

Child participation and schoolgrounds

With Pic2school

Sabine Miedema



kind & samenleving





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Childhood & Society Research Centre – Brussels

What we do...

Mapping perspectives of young people



- (action) research
- participation





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What we do...

Mapping perspectives of young people



- (action) research
- participation

Mapping perspectives of policy makers



- CF policies
- Workshops
- Advice & consulting





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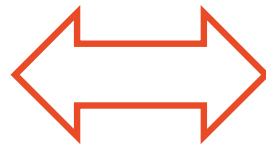
Childhood & Society Research Centre – Brussels

What we do...

**Mapping perspectives
of young people**



- (action) research
- participation



**Mapping perspectives
of policy makers**



**Linking
Bridging
Translating**

...

- CF policies
- Workshops
- Advice & consulting



Flanders
State of
the Art

Child participation



Why child participation?

- 1. Children have their own individuality**
They therefore have their own needs
- 2. Children rights:**
Children should be involved in matters that concern them.
- 3. Children are important users of**
Public space
School playgrounds
- 4. Children have their own perspective:**
Children have (specific) experience and knowledge.
They are the expert of their own world
- 5. What is good for children is (usually) also good for adults.**





Pic2school

Een methodiek om samen met kinderen een groene en speelvriendelijke schoolspeelplaats te ontwerpen

Iconenboekje



kind & samenleving



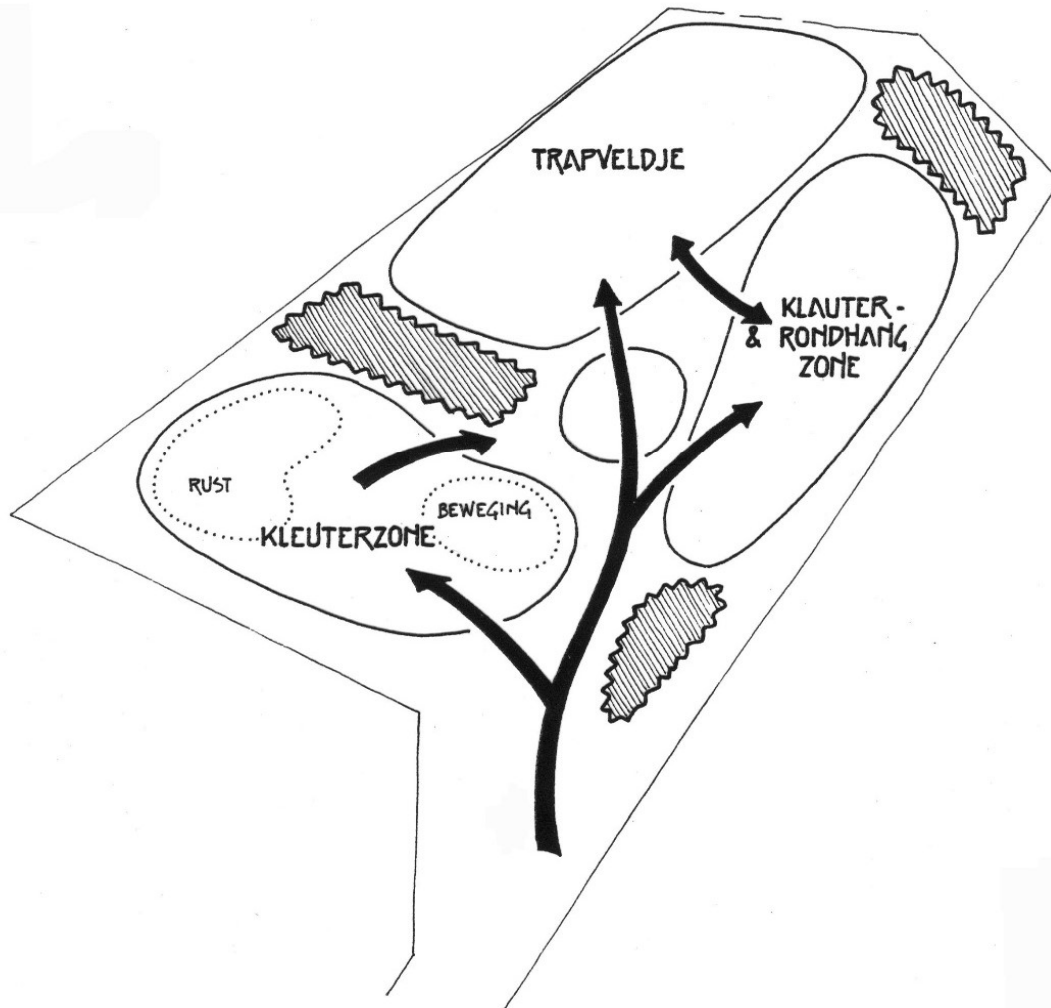
Our website: www.k-s.be



Design and participation process



1. A (flexible) plan for (re)designing



1. 'Spots map'

- . Walking lines
- . Zones
- Zoning as a principle:
creating 'rooms'

Zoning on the basis of age

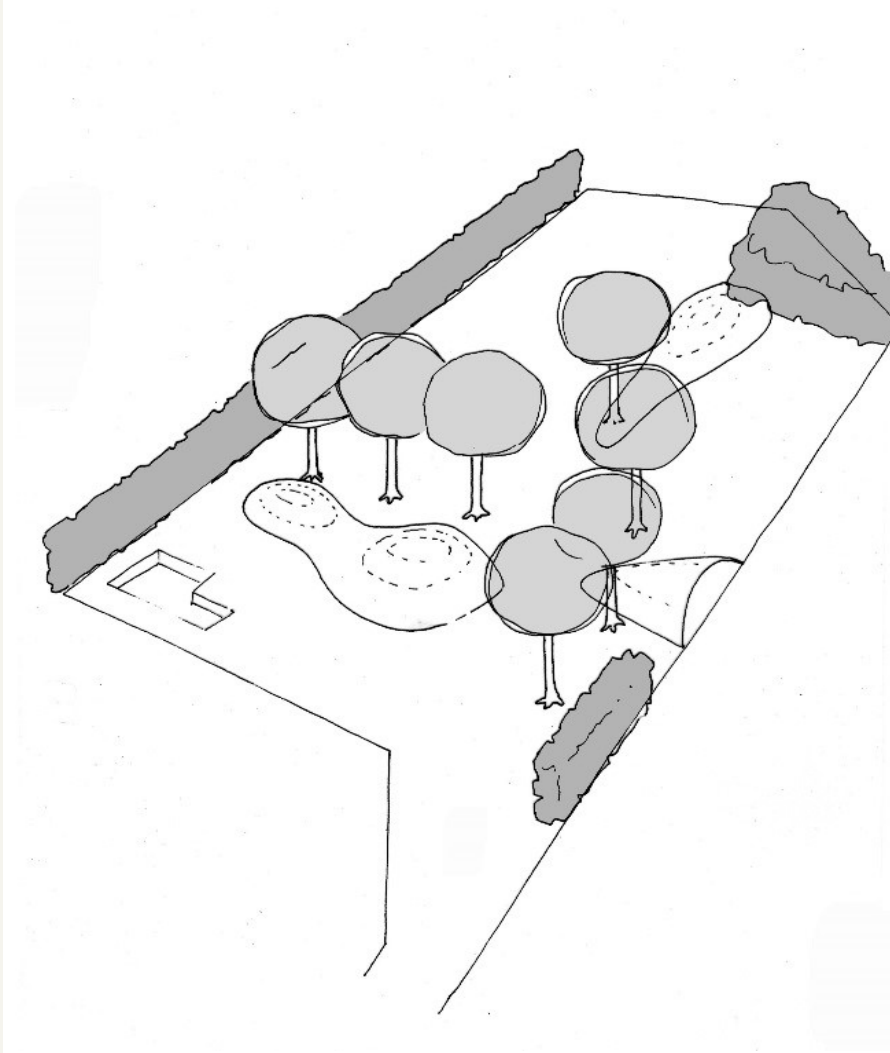
Zoning based on play/game forms:

- Active vs relaxing

Zoning as a mixture of age and play forms

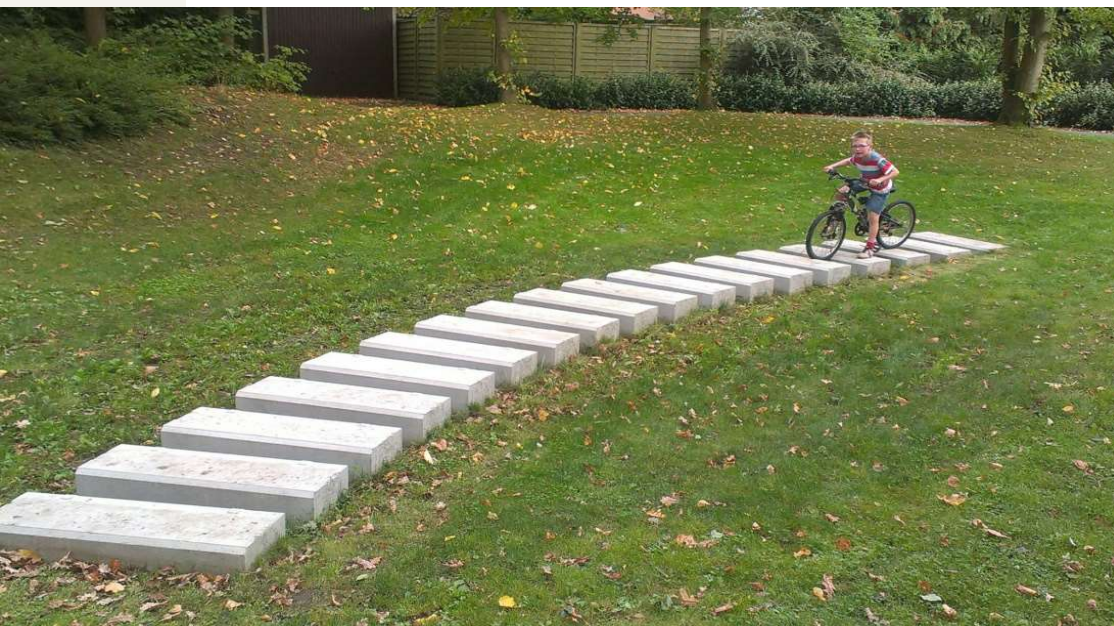


1. A (flexible) plan for (re)designing



2. Landscape relief, green, water

Seperating vs. connecting

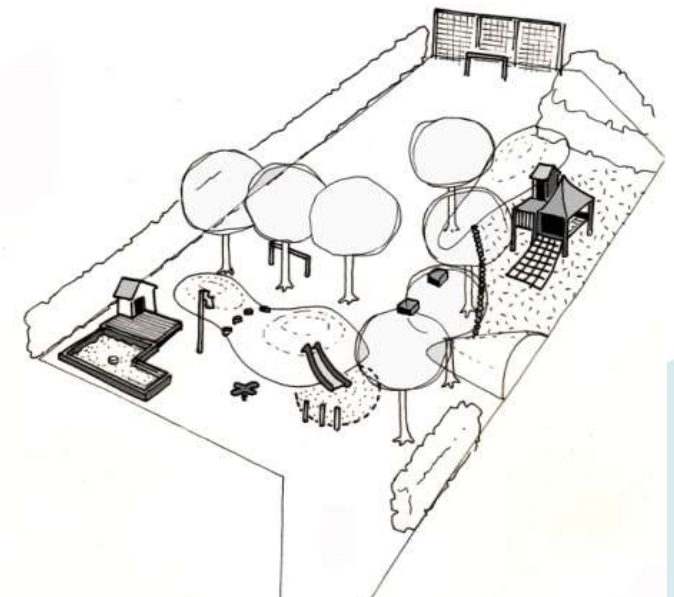
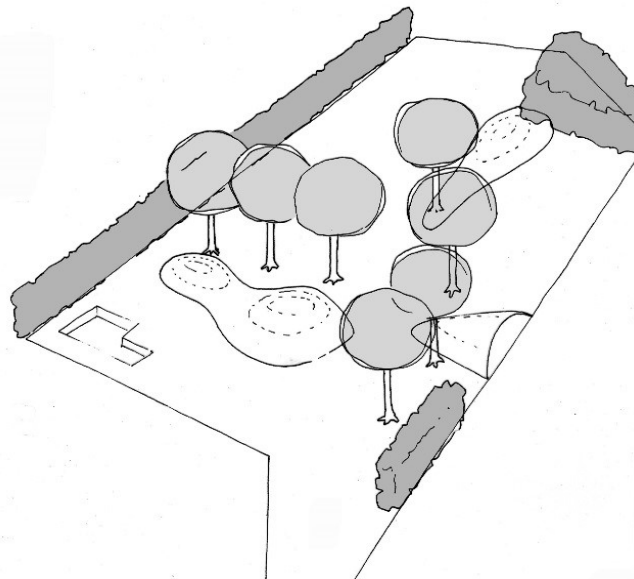
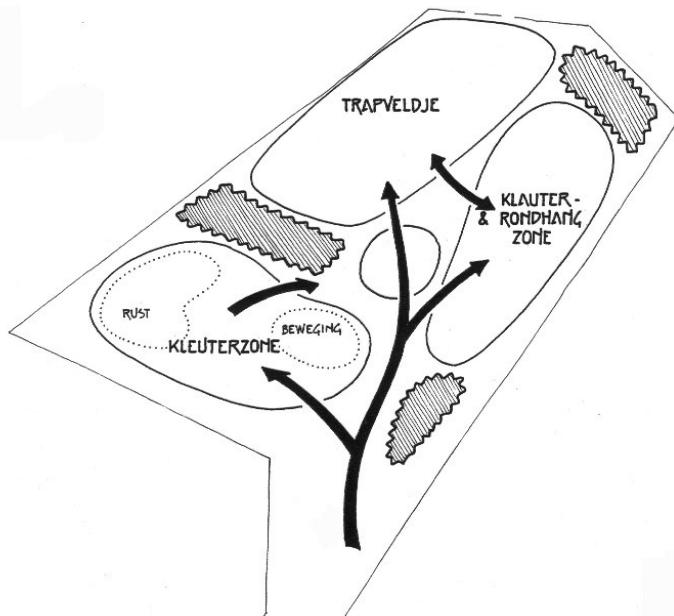


