



## Inclusivity Assessment Tool

The basis for this assessment tool are the 6 inclusive design principles are taken from The Disability Rights Commission (now incorporated into the Equality and Human Rights Commission).

This tool does not take into account the consultation and engagement work carried out with communities, children and specifically disabled children. Therefore it is accepted that some of the choices made when developing the play areas could better reflect the needs of children and communities better than is documented here.

However this assessment does give some insight into the accessibility of play areas, and hopefully will provide some information for how to make the sites even more accessible without removing any of the fun, intrigue or challenge. For more ideas on how to create inclusive play please refer to the KIDS publication, **Inclusion by Design** and visit [www.kids.org.uk](http://www.kids.org.uk)

5	Excellent	2	Weaknesses, improvements needed
4	Good	1	Serious weaknesses, improvements needed
3	OK, average		

<u>Ease of Use</u>	<u>Score</u>	<u>Comments</u>
Easy to get to - parking, transport links, lighting, pavements etc		
Easy to physically get in to area - Gates and fencing, Surfacing, Signage etc		
Easy to get round - Surfacing, gradients, passing points etc		
Accessible toilets - are they / should they be available - are they genuinely accessible		



Assistance / Support obviously available		
TOTAL (max 25)		
<b><u>Freedom of Choice</u></b>	<b><u>Score</u></b>	<b><u>Comments</u></b>
Varied choices of play activity for <u>all</u> children		
Equipment can be enjoyed in different ways and space is flexible		
All children have access to mainstream equipment and activities		
TOTAL (max 15)		
<b><u>Diversity and Difference</u></b>	<b><u>Score</u></b>	<b><u>Comments</u></b>
Obvious thought has been given to children with wide ranging impairments accessing the area		
Opportunities to rest for children and carers		
Private play opportunities in the play space		
TOTAL (max 15)		
<b><u>Legibility and Predictability</u></b>	<b><u>Score</u></b>	<b><u>Comments</u></b>
Easy to navigate around the play area, without it being boring		



Use of colour, sounds, smells and textures to ease navigation		
No over reliance on written signage in or around the play area		
TOTAL (max 15)		
<b><u>Quality</u></b>	<b><u>Score</u></b>	<b><u>Comments</u></b>
The play area is aesthetically pleasing, appealing and welcoming		
Design of play area fits within location		
Effective and creative design solutions that enable all children from the community to be included		
Play value for all children		
TOTAL (max 20)		
<b><u>Safety</u></b>	<b><u>Score</u></b>	<b><u>Comments</u></b>
Varied levels of challenge for all children without the area being boring		
<b>If boundaries exist</b> they are more creative than traditional formal fencing (award 5 if not applicable)		
Sufficient sightlines for supervision		



Elimination of unnecessary risk- play area looks necessarily safe		
TOTAL (max 20)		
<b>FINAL SCORE</b> (max 110)		

- 0 – 30**      **Serious weaknesses around accessibility in play area. Immediate action required to remedy access issues.**
- 31 – 50**      **Lots of weaknesses in accessibility in area which need addressing. Unlikely most disabled children will access the area due to access to area and equipment**
- 51 – 70**      **Acceptable play area which will allow some disabled children to play and be included but weaknesses still exclude children**
- 71 - 90**      **Good play area where inclusion and access have been well thought out and designed into the development process**
- 91 – 110**      **Fantastic example of inclusive play and obvious that all children are fully included.**