



our  
passion.  
our  
thinking.

design  
make  
play  
**Sutcliffe Play**

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# Inclusivity for all

**At Sutcliffe Play, we know that exciting, challenging play from an early age can boost children's physical, mental and emotional health and wellbeing, and set them up for future success.**

With every project, we're determined to deliver these benefits to every child – whatever their age, gender, whether or not they have a disability, and whatever the nature of that disability happens to be. This means designing our equipment and play spaces innovatively, with inclusion at their heart, but integrating this in an invisible way to deliver the broadest possible appeal to all.

**We have almost 35 years of hard-earned experience of delivering on this vision.**



## **Our passion...**

We have high respect for the fact that the simple act of play carries a multitude of benefits for all children.

It isn't just fun (although it is very fun!), it also encourages creativity, exploration, social interaction, confidence building, and risk taking. It is widely recognised that play aids children's emotional, physical, and cognitive development – and this sentiment is endorsed by Article 31 of the U.N. Convention on the Rights of the Child, which states that every child has a right to leisure and play.



## Our thinking...

We are informed by the 'social model of disability'; developed from the expertise and lived experiences of disabled people, it makes clear that societal barriers, such as a lack of access or negative attitudes, are the real problem, rather than any impairment. Inspired by this, we strive to incorporate inclusivity into a huge swathe of our products and spaces, through innovative, thoughtful equipment and play area design.

In the UK there  
are an estimated

# 16m\*

disabled people

# 11%\*

of children have  
a disability

Figures from 2024\*



# How?

## But how exactly do we guarantee this level of inclusivity in our work?

It begins by understanding the most prevalent conditions that affect disabled children, identifying how they may present a barrier, and working towards innovative solutions...



**Look out** for the Inclusive logo next to our products



## Physical conditions...

are estimated to affect

# 41%\*

of disabled children, impacting mobility, dexterity, strength, co-ordination, stamina, breathing or balance, and can limit children's physical access to play spaces.

Thoughtfully designed equipment can address this, for instance with drag ramps, wider decks or nets, and can provide a suitable level of challenge and healthy element of risk.

## Sensory conditions...

are estimated to affect

# 11%\*

of disabled children and can include deafness, tinnitus, blindness, peripheral vision loss, and vestibular conditions.

These can inhibit children's enjoyment of more traditional, slide and swing playgrounds, and they're best addressed with sensory rich equipment such as those with visual, auditory, tactile, or proprioceptive (self-movement and force) elements.



## Cognitive conditions...

such as those affecting memory, learning, mental health and speech, are estimated to affect a massive

# 73%\*

of disabled children. They can impinge upon a child's enjoyment of play by disrupting their perception of their experiences, and thereby limiting the emotional benefits they may derive from them. These conditions are best addressed by helping children problem solve, and develop abstract thinking skills.



## Neurological conditions...

such as epilepsy, neural damage or cerebrovascular disease, can have a big impact on disabled children's play experiences, and impact the intuitive learning they would otherwise enjoy.

Environments that address this should include elements which encourage a range of gross (large muscle use) and fine (small muscle use) movements, and support those with varied mobility, motor control and posture.

# 50%\*

of disabled children were reported to have a social or behavioural impairment

## Social/emotional conditions...

such as those which affect social behaviour, interaction, self-awareness and emotional intelligence, can disrupt the interpersonal development that play inspires.

Luckily, this can be combated with fully inclusive equipment and spaces which allow all children to be socially included, utilise their imaginations, and overcome social anxiety.



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# Play & space

**Playgrounds are a childhood staple, enabling young visitors to play, develop, socialise, and gain an understanding of their own boundaries, and those of others. But their primary function is simple - they should be fun, for everyone!**

Achieving this is not always as straightforward as it sounds. Some playgrounds can be restrictive in terms of location, accessibility, size and budget, especially for those with disabilities or increased access requirements.

But the value of play is immeasurable, with even the UN recognising its power – the notion that play enhances children’s development is endorsed by Article 31 of their Convention on the Rights of the Child, which states that every child has a right to leisure, play, and to participate in cultural and artistic activities. Crucially, no discrimination is made on ability.

This means that however difficult, play designers, including our own, must work hard to consider accessibility and inclusivity at every stage of their work, and design spaces that meet the needs of families from across the community, irrespective of age, gender, or ability.

**Because every child, and every playground, is different.**



# Accessibility

## Design factors & guidelines

**Accessibility and inclusivity are not interchangeable concepts, but it's difficult to classify a playground as truly inclusive if it excludes certain children or adults from attending, however specialist the equipment within.**

Considerations around accessibility are driven primarily by the existing infrastructure of the open space. Ease of movement within the playground, and defined circulation routes to and around inclusive features are crucial, but they are far from the only accessibility guidelines.



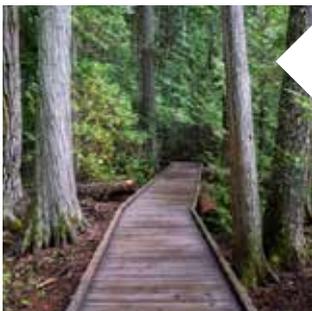
### Flow Lines

Access and anticipated flow lines within the playground itself should be suitable for accompanied children or those in wheelchairs.



### Access

The suitability of the playground's access gates (if part of the design).



### Natural Shade

The presence or introduction of natural shade and parent/carer seating, may encourage visits to the playground more often.



### Safety Surfacing

Preference of safety surfacing. Although a mixture of surfacing types can add textural variety and play value, some loose fill surfaces can be restrictive to wheelchair users.



### Location

Location of the playground within the open space. Does the location offer the best access?



### Expected Route

The expected route from the nearest parking bay to the playground, including factors such as surface type/condition, width of gates, and overall distance.

# Inclusivity

## Neurological

Shuffle decks, ideal for allowing children to crawl onto a unit or for easy side transfer from a wheelchair to a unit.

**A popular misconception is that for a playground to be considered inclusive, being suitable for children with mobility issues alone is sufficient.**

In fact, the number of children identified as having a mobility-related disability is 16% - a sizeable number, but the remainder will report a disability or combination which fall under the five categories of physical, sensory, cognitive, neurological and social.

