Ventura Park Existing Conditions

25 parking spaces including 2 accessible spaces (non-compliant)

Residences back up to Camellia sp. hedge

25 parking spaces including 2 accessible spaces (non-compliant)

Crosswalk and Pedestrian Refuge

Bus Stop

LEGEND

asphalt
concrete
landscape
play surface
tree
tree to remove
Bond Limit Line
improvements will be within this boundary

VENTURA PARK BASE DRAWING
SCALE: 1" = 20'

Ventura Park Play Area Improvements and Loo Installation

Parking lot and restroom

Playground

Tire Swing
Ventura Park Aerial View

VENTURA PARK BASE DRAWING
SCALE: 1" = 20'

Bench and Tire Swing
Playground and Concrete Wall
Playground from the park

Ventura Park Play Area Improvements and Loo Installation
Ventura Park Issues and Opportunities

Play Spaces

- Worn out and outdated equipment
- Narrow range of play experiences
- Limited accessibility and inclusivity
- Bark Chips require frequent maintenance to provide fall zone protection
- Concrete wall invites kids to balance on top but is too tall
- Tire Swing is very popular
- Bark Chips offer the opportunity for younger ages to have something to manipulate and experience textures
- Wall offers leaning/support for 1-3 year olds

Mature Trees

- Large, mostly healthy trees provide an extensive canopy
- Trees need hazard pruning
- Roots are impacting some walkways
- Protecting trees will limit areas for improvement
- Tree diversity creates interesting textures, litter, shadows that enhance the play experiences

Infrastructure

- Wood posts installed throughout project are in poor condition
- Decommissioned spray pad to be replaced in future phase
- Roots are impacting some walkways
- Parking lot in poor condition and not meeting accessibility guidelines
- Benches are in poor repair
- Drinking Fountain is not accessible
- Groups unload materials in parking lot
- Buses of senior occasionally drop off in the parking lot, a more central ADA ramp and more direct path would be good
- Restroom will need frequent cleaning. Additional temporary restrooms will be added 3-4 times / summer to support various programs

Ventura Park Play Area Improvements and Loo Installation
Ventura Park  Play Area Improvements and Loo Installation

Program Scope

Portland Loo
- Attractive/Durable
- Clean & Safe
- Provide good visibility from parking lot and key points in park
- Locate near pedestrian light and water/sewer connections
- Not too close/far to playground or street

Playform 7
- Non-directed play
- Ages 5-12
- Gross motor play; climbing & balancing
- Some uses for older/younger kids
- Sculptural
- Imaginative play

Additional Play
- 3-5 year olds
- 1-3 year olds
- Inclusive play opportunities
- Compliment and add to other play experiences in the park
- Plan space for future spray pad
- Locations limited by Root Protection Zones
- Safe distance from street, parking and paths
- Trees provide shade and interest

Furnishings
- Refurbished or replaced
- Relocated if necessary
- Support park users
- Drinking Fountain: close to path intersection and central to activities
- Benches: safe/open locations, sun/shade mix, close to play area and paths

Public Art
- Enhance park and play experiences
- Integrated into landscape
- Art can promote exploration and interaction
- Art can introduce new colors and textures

ADA improvements
- Parking
- Routes
- Furnishings
- Play experiences
- Create inclusive amenities
Ventura Park Park-wide Play Experiences

Additional experiences available throughout the park and school

- Playground at Ventura Elementary provides climbing and exploring opportunities and challenges
- Hard play surfaces at Ventura Elementary supports ball play
- Soccer/baseball field
- Second Ventura Park playground offers swings and a spring toy
- 2 pump tracks for developing bike skills for different age ranges
- Flower gardens
- Picnic tables
- Grassy slopes
- Collection of mature trees
- Walking circuit through park

Playground at Ventura Elementary School  Swingset at Ventura Park  Spring Toy at Ventura Park
Elementary / Middle School Age Preferences and Needs

Children this age are often restricted to play in formal settings such as an organized sports or clubs, and/or they turn to computer and video games. Obesity is an issue at this age. Public parks can provide “wide-adventure” venues that are both (reasonably) safe and challenging. Gender stereotypes come to the fore and need to be countered.

