

# Inclusive Play Benefit Summary for Jackson Mine Park



Jackson Mine - DS

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# Play Structure for ages 5-12



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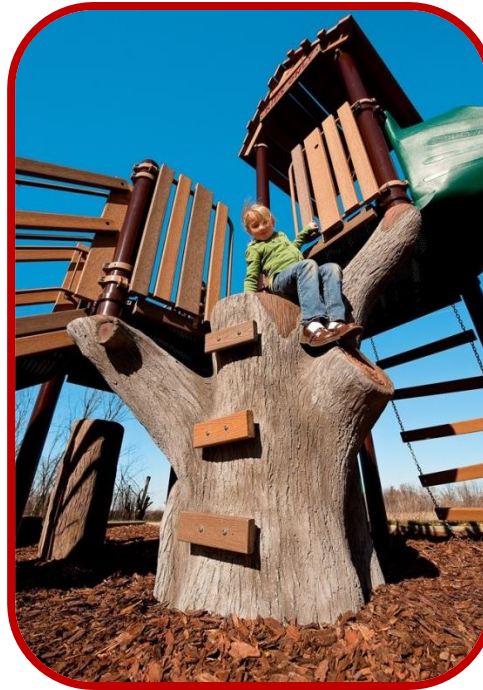
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# Discovery Tree Climb™



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Vestibular Proprioception Tactile Visual	Balance, Coordination, Flexibility, Motor Planning, Core, Lower & Upper Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The nature-inspired Discovery Tree Climb provides a challenging realistic tree climbing experience for children. It includes natural wood textures and hidden critters that children will enjoy finding as they play on and around this fun climber.

# Chimney Climber



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Vestibular + Proprioception Tactile Visual	Agility, Balance, Coordination, Flexibility, Motor Planning, Core, Upper, & Lower Body Strength	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Chimney Climber has flexible hand and foot that move as children climb. This requires children to respond to the movement of the climber as they climb to the deck above. This helps build agility, balance, overall coordination and body strength while they play on this fun climber.

# Bongo Reach Panel



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Auditory Tactile Proprioception	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Bongo Reach Panel contains a set of drums that children can use to create rhythms together while they play. This encourages communication and social skills as children work as a team to create music. This panel is designed for easy roll up access for an individual using a wheelchair.

# Corkscrew Climber



Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular + Proprioception Tactile Visual	Agility, Balance, Coordination, Flexibility, Motor Planning, Core, Upper & Lower Body Strength	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Corkscrew can be used as a spinner to exit the play deck providing a fun vestibular trip back to earth. It can also be used as a climber to re-enter the play deck helping children work on their balance, motor coordination, muscle strength and agility.

# Straight Crawl Tunnel



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Vestibular Proprioception Tactile	Coordination Motor Planning, Core, Upper & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Straight Crawl Tunnel provides children with a fun place to hide as they move through the playground structure. While climbing they build their motor planning and coordination skills. They may choose to hide in the tunnel to calm themselves, take a breather or reflect on their play. The windows allow for line of sight for caregivers.

# DigiFuse® Animal Track Seek & Find Panel



Front

Back

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Visual Proprioception Tactile Auditory	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Language & Literacy	Cooperation Social Skill Development Imaginative Play

The DigiFuse Animal Tracks Seek and Find Panel encourage children to seek and find the different animal tracks scattered throughout the playground. This engages children in cooperative or competitive play as they work their way around the playground to find the assorted foot prints.



# Deck Link



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Visual Tactile Proprioception	Balance Coordination Motor Planning Core Body Strength	Problem Solving	

The Deck Link provides children with a climber to work on their basic step climbing skills as they climb up and down from one deck level to another on the playground.

# DigiFuse® Barrier TSTF Nature Panel



Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Visual Proprioception Tactile Auditory	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Language & Literacy	Cooperation Social Skill Development Imaginative Play

This "Too Small to Fail" play panel is designed to encourage parents and caregivers to expand their child's vocabulary while they play together. This panel focuses on concepts around nature.