For these children, mobility-inclusive items such as ramped access to play features or basic ground-level equipment are unlikely to make much of a difference, and won't remove the obstacles that hinder their participation in play. That's why truly inclusive playgrounds generally encourage three types of play: physical, social, and sensory.

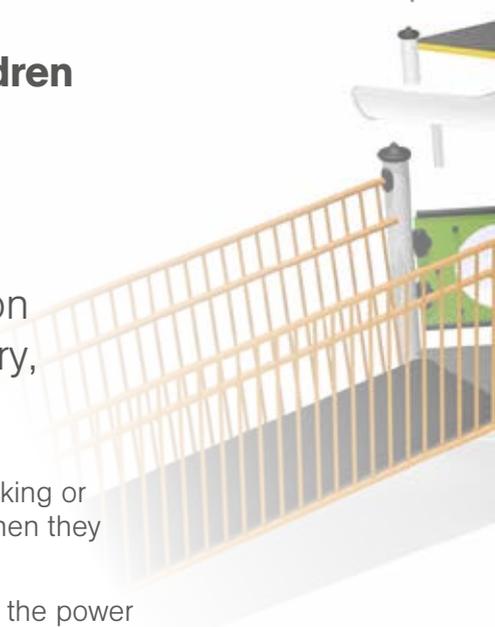
Sensory play is particularly important for children on the autistic spectrum, or who live with other neurodivergent conditions, and who often have issues with sensory processing. These children can become overstimulated by loud noises, and may need to retreat from the perceived commotion - and an inclusive playground will anticipate such a need, and provide easily accessible areas of escape.

Conversely, for those who seek out sensory stimulation, it is possible to include equipment which meets these requirements, alongside the thrilling

physical sensations such as rocking or spinning that a child expects when they visit their local playground.

Inclusive playgrounds also have the power to create connections between children of different abilities. The most effective way this can be achieved is by combining inclusive features with more dynamic, challenging elements as part of the same play structure.

This philosophy is on full display on our inclusive multiplay units, which offer play features and access routes that are designed specifically for children with disabilities, whilst still retaining meaningful play value to all children, within a single all-ability structure.





### Physical

Accessibility for users with some strength and co-ordination in their arms and legs. Climbing nodes and soft steel cored rope helps users to pull themselves up using upper body strength or push with their legs to get to the top.

### Social

Social and supervision space in the centre of the unit, with a large substantial roof to provide vital shelter from the elements and supported seating for adults and children.

### Physical

Net hammocks with a wide side transfer entrance are big enough to take helpers.



### Sensory

Yellow and black give maximum colour contrast for the visually impaired on drag ramps, deck edges and steps.

Positioned at a low angle, these steps have shallow wide treads made from soft rubber. There are two hand-rails at two different heights to give additional support and assurance.

### Neurological

Extra large plywood covered decks for shuffling and crawling also offer space for children and helpers.

### Physical

Easy access ramps for wheelchair use.

### Sensory

Music pipes and other panels for a sound play element.

### Cognitive

Communication games – both auditory and visual.

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# Play for all

## Design factors & guidelines

**Whilst an inclusive roundabout will have features designed to accommodate disabled children alongside exciting play elements for all, or a swing frame may be fitted with traditional flat seats as well as an inclusive nest or boat seat, encouraging integration between young visitors should not be restricted to the equipment alone.**



A play area's design can also make a huge difference in terms of breaking down barriers between children of all ability levels, and compelling them to play quite literally side by side.

For instance, two items with similar play features, such as one rocker which is inclusive for children to sit-in with engineered support, and one that is sit-on and requires the

child to provide their own balance and support, may be placed adjacent to each other.

In so doing, this allows children of different abilities to enjoy the same activity in the same part of the play space, fostering familiarity, compassion and empathy, on equipment which is tailored to their needs.



## Considerations

Further considerations should also be made with regard to older visitors. Fully inclusive playgrounds should feature appropriate seating, such as benches or picnic tables, on which parents (including those with a disability) can feel comfortable and socialise with fellow parents and playground users - solidifying the playground's place at the heart of the community.

The location of such provision is also key, because seating provided within a shaded area helps to prolong the duration that the parent attends the playground - and sunny days should not restrict a child's time at play.

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# Added value

**Cleverly designed specialist features can deliver inclusive updates on a variety of much-loved playground classics. A slide with an open side, for instance, is made easier to access for children with more limited mobility, before they undertake an exhilarating slide back down to ground level.**

Drag ramps are designed to enable children with a combination of weakness in limb and core strength to access play decks, utilising both upper and lower handrails, as well as side ropes and black climbing nodules.

As many users with muscle weakness in their legs are still able to lock them in the straight position, an alternative action of 'locking then pull up' can be used to ascend (similar to a gentle 'belay' action).

Children with a visual impairment (who can see a degree of contrast or colour) are also

better able to see the position of the drag ramp's climbing nodules, as they contrast with its yellow framework - offering maximum visibility of shade and colour, and enabling the user to navigate each nodule.

Another playground classic, swing frames, can be fitted with any configuration of traditional flat seats alongside inclusive nest or boat seats, to offer the most varied and welcoming play experience to visitors of all ability levels.

**An inclusive scooter roundabout, has features specifically designed to accommodate use by disabled children and is able to accept a centrally positioned wheelchair, but nevertheless still offers exciting play value for all.**



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# Consult

**Whilst every playground is designed to promote and facilitate children's play, the success of a new space can only truly be measured after completion, by its popularity with the end users.**

Thoughtful, considered community consultation can play a major role in ensuring this success.

Forming a key part of many design processes, consultation tends to focus on the selection of equipment, and with the desire for greater inclusivity in community play spaces now stronger than ever, this is often reflected in the kinds of items selected. This corresponds with the wider growing adoption of dedicated inclusive playgrounds, rather than those which simply have inclusive features.

Some of the key guidelines for ensuring a more productive consultation process include:

**Engaging with the community** to identify specific requirements, either at a public event, or directly with disabled community groups or SEN schools in close proximity to the playground location.

