

Play Sufficiency Assessment – scoring guide

1. Site	Score (0-5)	Site notes:
1.1 Access		<p>Pathways to play area, site surfacing, space to move around, barriers <i>4 or 5 (depending upon quality/number of factors met)= Good quality pathways to play area, disabled parking for larger sites, site surfacing in good condition and suitable for all users to access equipment, no barriers to accessing equipment.</i> <i>3= Pathways, surfacing and space reasonable to enable access to play area and equipment.</i> <i>1 or 2= Maintenance issues/lack of suitable pathways or surfacing access to play area or equipment. Issues with fencing/gates/space to access equipment.</i></p>
1.2 Welcoming, inviting		<p>Site feels safe, clean, somewhere you might like to stay a while/return to, location, site design and layout <i>4 or 5 (depending upon quality/number of factors met)= Good range of appealing equipment in good condition, attractive setting and layout, perhaps welcome signage, planting, signs of community involvement, feels safe, clean.</i> <i>3= Site has good enough range and condition of equipment to encourage time spent at the site/regular visits. No particular issues around safety and cleanliness.</i> <i>1 or 2= Issues with site size/setting/location, equipment range/condition, access/comfort/safety/cleanliness which are off-putting to visiting or staying long.</i></p>
1.3 Greenspace		<p>Natural surroundings, grass, trees, shade. Space to run around. <i>5= Large and varied greenspace including trees, shade, large run around space.</i> <i>4= Large greenspace with plenty of run around space.</i> <i>3= Natural surrounding with some run around space.</i> <i>2= Small greenspace.</i> <i>1- Minimal greenspace, tarmac space, no shade.</i></p>
1.4 Comfort		<p>Seating, picnic tables, for children and carers. <i>-Larger sites: shelter, toilets, changing places, café</i> <i>5= Plenty of seating, including picnic table(s), in good condition. Café, toilets on site or close by for larger sites.</i> <i>4= Comfortable benches in good condition, might have a café or toilets nearby.</i> <i>3= Enough seating, comfort and condition OK.</i> <i>2= A bench which may not have a back, might be narrow or metal.</i> <i>1- Minimal seating/ comfort/ poor condition.</i> <i>0- No seating.</i></p>
1.5 Maintenance		<p>Condition of paths, site surfacing, equipment, litter, dog fouling <i>4 or 5= Paths, surfacing, equipment all in good condition. No issues with litter or dog fouling.</i> <i>3= Paths, surfacing, equipment are in reasonable condition. No dog fouling. Litter not a particular issue.</i> <i>1 or 2 (depending upon the extent of issues)= paths, site surfacing and/or equipment in need of maintenance. Issues with litter and/or dog fouling.</i></p>

2. Play opportunities

Score (1-5)

