

APPENDIX

BEYOND BOUNDARIES



El Paso's All-Abilities Playground Planning Report

Engagement Process | Engagement Report | Raw Results | Site Selection Methodology

Spring 2024



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SUMMARY OF ENGAGEMENT

Throughout the course of the planning project, several community and stakeholder engagement events and activities were conducted to include the guidance, thoughts, and priorities of the community members most likely to use the all-abilities playground. The City and consultant team provided diverse ways of engaging with people through an online survey, in-person activities, stakeholder meetings, virtual activities, and creative workshop events, such as the children’s playshop. Here is a quick snapshot of each of these events and activities, with more detailed summaries of each event in the following sections.

Engagement Facts

Cumulative number of hours spent at in-person and virtual community events: 30+ Hours

The Engagement Team: Included City staff from the Capital Improvements and Parks & Recreation Department, local engagement experts from Consor, and design and planning experts from Mend Collaborative.

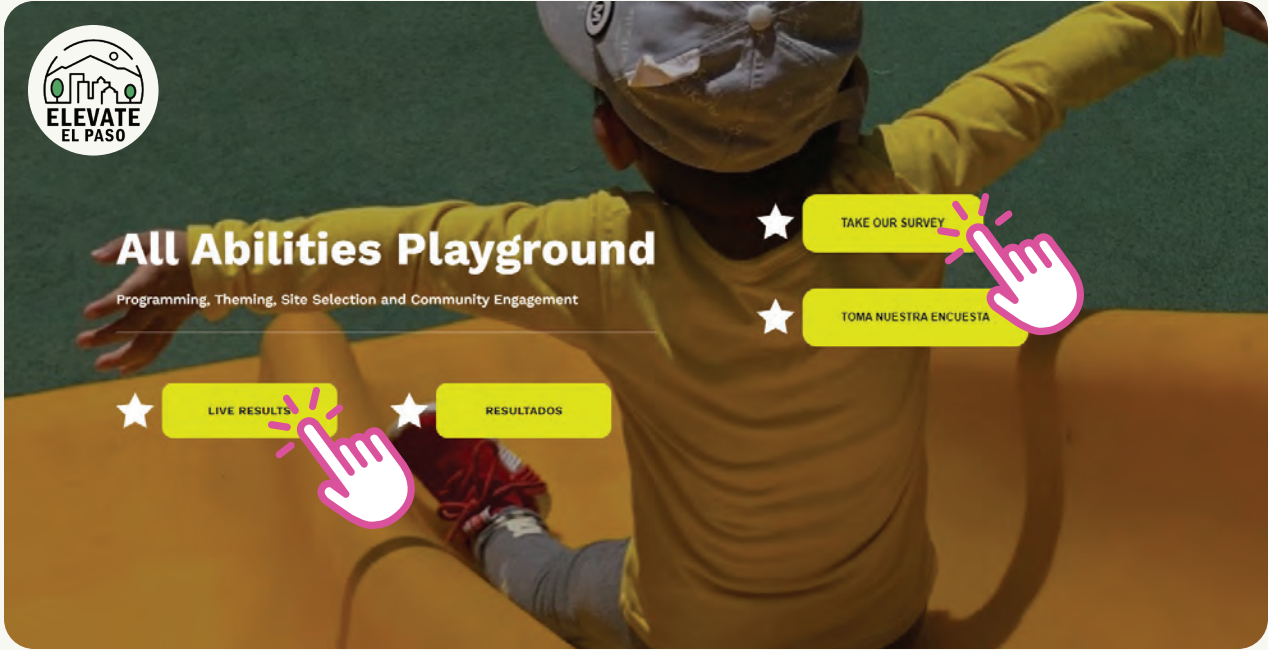
Number of views to the All-Abilities web page on the Elev8EP website: 2352 views

All-abilities playground element that got the most interest and participation: Sensory play types and features received about 700 responses from the online survey and at in person events

Survey Details: Two surveys were developed, the community all-abilities playground survey and the caregiver survey. Both surveys were provided in both English and Spanish and on the Elev8EP.com website results can be viewed in both languages.

Inclusive Communications and Marketing for Events: Marketing materials for events were translated in both English and Spanish. Spanish and American Sign Language (ASL) live translations were offered at events. Spanish speaking engagement staff were at all in-person events.

Engagement Timeline



A project-specific webpage was created on the City’s **Elev8EP.com** website and was widely advertised as a hub for people to receive project information, learn about upcoming engagement events, and participate in virtual engagement activities. Between October and the end of December 2023, 2,352 people visited the All-Abilities webpage on the Elev8EP website. Along with this webpage, physical fliers for the events were posted in city-owned facilities and mailed to people’s homes, and social media posts

were made to raise awareness and encourage public participation. A list of stakeholder organizations and individuals was compiled, with over 30 groups identified that have a specific interest in this project, and a mailing list of over 200 people was built from this stakeholder list. The stakeholders were regularly contacted via email with pertinent project information, invitations to engagement events and meetings, and asked to help spread the word of this project to their communities.

- ADAPT**
Angel’s Mission
The Arc of El Paso
Autism Hope - El Paso
Autism Society Texas El Paso
Autism Society of Texas
Beautiful Minds MALI
B.R.A.C.E
Children’s Disabilities Information
City of El Paso Neighborhood Committees and Associations
CISD ASD Strategist
CISD Board Certified Behavior Analyst
COEP Accessibility Advisory Committee
COEP Park Advisory Board
Down Syndrome Coalition El Paso
Education Service Center - Region 19
El Paso PTA Leaders
EPISD ASD Specialist
Gigi’s Playhouse
Homeschool Association
Mike Dee’s Big Adventure
Moms on Board
Paso Del Norte Children’s Development
PEN Project
Project Amistad
Rio Grande chapter of the National Spinal Cord Injury Association
SISD ASD Specialist
Tu Mundo Es Mi Mundo
UTEP Rehab Science
UTEP - PT Program
Vision for EP
Volar
YISD Special Education Social Worker
YLF

SUMMARY OF EACH EVENT

STAKEHOLDER FOCUS GROUPS

Pre-Survey Focus Groups

Date:
October 3rd and 4th, 2023 - Before the survey opened

Time:
1:30pm to 3:00 pm, both days

Location:
Virtual space

Accessibility:
Live Spanish closed captioning was provided during the virtual meeting

Number of Attendees:
Six (6) between both meetings

Purpose of Event:
The pre-survey focus group meetings' main purpose was to consult with disability advocates and experts to determine the content and questions to be included in the community survey.

Two (2) virtual focus group meetings were held at the beginning of the project process. Our team reached out to stakeholders from over 30 different organizations representing disability experts, professionals, and advocates. All project stakeholders were invited to attend, and six (6) signed up to participate.

The intent of these meetings was to present information about the early planning of the all-abilities playground project to the stakeholders, review the project schedule with them, and most importantly ask for their help in developing direction for the content of the community-wide survey that was hosted on the Elev8EP website.

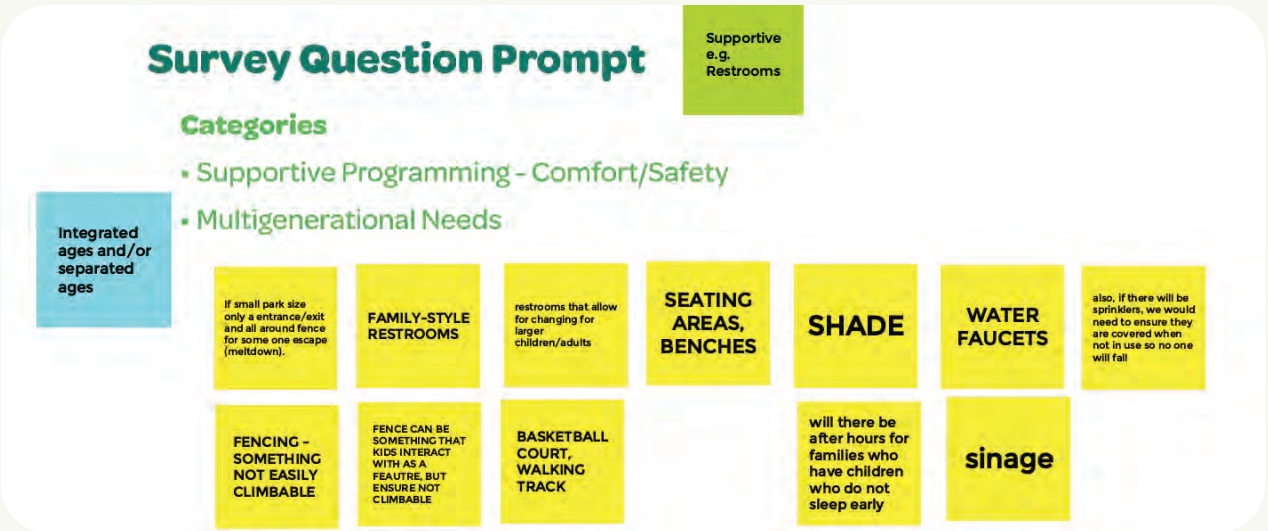
Participants spent time with the project team providing input via an interactive online platform where they were able to vote on various prompts, provide open-ended suggestions, and guide visionary language that was to be used to develop the survey questions and the project vision.

What we learned:

Both of these meetings were held virtually using an online meeting platform. At the beginning of each meeting, the project team presented a short slideshow outlining the upcoming project process, timeline, engagement events scheduled, and walked through some precedent all-abilities playgrounds that were providing early inspiration for the project. After this presentation, a virtual interactive activity was done with those in attendance to gain understanding and guidance that informed the community-wide survey development. Key takeaways from this conversation include:

» **Visioning input:** Participants wanted to incorporate the feeling of joy, fun, happiness, and inclusivity into the project vision statement. The playground should be a place where children of all abilities can come together and be welcome regardless of their abilities.

- » **Survey Prompt - Physical Play:** Participants indicated that the survey should include questions about including physical play features in the playground, including ideas of a walking track, swings, merry-go-rounds, and court play.
- » **Survey Prompt - Social/Group Play:** Participants indicated that the survey should include questions about social and group play features in the playground, including ideas of basketball hoops, water play, open play spaces, and play towers.
- » **Survey Prompt - Sensory Play:** Participants indicated that the survey should include questions about sensory play features in the playground, including sand, water, color, music, gardening, and quiet spaces.
- » **Survey Prompt - Cognitive/Imaginative Play:** Participants indicated that the survey should include questions about cognitive and imaginative play features in the playground, including an outdoor stage, communications wall, and active learning.



- » **Survey Prompt - Calming and Quiet Areas:** Participants indicated that the survey should include questions about including spaces of calming and quiet spaces for children who get overstimulated and need a space to relax.
- » **Survey Prompt - Supporting Programming:** Participants indicated that the survey should include questions about what non-play features should be included in the playground to support the function of the space, such as restrooms, family spaces, shade, signage, and drinking fountains.
- » **Survey Prompt - Playground Theming:** Participants indicated that the survey should include questions about ideas for a theme for the playground, such as dinosaur themed, music, desert themed, or a mix of various themes.
- » **Survey Prompt - Adjacencies:** Participants indicated that the survey should include questions about environmental considerations to take into account when considering locating the playground, such as avoiding major roadway noise, allowing easy access to public transportation, and having the playground be centrally located.

Date:
January 24th and 25th, 2024 - After the survey closed

Time:
10:00am to 11:30am both days

Location:
Virtual space

Accessibility:
Live Spanish closed captioning was provided during the virtual meeting

Number of Attendees:
Twelve (12) between both meetings

Purpose of Event:
The purpose and intent of the post-survey focus group meetings was to report back what we heard from the community survey and engagement events and to gather any final or missing details that should be considered as it relates to the all-abilities playground.

have the focus group members give final input and feedback on what was missed, or what else needs to be considered that wasn't revealed as a result of the engagement done to date. Key takeaways from this conversation include:

- » **Play Features:** Focus group members provided a handful of additional considerations for play features in the playground, including ramped play areas, increasing mobility-friendly spaces, and considering how different children may have varying types of mobility challenges. It was also noted that more emphasis could be placed on different ages of children, from young ones all the way to teens and young adults.
- » **Supporting Features:** Focus group members provided additional considerations for playground supporting features in the playground, including fully accessible surfacing throughout the entire playground and surrounding space, ensuring signage is in Spanish and Braille, including fencing in the playground design, ensuring that adult changing tables and

These images (right) are the screenshots of the ideas from the Post-survey Focus Group meetings.



SURVEYS
Community-Wide Survey

Date:
Open from October 12 through December 31st, 2023

Available:
Online and through hard copies at in-person events.

Accessibility:
Spanish and English versions of the survey were available both online and in-person. Live results could be viewed online in both Spanish and English.

Participants:
544 people in total took the survey, 511 took the English version, 33 took the Spanish version.

Survey Purpose:
The purpose of the community-wide survey was to gather input on the vision, theme, play features, and amenities for the all-abilities playground.



A long-available community-wide survey was developed to capture as much public input during the planning process as possible. This survey was intended to be a far-reaching tool where anyone could attend an event or log on to the City’s project webpage and complete a powerful input tool in less than ten (10) minutes. The intent of the survey was to provide quantifiable data that would then directly inform the recommendations made through this planning process, weighted with the qualitative information received from the community.

What we learned:
The community-wide survey was developed with input from the first focus group meeting, where

stakeholders assisted the project team in identifying important categories of play features and supporting features that should be asked for input from the greater community.

This survey consisted of 25 questions that captured input regarding play features, calming features, supporting features, caregiver needs, and more. Additionally, the project team asked demographic questions of respondents to ensure that the survey was reaching a representative sample of the community. The cumulative results of this survey and in person events can be seen in the “Engagement Report” section of this appendix.

Caregiver’s Survey

Date:
Open from November 3rd, 2023 through January 12th, 2024

Available:
Online and through hard copies at in-person events

Accessibility:
Spanish and English versions of the survey were available both online and in-person

Participants:
23 people in total took the survey

Survey Purpose:
The caregiver survey gathered input from disability advocates, experts, and caregivers regarding what would make the all-abilities playground a comfortable and safe place to bring friends and family members.

Caregivers of children with disabilities have a specific expertise when it comes to knowing what is needed at a site where they will be bringing a child in their care for a long period of time. A caregiver survey was developed to capture input specifically from caregivers in the world of people with disabilities as a way to weigh their input more specifically into the recommendations developed as part of this project process. This survey was available at in-person engagement events, and was also circulated virtually through the list of 200+ stakeholders.



What we learned:
The caregiver survey provided the project team with insight that was specific to those who care for people with special needs. Key takeaways from this survey include:

- » **Safety:** Keeping children safe with fencing around the play areas, being buffered from parking areas, having clear and accessible signage, and clear communication of play zones with ability levels were top take-aways from the survey.
- » **Accessibility-friendly Amenities:** It was clear that ADA compliant and accessibility friendly supporting features such as family restrooms, picnic areas, and circulation routes are very important for the success of caring for individuals in this playground.
- » **Comfort:** Caregivers emphasized the need for shade, trash receptacles, and especially seating areas that are close to or have good viewing angles of the play features.

CHALK THE BLOCK

Date:
October 14th, 2023

Time:
10:00am to 10:00pm

Location:
The City tent for the all-abilities playground project was located in San Jacinto Plaza

Accessibility:
Spanish-speaking project team members were in attendance at the event, staffing the booth.

Participants:
Approx. 400 throughout the day

Purpose of Event:
The purpose of attending Chalk the Block was to get the word out about the recently launched community survey and to engage with children about what they would like to see at the playground.



Chalk the Block is a fun, downtown-wide event that took place on a Saturday in October that is a chalk art celebration where sidewalks, walls, and any chalk-able surface are decorated downtown. Many families with children attended this event, and it was a great opportunity to talk with families about the all-abilities playground planning project. The intent of this engagement event was to meet the public at an already-well-attended event and

talk through the project’s planning process, how to take the online survey, and to generate awareness of the project.

What we learned:
Attendees of Chalk the Block were flagged down as they passed by the City’s booth set up for engagement for the all-abilities project. People were informed about the project and the community-wide survey that was live at the time. They were asked to fill out an English or Spanish version

of the community-wide survey, and given the option to complete it electronically or in-person on printed versions. Miniature boxes of chalk were used to draw attendees in and given to those that completed the survey. While adults completed the survey, children and families were encouraged to draw their own playground on the chalkboards or on whiteboards for those who didn’t enjoy the feel of a traditional chalkboard. Once adults finished the survey, they were given a free box of chalk. Stickers were also given away, as well as postcards for the project to encourage participants to spread the word to their communities about the project and allow participants to take a QR-code home for the project website. Key takeaways from these activities and conversations are:

» **Positive Engagement and Project Awareness:** Attendees were happy to fill out surveys and discuss the project with staff.



One of the activities created was a postcard on which participants could draw their dream all-abilities playground, and send them back to the City.

THE CITY OF EL PASO IS CREATING SOMETHING EXTRAORDINARY:
A BRAND-NEW, REGIONAL, COMMUNITY ALL-ABILITIES PLAYGROUND!

The project will be designed to foster inclusivity, equity, accessibility, and engagement for all users, providing safe and enjoyable recreational spaces.

LA CIUDAD DE EL PASO ESTÁ CREANDO ALGO EXTRAORDINARIO:
TOTALMENTE NUEVO, LOCAL, ¡UN PARQUE INFANTIL CON JUEGOS INCLUSIVOS PARA LA COMUNIDAD!

El proyecto va a estar diseñado para fomentar inclusividad, equidad, accesibilidad y compromiso para los usuarios, proporcionando espacios recreacionales seguros y divertidos.

WE WANT TO HEAR FROM YOU!

Scan the QR code with your mobile phone's camera or visit www.elev8ep.com/ to take the 10 to 15 minute survey.

Escanea el código QR con la cámara de tu celular o visita la página www.elev8ep.com/ para llenar el cuestionario; te tomará de 10 a 15 minutos.

