

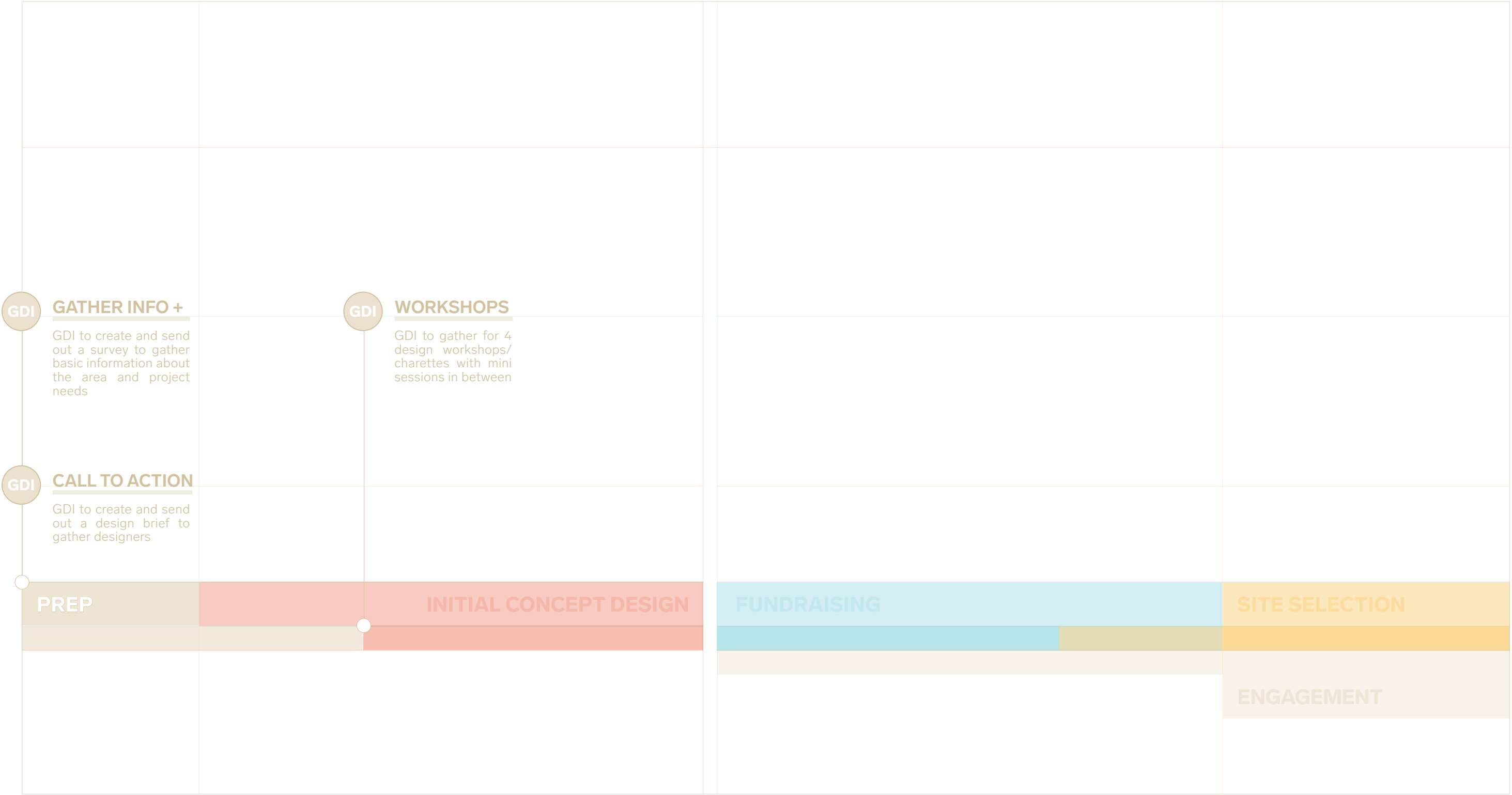
**CONTENT USE**

All information can be used by MOTG for its own purpose, providing that credits are given to GDI when appropriate. The activities and services from GDI are limited to outreach, preliminary design, and, if needed, support for fundraising led by MOTG. GDI provides drawings for playground options adjusting to different sites within the camp. MOTG will be responsible for the construction including local permit, compliance with local code and best practice for children's safety.

# RIC PLAYGROUND

DESIGN CONCEPTS







**DESIGN + PLAN**

GDI to create concept designs, strategies, + goals for the project



**CREATE GRAPHIC**

GDI to create document to share with MOTG; to be used as a fundraising tool



**BRAINSTORM**

MOTG to talk with colleagues + others to brainstorm options

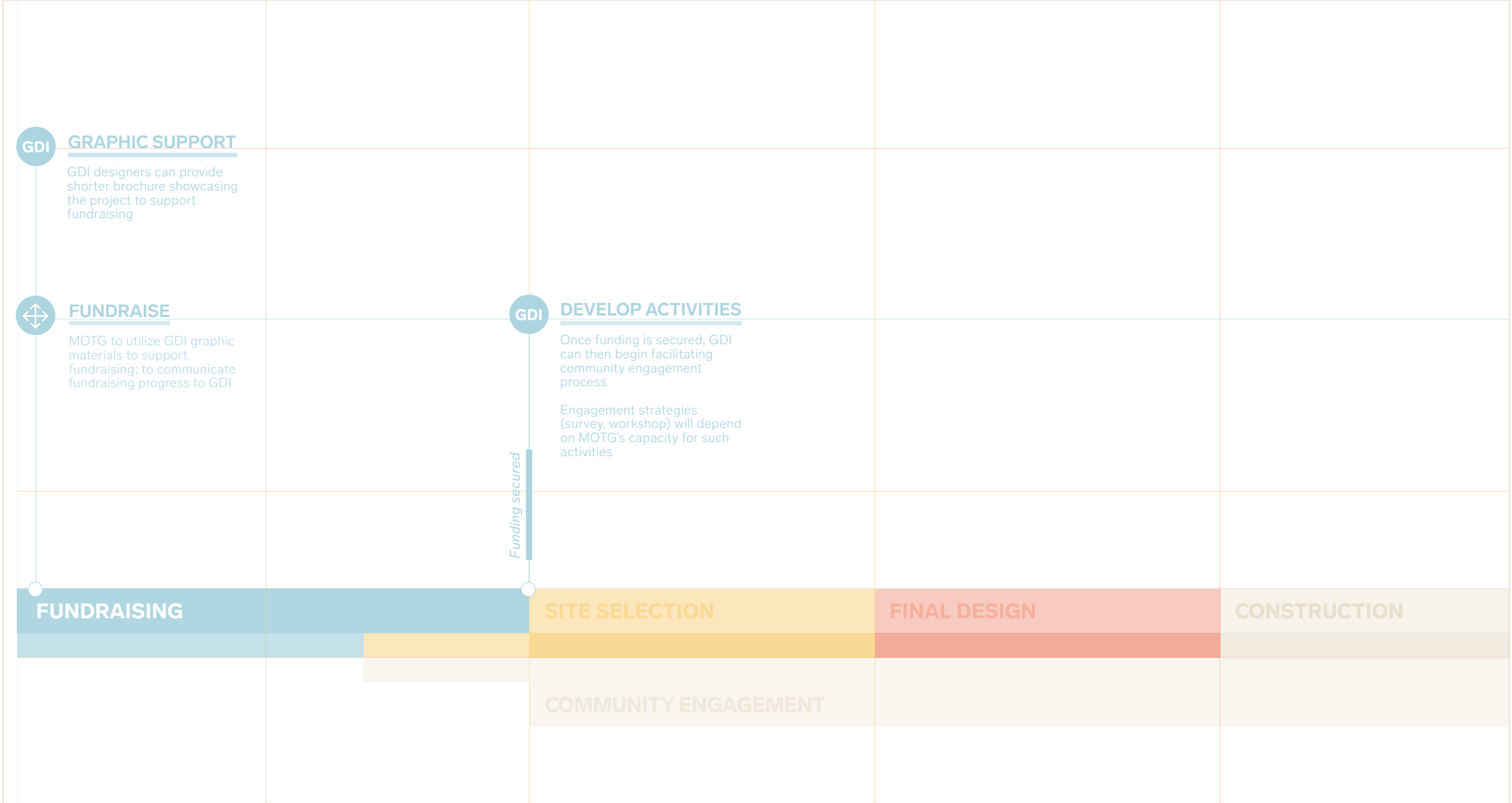
**INITIAL CONCEPT DESIGN**

**FUNDRAISING**

**SITE SELECTION**

**ENGAGEMENT**







### SEARCH FOR SITE

MOTG to select a site and secure an agreement or approval for use of site to build playground in camp



