

Exhibit A:

The playground will include the following design features, in alignment with “universal design” as outlined by the National Parks and Recreation Association:

- Transparency in design enabling easy overview and navigation of the playground
- Entrance to playground wide enough to pass through with assistant and opening handles are placed within reaching distance
- Easy access to and around all play equipment
- Edges in contrasting textures and colors to aid visually impaired users
- Height of slopes used with consideration for assistive mobility devices, such as wheelchairs
- Accessible seating options along paths, seating and table options at the entrance and near play equipment
- Enough space for assistants and wheelchairs to pass each other, on paths and around play equipment
- Shading
- Accessible seating and table options
- Color contrasts on surfaces to assist guidance, such as:
 - Contrasting colors on surfaces at play transitions or play zone changes
 - Contrasting colors on surfaces around moving play equipment, like rotating or swinging equipment
 - Color schemes with consideration for visual impairments, such as color-blind users
- Signage that aids communication
- Social play areas: things to do together regardless of ability or age
- Solitary play areas, such as play panels or individual rotation pieces
- Quiet areas to withdraw to
- Natural elements, for example plants with a clear scent, to help way-finding and orientation
- Ground-level accessibility and usability
- Play from all sides (360-degree design)
- Transparency and clear design signals
- Spaciousness to support diverse body sizes, abilities and positions.
- Multifunctionality: more ways of use, access, and egress
- Independent use for all, such as elevated activities (ex.: wheelchair accessible/raised play panels and musical instruments) and wheel-on play equipment (ex.: carousels or ramps to relevant elevated play activities)
- Variation in play functions such as solitary and social play in both smaller and bigger groups
- Sensory play variation, such as tactile, visual, auditive
- Thrilling play functions; e.g. speed, height