ATTN: CITY DESIGN LAB
CAPITAL IMPROVEMENT
DEPARTMENT
218 N. CAMPBELL ST. 3RD FLOOR
EL PASO, TX 79901

OLD & PLAYGROUND!
 Draw what you would like to see at El Paso's All-Abilities Playground.

CONSTRUYAMOS UN PARQUE INFANTIL!
 Dibuja como te gustaría que fuera el área de juegos inclusivos en el parque.

EP TX

EPA TX

PARKS & RECREATION
 CITY OF EL PASO



What is a playshop?

What is a playshop?

A series of in-person playshops were held as part of the community engagement process. A playshop is essentially a workshop, but with a more intentional focus on **hands-on, playful, and creative activities** to capture the community's vision on how they can best serve the community. The playshops were held for children with disabilities and an opportunity to the project. The playshops included creative activities to determine the theme of the playground and opportunities to "build your ideal park".

“Play”shops Event Logistics

PLAYSHOP 1: COMMUNITY PLAYSHOP
Date: November 3rd, 2023
Event Time: 4:30pm-6:30pm (drop-in)
Location: Joey Barraza & Yino Memorial Park (this will be an outdoor event at the all abilities playground area), 11270 McCombs St, El Paso, TX 79934
Focus: Amenity and Theming

PLAYSHOP 2: CHILDREN'S PLAYSHOP
Date: November 4th, 2023
Event Time: 10:00am-12:00pm (drop-in)
Location: Sylvia Carreon Community Center (inside Rec Center), 709 Lomita Dr, El Paso, TX 79907
Focus: Building their park, Theming

PLAYSHOP 3: FOCUS GROUP PLAYSHOP
Date: November 4th, 2023
Event Time: 2:00pm-3:30pm (be on time right at 2pm)
Location: Sylvia Carreon Community Center (inside Rec Center), 709 Lomita Dr, El Paso, TX 79907
Focus: Amenity and Theming

*Note that access to restrooms will be important

Scope
The Mend team will lead three (3) "Play"shops in person November 3-4. The Children's Playshop aims to empower children with disabilities by providing them an opportunity to actively contribute to the project. All playshops will include creative opportunities to determine the theme of the playground and opportunities to "build your ideal park".

mend collaborative
Minneapolis, MN | Austin, TX
www.mendcollaborative.com

on how the all-abilities playground can best serve the community. The playshops aimed to empower children with disabilities by providing an opportunity to actively contribute to the project. The playshops included creative opportunities to determine the theme of the

playground, to provide input on the features and supporting amenities for the playground, and opportunities to “build your ideal park”.

Planning for the Playshops

In advance of the playshops, a detailed event logistics document was developed to plan for all of the details. This document provided organized planning guidance and checklists regarding:

- » detailed schedule of each event
- » all planned activities for each event
- » materials required for activities and general event needs
- » responsibilities for those involved in the planning and staffing of the events

Advertising for the Playshops

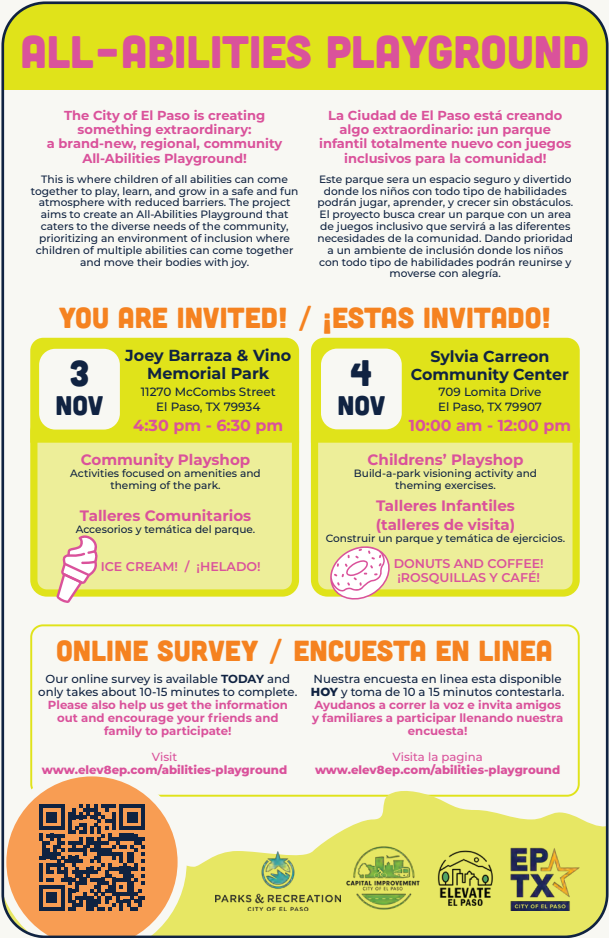
Various methods of advertising for the playshops were utilized to spread the word and encourage as much community participation as possible. The following methods were used:

Physical Fliers and Lawn Signs:

Posted at City facilities such as parks, rec centers, libraries, pools, etc.

Virtual Advertising: Advertising for the playshops was done on the Instagram account @elev8ep, and a virtual flier was sent to project stakeholders in various school districts to include in the school apps

Direct Emails: Multiple Emails were sent to the project stakeholder list of 32 project stakeholders and 141 neighborhood association leaders. Email were sent on 10/23 to invite participants and encourage them to forward the invitation advertisement to their greater contact lists. On 10/31 a reminder email was sent to the same lists to remind them of the playshops and further encourage their help in advertising for the events. Additionally, day-of emails were sent as a last minute reminder of the weekend's events.



Above: 24"x20" Lawn Sign posted at City facilities

Top Right: 11"x17" Poster placed at City facilities

Bottom Right: Instagram post on @Elev8ep



Community Workshop

Date: Friday, November 3rd, 2023

Time: 4:30pm to 6:30pm

Location: Joey Barraza & Vino Memorial Park Playground

Participants: Approx. 40

Purpose of Event: The community workshop was a fun and engaging event specifically crafted to gather input from families about what play features and park amenities they would prioritize at the all-abilities playground.



On Friday, November 3rd, a community-wide workshop was held at the recently opened accessible playground at Joey Barraza & Vino Memorial Park. Community members were encouraged to drop-in as their schedule allowed to provide input and have discussions about the new all-abilities playground.

Activities:

» Welcome table with project information and QR code to project website and online survey

- » Paper versions of online survey (in Spanish and English)
- » Caretaker Survey (in Spanish and English)
- » Voting Boards
- » Takeaways including stickers and postcards advertising the project website
- » Ice Cream for those who participated



What we learned: Community members provided direct input on types of amenities and supporting features that the all-abilities playground planning process should take into consideration. Community members also took the project survey on-line via the QR codes provided at the welcome table, and a number of participants completed the paper copies of the community survey provided at the event. A number of caregiver surveys were also completed by community participants.

One of the more unique activities was the playground analysis, where event organizers hosted a “walk-through” of the newer Joey Barraza & Vino Memorial Park accessible playground with community

participants. During this walk-through, the play equipment, layout, surfacing, and access was discussed in regard to how well this playground served children with special needs. Key conversation points regarding **play features** are captured below:

- » Sensory activities, such as the music equipment and sand table, were only truly accessible for children not in a mobility device, such as a wheelchair. This equipment is too far out of reach for children in a mobility device.
- » The calming areas (cozy domes) were praised, but not designed in a way where children using a mobility device could use them.
- » There was a good variety of things for children in wheelchairs to do, and the accessible zip-line and saucer swing were especially loved.

Key conversation points regarding **accessibility features** are captured below:

- » The resilient rubber surfacing was praised, but families wished that the surfacing was throughout the entire park and not just in certain areas, noting that wood chips and sand are not accessible surfaces.

- » The main gated entrance to the park was not ADA-compliant and featured a step down into a wood mulch area. The longer, non-labeled route to the accessible entrance was not intuitive.
- » If water play was a consideration in this playground, the family with the child in a wheelchair would avoid that feature due to the wheelchair being extremely expensive and not waterproof.

Key conversation points regarding **comfort or supporting features** are captured below:

- » Families noted that there were no restrooms nearby.
- » Families noted that there was only one picnic table in the playground, and was not an ADA-compliant table.
- » Families noted there were no changing stations nearby.
- » Families noted there were no private spaces for children who are fed in different ways (such as a feeding tube) to enjoy their meal or a snack.
- » The fence around the playground was discussed as a positive of this playground.

Ultimately, these conversation points provided the team with **key takeaways from this event for programming and priorities of the future all-abilities playground:**

- » When selecting the materials and play features of the playground, thorough consideration needs to be taken of children who use mobility devices. The surfacing should be easily traversable and allow children of all abilities to be able to walk or roll right up to a play feature. Additionally, all types of provided play (sensory, physical, group, calm, etc.) should have at least one if not more fully accessible options for children of all abilities, considering the reach of different children or use of different parts of their bodies.
- » Do not underestimate the importance of texture and color in a playground. Many children with unique needs enjoy non-physical play that can look like running their hands over a textured wall or panel, or looking at colorful artwork.
- » Accessible gathering spaces need to be planned for. Families or groups who want to have a snack

or meal at the playground should be able to have a place to all sit together. Additionally, if a child or family member requires unique meal-time accommodations, such as a private room, that should be considered in the design.

- » Supporting restroom and changing rooms needs to be included in the future design. Ensure that restrooms are family-friendly, and that changing stations or changing rooms accommodate for children and adults of all sizes.
- » Some children with special needs use equipment that can be expensive. The future playground should consider providing rent-able, water-friendly

wheelchairs or walkers if any type of water play is provided as a feature. Additionally, a way for a family to lock up valuable and personal items while using rented equipment would be necessary.

- » Safety is a large factor in playground design. The future playground should have a safety fence surrounding it, and safe entrances/exits that are all ADA accessible, clearly marked, and easy to access.
- » Looking at precedent accessible playgrounds, such as Morgan’s Wonderland, will provide guidance as how to design this playground exceptionally well.



Children’s Playshop

Date:
Saturday, November 4th, 2023

Time:
10:00am to 12:00pm

Location:
Sylvia Carreon Community Center

Participants:
Approx. 50 children, plus their adult caretakers

Purpose of Event:
The playshop was a fun and engaging event specifically crafted to gather input from children about how they play, what themes excite them, and what play features they would prioritize at the all-abilities playground.



On Saturday, November 4th, a community-wide children’s playshop was held at the Sylvia Carreon Community Center in one of the indoor community rooms. Community members were encouraged to drop-in as their schedule allowed with their children to provide input about the new all-abilities playground and to participate in exciting play-style engagement activities.

Activities:

- » Welcome table with project information and QR code to project website and online survey
- » Paper versions of online survey (in Spanish and English)
- » Caretaker Survey (in Spanish and English)
- » Voting Boards
- » Takeaways including stickers and postcards advertising the project website
- » Build-A-Playground coloring activity
- » Build-A-Playground block activity
- » Build-A-Playground chalk and whiteboard activity
- » Build-A-Playground physical play tape and cone activity
- » Sensory table
- » Theming voting tower and stickers

What we learned: The children that participated provided direct input on types of amenities, supporting features, and the theme of the playground that the all-abilities playground planning process should take into consideration. Community members also took the project survey on-line via the QR codes provided at the welcome table, and a number of participants completed the paper copies of the community survey provided at the event. A number of caregiver surveys were also completed by community participants.

Throughout the playshop, the project team provided several opportunities for open-ended play experiences for the children in attendance. This format allowed the project team to observe how children want to play if they were allowed an open-ended and non-prescribed play space.

The below key takeaways are from observations, conversations, and co-playing with the children:

- » **Build-A-Playground coloring, chalk, and whiteboard activity:** Children were provided a blank park layout and were able to paste play icons or draw their ideal playground. The most



BUILD-A-PLAYGROUND ACTIVITY OBSERVATION:
Many children built tower structures of varying heights

popular playground elements were towers, slides, swings, and climbing elements.

- » **Build-A-Playground block activity:** Towers were incredibly popular to build, with most children building many types of tower heights and sizes. Fort-type structures were also a popular feature that children were exploring building with the blocks.

- » **Build-A-Playground physical play tape and cone activity:** Children created various paths to run as an obstacle course that changed throughout the playshop with children jumping over cones and from lily pad to lily pad. Children also used the colorful tape to lay out floor-based activities such as roadways, hopscotch, and tic-tac-toe games. The open-ended physical play was incredible popular and children all used great imagination to create play from simple materials.

» **Sensory table:** The scent-oriented sensory items were too strong for some of the children. Any scent oriented elements in the future playground should be in a space that doesn't impact the entire playground, or be subtle enough to not bother children sensitive to strong smells. The more popular elements at the sensory table were the touch elements and music elements. Children enjoyed holding rocks and playing with the musical instruments, but had conflicting feelings about the sand, with some children enjoying the texture and feel, while others did not. The smooth stones were strongly approved.

» **Theming voting tower and stickers:** Several theme options for the playground were presented to children on the tower, and children were encouraged to use matching themed stickers to “vote” for their favorite theme. The theme options were: dinosaurs, trains, music, fantasy, sky/space/universe, nature/desert, and animals. By far the most popular theme was dinosaurs.

**BUILD-A-PLAYGROUND
ACTIVITY OBSERVATION:**

Slides, climbing structures, and play sets were popular in the table based Build-A-Playground activity



**SENSORY TABLE ACTIVITY
OBSERVATION:**

Many children enjoyed the “what do you hear?” station with instruments



A number of **focus group stakeholders** also attended the children's playshop. Key takeaways from their input is:

- » Materials to consider that work better for visually impaired community are smooth materials, HDP, tumbled small riverstone, Box dots (roadway technology), textured concrete, El Paso style rock wall with smooth stones.
- » Braille should be used in signage, wayfinding, and as a play experience. Braille can either bump out or bump in.
- » Cane using community members need ways to detect play features with something on the ground, and consistent thickness and materials to detect features and trails.
- » Programming ideas for the visually impaired community are walking trial or track with a railing, circulating water table, accessible gardening, selfie area with different ways and heights of taking a selfie, raised stage area, or dinosaur bones in concrete to discover.

- » Make the site feature(s) go farther by finding opportunity to double-task elements, such as wrapping the column or post of a shade structure with an instrument or interactive or textural element for children to enjoy.
- » Plants that would work well for a sensory experience in a playground, especially for the visually impaired community include peppermint, citronella, rosemary, and lavender.
- » The weight difference between a non-motorized and a motorized wheelchair is significant, and should be considered when

designing a wheelchair-friendly element in the playground.

- » Seating for caretakers should be plentiful and comfortable, including shade.
- » Children who choose to sit with their caretakers may enjoy different types of seating, such as rocking chairs or wider benches.
- » Resilient rubber surfacing throughout the entire playground is most ideal for comfort, safety, and accessibility.

**PLAY THEME
OBSERVATION:**

The dinosaur theme was the most popular of the playground themes at the Playshop



Focus Group Playshop

Date:
Saturday, November 4th, 2023

Time:
2:00pm to 3:30pm

Location:
Sylvia Carreon Community Center

Participants:
5 focus group participants (note that several focus group participants chose to attend the previous day’s community playshop or the morning’s children’s playshop)

Purpose of Event:
The playshop was a fun and engaging event specifically crafted to gather input from children about how they play, what themes excite them, and what play features they would prioritize at the all-abilities playground.

After the children’s playshop that same day at the Sylvia Carreon Community Center, focus group stakeholders were invited to discuss what the project team had learned from the previous day’s community shop and that morning’s children’s playshop.

- Activities:**
- » Welcome table with project information and QR code to project website and online survey
 - » Paper versions of online survey (in Spanish and English)
 - » Caretaker Survey (in Spanish and English)
 - » Voting Boards
 - » Takeaways including stickers and postcards advertising the project website

What we learned: During this time, the project team left the activities from the children’s playshop set up with how the children had assembled things during their playshop. The project team walked through each board and each playshop station and had discussions about what we saw and what we learned. Key takeaways are:

- » **Physical Play board:** Consensus that many of the elements which were included on the board would be popular in the playground. Slides could be expanded to include a roller slide to minimize the possibility of electric shock caused by static electricity from going down a traditional plastic slide.
- » **Sensory Categories board:** Water play features were heavily favored, with the suggestion that water be in a flowing table format rather than a spray format. Suggestions to utilize traditional rock wall building methods but instead of the traditional rough stone, utilize smooth river rock and/or smoothed limestone.

- » **Social & Group Play board:** Towers were very popular among users of the build-a-park area, but must ensure tower is wheelchair accessible to a reasonable extent and that all play features are truly at wheelchair height. Wheelchair swings are also incredibly popular and great for group play. Open spaces can be used as opportunities to facilitate and provide spaces for unorganized group play.
- » **Supporting Features board:** Large changing tables and family restrooms for children and adults who need personal care are essential. Shade also rose to the top as a priority.
- » **Cognitive and Imaginative Play board:** All of these play features on the board would be well-received and popular in the playground, especially the options that encourage touch.
- » **Calming Areas:** Fort concept as a place for refuge was well received among focus group members, but must ensure it is wheelchair-friendly.



- » **Sensory areas:** Suggestion to enhance natural sounds of nature with artificial sounds from speakers in the playground, such as bird sounds.
- » **Open-Ended Play Stations:** The group discussed how popular all of the open-ended play was, and challenged the project team to think about how to replicate the free form play area from the workshop. Ideas discussed included etching free-form play into a concrete surface, using multi-colored resilient rubber surfacing, or providing a box of play materials that can be locked up at night. Focus group members also wanted to note that translating this open-ended play to a table-top version would make this type of play more accessible for mobility-needs children.
- » **Theming Tower:** Team discussed the most popular themes on the tower, and ideated on how the playground could have multiple themes based on “Zones of Activity” rather than having one static theme for the entire playground.

DISTRICT HYBRID MEETINGS

- Date:** Various dates between November 28th and December 13th, 2023
- Time:** Evening, 90-minute meetings
- Location:** Various locations throughout El Paso
- Accessibility:** Spanish and ASL interpreters were utilized at each meeting upon the request of each individual District Representative. Live Spanish closed captioning was provided for those attending virtually.
- Participants:** Approx. 70 between all of the meetings
- Purpose of Event:** The district hybrid meetings’ main purpose was to provide community members across all the districts in El Paso an opportunity to provide feedback on the play features, and amenities for the all-abilities playground through in-person and virtual activities.

A series of meetings were held for each City district that were open to the community as a whole. One meeting was held per district, with the exception of the combination of districts 5 and 6 held at the same meeting. These meetings were hybrid, with the option for people to attend in-person at a community facility within their district, or by attending virtually via a Zoom video call. Mailers were sent to those within a mile radius of hybrid meeting locations. Each district’s respective District Representative was invited and attended these meetings.

The intent of these meetings was to present information about the all-abilities playground project to the public, encourage people to take the community-wide survey, as well as provide both in-person and virtual ways to participate in an input activity at the meeting.

The overall sentiment in the meetings was positive, with attendees eager to contribute and share their insights for the betterment of the community. Participants also expressed constructive input regarding the engagement process.



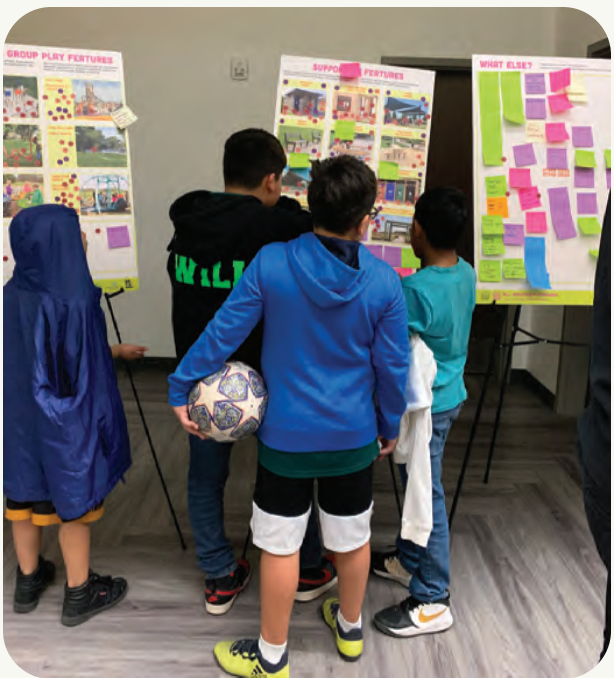
What we learned: The project team set up each meeting with a projector screen, projector, laptops, microphone, speaker, and owl camera to ensure that whether someone attended in-person or virtually, they had the same access to view the room, presenters, and screen. In the area of the room adjacent to the presentation space, a welcome table and easels with display boards were set up for those attending in-person. The welcome table near the entrance included sign-in sheets, coloring activities for children, and refreshments.

At the beginning of each meeting, City staff or the District Representatives provided a brief introduction to everyone in attendance. The consultant team then presented a 30-minute slideshow outlining the project process, timeline, engagement that had been done to date, and next steps in the project. After this presentation, the meeting shifted to the activity portion, with those in attendance in-person interacting with City and project staff and voting on display boards, and those

attending virtually doing the same but with a virtual interactive activity using Mentimeter. Additionally, children were encouraged to participate by completing an activity sheet tailored to their age group.

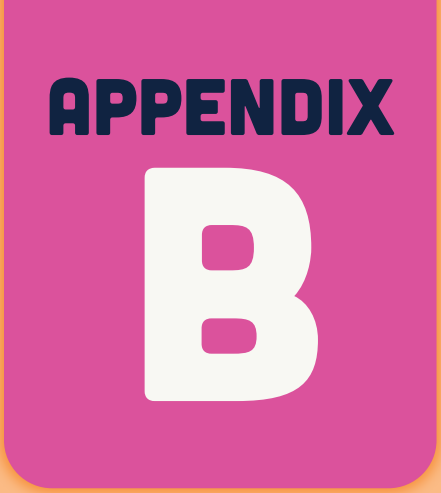
Key takeaways from these activities and conversations are:

- » **Positive Engagement:** Participants appreciated the City's initiative in seeking their opinions. The willingness of every attendee to actively participate in the in-person activities emphasized their desire for the success of the all-abilities playground.
- » **Valuable Personal Experiences Shared:** Attendees openly shared personal experiences, contributing to a pool of diverse perspectives. This exchange of real-life stories added depth to the feedback and highlighted the need for this type of playground in the community.
- » **Insufficient Advertising:** Attendees expressed dissatisfaction with the level of advertising for the meetings. They felt that enhancing promotional efforts could increase community awareness.



- » **Scheduling Challenges:** Some attendees felt that the meeting schedules were too close to holidays, impacting attendance.

The cumulative results from the in-person boards and the virtual Mentimeter were recorded. These results can be seen in the next sections of this appendix, the “Engagement Report” section and the “Raw Engagement Results” section.



APPENDIX B | ENGAGEMENT REPORT

ENGAGEMENT REPORT OVERVIEW

How to Read the Recommendationsxxxii

RESULTS

Resultsxxxiii

Open-Ended Feedbackxlvii

Caregiver Survey Resultsxlviii

ENGAGEMENT REPORT OVERVIEW

The main focus of the All Abilities Playground planning process prioritized community engagement, with various outreach efforts aimed at gathering input from diverse stakeholders including disability inclusion experts, children, caregivers, and community members. The team utilized diverse engagement methods, including online surveys, in-person activities, stakeholder meetings, virtual events, and unique workshops like the

children's playshop. Details about each of these events including main takeaways can be found in **Appendix A | Engagement Process**. At the events, our team tallied results, documented comments, and took feedback. This appendix (Appendix B | Engagement Report) provides the **cumulative results** of all the engagement efforts, including the results from the 544 total online surveys. The raw results can be viewed in Appendix C | Raw

Results showing the engagement spreadsheet and the English and Spanish results from the online survey hosted on the City's public input website (Elev8EP.com).
*The results are laid out with the question that was asked, how many participants responded to the question, a short summary of the results, and a graphical representation of the results with support images.

How to read the recommendations:

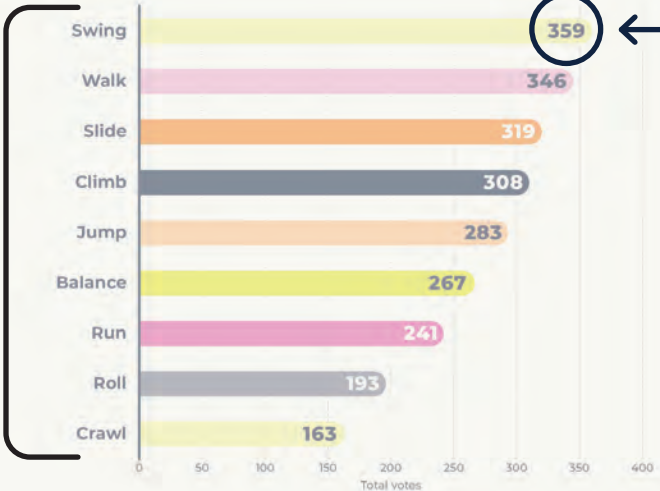
The question

Q.9 - What types of physical activities do you want to prioritize for the all-abilities playground?

A summary of the results

Swinging received the most votes, followed by walking, sliding, climbing, and jumping.

Question options



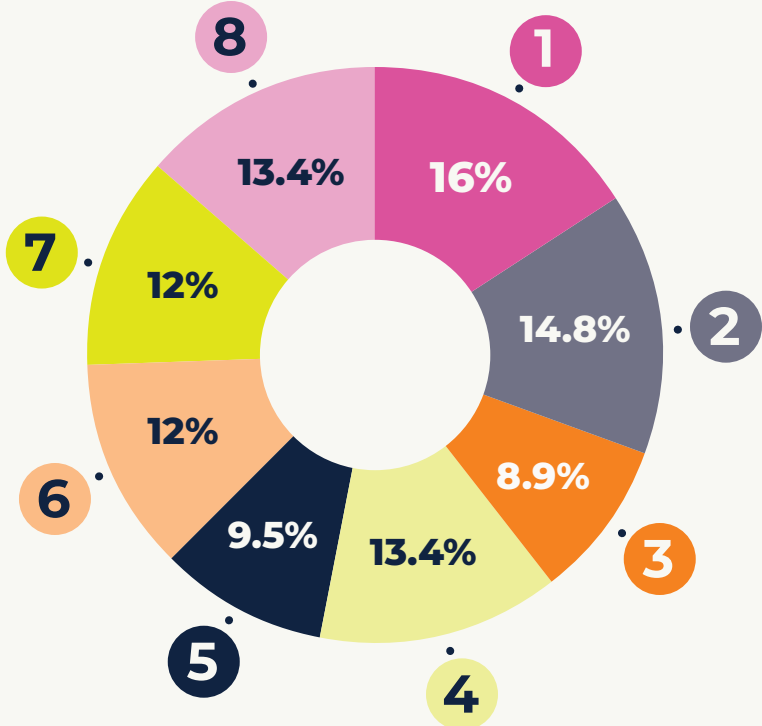
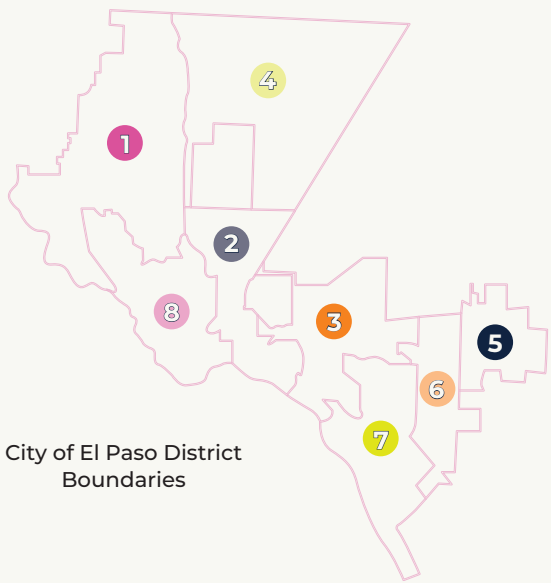
Total number of participants

The total number of votes an option received

Q.1 - What district do you currently live in?

Total question participants: 507

Participants in the online survey live all over the City.

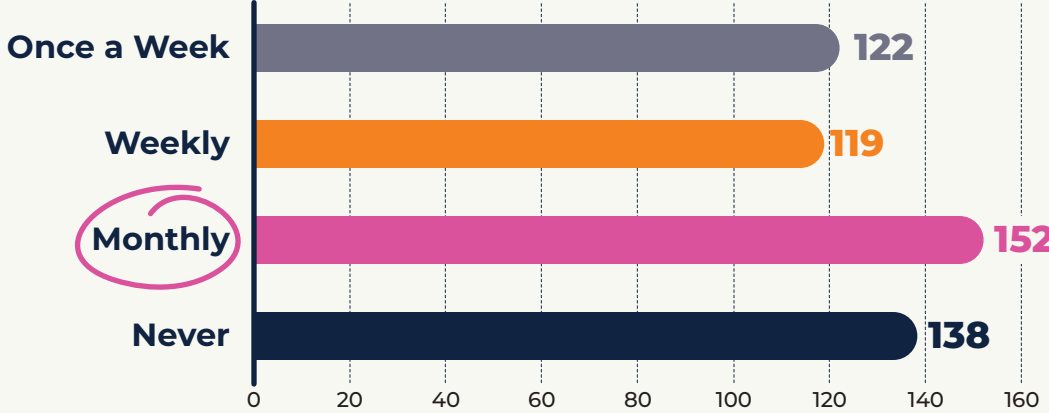


Q.2 - How often do you visit our existing City all-abilities parks?

Total question participants: 531

Most participants visit the existing all-abilities parks at least once per month.

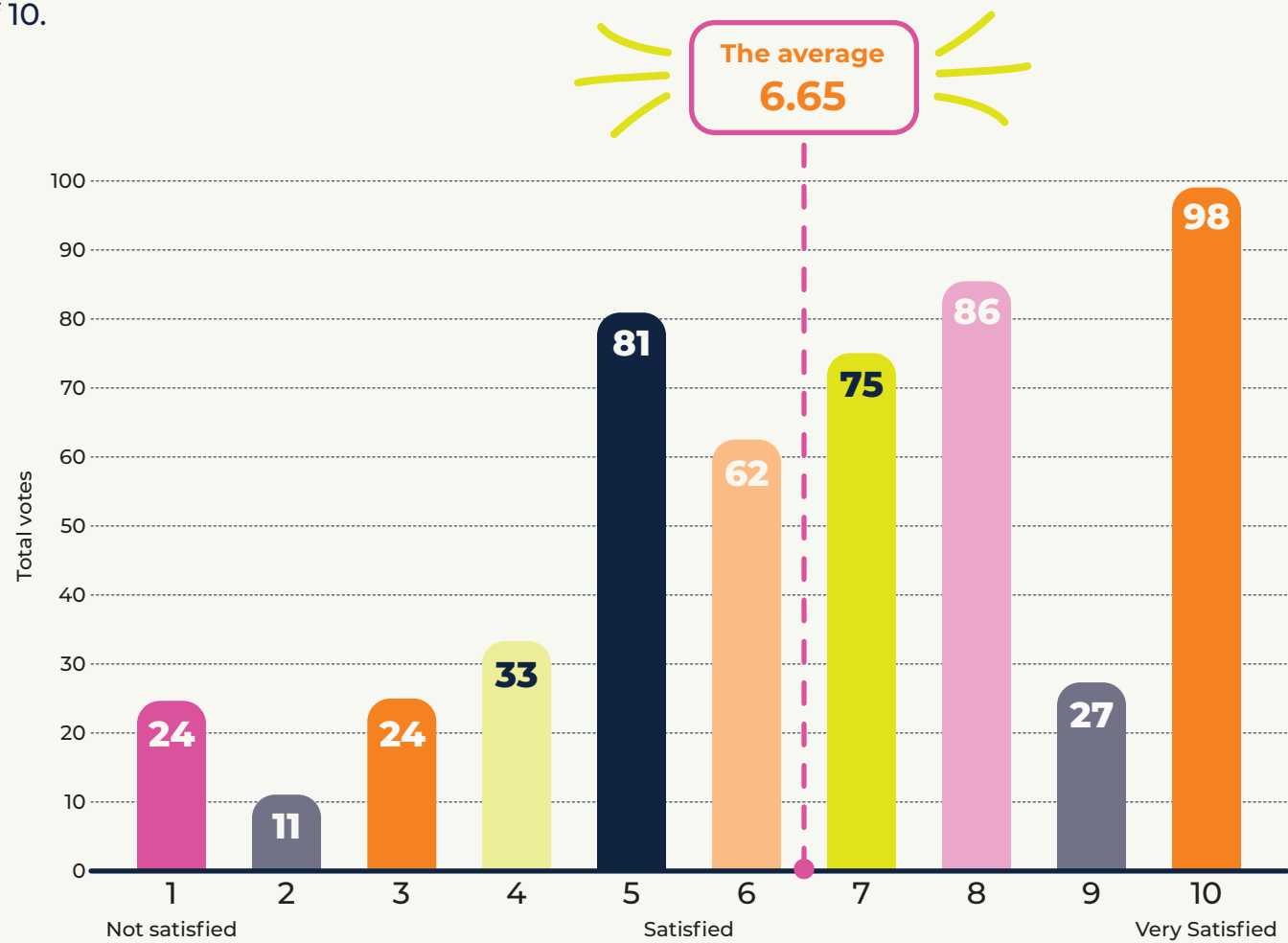
Currently, there are 4 existing regional parks with all-abilities playgrounds or play features, and 4 planned or being constructed in the City and the County.



Q.3 - How satisfied are you with the current range of activities and programs offered at City playgrounds for individuals of all abilities?

Total question participants: 521

The average rating for the current range of all-abilities activities and programs at existing City playgrounds was 6.65 out of 10.



Project Vision Statement

Q.4 - Help us with the Vision for the all-abilities playground by selecting the most successful vision statement:

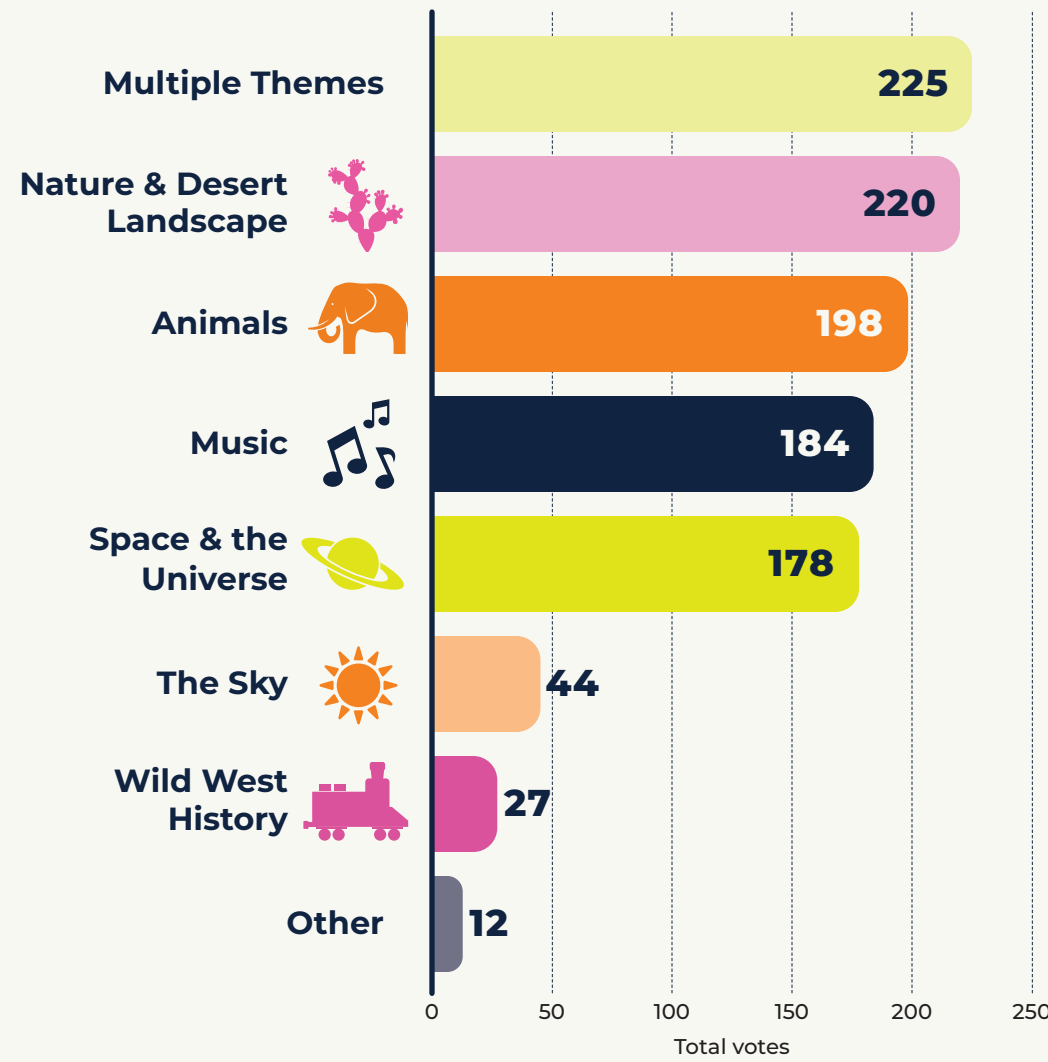
This vision statement was the community’s favorite. It received a majority of the votes, 305 of 544, through the online survey.

