Discovery, journey, play; the world of exploration and creativity of children is best fostered in an environment that allows their imagination to roam freely. In order for children to understand the environment around them, they need the opportunity to discover their own individuality and their own physical relationship to spatial qualities of the environment.

Our design concept strives to more fully integrate University Park Elementary school into the framework of its community, setting the foundation for learning, play and discovery.

Because of the proximity of the observatory, the overarching theme of astronomy and observation informs the construct of the playground, allowing free movement between programmed and unprogrammed activity, physical play and mental perception, physical reality and unchecked imagination.
Intermediate Play Area
- Defined by challenging and active play equipment. Play equipment should be interactive, combining skill building with gross motor skills to help students build physical strength, balance, creativity, and problem solving skills.

Asphalt Play Area
- Offering an array of hard surface play activities. Focus is given to individual sports and cooperation. Asphalt is minimized using raised planting beds to break up expansiveness and provide seating and shade opportunity.

Community Entrance and Central Gathering
- Main entry into playground, to be developed to engage and inform users. Central gathering area will serve as a meeting place, both for students during recesses and for parents after school. Area will be a durable surface and will be highlighted by a shade structure and amphitheater performance area.

Early Childhood Education and Primary Play Area
- Incorporating a variety of surfaces types for children to begin to understand how different tactile surfaces function in the play environment. The Primary area will feature new play equipment that is both enticing to children and allows for long term play opportunities.