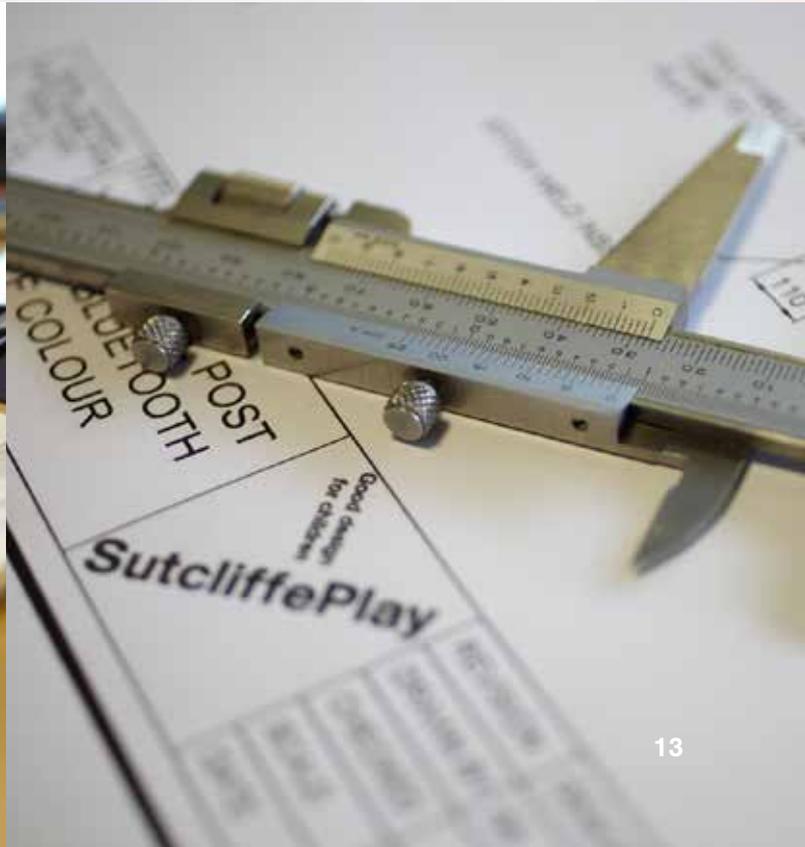
**Gathering views** on the difficulties that users currently have when accessing other local playgrounds. What are the limiting factors? What do they find of interest at these sites? What do they feel is missing?

**Focusing the consultation on understanding** the disabilities to be catered for, not on the equipment that may be provided.

**Analysing the results** and forming a baseline design which meets the specific needs of the community. Present this, review and revise.

**Offering a balance** of inclusive play elements and traditional play favourites. An important part of an inclusive playground is that it is not exclusive, and it should equally appeal to the disabled child, their siblings and their peers, to fully promote playful integration.

**Looking beyond the play provision** and examining the opportunities to create an appealing and welcoming environment. Considering natural features and landscaping, which may include some changes in height, quiet zones and locally-relative features.



# Victoria Recreation Ground, Thornaby

Client: Stockton-on-Tees Borough Council  
Budget: £135,000

## The Brief

The playground on Victoria Recreation Ground in Thornaby, Stockton-on-Tees required a major overhaul to broaden its appeal. The brief specified that the updated space must provide fulfilling play for children with disabilities, and we were excited to get to work in delivering on this with an engaging selection of inclusive equipment.

## Design Proposal

We began by conducting a thorough site survey, and finalising a design which gave due consideration to every requirement within the brief. Our work was required to fit inside the fenced layout of the existing site, and we also needed to plan for the removal of several pieces of existing items.

The completed play space now delivers 81 play features to more than 58 young visitors, including those with a wide range of disabilities.

The site's inclusivity is immediately apparent with the colourful Scramble and Slide, which offers 10 accessible play features including a drag ramp with climbing nodes and ropes. Alongside a large central 1.4m wide deck, the unit also features bright colours to differentiate its sections for visually impaired children.

It is complemented by a range of other specially designed items, including our Inclusive Roundabout (able to incorporate a wheelchair as well as carers) and our Inclusive 4-Way Seesaw. Our Inclusive Springie, meanwhile, includes a large saddle seat and a high back rail, allowing all children to enjoy its springing sensation.

Alongside the inclusive equipment, the site boasts a broad appeal across the age ranges. Our Two Tower unit offers 7 exciting play features to visitors up to the age of 14, and our colourful Villa Minitown unit caters to up to 13 younger users aged 2 to 5.

Elsewhere, our in-ground Trampoline, Seesaw Springie and Small Metal Seesaw bring bouncing and balancing fun, and our eye-catching Sound Flower and Dice Daisy spinner panels facilitate inclusive, creative multi-sensory play for all.



## Play

### FEATURES

- Scramble and Slide
- Two Tower
- Villa
- Inclusive 4-Way Seesaw
- Inclusive Roundabout
- Inclusive Springie
- In-ground Trampoline
- Seesaw Springie
- Small Metal Seesaw
- Sound Flower
- Dice Daisy
- Space Trainer
- Hula Rotator



## What our client said

"Sutcliffe Play delivered a fantastic scheme, making sure the finished product was inclusive whilst still providing great play value. They were accommodating when changes were suggested and kept us informed of progress throughout the installation.

The refurbishment has been a great success, and the site is once again popular and well used on a daily basis!"

### **Tony Raine**

Environment & Green Spaces Officer  
for Stockton-on-Tees Council



# Clipper

PZW931GG Rubber Surfacing

Accessible from ground level



## 67

### PLAY VALUES

**43** Role Play & Imaginative

**11** Physical & Locomotor

**4** Social

**9** Object

## 130

 USERS

### Colours



## 31

### PLAY FEATURES

- 1.8m Steel Tube Chute
- Platform Decks
- Binocular Rail
- Single Rung Climb
- Ship's Megaphone
- Below Deck Door
- 1.8m Firemen's Pole
- Ship's Wheel
- 1.5m Scramble Net
- 1.2m Rope Climb
- 1.5m Pull Up Ramp
- 0.9m Inclusive Chute
- Rotary Puzzle Panel
- Hoop Bridge
- OXO Rail
- Drag Ramp
- Wave Panels x2
- Abacus Rail
- Music Pipes
- 3m Inclined Wheelchair Ramps x3
- Ship's Side Panels x8
- Stern Cabin & Sail
- Centre Mast
- Main Mast
- Shuffle Decks
- Anchor Panels x2
- Curved Seat
- Bow With Flag
- Portholes x6
- Mirror
- Transfer Deck