THE ALL-ABILITIES PLAYGROUND
IN EL PASO ★ **IS A PLACE WHERE**
EVERYONE IN OUR COMMUNITY
CAN PLAY
REGARDLESS OF THEIR ABILITIES
AND WITHOUT BARRIERS!!!

Q.5 - Please select which theme you or your family members find most exciting for the all-abilities playground. Please select your top 2 favorite themes.

Total question participants: 544

There were several favorite themes, such as nature, animals, music, and space, but the number one choice was incorporating multiple themes throughout the playground.

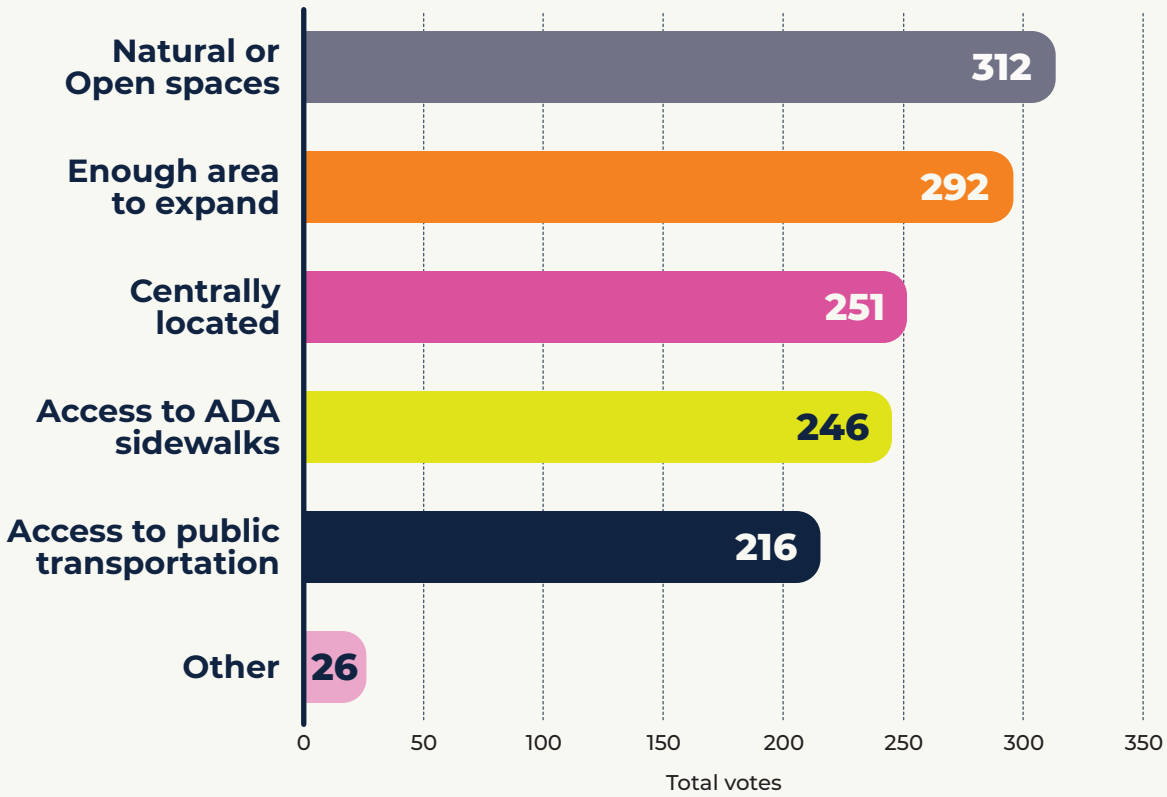


The 3 most popular themes from the playshops were **dinosaurs, trains, and sky, space, and the universe.**

Q.6 - The location of the all-abilities playground has not been determined. What adjacent needs are important for you or your family members in the location of the all-abilities playground?

Total question participants: 539

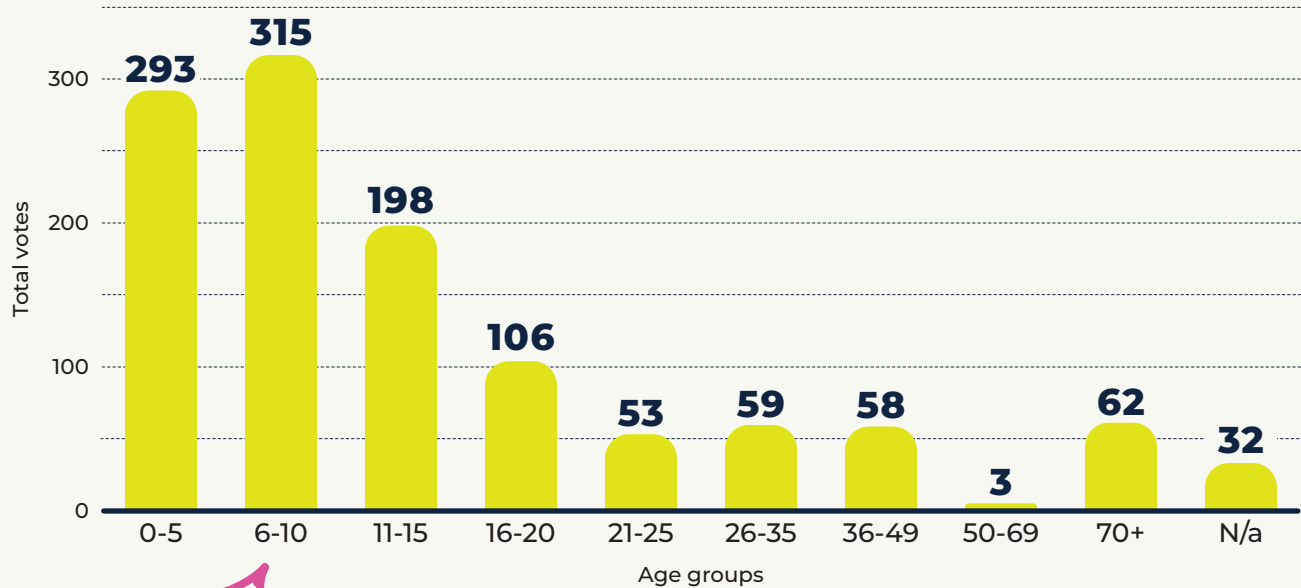
In selecting a location, participants would prefer the playground to be near natural or open spaces and have room to expand in the future. It is also important that it be centrally-located and accessible from various forms of transportation.



Q.7 - What are the ages of people under your care that you would like this all-abilities playground to serve?

Total question participants: 531

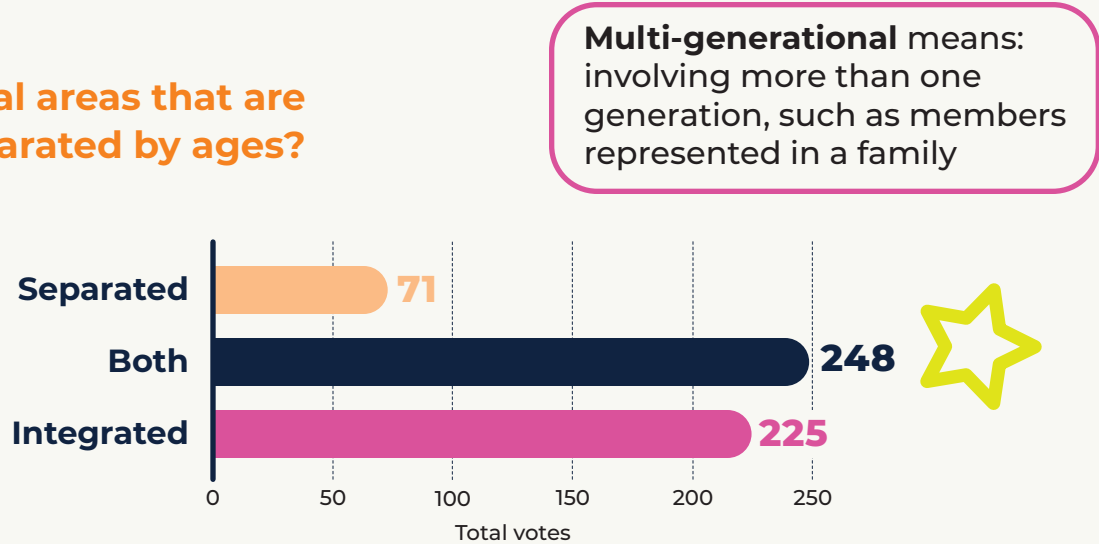
This playground should serve a variety of ages, but could offer more play features that engage children ages 0 to 15.



Q.8 - Do you prefer multi-generational areas that are integrated, or play areas that are separated by ages?

Total question participants: 544

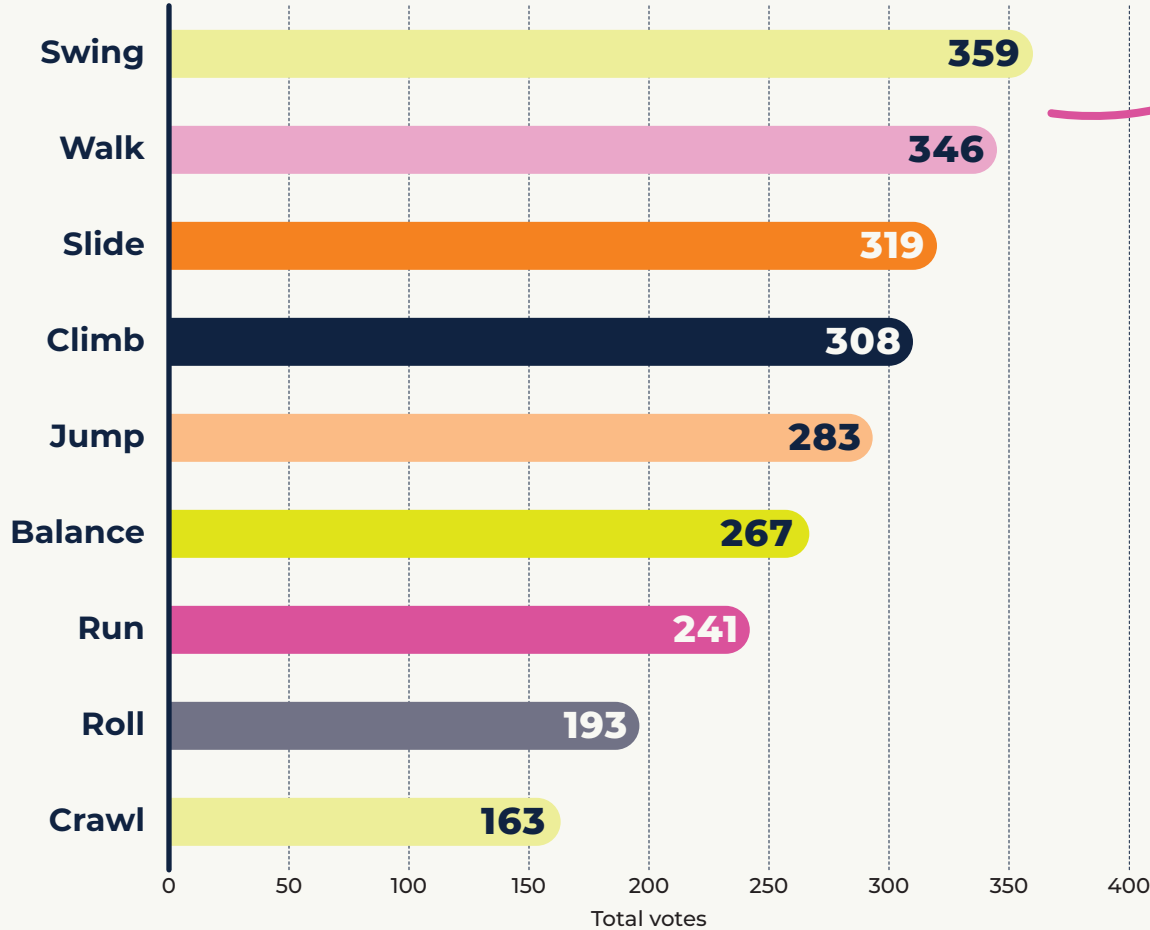
Survey participants would like to see a combination of areas for all ages and areas for specific age groups within the all-abilities playground.



Q.9 - What types of physical activities do you want to prioritize for the all-abilities playground?

Total question participants: 534

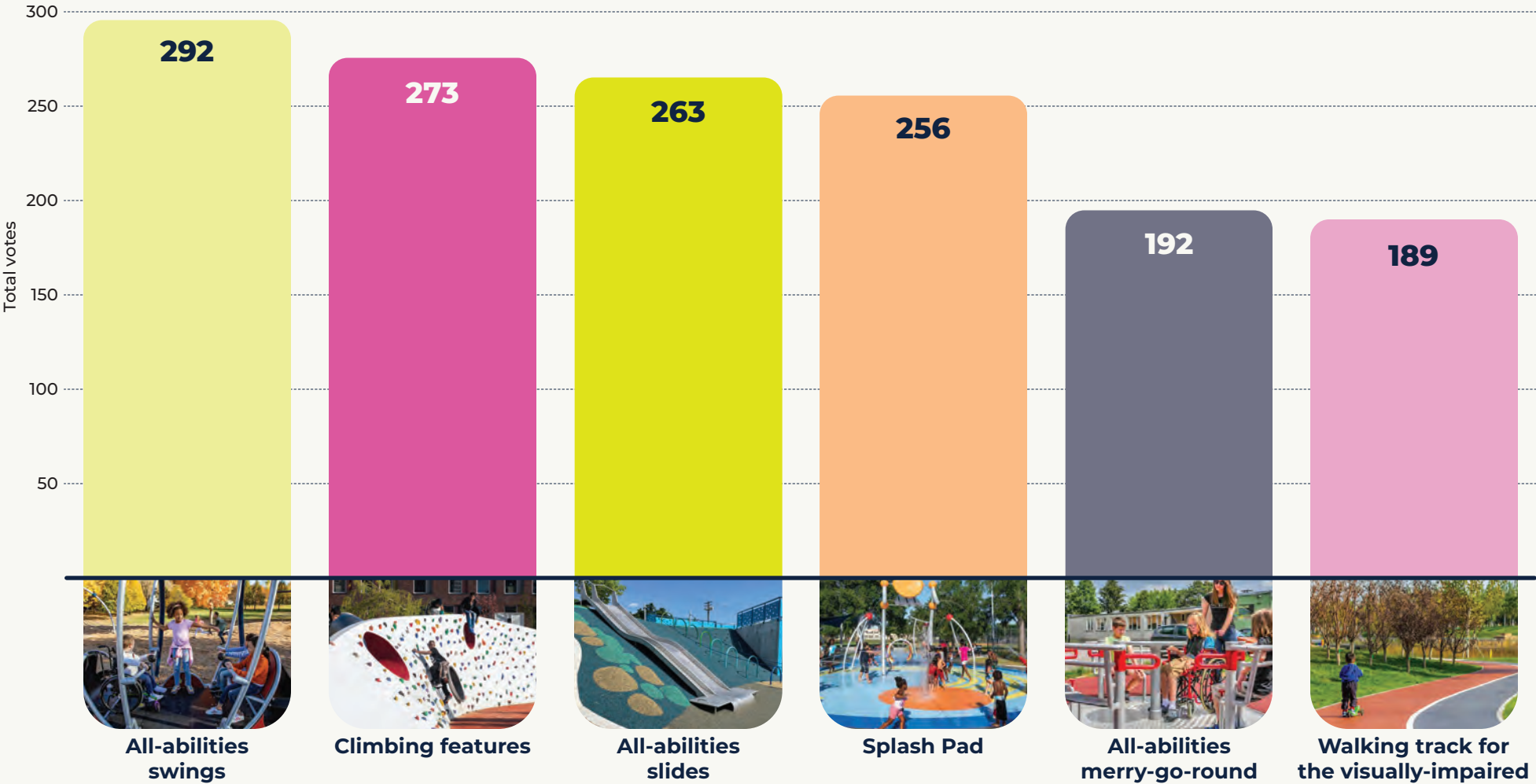
Swinging received the most votes, followed by walking, sliding, climbing, and jumping.



Q.10 - Please select which physical activity features are most exciting for the all-abilities playground for you or your family members. Please select your top 2 favorite physical play opportunities.

Total question participants: 661

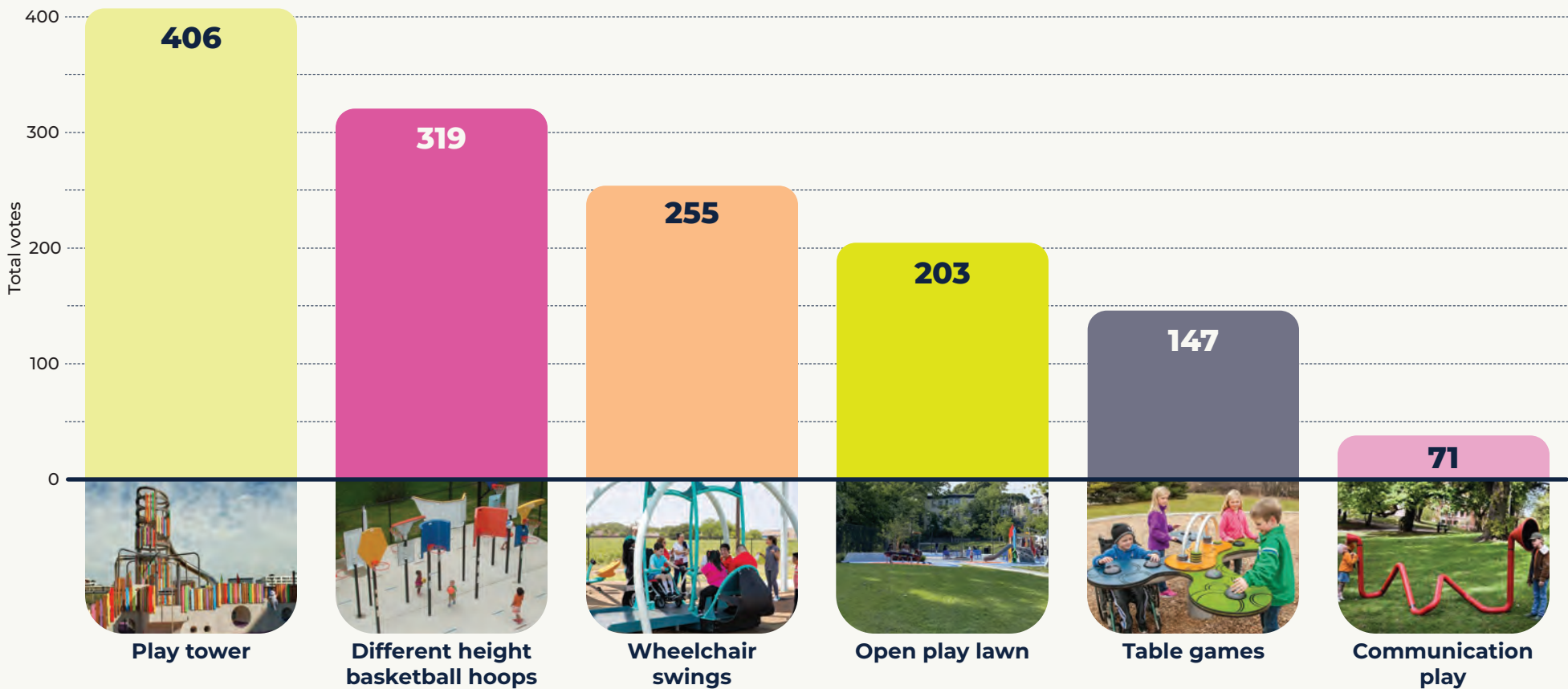
All the features were exciting to participants and their family members, but the all-abilities swings were the most popular, receiving 292 votes.



Q.11 - Please select which social and group activity features are most exciting for the all-abilities playground for you or your family members. Please select your top 2 favorite social opportunities.

Total question participants: 674

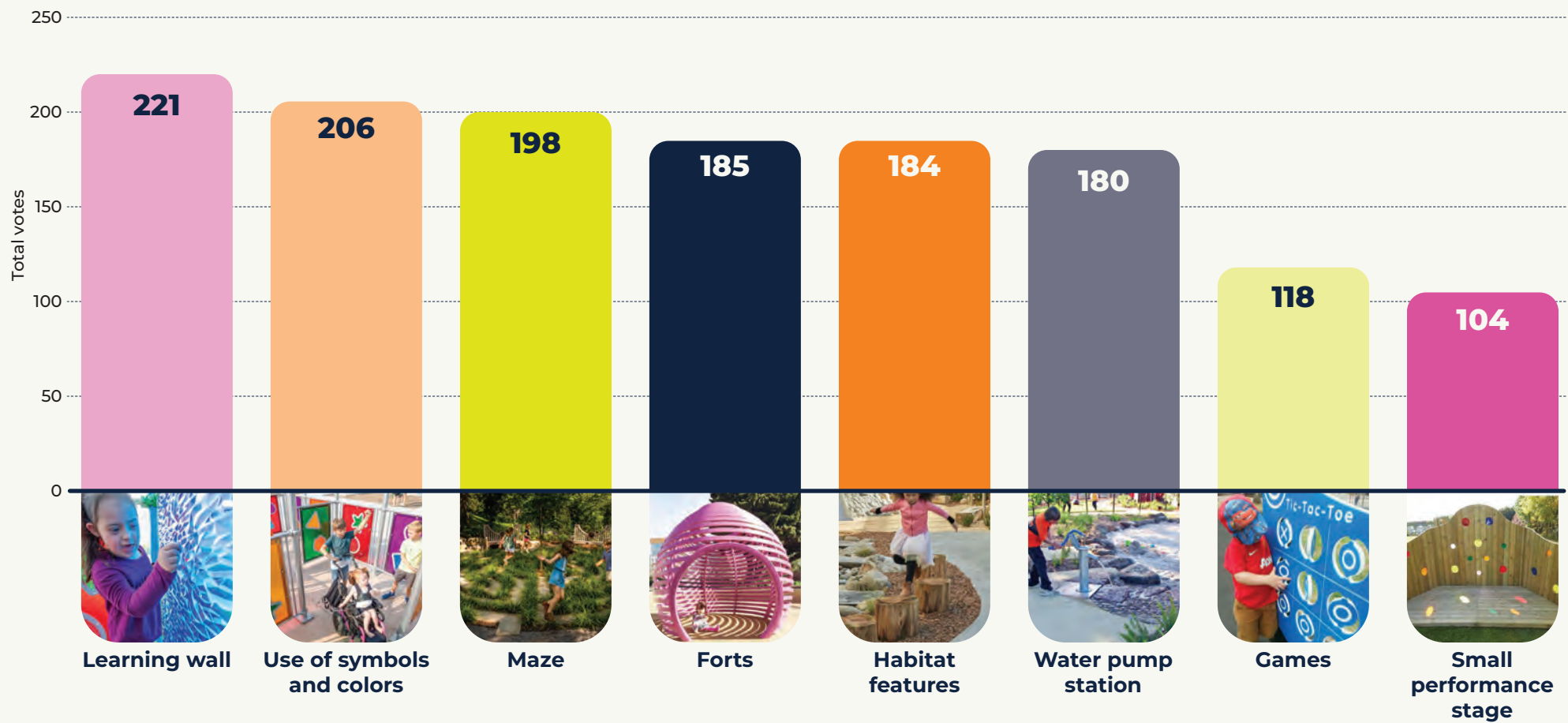
The top 3 choices for social and group play features were play towers, basketball hoops of different heights, and wheelchair swings.



Q.12 - Please select which cognitive and imaginative play activities are most exciting for the all-abilities playground for you or your family members. Please select your top 2 favorite imaginative play opportunities.

Total question participants: 678

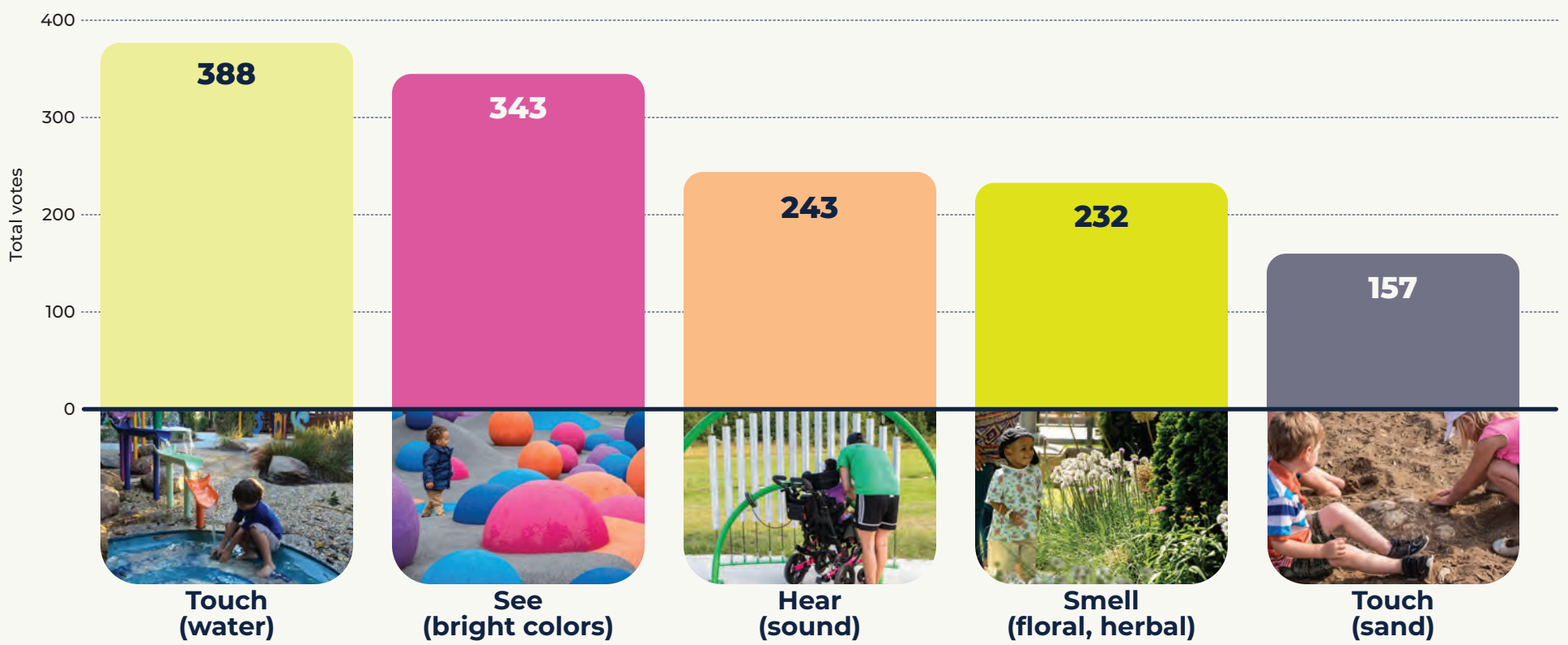
The top three cognitive and imaginative play opportunities were learning walls, use of symbols and colors, and a maze.



Q.13 - Sensory play is a great way to provide inclusive opportunities to engage with play features. Please select the 2 sensory categories that most excite you.

Total question participants: 717

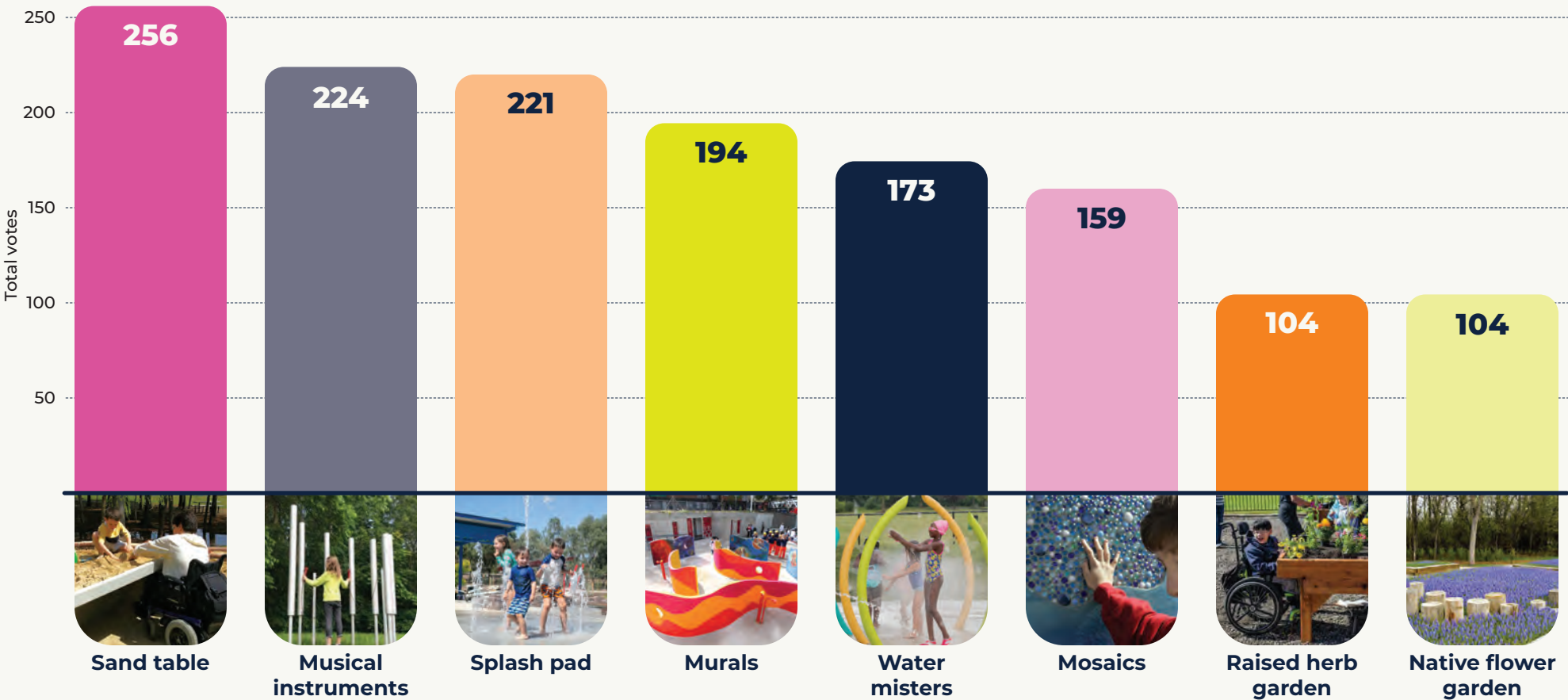
The top 2 sensory play opportunities were touch and see, which suggested incorporating water play and bright colors into the playground.



Q.14 - Please select which sensory play activities are most exciting for the all-abilities playground for you or your family members. Please select your top 2 favorite sensory play opportunities.

Total question participants: 697

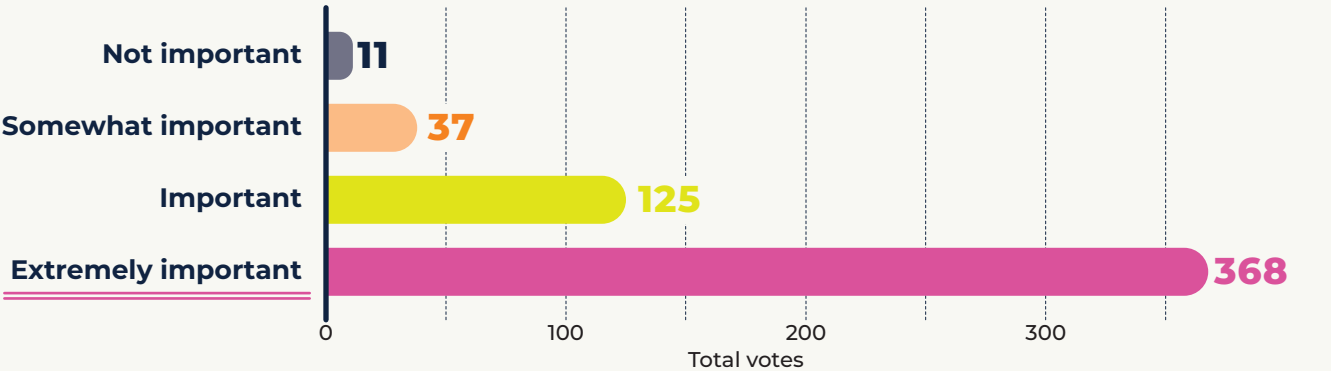
There were many sensory play activities suggested in the survey. The 3 with the most votes were sand table, musical instruments, and a splash pad.



Q.15 - How important is providing calming and relaxing areas for you or your family members?

Total question participants: 541

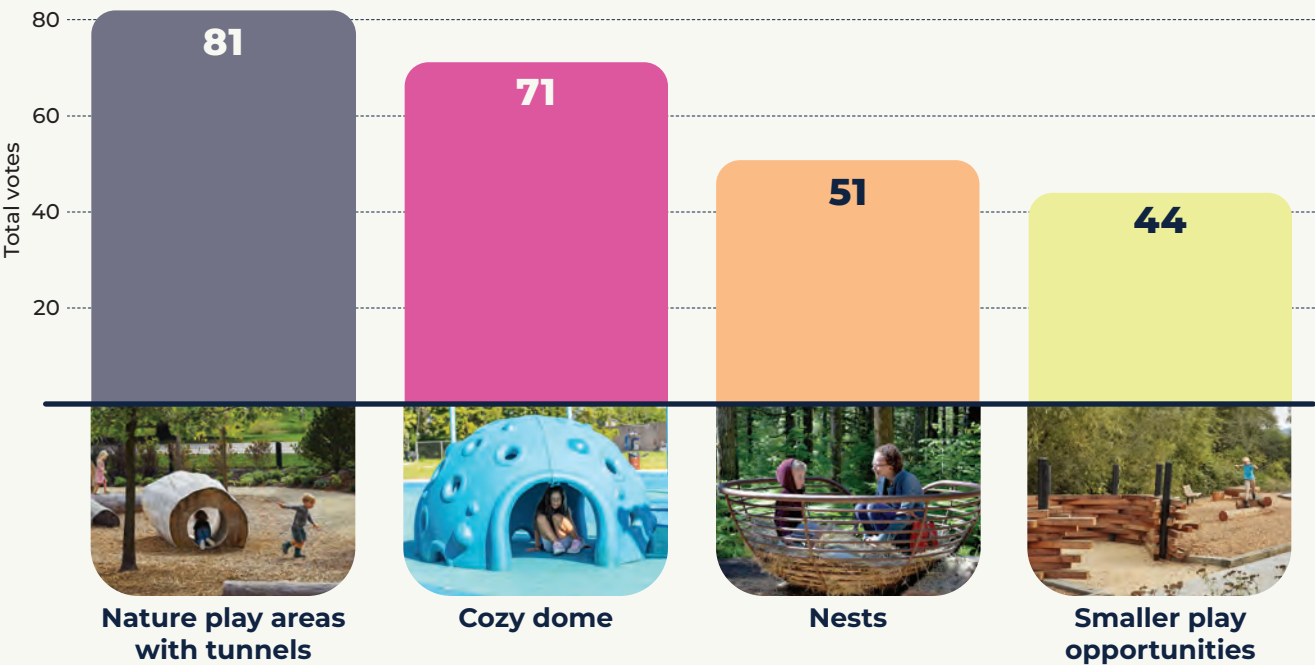
A majority of participants said providing calming and relaxing areas within the all-abilities playground is important or extremely important.



Q.16 - Please select the calming areas you and your family members would like to explore.

Total question participants: 247

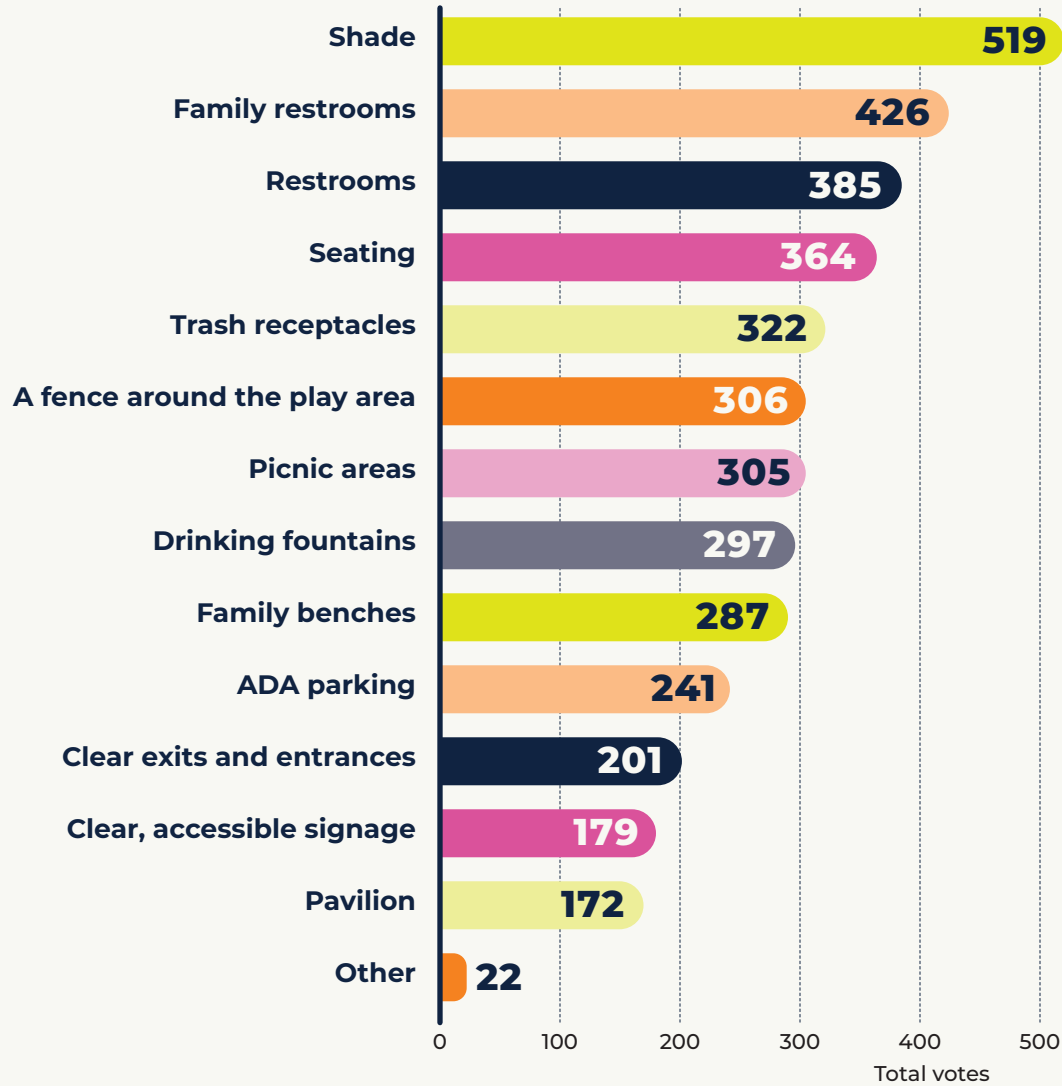
Smaller, enclosed spaces like cozy domes and tunnels in nature play areas received 152 of the 247 votes for calming areas to play.



Q.17 - What supportive features for the all-abilities playground are important to include in the design of the playground area?

Total question participants: 675

Shade, restrooms, and seating are the top amenities to include in the design.



Open-Ended Feedback

Total comments: 175

It was important to get open-ended community feedback and understand what topics were overlooked in the questions or options for answering the questions. The community suggestions were organized and grouped into various themes. Recurring themes included: designing for various age groups, playground materials, playground amenities, playground activities and play features, and supportive features. Here are some specific comments:



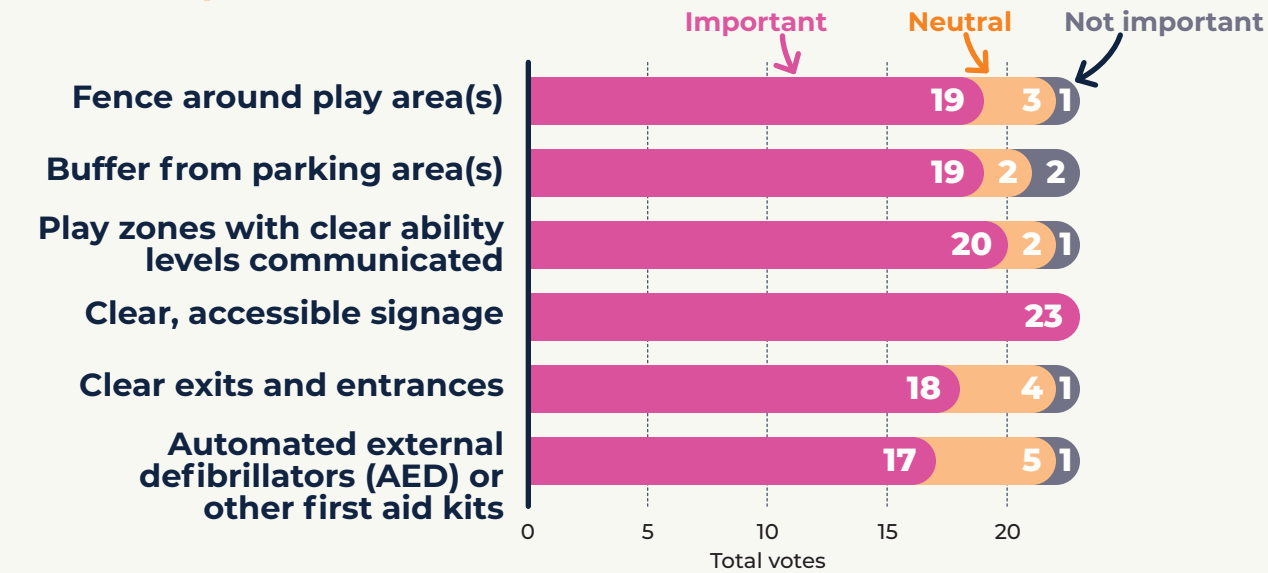
Caregiver Survey Results

Total Participants: 23

The caregiver survey consisted of a few questions to understand how the all-abilities playground can support those who care for individuals with different needs and abilities. It was shared with a targeted audience who has a level of expertise and experience in the all-abilities space. This survey was available at in-person events, including the playshops and district hybrid meetings) and online from December 12th, 2023, to January 10th, 2024. The survey was also shared directly by email to a list of stakeholders.



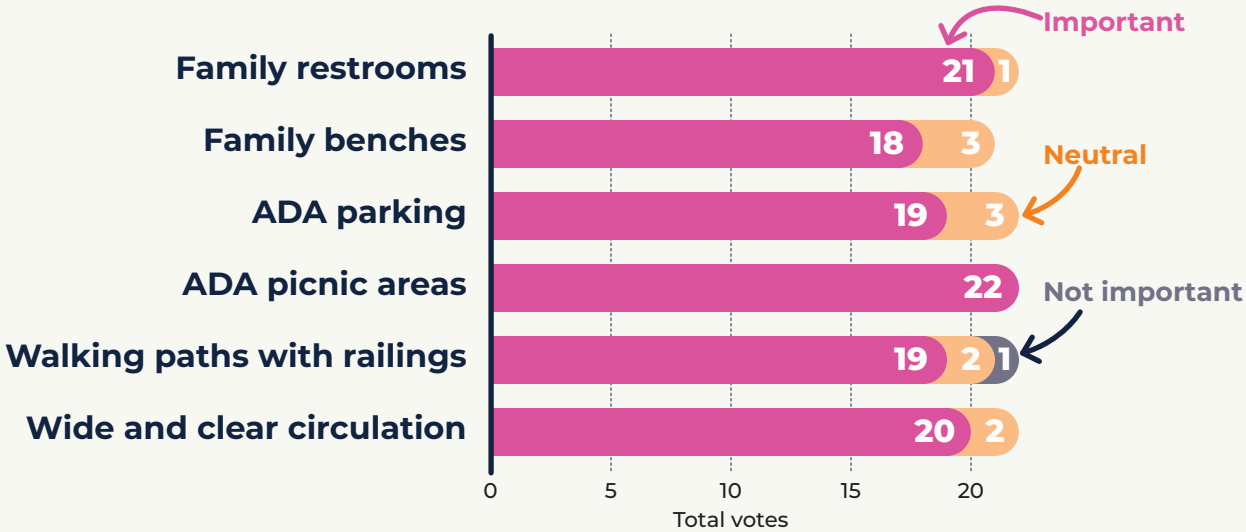
Q.18 - What do you need to keep the child under your care safe in an all-abilities playground setting? Please rank these elements by level of importance.



Other suggestions:

- “EASY ACCESS TO PLAYGROUND AWAY FROM TRAFFIC”
- INCLUDE CALMING, NEUTRAL COLORS
- GATED, WITH 2 ENTRANCE/EXIT POINTS

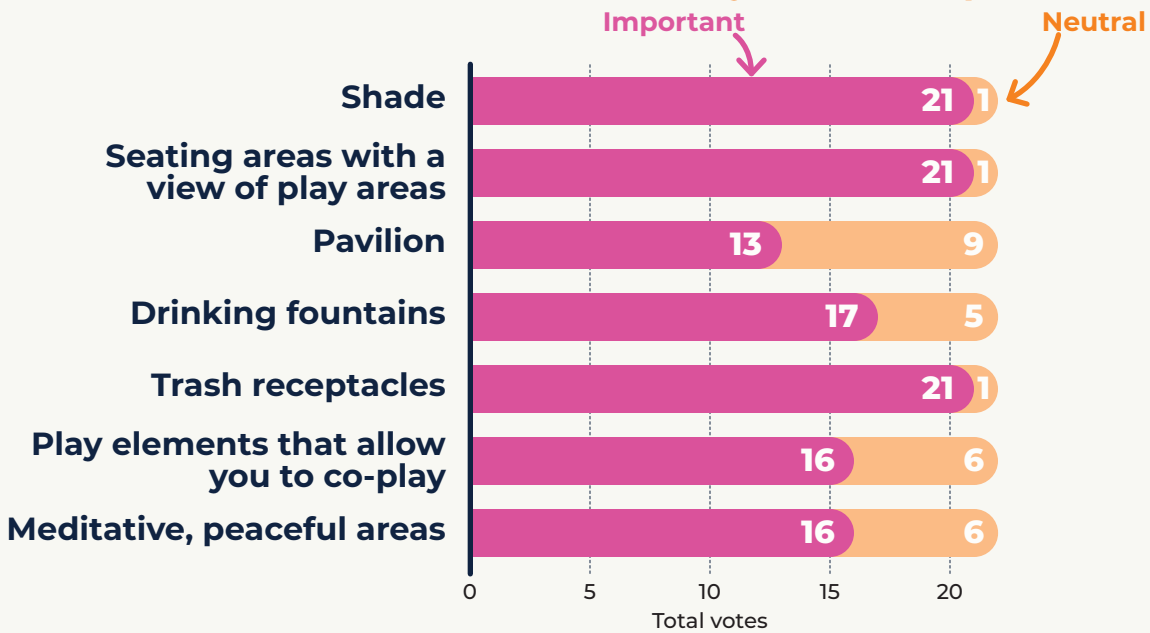
Q.19 - What playground amenities will make care-giving easier for you at the all-abilities playground? Please rank these elements by level of importance.



Other suggestions:

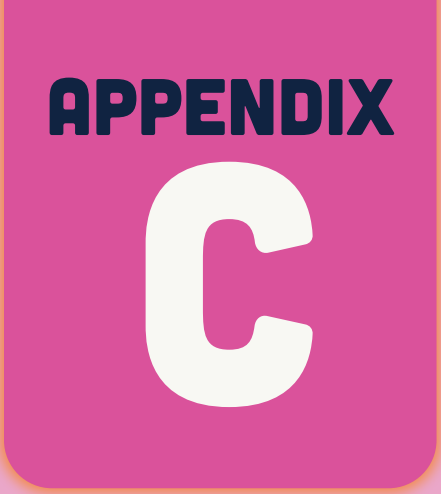
- “PLEASE MAKE SURE THE TRAIL IS ACCESSIBLE TO THOSE WITH WHEELCHAIRS”
- “ADULT CHANGING TABLES”
- CENTRALLY-LOCATED AREAS FOR CARETAKERS

Q.20 - What do you need to feel comfortable in an outdoor all-abilities playground? Please rank these elements by level of importance.



Other suggestions:

- “MOST ADA CHILDREN NEED CLOSE SUPERVISION, SO SEATING CAN BE LIMITED”



APPENDIX C | RAW ENGAGEMENT RESULTS

RAW RESULTS

Combined Online Survey Results lii

In-Person and Hybrid Events Boards Resultslviii

Caregiver Survey Resultslxviii

Combined Online Survey Results

ALL-ABILITIES ONLINE SURVEY RESULTS																			
Question																			
Help us with the Vision for the All-Abilities Playground by selecting the most successful vision statement. / Ayúdanos a seleccionar la visión para el Área de Juegos Inclusivo seleccionando de las siguientes opciones.	ENGLISH SURVEY	ENGLISH TOTAL	SPANISH SURVEY	SPANISH TOTAL	TOTAL														
The All-Abilities Playground in El Paso is a place where everyone in our community can play regardless of their abilities and without barriers.	288	511	17	33	305														
The All-Abilities Playground in El Paso is a positive place and focuses on acceptance and inclusion regardless of an individual's abilities.	166	511	9	33	175														
The All-Abilities Playground in El Paso is a happy place where you can be a kid and move your body with joy.	57	511	7	33	64														
What district do you currently live in? / ¿En qué distrito municipal de El Paso vive?	ENGLISH SURVEY	ENGLISH TOTAL	SPANISH SURVEY	SPANISH TOTAL	TOTAL														
1	77	478	4	29	81	15.98%													
2	72	478	3	29	75	14.79%													
3	43	478	2	29	45	8.88%													
4	67	478	1	29	68	13.41%													
5	46	478	2	29	48	9.47%													
6	57	478	4	29	61	12.03%													
7	56	478	5	29	61	12.03%													
8	60	478	8	29	68	13.41%													
How often do you visit our existing city all-abilities parks? / ¿Con que frecuencia visita los parques inclusivos de la ciudad?	ENGLISH SURVEY	ENGLISH TOTAL	SPANISH SURVEY	SPANISH TOTAL	TOTAL														
Once a Week / Varias veces a la semana	102	499	20	32	122														
Weekly / Una vez a la semana	111	499	8	32	119														
Monthly / Una vez al mes	151	499	1	32	152														
Never / Nunca	135	499	3	32	138														
What type of physical activities do you want to prioritize for the All-Abilities Playground? /¿Qué tipo de actividades físicas se deberían de priorizar en el Área de Juegos Inclusivos?	ENGLISH SURVEY	ENGLISH TOTAL	SPANISH SURVEY	SPANISH TOTAL	TOTAL														
Swing / columpiar	342	501	17	33	359														
Walk / Caminar	326	501	20	33	346														
Slide	308	501	-	33	308														
Climb / escalar o trepar	303	501	16	33	319														
Jump / saltar	268	501	15	33	283														
Balance / balancear	252	501	15	33	267														
Run / Correr	241	501	-	33	241														
Roll / rodar	185	501	8	33	193														

