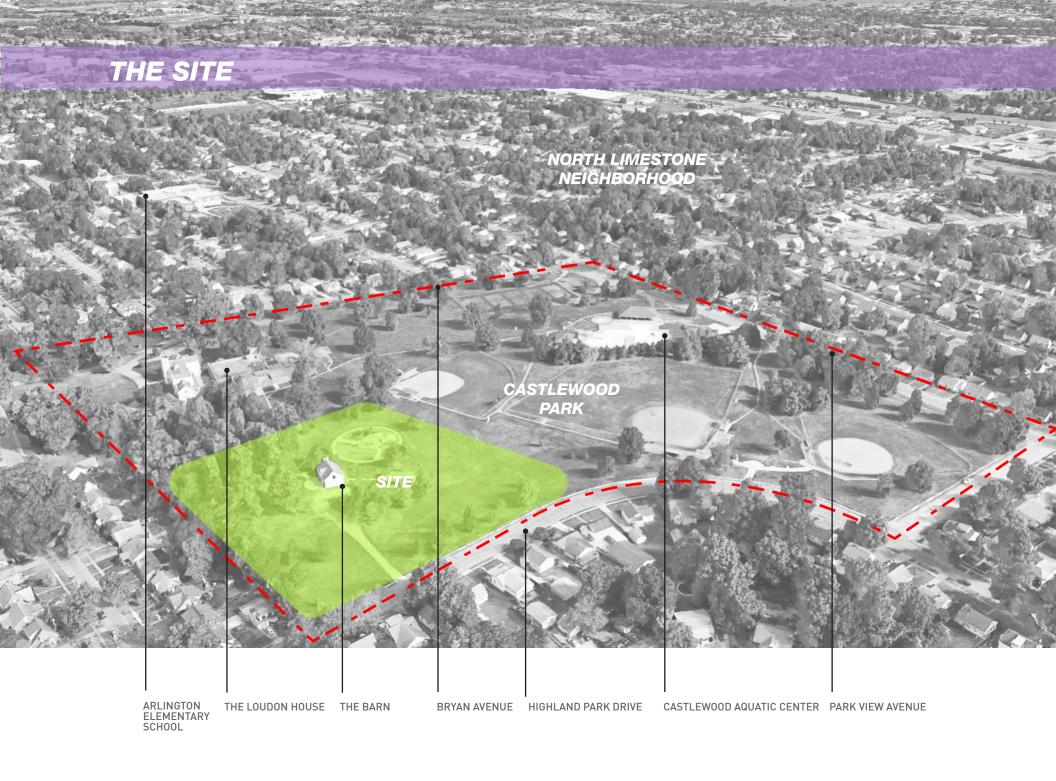
PLANT & PLAY CASTLEWOOD PARK

Conceptual Design Package February 2018







EXISTING CONDITIONS

OPEN SPACE



ENTRY DRIVE



BIOSWALE



BIOSWALE



SHELTER / DRIVE



ADA PLAYGROUND









In 2017, North Limestone Community Development Corporation recieved the Knight Foundation's Cities Challenge Award for their proposal to build an adventure playscape and community garden in Castlewood Park, a 32-acre neighborhood park on the north end of Lexington.



Designed with healthy outcomes, imaginative play and physical activity in mind, PLANT & PLAY creates an accessible and edible one-acre playscape to be enjoyed by low-income neighbors whose doors literally open onto the space. The natural playscape and maintained garden becomes a new front yard for kids and grownups to use from sunup to sundown. In addition, this park addresses serious storm water issues by correcting current flood conditions.



Historically, play spaces have consisted of typical prefabricated, post-and-platform structures where the activities are directed - swing on swings, slide on slides, etc. With free play, children are allowed to use their imagination to play however they want. It is that easy!

By providing the materials and throwing out the traditional rules, children are able to explore a new type of play environment. Free play allows for personal direction and freedom to choose how one interacts with the space. Children can test their limits and learn to set goals and achieve them through climbing to greater heights, reaching faster speeds and exploring or "getting lost".