### Technical Spec

#### DETAILS

**3 - 14 years**

**0.9m - 1.8m**

**169.03m<sup>2</sup>**

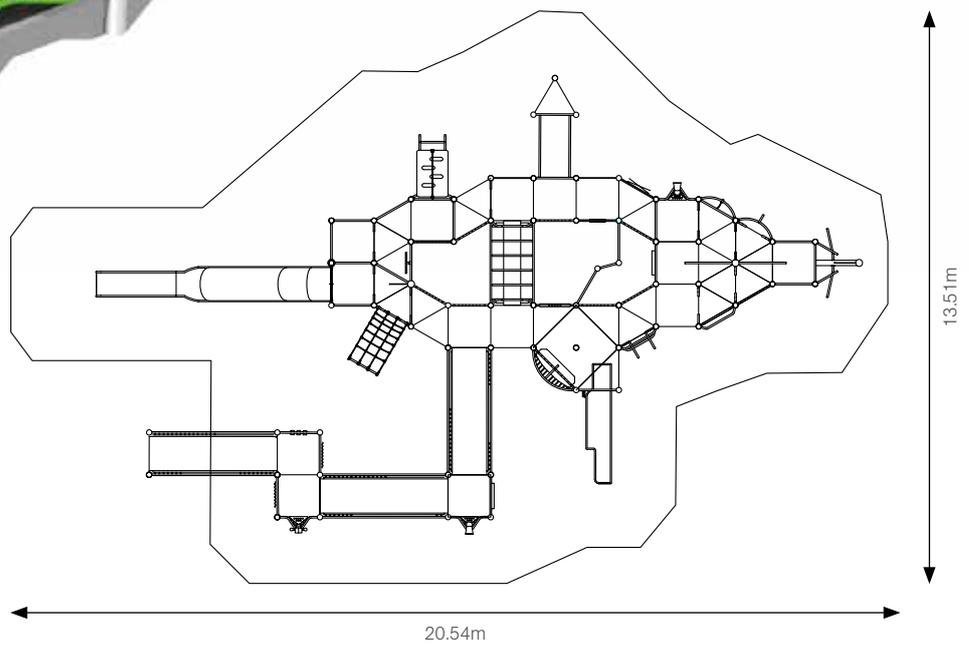
**58.27m**

**6.07m**

**7m**

**285kg**





# Nature Park

PZU935W Bark, Sand Fill  
PZW935W Rubber Surfacing

Accessible from ground level



## 26

### PLAY VALUES

- 5 Role Play & Imaginative
- 6 Physical & Locomotor
- 4 Social
- 11 Object

## 41

USERS

## 20

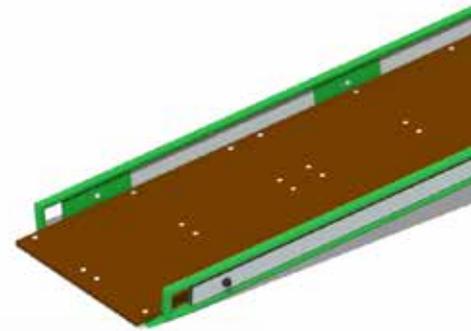
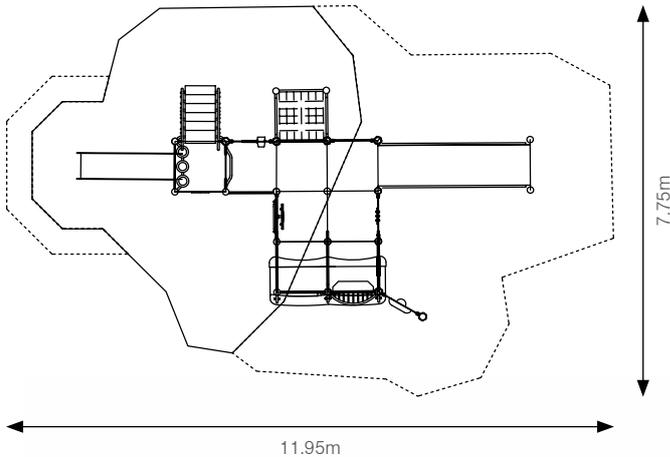
### PLAY FEATURES

- Roof Tower
- 1.2m Laminated Slide
- 1:10 x 3m Inclined Access Ramp
- Mouse Seesaw
- Binoculars
- Hammock Net
- Megaphone
- Finger Maze
- Snail Wheel
- 1.2m Raised Step Platform
- Shop With Counter
- Mirror
- Comms Panel
- Finger Maze
- Texture Panel
- Window
- Door
- Curved Seat
- Pathway Panel
- Seats Under Deck