- Like to socialize in larger groups, cooperate, share, chat.
- Like to be alone, need quiet spaces to sit and observe.
- Like complex cooperative play, imaginary play, role play.
- Can use tools.
- Learn to understand landscape/ecological patterns and relationships.
- Learn to understand concepts of space and time.
- Like to explore.
- Like competitions, sports and games with rules, need open area for sports and games.
- Like to be physically engaged (upper body muscle development-climbing & balance).
- Like to create art.
- Like to copy adults
- Like fort building (or claiming) (tents, tree houses, forts)
- Need shade during sunny months.

Playform 7 Play Experience Opportunities

PlayForm 7: provides competition, physical challenge, imaginary and role play, and socializing space. Useful additions to it may include spaces to be alone/observing from the sidelines, and integration with the larger environment, i.e. do not restrict movements to the play structure.

- Gross motor skills: climb, balance, jump, run
- Lounge and gather in the “hammocks”
- Shelter: imaginative play possible for all or pieces of the structure
- Observe: small hang out spaces on the edges

- The Playform 7 lacks an area where a small group of kids can gather
Pre-school age and Toddler Preferences and Needs

Pre-School Age (3-6) Developmental preferences and needs

Children at this age often gain a best friend and learn social skills through cooperative, social games (“house”, “pirates”) with several children taking part. Fantasy and role play allows to them channel emotions and understand the world. Preschooler’s play develops and enhances speech, physical agility and small muscle coordination.

- Provide space and opportunities to engage in imaginary and constructive (cooperative) play in small groups.
- Provide areas to manipulate the environment. Creating huts under a bush, deck or table, construction with sand and water,
- Provide imaginary / open-ended play opportunities.
- Need rich sensory experiences: touch, see, smell, hear and opportunities to manipulate (hold/smell) “stuff”.
- Like to create art.
- Need open area to run around wild; hop, jump and skip.
- Need opportunity to challenge skills and show off: climbing, balancing, swinging, spinning, sliding.
- Like to ride wheeled toys.
- Need quiet (cozy) places to sit and observe.
- Like to play in view of an adult at some distance: provide seating with good sight lines for adults.
- Need shade during sunny months.

Toddlers (1-3) Developmental preferences and needs

Require constant supervision and safe places with clear boundaries; provide nearby seating for adults.

- Provide space to play individually adjacent to other toddlers (parallel play) to increase language development. To enhance parallel play, provide a reason to communicate such as:
  1. Sharing (loose materials)
  2. Constructing (sand and water)
  3. Cross barrier interaction (opportunities for peek-a-boo games)
- Need rich sensory experiences: touch, see, smell, hear, and ability to manipulate (hold, smell, taste, and shake) “stuff”. This age loves water, sand and mud.
- Need shade during sunny months.
- They need to exercise their imagination, i.e. a cardboard box becomes a “car”, a block a “biscuit” etc.
- Need places to move: soft, stable surfaces on various levels to pull up, cruise, and have space for crawling and walking.
Ventura Park Focus Group Comments

East Portland Community Center, June 29th

Comments from Focus Group Meeting:

General Park Comments
- Consider durability and maintenance for all park improvements.
- Sustainability is important; maintain green space, preserve trees, treat stormwater runoff.
- There is serious annual flooding on SE Stark St.
- As concepts emerge, post a map of projects that utilize similar materials/equipment so neighbors can visit sites to see the various materials.
- Can all trees within park be evaluated? Some trees are in poor condition and should be removed. Poor condition/dead trees just outside the project limits will detract from improvements.
- Parking area fills for events. Cooperation with the school and the church south of the park helps alleviate congestion.
- Khunamokwst Park is a good precedent for play improvements.
- Park needs a covered area or shelter; extends play season, important for seniors, lunches for groups, picnics, etc.
- Create a stage or a place for a stage
- Include poles that could be used to install a screen or a backdrop
- Include a gathering space for activities (such as yoga) to bring New Portlanders together

Project Area Comments

Play Area Improvements
- Provide play experiences for 1-3 year olds and 3-6 year olds.
- Kids love the tire swing, they line up for it and develop cooperative games based on it.
- Toddlers like the wall for balancing against and chalk art, kids want to balance on it but this requires hand-holding.
- Logs and rocks and things to manipulate and move around would be a nice addition.
- Consider including musical elements in the play area.

