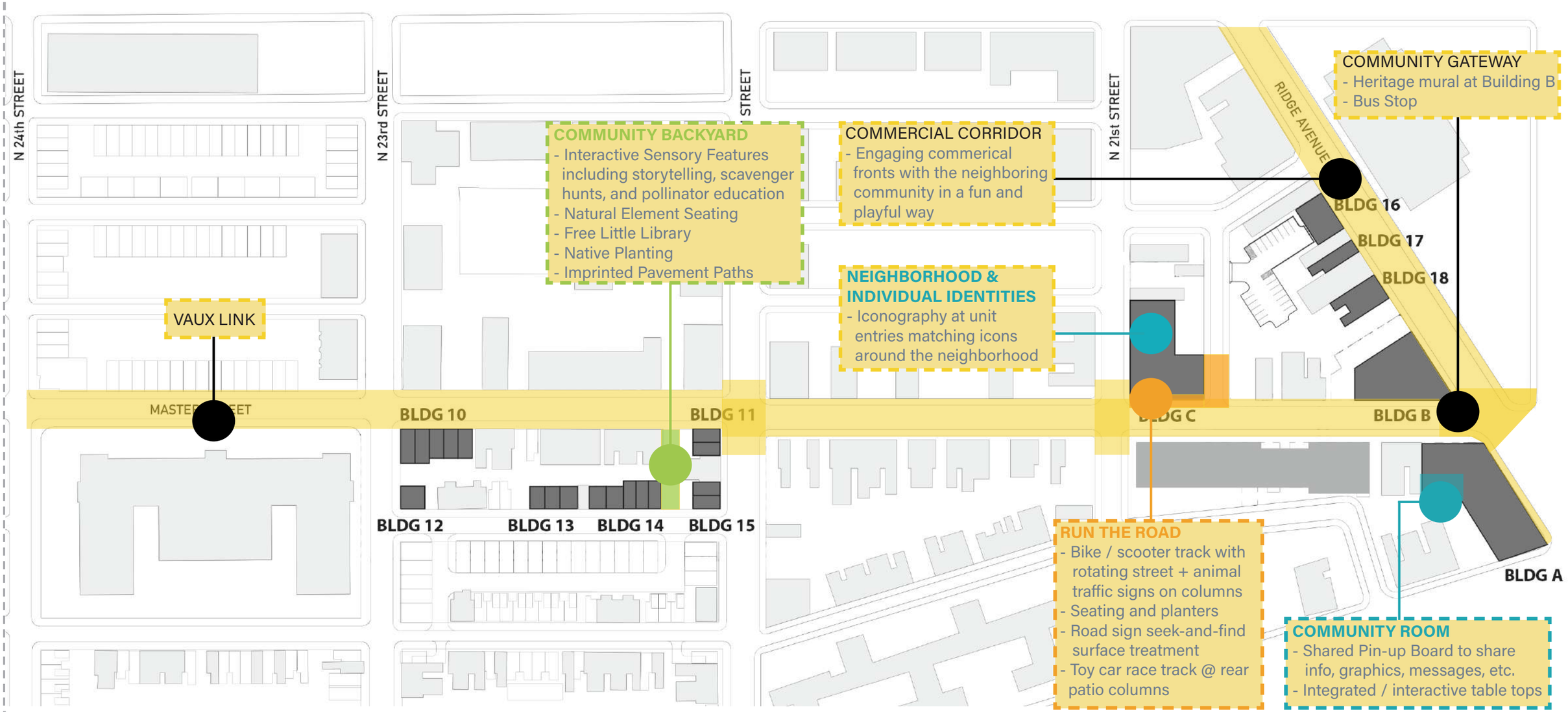
# SHARSWOOD NEIGHBORHOOD

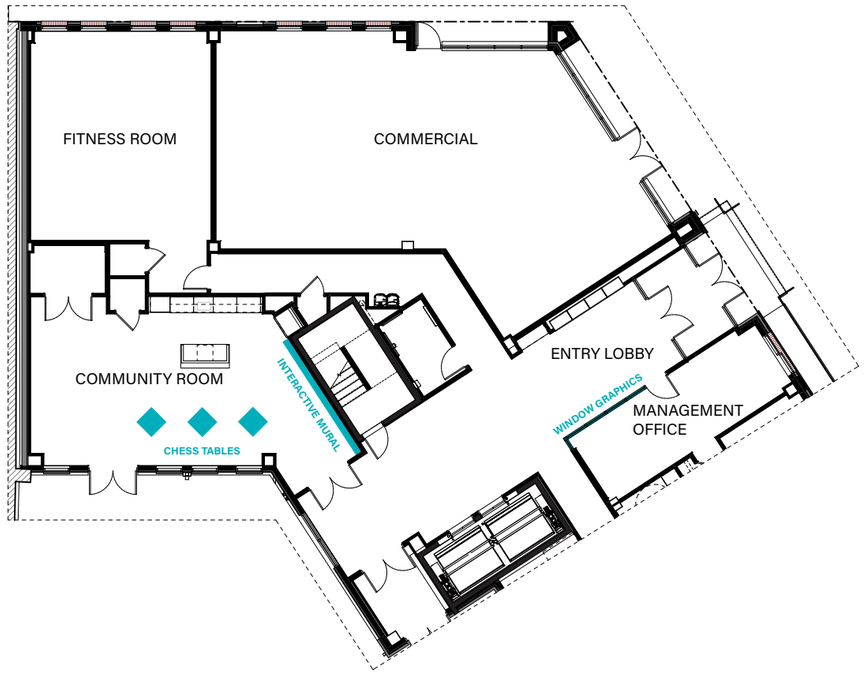
## PLAYFUL LEARNING INSTALLATIONS




Where play is part of the plan.

Chess tables

Mural precedent



# NEIGHBORHOOD IDENTITY
## Interactive Mural & Chess Tables

The public areas of Building A provide an opportunity for a full-scale interior interactive mural at the community room and additional graphics at the interior storefront in the entry lobby.

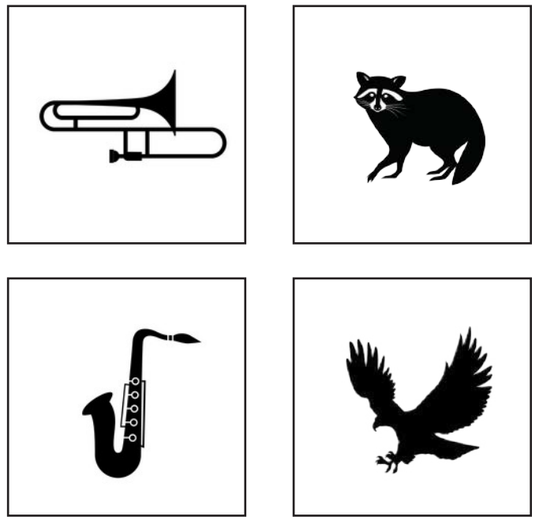
The mural in the community room is intended to depict an angled overhead view of a prominent corner in the Sharswood neighborhood filled with neighborhood residents. One or more recognizable public buildings should be included in the view and the action in the mural could include a neighborhood party (located near the "RECIPE PIN-UP" portion of the board) and an outdoor musical performance (located near the "EVENT PIN-UP" portion of the board).

Like the exterior mural at Building C, this mural should be dense enough for caretakers to easily create an "I-spy" activity with younger children who can be asked to find buildings they recognize or children playing games that they like within the image. Additionally, the lower 3' of the wall below the main mural graphics will be painted with thermochromatic paint in order to provide an interactive surface for the youngest community residents.

Additionally, the 4-top tables provided at the communtiy room will be supplied with checkerboard tops in order to facilitate games of chess or checkers between residents and sorting games between caretakers and young children.

Finally, the graphics used in the mural can be echoed in silhouetted graphics applied to the storefront separating the building's main lobby from the management offices in order to carry the theme of neighborhood identity into the entry space of the building.

Where play is part of the plan.



