile Visual Auditory Motor Play Pretend Play	The Dragon Eggs are fun gathering space that creates cozy spaces for parent/child and child/child gathering. In these structures children can enter the dragon world of Deane's Dragon. They are also great "time inn" spaces where children can take a breather before heading back out to play.

Design Review

Staying There

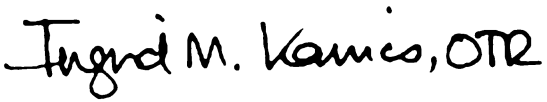
Research shows that the amenities that are provided in the park are key to helping families stay in the park longer (https://issuu.com/studioludoorg/docs/nsopbooklet?fr=sM2I5NzM0OTA4MjQ). Research shows that shade, especially from mature trees, has twice as many users as parks without them. The investment in quality restrooms and shelter with picnic tables will have a long-lasting impact on this park and ensure use by community members. Key elements that allow visitors to stay longer include containment of the park space, shade, and the variety of amenities like shade and restrooms. The park renovation enhances all these elements in the park.

1. **Containment:** Fencing is already integrated into the park design. This ensures that visitors enter the park at the main or secondary entrances. Natural plantings within the park also add a secondary layer of containment, especially along the fence that borders the main road that parallels the park. These plants also add a sound barrier to the noise of street traffic. Fencing will include accessible self-latching gates to control access into and out of the park.
2. **Shade:** This park has beautiful mature trees, and every effort is being made to ensure that these trees are protected during the park renovation process. Trees provide huge sensory play benefits from cooling the air in the play areas, provide filtered light and variety of colors throughout the seasons, provide sounds of wind in the trees and an abundance of natural elements that children will be able to use for loose play throughout the park.
3. **Shelters:** The renovation includes a new overall shelter which will be centralized within the park allowing easy views of all the different play areas of the park. It will include picnic tables that are accessible to all while they take a break from playing in the park.
4. **Seating:** The renovation includes a variety of seating options throughout the park ensuring that those who need to take a bit of a rest during play have a place to do this. Seating options also provide the opportunity to just sit and enjoy the majesty of the large trees in this park.
5. **Restrooms:** The renovation includes new restroom centrally located by the shelter. These will include universal change stations that can be used by visitors of all abilities for their restroom needs.

Conclusion

Overall, the renovations of Deane's Children Park Playground will provide many opportunities for play for any child regardless of their medical diagnosis. Children will find their "just right" fit on this playground as it is designed to support their physical, sensory and cognitive needs while it provides them with a world of fun to acquire new skills in all these areas. It provides them with great space to work on their socialization and self-esteem as they walk, run, roll, slide, climb, swing and spin together at the inclusive Deane's Children Park Playground!

Respectfully Submitted,



Ingrid M. Kanics, OTR/L, FAOTA
Kanics Inclusive Design Services, LLC

Exhibit D

Site Plan Grading Diagram

LEGEND

- XX — EXIST CONTOUR, FOR REFERENCE
- XX.X ± (EX) — APPROX EXIST GRADE, FOR REFERENCE
- XX.X ± (EX) — APPROX EXIST GRADE TO BE MAINTAINED
- XX.X ± — APPROX FINISHED GRADE
- X.X% ± — APPROX SLOPE
- FLAT LANDING ZONE (<2% IN ALL DIRECTIONS)
- PROPOSED WATER SERVICE
- PROPOSED SEWER SERVICE

ISLAND CREST WAY

PROPERTY LINE (TYP)

PARK ACCESS ROAD

333.4 ± (EX)

334.8 ± (EX)

EXISTING PATH EXCEEDS REQUIRED SLOPES. ACCESSIBILITY REQUIREMENTS AND FEASIBILITY TO BE EVALUATED/CONFIRMED.

