

Houston-Galveston Area Council Fall Planning Workshop Friday, December 3, 2021 – 9:00 a.m. to 11:30 a.m.

Links from Today's Presentations

Creating Child-Friendly Communities - Nikita Luke, WRI Ross Center for Sustainable Cities

- World Resources Institute Low-Speed Zone Guide https://www.wri.org/research/low-speed-zone-guide
- Natural Playgrounds: Focus on "Risky Play" and Compliance Adam Bienenstock, Bienenstock Natural Playgrounds
- The Systematic Lit Review on Outdoor Risky Play <u>https://pubmed.ncbi.nlm.nih.gov/26062038/</u>
- Adam's Dad, Dr. John Bienenstock
 <u>https://en.wikipedia.org/wiki/John_Bienenstock</u>
- Bienenstock Natural Playgrounds Portfolio
 <u>https://www.bienenstockplaygrounds.com/portfolio</u>
- Adam's Bio and additional resources <u>https://www.bienenstockplaygrounds.com/houston-bienenstock-natural-playgrounds</u>
- Helsinki alert of biodiversity and health <u>https://pubmed.ncbi.nlm.nih.gov/25904094/</u>
- ASTM (formerly known as American Society for Testing Materials) <u>https://www.astm.org/</u>
- Fairchild Tropical Botanic Garden https://fairchildgarden.org/
- Angela Hanscom's ted Talk
 <u>https://www.ted.com/talks/angela_hanscom_the_real_reason_children_fidget_and_what_we_can_do_about_i_t_</u>
- Bienenstock Design Approach
 <u>https://www.bienenstockplaygrounds.com/design</u>

Presentations from today's webinar will be available at

h-gac.com/sustainable-development-workshops/fall-planning

Please complete a survey to help us plan future workshops and presentations. <u>form.jotform.com/212723731491958</u>

Designing for Urban Childhoods - Tools & Methods - Dr. Sara Candiracci, Arup

- Playful Cities Toolkit <u>https://www.arup.com/perspectives/publications/research/section/playful-cities-toolkit-resources-for-</u> <u>reclaiming-play-in-cities</u>
- Reclaiming Play in Cities
 <u>https://www.arup.com/perspectives/publications/research/section/reclaiming-play-in-cities</u>
- Activating Play in Milan
 <u>https://www.arup.com/perspectives/publications/promotional-materials/section/activating-play-in-milan</u>
- Activating Play in London
 <u>https://www.arup.com/perspectives/publications/promotional-materials/section/activating-play-in-london</u>
- Proximity of Care Design Guide <u>https://www.proximityofcare.com/</u>

Block by Block: Minecraft as Participatory Design Tool - James Delaney, Block by Block

- More information on the Block by Block process
 <u>https://www.blockbyblock.org/</u>
- Detailed Block by Block methodology toolkit
 <u>https://www.blockbyblock.org/playbook</u>
- Block by Block playbook
 <u>https://unhabitat.org/the-block-by-block-playbook-using-minecraft-as-a-participatory-design-tool-in-urban-design-and</u>

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