### DEVELOP DESIGN

GDI to further develop design options informed by site possibilities and MOTG correspondence



### CHOOSE SITE

MOTG to determine site placement and GDI to continue the conceptual design

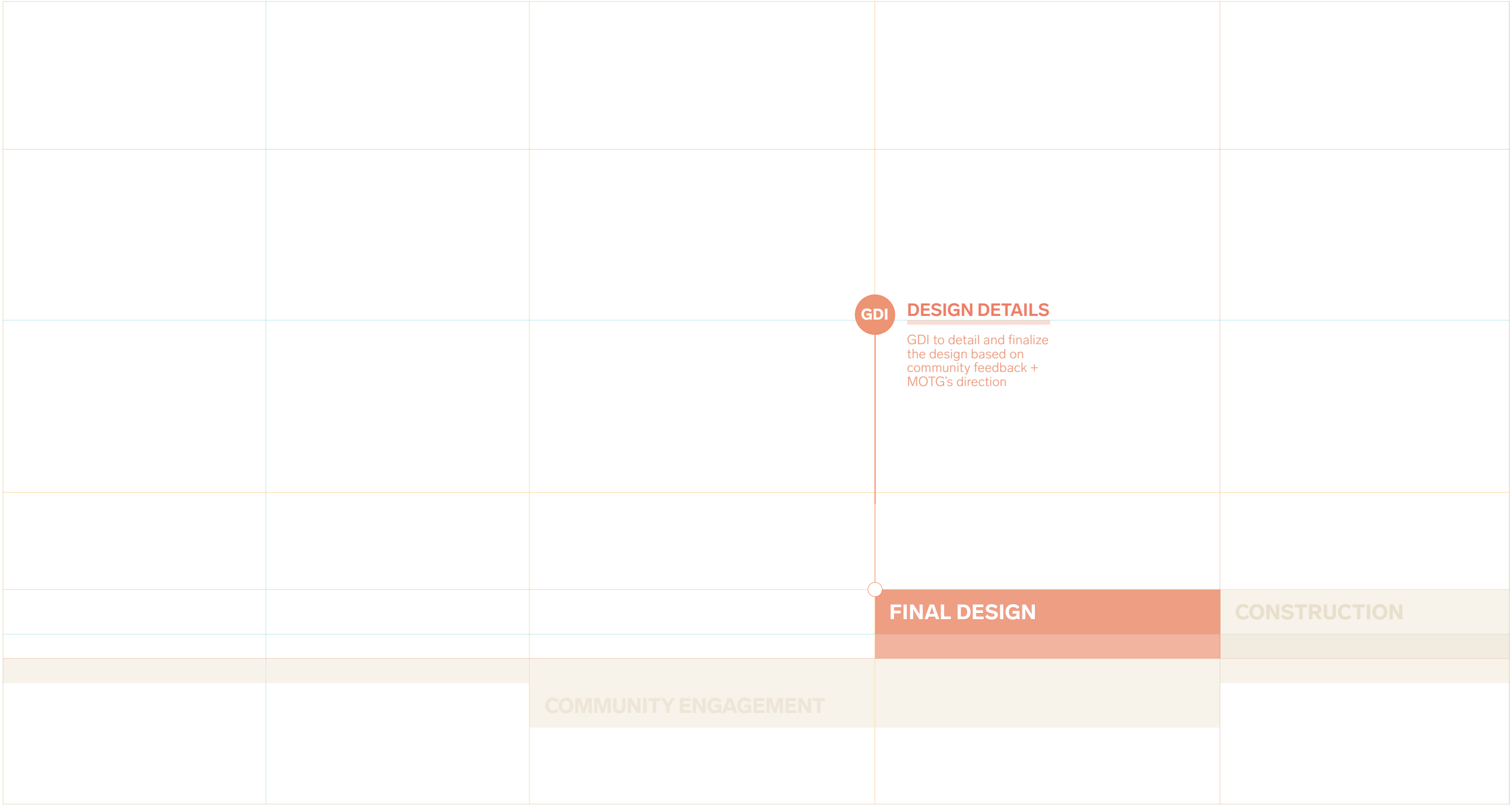
Site Selected

### SITE SELECTION

### FINAL DESIGN

### CONSTRUCTION

### COMMUNITY ENGAGEMENT



GDI

**DESIGN DETAILS**

GDI to detail and finalize the design based on community feedback + MOTG's direction