1. A (flexible) plan for (re)designing

3. Play equipment

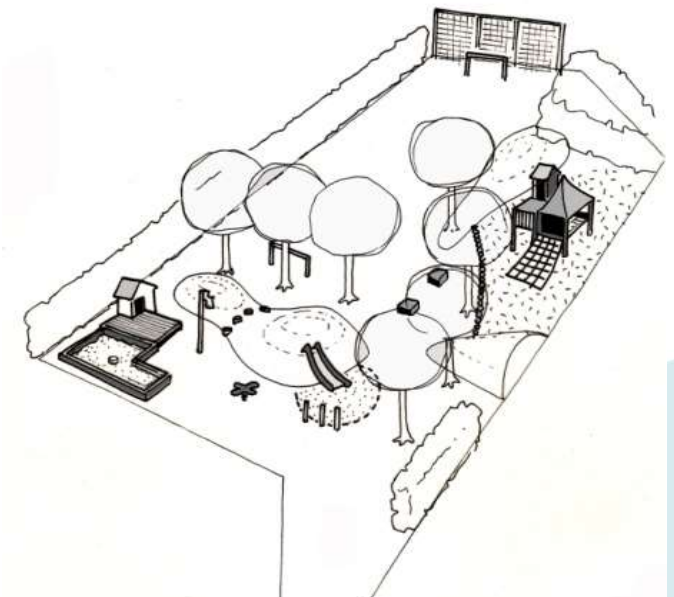
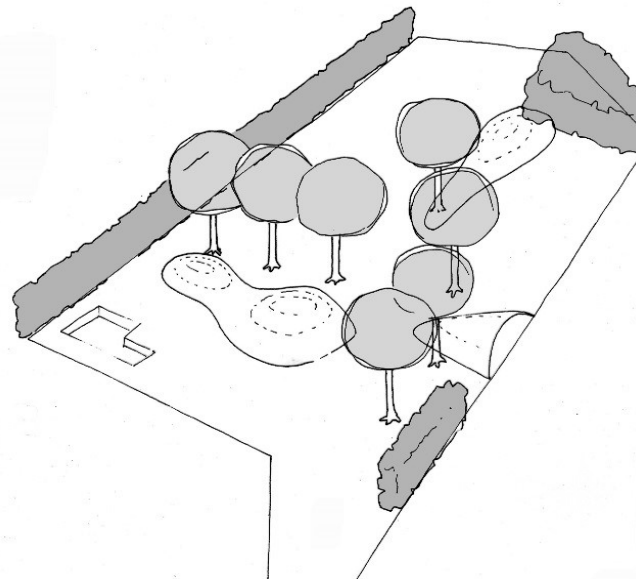
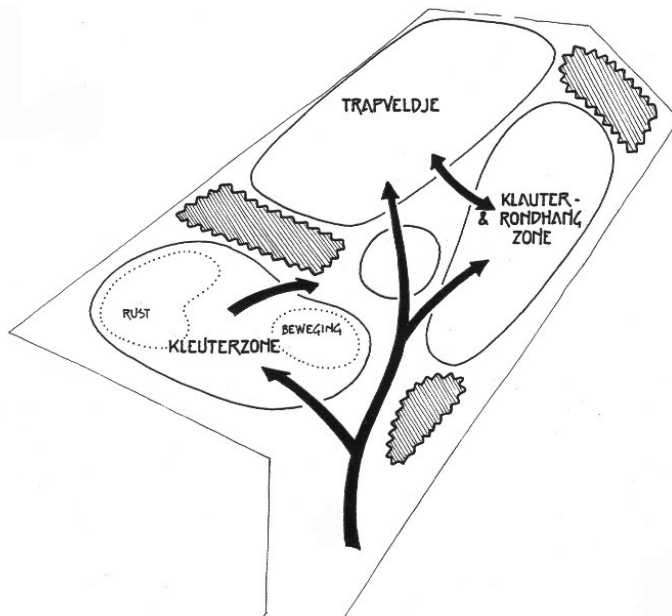
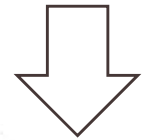
As in 'the finishing touch'
= short-term

Zoning (relief, groen, water) = long term
Basic design: can last several generations