334.2 ± (EX)

334.5 ± (EX)

333.7 ± (EX)

APPROXIMATE LIMITS OF PATH GRADING TO FEATHER INTO EXISTING (TYP)

329.6 ± (EX)

330.5 ± (EX)

331.1 ± (EX)

331.8 ± (EX)

GRADE TRANSITION TO BE COORDINATED WITH PROJECT TEAM

330.7 ± (EX)

331.0 ± (EX)

330.9 ±

330.1 ± (EX)

BOARDWALK, ELEVATED ABOVE GRADE

328.7 ± (EX)

329.3 ±

328.7 ± (EX)

330.5 ± (EX)

329.2 ±

329.0 ± (EX)

328.5 ± (EX)

329.1 ±

332.0 ±

332.7 ±

331.4 ± (EX)

331.3 ± (EX)

333.3 ±

332.2 ± (EX)

PROP SHELTER, BY OTHERS

STEPS AND/OR PLAY FEATURE ANTICIPATED FOR GRADE TRANSITION

334.2 ± (EX)

335.5 ±

335.5 ± (EX)

335.8 ± (EX)

PROP RESTROOM, BY OTHERS

334.1 ± (EX)

333.9 ± (EX)

334.2 ± (EX)

332.5 ± (EX)

332.7 ±

334.8 ± (EX)

333.9 ± (EX)

334.8 ±

332.8 ±

332.3 ± (EX)

333.3 ± (EX)

PATH RUNNING SLOPES <5% AND CROSS SLOPES WILL BE <2% (TYP)

334.9 ±

334.2 ± (EX)

PLAYGROUND AREA GRADED AS PLAZA WITH <2% SLOPE IN ALL DIRECTIONS (TYP)

335.2 ± (EX)

335.5 ± (EX)

335.5 ±

335.34 ± (EX)

18' MIN

EXTENTS OF PARKING LOT IMPROVEMENTS WILL BE COORDINATED WITH THE PROJECT TEAM. WE ANTICIPATE PRESERVING EXISTING ASPHALT TO THE MAXIMUM EXTENT FEASIBLE. PROPOSED LAYOUT INCLUDES (4) ADA STALLS, (6) STANDARD STALLS, AND (7) COMPACT STALLS

ADA PARKING STALLS GRADED AT 2% MAXIMUM IN ALL DIRECTIONS

335.13 ± (EX)

334.00 ± (EX)

331.4 ± (EX)

333.0 ± (EX)

334.6 ± (EX)

333.0 ± (EX)

ARE THESE FLUSH TOILETS/YES

0 10' 20' 40'

1 inch = 20 feet

DEANE'S CHILDREN'S PARK

SITE PLAN AND GRADING

INITIALS: SJB

PRELIMINARY
1/22/2026

kpff

Jan 22, 2026 – 4:28pm SamB Z:\2300001–2309999\2300232 Mercer Island Parks\Engineer\1 Exhibits\DCP Grading\DCP–Grading Exhibit.dwg