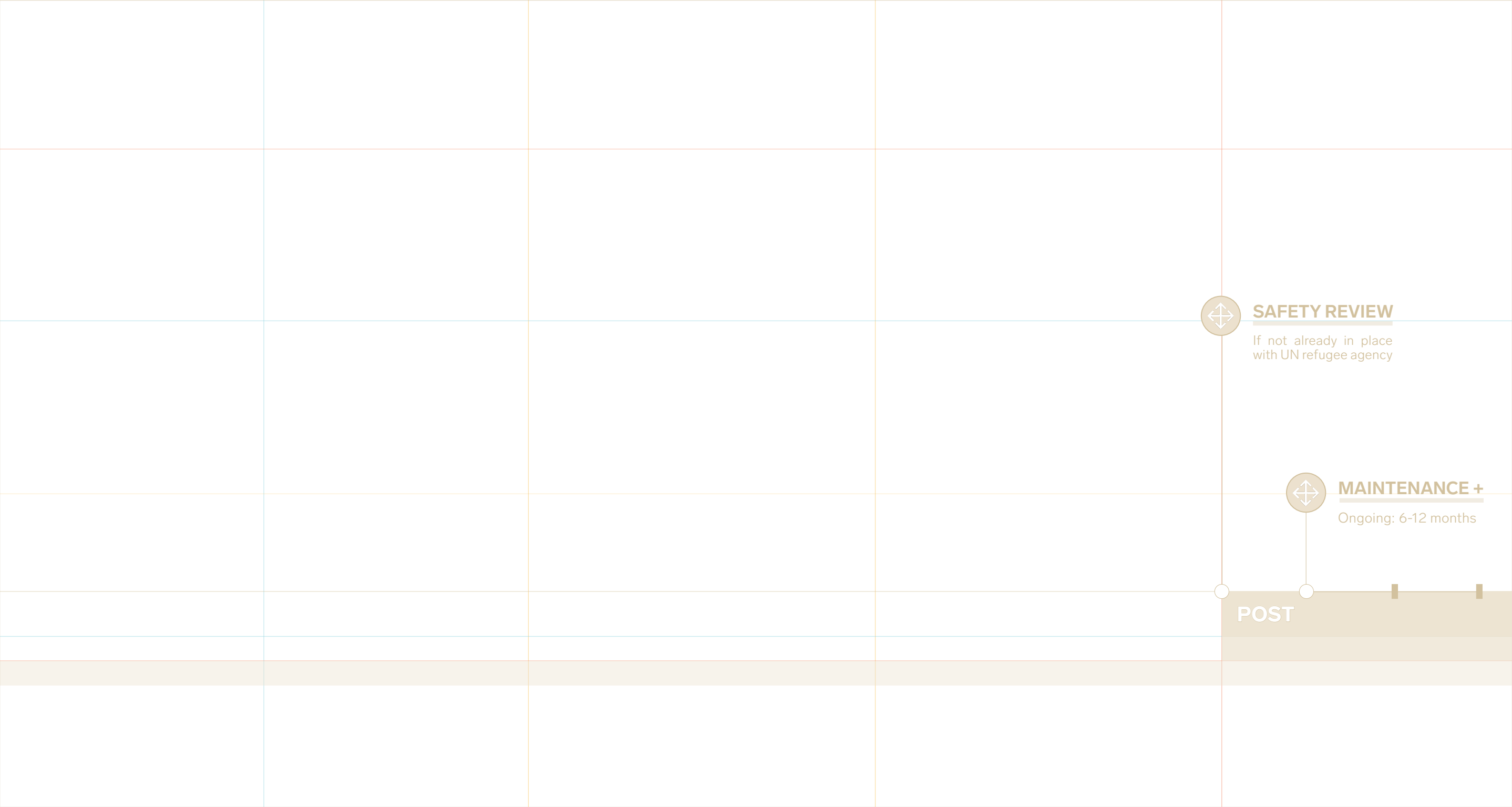
**FINAL DESIGN**

**CONSTRUCTION**

**COMMUNITY ENGAGEMENT**







**SAFETY REVIEW**

If not already in place  
with UN refugee agency

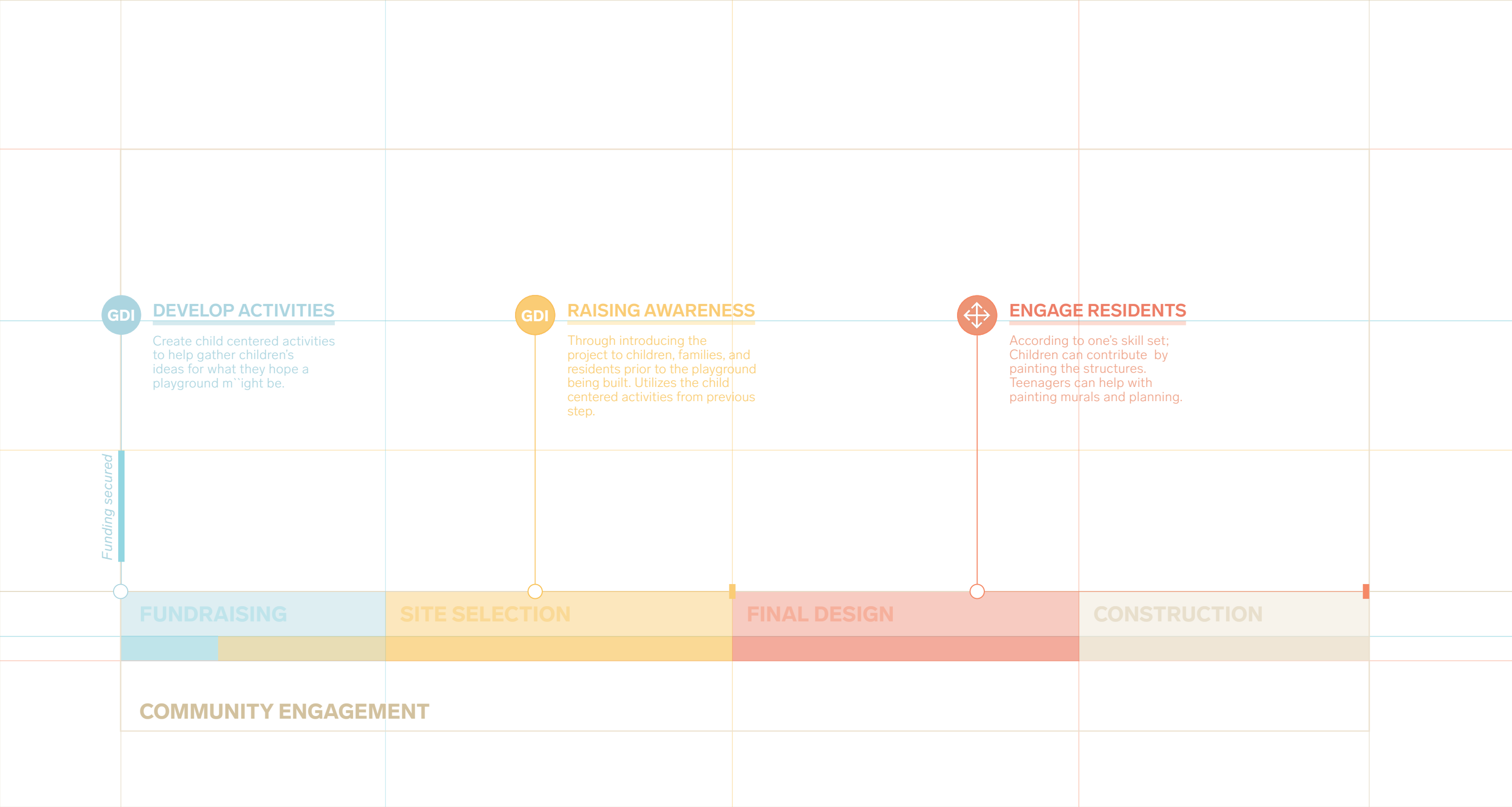


**MAINTENANCE +**

Ongoing: 6-12 months



**POST**





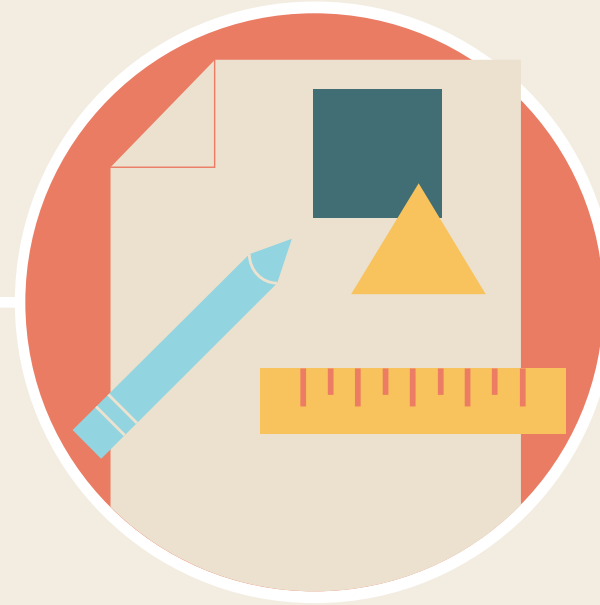
## SIMPLE + MODULAR

Modular unit that can be easily assembled and disassembled



## GATHER + CONNECT

A safe and fun community hub for all members to socialize



## CREATIVE

A colorful, artistic space that engages the art community



## SUSTAINABLE

Design that has minimal impact on the land and respects nature



## PLAY SPACES

Assist **MOTG** to advocate and implement play spaces by providing various design options



## FOR EVERYONE

Catering to **different age groups** for them to meet and play in a safe way



## TEMPORAL DESIGN

Design a temporary play space that is **easily constructible, replicable, and cost efficient**



## COMMUNITY

**Engage** the camp's community in the **design and construction** process to develop a playground best suited for their needs

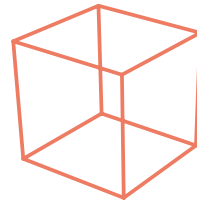
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## DESIGN STRATEGY

### PARAMETERS

Categorize **space available**  
on site + suggest adjacency



**1 MODULE: 25 M<sup>2</sup>**

Multiply for play

### POTENTIAL SITES

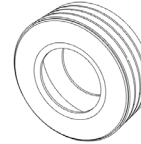
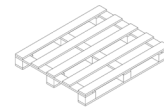
- A** VISIBLE
- B** SERVICE ADJACENT
- C** SHADE
- D** OVERLOOK



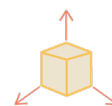
## DESIGN STRATEGY

### MATERIALS

Use **recycled +/- readily available** materials



### SPECIFICATIONS



DIMENSION



COST



CAPACITY



## DESIGN STRATEGY

### PROGRAMS

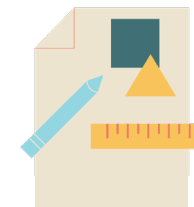
Integrate + utilize other  
existing MOTG programs



WASTE MANAGEMENT  
+ GARDENING



WOODSHOP

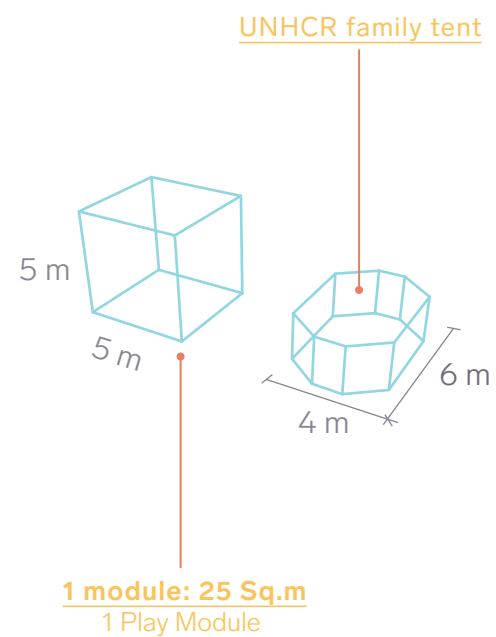


EDUCATION



## SPATIAL PARAMETERS

While the playground's final location is unknown, these “test fits” help us imagine potential sites.