HEALTHY CHILDRENHEALTHY COMMUNITIES

NURTURING













EXPLORING

To kick off the community workshop, NoLi CDC partnered up with Claude Stephens, director of the Children at Play Network at Bernheim Arboretum and Research Forest in Clermont, Kentucky. Specializing in nature play and free play, Claude and his team at CAPN provided insight and direction on the importance of allowing children to explore their imagination through nature. To learn more, please visit childrenatplaynetwork.com

Children at Play Network objectives:

- BUILD A NETWORK OF REGIONAL EXPERTISE THAT CAN FOCUS ON INCREMENTAL AND ONGOING SUPPORT FOR IMPROVING OUTDOOR PLAY ENVIRONMENTS.
- FACILITATE THE CREATION OF AMAZING OUTDOOR PLAY ENVIRONMENTS THAT CONNECT CHILDREN WITH NATURE FOR LIFE.
- HELP WHOLE COMMUNITIES CREATE OUTDOOR PLAY ENVIRONMENTS SO THAT ALL
 CHILDREN HAVE HEALTHY OPPORTUNITIES TO EXPLORE THEIR NATURAL WORLD.







The day began at Arlington Elementary School, where a handful of students presented their idea of the perfect adventure playground. It was great to see their enthusiasm and hear their thoughts on how they like to play outside.





- FLOWER GARDENS
- OBBY OBSTACLE COURSE
- TREEHOUSE



GROUP 2

- FISH POND
- TREE HOUSES
- JUNGLE GYMS



That afternoon, NoLi CDC hosted an open studio session to talk about the key points and findings from the morning session. Collaborating with the Children at Play Network and Lexington Parks and Recreation, three free play concepts were developed which integrate input from the students and community stakeholders.

CONCEPTS

OPTION 1



OPTION 1 allows the user to get lost in the fun town mulch mounds, where they can continue through to walk the planks! The user can then coninue on through the wetland walk and play in rock island.