Types of Play	Ways to play		0-4	5-11	12-17
Physical Play	be active	<p>2.1 Running, chasing, skipping, hopping and jumping 5= <i>Good running and chasing space/features (can be the area surrounding an enclosed play site), trampoline, maybe surface markings for hopping/jumping, surfacing suitable for skipping.</i> 4= <i>Good running/chasing space with skip, hop or jump features.</i> 3= <i>Some run/chase space and either skipping, hopping or jumping possible.</i> 2= <i>Small run around space, minimal skip/hop/jump options.</i> 1= <i>Minimal space for run/chase/skip/hop/jump.</i></p>			n/a
		<p>2.2 Swinging 5= <i>Plenty of swings, in good condition, offering choice for age group and differing abilities.</i> 4= <i>At least 2x standard swings relevant to age group and a basket swing</i> 3= <i>At least 2x standard swings relevant to age group</i> 2= <i>Just one swing suited to age group/ swings in poor condition</i> 1= <i>Just one swing suited to age group/ poor condition</i> 0= <i>No swings</i></p>			
		<p>2.3 Sliding 5= <i>Exciting slide(s) (high/tube/wavy/spiral) in good condition.</i> 4= <i>More than one slide suited to age group/ interesting or newer slide in good condition</i> 3= <i>One standard sized slide, decent condition.</i> 2= <i>One slide, perhaps looking dated or in need of attention/ small for age group.</i> 1= <i>One slide in poor condition/ very small.</i> 0= <i>No slide</i></p>			n/a
		<p>2.4 Spinning or rocking 5= <i>Good equipment for spinning <u>and</u> rocking, in good condition.</i> 4= <i>Good equipment for spinning <u>or</u> rocking in good condition.</i> 3= <i>Equipment for spinning or rocking, in reasonable condition.</i> 2= <i>Minimal equipment eg just one spring mobile, OK condition.</i> 1= <i>Equipment has minimal spin/rock value and/or is in poor condition.</i> 0= <i>No equipment for spinning or rocking</i></p>			
		<p>2.5 Playing ball games (basketball/tennis/football/rounders..) 5= <i>Good space for eg football/rounders (can be the area surrounding an enclosed play site) and good equipment eg MUGA</i> 4= <i>Good space for eg football/rounders. Some equipment eg goal posts, basketball hoops.</i> 3= <i>Suitable sized space to play ball games such as football, or a small piece of equipment eg one basketball hoop.</i> 2= <i>No equipment, enough space eg to kick a ball around/play catch</i> 1= <i>No equipment, minimal space for any ball games</i> 0= <i>Ball games not possible: no equipment and not enough space/sloped site/site open to road/'no ball games' sign</i></p>	n/a		

	<p>2.6 Using outdoor gym equipment</p> <p>5= At least 5 pieces of gym equipment, in very good condition.</p> <p>4= At least 5 exercise stations, equipment in good order.</p> <p>3= 2 or 3 pieces of gym equipment, in reasonable condition/ a good range of stationary items (eg logs/poles) in good condition.</p> <p>2= 1 piece of gym equipment/ a few items of stationary exercise equipment eg logs/poles/equipment but in poorer condition.</p> <p>1= One or two basic items of stationary exercise equipment.</p> <p>0= No gym equipment</p>	n/a	n/a	
be adventurous/ daring	<p>2.7 Balancing (including trim trails) or crawling</p> <p>5= Well-equipped trim trail/equivalent balance items and also crawl equipment eg tunnel</p> <p>4= Well-equipped trim trail, or smaller trim trail/balance equipment plus crawl equipment, in good condition</p> <p>3= Balance or crawl equipment in reasonable condition</p> <p>2= Limited balance or crawl equipment/ less good condition</p> <p>1= Minimal balance/crawl equipment/ poor condition.</p> <p>0= No balance or crawl equipment.</p>			n/a
	<p>2.8 Hang upside down, jump from high up, swing high, walk on logs</p> <p>5= eg large/double zip wire and hang upside down opportunity or other jump/swing high pieces of equipment, in good condition (eg Craigtoun Park, St Andrews)</p> <p>4= eg large/double zip wire, or smaller zip wire and upside down or jump from high opportunity, or several hang/jump high/swing high opportunities. Equipment in good order.</p> <p>3= Equipment to either hang upside down (eg monkey bars), jump from high (eg climb frame/wall), swing high, walk on logs, in reasonable condition.</p> <p>2= Limited equipment, equipment not very challenging/ equipment needs attention.</p> <p>1= Minimal opportunities for these activities/ equipment in poor condition</p> <p>0= No opportunities for these activities</p>	n/a		
	<p>2.9 Climbing</p> <p>5= Exciting/large/varied (eg including a climbing wall) climbing equipment, in good condition.</p> <p>4= Interesting climbing equipment (eg good multi-unit), in good condition.</p> <p>3= A standard climbing frame/ climb equipment in reasonable condition.</p> <p>2= Limited climbing equipment/ equipment needs attention.</p> <p>1= Minimal climbing opportunity/ equipment in poor condition</p> <p>0= No climbing equipment</p>			n/a
	<p>2.10 Skateboarding, roller skating, cycling/scooter</p> <p>5= Larger skate park/ cycle track in good condition.</p> <p>4= Smaller skateboarding facility/ cycle track, in good order.</p> <p>3= Some skate boarding equipment (eg small ramps/bars)/ cycle surface markings, in reasonable condition.</p> <p>2= Limited provision (eg a low ramp for skateboarding/tarmac surfacing for roller skating), or equipment needs attention.</p> <p>1= Minimal provision eg limited tarmac space for roller skating /equipment in poor condition</p> <p>0= No skateboard/roller skate/cycle/scooter opportunities.</p>	n/a		