## POTENTIAL SITE

- A** VISIBLE
- B** SERVICE ADJACENT
- C** SHADE
- D** OVERLOOK

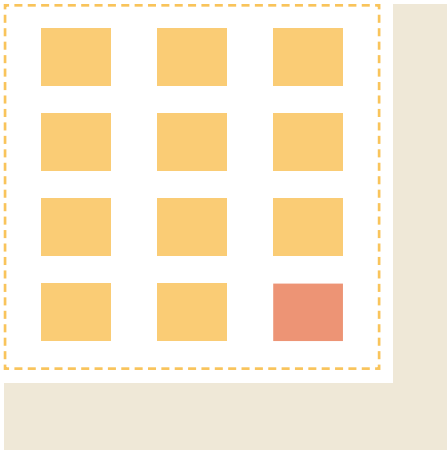




# SITE A : VISIBLE

A **centralized** play area = a safer play area. Locations near **major circulation corridors** provides additional **visibility**

## SITE A TYPICAL LAYOUT

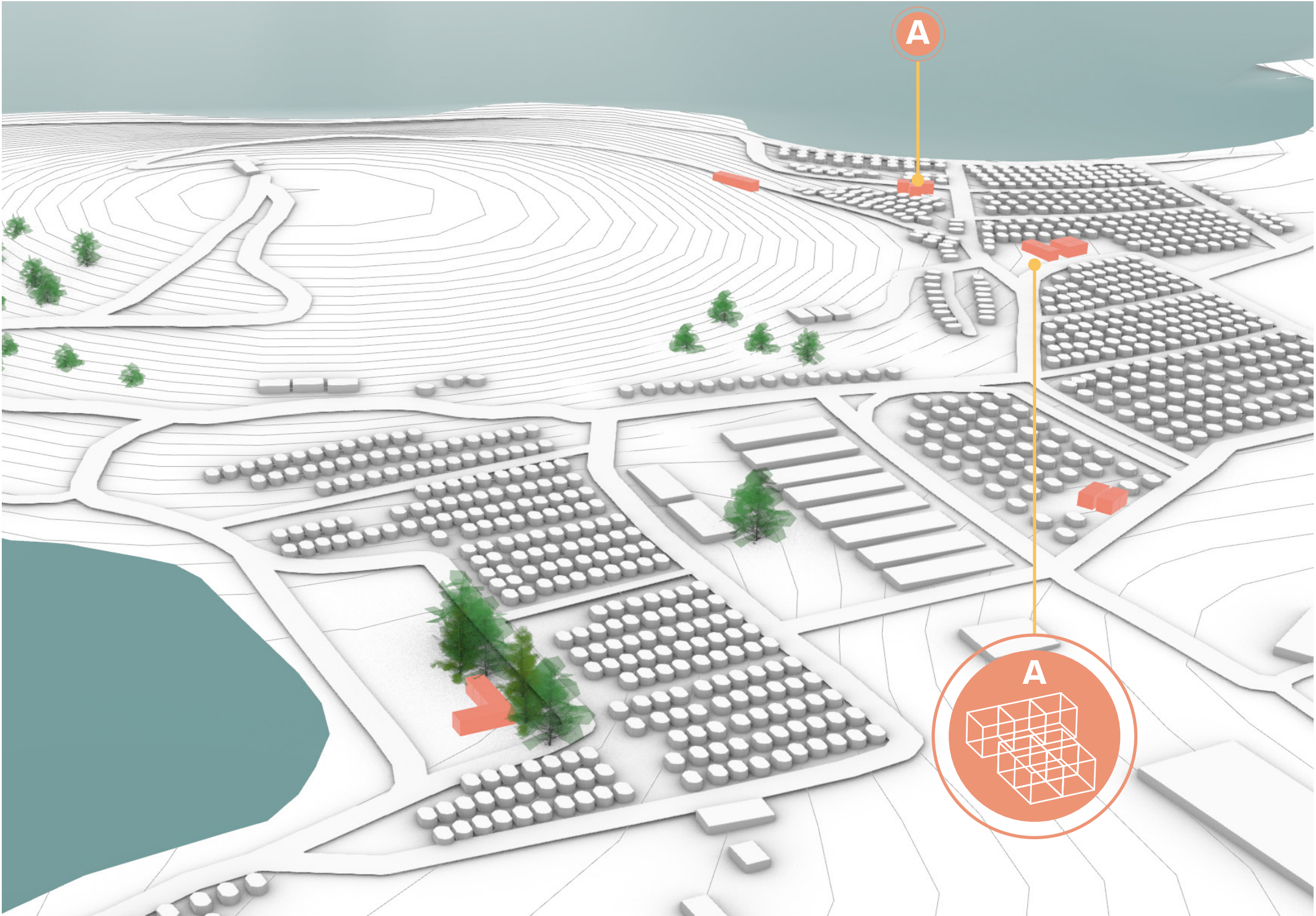


tent



play space

**A** POTENTIAL SITE

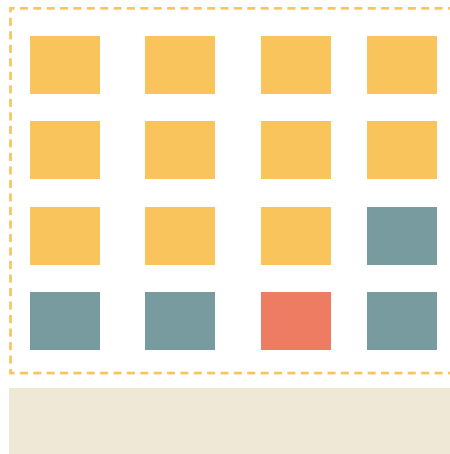




## SITE B : SERVICE ADJACENT

Sites close to **places of group activities** benefits as well as children.

