

Deane's Children's Park Site Plan

PRC 25-15| November 6, 2025



Meeting Agenda

- Background
- Preliminary Design Concepts – Recap
- Public Art Opportunities
- Inclusive Design Principles
- Preferred Site Plan
 - Play Components
 - Parking Lot Improvements
- Preliminary Phasing
- Discussion
- Next Steps

Purpose

The purpose of this presentation is to update the Parks & Recreation Commission on the development of the preferred Site Plan for Deane's Children's Park and discuss the following:

1. Does the preferred plan reflect the types of play identified through community input? Are there any gaps or adjustments needed?
2. Does the plan provide a thoughtful balance between formal play, active elements, and open spaces that support informal play?
3. Does the plan provide clear, inclusive access for a range of ages and abilities, including pathways, surfacing, and play elements?
4. Are the park's character, themes, and signature elements appropriately incorporated?






Background



Site Context

- Park built in 1962
- City acquired park in 1968
- Park renamed in 1985 in honor of Lola & Phil Deane

LEGEND

-  ISLAND CREST PARK
Existing Park Boundary
-  BIKE SKILLS AREA
Existing Boundary
-  SITE PLAN LIMITS
Scope of Work



Early Site Assessment

Play Equipment

- Near end of its useful life
- Equipment not accessible, lacks diverse & inclusive opportunities

Park Amenities

- Structures near end of their useful life
- Furnishings not accessible, in disrepair

Site Circulation

- Play areas spread out, lack wayfinding
- Trails /paths not accessible, not defined
- Accessible parking stalls non-compliant





Preliminary Design Concepts - Recap

Community Engagement Summary

Overview:

- Conducted July – August 2025
- One online survey: 72 responses
- Four community event booths
 - Summer Celebration, Music in the Park, National Night Out, Pride in the Park

Key Takeaways:

- Broad support for *Woodsy Wonders*
- Integrate Kenton's Dragon in refined design
- Support for imaginative play
- Climbing and sliding most popular play in larger structures, followed by balancing and tunnels



Pride in the Park Community Event Booth

Play Equipment – Look & Feel



Top-Rated Overall



2nd Choice – Online Survey



2nd Choice – Event Voting

Preferred Design Concept

WOODSY WONDERS



1 ARRIVAL & FOREST PATH

As you arrive, you'll be greeted by natural wood materials that set the tone for a forest-inspired, treehouse-themed experience. The forest path acts as the central spine, connecting major elements of the playground and ensuring accessibility for all visitors.

- It begins at the park entrance, leads to various play areas, and ends at a large treehouse climber.
- The northern part of the forest path can be designed as an elevated walkway, offering unique views and playful interactions.

2 CRITTER CORNER

Tucked near the park entrance, this play area is designed for children ages 2 - 5. Here, little ones can discover forest animals, climb on nature inspired structures, and enjoy:

- Spaces for exploration and imaginative play
- Sensory friendly features
- Cozy spots for quiet breaks

3 DISCOVERY PATH

Designed for younger explorers, this is a playful loop that weaves through nature-inspired activities - blending movement, imagination, and moments of calm. Along the way, kids can:

- Balance, climb, and crawl through a woodland adventure
- Pause for quiet moments and seating nestled in the woods
- End at an accessible treehouse structure that connects to the adventure hub and leads to Kenton's Dragon.

4 PICNIC SHELTER & RESTROOM AMENITIES

This central area will feature structures with a natural aesthetic to blend into the park's rustic, forest-inspired setting and create a welcoming place for families to gather, rest, and connect. Donor recognition could be integrated onto the restroom walls - similar to a tile wall display.

5 TREEHOUSE ADVENTURE HUB

This playground brings the magic of the forest to life with a variety of treehouse-style play experiences designed for a wide range of ages and abilities. From fully inclusive post-and-platform structures to swings, every child can find their own way to play, explore, and connect. Highlights include a willow tunnel for quiet discovery, a rocking 'river raft', and rope climbers for adventurers.

The design blends challenge and accessibility, so every child can join the fun - at their own pace, in their own way.



Public Art Integration - Opportunities

Public Art Integration

Arts Council Meeting

- Discussed 1% for Art funding and public art opportunities in Phase 1 and future phases
- Explored sculptural, graphic, and functional art using natural, treehouse-inspired materials
- Recommendations will be included in Site Plan report
- Support for student involvement to shape theme and final designs





Inclusive Design Principles

What is Inclusive Play?

"A universally designed, sensory-rich environment that enables all children to develop physically, socially, and emotionally. An engaging place that provides the just-right level of challenge and offers opportunities to succeed. A well-designed place that addresses all levels of ability. A place that goes beyond minimum accessibility to create play experiences that meet a variety of needs and interests."

- Landscape Structures (2021)



Designing Inclusively - 7 Principles

1

ACCESSIBILITY, SAFETY, & COMFORT

- ENTIRE SITE IS ACCESSIBLE
 - PARKING LOT
 - PLAY AREAS AND ADJACENT SPACES
 - ACCESS TO PUBLIC TRANSPORTATION
- SAFETY IS ENSURE WITH:
 - CLEAR LINES OF SIGHTS
 - SENSE OF ENCLOSURE IN THE SITE
 - LIMITED ACCESS POINTS
- SHADE OPPORTUNITIES

2

EQUITABLE PLAY EXPERIENCES

- PLAY EXPERIENCES AT VARYING LEVELS OF AVAILABILITY AND INTERACTIVENESS
- PREVIEW AREAS
- PLAY ELEMENTS SUPPORT THE DEVELOPMENTAL SEQUENCE OF MULTIPLE SKILLS

3

FLEXIBILITY & VARIETY

- MULTITUDE OF PLAY OPPORTUNITIES
- MULTIPURPOSE AREAS
- RANGE OF FEATURES
- PLAY ELEMENTS SUPPORT THE DEVELOPMENT SEQUENCE OF MULTIPLE SKILLS

4

READABILITY & MESSAGING

- LANDMARKS
- OPEN / CLEAR VIEWS THROUGH SPACE
- SIGNAGE AND WAYFINDING
- SIMPLE AND CLEAR MESSAGING OF WHAT THE SPACE IS USED FOR
- PICTURES AND SYMBOLS TO REDUCE BARRIERS FOR ALL TO COMMUNICATE

Designing Inclusively - 7 Principles

5

SENSORY ENGAGEMENT

- OFFERING ACTIVITIES AND OPPORTUNITIES TO ENGAGE WITH ALL THE SENSES:
 - SIGHTS
 - TOUCH
 - SMELL
 - TASTE
 - SOUND
 - VESTIBULAR (INNER EAR, SENSE OF BALANCE)
 - PROPRIOCEPTION (INTERNAL BODY AWARENESS WHERE YOU ARE IN RESPECT TO YOUR SURROUNDINGS)

7

MULTI-GENERATIONAL CONSIDERATIONS

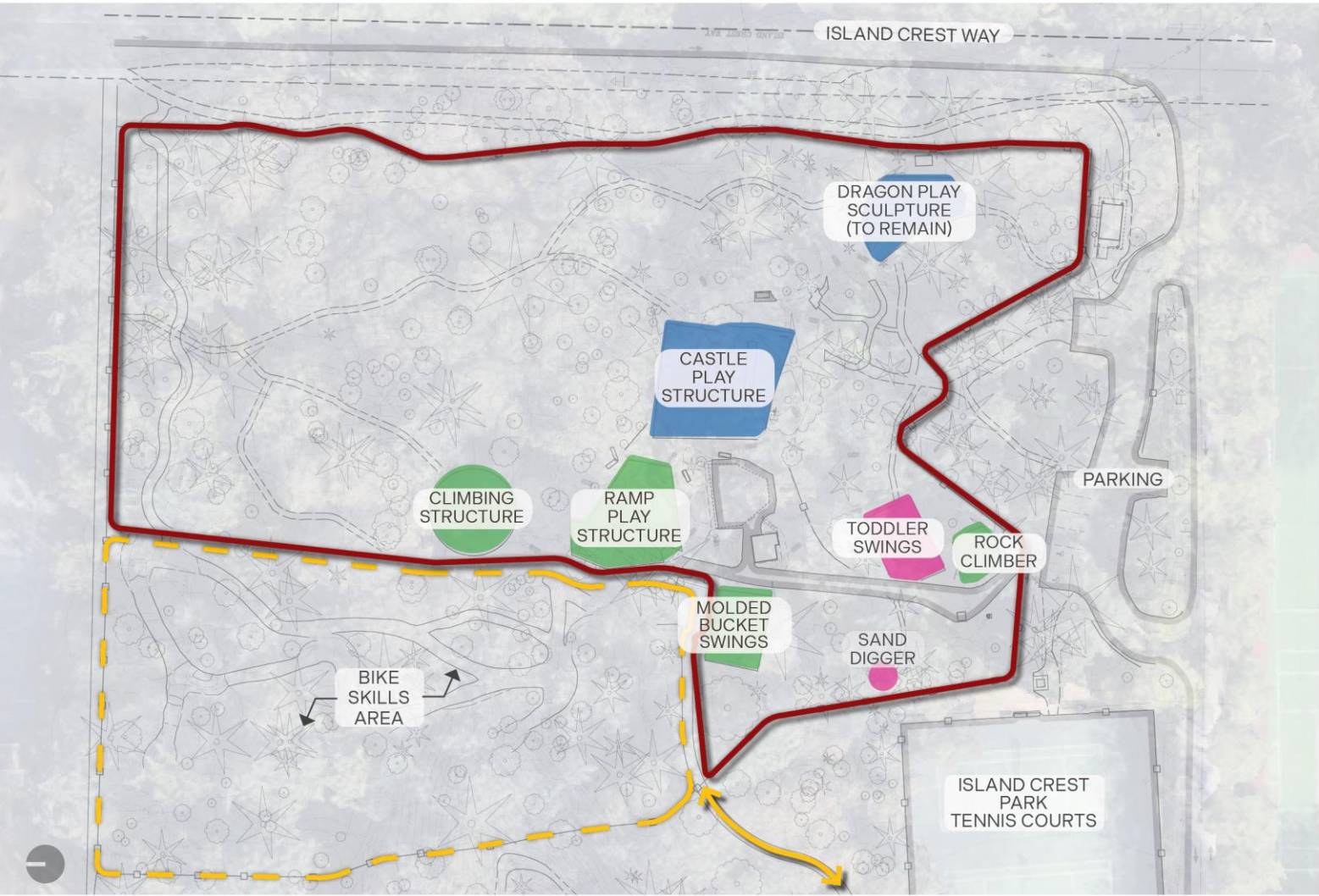
- PROVIDE EASY ACCESS TO THE PLAY ELEMENTS TO PROMOTE ENGAGEMENT
- CREATE A SPACE THAT PROMOTES:
 - SUPPORT
 - EMPATHY
 - SHARED EXPERIENCE
 - PERSPECTIVE

6

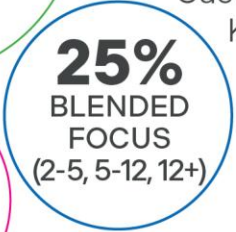
DEGREES OF SOCIAL INTERACTION

- CREATE AREAS THAT PROVIDE A WIDE RANGE OF SOCIAL OPPORTUNITIES:
 - LARGE COMMUNITY SPACES
 - SMALL COMMUNITY SPACES
 - ONE-ON-ONE SPACES
- PROVIDING COZY SPACES SEPARATE FROM ALL THE OTHER GATHERING SPACES

