

Playground Designer

Classroom-ready printable pack · Grades K–8

Pack contents

site mats and accessible feature pieces Two student sets are included.

Teacher directions

1. Give partners identical materials and place a barrier between them.
2. The Describer selects a hidden model or challenge.
3. Use precise shape, size, orientation, pattern, and position language to guide the Builder.
4. Compare, find the first mismatch, revise one direction, and switch roles.

Before class

- Print at 100% on US Letter paper. Use cardstock or laminate for reuse.
- Cut on the thick solid borders. Keep Set A and Set B separate.
- Give challenge/model cards only to the Describer.
- Use a folder, book, or tabletop barrier so partners cannot see each other's work.

Accessibility and accommodations

Begin with fewer pieces; provide the vocabulary strip and allow repeated directions. Items use text, shape, pattern, or icon rather than color alone.

Storage-envelope labels

Playground Designer

Set A — Describer

Count pieces before storing.

Playground Designer

Set B — Builder

Count pieces before storing.

Playground Designer

Challenge / model cards

Count pieces before storing.

Playground Designer

Teacher reference

Count pieces before storing.

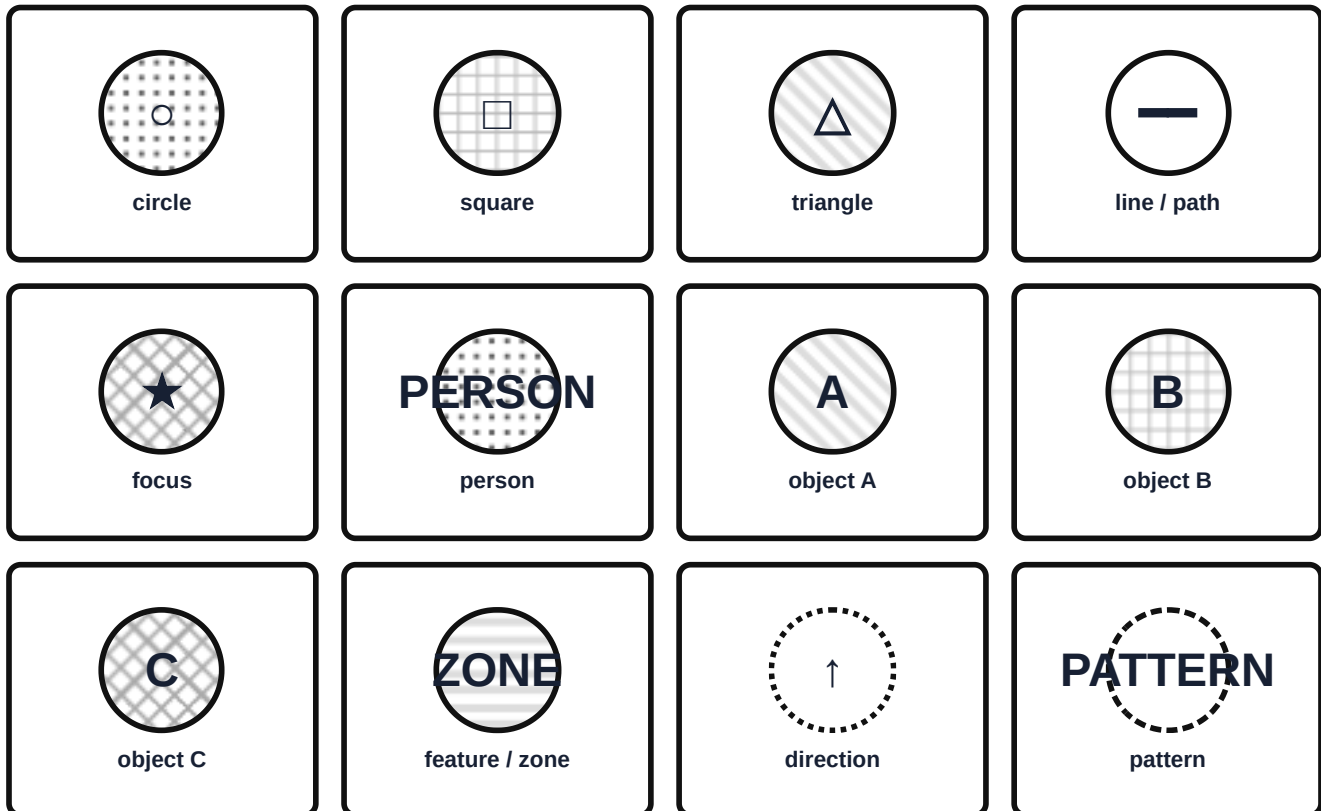
Student language supports

Position: above · below · beside · between · near · far · left · right · clockwise**Clarify:** “Please repeat...” · “Is ___ beside ___?” · “What should I place next?”**Compare:** same · different · rotate · move · replace · sequence