### Technical Spec

#### DETAILS

- All years
- 1.2m
- 65.45m<sup>2</sup>
- 33.82m
- 2.96m
- 3m
- 75kg

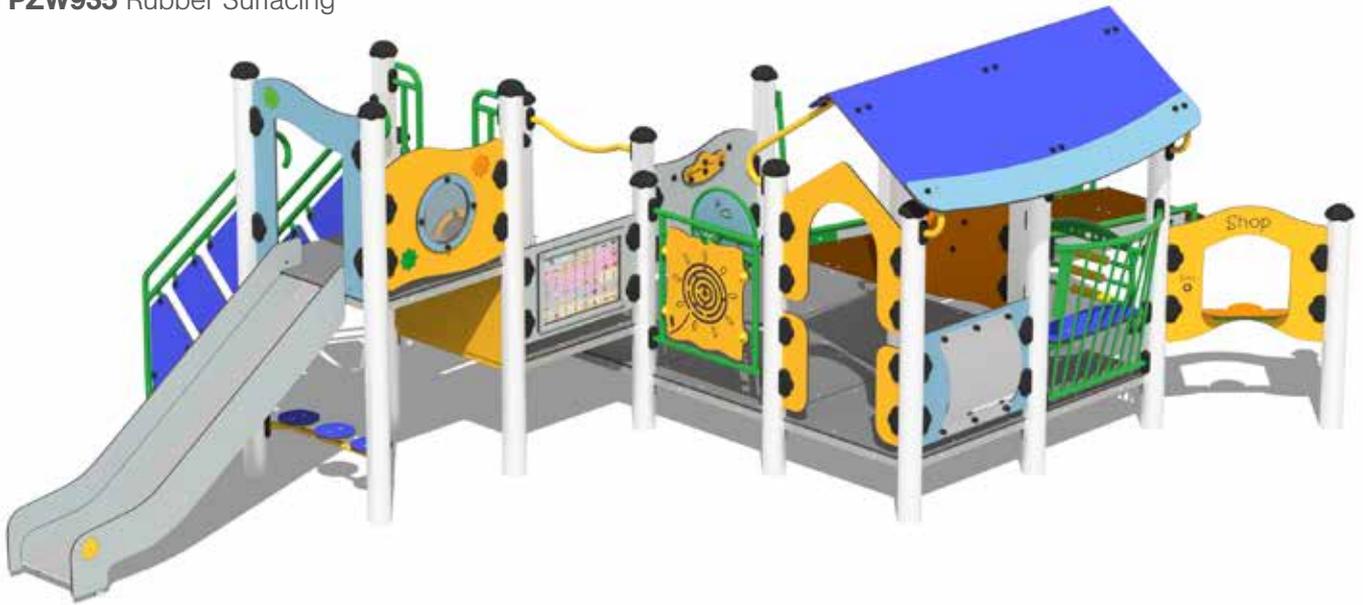




# Play Park

**PZU935** Bark, Sand Fill  
**PZW935** Rubber Surfacing

Crawling, shuffling and side transfer



## 26

### PLAY VALUES

- 5** Physical & Locomotor
- 6** Role Play & Imaginative
- 4** Social
- 11** Object

## 41

USERS

## 22

### PLAY FEATURES

- Roof Tower
- 1.2m Laminated Slide
- 1:10 x 3m Inclined Access Ramp
- Mouse Seesaw
- Binoculars
- Hammock Net
- Megaphone
- Finger Maze
- Snail Wheel
- 1.2m Raised Step Platform
- Finger Maze
- Texture Panel
- Window
- Door
- Mirror
- Shop With Counter
- Pathway Panel
- Seats Under Deck
- Emoji Face
- Comms Panel
- Curved Seat
- Abacus

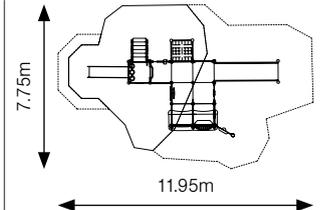
### Technical Spec

#### DETAILS

- All years
- 1.2m
- 65.45m<sup>2</sup>
- 33.82m
- 2.36m
- 3m
- 75kg

### Layout Plan

#### OVERHEAD



# 2 up, 2 down

PZU523TF Bark, Sand Fill

PZW523TF Rubber Surfacing

Crawling, shuffling and side transfer



This unit is also available in different colours.

Use code **PZU523.22** or **PZW523.22**



## 7

### PLAY VALUES

- 4 Physical & Locomotor
- 2 Role Play & Imaginative
- 1 Social

## 11

USERS

## 7

### PLAY FEATURES

- 1.2m Inclusive Slide
- Drag Ramp
- Inclusive Scramble Net
- Inclusive Steps
- Fireman's Pole
- Megaphone Rail
- Social Seating

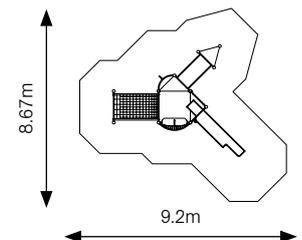
### Technical Spec

#### DETAILS

- 3 - 10 years
- 1.2m
- 49.5m<sup>2</sup>
- 30.5m
- 2.4m
- 3.16m
- 725kg
- 126kg

### Layout Plan

#### OVERHEAD



# Scramble and Slide



PZU686TF Bark, Sand Fill  
 PZW686TF Rubber Surfacing



## 11

### PLAY VALUES

- 8 Physical & Locomotor
- 2 Role Play & Imaginative
- 1 Social

## 26

USERS

## 10

### PLAY FEATURES

- 1.2m Inclusive Slide
- Side Transfer Platforms
- Drag Ramp
- Inclusive Scramble Net
- Inclusive Steps
- Wide Decks
- Viewing Stations
- Binocular Rail
- Rope Climb
- Megaphone Rail

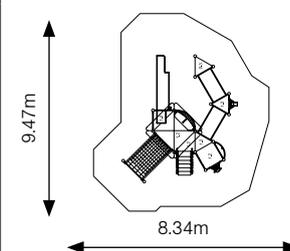
### Technical Spec

#### DETAILS

- 3 - 10 years
- 1.2m
- 59m<sup>2</sup>
- 30m
- 3.5m
- 4.39m
- 1199kg
- 138kg

### Layout Plan

#### OVERHEAD



This unit is also available in different colours. Use code **PZU686.22** or **PZW686.22**

# Group Seesaw

FSS000 Group Seesaw Bug's Life

FSS050 Group Seesaw Medieval

FSS100 Group Seesaw Four Paws

Side transfer accessible



## Technical Spec

### DETAILS

2 - 8 years

0.6m

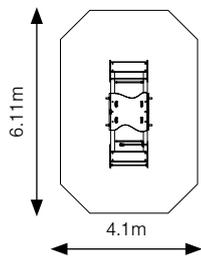
23.52m<sup>2</sup>

18.37m

0.8m

## Layout Plan

### OVERHEAD



A themed platform spring seesaw that offers seated and standing play opportunities.

A unique cutaway feature enables users to side transfer on to one side of the seesaw making it an ideal inclusive item. The central platform enhances the social dimension as users can face each other at either end, it also enables the user to stand and balance or lie down to rock back and forth.