Icon entry plaques at unit entrances

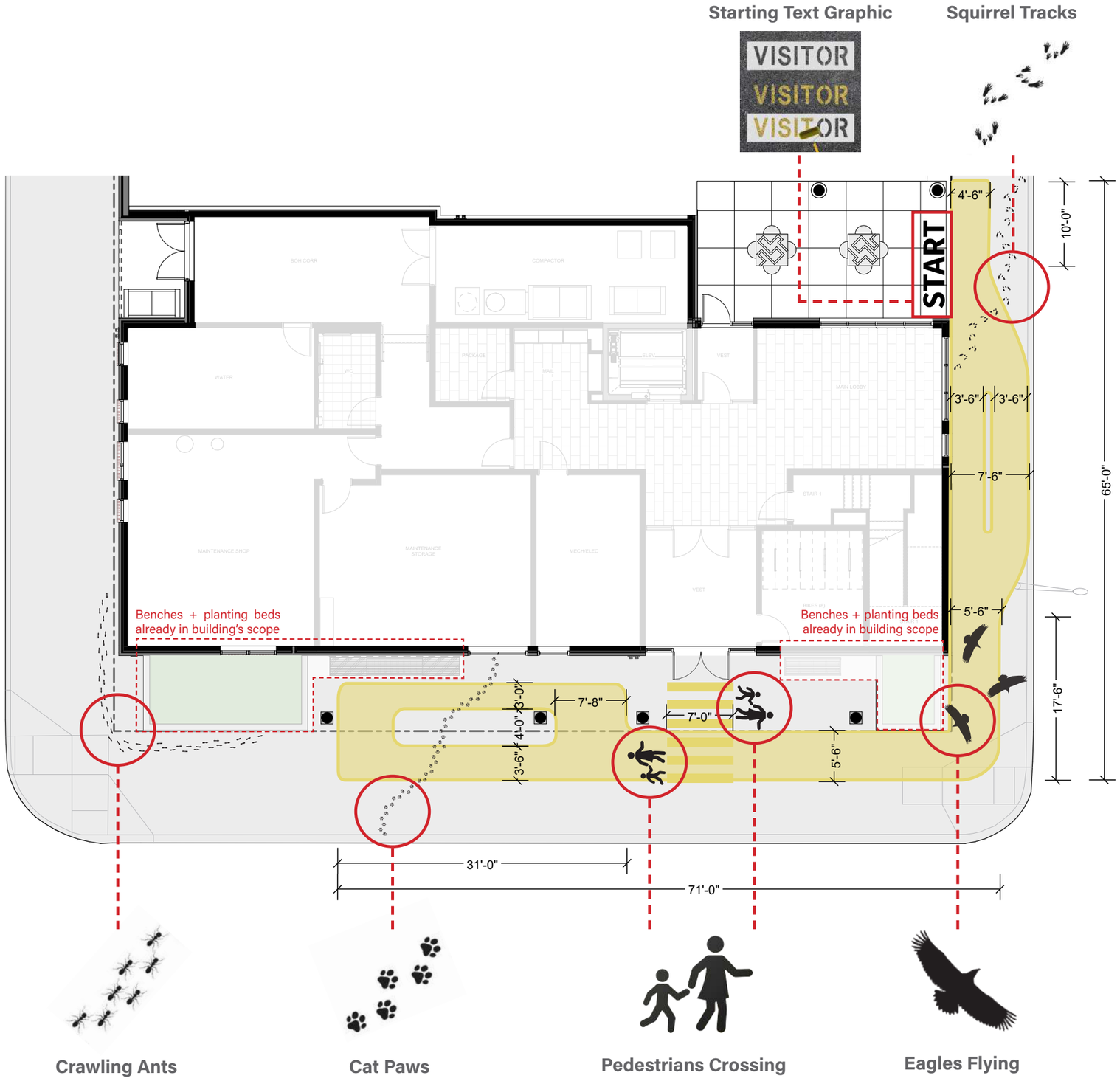
# NEIGHBORHOOD IDENTITY
## I-Spy Frieze & Unit Entries

At the interior public space at Building C, there are opportunities to repeat iconography used at other playful learning locations throughout the neighborhood to reinforce a sense of identity, recognition, and belonging for the children who live in this building.

The small first floor lobby has a coffered ceiling with a ~18" reveal where a small I-spy frieze can be added. Caretakers could then ask children to "look up and find the same bird that we talked about at the park" when they are occupying this public space in the building.

A further reinforcement of this concept is to create a library of interchangable "icon plaques" that coud be stored in the first floor lobby and which children could choose to display on a preinstalled bracket at their unit entry doors. These brackets could be periodically changed out for new iconography or even child-created images.

Where play is part of the plan.




# RUN THE ROAD
## Sidewalk Track

The overall goal of this sidewalk track is to simulate a real life road situation at a smaller and safer scale for children to play while they learn. This play track will equip children with the life skills to safely navigate as they enter the real world.

The track will start at the back patio an continue on the east side of Building C and loop around and through the columns at the front of the building. The intended path of the road will be applied painted onto the sidewalk. Dimensions and thicknesses of the paths are outlined in the figure to the left. The columns become engaged as part of the road track which is later explained in this document.

Icon images of road signs and local critters will be painted on top of the pathway to further engage children with the signs and animals in their environment. Including these animal tracks engages children who may not have a scooter or bike to ride along the pathway. With the different animal icons they can take on the action of the animals along the track's path. Below is further description of each icon. Starting from left to right there are...

**Crawling Ants**

Small figure ants are to be painted on the concrete planting bed wall appearing to be crawling out of the planter bed. They will continue and create a trail around the corner and terminate somewhere in the middle of the maintenance shop exterior wall.

**Cat Paws**

Small cat or dog like paws are to be painted crossing through the loop section of the track. The direction of them is to be coming from the maintenance storage out towards the road.

**Pedestrian Crossing**

A female icon holding a child icon's hand to signify a caretaker and child safety crossing the track into the entrance of the building. One to be painted on either side of the cross walk entrance.

