Design Day Agenda
The Children’s Meeting
Facilitator: Planning Committee Chairperson

The purpose of the children’s meeting is to get input from the “playspace experts” (the kids, of course!) in the community about what they would like to see in their new playspace. We will also be teaching the children about the importance of service, playspace safety and how they can take good care of their new playspace.

10:00 – 10:10 P.M.  Welcome and Introduction of Playspace Experts
10:10 – 10:20 P.M.  Safety - The New Rules that Come with the New Playspace
10:20 – 10:50 P.M.  My Dream Playspace - Design Ideas from the Experts
10:50 – 11:00 P.M.  Thank You to the Children

The Adults’ Meeting
Facilitator: Planning Committee Chairperson

The purpose of the adults’ meeting is to take the playspace ideas the children have generated and use them to shape the design of the community’s new playspace. In other words, we will start planning what will need to happen in order to make the children’s playspace dreams a reality!

11:00 – 11:05 P.M.  Welcome from Organization Name
11:05 – 11:15 P.M.  Background and Community-Build Process
11:15 – 11:25 P.M.  Overview of the Build Day
11:25 – 11:35 P.M.  Service Learning – What is it? Why is it important?
11:35 – 11:50 P.M.  Planning Committee Structure and Assignment of Roles
11:50 – 12:15 P.M.  Tapping Community Resources – What resources do we have?
12:15 – 12:45 P.M.  Let’s Design a Playspace - Developing our Wish List!
12:45 – 12:50 P.M.  Closing Remarks

Playspace Site Visit
Facilitator: Representative from the school or organization

The purpose of the site visit is for you, your planning committee members, and the play equipment vendor to familiarize themselves with the site. At this time, we will measure the site; note concerns, oddities and potential obstacles associated with the site; sketch the site; and begin identifying potential side projects that can be undertaken on Build Day.

12:50 – 1:00 P.M.  Walk the site

Please note: Playspace Planning Chairperson will be available immediately following Design Day activities to address any additional questions. After Design Day, the Project Manager can always be contacted by phone or email:

Office:  Cell:  Fax:  Email: