Play for All Ages:

Designing Intergenerational Spaces That Build Connections and Encourage Learning

March 7, 2024

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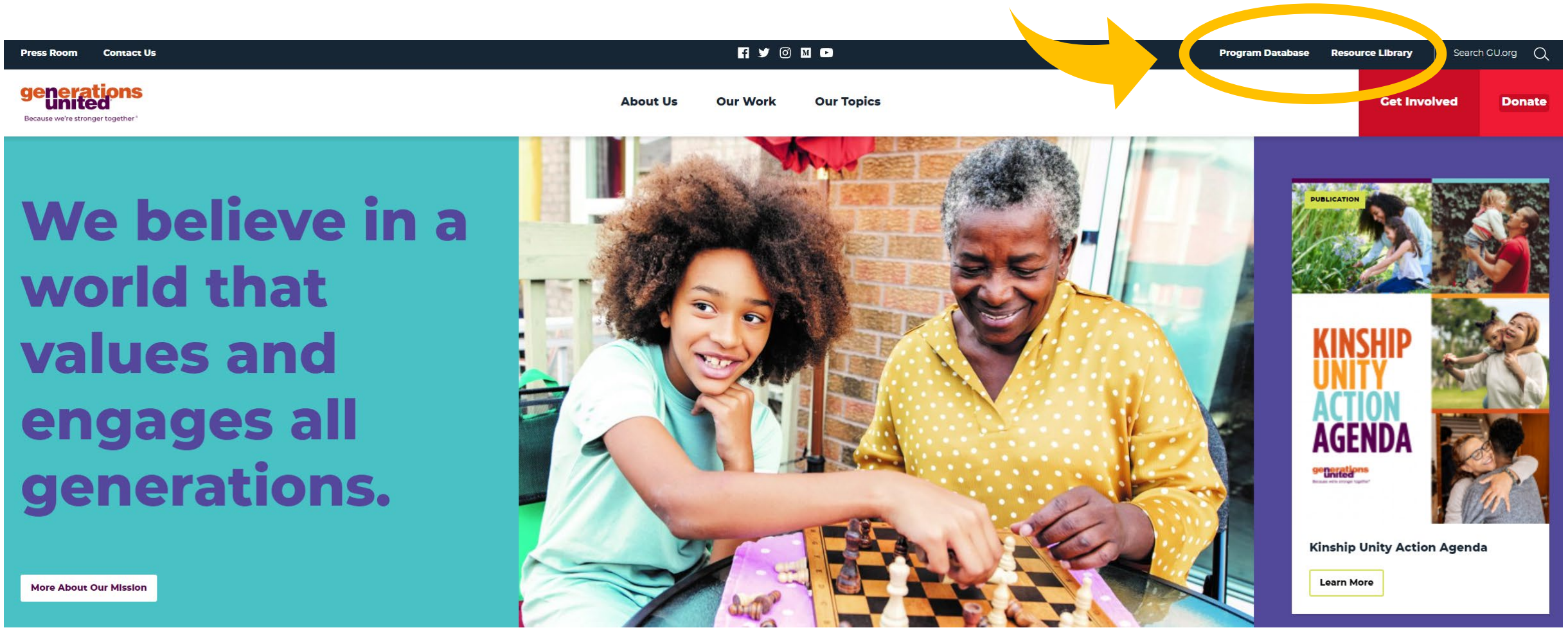
This webinar is presented as part of Generations United's Shared Site Learning Network which is made possible with support from The Eisner Foundation.

Generations United
www.gu.org

"We formed Generations United to argue for a caring society."

- Jack Ossofsky



Shared Site Learning Network

- Made possible with support from The Eisner Foundation
- Online Toolkit at www.sharingourspace.org
- Recordings and materials from previous events at https://www.gu.org/projects/shared-site-learning-network/
  - Arts Programming
  - Evaluation
  - Funding and Sustainability
  - Design
  - Staffing
  - New Models
- Quarterly newsletter – next issue on play

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Today's Presenters

Dr. Kathy Hirsh-Pasek

Professor of Psychology at Temple University and a senior fellow at the Brookings Institute

Stephanie Firestone

Senior Strategic Policy Advisor with AARP International

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PLAYFUL Learning LANDSCAPES

Transforming cities into intergenerational spaces that build connections and encourage learning

Kathy Hirsh-Pasek, PhD
Temple University
Brookings Institution
February 29, 2024

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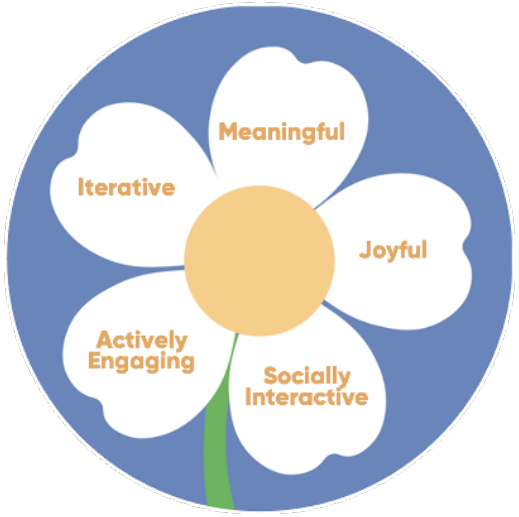
Using the science of learning as a base, our work is based on a 3-part equation for re-imagining education through play

Cultural, Community values + The science of *how* children learn + The science of *what* children should learn

+



With a learning goal = Playful Learning

+

The 6Cs

	Collaboration	Communication	Content	Critical Thinking	Creative Innovation	Confidence
Level 4	Building it together	Tell a joint story	Expertise	Evidence	Vision	Dare to fail
Level 3	Back and forth	Dialogue	Making connections	Opinions	Voice	Calculated risks
Level 2	Side by side	Show and tell	Wide breadth / Shallow understanding	Truths differ	Means-end	Where do I stand?
Level 1	On my own	Raw emotion	Early learning / Situation specific	Seeing is believing	Experimentation	Barrel on

And all are backed by a strong research base.....

Springer Link

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Playful Learning Landscapes: Convergence of Education and City Planning

Authors | Authors and affiliations

Helen Shwe Hadani, Rebecca Winthrop, Kathy Hirsh-Pasek

Open Access | Chapter
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CHILD DEVELOPMENT PERSPECTIVES

Learning Landscapes: Where the Science of Learning Meets Architectural Design

Andres S. Bustamante,[1] Brenna Hassinger-Das,[2] Kathy Hirsh-Pasek,[3,4] and Roberta M. Golinkoff[5]

[1]University of California, Irvine, [2]Pace University, [3]Temple University, [4]The Brookings Institution, and [5]University of Delaware

MIND, BRAIN, AND EDUCATION

Questions in a Life-Sized Board Game: Comparing Caregivers' and Children's Question-Asking across STEM Museum Exhibits

Caroline Gaudreau[1], Andres S. Bustamante[2], Kathy Hirsh-Pasek[3,4], and Roberta Michnick Golinkoff[5]

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ELSEVIER

Play-and-learn spaces: Leveraging library spaces to promote caregiver and child interaction

Brenna Hassinger-Das[a,*], Jennifer M. Zosh[b], Nicole Hansen[c], Meghan Talarowski[d], Kate Zmich[e], Roberta Michnick Golinkoff[f], Kathy Hirsh-Pasek[g,h]

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Brief Interventions Influence the Quantity and Quality of Caregiver-Child Conversations in an Everyday Context

Apoorva Shivaram[1]*, Yaritza Chavez[1], Erin Anderson[1], Autumn Fritz[1], Ryleigh Jackson[1], Louisa Edwards[2], Shelley Powers[1], Melissa Libertus[3] and Susan Hespos[1]

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Urban Thinkscape: Infusing Public Spaces with STEM Conversation and Interaction Opportunities

Brenna Hassinger-Das, Itai Palti, Roberta Michnick Golinkoff & Kathy Hirsh-Pasek

To cite this article: Brenna Hassinger-Das, Itai Palti, Roberta Michnick Golinkoff & Kathy Hirsh-Pasek (2020) Urban Thinkscape: Infusing Public Spaces with STEM Conversation and Interaction Opportunities, Journal of Cognition and Development, 21:1, 125-147, DOI: 10.1080/15248372.2019.1673753

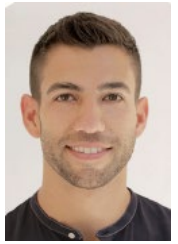
To link to this article: https://doi.org/10.1080/15248372.2019.1673753

- Note – these are *not* play spaces per se, but rather spaces that people naturally go – bus stops, libraries, supermarkets -- that we enrich through intentional, cognitive inspired architecture.

Here is how it looks in practice…..

Our work in Communities – Example 1: Urban Thinkscape

- Transforming a bus stop into a playful learning space
- Over 100 community members participated in building the site
- Community members trained as “data ambassadors” to collect observational data on use and learning from the site
- Results (N=280) 28% increase in adult/child language and in targeted spatial or number language use



Hassinger-Das et al., in press

How the bus stop changes in Santa Ana

Example 2: Playbrary

- Can we even change a library to enhance playful learning and conversation? You bet.

RESULTS:

- Number of children using number, spatial, color, or letter language increased by 44% from pre to posttest.

- Adults and children' technology use decreased by 38% from pre to posttest.

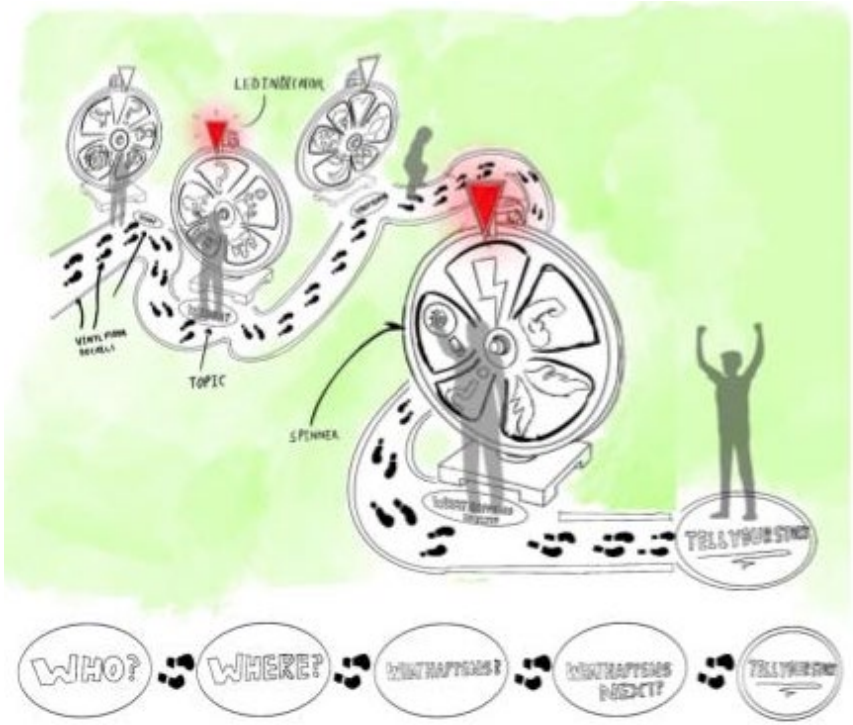
Hassinger-Das et al., 2021

The Tree at Logan Library

Le-Quyen Vu; Indochinese American Council
Literacy Rich Initiatives, Philadelphia

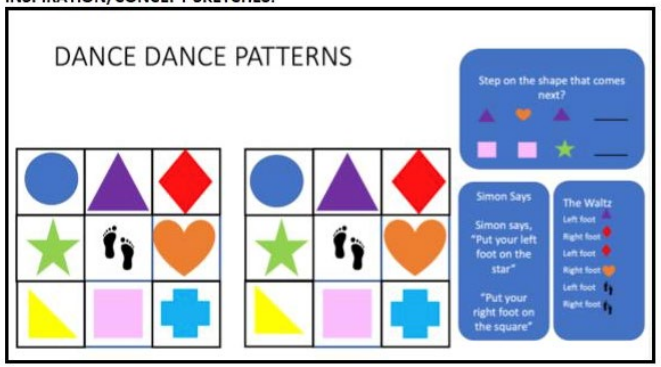
Example 3: Literacy and STEM on the playground

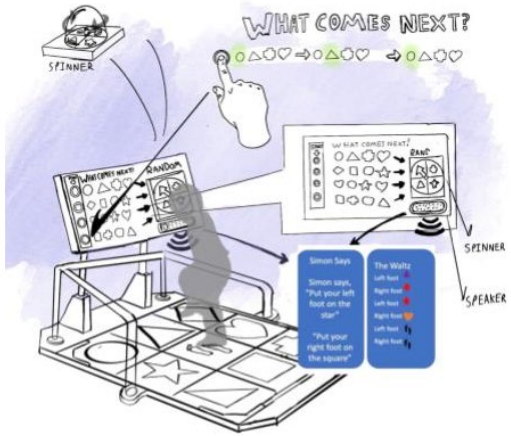
LITERACY



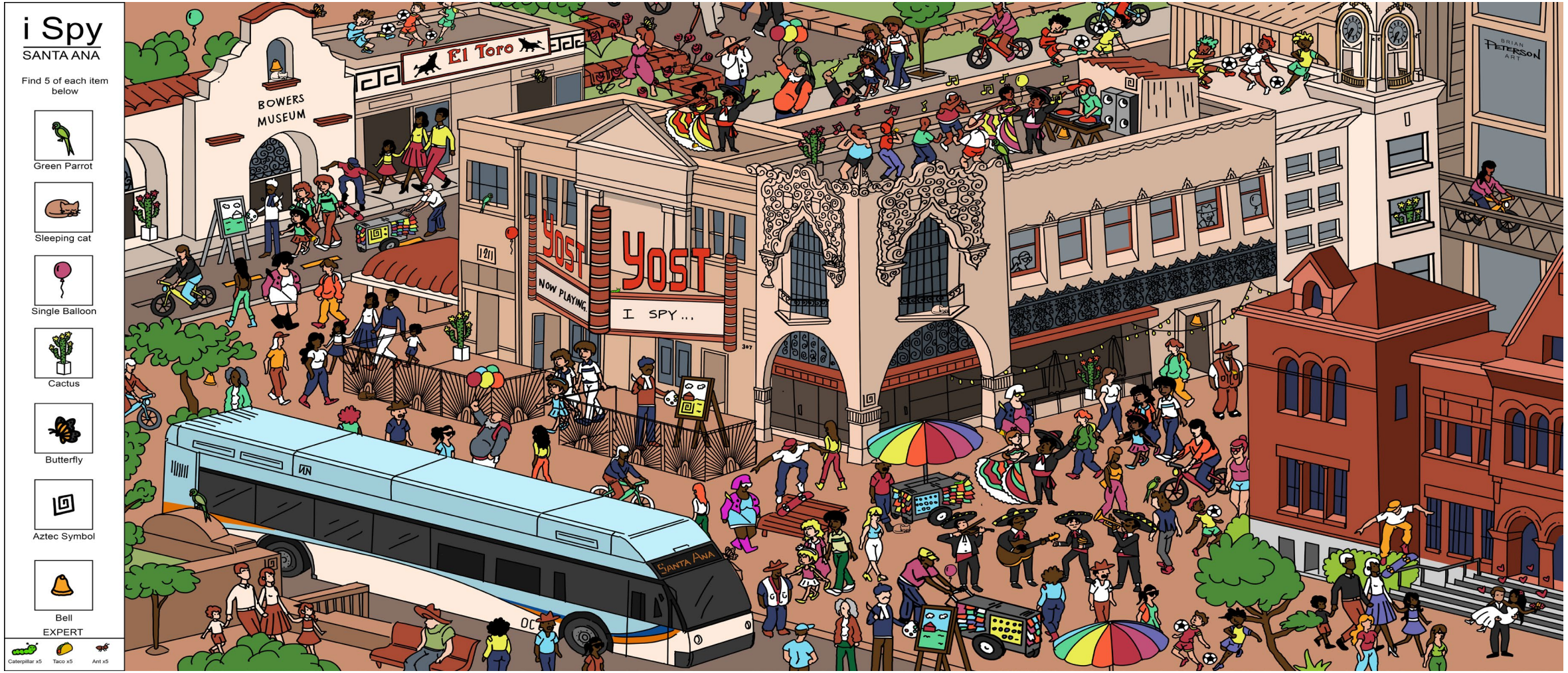
STEM

INSPIRATION/CONCEPT SKETCHES:





Example 4: Murals in Santa Ana



Murals in Bright Horizon schools

Murals in hospital waiting rooms.

Erkaboni et al. in progress

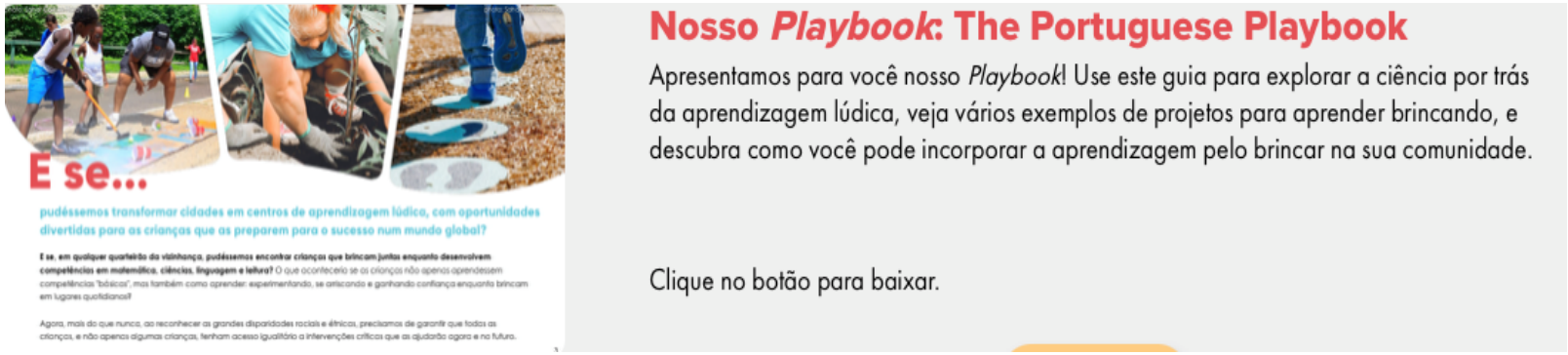
Example 5: Supermarkets in Santa Ana

Supermarket study in South Africa

And one final intergenerational piece: Playwall

And through our work both at Brookings and Playful Learning Landscapes Action Network

We have developed playbooks in multiple languages

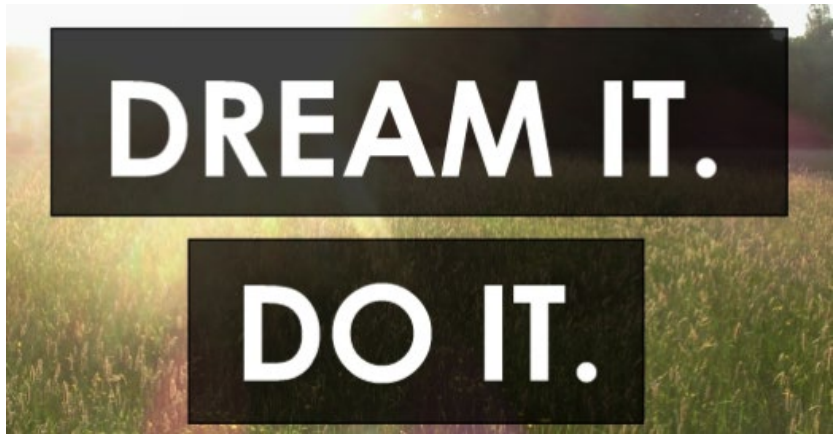


And soon to be in Chinese

Along with clear ways to measure the impact of the installations on interaction outcomes for families and for communities

PLAYFUL Learning LANDSCAPES

Now imagine what we could do in low-income housing? Senior housing? Homeless shelters? Parks? Recreation Centers?



https://playfullearninglandscapes.com

Play for All Ages: Designing Intergenerational Spaces That Build Connections and Encourage Learning

Generations United Shared Site Learning Network Webinar

March 7, 2024

Stephanie Firestone, AARP International

Creating Enabling & Equitable Housing and Multigenerational Communities

A Statement of Built Environment Principles

Societies across the globe are in the midst of long-term growth in the older adult population; by 2050, one in four people will be age 60 or older. Yet our homes and communities do not even meet current lifespan needs, as they were mostly designed for young, typically-abled people. Senior living options can address some of these issues but are often financially out of reach, and most older adults do not want to move to age-segregated communities. Indeed, mixed generations are increasingly living together, as illustrated by the growing trend in multigenerational households.

Many of our communities were built around the automobile, which limits a sense of community, negatively impacts safety and individual health, and increases healthcare demands and costs. Over the past few decades, the pu
increasingly shown that the built environment is a signifi
chronic disease, and other public health concerns—part
minority communities. The COVID-19 pandemic has illu
UK, disparities in health outcomes, overburdened forma
failing long-term care models, and housing models that
services and supports. This is exacerbated by unequal
technologies that can enable telehealth, remote learning
interaction, and by a lack of standardization that inhibits

We aim to flip this equation and spark a movement whe
every scale, is a tool for disease prevention and the pro
and urban designer Jan Gehl says: "First *life*, then *spac*
way around never works." We have the responsibility to
creation of spaces that support everyone at every stage
lifespans. As we begin to build and renovate our homes
COVID-19 world, we must radically accelerate the appli
framework that addresses disparities. This means housi
safe and affordable; facilitate multigenerational interacti
physical, social, behavioral, and health needs across th
appropriate transportation options and services—enabling every resident to thrive.

In December 2019, AARP, the Agile Ageing Alliance, and the German Marshall Fund of the US convened a forum of thought leaders from development, design, and planning to explore these issues and inform a set of guiding principles for the built environment sectors. This resulting statement of principles is a resource for professionals, companies and organizations to use as a unifying framework for the creation of new—and the renovation of existing—housing and communities. We call on planners, policymakers, designers and architects, developers, financiers, academics, real estate professionals, and other colleagues to help us catalyze a societal quantum leap forward, by accelerating a shift to create age-friendly and multigenerational housing and communities that enable healthy aging for ALL.

Convening Participants

London Convening Participants – December 2019

Anne Marie Brady, Program Officer, GMF Cities, German Marshall Fund of the US

Angela Brooks, Development Manager, Chicago Housing Authority

Tama Duffy Day, Principal and Health & Wellness Leader, Gensler design

Andrew Edkins, Director, Bartlett Real Estate Institute, University College London

Paul Quinn, Director of Regeneration, Clarion Housing Group

Xaviere Roudeix-Crouan, Senior Research Analyst, Grosvenor Britain and Ireland

Henry Smith, Senior Program Manager, Centre for Ageing Better

Ian Spero, Founder, Agile Ageing Alliance

William Thomas, Founder, Minka Homes and Communities

Miguel Vazquez, Healthy Communities Planner, Riverside University Health System

CHALLENGE	PRINCIPLE
The Status Quo is "Dis-Abling" Our housing and infrastructure negatively impact people's level of functioning when not designed with respect to the true range of physical and cognitive abilities. If the environment is overly demanding, people struggle. If under-demanding, people do not have the opportunity to function within their abilities, which then atrophy.	**Enable by Design** Regulations and practice should fully consider citizens' needs, abilities and behaviors. We shall create housing and communities designed to fit people's varying functional levels, providing an optimal balance between effort and support so people can function well within their abilities at every age.
Limited Options and Demand Housing design and policy solutions are rarely informed by real needs. Housing has been built the same way for so long that people can only envision a narrow range of products. Consumers rarely know what to ask for and thus demand too little.	**Drive Informed Demand** Individuals and families have a right to expect living environments that are safe and enabling across the lifespan. We must demonstrate innovations that advance this goal and become the norm and not the exception.
	Alleviate Disparities We shall prioritize the creation and maintenance of enabling built environments in disproportionately impacted communities, as a vehicle for properly addressing the needs of disadvantaged residents and alleviating disparities.
	Create Appropriate Finance Products We shall pursue the expansion of existing, and the development of new, financial models and products to facilitate investment in housing stock and communities that enable independence over the lifespan and view lifelong, multigenerational living environments as an asset.
	Prioritize Connectivity We must prioritize the provision of broadband access and appropriate technologies that enable telehealth and remote learning, work, and engagement, as a means to facilitate greater independence and participation by residents of all ages and abilities in all aspects of society.
Age Bias A lack of opportunities for people to regularly interact with people in other generations, i.e., intergenerational interaction, perpetuates the generational discord and ageism that are endemic to society.	**Facilitate Intergenerational Engagement** We shall create living environments that facilitate engagement across all generations, for their mutual benefit and the continued contribution to society by people of all ages. This familiarity will also serve to combat ageist stereotypes.
Siloed Planning Work Results in Limited Outcomes Planning for housing and communities that does not engage professionals across all relevant disciplines, misses key opportunities to advance important societal agendas.	**Lead Cross-Sector Collaboration** We must use municipal planning and zoning policies and tools to create public strategies that promote health for all, sustainability, and social cohesion, and advance developments that demonstrate an active contribution to these agendas.
Limited Focus on Major Issues Global as well as local priorities such as climate resilience, healthcare, and other efforts to advance UN Sustainable Development Goals, fail to fully consider and address the major demographic change of population aging, often treating these as disparate concerns.	**Infuse Age-Friendliness in Other Priorities** We shall tap existing efforts to advance UN Sustainable Development Goals, as opportunities in a post-COVID-19 world to regenerate and retrofit our built environment assets using a lifelong lens.