### SITE B TYPICAL LAYOUT



tent

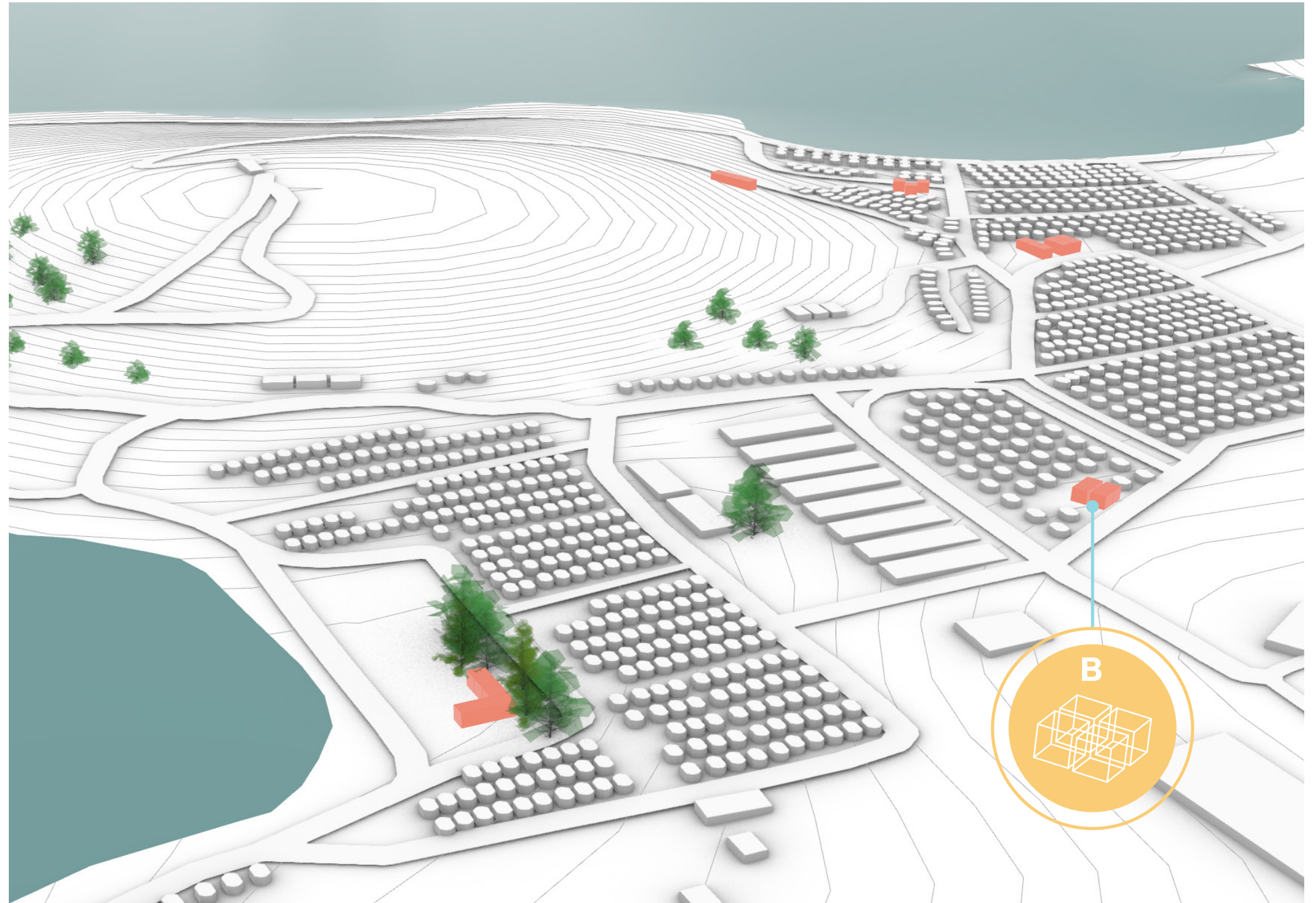


play  
space



services

 **POTENTIAL SITE**

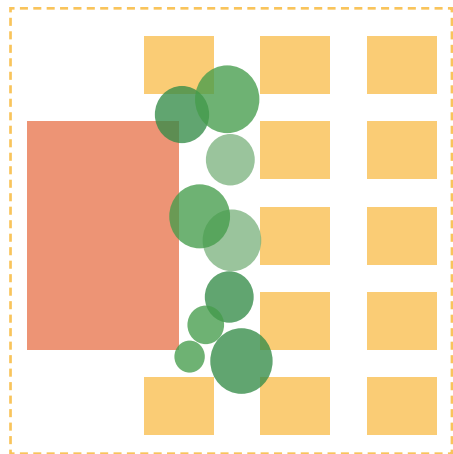




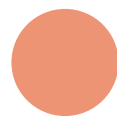
## SITE C : SHADE

Taking advantage of existing site conditions like existing trees will provide **shade** and create a connection to the landscape

### SITE C TYPICAL LAYOUT



tent

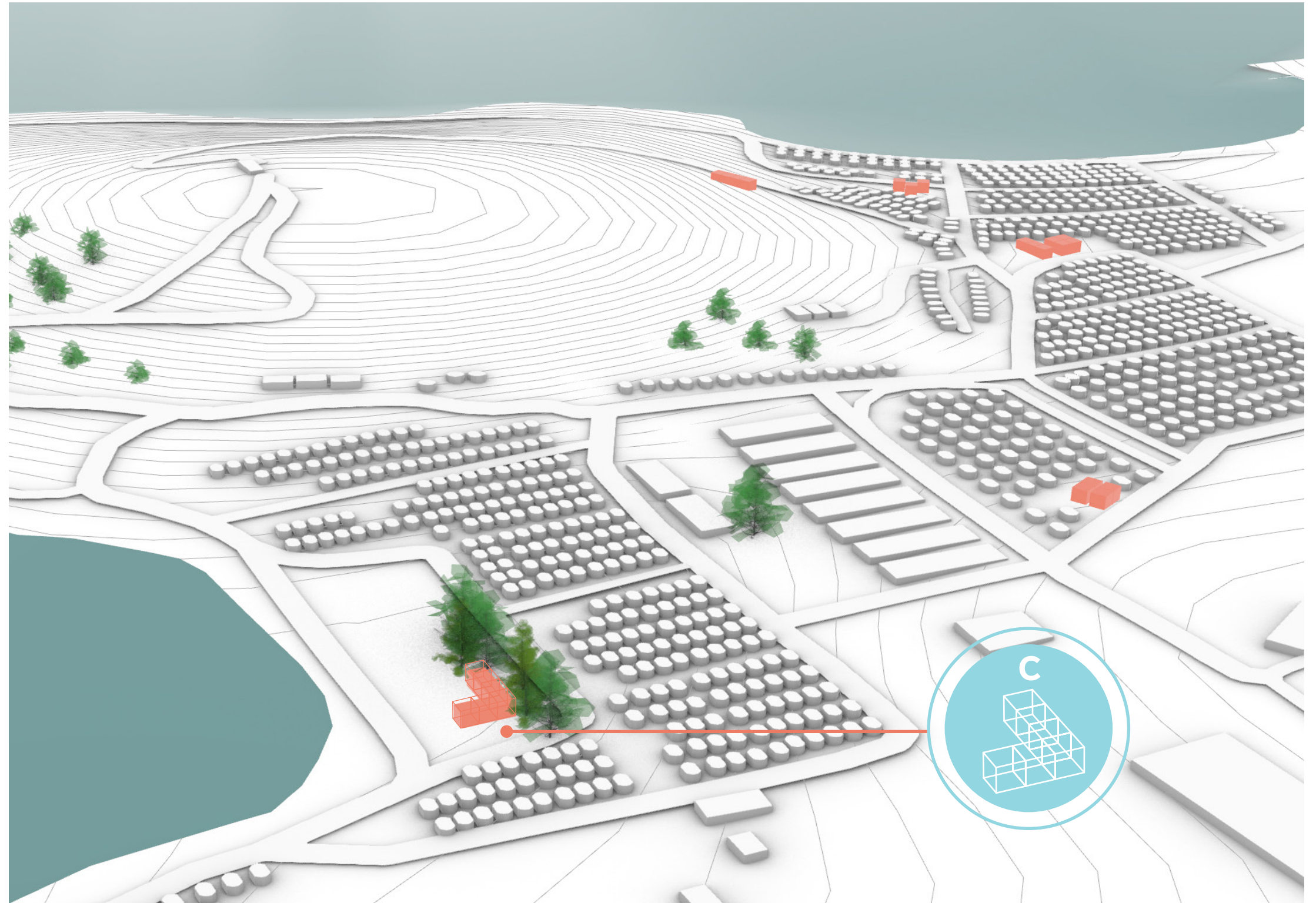


play  
space



vegetation

© POTENTIAL SITE



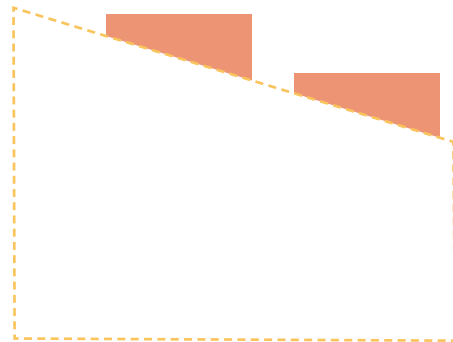


## SITE D : OVERLOOK

**Adjacencies to services** or relevant populations, especially areas designated for women and children, would be convenient for caretakers.

**Integrating the playspace** with the contours of the site adds another dimension of play value.

### SITE C TYPICAL LAYOUT

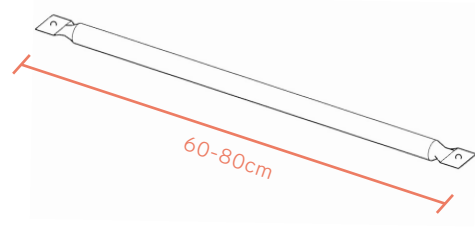


play  
space

**D POTENTIAL SITE**

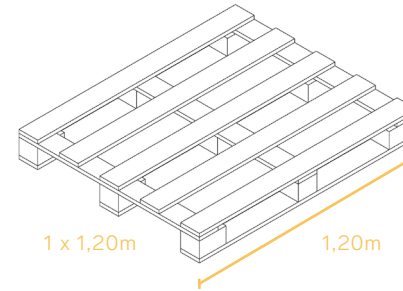


# MATERIALS



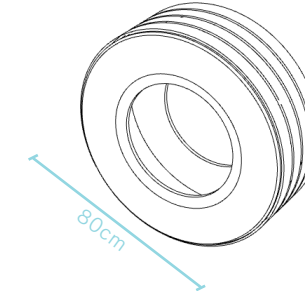
## TENT POLES

Standardized lengths cut from recycled tent poles would provide basic units for play structure. Modification of units would allow for constructing configurations appropriate to a variety of locations. Play structure could be augmented with added features. Coating pipe in reflective, non-toxic paint would reduce risk of hot metal surfaces. Connection points would be smoothed. Attachment to ground would be specific to location.