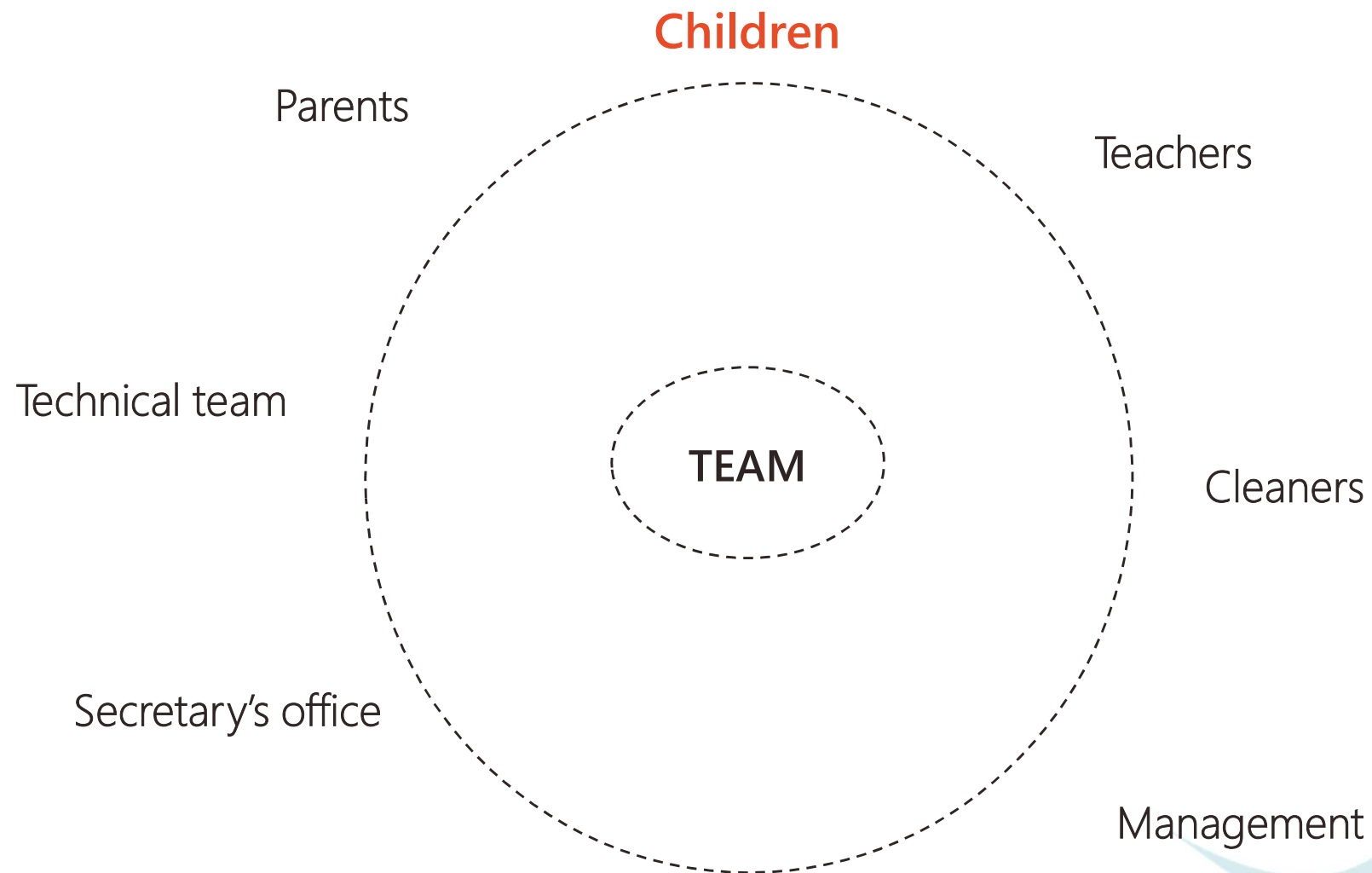


1. A (flexible) plan for (re)designing

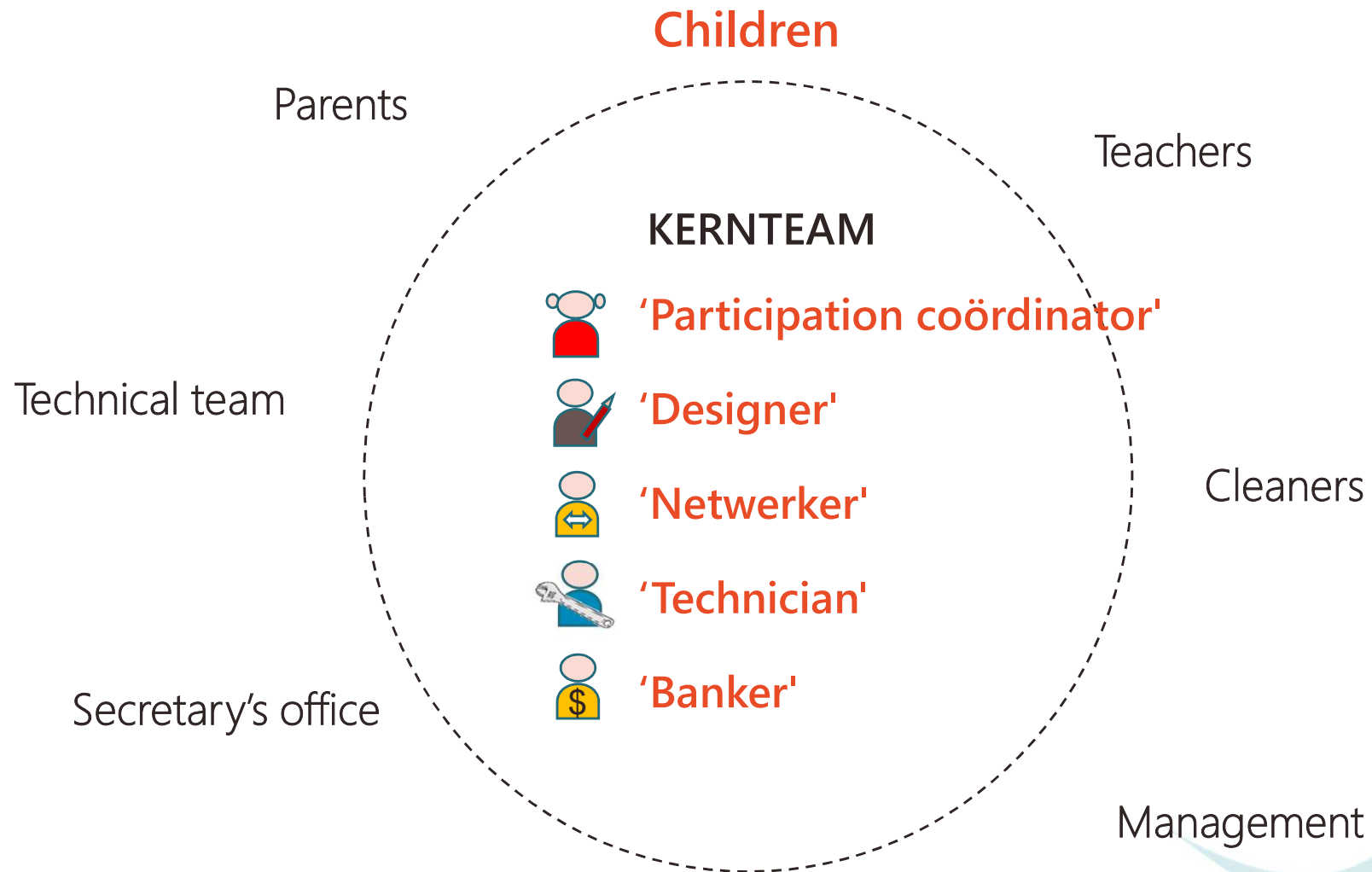
4. Loose materials



2. Create a team

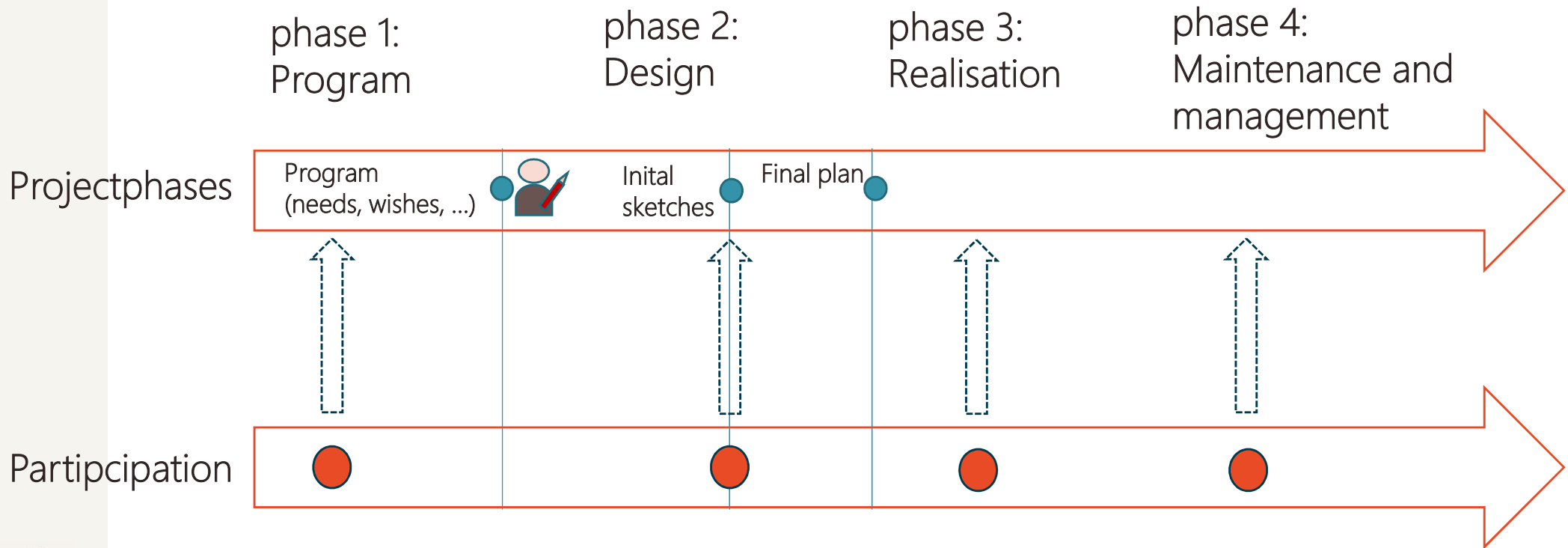


2. Create a team



3. Organizing a participation trajectory

Two arrow model

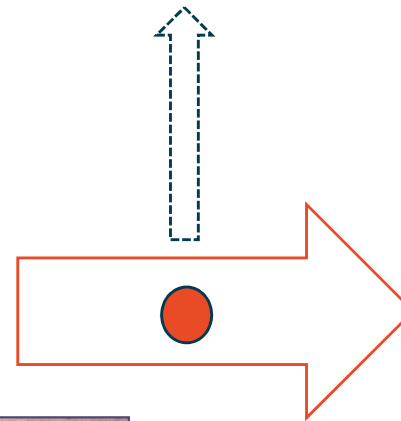


3. Een inspraaktraject uitzetten

OFTEN...

Phase 3
realisation

Projectphases

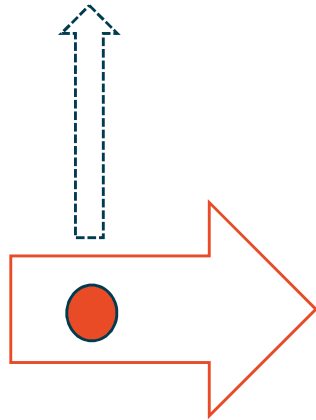


- (Festive) action with children**
Very late in the process
- **Isolated event**
 - **No impact on decision process**

OFTEN...

Phase 1:
Start

Project phases



'Children create 'crazy' ideas'

- **Isolated event**
- **No impact on decision process**
- **Often play equipment or wild dreams**



IDEAL...