Lighting
- Light poles are in poor condition. It would be great if the poles could be repainted.
- The park is perceived as dark. Can improvements be made to the existing fixtures to improve lighting levels? Suggestions were made for changing the fixtures type or pruning some branches.
- Can “innovation funds/grants” be utilized for lighting improvements?
- Current light levels are impacted by vegetation; can lighting be redone? Some locations are compromised by tree branches.

Furnishings
- Need more trash cans and better-looking trash cans.
- Can the park include a Community Board for notices so people are more aware of opportunities?
- The Loo will need to be cleaned frequently
- Consider including a briquette disposal near picnic tables. Currently people are dumping them in the play area.
- Create space for extra portable toilets. Portable toilets are used during the summer for various events and are necessary for event permitting.
- The Park needs more access to water for drinking. A jug filler would be a good idea.

Art
- Could the art reflect cultural and ethnic make-up of neighborhood?
- Ventura Elementary has art programming person that could find students to work with Pete Beeman, the project artist
- Art should be understandable by everyone (not language/culturally specific)
- Include temporary viewing area to overlook construction next summer

Funding
- Are there opportunities to make the park self-sufficient by working with local businesses to provide services/sponsorships?
- Can the community do separate fund-raising for the splash pad?

Language
- Language needs include, at a minimum, Russian, Spanish and Somali
- The park needs more and better signs that rely less on language, more on pictograms

Khunamokwst Park was identified as a good precedent.
Ventura Park Initial Public Art Ideas

1. Topography as art

Mt. Hood. Steeper, with a ring at the top and rope or ropes loose or fixed to “routes” up the “mountain”. Built in slide route in wood or astroturf?

Mt. St. Helens. Lower with a gentler slope, rounded top. Giant tapering hole thru the middle, a cone really, very wide facing high visibility, down to narrow opening (one kid) on other side (Ape Cave)

Powell Butte. More stepped, with built in benches around the topo.

Mt. Tabor. Low topo with easy climb/walkover for the smallest

2. Treasure Hunt

Install a permanent treasure hunt. Objects cast in bronze, stainless steel, iron. Question is, what is the content of the hunt? What are the objects to hunt for? To succeed, the hunt must have visceral, gripping 3D objects that a kid can get excited about finding – imagine using or playing with an astronaut, a magnifying glass, an animal. One thought is peace symbols or, following the park name “ventura”, lucky symbols. 2D abstract symbols may be a little too hard for young kids to grasp and connect with conceptually, or get viscerally excited about, so it would need to be concrete forms of these concepts. For example, luck represented by a horseshoe and rabbit’s foot, and similar symbols from the cultures that frequent the park (acorns, alligator tooth, crickets, etc…). Or a simpler version could be 2D symbols and pictographs etched in the sidewalk surfaces. The peace symbols could be sandblasted into concrete or cast as bronze relief with tactile textures, applied to the paths.

3. Assault the Loo

The Loo is a big positive addition to the park, in terms of what it adds, but conceptually, visually kind of a dead spot, and one that, because of water location, has to be sort of front and center to Stark/parking/corner of park. Its visibility is good for safety and cleanliness, but again, kind of a bummer visually. Can we engage it? Celebrate it? Laugh about it? Assault it?

- A giant built of stainless rod or tube towering over the Loo, grabbing the back of it, like its trying to pull the roof off. Potentially spooks the little ones away from the Loo, bad. But funny, unexpected, immediately gripping.
- A mountain goat standing atop the Loo eating grass. Cast bronze?
- Some sculpture element that appears to dive thru the wall of the Loo, half on the outside, half on the inside.
- Put giant wings on top, turn it into a bird, some giant creature

4. Tube / Rod Frame Structure

The frame of a house, or a ship, or a giant beaver, or a stage proscenium, or a… Simple enough to use in many ways, evocative enough to grasp/inspire on first sight.

5. Kinetic Sculpture about Communication

Make the neighborhood connection by using art to talk about different people sharing space and communicating. For example, some version of these caroon heads with word and thought bubbles. Maybe the heads are much larger, open and airy, drawn in rods. Some easy interaction to make them move, or make their mouths open and close like they are talking.
Location Criteria: why is this here?

