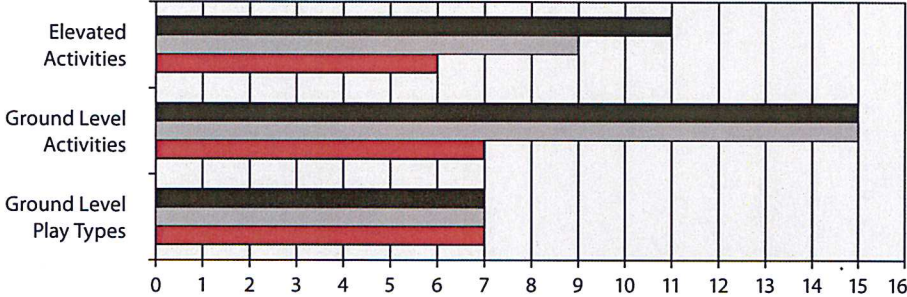


ADA Evaluation

With the introduction of the Americans with Disabilities Act (ADA) in 1990 and the subsequent adoption of guidelines specific to play areas, accessibility has become an important issue to everyone. Below are two charts evaluating the play areas for your proposed playground. These play areas meet current ADA requirements.

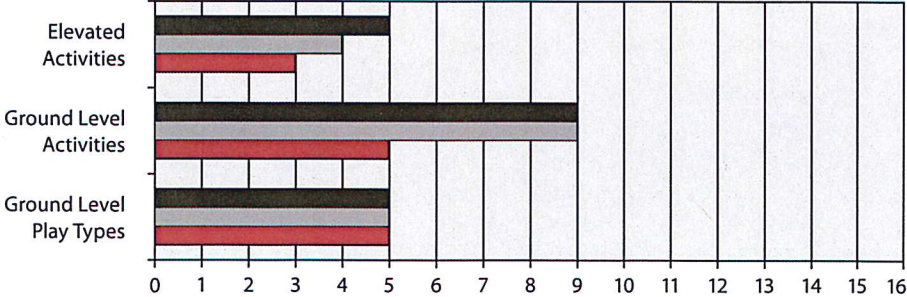
* This evaluation assumes that proper resilient surfacing within the play site and an accessible route of travel to the play areas and equipment are a part of this proposal package. Also, that no other play equipment is present in the site.

Play Area for 2-5 Year Olds



	Elevated Activities	Ground Level Activities	Ground Level Play Types
Quantity Present in Site	11	15	7
Quantity on Accessible Route	9	15	7
Quantity Required to be Accessible	6	7	7

Play Area for 5-12 Year Olds



	Elevated Activities	Ground Level Activities	Ground Level Play Types
Quantity Present in Site	5	9	5
Quantity on Accessible Route	4	9	5
Quantity Required to be Accessible	3	5	5



Play Value Analysis

At KOMPAN, we feel that it is important to look at the total play environment and not just the equipment. That's why we have created an individual evaluation to share our knowledge with you. Below is an explanation of your play area and the benefits of the play equipment it contains. For safer, age appropriate play, it is recommended that play areas for younger age groups be separated from older age groups.

Play Area for 2–5 Year Old Children

There is a wide range of abilities among children between the ages of 2 and 5. Through play, young children are actually working hard to develop important gross motor and fine motor skills. They also cultivate balancing skills and spatial perception: the ability to know how their bodies occupy space. And though they play independently — separately for the most part through parallel play — they are beginning to touch on important social skills.

Young children enjoy playing in bright and colorful environments. These settings stimulate their imaginations, encouraging them to explore, pretend, and be active. Children in the 2–5 age range like to playact: practicing their social skills by emulating everyday life, as when playing house, or exploring their self-potential by becoming “rescue heroes”. Theme play is very important to help nurture these abilities and behaviors. There is also something very special to small children about having play furniture and playhouses just their size. It lets them know these things are just for them, and that they are welcomed.

SWING SET WITH BELT, INFANT, AND ACCESSIBLE SEATS

Most children, younger and older, like to swing – but some children need a little more support than others. This swing set features belt, infant and accessible seats, allowing all children to experience the thrill of swinging.

Not only does swinging stimulate the vestibular nerves, but the action of swinging is also great physical gross motor exercise and has positive emotional benefits. Paradoxically, swinging can be both exciting and relaxing. When two children are seated, they can engage in swinging competitions or sway back and forth alone. Thus, swinging is a beneficial and efficient combination of individual and social play activity.

MOMENTS

MOMENTS products invite a child's playful embrace. The use of strong colors in rounded, friendly shapes attracts children, forming a language of simplicity that kids understand and that will complement any environment. The MOMENTS collection combines traditional play activities like sliding, swinging, and climbing with clear themes that encourage role-play and foster important skills. Trains, cars, ships, and houses spark the imagination and create opportunities for shared and individual play that aids cognitive and social development. Our wide range of play structures, spring riders, seesaws, and sand and water play products provides something for everyone.

