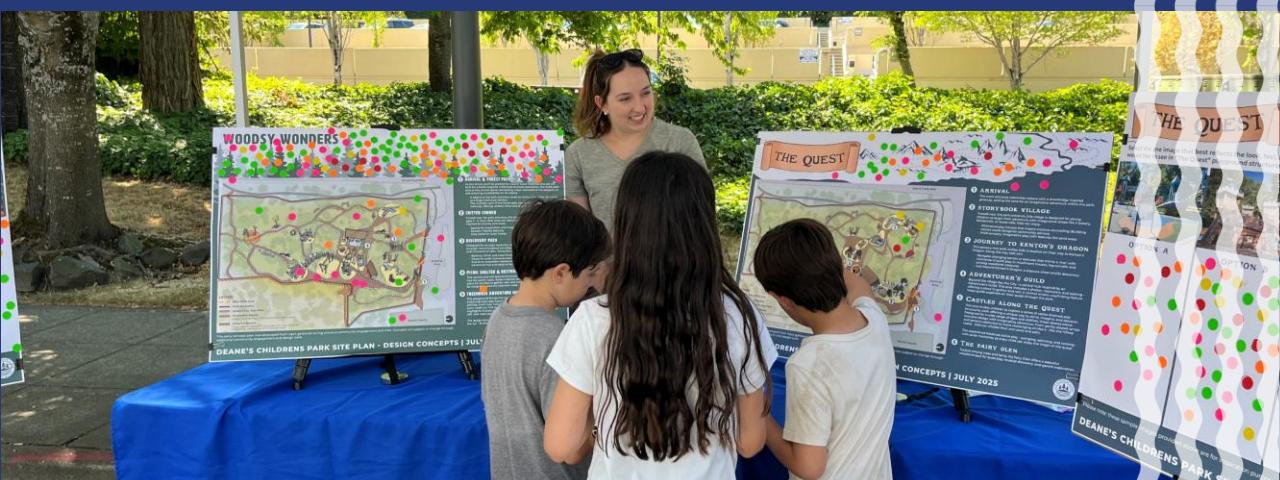


# Deane's Children's Park Site Plan

Arts Council Meeting | October 15, 2025



# Deane's Children's Park Site Plan

## Meeting Agenda

- Project Background
- Phase I Community Engagement
- Preliminary Design Concepts
- Phase II Community Engagement
- Public Art Integration - Opportunities
- Next Steps



# Deane's Children's Park Site Plan

## Purpose

1. Provide input on public art opportunities that align with the preferred design theme and could be integrated into Phase I Improvements of Deane's Children's Park.





# Project Background

# Deane's Children's Park Site Plan

## Formation

- Park built in 1962
- City acquired park in 1968
- Park renamed in 1985 in honor of Lola & Phil Deane
- Mercer Island Preschool Association (MIPA) partnered with City in 2005 for playground renovation.

## LEGEND

 ISLAND CREST PARK  
Existing Park Boundary

 BIKE SKILLS AREA  
Existing Boundary

 SITE PLAN LIMITS  
Scope of Work



# Deane's Children's Park Site Plan

## Project Background

### PROS Plan

- Conditions assessment revealed play equipment near end of its useful life
- 1 of 5 playgrounds identified for replacement

### 2022 Parks Levy

- Continued funding for replacement of 15 play structures, forest management, and Parks O&M
- Deane's Children's Park prioritized for early replacement due to:
  - Age and condition
  - Site opportunities for universally accessible play



# Deane's Children's Park Site Plan

## Early Site Assessment

### Play Equipment

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



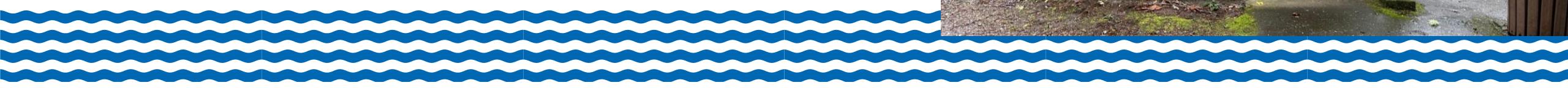
### Park Amenities

- 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





# Phase I Community Engagement

# Deane's Children's Park Site Plan

## Engagement - Initial Input

### Overview:

- Conducted April – May 2025
- One online survey: 102 responses
- One open house: 20 participants
- Two community event booths
- Four Elementary school visits

### Key Takeaways:

- Strong support for inclusive & accessible play
- Active & diverse play features preferred
  - Swings, climbers, spinners & ziplines top choices
- *Treehouse Adventure & Fairytale Kingdom* top two themes
- Preserve park's wooded character



West Mercer Elementary School Visit



# Preliminary Design Concepts

# THE QUEST



## 1 ARRIVAL

The main entrance welcomes visitors with a drawbridge inspired gateway, setting the tone for an imaginative adventure within the park.

## 2 STORYBOOK VILLAGE

Tucked near the park entrance, this village is designed for young children to begin their adventure with imaginative shops like a bakery, blacksmith, or forest cafe. Kids can enjoy:

- Whimsical play houses that inspire creative storytelling (Building names could recognize community donors)
- Multi-sensory, imaginative play with features like sand areas

## 3 JOURNEY TO KENTON'S DRAGON

This sensory-rich path invites kids to explore on their way to Kenton's Dragon. Along the way, kids can:

- Navigate changing terrain or textures that mimic a river, with moments of quiet play in mushroom houses, log tunnels, and among woodland creatures
- Just beyond Kenton's Dragon, a treasure chest awaits discovery!