OPTION 2

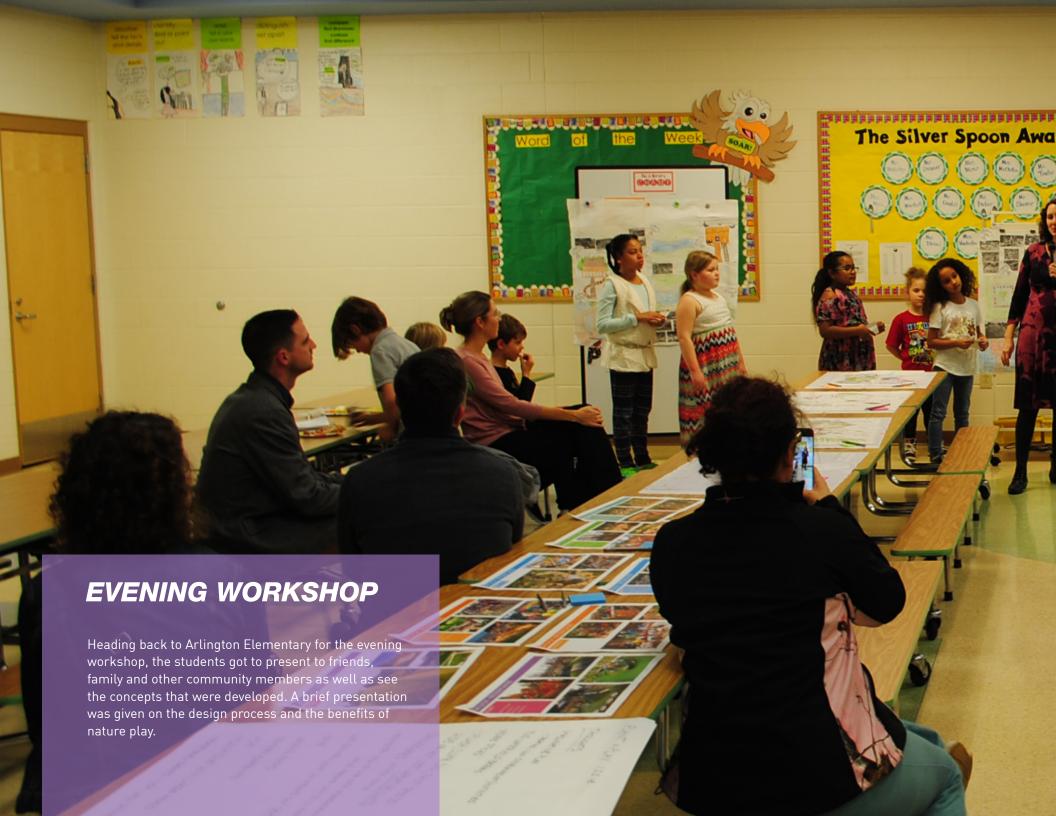


OPTION 2 allows the user to challenge themselves through the obby obstacle course. They can then continue on to the bioswale area where they can play in the mud pit. As they continue through the park, they will have to traverse through the mystic maze.

OPTION 3



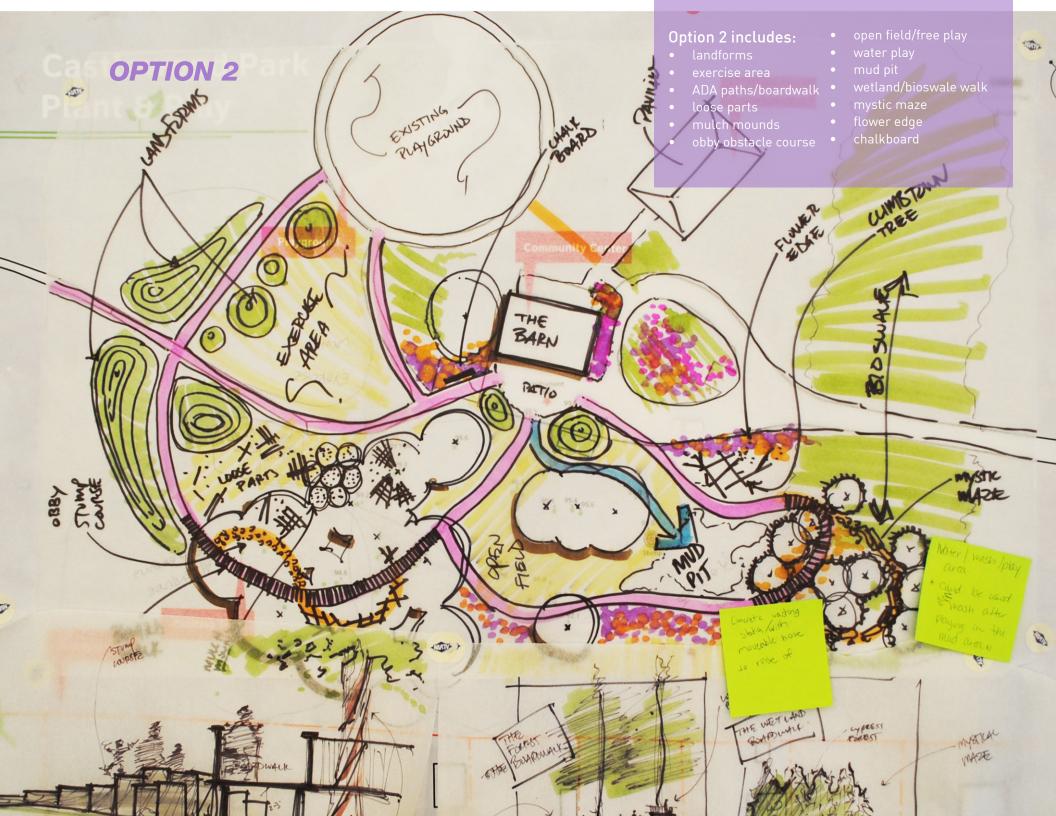
OPTION 3 allows the user to gain a higher advantage point as they run and climb through the mound meadows. With a large free play area, the user can play freely or climb tree parts scattered throughout the space.continue through the park, they will have to traverse through the mystic maze.