M186P GARDEN SEESAW

Flowers, bees, and butterflies are a warm and welcoming invitation for a ride around the garden. Safely seated at both ends of the Garden Seesaw, many children can

Play Value Analysis

enjoy the fun. With a way to secure both hands and feet, even the youngest will have a great ride. Because kids are seated opposite one another, the Garden Seesaw facilitates eye contact, making it a great piece for initiating play between children.

ELEMENTS ELEMENTS is designed with the insight of KOMPAN's 30+ years of experience in early childhood development. Built right in are features focusing on play through the eyes of the 2–5 year old child. Friendly rounded curves and flowing bends around corners and platforms produce a sense of curiosity and wonderment for small children who enjoy games of hide-and-seek and peek-a-boo. Enclosed spaces and cozy corners make great "secret spots" that all young children enjoy, since these places correspond to a small child's size.

We also make efficient use of our colorful panel enclosures, creating finger mazes, play patterns, and different textures to increase tactile stimulation and play through experimentation. Small view holes are playfully placed here and there in the ELEMENTS panels, letting kids peep at each other and parents or check out the playground surroundings.

ELE400024 SPINNER BOWL

The Spinner Bowl is a load of fun for all ages! Originally designed for the purpose of experimental sand play, children would learn about centrifugal force and gravity as sand spilled out of holes when the bowl was spun. But during our studies of how children used this event, we found they also greatly enjoyed climbing inside for a spin of their own. To support kids' very apparent drive to use the Spinner Bowl in this manner, it has been engineered to accommodate the desires of their hearts: a thrilling ride that also provides the physical benefits of vestibular stimulation and excellent balance training. The best user age is 4–12, but the Spinner Bowl can be enjoyed by all.

ELET25022 CUSTOM ELEMENTS

This is a large play structure designed for multiple physical play opportunities, such as sliding and climbing. The double slide presents an opportunity for less physically able children to ride down with an adult. The rock climb, boarding net, and Curly Climber provide a variety of ways to enter or exit the play structure. Furthermore, ramps make it possible to get all the way to the top for children who are in wheelchairs or walking with crutches. You can explore an array of manipulative play pieces as you move along. Ground level play options involve play switchers, counters, a gearshift, a sand wheel, and a hammock for rest or gentle movement.

Play Area for 5–12 Year Old Children

Studies show that children of this age group are quite sophisticated nowadays. Exposure to television, video games, computers, and the Internet has greatly increased this generation's technological savvy. What was stimulating to 5–12 year olds twenty years ago is now uninteresting without the bells and whistles of current technology, and therefore, not worth their time.

This conclusion also applies to the playground equipment offered to the 5–12

Play Value Analysis

age range. Especially for the older end of this age group (say, 9–12 years old), kids are concerned about their image. Schools and parks invest a great deal of resources towards the end of playground equipment, but it does no good to offer it if the kids it was meant for won't play on it because it looks too childish.

But now more than ever — because of the aforementioned indoor distractions, along with the pressures of school and structured extracurricular activities — kids need to get outside, get some physical exercise, and just have fun.

EDGE Kids will always seek the edge. KOMPAN's EDGE play structures ensure they'll have a great time when they find it. EDGE brings kids to the edge of play by challenging their skills while making the most of your playground. Combining PLAY360° Design, soaring towers, and PlayActive™ features, EDGE elevates play to a whole new level.

We all know kids will play how they choose. Traditional playground design doesn't always allow for challenging choices. When we designed EDGE, we didn't design around the way kids play — we embraced it. PLAY360° Design gives everything on a structure a play purpose. Because of this, kids can climb up, over, and around the entire structure without ever touching the ground. Our structures let kids push their play to the edge safely, by making every surface a play event.

EDGE also offers a vertical challenge. No one can deny the attraction of a mountain, whether it's called K2, Rainier, or McKinley. For kids, a high platform with a variety of routes — each offering a different level of complexity — represents a mountain with many different faces. Easier climbing routes can be found around the base of a structure, more difficult ones in the middle, and the most challenging at the top. By placing various PlayActive™ features at different levels, PLAY360° Design creates appropriate challenges at appropriate heights. Our diverse play events let kids build their skills gradually as they master more challenging routes.

FLET24551+COR8863 EDGE/COROCORD COMBINATION

The FLET24551 offers lots of upper-body training and places to hang out. The core of the structure appeals to children's basic need to be together with friends, and allows them to have a private chat while still watching their peers play on other activities. This structure's optimal play choices have been designed for both solo and group play.

This custom meeting point allows all children to find enjoyable and challenging play options. The accessible stairway complies with the guidelines of the Americans with Disabilities Act, providing access to elevated activities. Moreover, the stairway is not merely accessible from the interior. The outside of the staircase is also climbable, adding play value to an otherwise merely practical element. The FLET24551 supports traditional playground games such as "Don't touch the ground" by ensuring that all activities are interconnected.

It offers an exciting modular slide from the 2.4-meter platform at the top of the tower. Varied climbing opportunities include a Climbing Wall, Jacob's Ladder, Bouldering Stair Climber, and two Traverse Bars. Climbing cleats and post han-

Play Value Analysis

dles support interaction between all these activities and the tower, making the structure playable from all directions. This allows lots of children to play at the same time, yet still have a break from the action when necessary. In fact, the shelter under the roof makes it possible to have action and retraction in the same structure. The Glacier's range of play activities helps kids to fine-tune their cross-body coordination and spatial skills, as well as offering a rare opportunity to use their muscles.

Linking the FLET24551 to the COR8863 Explorer Dome is a unique Corocord rope bridge that offers both horizontal and vertical net climbing opportunities to cross to the other side. Once children cross this challenging bridge they are able to access a massive three-dimensional climbing experience in the Explorer Dome.

The Explorer Dome is a play sculpture designed to appeal to children's imagination when climbing. This freestyle climbing structure has non-prescribed climbing routes. Kids will find layers of play and three-dimensional climbing options. Ropes, ladders, and nets encourage kids to stretch, jump, sway, balance, hang, bend, twist — there is no limit to the variety of movements this sculpture inspires among young acrobats and action heroes.

The Explorer Dome is also a framework for group games. Face-to-face encounters build friendships and negotiate self-directed games such as tag, "Don't touch the ground," and "Follow the leader" — all with elements of self-invented rules. The ropes, nets, and ladders offer appealing natural colors, interesting tactile experiences, and dynamic bodily feedback, as well as being fun spaces for hanging out.

GALAXY For 5–12 year old children, the playground has to look thrilling, but be planned with their safety in mind. Older kids have a great appreciation for playground equipment that includes a wide variety of activities which aren't easily mastered, and which utilizes the contemporary architecture they identify with. Through extensive research of how today's older kids play, KOMPAN has developed GALAXY — a line of equipment designed to challenge 5–12 year olds with its techno-sculptural look and complex activities. GALAXY presents an innovative departure from the traditional post-and-platform architecture offered by most other composite play structures. Since there are no decks to access, all of the activities associated with GALAXY are approached directly from the play surface. This creates a truly inclusive play experience for children of all abilities.

**GXY8014 SPICA 1, GXY8015 SPICA 2,
GXY8016 SPICA 3**

The Spica is a uniquely designed piece of rotating play equipment. A lot of experimentation is needed to master the Spica and control its speed. First, a child steps onto the triangular plate and pushes off with their foot. Then they discover that as they use their arms to pull their body toward the support handle, they spin faster! As they move their center of gravity away from the handle, they slow down. The Spica is one of our most popular play events. It does not take up a lot of space, and more than one child may play on it simultaneously.

Play Value Analysis

GXY916 SUPERNOVA The Supernova works as a product for individual, competitive or cooperative play by harnessing the effects of gravity with our unique slanted ring configuration. When one child engages the Supernova, the product reacts to their movements and multiple games can occur, such as attempting to reach the top while the ring rotates to send you back to the bottom. Each additional child causes a change in the dynamics of the product such that children can operate the rotational speed and direction by moving relative to each other; the more children, the more fun. The combination of social interaction and movement makes the Supernova the biggest attraction on the playground.

Elephant Play Double Swing:

This structure is a unit of pure movement. Not only does swinging stimulate the vestibular nerves, but the action of swinging is also great physical gross motor exercise and has positive emotional benefits. This is called proprioceptive input; the unconscious perception of movement and spatial orientation arising from stimuli within the body itself.

Swinging is a favorite activity for people young and old. Paradoxically, swinging can be both exciting and relaxing. One, two or even more children can enjoy this type swing together safely. This uniquely designed social experience creates a space for children of all ages and abilities to play together. This swing is a beneficial and efficient combination of individual and social play activity.

Elephant Play Rotating Net with Deck:

A reinvention of a traditional merry-go-round, the Rotating Net with Deck is a structure that creates a social climbing experience with vestibular play. Spinning and turning helps develop the vestibular system, which plays a major role in everything we do including looking, listening, and the development of language skills and motor development.

Implementing a deck on this structure gives the children a platform to initiate climbing or sit while spinning. This space provides children of all ages and abilities to play side by side thus, giving the children an "all inclusive" play opportunity.

Goric Rodeo:

An updated version of the traditional seesaw, this piece is not aesthetically beautiful but makes room for adults to sit comfortably with a child or two children to sit together creating an interactive social experience for adults and children alike or with different abilities. The rocking movement provides proprioceptive input environment and requires a "team" approach to master the movement.

Goric Integration Carousel:

The Integration Carousel is the most integral components in the playground industry particularly in regard to providing an inclusive play experience for special needs. Uniquely this carousel is accessible from the ground level. Children with special needs can enjoy the feeling of speed and rotation and share this with other children. Children in wheelchairs can independently drive the carousel by turning a center wheel. This movement is a "cause and effect" discipline for children of all abilities. When the safety bar is open a brake is set for safety and bench like seating on the carousel sets an environment for interactive play which supports social and emotional development.