

## Resources:

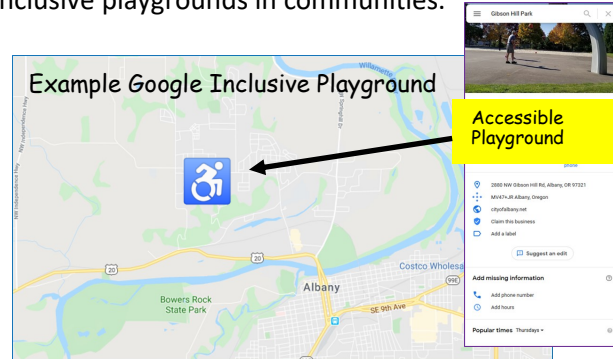
For our City Shaper project, we interviewed, worked with, shared, and received feedback from six professionals in community public spaces development and inclusive playground design. We also met with and interviewed students with limited mobility and their families. Finally, we reviewed more than 10 professional articles and news stories relating to the future of and access to inclusive playgrounds for all.

### Professionals We Have Worked With Resources We Located:

- Olenka Villarreal, CEO, Magical Bridge Foundation
- Cody Goldberg, Exec. Director, Harper's Playground, Portland, OR
- Megan Goddard, Google Earth and Maps Project Manager
- Sasha Blair-Goldenshon, Accessibility Specialist, Google Maps
- Lyn Stanfield, Apple, Inc. World-Wide External Relations, Inclusive Diversity
- Maureen Acquino, National Recreation and Parks Admin.
- Emily Valdez, Greater Albany Public School, Programs Coordinator
- Kohlleppel Family, Albany, OR
- Barber, Megan. "Why Cities Need Accessible Playgrounds." Curbed.com/article, 20 Jul. 2018
- Anzilotti, Eillie. "Designing the Future of Play." Citylab.com/Article, Sep. 2016
- Ofiesh, Nicole. "A Playground for the Entire Community." 2018
- American's With Disabilities Act (ADA) of 1990.

## Our Innovative Solution

Our team has developed a real-world Innovative Solution that will connect people wishing to locate accessible playgrounds in their communities by simply searching on-line resources such as Google Maps. According to each of the five playground accessibility professionals we worked with, there currently exists no such internet application for families looking to locate accessible specific playgrounds in the USA. According to Google Earth project engineers, they have similar Google Map features, but do not yet offer an option such as ours. As a result of our work, Google Maps project engineers and Apple Inc. World-Wide Inclusive Engineers are now in the process of making our solution a reality for people in communities all over America, and potentially World-wide. Once put into future service, people will be able to search Google or Apple Maps using terms such as, "accessible playgrounds near me," and locate inclusive playgrounds in communities.



**Sharing our Innovative Solution with the World!**  
We have worked/shared our solution with:

1. Multiple professionals in the fields of inclusive playground design
2. Google Earth and Maps Engineers and Accessibility Specialists
3. Apple Inc. Inclusive Engineers.
4. Albany School District Playground Development Planners.
5. Families and students with limited mobility and special needs.

## **The FIRST City Shaper Problem We Have Identified Is: How to Connect People That Have Limited Mobility With Accessible Playgrounds in Their Communities**



## All Children Have A Right to Play!

## The Fin-tastic Fish

**FIRST Team #27006**

**Researchers:**

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Our team wrote, typed, and made our brochure ourselves using the Microsoft Publisher program. Thank you.

**The Fin-tastic Fish**



# Background:

Do you remember when you were a kid and you were finally big enough to swing all by yourself? Maybe it was the first time you experienced the feeling of exhilaration that came with your new found sense of freedom, a freedom that when you “pumped” your legs back and forth in a steady rhythm, causing you to rise higher and higher up in the air, you felt as if you were almost, almost about to take off and fly - all on your own!



For many children, they may never have the opportunity to experience this same sense of freedom that we take for granted. It’s not because they don’t long for the chance to try, but because their families may not know where inclusive playgrounds exist in their communities - playgrounds that offer opportunities for everyone in communities to play.

Carefully following the FIRST City Shaper Innovative Project guidelines, advice from the FIRST FLL Research Project team, and interviews we’ve conducted with families and children having special needs, we have identified a problem that people with accessibility and mobility challenges face: How can people with limited mobility and accessibility concerns locate public playgrounds and open spaces in communities that are accessible for all people.



# Our Research:

Our team conducted extensive research in four areas pertaining to community open spaces and playground accessibility for all people – especially children. First, we located and reviewed 12 articles published by professional organizations and authors that advocate for all people having equal access to public spaces.

Next, we identified and interviewed five professionals in the fields of playground designs and inclusive play for all. Then, we visited playgrounds with students having limited mobility, interviewed them about what they and their families thought all playgrounds should offer and what they thought made playgrounds fun for everyone. Finally, we explored how community open spaces and inclusive playgrounds are currently identified on public maps such as Google Earth and Google Maps.



A Former FLL Team Member Keely

# Conclusion:

Through our extensive research and feedback from the National Recreation and Parks Administration, inclusive accessibility project engineers at Apple Maps and Google Maps and Google Earth Project Engineers Mrs. Goddard and Mr. Goldensohn, as well as Mrs. Villarreal from Magical Bridge Foundation and Cody Goldberg from Harper’s Playground Foundation, we have concluded that our real-world solution is one that will make a positive impact on the quality of lives for students like former FLL team member Keely in communities like ours.

From these multiple professionals in the field of inclusive play, and families of children with special needs, we learned that no such on-line identification system like ours currently exists that makes it possible for people to locate accessible parks and playgrounds in any community in the USA.

