

# Rosemount Nature Based Play

*Anna Lane, Casey Bries, Kate Hughes, Jack Hickey, Kendra Rysan*

# Nature Based Play

## What is play?

- “Recreational activity, especially the spontaneous activity of children,” (Merriam-Webster)
- Play includes a range of self-chosen activities for ones own interests and satisfaction.

# Nature-Based Play

- No specific definition
- Set of ideals to create Nature Based Play
  - Outdoor Spaces made of natural components
    - plants, logs, water, mud, sand, boulders, hills and trees
- Encourages preservation of the earth

# Impacts of Nature Based Play

- Encourages community, cultural, and leisure events.
- Engages children in natural world
- Improves children's social skills, problem solving abilities and interpersonal relationships.

# Modern Playgrounds

- Playground structures (typically metal)
- Asphalt courts or trails

*These aspects are inducing set outcomes of play and are leaving children to play in nature and not with nature.*

# Developmental Aspects of Play

- **Physical Development**
  - “Provides time to practice and extend physical skills through the use of space, active imaginary games and use of climbing, riding or games equipment”
- **Cognitive Development**
  - Helps develop children’s decision making skills, problem solving skills, and facilitation skills.

# Objective and Goals

- **Objectives:**

- To evaluate the Nature-Based play ideals implemented by the City of Rosemount in Minnesota.
- Encourage community, cultural, and leisure events to add vibrancy to their quality of life.
- Comprehensive Plan to collaborate and provide services to all groups of residents

- **Goal:**

- To provide the best services and programs possible to the surrounding neighborhoods and communities in the area

# Inputs and Outputs

## **Inputs:**

- 27 parks (515 acres of land)
  - 7 profit turning parks
- Partnerships
- Grants
- General Funding

## **Outputs:**

- Youth Activities
- Special Events
- Adult Sports
- Senior Activities
- Farmers Market
- Learn to Skate Programs

# Learning/Behavioral Outcomes

- **Learning**
  - Show communities the beauty of natural world
  - Change in fitness and well-being
  - New perspective of earth and environment
- **Behavioral**
  - Healthy fitness-based habits
  - Change how people treat the environment and themselves

# Evaluation Checklist

- Natural Features
- Safety
- Physical Features
- Supportive/Facilitative Features
  - Coded to identify level of correspondence with NBP.
    - **Green** is high
    - **Yellow** is mild
    - **Red** is needs improvement

# Questions Asked

- Does the space mimic nature closely? (i.e. Plants and features native to the area)
- Are the children playing (or able to play) with nature and not just in it?
- Are they allowed to pick plants, climb trees, throw rocks in a pond, etc?
- Are there materials around to build things? (i.e. branches/twigs/rocks, etc.)

# Park Breakdown

- **Biscayne Park**
  - Community Garden
  - Playground
- **Carroll's Woods & Swarz Pond Park**
  - Trails (paved/unpaved)
  - Irish Sports Dome
  - Baseball fields
- **Twin Puddles Park**
  - Ponds

# Results

- Help implement a plan in their community
- Improve City's facilities and services
  - **Park Rendering:**



# Recommendations

- District wide recommendations for all of The City of Rosemount Parks is to simply include more natural features and facilities.
- There is the thought that parks need to be clean-cut, mowed and paved in order to fit into the surrounding neighborhood developments
- At parks, make use of the features that are already there

# Project Experience

- What Worked Well
  - Delegating tasks
- Lessons Learned
  - Communication
  - Evaluation Process

Thank You !