

Risky Elements in Play Design

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PLAY VALUE LOOP

Find the
CHALLENGE

Take A
RISK

Have
FUN

REPEAT



Risky Play:

Great Heights

Rapid Speeds

Dangerous
Tools

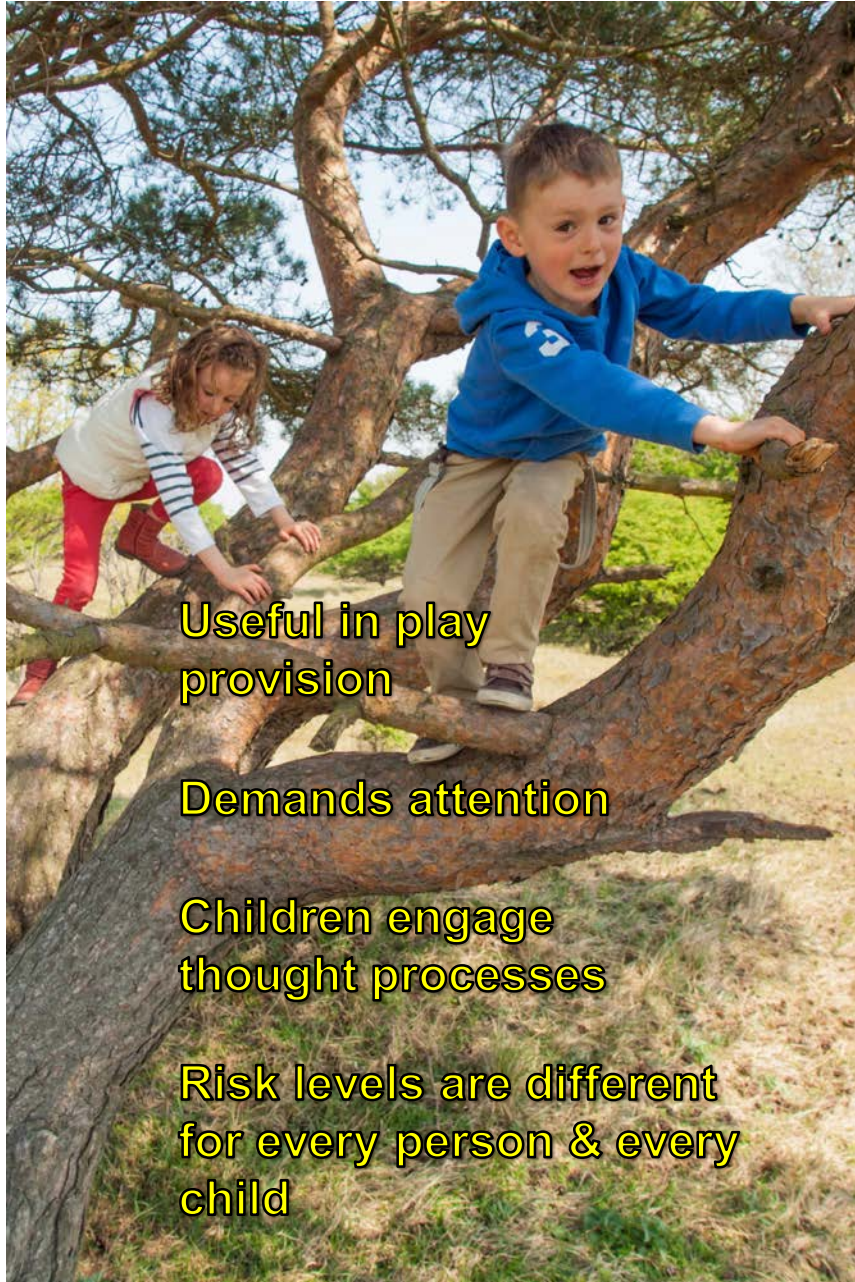
The Elements

Rough and
Tumble

Disappearing/G
etting Lost



RISK

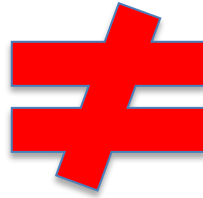


Useful in play
provision

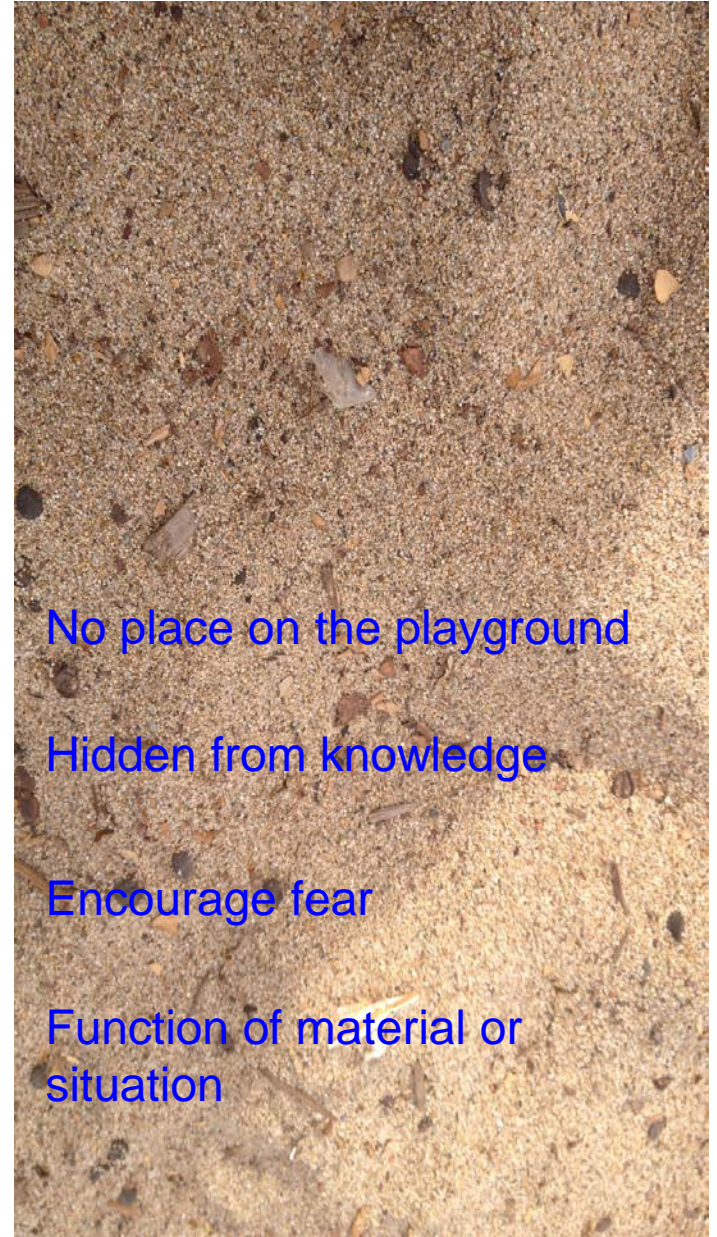
Demands attention

Children engage
thought processes

Risk levels are different
for every person & every
child



DANGER



No place on the playground

Hidden from knowledge

Encourage fear

Function of material or
situation



Risky Elements create Play Value



Risk is very
personal:

Age

Capability

Experience

Mood

Perception



One size does
not fit all!

Play value is held by things, places, and spaces, which are compelling and encourage children's involvement.

Interesting places, changing objects, mutable materials, and objects that children can manipulate have high play value.