**Eagles Flying**

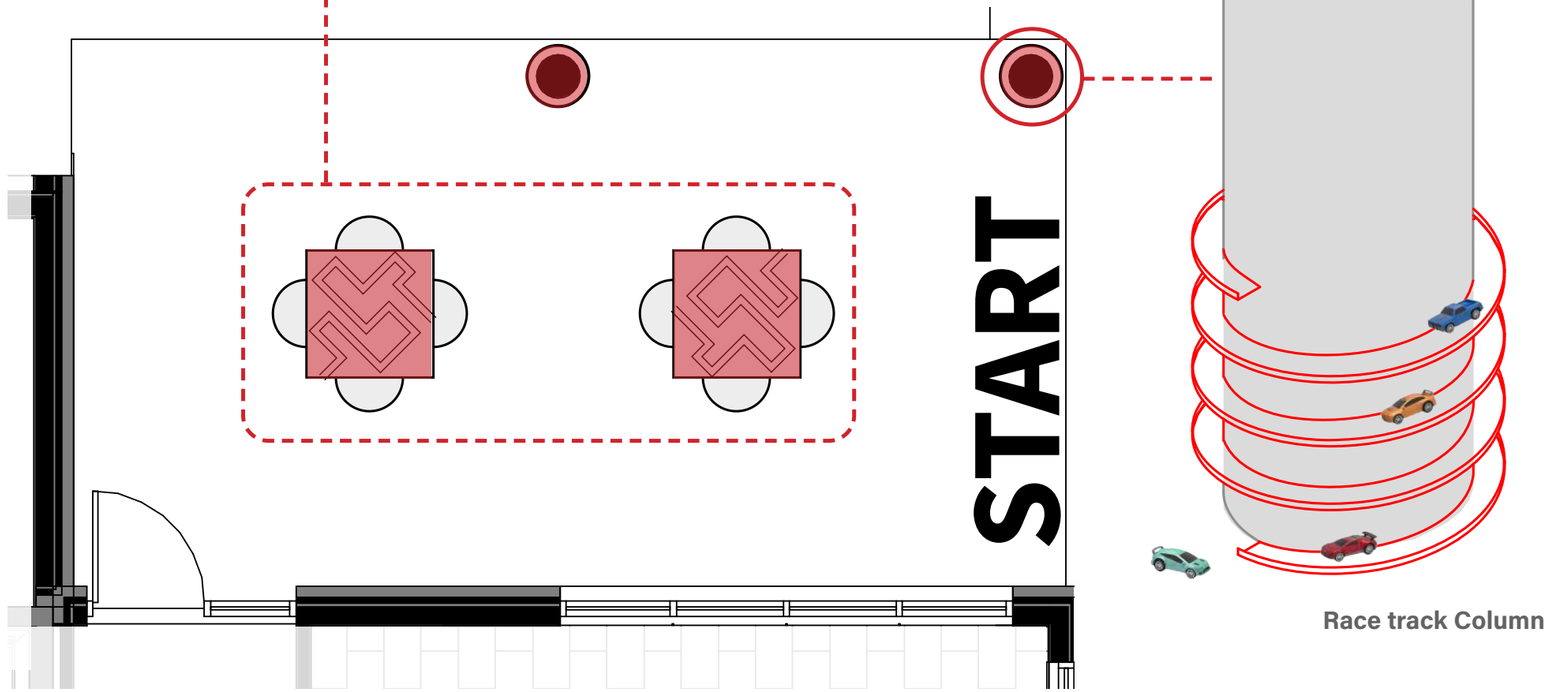
Three almost to scale eagle wingspans creating a half circle radius around the south-west corner of the building.

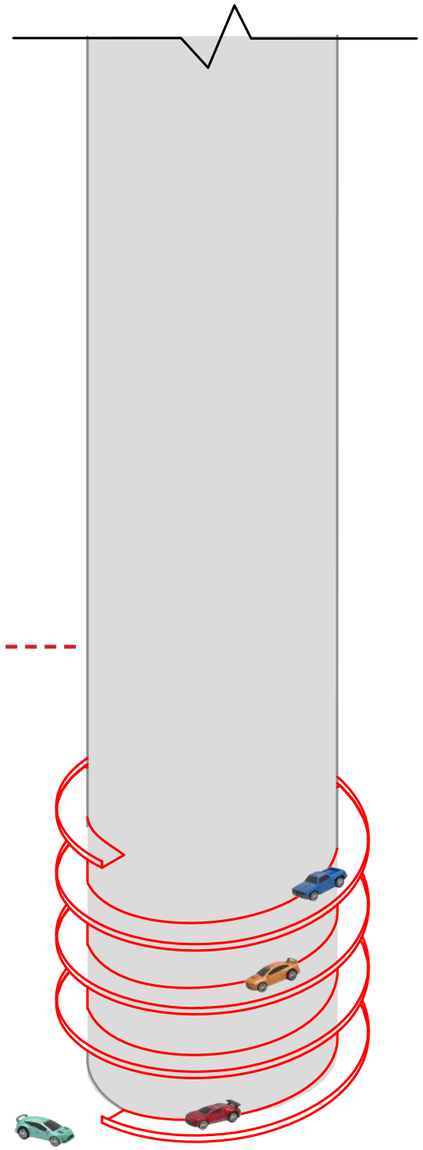
**Squirrel Tracks**

Squirrel tracks leading from the parking lot behind the building and meandering through and dissapearing into the large windows of the main lobby.