Facilitate Intergenerational Engagement
We shall create living environments that facilitate engagement across all generations, for their mutual benefit and the continued contribution to society by people of all ages. This familiarity will also serve to combat ageist stereotypes.

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Play is a basic human need, as essential to our well-being as sleep."

- Dr. Stuart Brown, Founder, National Institute for Play

For people of ALL ages, play and playfulness can:

- **Stimulate the mind/ improve brain functioning**
- **Nurture creativity**
- **Relieve stress**
- **Enhance relationships**
- **Improve mood**

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EQUITY by DESIGN—PRINCIPLES in ACTION

#BuildEquity

EQUITY by DESIGN—PRINCIPLES in ACTION

#BuildEquity

AARP Equity by Design

PRINCIPLES in ACTION

As we emerge from a tragic pandemic, let's catalyze action among professionals in the fields that shape the physical housing and communities where we live. This series of case studies shares innovations that are advancing a set of **guiding principles** for built environment professionals—from creative ways to redress inequities and engage the public in participatory planning, to unique housing and community models that enable every resident to thrive.

Public Participation in Planning Through PLAY

Espacio Lúdico

By Stephanie Firestone and Esther Greenhouse

Espacio Lúdico (EL), an NGO in Santiago, Chile, activates citizens to help design and improve public spaces and the broader public realm in their communities. Their innovation lies in the unique way in which they engage the public to participate in city planning: they do it through play!

Games and other fun activities are Espacio Lúdico's tools for understanding the problems residents perceive in their communities and co-designing solutions that address them. EL activates different groups within a community and lifts up the voices of more vulnerable ones. They actively level the playing field by providing equal weight to all input in decision-making processes—because "all are the same in the game." And when COVID-19 prevented their stock-in-trade of in-person engagement, they innovated even further—literally out of a box.

aarp.org/equitybydesign

AARP Equity by Design

PRINCIPLES in ACTION

As we emerge from a tragic pandemic, let's catalyze action among professionals in the fields that shape the physical housing and communities where we live. This series of case studies shares innovations that are advancing a set of **guiding principles** for built environment professionals—from creative ways to redress inequities and engage the public in participatory planning, to unique housing and community models that enable every resident to thrive.

Photos: PlayCore (left); Playing Out (top right); Forecasting Play (bottom right)

Intergenerational Play Spaces

By Stephanie Firestone and Julia Glassman

As Irish playwright George Bernard Shaw famously said, "We don't stop playing because we grow older, we grow older because we stop playing." Play is not only beneficial but essential for people of all ages. Today, there is increasing interest in the benefits of not only play itself, but specifically people from younger and older generations playing together. The built environment in our communities plays a critical role in facilitating this intergenerational engagement and play. Approaches such as Intergenerational Contact Zones (ICZs) introduce strategies for promoting social inclusion and belonging, employing novel ways of planning and designing public spaces to create intergenerationally enriched environments.

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PARKS AND PLAYGROUNDS

- Remaking play equipment
- Seating
- Layout/design considerations

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SHARED SPACES PLAY

- St. Joseph's Home, Singapore
- Merry-go-round with wheel-lock features

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LOCAL PLAYGROUND HERITAGE

- Taiwan’s terrazzo elephant slides
- Connecting current playground users and those from different time periods.

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ENDING PLAY SPACE INEQUITY

- KaBOOM! “25 in 5” program
- Designed by kids, planned by the local community, and installed by volunteers

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PLAY STREETS

- Playing Out UK
- Resident-led street play
- Local authority guidance

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https://www.aarpinternational.org/resources/equity-by-design
(See upcoming events under Principles in Action)

Questions

Thank you for joining us!

For more information, visit www.gu.org or contact gu@gu.org

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