Existing Park | Play Distributions



DISTRIBUTION OF EQUIPMENT AGE RANGES

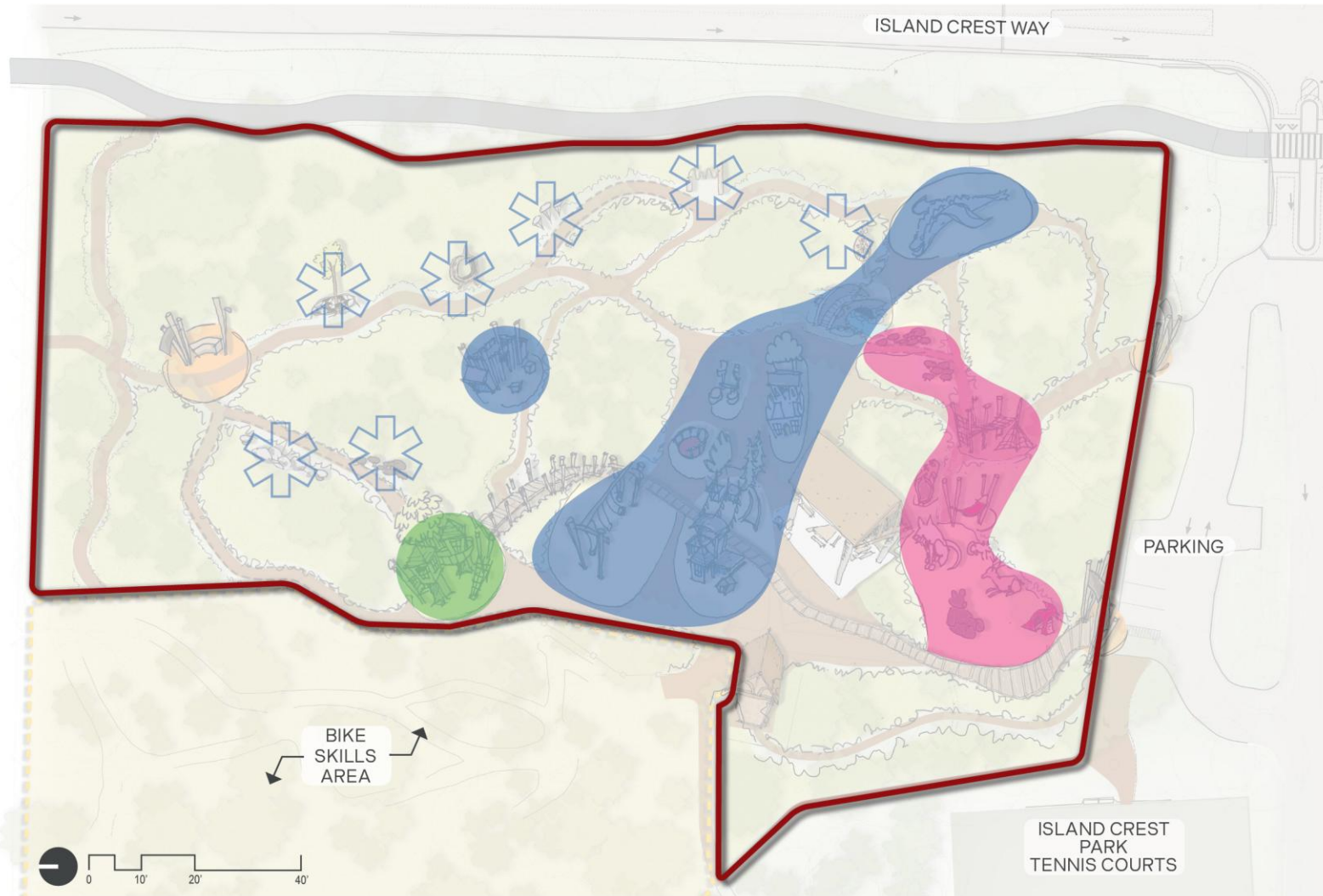


- Rock Climber: 5-12
- Toddler Swings: 2-5
- Sand Digger (removed): 2-5
- Molded Bucket Swings: 5-12
- Ramp Play Structure: 5-12
- Climbing Structure: 5-12
- Castle Play Structure: 2-12
- Kenton's Dragon: 2-12+

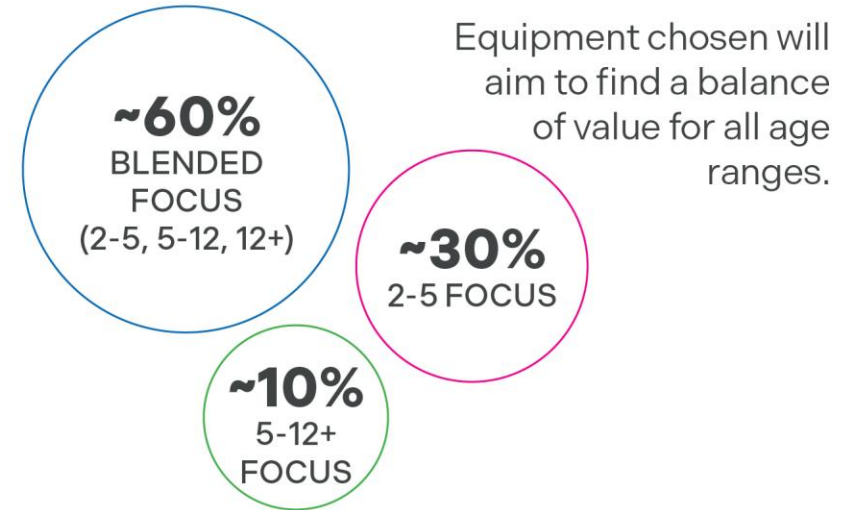
DISTRIBUTION OF FORMAL AND INFORMAL PLAY:



Proposed Park | Play Distributions



DISTRIBUTION OF EQUIPMENT AGE RANGES



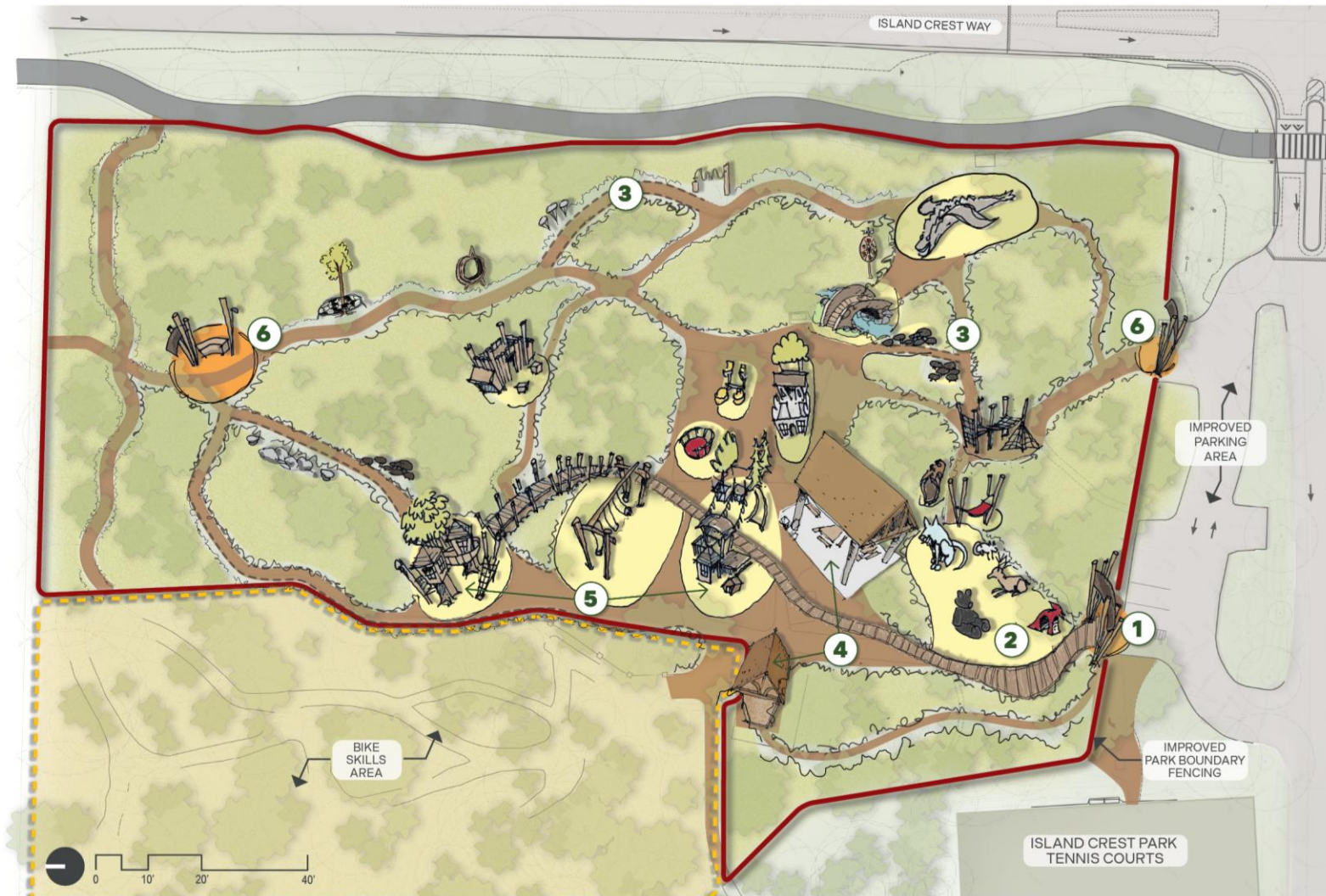
DISTRIBUTION OF FORMAL AND INFORMAL PLAY:





Preferred Site Plan

Preferred Site Plan



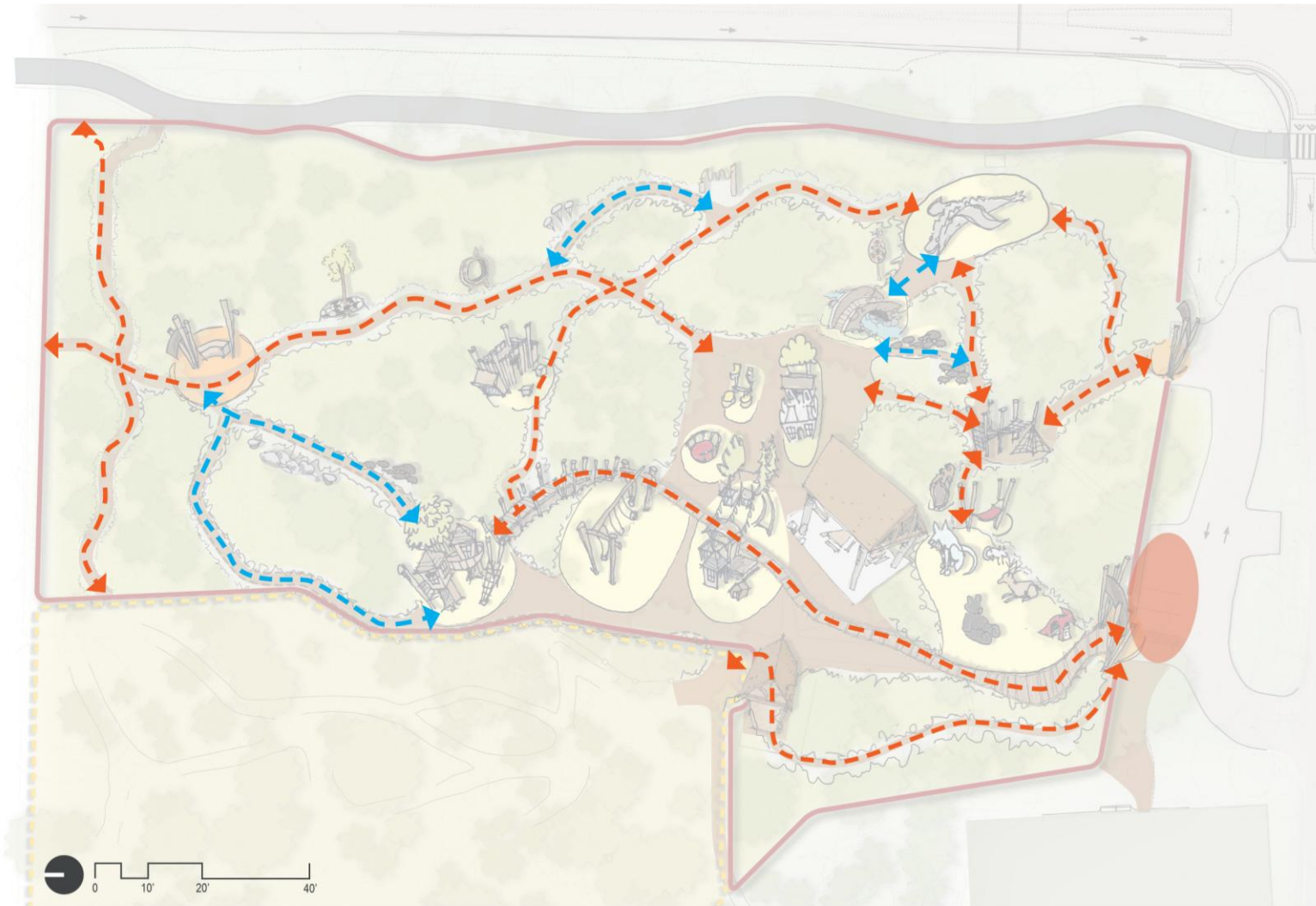
Summary

- Builds on “Woodsy Wonders” concept
- Showcases the site’s natural woodland character with treehouse-inspired play
- Integrates select “Quest” elements — restroom and picnic shelter
- Adds a sensory bridge/pathway connecting to Kenton’s Dragon