## WOOD + PALLETS

Common wood pallets collected from large scale deliveries (or procured directly from a distributor like Green Pallet Packaging Solutions) can be disassembled into timber segments. These elements, paired with conventional timber framing materials, can create an armature of opportunity for climbing walls, slides, and swings. Precise detailing of bolted connections and scaled footings will be required.



## TIRES

Sourced from surrounding communities, automobile tires can be easily modified, attached and reconfigured into functional play components. Bolted together and stacked, or simply embedded into the earth, tires can provide opportunities for climbing, balancing, riding and swinging. These soft, flexible units can also be used to define the playspaces and soft-fall areas.

### COMPONENT INFORMATION



15 sqm



5-10 users



cost

### COMPONENT INFORMATION



15 sqm



12-15 users



cost

### COMPONENT INFORMATION



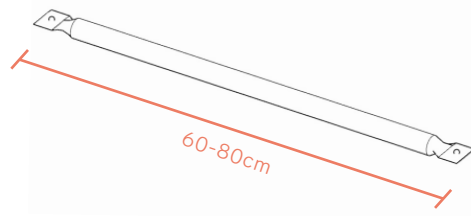
15 sqm



10-15 users



cost



## TENT POLES

### MATERIAL MODIFICATIONS



bend



fasten

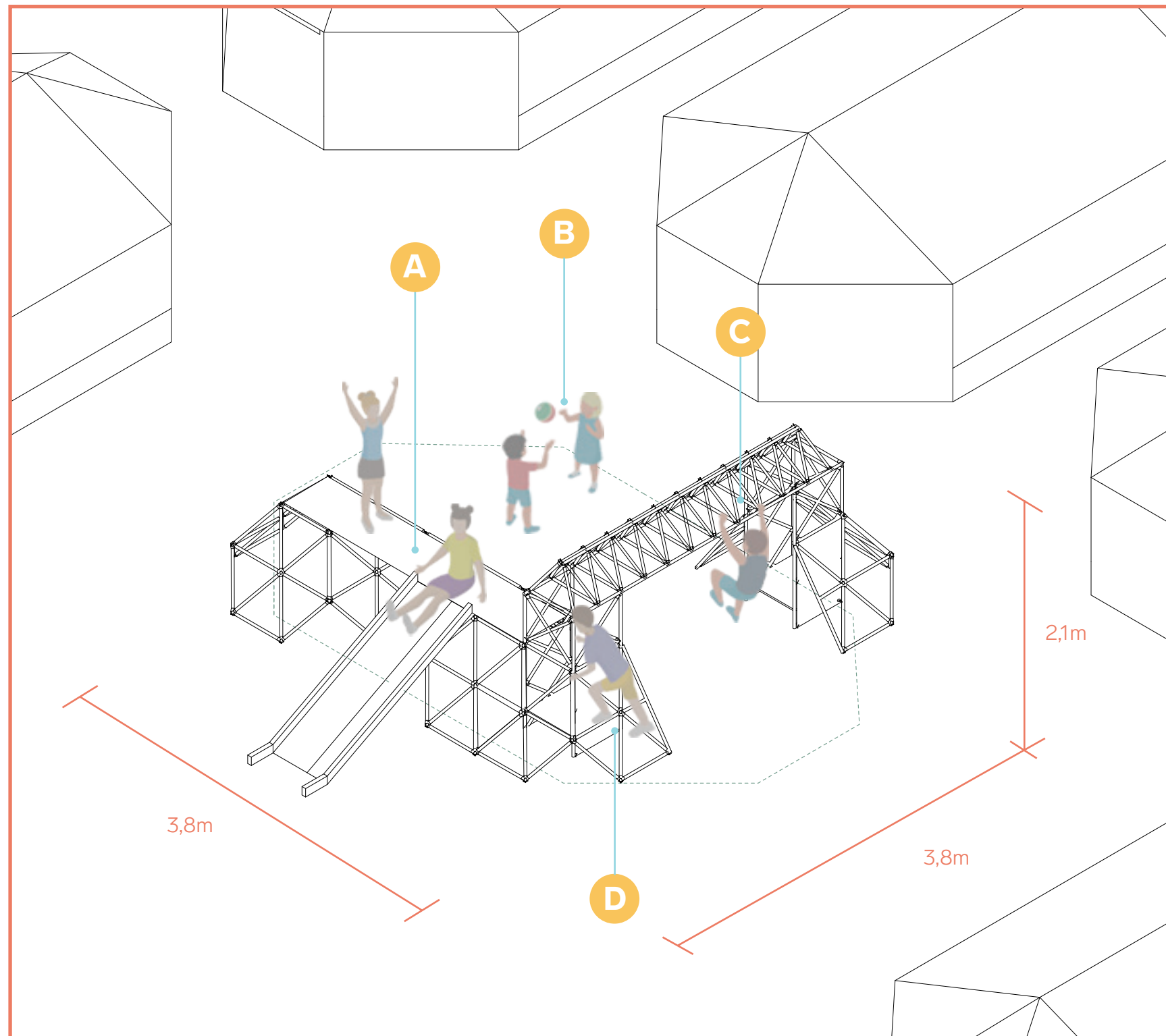


cut

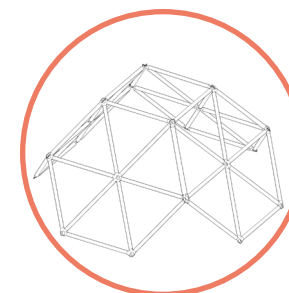
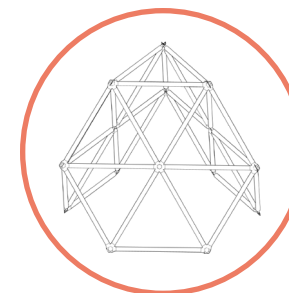
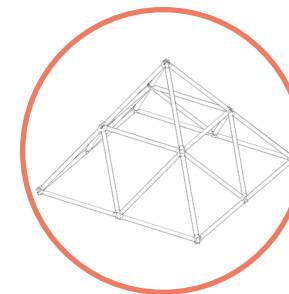
### MATERIAL UNIT



- A PLATFORM
- B HANG
- C MONKEYBARS
- D CLIMB



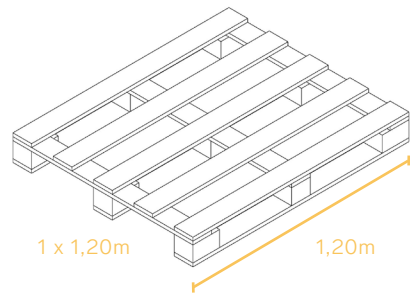
### COMBINED MATERIAL UNIT



\*design will have to be verified for structural integrity

\*related program: waste management





## WOOD + PALLETS

### MATERIAL MODIFICATIONS



fasten

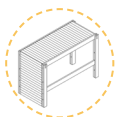
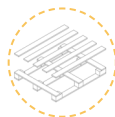