Where play is part of the plan.

Race track tables examples



Race track Column

# RUN THE ROAD
## Column Race Tracks + Track Tables

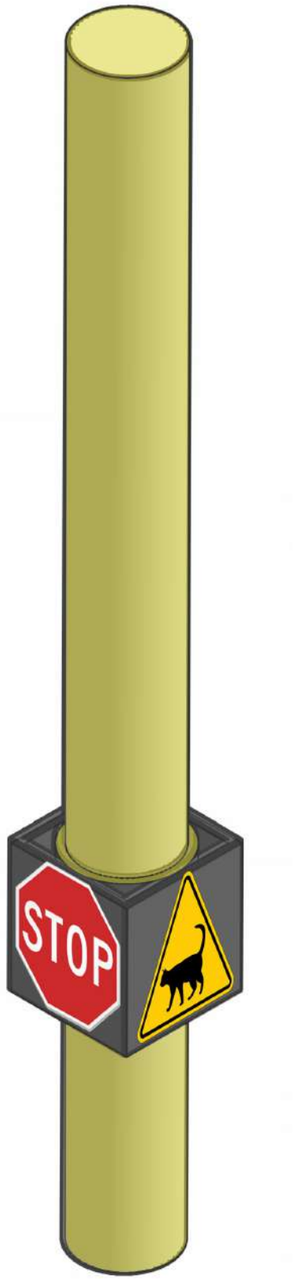
To continue the themes of road safety and play, we are proposing two 4-top tables with a race track designs and two plastic spiral race tracks around the building columns in the back patio zone of Building C.

Here families, caregivers, and kids can sit under a covered zone outside and play with each other or individually. On the table tops a race track will be outlined where kids can either trace either fingers around routes or bring their own toy cars to navigate the path. Similarly, the spiral race tracks around the column will allow kids to either race another child or use the race track individually with their own toy cars.

The table tops could either be a site furnishing product that can be purchased or a designed and fabricated table with an interactive top. The race tracks around the two back columns will be designed and securely mounted to fit the 14" wide columns and durable enough to withhold playing and exterior elements. They will start at about 4' from the ground at about child height, and end at the paving matieral below.

Where play is part of the plan.

16 Actionable Signs




Spinning Sign Column

## RUN THE ROAD
## Spinning Column Signs

As a part of the road track along the front of Building C are four building columns. Here we are proposing spinning signs for kids to individualize their experience as they navigate the road track. Not only will the signs act as part of the road track but they will brighten up the facade of the building and neighborhood.

The spinning signs will be four sided and have four different either road traffic signs or animal action signs to create a total of 16 different signs. All 16 signs can be found in the figure to the left.

Column wraps can be painted in a fun color of the communities choice. The spinning sign mechanism that is attached onto the column will be designed and fabricated outside of WRT. These also will be durable enough for infinitable amount of spin and last in the exterior elements.