Legend

- ① MAIN ENTRY & FOREST PATH
- ② THE CRITTERS
- ③ THE DISCOVERY PATH
- ④ SHELTER & RESTROOM AMENITIES
- ⑤ MAIN COMPONENT PLAY & TREEHOUSES
- ⑥ ALTERNATIVE PARK ENTRY

Accessible & Adaptive Circulation



←---→ Accessible Routes

- Slopes meet standard ADA accessibility requirements

←---→ Adaptive Routes

- Slopes exceed standard ADA grades but meet trails and playspace accessibility requirements

● Accessible Parking

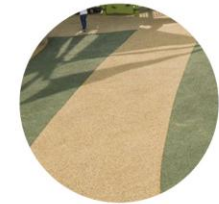
The Forest Path Experience



Forest Path Paving
Concrete Pavers



Forest Path Play Surfacing
Unitary Play Surfacing



Elevated Forest Path
Wood Boardwalk System



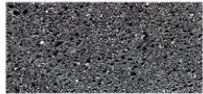
Site Surfacing Materials & Strategies

MORE
ACCESSIBLE

ACCESSIBLE SURFACING MATERIALS



Unitary Safety Surfacing
(Pour-In-Place)



Asphalt Paving



Concrete Paving



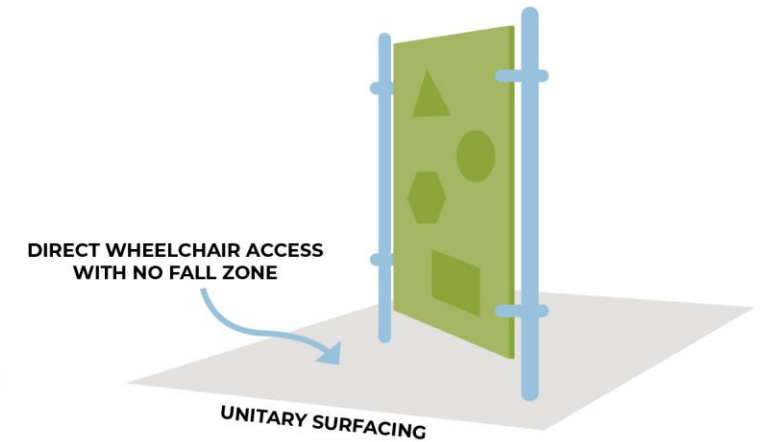
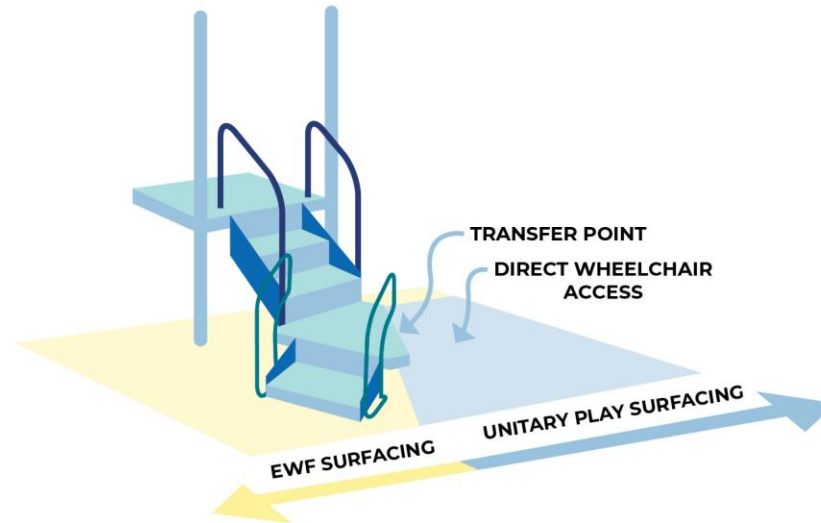
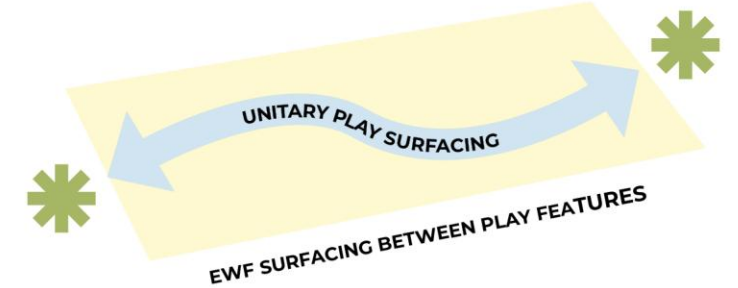
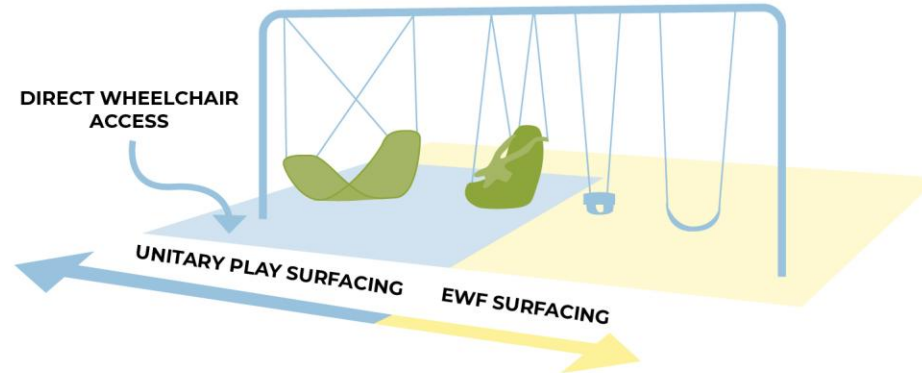
Crushed Rock with
Binder



Engineered
Wood Fiber Safety
Surfacing (EWF)

LESS
ACCESSIBLE

MULTIPLE SURFACES TRANSITION CONDITIONS



Park Amenities

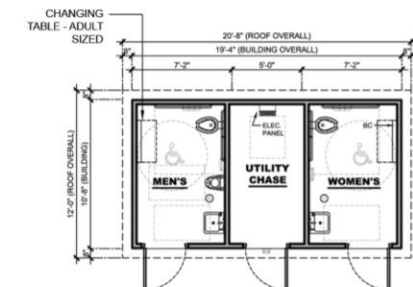


SHELTER & RESTROOM AMENITIES

The proposed shelter and restroom have been moved to "The Quest" concept's location, per PRC direction received in September 2025.



CITY OF MERCER ISLAND SHELTER



RESTROOM SCHEMATIC W/ SPACE FOR ADULT CHANGING BENCH



Play Components

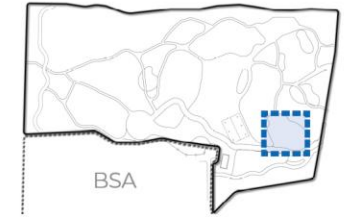
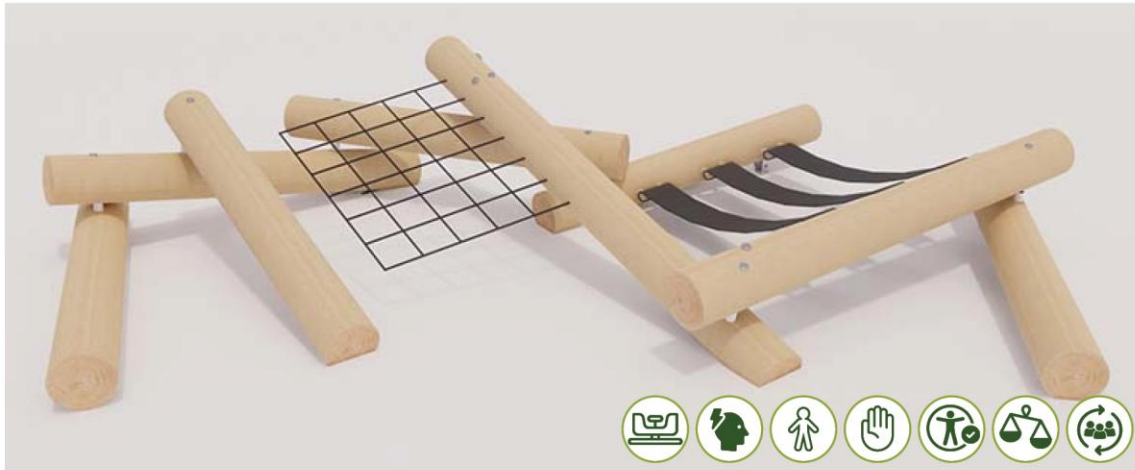
Critter Corner



Overview

- Park entry play area for ages 2 - 5
- Forest critter themed, on the way to the Dragon's den
- Adaptive climbers for play, exploration, and quiet time
- Small-scale introduction to the park with clear sightlines

2-5 Entry Zone | Earthscape Collections



PRIMARY MATERIALS

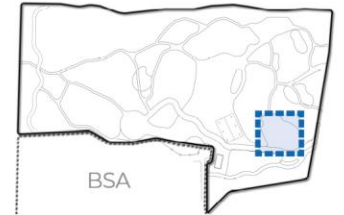


ANTICIPATED LIFESPAN:
~25 YEARS

KEY MAINTENANCE:

- MONITOR FOR MAJOR WOOD SPLITTING FIRST 3 YEARS
- QUARTERLY CLEANING
- WOOD CAN BE SANDED
- PAINTED ELEMENTS WILL NEED REAPPLICATION

2-5 Entry Zone | Kompan



BSA

PRIMARY MATERIALS



WOOD



RUBBER



ROPE



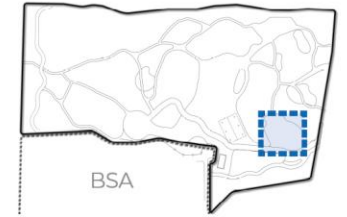
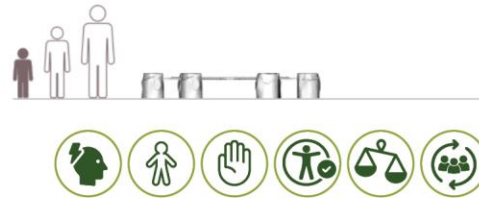
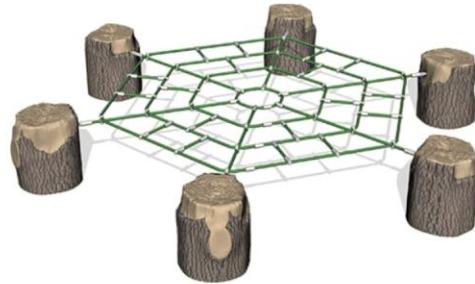
HDPE