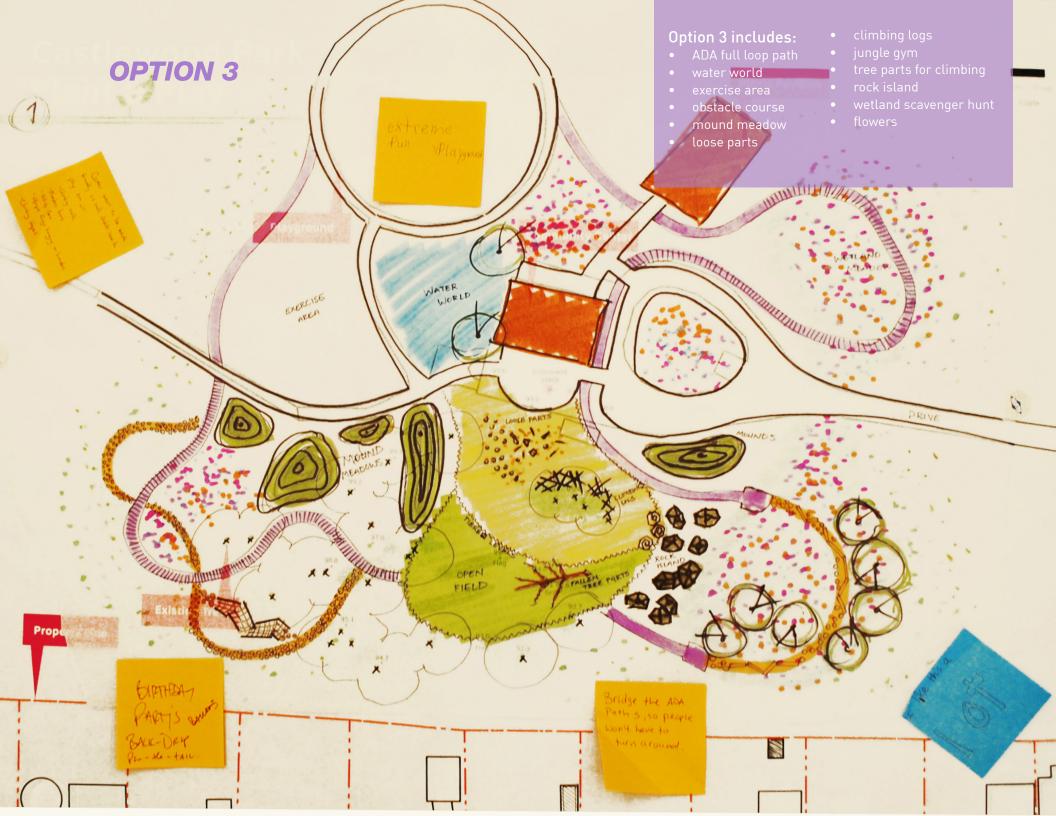












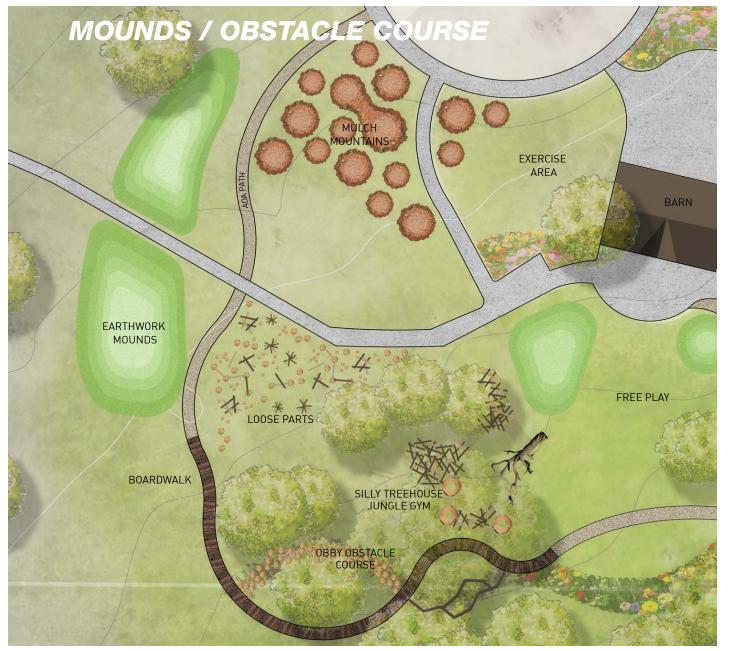
PREFERRED ALTERNATIVE

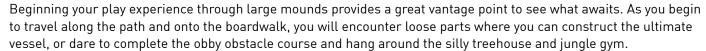
After speaking with community members and getting feedback from the workshop, a preferred alternative has been developed that includes amenities and opportunities that will allow the user to engage in new ways while playing.

The PLANT N PLAY ADVENTURE PARK will provide activities that will challenge the user to think creatively, solve problems, work together and interact with one another while climbing, running, jumping, crawling and exploring the park.

- 1 EARTHWORK MOUNDS
- 2 MULCH MOUNTAINS
- 3 LOOSE PARTS
- 4 OBBY OBSTACLE COURSE-STUMPS
- 5 SILLY TREEHOUSE-JUNGLE GYM
- 6 ROCK ISLAND
- 7 MYSTIC MAZE-CYPRESS RAIN GARDEN
- 8 CLIMBING TREE







