



"Play is often talked about as if it were a relief from serious learning. But for children, play is serious learning." -Mr. Rogers

Redesigning Recess

Jones Carter – Room 14 – Fifth Grade

Fall 2016

Why Recess Matters

"We came to the realization that it really affects social, emotional and cognitive development in a much deeper way than we'd expected."

—American Academy of Pediatrics (AAP)

What do kids love to do? Play! It's an integral part of development and an everyday occurrence. Recess is one of the most important parts of the day for the students at Explorer. They not only get to enjoy physical activities but also build important social skills.

In this project, students will use human centered design thinking to find the needs of our community, and develop solutions for those needs. Students will

engage in problem finding by collecting qualitative and quantitative data, brainstorm solutions, create action plans, critique and present to stakeholders, and then make their vision for recess a reality!



Play is the highest form of research.
—Albert Einstein

Essential Question

How can we effectively share space, equipment, and time with other students so that everyone feels safe and comfortable at recess?

What You Will Learn

- How to use the design thinking process to identify needs and come up with solutions
- How to conduct empathy interviews
- How to analyze data
- How to write a proposal
- How to develop an action plan
- How to work together in a group
- How to create something that works
- How to gather data to see if something is working
- How to iterate and improve upon your designs



Field Work & Experts

Urban Jungle Fun Park

(interview CEO about design thinking behind this play space, reflection on different play options and inclusiveness)

UCSD Ropes Course

(teambuilding, questioning how hard we push people and invite them to get out of their comfort zone)

Balboa Park

Nature Play Space

(alternative play spaces, using nature to inspire play)

Aly McCall-Dougherty

Advocate for inclusive playgrounds



What You Will Make

- A **project proposal** that includes problem identification, ideas for solutions, and justification for these ideas, troubleshoot for possible barriers (financial, space, etc.). It will also include how this will impact various stakeholders (k, 1st, 2nd, 3rd, 4th, 5th, teachers, admin, after-care teachers).
- An **action plan** to make this vision a reality, using the SCRUM board.
- A **final product** that solves the identified need.