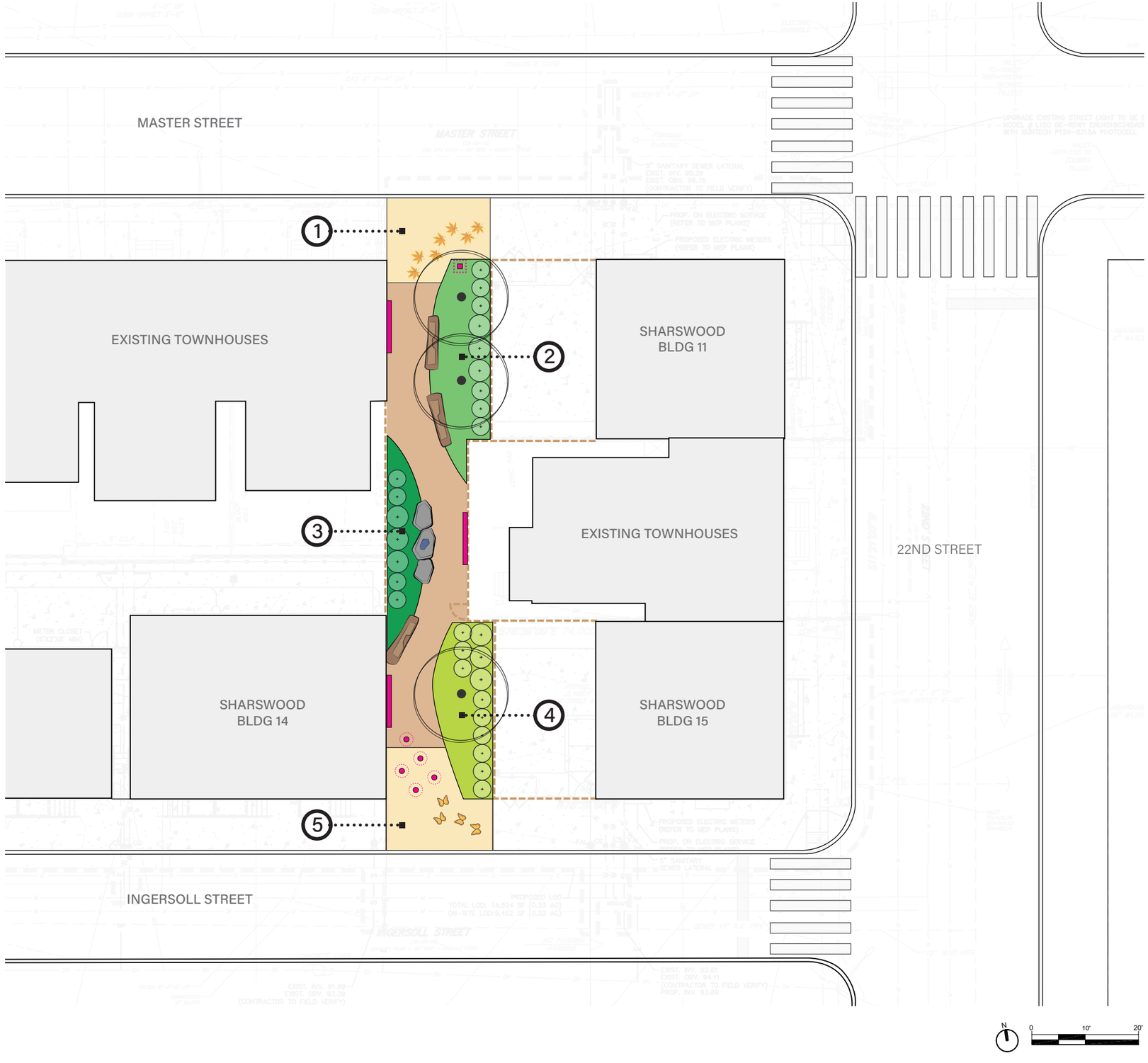
Where play is part of the plan.

## RUN THE ROAD
## I-Spy Mural

Goals of this I-SPY mural are to reinforce the icons and symbols used in the other traffic safety installations around the Sharswood site, specifically at sidewalk track and the column designs.

The artistic vision for this mural is to be abstract and I-SPY like, busy with geometric patterns mimicking traffic signs. The animal silhouettes and paw prints used in other parts of the project could also be woven into the design. The symbols, shapes, animals, and prints should be distinguishable enough for children to find them and be able to answer prompts relating to the mural.

Where play is part of the plan.




# COMMUNITY BACKYARD

## Site Plan

The Community Backyard is an open space framed by building walls (both existing and under construction) and 6-foot-high wood fences to the east and to the west, and sidewalks to the north and to the south.

Initially set as a marginal and vegetated alley with fence enclosures, this open space creates a great potential to bring the Sharswood community a much-needed outdoor space that is filled with natural features and accessible for all age groups to enjoy and explore.

Despite a small lot size, 20-foot wide and 100-foot long, we envision a sensory-rich environment that can make natural elements (such as wind, sun, water & earth) "legible" while offering natural features that can be experienced through touch, sight, smell, and hearing all year round. The Community Backyard comprises five characteristic zones: North Entry, Reading Nook, Shade Garden, Pollinator Garden, and South Entry.

The North Entry extends to the sidewalk (12-foot wide) as a welcome mat to help guide visitors to the Community Backyard. The concrete pavement includes imprinted natural leaves that are found in the community.

The Reading Nook is nestled in the northeast corner where the sunlight is filtered under the flowering tree canopies. The Little Free Library invites visitors to grab a book and sit at the log bench.

The Shade Garden is in the shade all year round and features boulders (stone birdbath & seating) tucked in shade-loving plants where both birds and visitors can cool off.

The Pollinator Garden is the sunniest and the most colorful spot in the Community Backyard. It features woody and herbaceous plants that attract pollinators with blooms lasting from late spring through early fall.

The South Entry extends to the sidewalk (10-foot wide) as a welcome mat to help guide visitors to the Community Backyard. Wind Vanes register winds and cast shadows to the concrete pavement decorated with Pollinator Confetti.