## 4 ADVENTURER'S GUILD

Beyond the village lies the City - a central hub inspired by an Adventurer's Guild. This area includes a shelter, restrooms, and seating - offering a place to gather and rest. A central artistic wayfinding feature helps guide explorers on their quest through the park.

## 5 CASTLES ALONG THE QUEST

This area invites children to explore a series of castle-themed play structures, each offering a unique way to climb, imagine, and discover. Designed for a wide range of ages and abilities, these spaces blend inclusive design with imaginative adventure. From gently sloped ramps and sensory pathways to more challenging climbers - like the hilltop castle - kids can choose their own pace and path.

The experience balances active play - swinging, spinning, and rocking - with quiet moments, so every child can enjoy the magic of the quest.

## 6 THE FAIRY GLEN

Tucked among trees and ferns, the Fairy Glen offers a peaceful woodland spot for quiet play, musical discovery, and gentle exploration.

# WOODSY WONDERS

**Island Crest Way**

**Legend**

- Bike Skills Area
- Park Boundary
- Island Crest Way Path
- Accessible Routes  
Slopes meet standard ADA accessibility requirements
- Adaptive Routes  
Slopes exceed standard ADA grades but meet applicable accessibility requirements for trails/play areas

**Tennis Courts**

**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.



# Phase II Community Engagement

# Deane's Children's Park Site Plan

## Engagement - Design Concepts

### 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



*Pride in the Park Community Event Booth*



# Public Art Integration - Opportunities

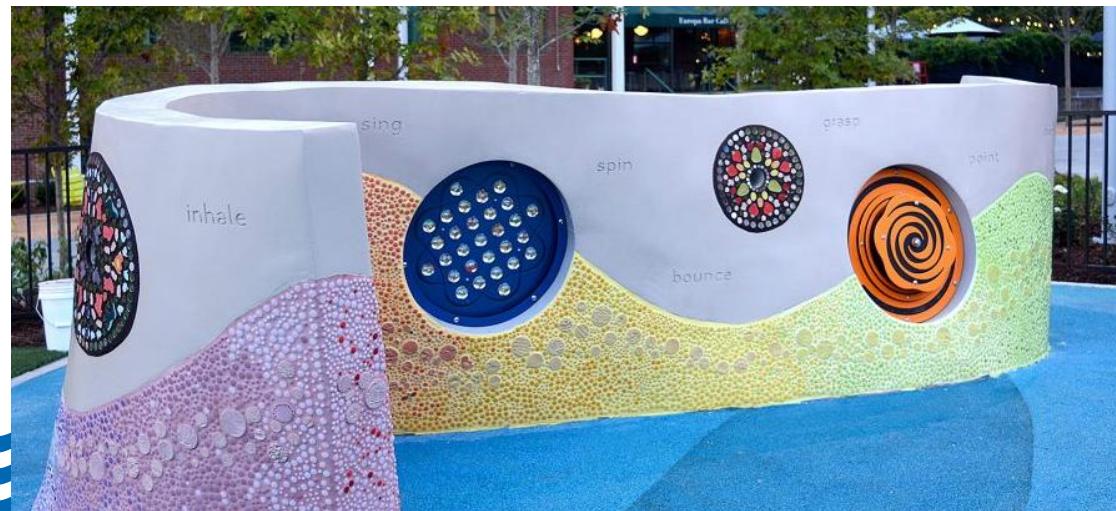
# Deane's Children's Park Site Plan

## Sculptural Elements – Entryways & Pass Thru



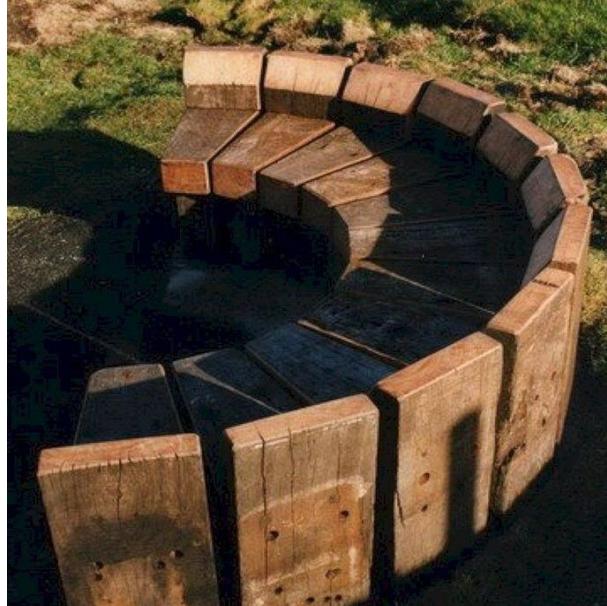
# Deane's Children's Park Site Plan

## Integrated Media



# Deane's Children's Park Site Plan

## Functional Site Elements



# Deane's Children's Park Site Plan

## Directional Elements





# Discussion

# Deane's Children's Park Site Plan

## Purpose

1. Provide input on public art opportunities that align with the preferred design theme and could be integrated into Phase I Improvements of Deane's Children's Park.





# Next Steps

# Next Steps

1. Compile input on preferred public art opportunities for Phase I Improvements.
  - Further evaluate options during 30% design effort, beginning 2026
2. Present the preferred plan, play equipment features, and public art input to the Parks and Recreation Commission at the November 6, 2025, Regular Meeting.
3. Return to Arts Council during 30% design with updated options for review.





# Thank You!