sand

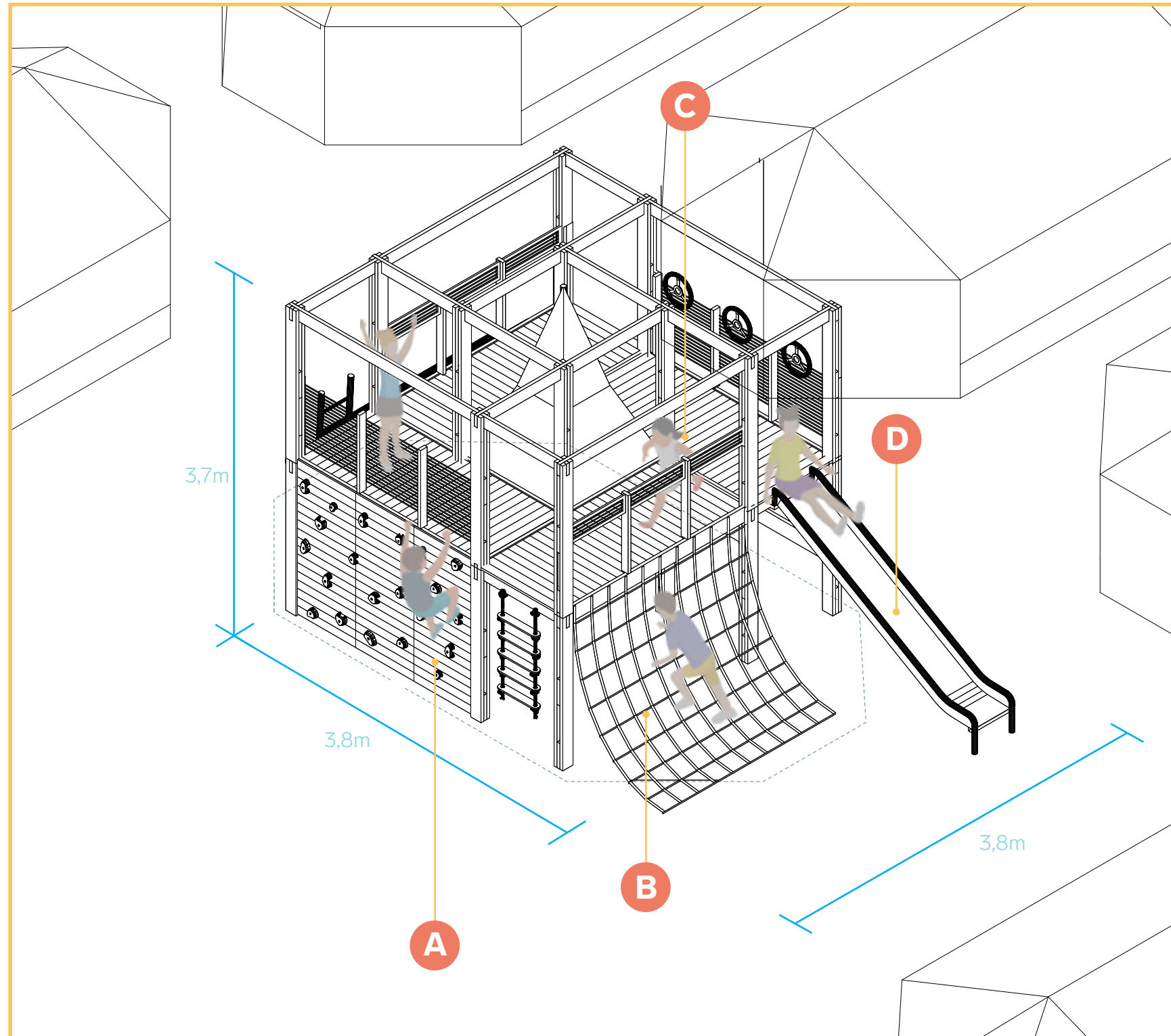


cut

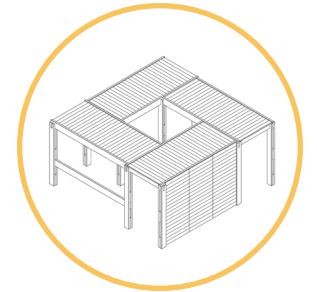
### MATERIAL UNIT



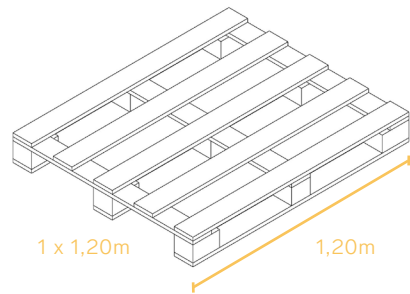
- A CLIMB
- B INTERACTIVE WALLS
- C RUN
- D SLIDE