ANTICIPATED LIFESPAN:
~30 YEARS

KEY MAINTENANCE:

- INSPECTIONS/REPAIRS OF WOOD IN FIRST FEW YEARS (INCLUDED)
- QUARTERLY CLEANING
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2-5 Entry Zone | ID Sculptures



PRIMARY MATERIALS



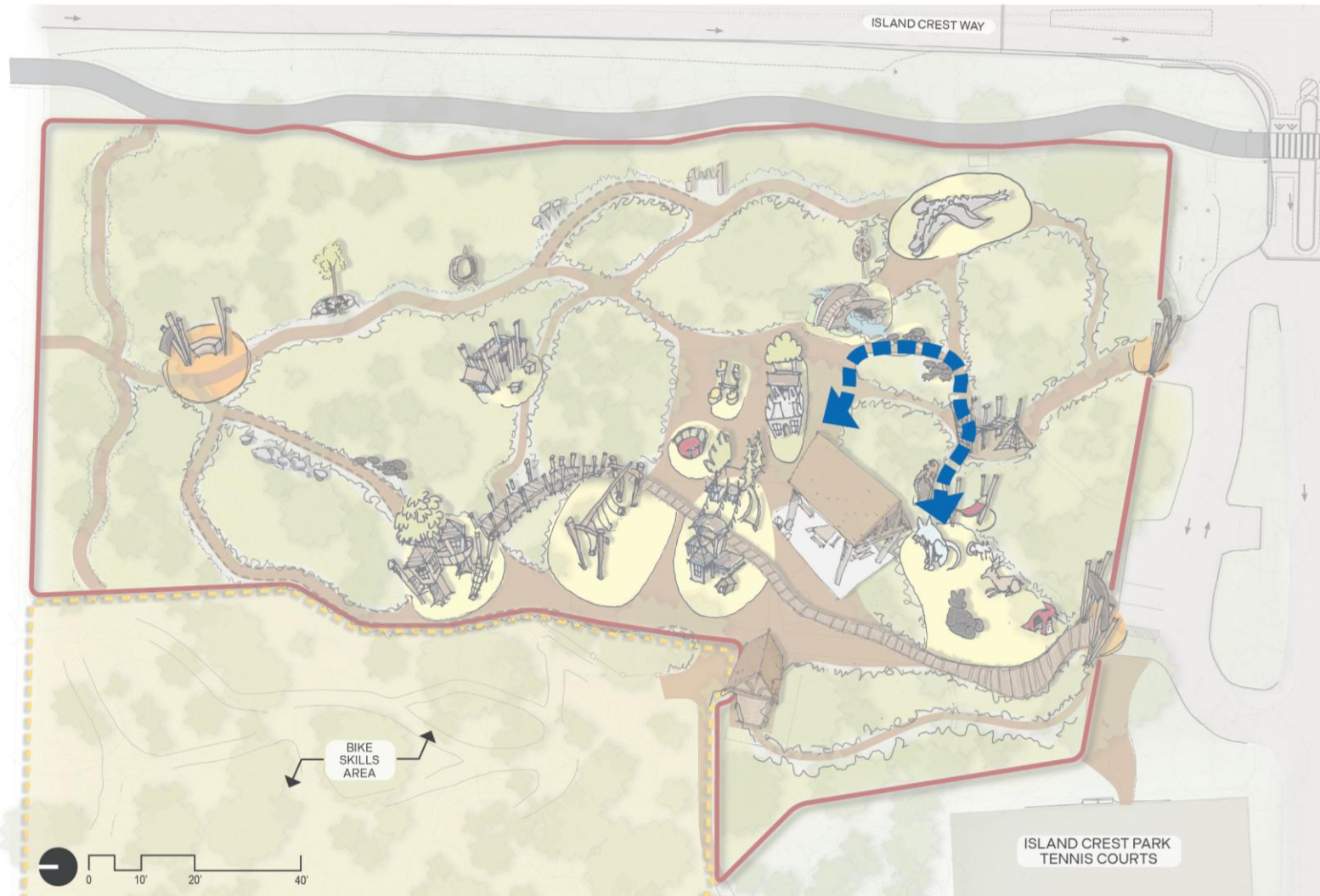
SCULPTED
CONCRETE

ANTICIPATED LIFESPAN:
~50 YEARS

KEY MAINTENANCE:

- ANNUAL INSPECTIONS
- CAN PRESSURE-WASH TO CLEAN
- PRETREATED FOR GRAFFITI PROTECTION
- PAINT/STAIN REPAIR AS NEEDED

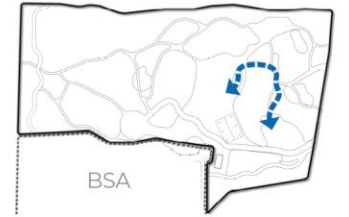
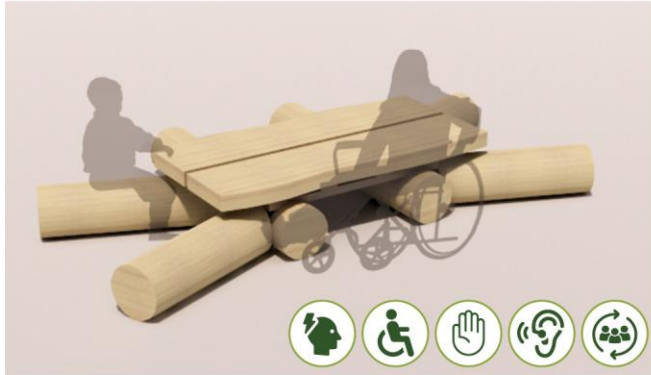
Discovery Path



Overview

- Link play elements for ages 2 - 5
- Offers mix of active and passive experiences
- Small-scale interventions to minimize tree impacts
- Thoughtfully placed within canopy gaps

2-5 Discovery Path | Earthscape Collections



PRIMARY MATERIALS



WOOD



RUBBER



ROPE



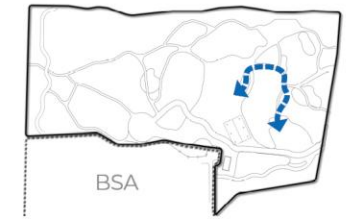
METAL

ANTICIPATED LIFESPAN:
~25 YEARS

KEY MAINTENANCE:

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- QUARTERLY CLEANING
- WOOD CAN BE SANDED
- PAINTED ELEMENTS WILL NEED REAPPLICATION

2-5 Discovery Path | Kompan



PRIMARY MATERIALS

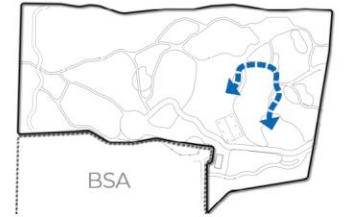
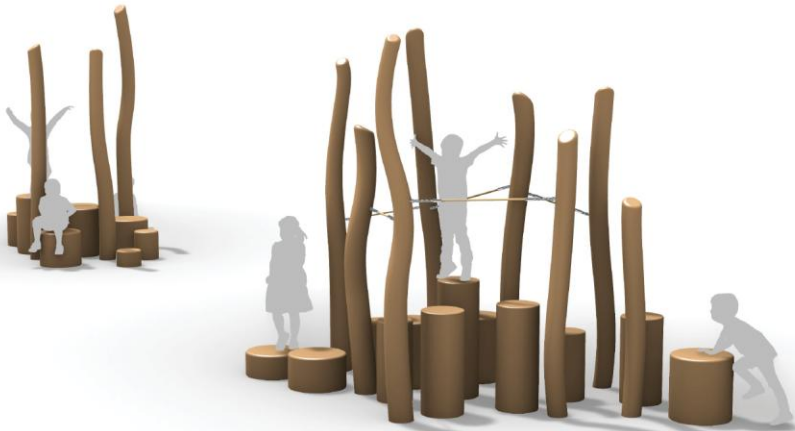


ANTICIPATED LIFESPAN:
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2-5 Discovery Path | Kompan



PRIMARY MATERIALS



WOOD



RUBBER



ROPE



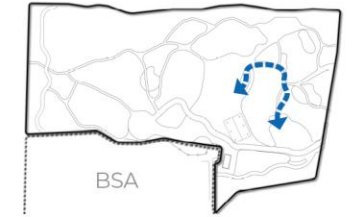
HDPE

ANTICIPATED LIFESPAN:
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2-5 Discovery Path | Landscape Structures