Crawl	163	501	-	33	163														
Chapotear	-	-	12	33	-														
Other	63	501	5	33	68														
Please select which physical activity features are most exciting for the All-Abilities Playground for you or your family members. Please select your top 2 favorite physical play opportunities. / Por favor, seleccione cuáles elementos de actividad física le gustaría más, a usted o a su familia, para el Área de Juegos Inclusivos.	ENGLISH SURVEY	ENGLISH TOTAL	SPANISH SURVEY	SPANISH TOTAL	Total votes	Total participants	HYBRID BOARDS	PLAYS HOP BOARDS	D1	D2	D3	D4	D5D6	D7	D8	TOTAL			
All-abilities Swings / Columpios incluyentes	208	511	17	33	225	544	38	17	3	3	1	2	1	0	2	292			
Climbing features / Áreas para escalar con diferentes niveles	198	511	11	33	209	544	37	20	1	1	0	3	1	0	1	273			
spray park/splash pad / Chapoteaderos	186	511	11	33	197	544	31	24	1	1	0	1	1	0	0	256			
All-abilities slides / Resbaladillas incluyentes	178	511	11	33	189	544	43	24	0	2	1	1	1	0	2	263			
all-abilities merry-go-round /Ruleta/carrusel incluyente	124	511	8	33	132	544	38	14	2	1	0	2	1	0	2	192			
walking track for the visibly impaired /Pista para caminar para personas con discapacidades visuales.	121	511	8	33	129	544	39	17	1	1	1	0	1	0	0	189			
other	7	511	0	33	7	544	-	-	-	-	-	-	-	-	-				
Please select which social/group activity features are most exciting for the all-abilities playground for you or your family members. Please select your top 2 favorite social opportunities. / Por favor seleccione cuáles elementos de actividades sociales o grupales le gustaría más, a usted o a su familia, para el Área de Juegos Inclusivos.	ENGLISH SURVEY	ENGLISH TOTAL	SPANISH SURVEY	SPANISH TOTAL	Total votes	Total participants	HYBRID BOARDS	PLAYS HOP BOARDS	D1	D2	D3	D4	D5D6	D7	D8	TOTAL			
play tower / Estructura de juegos	314	511	19	33	333	544	34	31	2	2	0	2	0	0	2	406			
different height basketball hoops / Canastas de baloncesto de diferentes alturas	246	511	16	33	262	544	25	23	3	1	0	0	2	0	3	319			
Wheelchair swings / Columpios inclusivos	172	511	16	33	188	544	31	30	1	2	0	1	1	0	1	255			
open play lawn / Campo abierto	158	511	7	33	165	544	19	13	1	1	0	3	0	0	1	203			
table games / Mesa de juegos	90	511	6	33	96	544	24	17	2	2	0	3	1	0	2	147			
communication play / Juegos de comunicación como bocinas de tuvo	36	511	1	33	37	544	14	17	0	1	0	0	2	0	0	71			
other	6	511	1	33	7	544	-	-	-	-	-	-	-	-	-				
Everyone engages with the world in different ways using multiple senses. Sensory play is a great way to provide inclusive opportunities to engage with play features. Please select the sensory categories that most excite you. Please select your top 2 favorite categories. / Todos interactuamos con nuestro entorno de diferentes maneras usando varios de nuestros sentidos. Una manera de promover la inclusión es utilizando juegos sensoriales. Por favor seleccione dos sentidos que le gustaría que incluyamos en el área de juegos o parque.	ENGLISH SURVEY	ENGLISH TOTAL	SPANISH SURVEY	SPANISH TOTAL	Total votes	Total participants	HYBRID BOARDS	PLAYS HOP BOARDS	D1	D2	D3	D4	D5D6	D7	D8	TOTAL			
Touch - water / El tacto - Agua	291	511	17	33	308	544	36	31	2	3	0	3	2	0	3	388			
See - bright colors / La vista – Colores brillantes	254	511	16	33	270	544	42	27	1	0	0	1	1	0	1	343			
hear - sound / El oído - Sonidos	184	511	16	33	200	544	20	13	1	3	0	2	2	0	2	243			
smell - floral, herbal / El olfato – Flores, hierbas	179	511	9	33	188	544	25	11	1	2	0	2	1	0	2	232			

touch - sand / El tacto - Arena	111	511	8	33	119	544	19	13	3	1	0	1	0	0	1	157
other	2	511	0	33	2	544	-	-	-	-	-	-	-	-	-	
Please select which sensory play activities are most exciting for the all-abilities playground for you or your family members. Please select your top 2 favorite sensory play opportunities. / Por favor seleccione que actividades o juegos sensoriales preferiría para el Área de Juegos Inclusivos.	ENGLISH SURVEY	ENGLISH TOTAL	SPANISH SURVEY	SPANISH TOTAL	Total votes	Total participants	HYBRID BOARD	PLAYS HOP BOARD	D1	D2	D3	D4	D5D6	D7	D8	TOTAL
sand table / mesa de arena	189	511	16	33	205	544	28	16	3	2	0	1	0	0	1	256
musical instruments / Instrumentos musicales	173	511	13	33	186	544	22	9	2	1	0	1	1	0	2	224
splash pad / Chapoteaderos	162	511	9	33	171	544	27	19	1	0	0	1	1	0	1	221
murals / murales	145	511	9	33	154	544	25	10	1	2	0	0	0	0	2	194
water misters / Rocíos de agua	122	511	11	33	133	544	24	10	0	1	0	2	1	0	2	173
mosaics / mosaicos	106	511	3	33	109	544	38	8	2	1	0	1	0	0	0	159
raised herb garden /	70	511	2	33	72	544	18	8	0	2	0	2	1	0	1	104
native flower garden / Huertos de flores nativas a la región	53	511	2	33	55	544	32	12	0	2	0	1	2	0	0	104
other	2	511		33	2	544	-	-	-	-	-	-	-	-	-	
Please select which cognitive and imaginative play activities are most exciting for the all-abilities playground for you or your family members. Please select your top 2 favorite imaginative play opportunities. / Por favor seleccione qué actividades de juego cognitivo e imaginativo son más atractivos para usted y su familia.	ENGLISH SURVEY	ENGLISH TOTAL	SPANISH SURVEY	SPANISH TOTAL	Total votes	Total participants	HYBRID BOARD	PLAYS HOP BOARD	D1	D2	D3	D4	D5D6	D7	D8	TOTAL
learning wall / Muro de aprendizaje	173	511	8	33	181	544	23	15	0	0	0	1	0	0	1	221
use of symbol and colors / símbolos y colores	150	511	12	33	162	544	31	11	2	0	0	0	0	0	0	206
habitat features / Características del hábitat	145	511	7	33	152	544	17	10	0	2	0	3	0	0	0	184
fort / fuertes	140	511	10	33	150	544	13	16	1	2	0	1	0	0	2	185
maze / Laberintos	138	511	8	33	146	544	27	16	1	2	0	2	2	0	2	198
water pump station / Estación de bombas de agua	120	511	9	33	129	544	20	24	1	1	0	2	2	0	1	180
small performance stage / Escenario pequeño	78	511	7	33	85	544	7	7	2	2	0	0	0	0	1	104
games / Juegos	76	511	5	33	81	544	19	12	2	0	0	0	2	0	2	118
other	1	511	0	33	1	544	-	-	-	-	-	-	-	-	-	
What is/are the ages of people under your care that you would like this all-abilities playground to serve? / ¿Cuáles son la(s) edad(es) de las personas bajo su cuidado a las cuales esta área de juegos les servirá?	ENGLISH SURVEY	ENGLISH TOTAL	SPANISH SURVEY	SPANISH TOTAL	TOTAL	* The English and Spanish survey options did not align, so the Spanish data was carefully placed in categories that best aligned with the English data categories.										
0-5	286	500	7	31	293	0-5	293									
6-10	297	500	18	31	315	6-10	315									
11-14	-	-	10	31		11-15	198									
11-15	188	500	-	-		16-20	106									
15-17	-	-	8	31		21-25	53									
16-20	98	500	-	-		36-49	59									

18-30	-	-	3	31		26-35	58												
21-25	50	500	-	-		50-69	3												
31-49	-	-	6	31		70+	62												
36-49	56	500	-	-		n/a	32												
26-35	55	500	-	-															
50-69	-	-	3	31															
70+	60	500	2	31	62														
n/a	31	500	1	31	32														
Playgrounds can be exciting and stimulating places which may become overwhelming to some users. How important is providing calming and relaxing areas for you or your family members? / Las áreas de juego pueden ser lugares emocionantes y estimulantes que pueden resultar abrumadores para algunos usuarios. ¿Qué tan importante es para usted o su familia que se proporcionen áreas calmantes o de relajación?	ENGLISH SURVEY	ENGLISH TOTAL	SPANISH SURVEY	SPANISH TOTAL	TOTAL														
Extremely important / Muy importante	343	511	25	33	368														
important / Importante	121	511	4	33	125														
somewhat important / Poco importante	36	511	1	33	37														
not important / no es importante	11	511	0	33	11														
Neutral	n/a	n/a	3	33															
What supportive features for the all-abilities playground are important to include in the design of the playground area?	ENGLISH SURVEY	ENGLISH TOTAL	SPANISH SURVEY	SPANISH TOTAL	Total votes	Total participants	HYBRID BOARD	PLAYS HOP BOARD	D1	D2	D3	D4	D5D6	D7	D8	TOTAL			
shade / Sombra	432	511	27	33	459	544	26	21	3	3	0	2	2	0	3	519			
family restrooms / Baños familiares	354	511	20	33	374	544	26	19	2	2	0	1	1	0	1	426			
seating / Asientos	320	511	21	33	341	544	11	10	0	0	0	2	0	0	0	364			
restrooms/Baños	308	511	19	33	327	544	31	19	1	2	0	2	1	0	2	385			
trash receptacles / Botes de basura	266	511	19	33	285	544	17	12	2	0	0	3	1	0	2	322			
picnic areas / Áreas de picnic	262	511	17	33	279	544	12	7	3	0	0	1	1	0	2	305			
family benches / Bancos familiares	249	511	20	33	269	544	12	3	0	2	0	0	0	0	1	287			
drinking fountains / Bebederos	248	511	17	33	265	544	18	7	2	1	0	2	0	0	2	297			
a fence around play area / Cercas alrededor del área de juego	229	511	13	33	242	544	40	17	1	2	0	2	0	0	2	306			
ADA parking / Estacionamiento para discapacitados	190	511	17	33	207	544	19	6	3	3	0	0	2	0	1	241			
clear exits and entrances / Entradas y salidas claras y visibles	171	511	12	33	183	544	13	4	0	0	0	0	1	0	0	201			
clear, accessible signage / Señalamientos claros y accesibles	155	511	12	33	167	544	8	2	1	1	0	0	0	0	0	179			
pavilion	139	511	-	33	-	544	21	6	0	2	0	1	1	0	2	172			
other	21	511	1	33	22	544	-	-	-	-	-	-	-	-	-	22			

In-Person and Hybrid Events Boards Results

HYBRID MEETINGS BOARD RESULTS		146 comments			
COMMENTS	THEMES		HYBRID MEETINGS THEMES SUMMARY		
QR codes on signs so they can be accessible	Accessibility		THEMES	Count	
We need to also think of adults with disabilities never go away. They are lifelong	Accessibility		All ages	14	
Accessibility for people with several disabilities	Accessibility		Materials	11	
Vibrations of chimes great for those who can't hear	Accessibility, ramps		Activities	10	
Ensure clear path to play features	Activities		Amenities	10	
Ramp for people who are missing limbs and do not use a chair	Activities		Secured area	10	
Braille needs to be available along with English and Spanish	Activities		Other	9	
Don't forget parents and caregivers with disabilities	Activities		Sensory activities	9	
Frisbee gold course	Activities		Accessibility	4	
Spinning toys for those who want that	Activities		Play area	8	
Group interaction vs individual activities – Collaborative Activities	Activities		Wheelchair accessibility	8	
Corn hole set up for tossing bean bags	Activities		Calm area	7	
Basketball	All ages		Lighting	7	
Soccer	All ages		Shade	6	
Games, chess and table tennis	All ages		Supportive features	8	
Needed features with more space for people who are tall and obese	All ages		Green space	5	
Have more features for tall people	All ages		Transportation and parking	5	

Consider people with disabilities of all heights and all ages example Domes habitat	All ages		Service animals	4
Balance adults and kids	All ages		Colors	3
Features for teens and adults	All ages		Safety	3
For the domes have one for teenagers not just tiny short kids	All ages		Hearing impaired	3
Different heights for domes	All ages		Nonverbal	3
Create aa play experience that's ideal for all ages	All ages		Open space	2
Also for teens	All ages		Restrooms	2
Also for teens	All ages		Seating and tables	2
Monkey Bars at different scales	All ages		Theme	2
Include programming for seniors' citizens	Amenities		Traffic	2
Bike, skating and scooter	Amenities		Ramps	2
Zip liner with chair	Amenities		Blind	2
Conference room for workshops to be held that fits at least 25 people. Community ambassadors with different agencies can provide services	Amenities		Maintenance	1
Gluten free – candy vending machine options	Amenities			
Heating areas in winter	Amenities			
Conference room for non-profits to come and educate the community	Amenities			
More education features	Amenities			
Signage should have story board	Amenities			
Community ambassador will be needed	Amenities			
Add pet fountains	Calm area			
Domes for calming area	Calm area			
Calm down or relaxing area for when the person with disability needs ab reak	Calm area			

Away from noise activities	Calm area			
Covered dome is important for autism children	Calm area			
Maybe sound damping in quiet areas	Calm area			
Peaceful area is far from typical playground area	Calm area			
Configure panels to create quiet cozy spaces that provide comfort for those who over stimulated by noise/activity	Colors			
Make Park colorful – color equals happiness	Colors			
Panel should be colorful “translucent panels” it creates colorful shadows	Green space			
More vegetation	Green space			
Green space	Green space			
Nature play	Green space			
Nature areas	Green space			
If flowers gardens are located, who does the landscaping? How much (Lost) per year maintenance	Lighting			
A place with lights	Lighting			
Sensory lights, different colors	Lighting			
Having enough lights	Lighting			
Lights and safety	Lighting			
Lots of lighting	Lighting			
Lights	Lighting, colors			
Lights in tunnels	Maintenance			
Maintenace costs	Materials			
Please use material that is not sand/wood chips in playground	Materials			
No metal surfaces	Materials			

Turf and faux grass – many people are allergic to grass	Materials			
Consider that sand could possibly be ingested. Alternative bean bags with sand	Materials			
No metal slides	Materials			
Artificial grass because of the water	Materials			
No desert plants please hazard no needles	Materials			
No cactus plants	Materials			
Sand would present problems	Materials			
Maybe orbees instead of sand – choking hazard	Materials			
Artificial grass for soccer – hot !	Open space			
More open space	Other			
Instagram location	Other			
Cohen should be the site	Other			
Will the parks be closed at night	Other			
Visibility from outside is good	Other			
Dark spaces with light effects some electronics	Other			
Ball neat	Other			
Towers inhabitable spaces to crawl in colors	Other			
We need plenty of square footage	Other			
This type of space would encourage people to come out so much	Play area			
Story boards for kids/adults that are on the spectrum	Play area			
Panels are tall enough to create immersive experience for kids but low enough for caregivers to supervise	Play area			
Climbing features need really bounce ground	Play area			

Implement with in playground space	Play area			
Longer and maze – like you can’t see who you’re going to	Play areas			
Consider zones and adjacencies	Play areas			
Love the hillside play	Restrooms			
Music classes	Restrooms			
Non gender restrooms	Safety			
More family restrooms	Safety			
Needing a AED location	Safety			
AED location	Seating and tables			
Emergency phone to call 911if needed	Secured area			
Different styles of benches please not plastic	Secured area			
Fence	Secured area			
Fencing no chainlink	Secured area			
Fence	Secured area			
We need fence a tall fence some children are fast climbers and they can easily elope	Secured area			
Fence high enough at least 7ft our children climb fast	Secured area			
An officer to monitor our playground so it will not be vandalized	Secured area			
High fence one entrance and exit	Secured area			
Fence	Secured area			
Fence	Sensory activities			
A fence is important for those kids that wonder around. Fence will keep kids safe	Sensory activities			
Sensory friendly water fountains	Sensory activities			
Sensory friendly movies once a month	Sensory Activities			
Dedicated sensory friendly hours	Sensory Activities			
Tunnel is great for sensory friendly area	Sensory Activities			

A place with wood trunks, flowers and boulders	Sensory activities			
Tunnels like Parie dogs' habitats with slides and water	Sensory activities			
Sensory panels are ground level pieces of equipment, allowing parents and or caregivers adults with disabilities to participate in play with the kiddos	Sensory activities			
Children/adults with hearing and visual impairments tend to have a more sensitive sense of touch textures of sensory panels – maze- explore at their own pace	Sensory activities			
Sand on elevated tables	Service animals			
Accessible area for service animals	Service animals			
Area for service animals can relieve pee/poop themselves	Service animals			
What about service animals? Do they have a space to run use the restroom	Shade			
Accessible walking for service animals	Shade			
Must have shade, trees picnic areas maybe lawn or cement areas for performers	Shade			
Trees	Shade			
Covered areas for summer	Shade			
Cooling area for summer like the rec centers	Shade, seating and tables, open areas			
Shade	Supportive features			
Because of our weather, lots of shade	Supportive features - hearing impaired			
PECS- picture exchange communication system board	Supportive features - hearing impaired			
Having a pecs board for those who are non-verbal	Supportive features - nonverbal			

Braille one	Supportive features - nonverbal			
Audible motion device to describe areas for a deaf person	Supportive features - nonverbal			
PECS available throughout the park for adults with children with disabilities to communicate with each other	Supportive features - vision impaired			
Adult changing table	Supportive features - vision impaired			
Solar system theme	Theme			
Combination of themes for play such as musical – visual	Theme			
Consider away from high transited roads	Traffic			
Please find a location away from traffic	Traffic			
Location where the sun metro left can easily pick up and drop off	Transportation and parking			
Bike racks for those adults with disabilities who ride bicycles not everyone drives	Transportation and parking			
Place for bikes	Transportation and parking			
Parallel parking for vans	Transportation and parking			
Accessible drop off/ pick up parking for the lift users	Transportation and parking			
Configure panels to accommodate wheelchairs and other mobility devices	Wheelchair accessibility			
Make playground spacious for those with wheelchairs	Wheelchair accessibility			
Ramps on different areas at park. Less stairs, less steps or none at all	Wheelchair accessibility			
Wheel chair pickleball court	Wheelchair accessibility			
Courts for wheelchair basket ball	Wheelchair accessibility, activites			
Swings that can swing a wheelchair	Wheelchair accessibility, activities			