Movable pieces

Set A

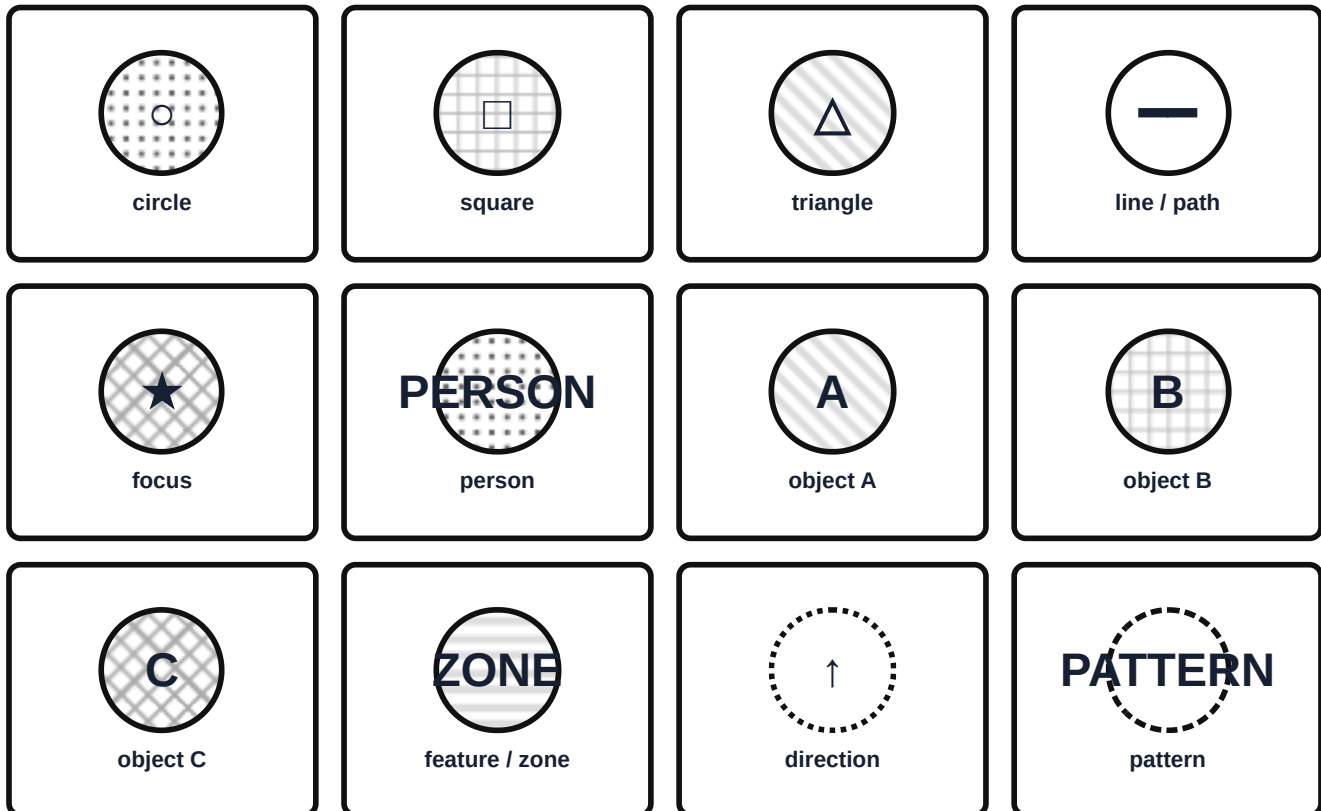
Cut on the solid borders. This set is identical to the partner set.



Movable pieces

Set B

Cut on the solid borders. This set is identical to the partner set.



Playground Designer student mat

Cut the page in half. Both partner mats are identical.

Set A — Playground Designer student mat

near • middle • far • left/right • notes

top / far

center

bottom / near

Set B — Playground Designer student mat

near • middle • far • left/right • notes

top / far

center

bottom / near

Describer-only challenge cards

Keep these cards hidden from the Builder.

Challenge 1

balanced

Challenge 2

inclusive route

Challenge 3

hot day

Challenge 4

supervision

Playground Designer reference

Teacher reference

Compare item count, relative size, orientation, overlap, sequence, and position. Included models are original and noncommercial. Accept alternatives when supported by the prompt.

Avoid judging identity, culture, emotion, diet, ability, or historical experience from appearance alone; adapt examples to local curriculum and student needs.

Quality check after a round

- Can each student identify pieces by shape or label without relying on color?
- Do both models match in pieces, order, orientation, and relative position?
- Which direction was most precise? Which should be revised?