**General**
- Minimize impacts to tree roots
- Appropriate distance from street traffic and parking
- Take of advantage of trees for shade and to create a more comfortable and interesting experience

**Play area**
- Play experiences for 5-12 year olds
- Play experiences for 1-6 year olds (with some separation from older kids)
- Reasonable distance from street and parking
- In the shade
- Good sight lines and proximity from benches and tables

**Accessible Parking Spot**
- Good access to all park amenities, central location
- Good lighting

**Drinking Fountain**
- Close to path
- Centered between activities, used by all park users
- Good sight lines to fountain from throughout the park

**Portland Loo (restroom)**
- Good visibility from street and parking lot
- Convenient location for park features
- Reasonable proximity to parking lot
- Near path light if possible
- Adjacent to a tree for shade

**Path**
- Clear, direct connections between features for all users
- Good connection to the accessible parking spot
- Possible use by bikes and trikes

**Benches / Tables**
- Provide and sunny and shady locations
- Close to play area
- Close to paths

**Future Spray Pad**
- Provide a sunny location
- Reasonable distance from street
- Close to other activities while avoiding conflicts
Play mound between age-appropriate play areas, PlayForm7 on the south

Concept 1

Ventura Park Play Area Improvements and Loo Installation
Ventura Park Play Area Improvements and Loo Installation

Play mound between age-appropriate play areas, PlayForm7 on the north

Concept 2

- Play Experience Option for 1-5 year olds
- Play Experience Option for 5-12 year olds
- Swing
- Stormwater Treatment Planter
- Sand Pit
- Bench
- Drinking fountain
- Propeline Path
- Low Turf Mound
- Large Turf Mound
- Park Loo (restroom)
- Water Play
- Bench
- Stormwater Treatment Planter
Ventura Park Play Area Improvements and Loo Installation

Concept 3

- Bridge connecting age-appropriate play areas, PlayForm7 on the south
- Play Experience Option for 1-5 year olds
- Sand Pit
- Water Play
- Bench
- Proposed Path
- Swing
- Play Experience Option for 5-12 year olds
- Bench
- Portland Loo (restroom)
- Planting
- Bridge of sunken planting
- PlayForm7
- Bench
- Drinking fountain

Ventura Park Play Area Improvements and Loo Installation
Ventura Park Play Experience Ideas for 5-12 year-olds

**Playform 7**

- Swing Spinner
- Mound
- Swing
- Spinner

**Mound**

- Ages 2-12

**Ventura Park Play Area Improvements and Loo Installation**
Ventura Park Play Experience Ideas for 1-3 year-olds

**Shared Experiences**

- Plants, Poles
- Boulders

**Ledges Near Seating**

**Topography**

- Plants, Poles
- Boulders

**Touching Plants and Sand**
Ventura Park Play Experience Ideas for 2-5 year-olds

**Water Play**

**Shared Experiences**

**Boardwalks**

**Active Benches**
Ventura Park Play Experience Ideas for 2-5 year-olds

**Talking Tubes**
- Could fit in many places

**Sliding**

**Spinning**

**Pumping Water**
- Could fit in many places

**Springy**
- Universal play

---

Ventura Park Play Area Improvements and Loo Installation
Ventura Park Play Experience Decisions

We will not be able to provide all of the play experience options presented, but we will incorporate as many as possible that receive support. Play Experiences selected will need to function together and maximize play opportunities for as many community members as possible.

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<thead>
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<th>PLAY EXPERIENCE OPTIONS</th>
<th>AGES 1</th>
<th>AGES 2</th>
<th>AGES 3</th>
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<td>PlayForm7 (Playworld)</td>
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After receiving community input, we will refine and edit our design into a single, buildable option that includes elements that receive community support. We will be limited by the Project Budget and Space constraints including 1) Bond Project Limits, 2) Play Equipment Fall Zones, and 3) Tree Root Protection Zones.

Project Timeline

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<td>July 21, 2016</td>
<td>July/August 2016</td>
<td>Mid-August, 2016</td>
<td>September, 2016 - December, 2016</td>
<td>April through September, 2017</td>
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Ventura Park Play Area Improvements and Loo Installation