1. NORTH ENTRY
2. READING NOOK
3. SHADE GARDEN
4. POLLINATOR GARDEN
5. SOUTH ENTRY

**LEGEND:**

- FLOWERING TREE
- SHRUB
- CONCRETE PAVEMENT + IMPRINTED NATURAL LEAVES
- CONCRETE PAVEMENT + POLLINATOR CONFETTI
- DECOMPOSED GRANITE
- SHADOWBOX WOOD FENCE (BY OTHERS)
- LOG BENCH
- BOULDER SEATING
- STONE BIRDBATH
- LITTLE FREE LIBRARY
- WIND VANE
- INTERACTIVE SENSORY FEATURE

**Where play is part of the plan.**

# COMMUNITY BACKYARD
## Site Elements

1. CONCRETE PAVEMENT WITH IMPRINTED NATURAL LEAVES
2. LITTLE FREE LIBRARY
3. LEAF PUZZLE WITH IDENTIFICATION (POST IN GROUND)
4. BUDDY BENCH MADE OF WHITE OAK LOG
5. EARTH-TONE DECOMPOSED GRANITE
6. ARBORETUM TAG WITH QR CODE
7. STONE BIRDBATH
8. BOULDER SEATING
9. TACTILE PANEL WITH NATURAL PIECES (ANCHORED TO WOOD FENCE)
10. TREE BARK RUBBING ACTIVITY WALL (ANCHORED TO BUILDING WALL)
11. WIND VANE GARDEN ART BY LOCAL ARTIST
12. CONCRETE PAVEMENT WITH POLLINATOR CONFETTI

**Where play is part of the plan.**

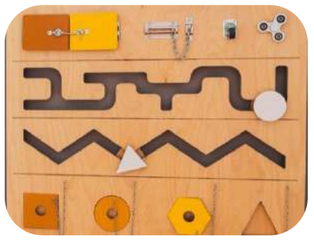
# COMMUNITY BACKYARD
## Plant Palette

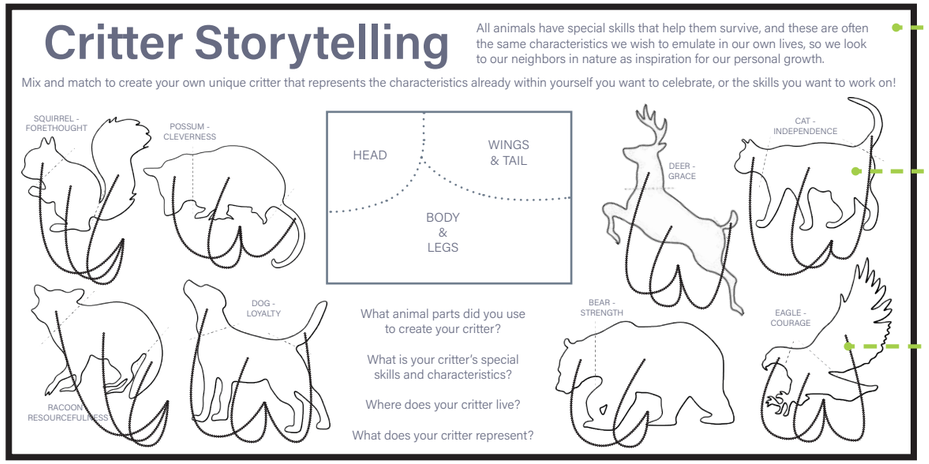
1. BLACK TULIP MAGNOLIA
   Magnolia x soulangiana 'Jurmag1' PPAF
2. MAPLE LEAF VIBURNUM
   Viburnum acerifolium
3. NEW JERSEY TEA
   Ceanothus americanus
4. LEMON THYME
   Thymus citriodorus
5. PENNSYLVANIA SEDGE
   Carex pensylvanica
6. Little Henry Sweetspire
   Itea virginica 'Little Henry'
7. CHRISTMAS FERN
   Polystichum acrostichoides
8. WILD GINGER
   Asarum canadense
9. Fothergilla 'Mount Airy'
   Mt. Airy Fothergilla
10. RUBY STAR PURPLE CONEFLOWER
    Echinacea purpurea 'Evening Glow'
11. 'LITTLE JOE' JOE PYE WEED
    Eupatorium dubium 'Little Joe'

**GARDEN CODE:**

- READING NOOK
- SHADE GARDEN
- POLLINATOR GARDEN

Where play is part of the plan.

