

# 4CDD Workshop 260228 summary

## Node-network

Nodes	1	2	3	4	5	6	7	8	9	10	11	12	13	Used	Total
1. Sunny spot														0	0
2. Shady spot														4	8
3. Seating - bench														6	13
4. Seating - table														7	13
5. Seating - stump/stool														2	10
6. Seating - chair														5	10
7. Seating - grass														2	3
<b>8. Bike rack</b>														10	15
9. Sign - Interpretive														2	6
10. Sign - wayfinding														2	5
11. Comm. board														2	2
12. Bulletin board														2	3
13. Playground														5	6
14. Sports field/court														3	6
15. Workout station														5	10
16. Sand pit - games														4	4
17. Grill/BBQ														7	7
18. Firepit														1	1
<b>19. Water station</b>														10	15
20. Dog waystation														1	1
21. Potty / changing stn														5	8
<b>22. Waste bins</b>														11	29
<b>23. Lighting</b>														9	22
24. Emergency station														2	6

Horsehoes |

Splash pad |||||

Skate park |

## Summary

- Only one option didn't get used at all (*1. Sunny spot*)
- Ten items were used by 2 or fewer people, including all signage options, emergency station, firepit, dog station, and grass and stool seating
- Four items were used by 9 (of 13) or more people (these were also the most sited)
  - *8. Bike rack*
  - *19. Water station*
  - *22. Waste bins*
  - *23. Lighting*
- The most popular seating option was *4. Table*
- *15. Workout station*, and \* *Splashpad*, were both used 5 times, as many times as *13. Playground*, and more times than *14. Sports field/court* (3 times).

## 1-2-4-ALL

				Top scorers	Ct
1	A, F, R	A, X, G		G. Balance Course	18
2	M, X, E	X, A, T	G, A, X	E. Slide	17
3	A, G, T	G, A, X	X, A, T	A. Swings	16
4	Q, R, U			F. Climbing wall	14
5	E, A, H	E, A, I	E, A, Q	X. Lookout tower	10
6	G, P, F	F, G, I	F, G, E	Q. Sandbox	7
7	E, G, F	E, G, F	E, G, F	H. Monkey bars	6

8	E, V, F	E, G, F	E, G, F	I. Climbing net	5
9	I, H, F	F, G, E		R. Water play	4
10	A, R, H	A, H, I	A, H, E	L. Cozy fort	4
11	E, G, I			P. Tactile toys	3
12	Q, L, X	Q, G, L	G, X, L	T. Make-believe	3
13	J, G, Q			D. Wobble bridge	2
14	P, R, D	D, F, X	A, F, X	V. Sit/hang	2
15	V, P, G				
16	E, L, Q	E, A, Q	E, A, H		

## Summary

14 of the 24 available play elements were chosen more than once.

The top five chosen play elements were:

1. ***G. Balance Course (x18)***
2. ***E. Slide (x17)***
3. ***A. Swings (x16)***
4. ***F. Climbing wall (x14)***
5. ***X. Lookout tower (x10)***

- A. Swings: 16
- B. Merry-go-round: 0
- C. Spring rocker: 0
- D. Wobble bridge: 2
- E. Slide: 17
- F. Climbing wall: 14
- G. Balance course: 18
- H. Monkey bars: 6
- I. Climbing net: 5
- J. Tube/tunnel: 1
- K. Hills: 0

- L. Cozy fort: 4
- M. Musical toys: 1
- N. Light toys: 0
- O. Mechanical toys: 0
- P. Tactile toys: 3
- Q. Sandbox: 7
- R. Water play: 4
- S. Story circle: 0
- T. Make-believe: 3
- U. Game area: 1
- V. Sit/hang: 2
- W. Ramps: 0
- X. Lookout tower: 10

## Feel of Play (A VS B)

### Summary

1. **Chimes/music** (9) VS *Prisms/light* (2)
2. **Carousel** (8) VS *Rocker* (1)
3. *Climbing net* (4) VS **Climbing wall** (6)
4. *Nature play A* (4) VS **Nature play B** (9)
5. **Nature play course** (10) VS *Synthetic course* (1)
6. *Sand table/box* (3) VS **Hill and tunnel** (6)