

Bromsgrove Inclusive Play Policy Design Checklist

Name of Site			
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Play Hierarchy	Local Level <input type="checkbox"/>	Neighbourhood Level. <input type="checkbox"/>	
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Local level spaces will be expected to provide at least 50% inclusive play equipment

Neighbourhood level spaces will be expected to provide at least 50% inclusive play equipment

Strategic Park?	Yes <input type="checkbox"/>	No <input type="checkbox"/>
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Accessible Toilet Provision - Is there accessible toilet provision on site (or nearby) within 500m?		
Yes (on site). <input type="checkbox"/>	Yes (wider area). <input type="checkbox"/>	No <input type="checkbox"/>

If a Strategic Park with accessible toilet provision, also carry out a full PiPA assessment with the aim of achieving a minimum of PiPA Bronze Standard

Brief description of proposed improvements		

Inclusive Play Policy Assessment

Complete the following sections, provide further comments as appropriate. The assessment should consider the 'whole' play area and its setting (not just the equipment that is being upgraded)

Universal Design -will the proposals:			
Remove or reduce barriers to access from walking routes, car parks (where provided) and public transport?	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Provide firm, level surfaces suitable for wheelchairs and mobility aids	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Provide clear sightlines and intuitive navigation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Provide equipment accessible to children with varying abilities	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Provide seating at different heights throughout the space	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Provide quiet areas for time-out alongside active zones	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Score (Count number of 'Yes" responses)		-	-

Provide further comments where there are constraints that limit or prevent positive change against these criteria. (You may also consider the role of the wider green space in meeting these criteria).

Physical Play -will the proposals:

Equipment accessible to wheelchair users including transfer platforms, ramps or ground-level access	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Activities for different physical abilities and challenge levels	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Upper and lower body activities	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Equipment allowing children with varying mobility to play together	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Space for wheelchair manoeuvring at equipment (minimum 1.8m diameter)	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Score (Count number of 'Yes" responses)		-	-

Provide further comments where there are constraints that limit or prevent positive change against these criteria. (You may also consider the role of the wider green space in meeting these criteria).

Sensory-Rich Environments -will the proposals:

Engagement of at least three senses across the play area	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Strong colour contrast and visual interest	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Tactile elements (varied textures, materials, temperatures)	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Auditory elements (sounds, musical features, quiet zones)	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Natural materials for creative and sensory play	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Score (Count number of 'Yes" responses)		-	-

Provide further comments where there are constraints that limit or prevent positive change against these criteria. (You may also consider the role of the wider green space in meeting these criteria).

Social Play -will the proposals:

Spaces where disabled and non-disabled children can play together	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Equipment and features accommodating children with different abilities simultaneously	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Seating at various heights integrated throughout the space	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Areas for group activities and games	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Spaces for carers and parents to supervise and participate	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Score (Count number of 'Yes" responses)		-	-

Provide further comments where there are constraints that limit or prevent positive change against these criteria. (You may also consider the role of the wider green space in meeting these criteria).

Creative Play -will the proposals:

Loose materials (where appropriate) and natural features	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Open space for imaginative play and exploration	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Features for den-building and storytelling?	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Quiet areas for contemplative play	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Score (Count number of 'Yes" responses)		-	-

Provide further comments where there are constraints that limit or prevent positive change against these criteria. (You may also consider the role of the wider green space in meeting these criteria).

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Provision for Neurodiversity - will the proposals:

Balance of stimulating and calming areas	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Spaces with reduced sensory input	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Clear structure and predictable layout	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Visual boundaries helping children understand the space	Yes <input type="checkbox"/>	No <input type="checkbox"/>	N/A <input type="checkbox"/>
Score (Count number of 'Yes" responses)		-	-

Provide further comments where there are constraints that limit or prevent positive change against these criteria. (You may also consider the role of the wider green space in meeting these criteria).

Other Comments or Observations

Are any other changes being introduced which will make the play area more accessible or inclusive?

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Scoring Summary

Theme	Score	Maximum Score
Universal Design		6
Physical Play Opportunities		5
Sensory Play Opportunities		5
Social Play Opportunities		5
Creative and Imaginative Play		4
Provision for Neurodiversity		4
Total Score		29

Target score – The minimum score that should be exceeded is 20 / 29. This may not be achievable in all circumstances, particularly where small scale changes are being implemented.

Note: Where the score for each theme is low (below 50%) consider what actions or changes can be made to achieve more accessible and inclusive play.

Completed by	
Date	