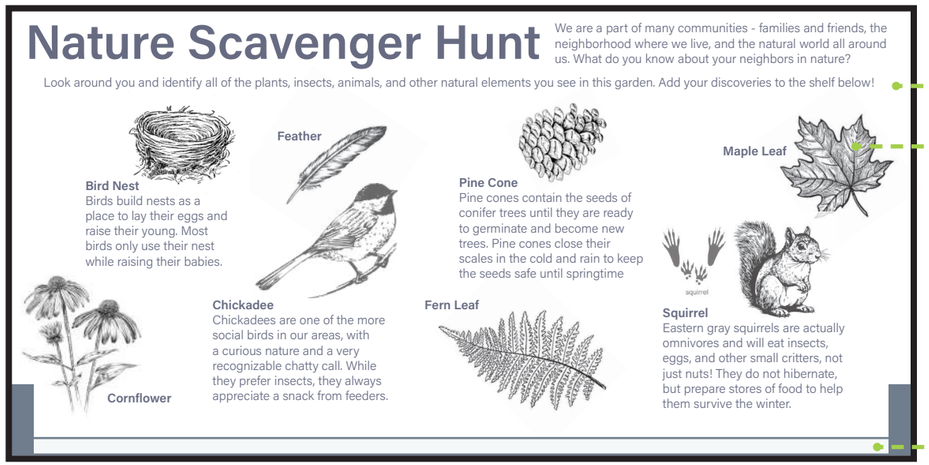





**Critter Storytelling**

- Wooden Board, Painted with embedded magnets
- Wooden Puzzle Pieces with embedded magnets
- Metal Chains connecting board and puzzle pieces

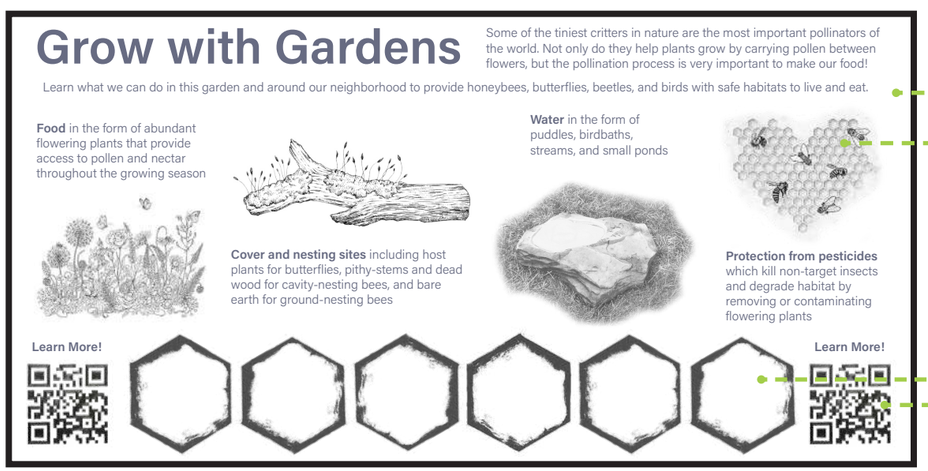
  Assembly mounted on posts




**Nature Scavenger Hunt**

- Wooden Board, Painted
- Engraved Sketches raised and carved textures
- Wooden Shelf braced to board

  Assembly mounted on fence




**Grow with Gardens**

- Wooden Board, Painted
- Engraved Sketches raised and carved textures
- Framed hexagons of natural materials and textures
- QR Codes to additional information and resources

  Assembly mounted on posts

# COMMUNITY BACKYARD

## Interactive Sensory Features

### Critter Storytelling Station

Goal: Practice self expression and storytelling through word association and combination of body parts into new symbolic creatures
Location: At the north entry, across from reading nook

**Recommended Prompt Language:**
All animals have special skills that help them survive, and these are often the same characteristics we wish to emulate in our own lives, so we look to our neighbors in nature as inspiration for our personal growth.
Mix and match to create your own unique critter that represents the characteristics already within yourself you want to celebrate, or the skills you want to work on.

**Recommended Animals and Associated Characteristics:**
Bear - Strength
Cat - Independence
Deer - Grace
Dog - Loyalty
Eagle - Courage
Possum - Cleverness
Raccoon - Resourcefulness
Squirrel - Forethought

### Nature Scavenger Hunt Station

Goal: Recognize the local flora and fauna and explore tactile creation of artwork using self-provided materials rubbing over textured surfaces.
Location: Across from shade garden, surrounded by nature

**Recommended Prompt Language:**
We are a part of many communities - families and friends, the neighborhood where we live, and the natural world all around us. What do you know about your neighbors in nature?
Look around you and identify all of the plants, insects, animals, and other natural elements you see in this garden. Add your discoveries to the shelf below!

### Grow with Gardens Station

Goal: Learn the importance of healthy ecosystems and how to support the habitat network through gardening, and explore tactile creation of artwork using self-provided materials rubbing over natural materials.
Location: At the south entry, across from the pollinator garden

**Recommended Prompt Language:**
Some of the tiniest critters in nature are the most important pollinators of the world. Not only do they help plants grow by carrying pollen between flowers, but the pollination process is very important to make our food!
Learn what we can do in this garden and around our neighborhood to provide honeybees, butterflies, beetles, and birds with safe habitats to live and eat.

**Where play is part of the plan.**