Exhibit E

Utility As-Builts

CITY OF MERCER ISLAND

SIDE SEWER AS BUILT

PERMIT NO. 0702-124

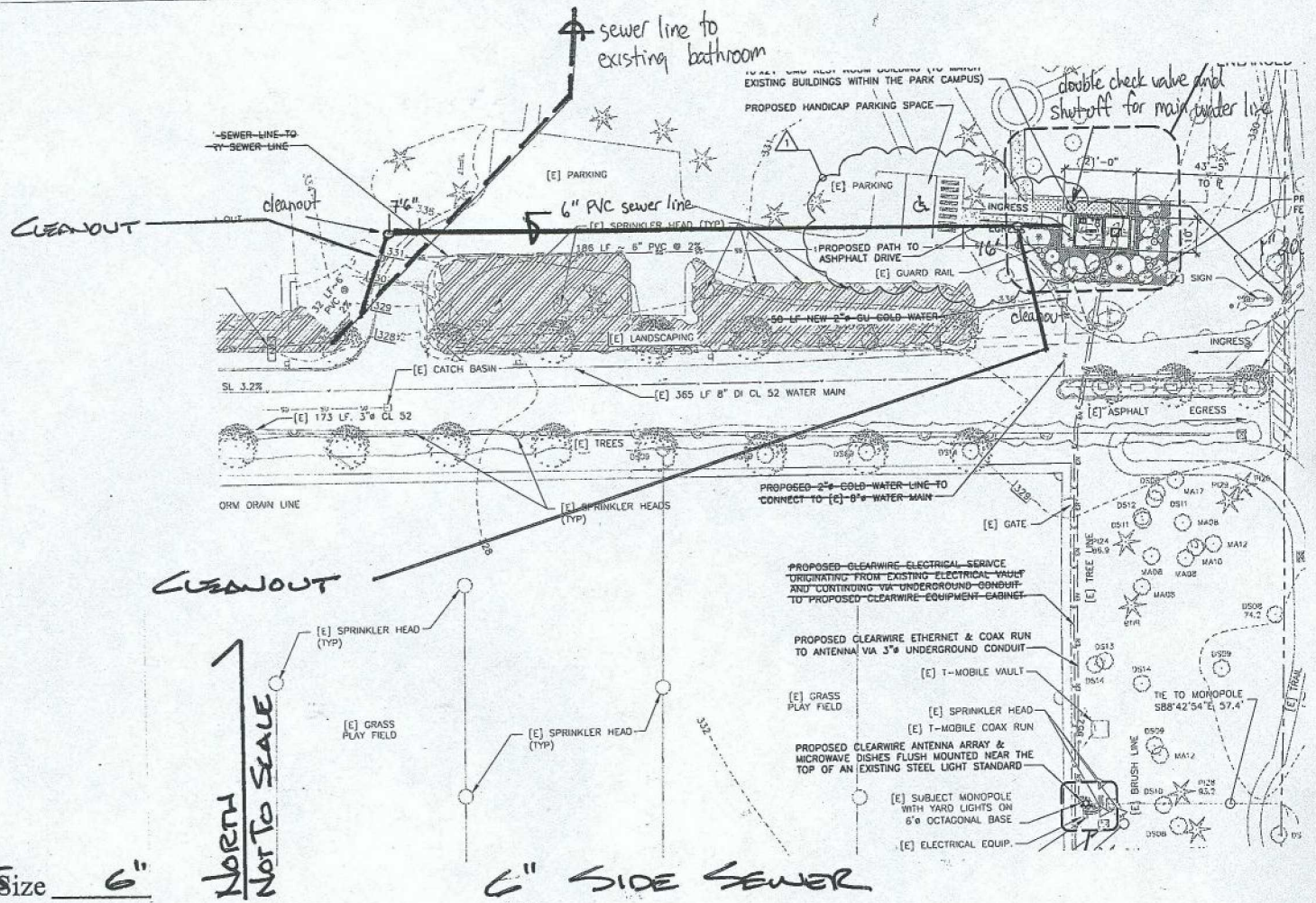
☒ New ☐ Repair ☐ Reconnect

MAIN PERMIT NO. 0612-127

SKETCH **NTS** ☐

Owner CITY OF MERCER ISLAND Address 5650 ISLAND CREST Contractor _____

Date Permit Issued 3/28/2007 Date Job Completed and Accepted 8/7/2007 By PIONEER ☐ Copy Maintenance



1. Type of pipe PVC 3034 SDR 35 Size 6"
2. New manhole No. nearest downstream manhole _____
3. Old manhole No. nearest downstream manhole _____
4. Map No. 94 Number of dwelling units _____

W1016

04/2006

CITY OF MERCER ISLAND
9611 SE 36th Street, Mercer Island, Washington 98040-3732
❖ PHONE (206) 236-5300 ❖ FAX (206) 236-3645 ❖ TDD (206) 232-9598
www.mercergov.org

Water As-Built / Field Survey

Type of As-Built (check one): ☒ New Water Service ☐ Service Line Repair ☐ Main Line Repair