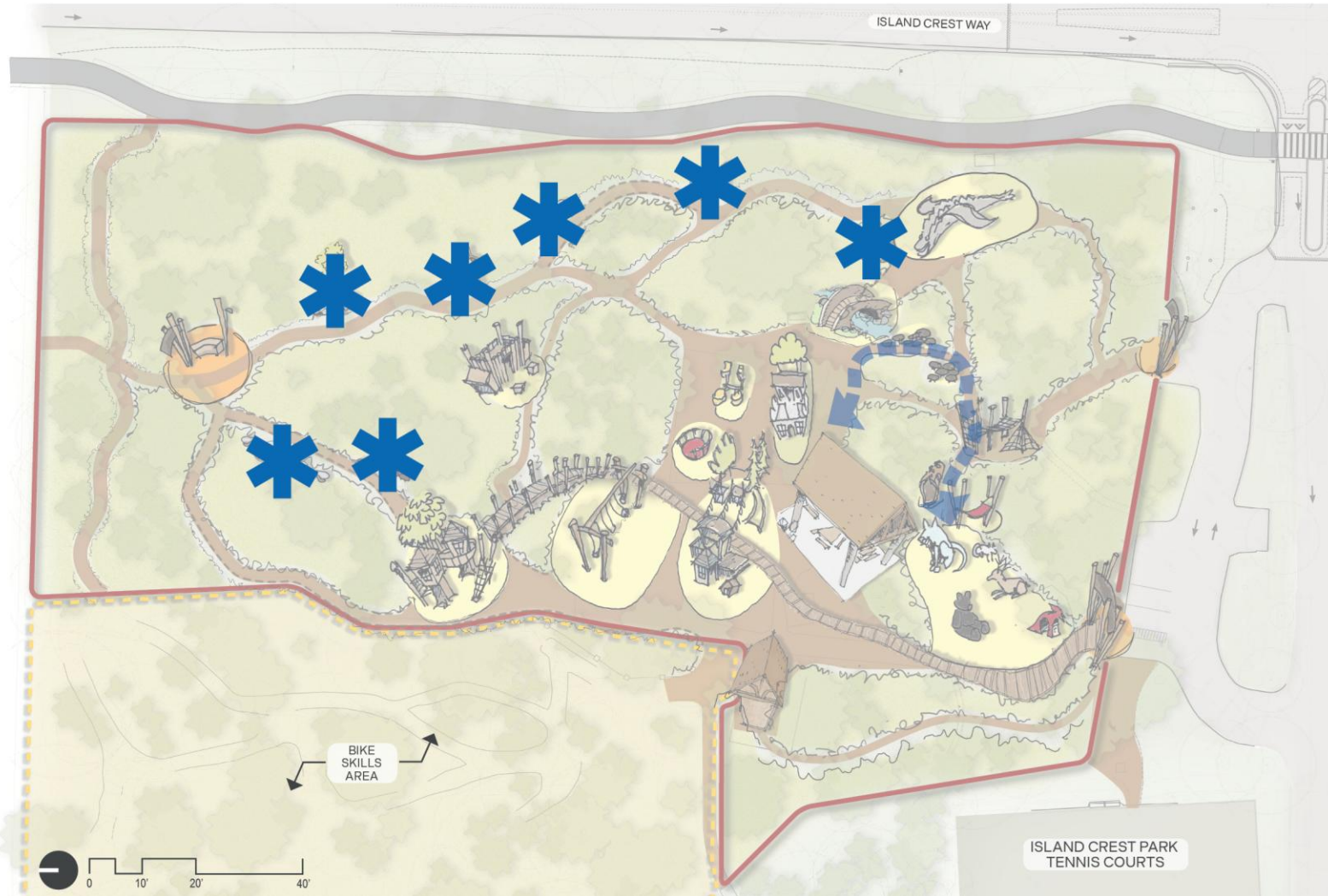
PRIMARY MATERIALS



ANTICIPATED LIFESPAN:
~30 YEARS

KEY MAINTENANCE:
• 6 MONTH INSPECTIONS

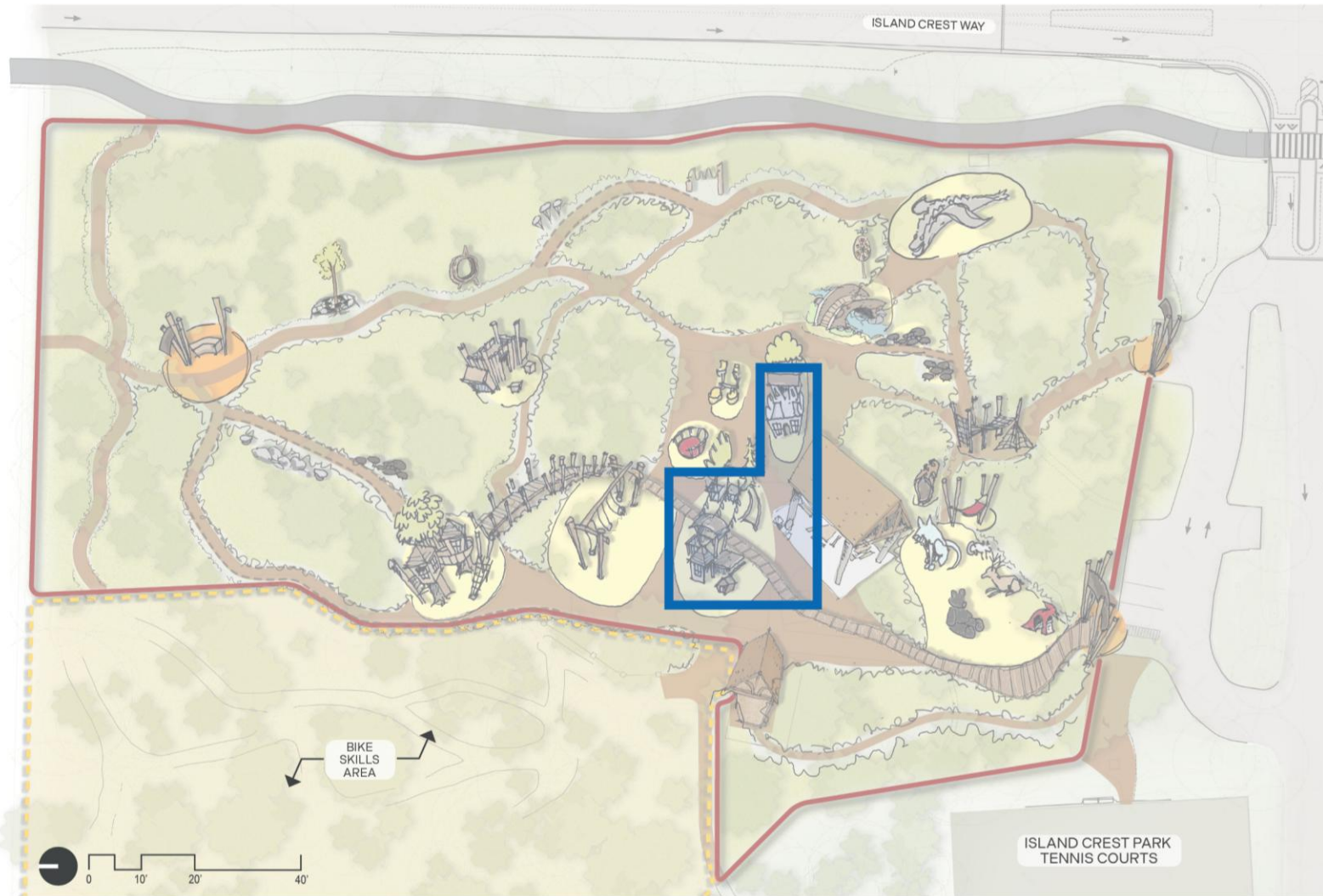
Discovery Path Extended | Forest Surprises



Overview

- Play elements integrated along forested trails
- Small-scale features with big impact for all ages
- Minimal surfacing to protect trees
- Designed for inclusive, varied play experiences

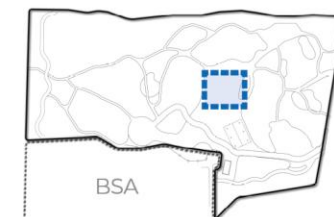
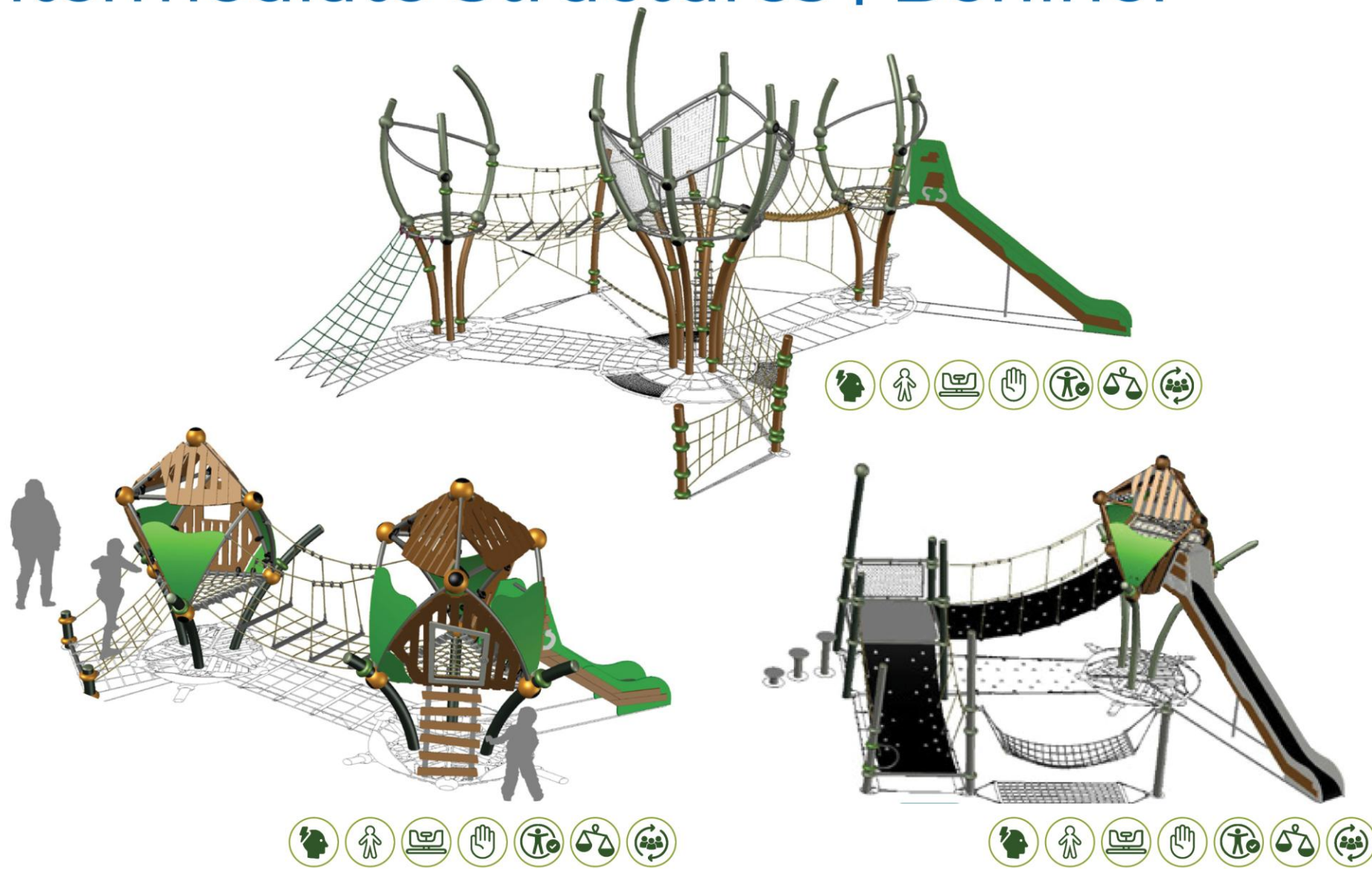
Intermediate Structures



Overview

- Central play zone structures for wide range of ages and abilities
- Connects to Discovery Path and nearby amenities
- Hub for imaginative, sensory-rich, and parallel play
- Offers smaller-scale challenges with height and perceived risk

Intermediate Structures | Berliner



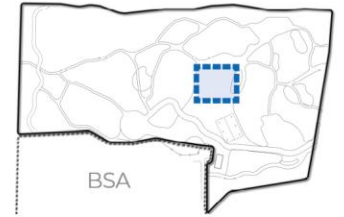
PRIMARY MATERIALS



ANTICIPATED LIFESPAN:
~50 YEARS

KEY MAINTENANCE:
• 3 MONTH INSPECTIONS

Intermediate Structures | Kompan



PRIMARY MATERIALS

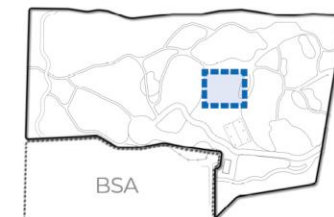
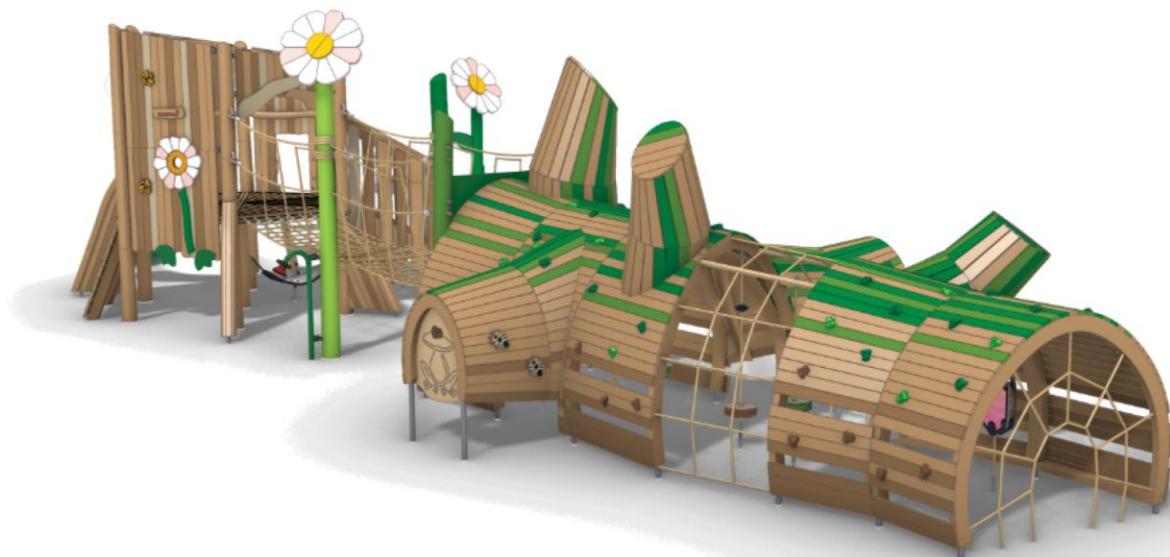


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Intermediate Structures | Kompan



PRIMARY MATERIALS



WOOD



RUBBER



ROPE



HDPE

ANTICIPATED LIFESPAN:
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KEY MAINTENANCE:

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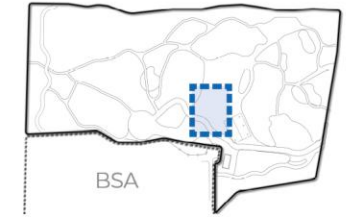
Various Components



Overview

- Supplementary play elements guided by public feedback
- Includes swings, spinners, and rockers with adaptive features
- Supports individual and parallel play experiences
- Enhances overall play value and diversity

Components | Swings: Earthscape Collections



PRIMARY MATERIALS



WOOD



RUBBER



ROPE



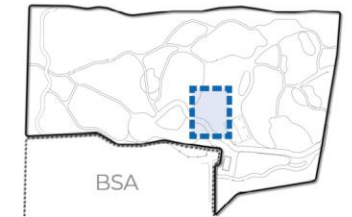
METAL

ANTICIPATED LIFESPAN:
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Components | Swings: Kompan



PRIMARY MATERIALS

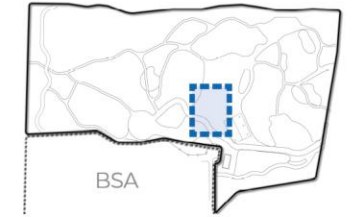


ANTICIPATED LIFESPAN:
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Components | Swings: Landscape Structures



PRIMARY MATERIALS

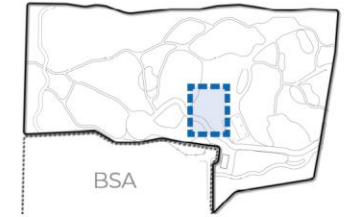


ANTICIPATED LIFESPAN:
~30 YEARS

KEY MAINTENANCE:
• 6 MONTH INSPECTIONS



Components | Spinners/Rockers: Landscape Structures



PRIMARY MATERIALS



ANTICIPATED LIFESPAN:
~30 YEARS

KEY MAINTENANCE:
• 6 MONTH INSPECTIONS

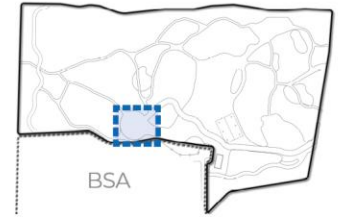
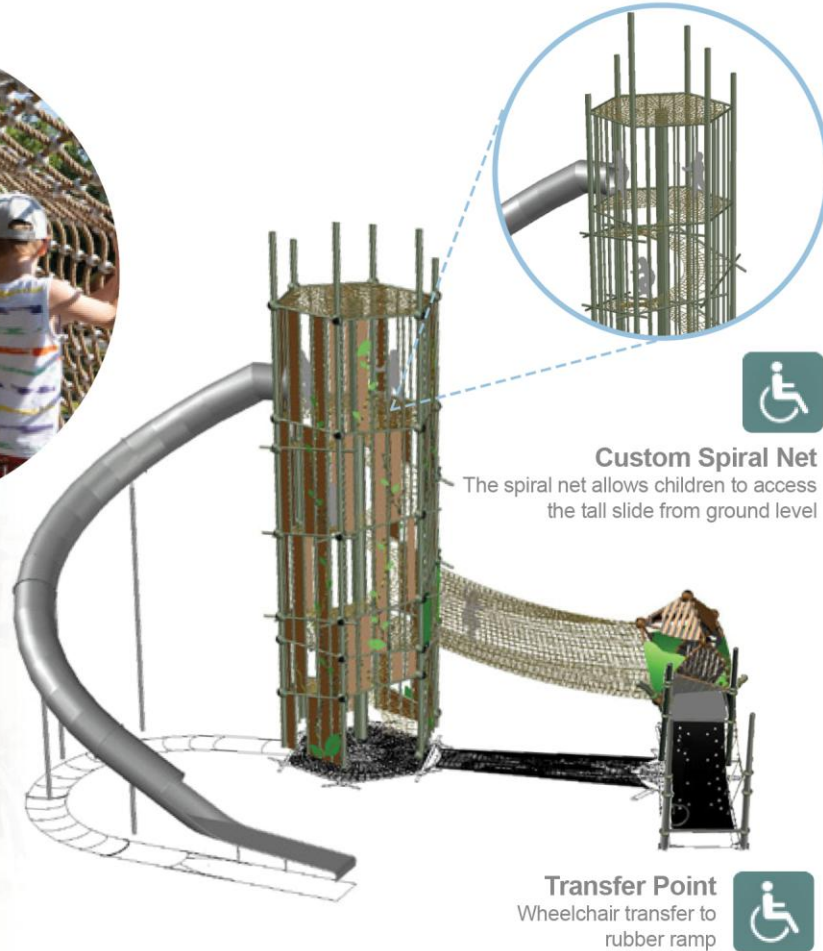
5 – 12+ Structure



Overview

- Large treehouse-inspired adventure for ages 5 – 12+
- Combines height with unstructured play experiences
- Multiple levels of interaction for different comfort levels
- Prominent visual feature acts as a landmark

5-12+ Structures | Berliner Concept



PRIMARY MATERIALS

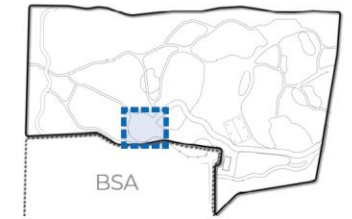


ANTICIPATED LIFESPAN:
~50 YEARS

KEY MAINTENANCE:
• 3 MONTH INSPECTIONS



5-12+ Structures | Kompan Concept



PRIMARY MATERIALS



ANTICIPATED LIFESPAN:
~30 YEARS

KEY MAINTENANCE:

- INSPECTIONS/REPAIRS OF WOOD IN FIRST FEW YEARS (INCLUDED)
- QUARTERLY CLEANING
- WOOD CAN BE SANDED
- PAINTED ELEMENTS WILL NEED REAPPLICATION



Parking Lot Improvements

EXISTING TREE

EXISTING TREE TO BE REMOVED

- COMPLIANT STANDARD STALL
(9'X18.5' MIN) - 1 TOTAL
- COMPLIANT COMPACT STALL
(8.5'X16' MIN) - 6 TOTAL
- NON- COMPLIANT STALL -
5 TOTAL





EXISTING TREE TO BE
REMOVED

TOTAL PARKING COUNTS
(11 TOTAL)