Participation trajectory corresponds with the design process



- Technisch plan bestaande toestand
- Technische randvoorwaarden



- (Speel)functies van de speelplaats
- Noden van betrokken actoren



- Planning
- Budgetten

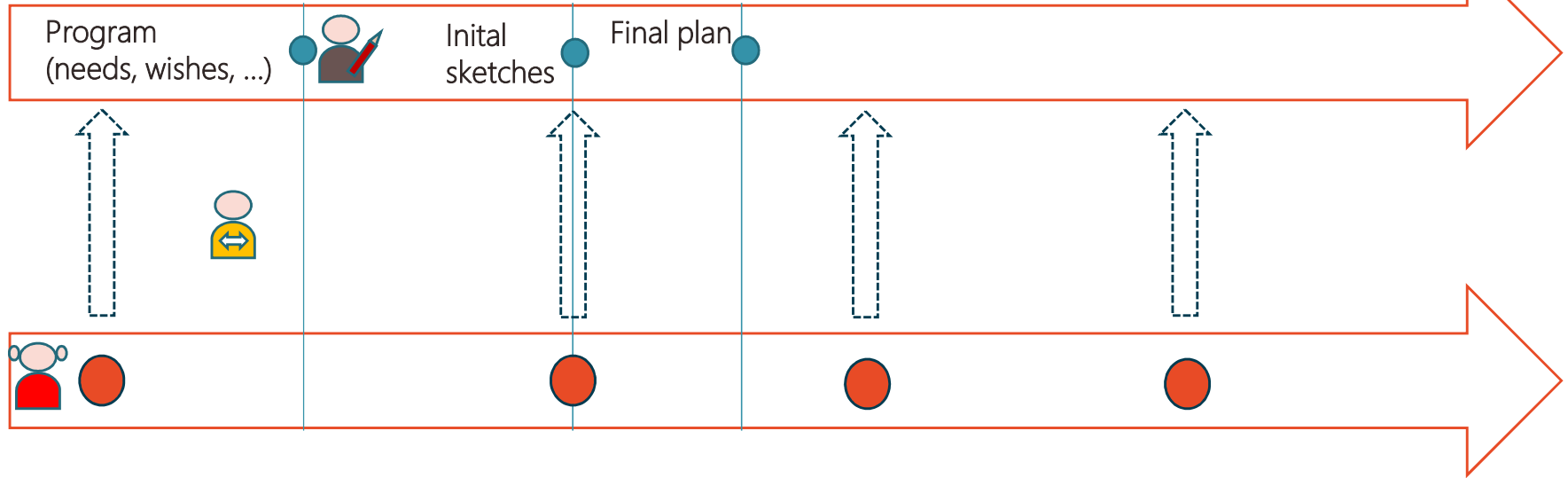
phase 1:
Program

phase 2:
Design

phase 3:
Realisation

phase 4:
Maintenance and
management

Projectphases



Participation



Participation coördinator



'Networker'



'Banker'



'Designer'



'Technician'

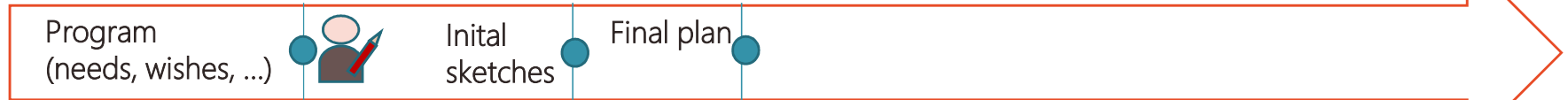


3. Organizing a participation trajectory

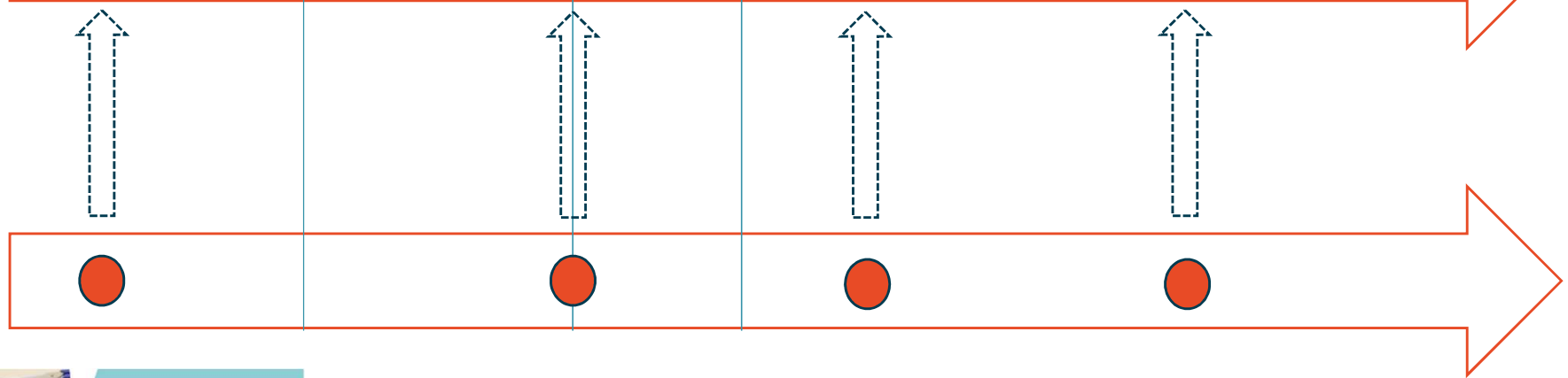
Two arrow model

phase 1: Program
phase 2: Design
phase 3: Realisation
phase 4: Maintenance and management