Homeowner's Name: City of Mercer Island Date: 8/7/2007 Work Order: _____

Address: 5650 Island Crest Wy Map Page: G-4 Permit: _____

Contractor's Name: _____

Pavement Type: _____ Area Cut: _____

Main Size: 8" Type: AC: ____ DI: X CI: ____ PVC: ____ STL: ____

Depth of Line: UNK Service Line Size: _____ Service Line Material: _____

Main Line Location: UNK

Main Line Condition: UNK

Supply Line Size: 1" Supply Line Material: Poly, 200 psi

Meter Location: Gravel Walkway North of Driveway Entrance

Old Meter Number: _____ Size: _____ Make: _____

New Meter Number: _____ Size: 1" Make: _____

MXU: _____ REG: _____

Comment: 1" Meter & 1" Supply / 1" Service Lines

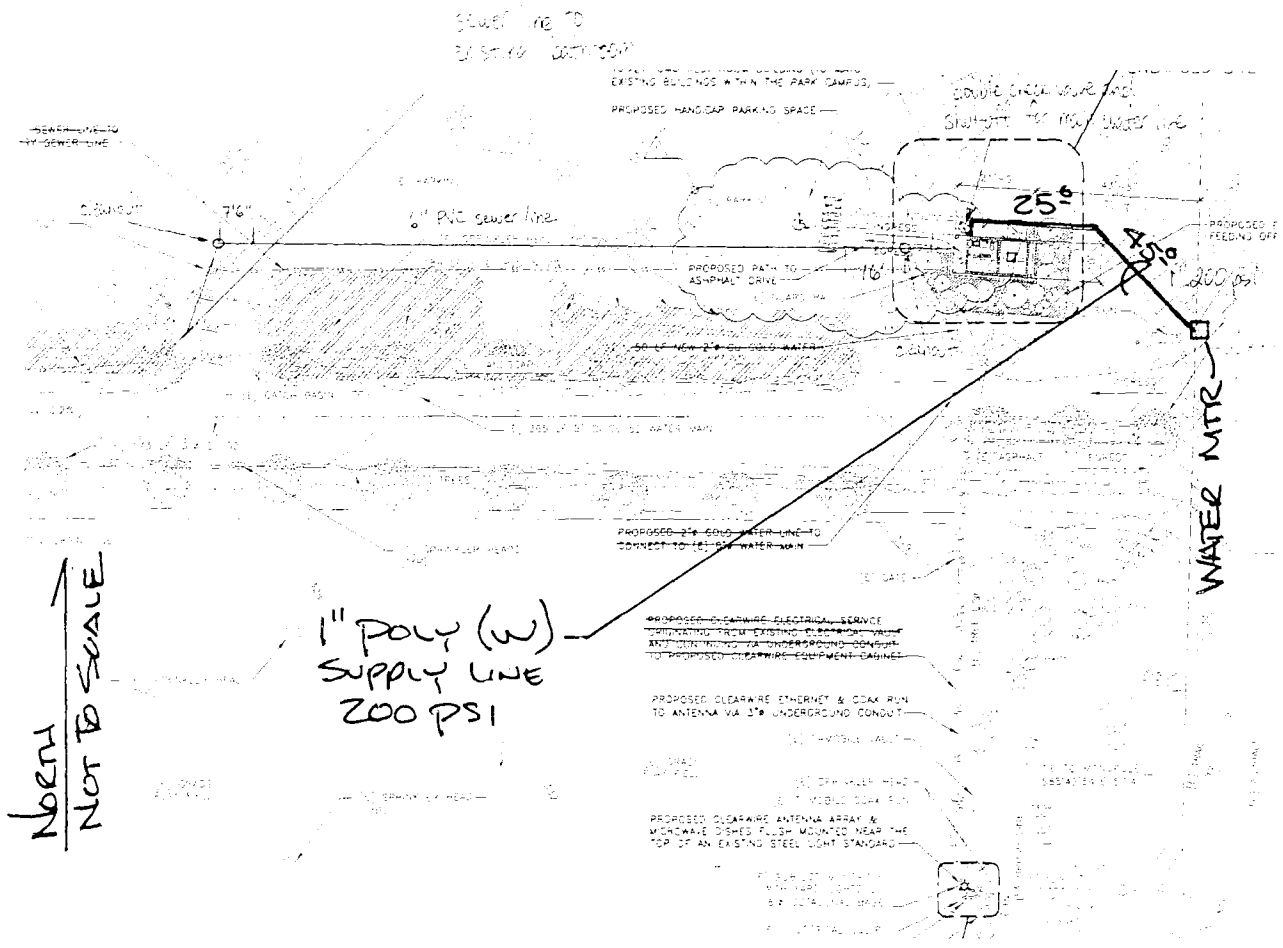
(Turn Page Over for Map)