Ensure opening can fit a wheelchair and or power chair	Wheelchair accessibility, play area			
Not in the sand- no wheelchair spot at the table	Wheelchair accessibility, ramps			
PLAYSHOP BOARDS RESULTS		29 comments		
COMMENTS	THEMES		HYBRID MEETINGS THEMES SUMMARY	
Social and Group Play Features			Play area	13
Please incorporate wheelchair swings!	Wheelchair Accessibility, Play area		Amenities	5
			Wheelchair Accessibility	3
Supporting Features			Lighting	2
Large changing tables & sink	Supportive features		Restrooms	2
Large Family Bathroom	Restrooms		All ages	1
Family bathrooms are a necessity for children who need assistance w/ personal care	Restrooms		Green space	1
			Materials	1
What Else?			Secured area	1
Zip-line	Play area		Sensory activities	1
Zip-swing	Play area		Supportive features	1
Lights	Lighting			
Lights	Lighting			
Zip-Line	Play area			
Swings for kids and adults	Play area, all ages			
Co-swing	Play area			
Cushy ground	Materials			
Wheelchair accessibility for manual wheelchair	Wheelchair accessibility			
Think about weight of electric chairs	Wheelchair accessibility			

Chihuahua playground	Amenities			
Splash pads	Play area			
Que entodos haya Una alberca Translate: Let there be a pool in all of them	Amenities			
Playground for dogs	Amenities			
Zipline that goes through the park	Play area			
Skateparks, transportation to the skate parks	Amenities			
Garden area	Green space			
Ball pit	Play area			
Water park	Play area			
Climbing wall	Play area			
All fenced only one enter/entrance	Secured area			
Part of park have a sensory friendly area	Sensory activities			
Food area	Amenities			
Zipline that goes through the park	Play area			
Swings for kids and adults	Play area			

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Caregiver Survey Results

CAREGIVER SURVEY RESULTS		23 Responses							
QUESTION				TRANSLATION	THEMES		CAREGIVER SURVEY THEMES SUMMARY		
What do you need to keep the child under your care safe in an All-Abilities Playground setting? Please rank these below elements by level of importance:	Important	Neutral	Not Important				THEMES	Count	
Fence Around Play Area(s)	19	1	3				Calm area	5	
Buffer from Parking Area(s)	19	2	2				Wheelchair accessibility	5	
Play Zones with Clear Ability Level(s) Communicated	19	3	1				Other	4	
Clear, Accessible Signage	20	2	1				Accessibility	3	
Clear Exits Entrances	23	0	0				Amenities	3	
Automated External Defibrillators (AED) or Other First Aid Kit(s)	18	4	1				Seating and tables	3	
Calm, Low Stimulus Areas	17	5	1				Sensory activities	3	
Other suggestions?:				TRANSLATION	THEMES		Supportive features	3	
Involveramiento de Iso familiares.				Involvement of family members	Engagement		Open space	2	
Maybe a vending machine with gluten free snacks					Amenities		Secured area	2	
I wish park is far from parking or gated and only 2 entrance/exit. Having a calm/sensory friendly area for IDD children					Traffic, secured area, sensory activities		Traffic	2	
Not at this time, but thank you for your at attention on this matter.							All ages	1	
More doggie bag containers with signs to get dog owners o pick up after their dogs!					Amenities		Colors	1	
Picnic areas					Seating and tables		Engagement	1	
Easy acess to playground away from traffic and and of course you need shades					Traffic, shade		Play areas	1	
playgrounds for children with special needs are nice but it doesnt do any good to have playground if el paso doesn't have a nursing facility to assess children with myotubular myopathy. i just learned this and until we resolve our issue for our grandson, the issue of playgrounds cannot be significant to us					Supportive features				
							Safety	1	

Although I live alive, vibrant colors, and probably others too, people with disabilities actually like calm, neutral colors because it gives a sense of calmness. Please keep this in mind.					Colors, calm area		Shade	1
For ADA accessibility nothing can be left out.					Accessibility		Restrooms	1
What playground amenities will make caregiving easier for you at the All-Abilities Playground? Please rank these the below elements by level of importance:	Important	Neutral	Not Important					
Family Restrooms	21	1	0					
Family Benches	18	3	0					
ADA Parking	19	3	0					
ADA Picnic Areas	22	0	0					
Walking Paths with Railings	19	2	1					
Wide and Clear Circulation	20	2	0					
Other suggestions?:				TRANSLATION	THEMES			
Estar pendiente siempre de todos los ninos especiales				Always be on the lookout for all special children	Other			
Wipes available in restrooms for those children who need them. Adult changing tables.					Supportive features			
Sensory friendly area					Sensory activities			
Making playground accessible to all age groups					All ages			
Having swings in the same area and not to far from the play area would be helpful for parents who have more than one child with special needs. Would make it easier to keep an eye on both.					Play areas			
I would like to see more ADA activities for those who are in a wheelchair and safe zones for those who have autism. like domes or an open space away from noise					Wheelchair accessibility, calm areas			
Wheelchair accessible					Wheelchair accessibility			
Separate pet area					Amenities			
Need open spaces with natural desert landscape					Open space			
is anyone in your staff aware of myotubular myopathy?					Supportive features			
Please make sure the trail is accessible to those with wheelchairs.					Wheelchair accessibility			

What do you need to feel comfortable in an outdoor, All-Abilities Playground? Please rank these the below elements by level of importance:	Important	Neutral	Not Important					
Shade	21	1	0					
Seating Area(s) with View of Play Zones	21	1	0					
Pavilion	13	9	0					
Drinking Fountains	17	5	0					
Trash Receptacles	21	1	0					
Play Elements that Allow You to co-Play	16	6	0					
Meditative, Peaceful Areas	16	6	0					
Other suggestions?:				TRANSLATION	THEMES			
Accesibilidad a todos sin discriminacion				Accessibility to all without discrimination	Accessibility			
Peaceful area is far from typical play gym. Less noise is possible.					Calm areas			
make sure there is grass area as well for playing					Open space			
Make it attrative the best park anywhere, southwest format and tl el paso culture					Other			
Not all children like to be with great multitudes, please consider having different play areas. Some of our children do not do well with great numbersof people.					Calm area			
Most ADA children need close supervision, so seating can be limited.					Seating and tables			
Are you a caregiver with an accessibility and/or disability need? Can you elaborate on how this all-abilities playground can provide for your specific needs in ensuring a safe and fun environment for the child you are caretaking?				TRANSLATION	THEMES			
Yes. I would like to see more ADA activities for those who are in a wheelchair and safe zones for those who have autism (like domes or an open space) away from noise.					Wheelchair accessibility, calm areas			

No tengo ninos pero es importante siempre estar al cuidado de ninos y adultos				I don't have children but it's important to always be in the care of children and adults	Other			
Yes, I am. Waterplay for children w/ sensory issues. The current water parks do not offer this. I want my child to enjoy activities where he can "stim" freely. Have sensory activities, fenced area, so my son cannot elope far from me					Sensory activities			
Special needs children most time can't go to typical playground. All ability playground is very important and less stress to family members with autistic families.					Accessibility			
Seating benches, covered peaceful areas and family Restrooms					Seating and tables, shade, restrooms			
I am not a caregiver, however, as a community activist, I do get involved with others who are caregivers!					Other			
Yes; would allow my son to be in a secured playground where it would be hard for him to run out of since he is a runner. Going to playgrounds that are fenced in is hard because I have another child and they both like to play in different areas.					Secured area			
The all abilities playground in Round rock, TX is a perfect example! We have gone and my daughter loved it. Almost everything she could do in her wheelchair. Including an accessible treehouse that was a big hit. Ramps, elevated play elements, a racetrack or such to enjoy wheeled activities, musical play to facilitate non-verbal communication, different kind of swings such as wheelchair swings, companion swings, etc. "Miniature city" with buildings, roads, sidewalks.					Wheelchair accessibility			
yes I am. I want my child to be able to enjoy a park in the outdoors without judgment. I want him to be able to be himself, to stim, to have echolalia without others telling me to leave or telling me to have him be quiet.					Safety, Community			



APPENDIX D | SITE SELECTION METHODOLOGY & PROCESS

METHODOLOGY & PROCESS

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SITE SELECTION METHODOLOGY & PROCESS

Introduction

Appendix D | Site Selection Methodology & Process provides more detail to the method and data used for the site selection analysis for the All-Abilities Playground.

Initial Parcel Refinement

These parameters are used to reduce the number of parcels for consideration in both the city-owned and non-city-owned analyses by removing parcels that have basic characteristics that are not conducive to an all-abilities playground.

Within COEP City Limits
The parcel data obtained is from El Paso County. Only parcels within the COEP will be included in the analysis.
Parcels remaining: 212,885

Parcel Size
All parcels must be between two (2) to five (5) acres in size.
Parcels remaining: 2,931

Parcel Split of City versus Non-City Owned

- » Non-City-Owned
Parcels remaining: 2,412
- » City- Owned
Parcels remaining: 519

Incompatible Uses or Locations
As part of refining the parcel database, BGC will remove all parcels that:
Non-City Owned

- » Include existing buildings - 1,496 parcels.
- » Contain existing stormwater or retention pond facilities - 6 parcels.
- » Are within the Airport and Airport Master Plan Area - 16 parcels.

Parcels remaining: 894
City-Owned

- » Contain existing baseball/ softball or other “flat” grass fields due to low inventory of these types of facilities - 4 parcels.

- » Contain existing stormwater or retention pond facilities - 100 parcels.
- » Are within the Airport and Airport Master Plan Area - 105 parcels

Parcels remaining: 310

Zoning | Vacant Land | Park Land
Parks & Playgrounds are permissive uses in all zoning categories except for Natural Open Space District (NOS) and Urban Reserve District (URD). Any parcels with these zoning designations will be removed from the dataset.

- » The county parcel dataset did not include any information on these two types of zoning. However, BGC removed all Franklin Mountain State Park, Fort Bliss, Canal Easements/ROWs, Ponds/ Impoundments, Street Easements/ROWs, and Texas Parks and Wildlife parcels from both parcel data sets.

Parcel must be vacant for non-city-owned properties OR must be vacant city-owned OR existing park in city-owned properties.

- » For both city and non-city owned properties, the parcel database was not a reliable source of whether a property was vacant. The attribute for “VACANT” was not fully populated in the county parcel database and was also incorrectly coded for whether a property was vacant or not in many instances. Therefore, BGC could not use this data as a reliable resource to determine vacancy. As a result, BGC manually went through all parcels in both databases and conducted a visual inspection to determine whether a parcel was vacant or not (note: this took a significant amount of time to complete).

- » Non-City-Owned
Parcels remaining: 316
- » City- Owned
Parcels remaining: 107

Parcel Prioritization Analysis List

Since the analysis is binary in nature, a parameter either exists in a parcel or it does not (1 or 0). Therefore, the weighting represents a score more than a percentage. Presence of a parameter would receive a “1” and say an associated weighted percentage of 15. This would result in a score of “15 points.” Conversely, if a parameter is not present within the parcel, it would receive a “0” and consequently a score of “0 points.” All scoring below shall be represented in points as opposed to percentages.

SUMMARY LIST OF PARAMETERS
Very High Priority

- » 15 points - Locations of Existing All-Abilities Playgrounds
- » 15 points - Disabled Persons Census Tracts
- » 15 points - Adjacent to Existing Park/Open Space

High Priority

- » 10 points - Social Vulnerability Index (SVI)
- » 10 points - Roadways with Risk Factors
- » 10 points - Centrally Located

Moderate Priority

- » 5 points - EJScreen (Environmental Vulnerability)
- » 5 points - Terrain Slope Percentage
- » 5 points - Pedestrian and Bicycle Trails Connectivity
- » 5 points - Bus Stops
- » 5 points - Wetlands & Floodplains

Parameter Details

1. Locations of Existing All-Abilities Playgrounds (15 points)

Parcels outside of a 1 mile radius from existing all-abilities playgrounds (3 existing and two under construction playgrounds in COEP) and 2 county locations received **15 points**.

- » BGC created a **1-mile radial buffer** around each existing/ planned all abilities playground.

2. Disabled Persons Census Tracts (15 points)

Parcels located **within census tracts** where the number of disabled persons are above the 90th percentile received 15 points.

3. Adjacent to Existing Park/ Open Space (city-owned or non-city-owned properties) or within existing park (city-owned properties) (15 Points)

Community survey feedback showed that having an all abilities playground adjacent to another park/ open space (or in the case of city-owned properties, within or adjacent to existing parks (**within 150 ft.**), but not open space). Parcels adjacent to parks/open space received 15 points.

4. Social Vulnerability Index (SVI) (10 Points)

SVI is measured through 16 individual variables ranked into four themes (socioeconomic status, household characteristics, racial and ethnic minority status, and housing type and transportation), then summed into an overall vulnerability score.

The overall score is then calculated into overall percentile rankings. Census tracts in the top 10%, i.e., at the 90th percentile are flagged by the CDC as having very high vulnerability. Parcels that included SVI measurements within the 90th percentile for any of the 16 variables received 10 points.

5. Roadways with Risk Factors (10 points)

Roadways that have been identified as having any elevated level of risk factors for pedestrian and bicycle traffic. Parcels NOT adjacent to these roadways received 10 points.

- » BGC created a **100 foot buffer around the roadways** to ensure street frontage along the parcel boundaries were captured. The roadway data followed the centerline of streets.

6. Centrally Located (10 points)

Community survey feedback indicated that a “centrally located” playground would be a priority. At the direction of the COEP, BGC used the “Central Area” polygon from the planning areas noted in the 1997 City of El Paso Comprehensive Plan. Parcels within the Central Area received 10 points.

7. EJScreen (5 points)

EJScreen data measures 13 environmental indicators (see list below) and selects demographic indicators to create EJ Index values. Each EJ Index value is then reported as a percentile in comparative relation to other EJ Index values. EPA has determined that the 80th percentile and above indicates elevated risk for exposure to environmental risk factors. Parcels outside the 80th percentile and above census tracts received 5 points.

EJScreen Environmental Indicators:

- » Particulate Matter
- » Ozone
- » Diesel Particulate Matter
- » Air Toxics Cancer Risk
- » Air Toxics Respiratory Risk

- » Toxic Releases to the Air
- » Traffic Proximity and Volume
- » Lead Paint
- » Superfund Proximity
- » Risk Management Plan Facility Proximity
- » Hazardous Waste Proximity
- » Underground Storage Tanks and Leaking Tanks Proximity
- » Wastewater Discharge

8. Terrain Slope Percentage (5 points)

Parcels with at least 2 acres of slope less than 7% received 5 points. The following is the data process to create the slope percentage layer.

- » Clipped LiDAR to COEP boundaries.
- » Converted LiDAR to percent slope.
- » Exported all raster pixel values 7% slope or less.
- » Clipped 7% or less slope raster data to city and non-city owned parcels.
- » Converted raster data to vector data.
- » Merged all adjacent polygons (to obtain continuous <7% slope areas).

- » Union of parcels and slope data.
- » Calculated acres of all polygons within each parcel.
- » Deleted any polygons less than 5 acres.
- » Used the polygon data to determine if any areas within parcels were > 2 acres in size with < 7% slope.

9. Pedestrian and Bicycle Connectivity (5 points)

Parcels within 400’ of any pedestrian or bicycle trail received 5 points.

- » BGC created a 400’ buffer around all trails.

10. Bus Stops (5 points)

Community survey feedback showed that access to public transportation was important for locating the playground. Parcels located less than 400’ from any bus stop received 5 points.

- » BGC created a 400’ dissolved radial buffer around each bus stop location.

11. Wetlands & Floodplains (5 points)

Parcels that have over 2 acres total outside wetlands/floodplains will be prioritized.

- » Merged all flood zone and wetland data into one layer.
- » Clipped flood/wetland data to parcel data (city and non-city owned).
- » Merged clipped flood/wetland data with parcel data.
- » Deleted all areas from merged data that were flood/wetland. This left areas of non-flood/wetland.
- » Calculated acreages on non-flood/wetland.
- » Selected all parcels that include areas greater than 2 acres of uplands.

DATA SOURCES

Parcel Data - <https://epcad.org/OpenGovernment#shapefiles>

LiDAR Data - <https://apps.nationalmap.gov/lidar-explorer/#/>

Central Planning Area - https://city-of-el-paso-open-data-coepgis.hub.arcgis.com/datasets/18af718f54084734b90aaad2fa53f97d_0/about

COEP Municipal Boundary - https://city-of-el-paso-open-data-coepgis.hub.arcgis.com/datasets/c4518c66c0804b3db1c321904d58ca3b_0/about

EJScreen (EPA) - <https://www.epa.gov/ejscreen/download-ejscreen-data>

Social Vulnerability (CDC) - https://www.atsdr.cdc.gov/placeandhealth/svi/data_documentation_download.html

City Trails - Delivered by COEP

Regional Trails - Delivered by COEP

Roadway Risk Factors - Delivered by COEP

Locations of Retention Ponds and Sports Fields - Delivered by COEP

Non-City Owned Parcels with Existing Buildings - Delivered by COEP

Bike Lanes - https://city-of-el-paso-open-data-coepgis.hub.arcgis.com/datasets/45caa98e63ca44afa665c86eec7fec9b_0/about

Bus Stops - https://city-of-el-paso-open-data-coepgis.hub.arcgis.com/datasets/b85d2d13693442e7a4d7187b67c9b084_0/about

Parks - https://city-of-el-paso-open-data-coepgis.hub.arcgis.com/datasets/890b01c3878c486488e9d8d640964f0e_0/about

Floodzones - https://city-of-el-paso-open-data-coepgis.hub.arcgis.com/datasets/eb7caa5ac312440c8717ce21bbe03223_0/about

Wetlands - <https://www.fws.gov/program/national-wetlands-inventory/data-download>

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