

## The Early Years and Primary Outdoor Play and Learning Design Brief:

### A good design will:

1. **Be guided by nature** - maximising children's exposure to a rich variety of natural processes and materials.
2. **Be unique** -reflecting the character and cultures of each setting.
3. Maximise use of free, **re-cycled** and re-engineered materials
4. Maximize children's free access to natural and man-made **loose parts**.
5. **Minimise high capital cost features** which provide easily mastered challenges.
6. **Be a work in progress** - maximizing potential for continual on-going enrichment and addition.
7. **Create places of change** - constant daily and seasonal change and improvisation.
8. Minimise features that the **client could provide for themselves** with a little good advice
9. Combine **expert knowledge of play** with a sympathetic understanding of children's views and needs.