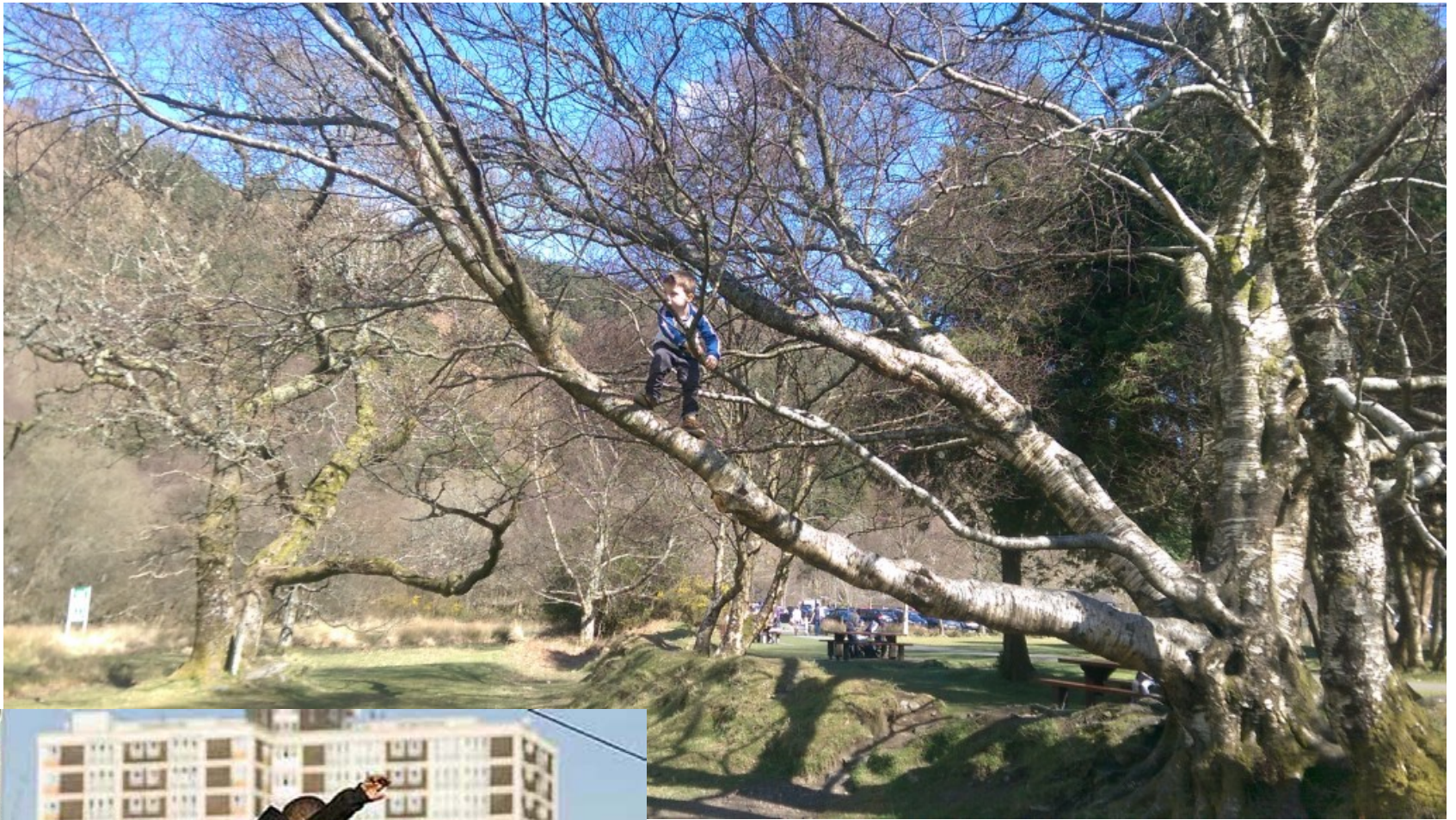


Design Strategies

- Height
- Complexity
- Moveable Parts
- Physical Challenge
- Group Play
- Natural Elements