FSS000 Group Seesaw Bug's Life



FSS050 Group Seesaw Medieval



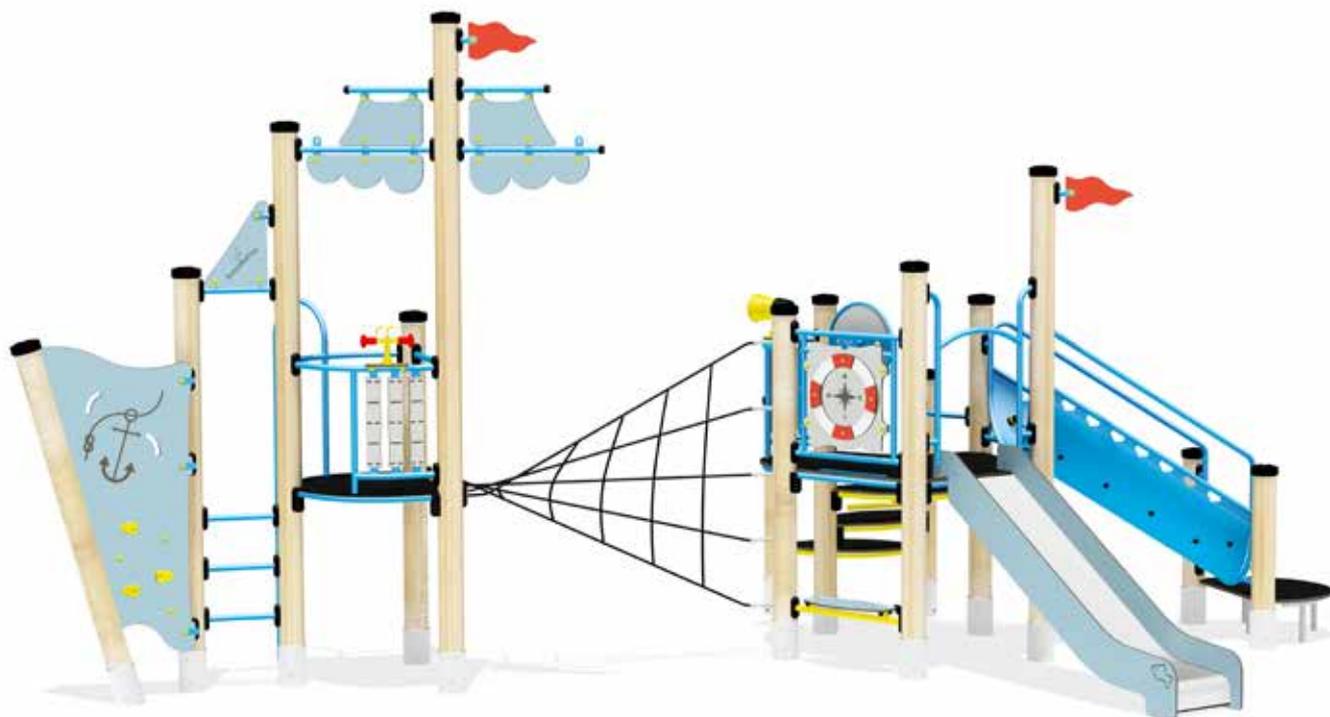
FSS100 Group Seesaw Four Paws



# Ship

OTU215 Bark, Sand Fill  
OTW215 Rubber Surfacing

Accessible from ground level



## 23

### PLAY VALUES

- 8 Physical & Locomotor
- 8 Role Play & Imaginative
- 3 Social
- 3 Object
- 1 Creative

## 23

USERS

## 14

### PLAY FEATURES

- Climbing Wall Bow
- Twisted Rigging Net
- Sails & Flags
- Firemen's Pole
- Pilots Ladder
- Look Out With Binoculars
- Ship's Wheel Barrier
- Inclined Drag Ramp
- Transfer Decks
- Seat
- Shuffle Steps
- Shuffle Decks
- Loud Hailer
- 1.2m Laminated Slide

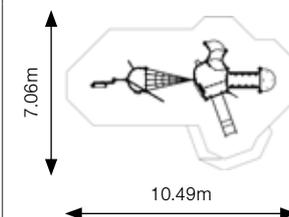
### Technical Spec

#### DETAILS

-  4 - 16 years
-  1.2m
-  45.7m<sup>2</sup>
-  28.4m
-  4m
-  4.8m
-  70kg

### Layout Plan

#### OVERHEAD



# Hazel

OTW225 Rubber Surfacing

Accessible from ground level



## 13

### PLAY VALUES

- 5 Physical & Locomotor
- 4 Role Play & Imaginative
- 2 Social
- 1 Object
- 1 Creative

## 15 USERS

## 12

### PLAY FEATURES

- Audio-Visual Rotating Wheel Barrier
- Finger Maze
- Shuffle Steps
- Binocular Rail
- Leaf Steps
- Bench Seat
- Inclined Drag Ramp
- Ropes & Transfer Decks
- 1.2m Laminated Slide
- Bird Motif
- Snail Motif With Spiral Shell

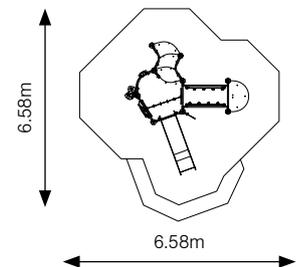
## Technical Spec

### DETAILS

- 3 - 10 years
- 1.2m
- 29.1m<sup>2</sup>
- 20.7m
- 3.07m
- 2.99m
- 471kg
- 70kg

## Layout Plan

### OVERHEAD



# Inclusive Scooter Roundabout

Wheelchair accessible



SIR050

## Technical Spec

### DETAILS

 3 - 14 years

 1m

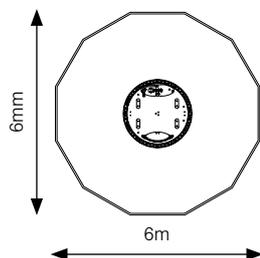
 29.7m<sup>2</sup>

 19.6m

 0.71m

## Layout Plan

### OVERHEAD



Designed to offer inclusivity, functionality and durability, without compromising on the fun that children and carers can enjoy, whilst experiencing the spinning motion together.