### COMBINED MATERIAL UNIT



\*related program:  
woodshop program



## TIRES

### MATERIAL MODIFICATIONS



cut



fasten

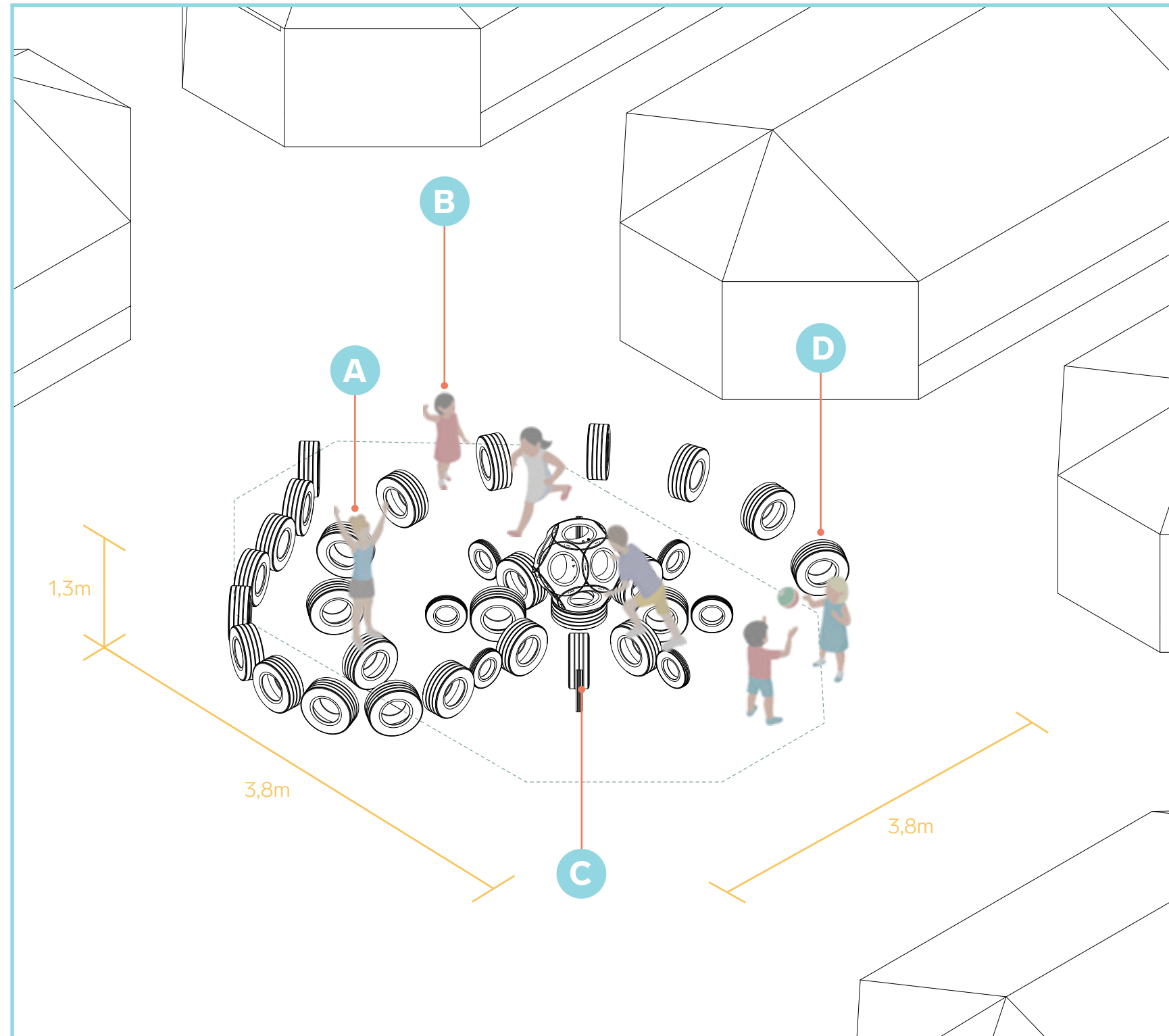


drill

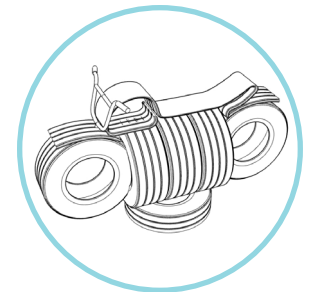
### MATERIAL UNIT



- A CLIMB
- B INTERACTIVE WALLS
- C RUN
- D SLIDE

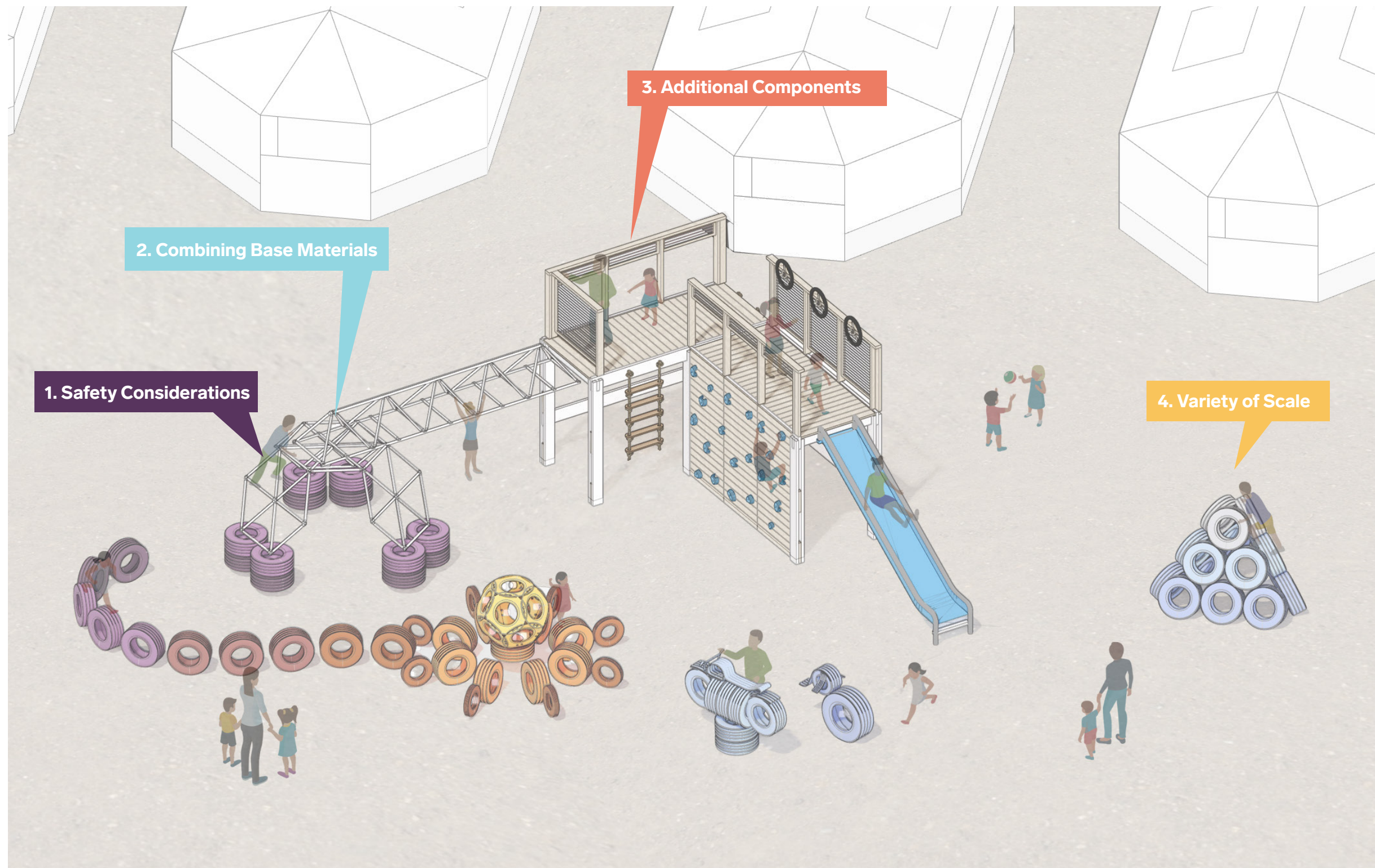


### COMBINED MATERIAL UNIT



\*related program: waste management





### 1. Safety Considerations

### 1. Safety Considerations

Additional precautions will have to be considered for the final design, including tires filled with concrete as anchors, rope or added fabric to avoid metal heating in the sun, as well as adequate space around each unit to ensure space for running.

### 2. Combining Base Materials

### 2. Combining Base Materials

Metal, wood, and tire units can be combined, depending on availability, in different scales to add variety to the playground.

### 3. Additional Components

### 3. Additional Components

Other elements (slides, rock climbing walls, ladders, and rope) can be added as available to enhance use of each unit.

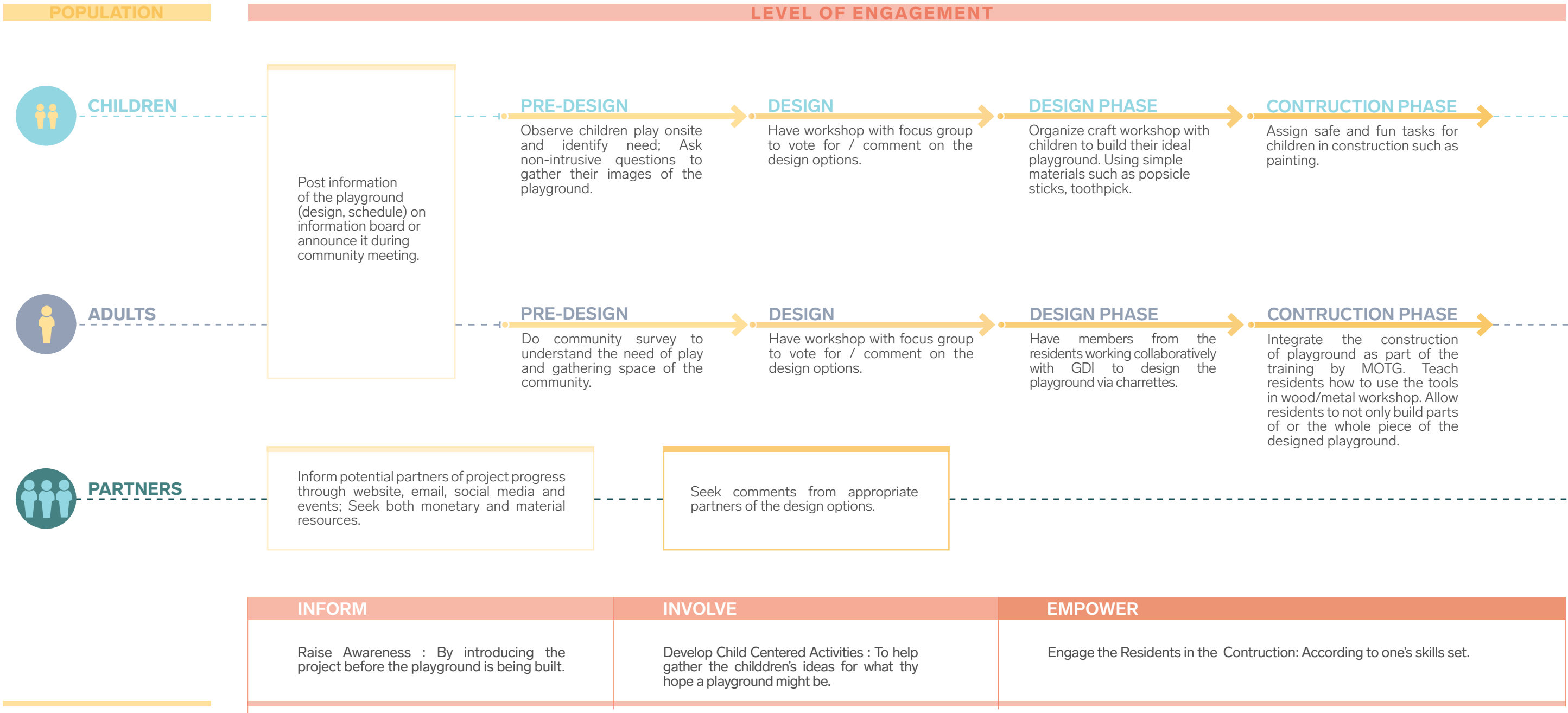
### 4. Variety of Scale

### 4. Variety of Scale

Material units can also be stand-alone play objects allowing for flexibility in space and permanence.



# COMMUNITY ENGAGEMENT





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