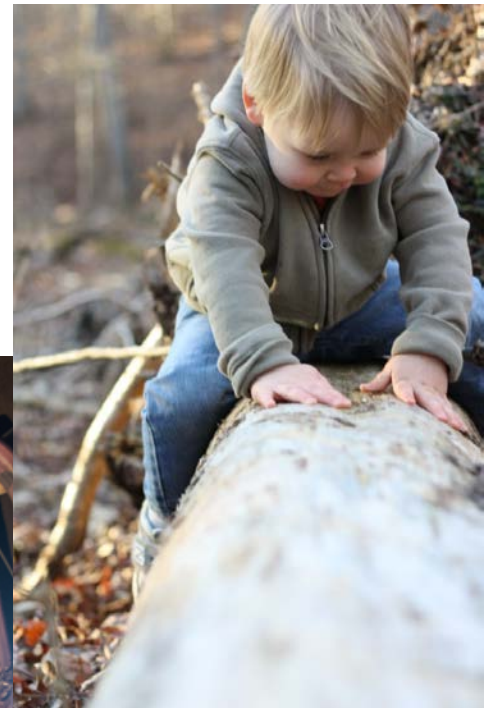
Height





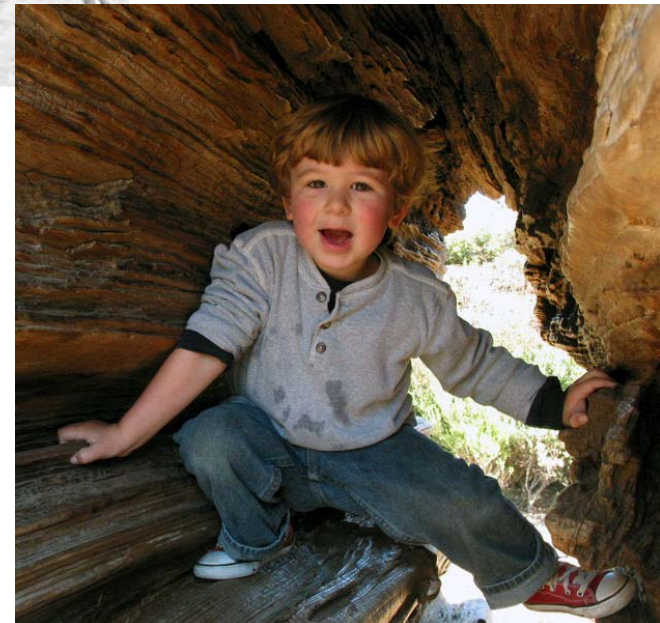
Complexity

Scale Matters





Variety and complexity draw the observer in. Discovery awaits around every corner, so make lots of corners.