# Double Wave Slide



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Vestibular Proprioception	Balance Coordination Motor Planning	Problem Solving	Social Skill Development

The Double Wave Poly Slide is designed to allow children to slide together or race to the ground below. The design include a wave in the slide half way down that provides an additional vestibular input and helps children understand the power of gravity.

# Firepole



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Vestibular Proprioception Tactile	Balance Coordination Motor Planning	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Firepole can be used as a fun and quick way for children to slide back to earth. It can also be used as a climber for those children who really want to test their upper body climbing skills. Children often incorporate this element into imaginary play scenarios on the playground.

# Log Steppers



Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular Proprioception Tactile Visual	Balance, Coordination, Flexibility, Motor Planning, Lower & Core Body	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Log Steppers will help children work on their balance and motor planning skills. The visual look and texture brings the nature inspired aspect into the playground. Children often use their fingers to explore the different textures of these steppers as they play.

# Navigator Reach Panel



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Visual Tactile Proprioception	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Navigator Reach Panel provides children with a fun way to drive off into the world of their imaginations. This panel is designed for easy roll up access for an individual using a wheelchair.

# Periscope Panel



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Visual Tactile Proprioception	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Periscope Panel provides children with a fun way to look at all the activities happening in the park.

# Single Wide Ramps



Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular Visual Proprioception Tactile	Balance, Coordination, Motor Planning, Core & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

Single wide ramps on this structure ensure that children of all abilities are able to access play on the higher play deck levels. Those using wheeled devices are able to play at each deck level as well as change direction on these decks so that they can safely head to other areas of the play structure.



# Recycled Wood Plank Panel



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Visual Tactile Proprioception	Eye-Hand Coordination Fine Motor		Cooperation Social Skill Development Imaginative Play

The Recycled Wood Plank Panel provides children with a nature inspired safe way to view the world beyond the playground structure.

# Talk Tube



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Auditory			Cooperation Social Skill Development Imaginative Play

Talk Tubes enable children to verbally communicate from one end of the structure to the other. Children often incorporate these into their pretend play scenarios.

# The Chimney® Rock



Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular Proprioception Tactile	Agility, Balance, Coordination, Flexibility, Motor Planning, Upper, Lower & Core Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Chimney Rock provides children with a wide variety of nature-inspired climbing routes up and down from the deck. The natural textures of the rock create crevices for hand and foot placement that really challenge children's motor planning and help build full body muscle strength and coordination.

# Wave Horizontal Ladder



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Vestibular Proprioception Tactile	Agility, Coordination, Flexibility, Motor Planning Core & Upper Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Wave Horizontal Ladder challenges children's upper body strength and coordination as they swing their way from a deck at one height to another deck at a different height.

# Curva™ Spinner



Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular+ Proprioception Tactile	Agility, Balance, Coordination, Flexibility, Motor Planning, Core, Lower & Upper Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Curva™ Spinner provides children with a fun way to spin and rotate alone or together. It allows them to use their arms and legs muscles to play with the forces of gravity to give their vestibular system a playful spin.

# Friendship® Swing



Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular + Proprioception Tactile Visual	Balance, Coordination, Motor Planning, Core, Upper & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The vestibular system has further opportunities for development through this unique face to face swinging experience. The Friendship Swing allows several children and adults of assorted sizes to swing together. The swing is also set at a transfer height for easy transfer from a wheelchair so that all can swing together.

# Full Bucket Seat Swing



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Vestibular + Proprioception Tactile Visual	Balance, Coordination, Motor Planning, Core, Upper & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative 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. The Full Bucket Seat Swing which is designed for the little swinger on the playground provides them with additional support so they can enjoy their first swinging experiences.

# Tire Swing



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Vestibular+ Proprioception Tactile Visual	Balance, Coordination, Core, Upper & Lower Body Strength, Motor Planning	Problem Solving	Cooperation Social Skill Development Imaginative Play

The vestibular system has further opportunities for development through the swings found on the playground. The Tire Swing is a great place for a group of children to swing together. It provides linear, rotational and spinning opportunities for children to experience while swinging giving children a broad vestibular experience while they play.