Projectphases

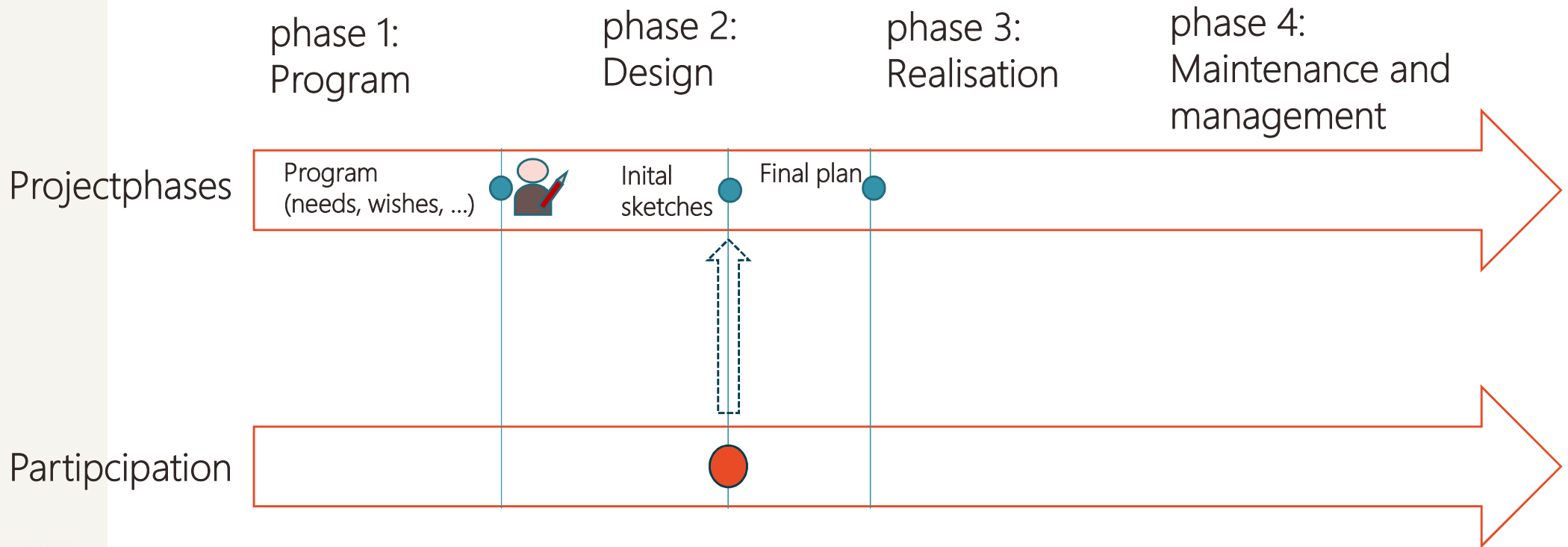


Participation



Participation session 2

Testing of initial sketches and plans



Create the outline of designs on the site

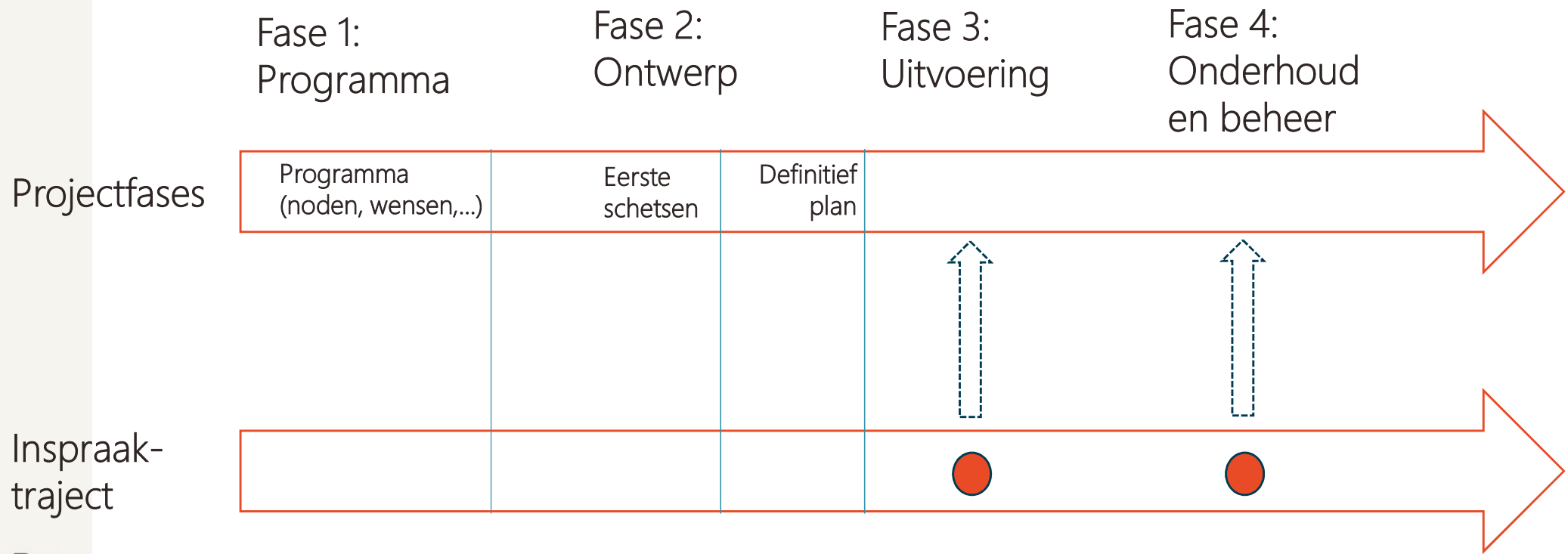


Guided tour

Ontwerpster stelt op het terrein een 'praatplan' voor aan kinderen (11)



Participation for 3 and 4



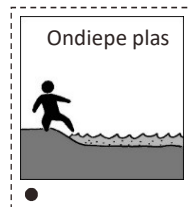
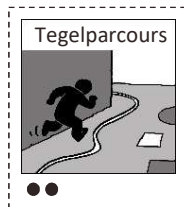
Participation for 3 and 4

- Allowing children to create/change their own playgrounds + responding to this
- Maintaining a green playground
- Storage or lending systems (with participation)
- giving pupils a say in the rules and regulations on playing time

Pic2School

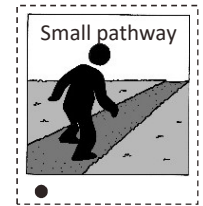
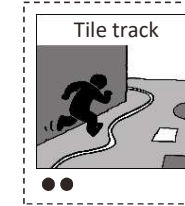
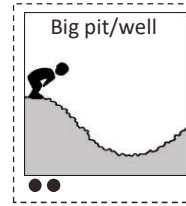
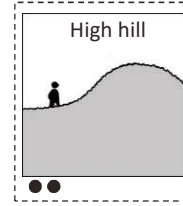
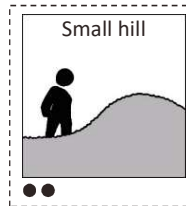
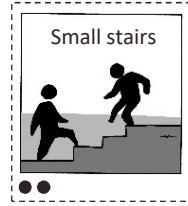
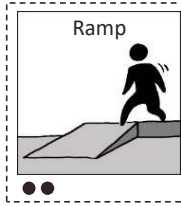
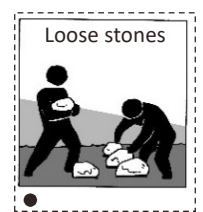
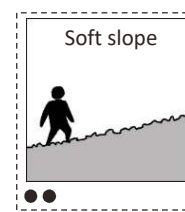
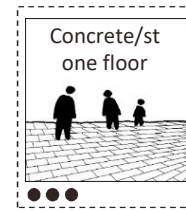
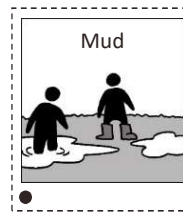
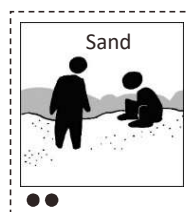
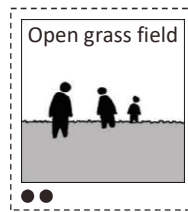
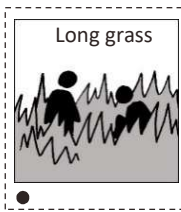
A method for visualising children's design ideas

Play(functions) instead of things:
diversity of forms of play

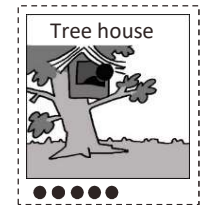
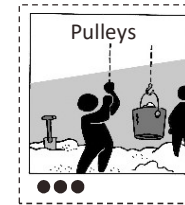
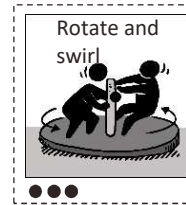
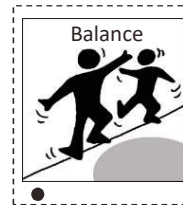
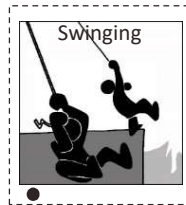
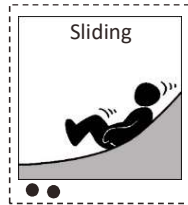
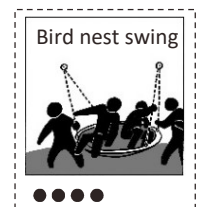
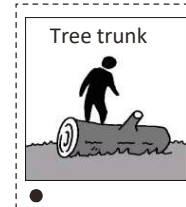
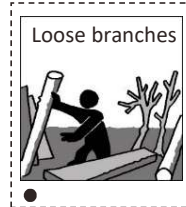
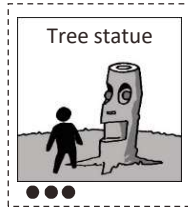
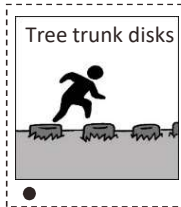