This in-ground roundabout has been designed to accept a centrally positioned wheelchair and is available in two configurations. The Inclusive Scooter version is fitted with a two-user seat and deck mounted scooter. Children can stand on the scooter and using their outer foot positioned over the perimeter deck plate, they can propel the roundabout with ease. The seated version is fitted with two seats that can accommodate up to four seated users. Please refer to website instructions when installing into a school environment.

# Marine Roundabout

SIR100

The Inclusive Scooter Roundabout is also available in a Marine theme  
Use code **SIR100**



# Inclusive Seater Roundabout

Wheelchair accessible



SIR075

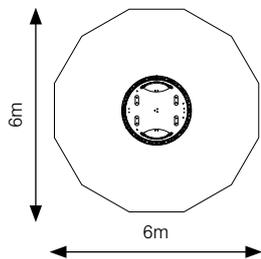
## Technical Spec

### DETAILS

-  3 - 14 years
-  1m
-  29.7m<sup>2</sup>
-  19.6m
-  0.71m

## Layout Plan

### OVERHEAD



Central deck space with bump stops facilitates a range of wheelchairs.



# The Original Dish

Supported spinning



SWD100GRY

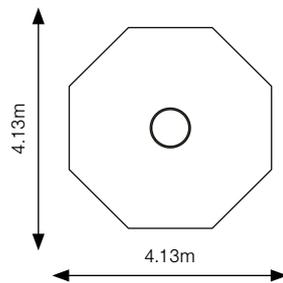
## Technical Spec

### DETAILS

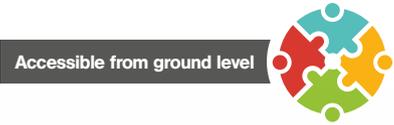
-  3 - 10 years
-  1m
-  14.1m<sup>2</sup>
-  13.7m
-  1m

## Layout Plan

### OVERHEAD



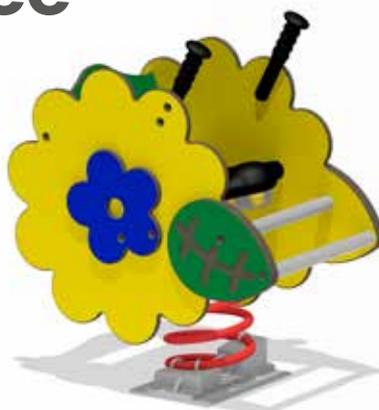
# Flower, Poppy, Ladybird & Bee



Our themed play springies have ergonomic rubber handles set in the upright position giving excellent grip. Open fronted for easy access, makes this springie an ideal inclusive product.

The spring incorporates our tried and tested aluminium spring clamp system, ensuring a long life. It has a separate galvanised steel ground fixing, enabling easy installation and maintenance.

They are also available with a rocker mechanism.



SSB150 Flower Springie



SSB180 Poppy Springie



SSB160 Ladybird Springie



SSB170 Bee Springie

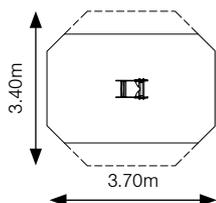
## Technical Spec

### DETAILS

- 2 - 6 years
- 0.6m
- 11.1m<sup>2</sup>
- 12m
- 0.8m

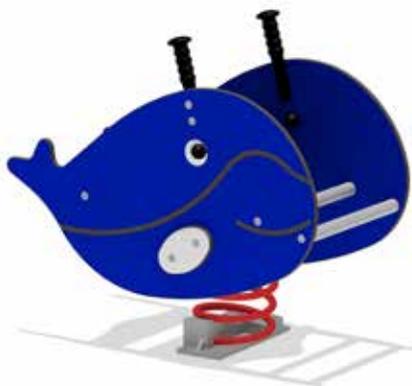
## Layout Plan

### OVERHEAD



# Wilbur Whale

SSB040



# Denzel Dragon

SSB140



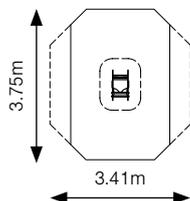
## Technical Spec

### DETAILS

- 2 - 6 years
- 0.6m
- 11.8m<sup>2</sup>
- 11.5m
- 0.75m

## Layout Plan

### OVERHEAD



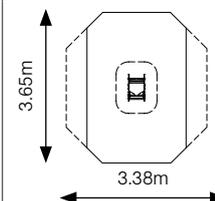
## Technical Spec

### DETAILS

- 2 - 8 years
- 0.6m
- 8.42m<sup>2</sup>
- 11.2m
- 0.75m

## Layout Plan

### OVERHEAD





# Activity Play Panels

Accessible from ground level



Packed with interactivity and offering a huge breadth of imaginative play experiences, our colourful Activity Centres bring a thrilling variety of engaging themes to any space, and for children of all ability levels.

Across this diverse range, young visitors can explore nature, sail the high seas, defend a medieval castle or treat a patient. Each Activity Centre comes complete with 8 panels full of interactive features, all of which are sure to stimulate the imagination, encourage social interaction and boost cognitive development.