Moveable Parts





Tools



Swings

Merry Go Rounds

Teeter Totters



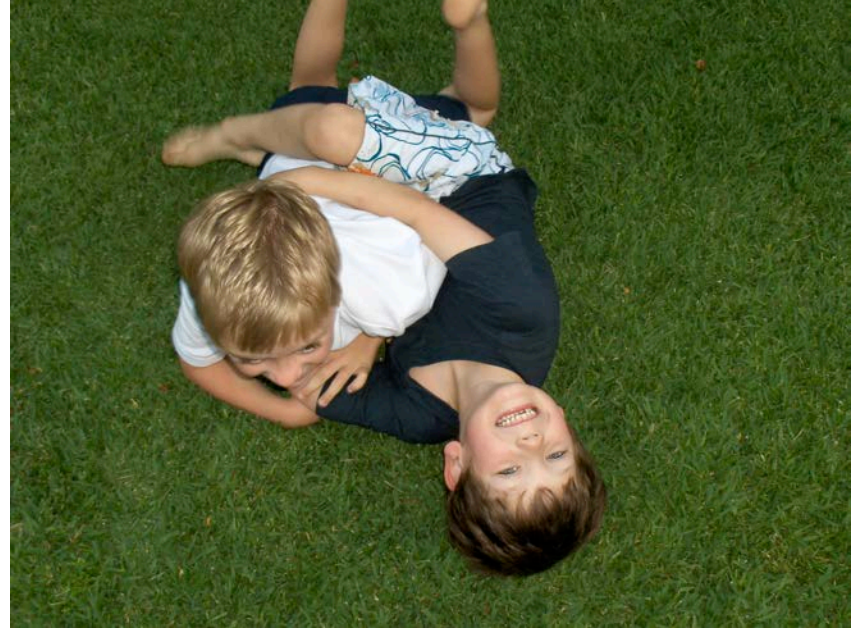
Sand



Physical Challenge



Defy Gravity



Rapid Speed

Rough and Tumble



Group Play

Boisterous



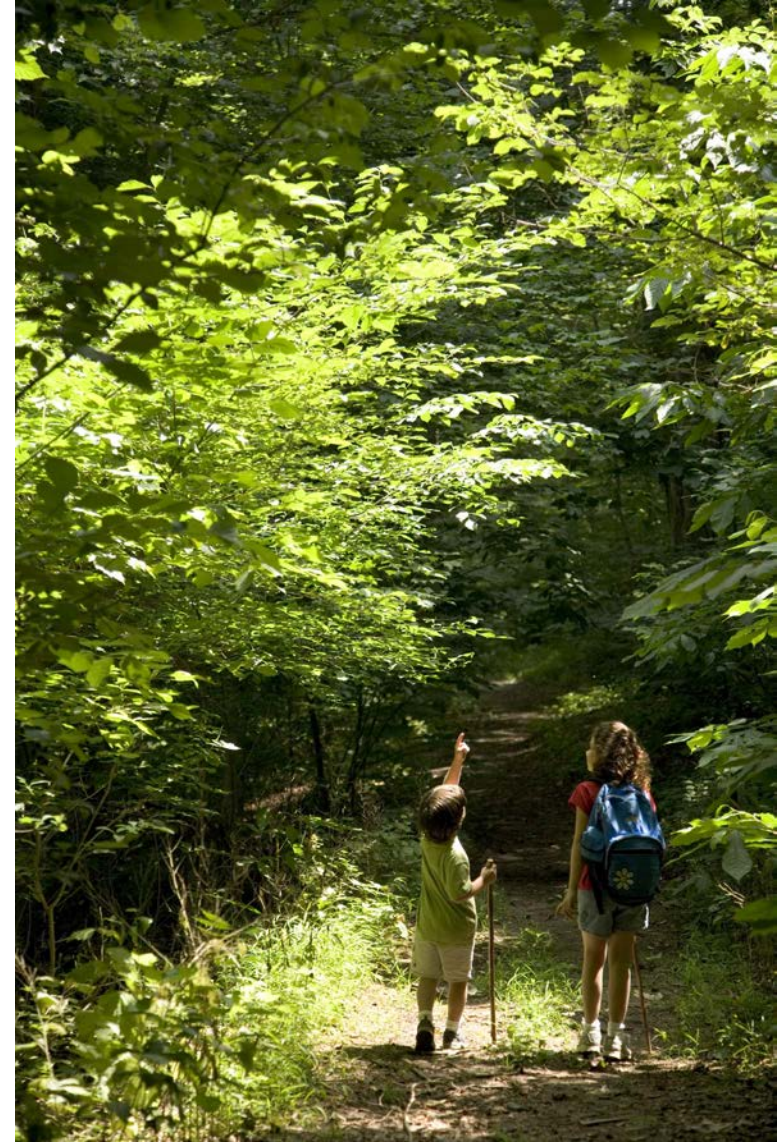


Orderly

Spontaneous



Nature and the Elements



Getting “Lost”



Structures can be built to reflect natural patterns.

Sometimes it is easy enough to just include some plants!

Children learn about themselves while they play.

Show them trust, and they will learn to trust themselves.