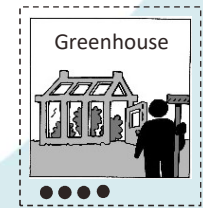
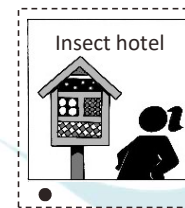
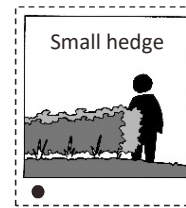
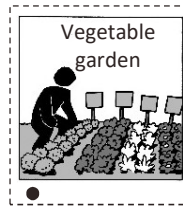
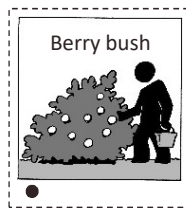
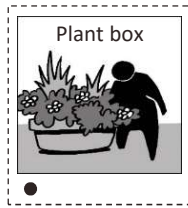
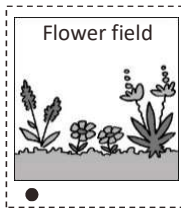
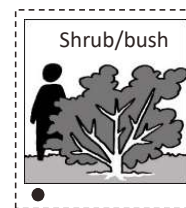
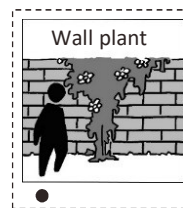
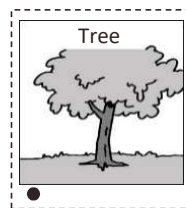
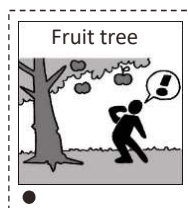
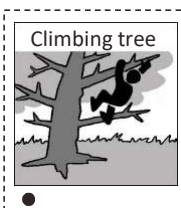
**GROUND
TYPE
SURFACE**



**PLAYFUL
THINGS**

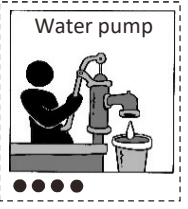
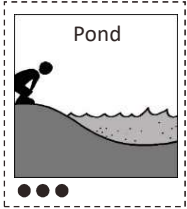
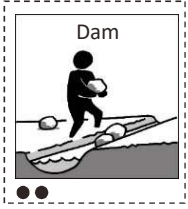
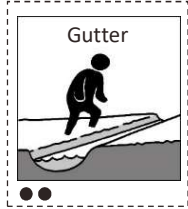
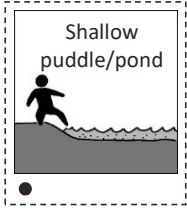


**GREEN AND
NATURE**

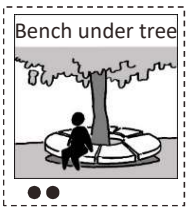
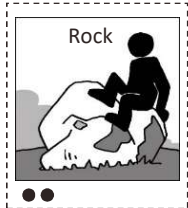
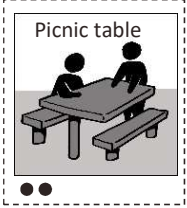
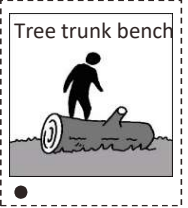
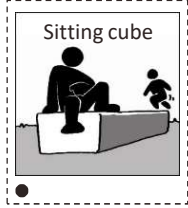
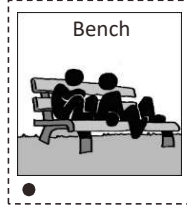




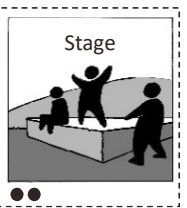
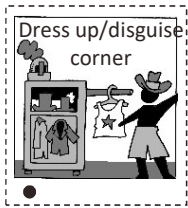
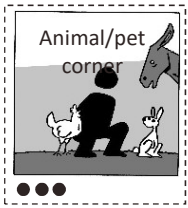
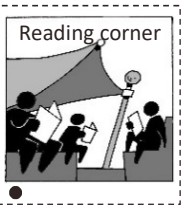
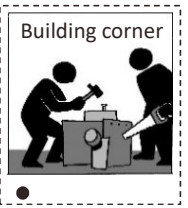
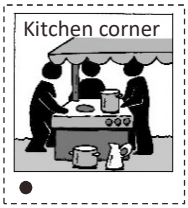
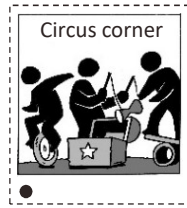
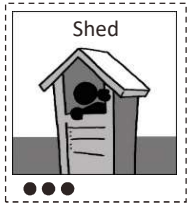
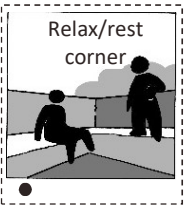
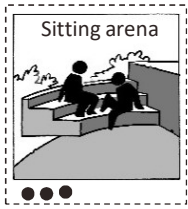
WATER



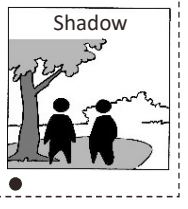
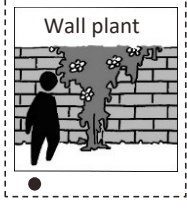
SITTING AND HANGING



SPECIAL PLACES WITH LOOS MATERIALS

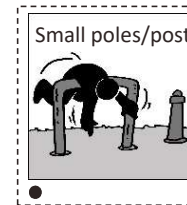
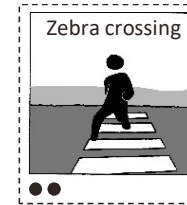
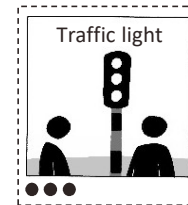
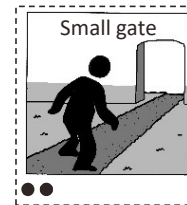
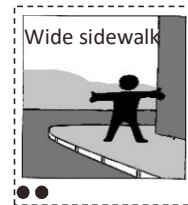
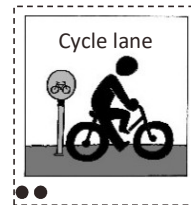
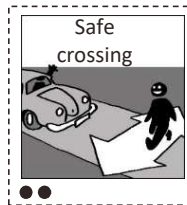