Please Return Form to GIS: Mike Onzay or Leah Demetillo in DSG.

Definitions: Service Line = Main to Meter Supply Line = Meter to House

W1023

Sketch Map Below:



Note: When drawing meter locations or other <u>NEW</u> utility features, if possible, please measure off two existing features (example: hydrant, valve, manhole, catch basin, utility pole, etc.) so we can update GIS as accurately as possible. Thank you!

Exhibit F

Site Drainage and Utilities Diagram

ISLAND CREST WAY

EXISTING STORM MAIN, DISCHARGE LOCATION FOR PORTIONS OF THE SITE. REFER TO BASIN MAP FOR CONTRIBUTING AREA

PROPERTY LINE (TYP)

PARK ACCESS ROAD

333.4 ± (EX)
334.8 ± (EX)
334.2 ± (EX)
334.5 ± (EX)
333.7 ± (EX)
329.6 ± (EX)
328.7 ± (EX)
330.5 ± (EX)
328.7 ± (EX)
329.0 ± (EX)
328.5 ± (EX)
331.8 ± (EX)
330.5 ± (EX)
331.1 ± (EX)
330.7 ± (EX)
330.1 ± (EX)
331.4 ± (EX)
331.3 ± (EX)
331.0 ± (EX)
332.5 ± (EX)
332.3 ± (EX)
332.3 ± (EX)
333.9 ± (EX)
334.2 ± (EX)
333.0 ± (EX)
334.6 ± (EX)
334.8 ± (EX)
333.9 ± (EX)
333.3 ± (EX)
334.2 ± (EX)
333.36 ± (EX)
335.13 ± (EX)
335.2 ± (EX)
335.5 ± (EX)
335.8 ± (EX)
334.00 ± (EX)
335.34 ± (EX)
334.2 ± (EX)
334.1 ± (EX)

POTENTIAL AREA FOR BIORETENTION OR OTHER STORWMATER BMPS

POTENTIAL AREA FOR BIORETENTION OR OTHER STORWMATER BMPS

POTENTIAL AREA FOR BIORETENTION OR OTHER STORWMATER BMPS

PROP SHELTER, BY OTHERS

W SIZE PER PLUMBING, ASSUMED 2"

SS SIZE PER PLUMBING, ASSUMED 6"

PROP RESTROOM, BY OTHERS UTILITY POCS TO BE COORDINATED WITH PLUMBING

WATER METER PER COMI STD DETAIL W-14B.

CONNECT TO EXISTING 8" WATER MAIN

CONNECT TO EXISTING 6" SEWER SHOWN IN AS-BUILT DOCUMENTS FROM 2007. ADDITIONAL SURVEY WILL BE REQUIRED TO VERIFY SIZE, DEPTH, AND LOCATION OF EXISTING SEWER.

NEW MANHOLE MAY BE REQUIRED FOR CONNECITON TO SEWER

WATER AND SEWER SERVICES TO RESTROOM TO BE INSTALLED WITH TRENCHING. BORING MAY BE REQUIRED AT KEY LOCATIONS NEAR TREE ROOTS.