Creative Play	make things	<p>2.11 Sand for digging or making things, or water play Applies to destination parks only. 5= area of well-maintained sand (not thin or with litter/weeds) with equipment (eg diggers and pulleys), in good condition, or an area of well-maintained water play. 4= sand surfacing in reasonable condition and water/sand equipment in good order. 3= smaller area of sand, perhaps one item of equipment, reasonable condition. 1 or 2= minimal provision for sand/water play (eg sand surfacing but no equipment) or surfacing/equipment in poor condition. 0= no provision for sand/water play.</p>			n/a
	be creative	<p>2.12 Things or places for pretend play 4 or 5 (depending on equipment condition, materials, range of play opps, size/setting)= Exciting/varied/high quality equipment/resources eg pirate ship (Nethergate, Kinghorn), lighthouse and ferry boat (Shore Park, N Queensferry), fairy wood (Lochore Meadows) 3= reasonable provision of equipment/resources eg house slide unit/shop hatch 1 or 2 (depending on quantity/condition)= Minimal provision for pretend play eg roof/look out on slide unit, animal spring mobile. 0= no provision for pretend play.</p>			n/a
		<p>2.13 A place to perform, sing or act Applies to destination parks only. 5= provision of a dedicated, good quality, performance space offering a raised area with seating. 4= provision of a performance space offering a raised area with seating, perhaps adjacent to main play area eg bandstand. 3= reasonable provision eg raised platform area 1 or 2= minimal performance provision (eg space to perform but not a dedicated space) 0= no performance space</p>	n/a		
<p>2.14 Inclusive physical/creative play for a range of differing abilities 5= play area has an inclusive focus, reflected in the equipment, access and layout. 4= play area has a number of inclusive elements, such as inclusive swings/roundabout. 3= play area offers a range of play opportunities for different abilities. 1 or 2= play area does not cater well for differing abilities.</p>					
Social Play	hang out	<p>2.15 Quiet places to be on your own/with a few close friends 5= eg good quality teen shelter, site feels safe for unaccompanied primary age children 4= eg shelter/ seating offering some privacy/quiet space from the main play equipment 3= Reasonable provision of seating/swings for older children 1 or 2= Minimal or poor seating/privacy/quiet space for older children 0= No provision eg enclosed play area for young children only/ no seating or swings for older children</p>	n/a		
		<p>2.16 Places to socialise and meet friends (of different ages, abilities, gender), sit around, chat, laugh, shout 4 or 5= Play area offers a good range of equipment for all ages/abilities/gender, seating/shelter, space, feels safe and welcoming (eg Scotsgreen, Tayport). 3= Reasonable range of play opportunities, enough seating. 1 or 2= Play area more suited to one age group/ limited seating/ limited range of play opps. 0= No provision eg designed for young children only/ no seating</p>			

3. Strengths

A few sentences max, highlighting the main positives, if any, of the site eg range/condition of equipment, site size/setting, access, comfort.

4. Issues

A few sentences max, noting key issues, if any, of the site eg condition of equipment/surfacing/seating, site size/setting, signs of anti-social behaviour, missing/removed equipment.