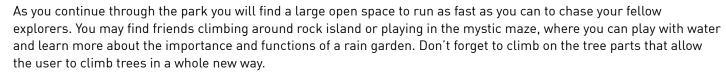










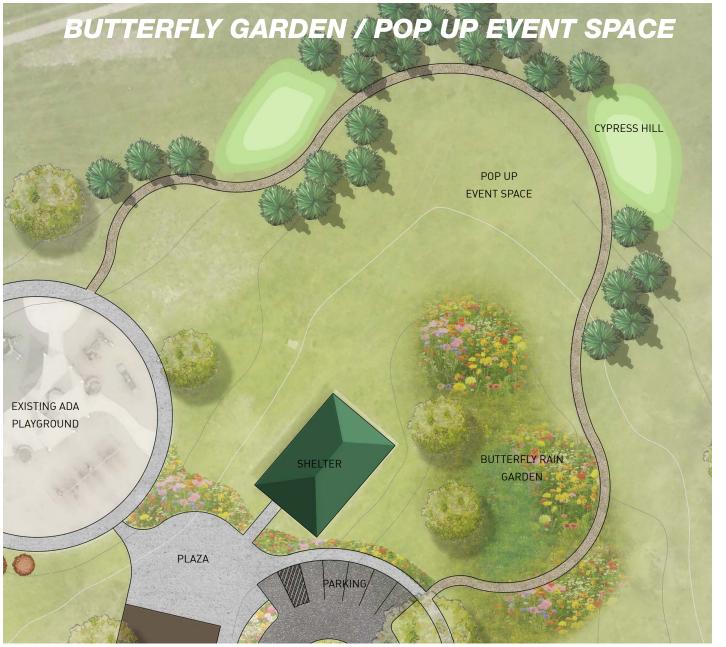




















See how many insects you can spot along the butterfly rain garden as you continue on towards the pop-up event space. One week there may be a huge mud pit to roll around in, and the next be home to towering box structures to be constructed and deconstructed. If you can think of a new activity to have in the park, this is the place to make it happen.

MOVING FORWARD

There will be continued efforts to meet and discuss the opportunity with stakeholders and Lexington Parks and Recreation. The alternative will continue to be refined and further discussions to prioritize how to phase in certain components at certain times. expectations are for implementation to be completed by 2018.