# 2-5 area Play Equipment



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# Saddle Spinners



Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular+ Proprioception	Balance, Core & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The saddle spinner enables children to play with their vestibular system as they experience the rotational pull of gravity. The angled seat allows children to spin and rotate alone or with the help of a friend. Saddle spinners are often included in groups of two or three set at different heights. This ensures that children find their "just right" height seat. Some children will prefer a lower seat so that they can keep their feet in contact with the ground while other would prefer to have their feet off the ground and spin really fast.

# DigiFuse® Barrier TSTF Nature Panel



Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Visual Proprioception Tactile Auditory	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Language & Literacy	Cooperation Social Skill Development Imaginative Play

This "Too Small to Fail" play panel is designed to encourage parents and caregivers to expand their child's vocabulary while they play together. This panel focuses on concepts around nature.

# DigiFuse® Barrier TSTF Play Panel



Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Visual Proprioception Tactile Auditory	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Language & Literacy	Cooperation Social Skill Development Imaginative Play

This "Too Small to Fail" play panel is designed to encourage parents and caregivers to expand their child's vocabulary while they play together. This panel focuses on concepts around play.

# Double Slide



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Vestibular Proprioception	Balance Coordination Motor Planning	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Double Slide is designed to allow children to slide together or race to the ground below. It provides vestibular input and helps children understand the power of gravity. The side by side design encourages socialization and communication.

# Mini Summit Climber



Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular Proprioception Tactile	Balance, Coordination, Flexibility, Core, Upper & Lower Body Strength, Motor Planning	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Mini Summit Climber provides children with solid surfaces for hand and foot placement to climb up to the deck above. It helps children work on their motor planning, balance and coordination as they climb. They also will strengthen their core, upper and lower body muscles as they play.

# Hole Panel



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Tactile Proprioception	Balance Coordination Motor Planning Core Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Hole Panel creates the perfect opening for children to crawl and climb through building balance and motor coordination skills. It can quickly become a door, window or whatever a child can image.

# Rain Sound Wheel Panel™



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Proprioception Tactile Auditory Visual	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Rain Sound Wheel Panel encourages children to explore how their rotation of the rain wheel impacts the sounds that they hear from the wheel. This helps children understand how their actions can change sounds from the panel. The sound of rain wheel is calming to some children with sensory processing disorders.



# Steps with Transfer Module



Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Visual Tactile Proprioception	Balance Coordination Motor Planning Core Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Steps with Transfer Module encourages children to work on their basic step climbing skills as they climb up and down from the structure. The Transfer Module also provides a place where a child who is able to leave their wheelchair can transfer onto the steps to hop up to the play experiences above.

# Storefront Panel



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Visual Proprioception Tactile	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Store Front Panel design allows children to engage in large variety of pretend play experiences.

# The Stepper™ Rock Climber



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Vestibular Proprioception Tactile Visual	Balance, Coordination , Motor Planning, Lower & Core Body, Flexibility	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Stepper Rock Climber provides children with a nature inspired climbing element. The natural textures of the rock create crevices for hand and foot placement that really challenge children's motor planning and help build full body muscle strength and coordination.

# Trail Tracker® Reach Panel



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Visual Tactile Proprioception	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Trail Tracker Reach Panel includes several different paths that children can trace with their fingers.

This multisensory play will help build problem solving and strategic thinking skills.

This panel is designed for easy roll up access for an individual using a wheelchair.

# Log Crawl Tunnel



<b>Sensory Systems Engaged</b>	<b>Motor Skills</b>	<b>Cognitive Skills</b>	<b>Social Skills</b>
Vestibular Proprioception Tactile Visual	Coordination, Motor Planning, Core, & Upper Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Log Crawl Tunnel creates a nice quiet space where children of different ages can hang out during their play experience. The visual look and texture brings the nature inspired aspect into the playground. Children often use their fingers to explore the different textures on the log as well as look for the little critters that might be hanging out in the log.