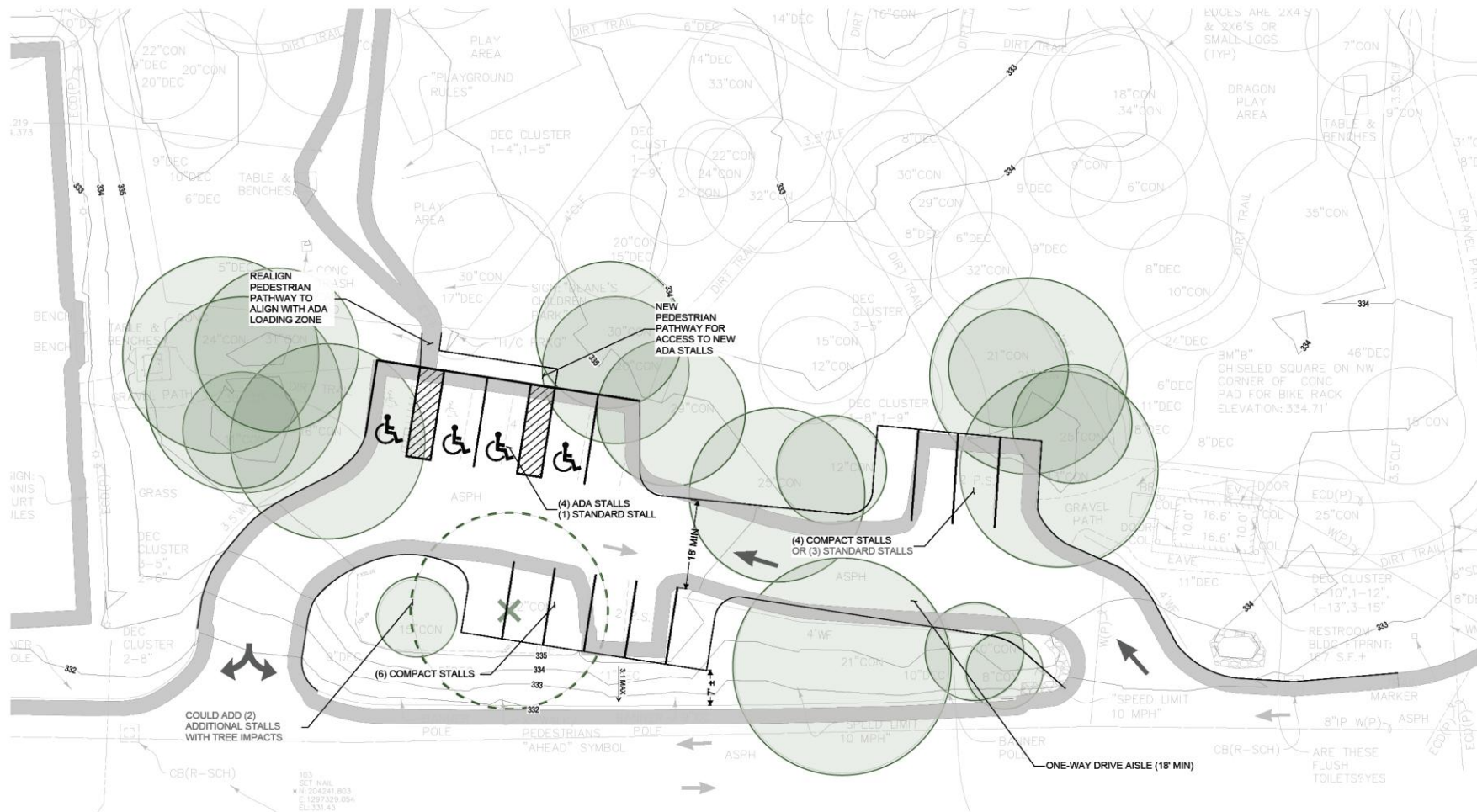
ADA STALL (9'X18.5' MIN) -
4 TOTAL

STANDARD STALL (9'X18.5' MIN) -
1 TOTAL

COMPACT STALL (8.5'X16' MIN) -
6 TOTAL



Parking Studies | Moderate Approach



TREE LEGEND

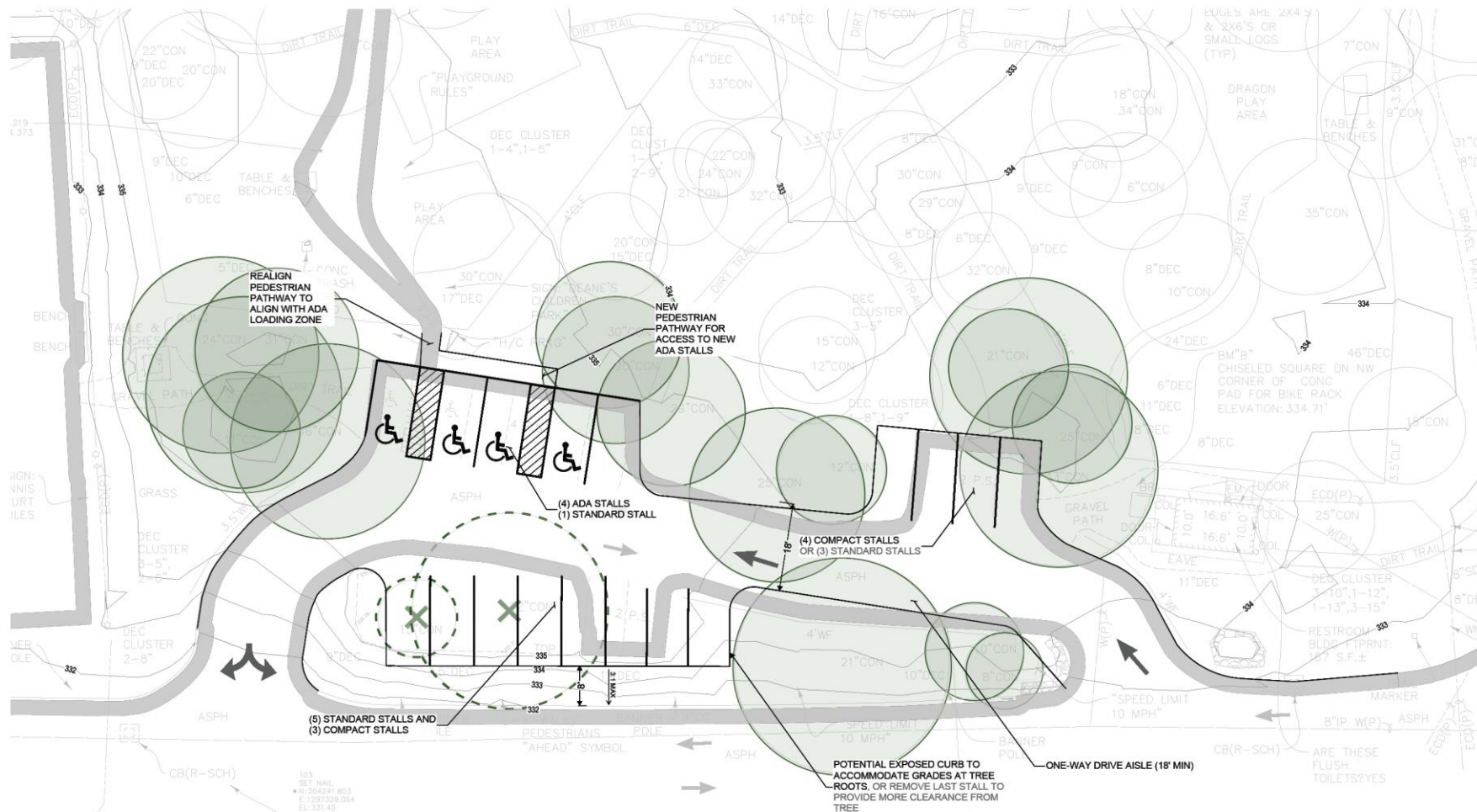
- EXISTING TREE
- EXISTING TREE TO BE REMOVED

TOTAL PARKING COUNTS (15 TOTAL)

- ADA STALL (9'X18.5' MIN) - 4 TOTAL
- STANDARD STALL (9'X18.5' MIN) - 1 TOTAL
- COMPACT STALL (8.5'X16' MIN) - 10 TOTAL



Parking Studies | Maximum Approach



TREE LEGEND

- EXISTING TREE
- EXISTING TREE TO BE REMOVED

TOTAL PARKING COUNTS (17 TOTAL)

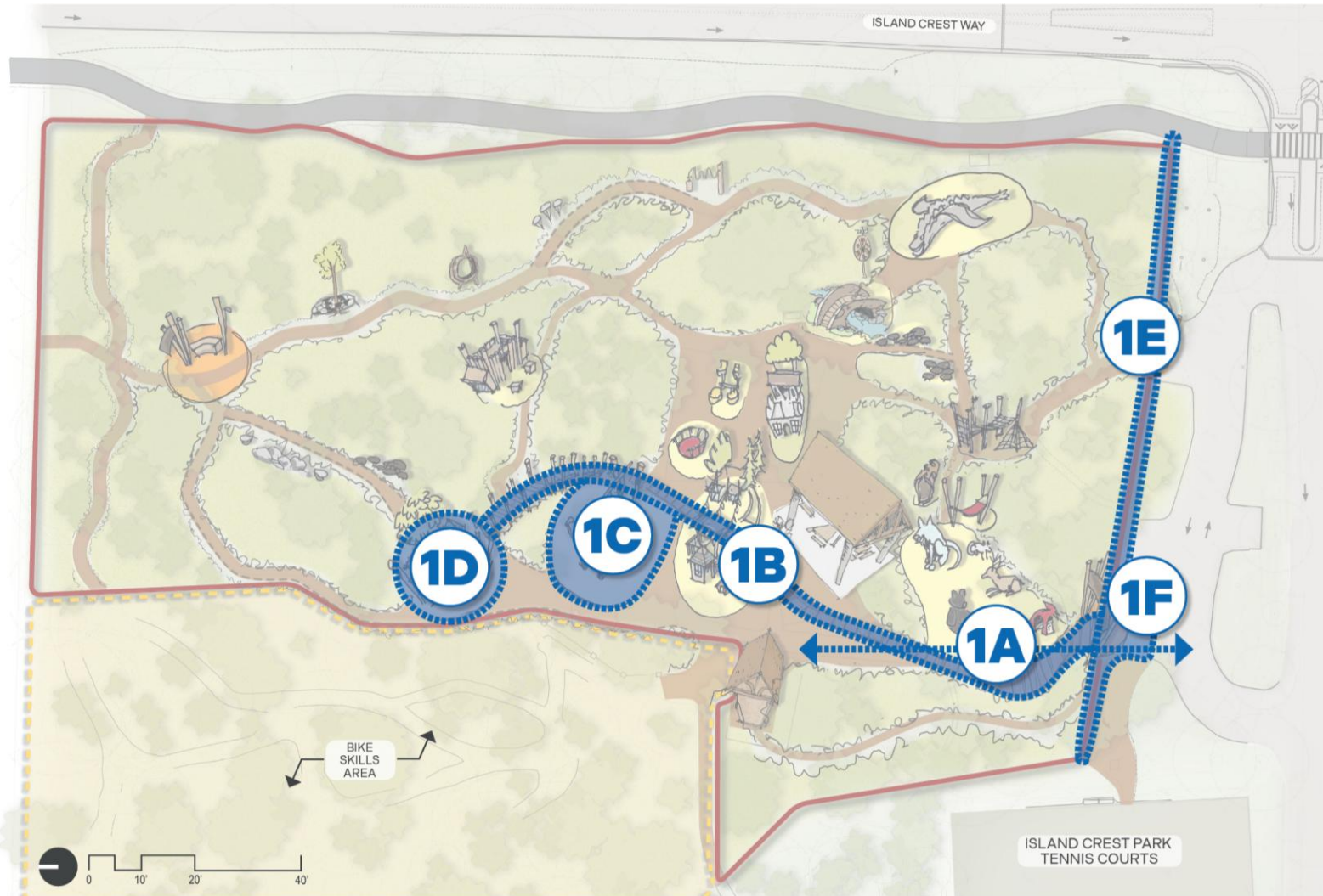
- ADA STALL (9'X18.5' MIN) - 4 TOTAL
- STANDARD STALL (9'X18.5' MIN) - 6 TOTAL
- COMPACT STALL (8.5'X16' MIN) - 7 TOTAL





Preliminary Phasing

Phase 1



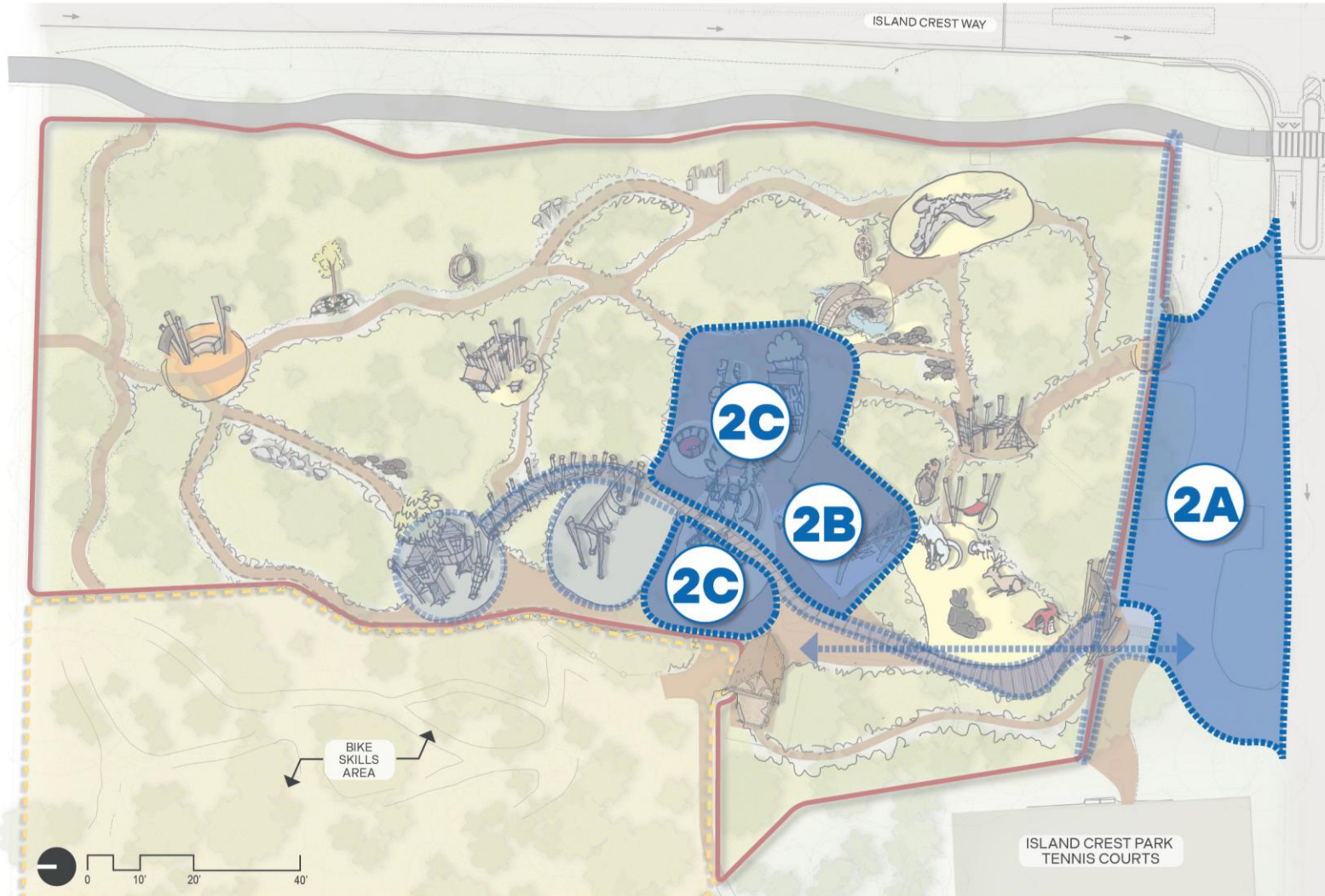
PHASE 1 FOCUS

Budget: \$1.2M - \$1.7M

- 1A** Underground utility work for shelter/restroom
- 1B** Forest Path paving and bridge connection
- 1C** Swings
- 1D** 5-12 Big Treehouse Structure
- 1E** Park boundary fencing upgrade with self-latching gates
- 1F** Existing ADA Parking upgrade

