



# Week 7 Community Quest: Design an Inclusive Park

Thursday-Friday • 20-25 minutes total

## Mission

Design a Great Wolf-inspired public community park near the lodge. It is an imagined public park, not a claim that resort attractions are public or free.

## Include

A play area, nature space, quiet resting place, step-free path, and at least two clues people can see or hear. Consider different ages, bodies, and support needs.

## 1. Notice

During normal family plans, notice one feature that helps people move, rest, find a place, or understand a rule.

## 2. Sketch

Draw the park in the travel journal. Connect major spaces with a step-free path and add a simple key.

## 3. Explain

Oaklynn explains three choices using helps and because. Brooksley points to or names who can use two features; an adult may write her words.

## 4. Improve

Ask: Who might still have trouble using this park? Add or change one feature.

## 5. Save

Keep journal page 6 as the portfolio evidence. A finished art product is optional.



# Park Design Evidence

Use if the travel journal is unavailable

## My imagined community park

### Oaklynn

1. \_\_\_\_\_ helps \_\_\_\_\_ because \_\_\_\_\_. 2. \_\_\_\_\_ helps \_\_\_\_\_ because \_\_\_\_\_. 3. \_\_\_\_\_ helps \_\_\_\_\_ because \_\_\_\_\_.

### Brooksley

Point to, draw, or name a play place, nature place, quiet place, and path. Mom or Dad may write her words.

### One improvement

Someone who might need more help is \_\_\_\_\_. I will add or change \_\_\_\_\_.