Decor/ation



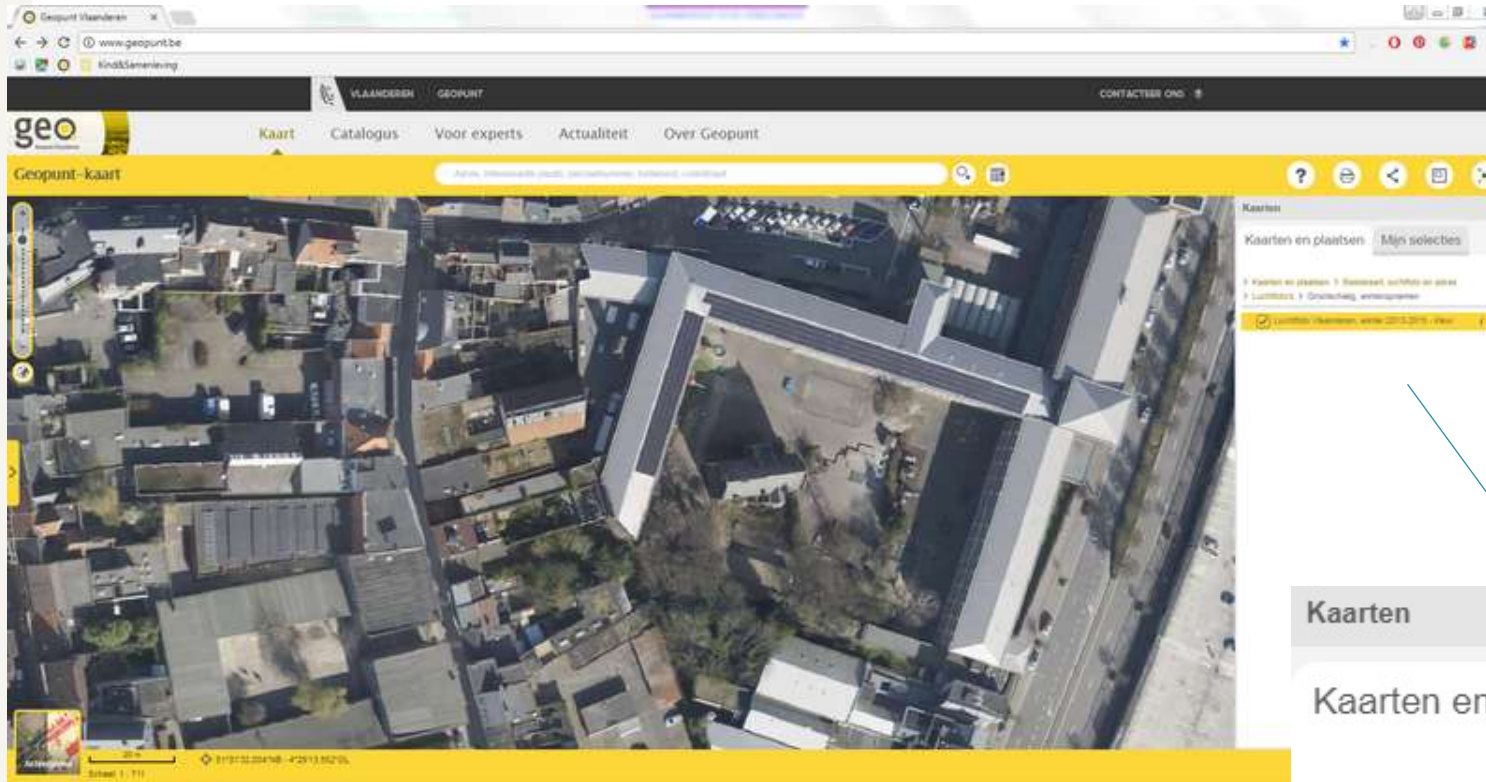


OUTSIDE
THE
SCHOOL



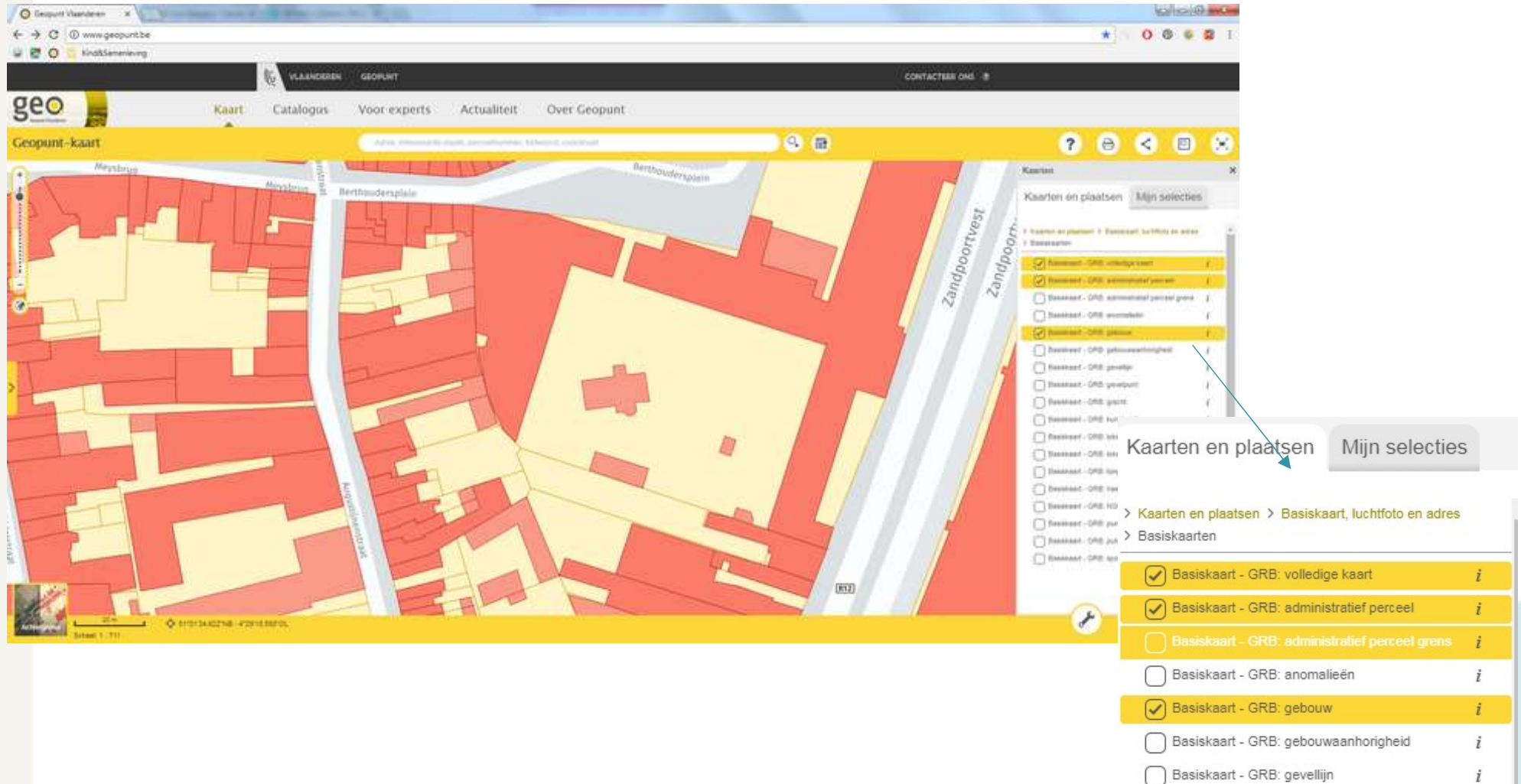
Before you start:

Create a map of the school. For Belgium: Geopunt.be



Before you start:

Create a map of the school. For Belgium: Geopunt.be



The screenshot shows the Geopunt.be website interface. The main map displays a street layout with buildings colored in red and yellow. The 'Kaarten en plaatsen' panel on the right is open, showing a list of map layers. The 'Mijn selecties' tab is active, and the following layers are selected:

- Basiskaart - GRB: volledige kaart
- Basiskaart - GRB: administratief perceel
- Basiskaart - GRB: gebouw

The 'Kaarten en plaatsen' panel also shows a breadcrumb trail: > Kaarten en plaatsen > Basiskaart, luchtfoto en adres > Basiskaarten.

Before you start:

Create a map of the school: edit

Edit with:

- Paint, Canva, Indesign
- Powerpoint
- The old way



Before you start:

- Selecting the icons
 - In Powerpoint
 - Decide the value of the icons
 - How many coins the children will get



- Contacting and briefing supervisors
- Prepare and collect material

GROUND
TYPE
SURFACE

PLAYFUL
THINGS

GREEN

WATER

SITTING AND
RELAXING

SPECIAL
PLACES
WITH LOOS
MATERIALS

DECORATION

Let's start!

1. Go outside!



Let's start!

2. Create small groups

3. Present the project

4. Present the icons



Let's start!

5. Selecting icons



6. Cut out the icons



7. Move the icons



8. Stick the icons



9. Additional instructions



10. Present the designs
What will happen to it?



After the participation session

- 10 important points for the designer
- Put it on one map



Excercise