10' MIN

EXISTING RAVINE, DISCHARGE LOCATION FOR MAJORITY OF SITE. REFER TO BASIN MAP FOR CONTRIBUTING AREA.

EXISTING ELECTRICAL SERVICE TO PARK. MORE INFORMATION FROM PSE WILL BE REQUIRED TO DETERMINE FEASIBILITY FOR CONNECTING ELECTRICAL SERVICE TO RESTROOM.

EXISTING CATCH BASIN, DISCHARGE LOCATION FOR PORTIONS OF THE SITE. REFER TO BASIN MAP FOR CONTRIBUTING AREA. ADDITIONAL SURVEY WILL BE REQUIRED TODETERMINE DOWNSTREAM SYSTEM.

LEGEND

- XX — EXIST CONTOUR, FOR REFERENCE
- XX.X ± (EX) — APPROX EXIST GRADE, FOR REFERENCE
- XX.X ± (EX) — APPROX EXIST GRADE TO BE MAINTAINED
- POTENTIAL STORMWATER MANAGEMENT FACILITY
- W — PROPOSED WATER SERVICE
- SS — PROPOSED SEWER SERVICE

STORMWATER NOTES

THIS PROJECT IS REQUIRED TO FOLLOW STORMWATER REQUIREMENTS PER THE 2014 STORMWATER MANAGEMENT MANUAL OF WESTERN WASHINGTON (SWMMWW) AND CITY OF MERCER ISLAND DRAINAGE REQUIREMENTS.

THIS PROJECT PROPOSES 2,500 SQUARE FEET OF POLLUTION GENERATING IMPERVIOUS AREA (PGIS) AND 25,400 SQUARE FEET OF NON-POLLUTION GENERATING IMPERVIOUS AREA (NPGIS). WE ASSUME THAT THE PLAYGROUND SURFACING WILL BE CLASSIFIED AS NPGIS. THIS ASSUMPTION WILL BE CONFIRMED WITH THE CITY OF MERCER ISLAND.

THE PROJECT PROPOSS LESS THAN 5,000 SQUARE FEET OF PGIS AND IS NOT REQUIRED TO PROVIDE WATER QUALITY TREATMENT. IF ADDITIONAL PARKING LOT AREA IS REPLACED AND THIS 5,000 SQUARE FOOT THRESHOLD IS EXCEEDED, WATER QUALITY TREATMENT WILL BE REQUIRED.

THE PROJECT WILL BE REQUIRED TO PROVIDE ON-SITE STORMWATER MANAGEMENT FOR ALL IMPERVIOUS AREAS. ONCE A GEOTECHNICAL REPORT IS PROVIDED, INCLUDING INFILTRATION RATES AND GROUNDWATER LEVELS, THE FEASIBILITY OF INFILTRATION WILL BE EVALUATED. IF INFILTRATION IS NOT FEASIBLE ON THE SITE, WE ANTICIPATE THAT DISPERSION AND BIORETENTION WILL BE USED TO MITIGATE SITE RUNOFF.

THE MAJORITY OF THE SITE DRAINS TO AN EXISTING RAVINE WITHIN THE PARK. PER CITY GIS, THIS RAVINE DRAINS VIA A NATURAL WATERCOURSE TO LAKE WASHINGTON. THE PROJECT WILL INVESTIGATE USING FULL DISPERSION TO MEET THE FLOW CONTROL AND OSM REQUIREMENTS FOR THIS BASIN. FULL DISPERSION, IF ALLOWED, WOULD REQUIRE A DISPERSION AREA TO BE PLACED IN A SEPARATE TRACT OR PROTECTED THROUGH RECORDED EASEMENTS. IF FULL DISPERSION IS NOT FEASIBLE, AN ABOVE OR BELOW GRADE STORMWATER FLOW CONTROL FACILITY BE REQUIRED.

THE REMAINDER OF THE SITE DRAINS TO THE PUBLIC SYSTEM. COORDINATION WITH THE CITY OF MERCER ISLAND IS REQUIRED TO DETERMINE THE FLOW CONTROL REQUIREMENTS FOR THIS PORTION OF THE SITE, BUT WE ANTICIPATE THAT A FLOW CONTROL FACILITY WILL BE REQUIRED.