+ Phase 2 Items as Funding Allows

Phase 2



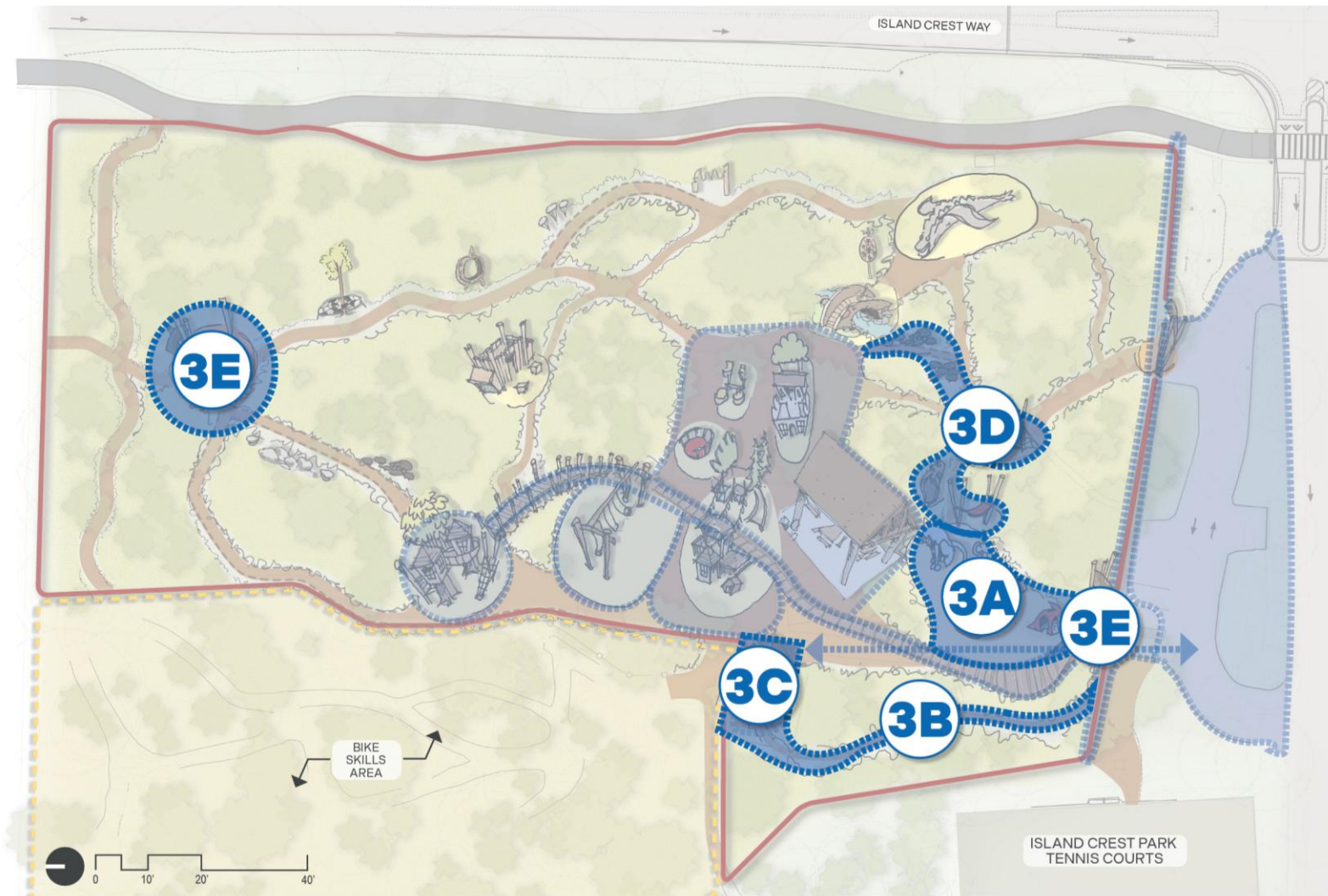
PHASE 2 FOCUS

Budget: \$3M-\$3.5M

- 2A** Parking Lot upgrades
- 2B** New Shelter
- 2C** Central play area 2-12 Play Structure and adjacent component(s)*
*to be confirmed in final layout

+ Phase 3 Items as Funding Allows

Phase 3

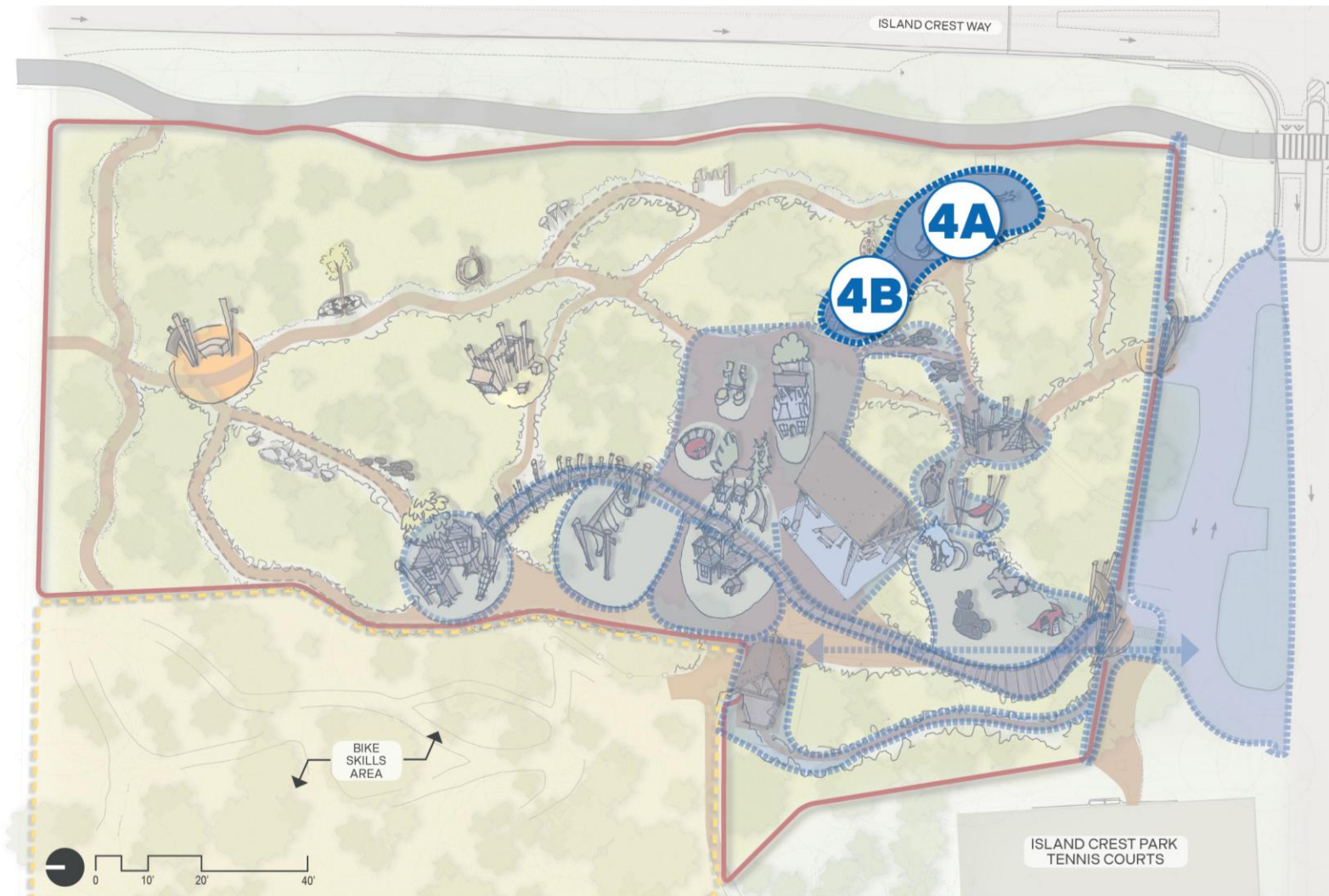


PHASE 3 FOCUS

Budget: \$2M - \$2.5M

- 3A** 2-5 Entry Zone Structures
- 3B** Separate bike skills entrance pathway
- 3C** Restroom
- 3D** Discovery Path components
- 3E** Entry point sitework & wayfinding

Phase 4

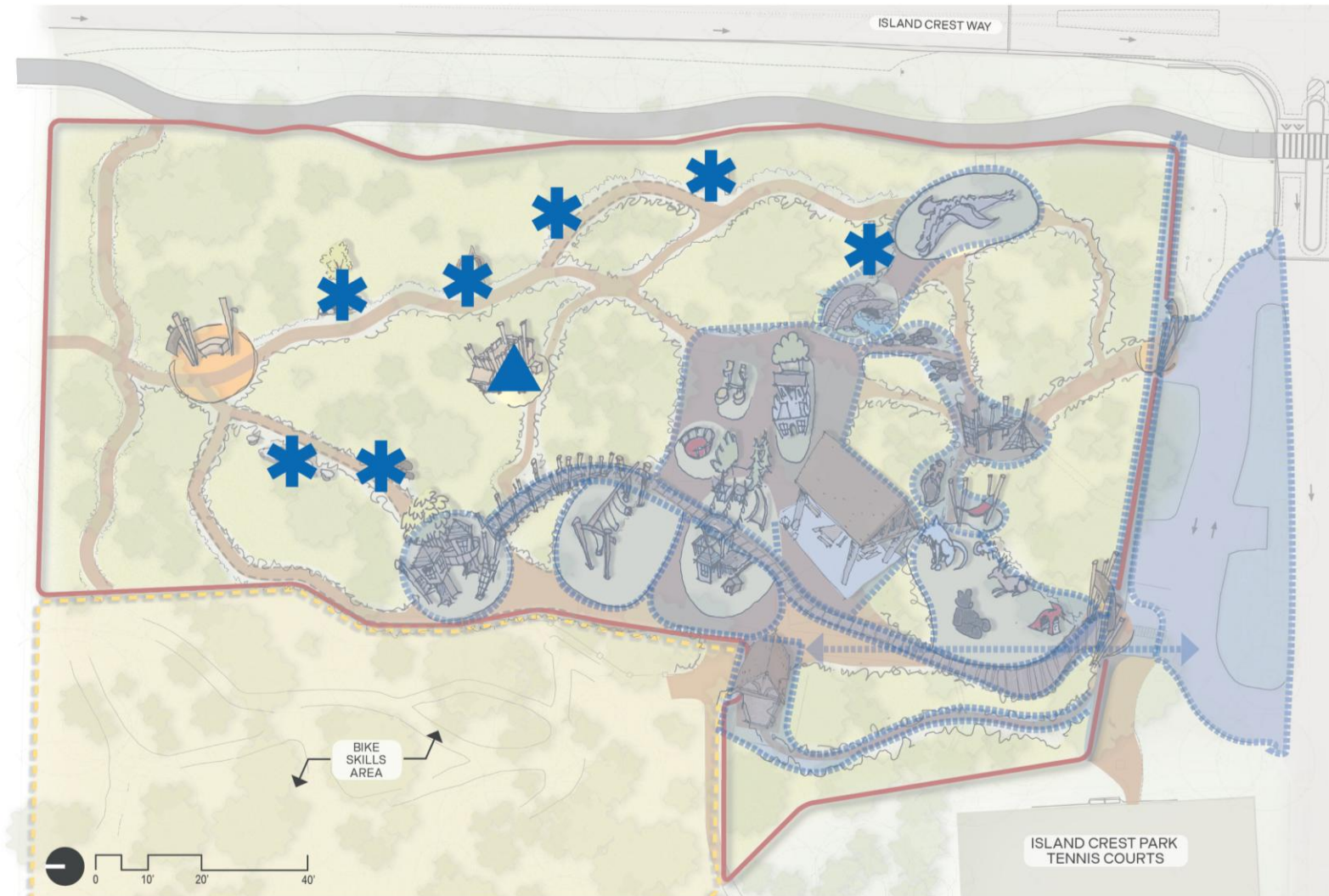


PHASE 4 FOCUS

Allowance of \$100k

- 4A** Kenton's Dragon Improvements
- 4B** Play connection to the Dragon

Extra Opportunities



Play nodes throughout the forest are additional opportunities for donors and/or as budget allows (on a per phase basis).



Play equipment nodes along forest trails



Play structure within the glen



Discussion

Discussion

1. Does the preferred plan reflect the types of play identified through community input? Are there any gaps or adjustments needed?
2. Does the plan provide a thoughtful balance between formal play, active elements, and open spaces that support informal play?
3. Does the plan provide clear, inclusive access for a range of ages and abilities, including pathways, surfacing, and play elements?
4. Are the park's character, themes, and signature elements appropriately incorporated?



Next Steps

Next Steps

1. Refine the preferred plan and return to the PRC for further direction in January 2026 (tentative).
2. Present final site plan and report for review at the February 5, 2026, Regular Meeting.
 - Commission will be asked to provide a recommendation to City Council for adoption of the Site Plan.



Thank You!

