Do You Have a Peaceful Playground? Webinar

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Your Presenters

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Drawing for Posters at the End

- Peaceful Playgrounds Posters for classrooms or outdoors
- Can’t Say You Can’t Play
- Tattling & Telling
- Put away Equipment
Objectives

Participants will:

- Acquire skills to improve the playground
- Understand what goes wrong on playground
- 5 research-based solutions to those problems
- Establish rules and procedures for safe play

Game Markings
Research
- What goes wrong on typical school playgrounds
- 5 Research-Based Solutions to those problems

CREED
1) Conflict Resolution
2) Rules
3) Equipment
4) Expectations
5) Designs

Conflict Resolution
PROBLEM #1
Children Lacked Problem Solving Skills
3 Ways to Solve Problems
1. Walk
2. Talk
3. Use Rock, Paper, Scissors Game
Do you have a written set of game rules?

PROBLEM #2
Children were playing by a variety of different game rules.

- GAME Rules
- Consistent Rules
- Game of the Week/Day
- PP Rules Fast Entry and Exit
- Post Rules
Rules

- Playground Rules (safety)
- Safe Use of Equipment
- Playground Rules
- Playground Procedures

Rule

- Supervisors Wanted to Quit!
- Tattling - Getting someone into trouble
- Telling - Getting someone out of trouble.
**Rules**

You Can’t Say, You Can’t Play! All games are open.

**Procedures**

- Freeze at the bell
- Wait for the whistle
- Walk equipment and place in ball cart
- Walk back to class.

**Poll 3**

- How many pieces of recess equipment?
Problem #3

Not enough consumable equipment.

• 1/10 Rule
• No bats or hockey sticks.
• Establish a tricycle track!
Expectations
Problem #4
• Communicate universal expectations
  Rules
  Procedures
• Reward Appropriate Behavior
  Coupons
  Certificates
• School-wide Implementation

Expectations
• Awards

Forms
Question

- What game markings are on your playground?

Not enough to do

Problem # 5
Lacked Developmentally Appropriate Games

Tetherball, 4 square, hopscotch, basketball, volleyball, and sometimes handball. (6 markings)

Designing

Developmentally Appropriate Designs
- Enhance motor development
- Enhance Cognitive Development
- Enhance play preferences
Add 100 new games and activities
Grass and Blacktop Areas
KDG
K-3 Playground
3-6 Playground
Field Designs
Maximize Space Minimize Injuries

Painting the Playground

Motor Development Designs
- Hopping, Skipping, Galloping
- Balance Beam
Cognitive Games

- Alphabet track
- Number Grid

Maximize Space
Minimize Injuries

1. Preschool-Kdg Blueprint
2. Primary Grades 1-3
3. Upper Grades 3-6
4. Field Designs Grades 1-8
Primary Blueprint

Designs

- Developmentally Appropriate Designs
- Enhance motor development
- Enhance cognitive development
- Enhance social interaction
- Enhance play preferences
  - Cooperative and competitive games

- Most children pick alternative activity rather than wait in line.
- “Lines are accidents waiting to happen.”
- More choices, fewer problems and increased engagement in game activities
  - Peaceful Playgrounds 2000
How to Get Results!

- Comprehensive Approach to Playground
- 5 Components “CREED”
  1) Conflict Resolution
  2) Rules
  3) Equipment
  4) Expectations
  5) Designs

Findings

- Physical Activity
- More Game Markings = More children who are more active.
- San Diego Pep Grant Findings-2004

Findings

- Customer Satisfaction Survey: Principals
  - 67% decrease in playground injuries
  - 55% said visits to nurse decreased
  - 64% said say reduction in bullying
  - 66% decrease in playground confrontations
  - 83% increase in children participating in games
- Beiswenger, Hogan & et. 2003 Report of Findings
Questions and Answers

- Type questions into question box.
- Speak into computer mic

Where Children Play

- Structures $100-150,000: 11%
- Peaceful Playgrounds: 20%
- Blacktop: 39%
- Grass: 50%

Where 89% play

TIGHT BUDGET

THE CHOICE IS EASY!

Visit our Webpage

www.peacefulplaygrounds.com
Everything I learned in Life: I learned on the Playground

- Play by the rules. BEHAVE or you’ll not get to play.
- Dress appropriately. Keep track of your stuff. BE POLITE.
- Take turns. SHARE. Make friends. Tolerate DIFFERENCES among others.
- Consider the FEELINGS of others. Give everyone a CHANCE.
- Get along. Be humble.
- REMEMBER: Cheaters never really win. WINNERS never cheat.
- Don’t tear up the equipment. Put stuff back where you found it.
- Show SPORTSMANSHIP. Shake hands. Practice to get better at everything.
- Keep the score. NEVER GIVE UP! TRY YOUR BEST ALWAYS IN ALL