REFER TO THE ATTACHED BASIN MAP FOR THE SITE AREAS DRAINING TO EACH SYSTEM. BASINS ARE BASED OFF OF EXISTING GRADES. PROPOSED IMPROVEMENTS WILL MIMIC EXISTING DRAINAGE PATTERNS TO THE MAXIMUM EXTENT FEASIBLE.

THE PROJECT WILL PROPOSE UNDERDRAINS, PIPING, CATCH BASINS, TRENCH DRAINS, AND OTHER DRAINAGE ELEMENTS TO CONVEY STORMWATER FLOW TO THE DOWNSTREAM SYSTEMS.

0 10' 20' 40'
1 inch = 20 feet

DEANE'S CHILDREN'S PARK

DRAINAGE AND UTILITIES
INITIALS: SJB

PRELIMINARY
1/22/2026

kpff

Z:\2300001--2309999\2300232 Mercer Island Parks\Engineer\1 Exhibits\DCP Grading\DCP--Grading Exhibit.dwg
Jan 22, 2026 - 4:28pm SamB

Exhibit G

Basin Map

ISLAND CREST WAY

DOWNSTREAM COLLECTION POINT (ISLAND CREST WAY)

LIMITS OF WORK (TYP)

ISLAND CREST WAY BASIN

RAVINE BASIN B

EXISTING LOW POINT, OVERFLOWS WEST TO RAVINE

RAVINE BASIN A

EXISTING RAVINE

PARK ACCESS ROAD

SUB BASIN BOUNDARY (TYP)

PARK ACCESS ROAD BASIN

DOWNSTREAM COLLECTION POINT (PARK ACCESS ROAD)

333.4 ± (EX)
334.8 ± (EX)
334.2 ± (EX)
334.5 ± (EX)
333.7 ± (EX)
329.6 ± (EX)
331.3 ± (EX)
330.7 ± (EX)
331.0 ± (EX)
330.1 ± (EX)
331.4 ± (EX)
330.5 ± (EX)
329.0 ± (EX)
328.5 ± (EX)
331.3 ± (EX)
334.2 ± (EX)
334.1 ± (EX)
333.7 ± (EX)
332.8 ± (EX)
334.6 ± (EX)
332.3 ± (EX)
333.3 ± (EX)
334.2 ± (EX)
335.2 ± (EX)
335.5 ± (EX)
335.5 ± (EX)
335.8 ± (EX)

LEGEND

- XX — EXIST CONTOUR, FOR REFERENCE
- XX.X ± (EX) — APPROX EXIST GRADE, FOR REFERENCE
- XX.X ± (EX) — APPROX EXIST GRADE TO BE MAINTAINED
- RAVINE BASIN A - 890 SF
- RAVINE BASIN B - 55,000 SF
- ISLAND CREST WAY BASIN - 3,900 SF
- PARK ACCESS ROAD BASIN - 2,500 SF

DRAINAGE BASINS ARE BASED OFF OF EXISTING GRADES. PROPOSED IMPROVEMENTS ARE SHOWN FOR REFERENCE ONLY. PROJECT WILL MIMIC EXISTING DRAINAGE PATTERNS TO THE MAXIMUM EXTENT FEASIBLE.

N

0 10' 20' 40'
1 inch = 20 feet

DEANE'S CHILDREN'S PARK

BASIN MAP
INITIALS: TJB

PRELIMINARY
1/22/2026

kpff

Jan 22, 2026 – 1:47pm SamB Z:\2300001-2309999\2300232 Mercer Island Parks\Engineer\1 Exhibits\DCP Grading\DCP-Basins.dwg

Exhibit H

Non-Project SEPA Checklist

Exhibit I

Agenda Bills

Exhibit J

Resolution Adopting the Deane's Children's Park Site Plan