## Technical Spec

### DETAILS

2 - 8 years

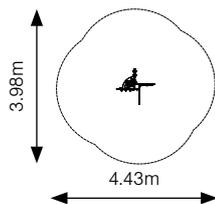
N/A

11.45m<sup>2</sup>

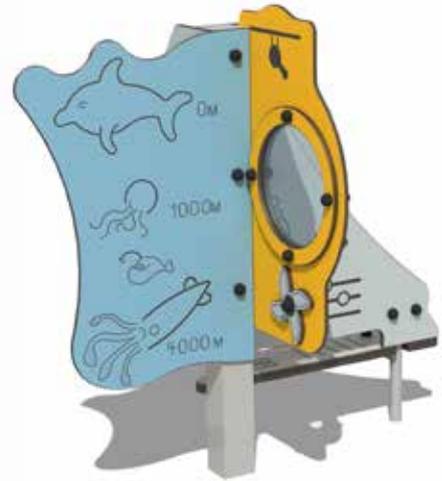
21.10m

## Layout Plan

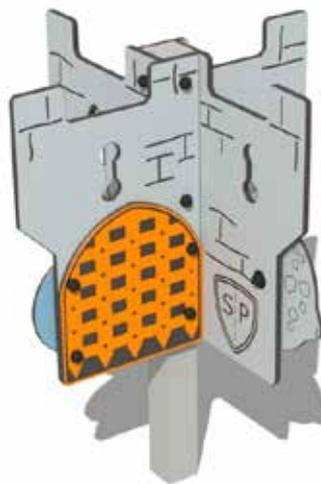
### OVERHEAD



ACT000 Medical Activity Centre



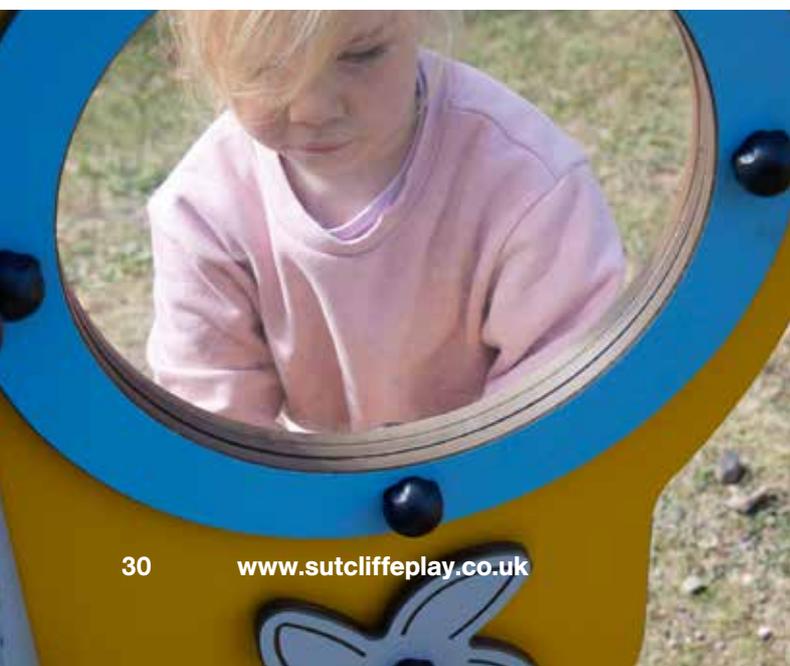
ACT020 Marine Activity Centre



ACT040 Castle Activity Centre



ACT060 Nature Activity Centre



# Communications Panel

Accessible from ground level



PZW936

This freestanding, inclusive-focused product is based on an NHS approved communication system, which is used across the UK for non-verbal communication. Having been designed specifically for children who have difficulty emoting with speech, such as those with autism or similar conditions, it delivers an excellent level of inclusivity by empowering them to build their communication skills.

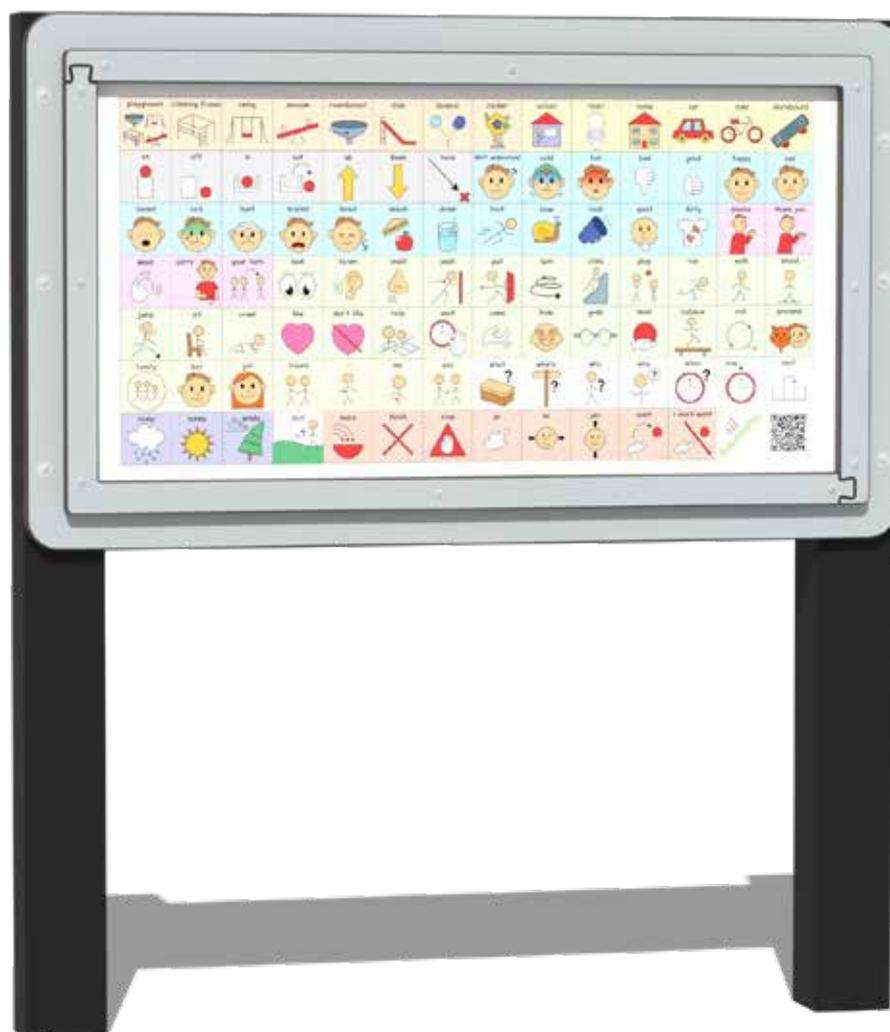
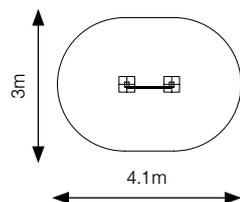
## Technical Spec

### DETAILS

-  2+ years
-  N/A
-  10.36m<sup>2</sup>
-  11.6m
-  1.25m

## Layout Plan

### OVERHEAD



## Contact Us

If you have any queries regarding our inclusive range or wider range of products, please contact:

Tel: **+44 (0)1977 653 200**

Email: **info@sutcliffeplay.co.uk**

## Glossary

\*Taken from House of Commons Library. UK Disability Statistics: Prevalence & life experiences October 2024

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