INCLUSIVE PLAY FOR ALL AGES AND ABILITIES
His sister helped him into the swing. She kissed his cheek, gave him a push and felt both of their lives change forever.

Play breaks down barriers.
Play unites us all.

PLAY HAS NO LIMIT.
Every community deserves access to fun, social and multigenerational play.

That's been our commitment to inclusive play and to enriching childhood since 1929.
Innovating inclusive play.

For more than three decades GameTime has designed inclusive play spaces that bring together people of all ages and abilities and make communities stronger. Now we're introducing inclusive play innovation with new products, research, and resources that transform a play space into a sensory-rich experience.
The **7 Principles of Inclusive Playground Design®** are found in PlayCore’s Me2SM Design Guide. GameTime uses these best practices to ensure your play space meets the needs of all children. Learn more at [gametime.com/me2](http://gametime.com/me2).
DESIGNING INCLUSIVE PLAY SPACES
Inclusive design increases a play environment’s usability for people of all abilities.

A truly inclusive playground addresses the developmental needs of the whole child by intentionally providing opportunities for **physical, cognitive, communication, social-emotional** and **sensory** development.
Innovative, inclusive products like our new Sensory Wave Climber™ provide all five developmental benefits for children of all abilities.

**DEVELOPMENTAL BENEFITS**

- **Physical**
  Gross and fine motor development

- **Cognitive**
  Problem-solving, abstract thinking, learning

- **Communication**
  Expressive, receptive, pragmatic language

- **Social-Emotional**
  Interaction, cooperation and self-confidence

- **Sensory**
  Sight, touch, taste, smell, hearing, vestibular and proprioception

Adaptive switch capability allows individuals with limited upper body or fine motor control the ability to activate auditory features.
To help communities address the needs of the whole child, and to provide all five developmental benefits, we provide resources like Me2SM 7 Principles of Inclusive Playground Design®. Developed in partnership with PlayCore and Utah State University Center for Persons with Disabilities, Me2 is an education resource and best practice design guide for inclusive play environments that increases the usability for people of all generations, backgrounds and abilities.

Visit gametime.com/nds to learn more about National Demonstration Sites.
Developed in partnership with PlayCore and Lekotek, 2PlayTogether® fosters friendships through character development. This resource equips programmers with tips and activities that will promote play, understanding, and fun between children of all abilities.

The AblePlay rating system was developed by Lekotek - the leading authority on play for children with disabilities. Lekotek conducted an independent evaluation of many GameTime products and their AblePlay rating has been awarded for the developmental areas of physical, sensory, communication, cognitive and social-emotional benefits. Look for the AblePlay rating on products in this brochure.
The 7 Principles of Inclusive Playground Design® are best practices that ensure your play and recreation space meets the needs of all children. Here are some examples of how the 7 Principles can be aligned to the design of your play space. For a complete overview of the principles, guidelines and benefits, reference the Me2 guidebook.

### 7 Principles

1. Be Fair
2. Be Included
3. Be Smart
4. Be Independent
5. Be Safe
6. Be Active
7. Be Comfortable

### Developmental Benefits

- **Social-Emotional**
- **Physical**
- **Sensory**
- **Cognitive**
- **Communication**

1. **Shade on the play structure and in seating areas are ways to provide relief from environmental conditions.**

2. **Wide ramps and decks accommodate multiple users and encourage movement throughout the structure.**

3. **Developmental play patterns, such as looping, encourage repetitive, active play.**

4. **Multigenerational play activities such as musical instruments encourage creativity, social interaction and fun for all.**

5. **Activities like the Rock 'N Raft offer movement experiences and an interactive gathering spot.**
Learn more about the 7 Principles of Inclusive Playground Design.

Request the Me2 design guide at gametime.com/me2

7 Principles of Inclusive Playground Design®

1. ADA compliant safety surfaces provide accessible routes of travel throughout the environment.

2. Molded seat with high backs found on Zero G Swing®, Sky Run Zip Track®, and Merry Go All® accommodate children's diverse physical characteristics.

3. Rockin' Robin provides a cozy spot where children can seek sensory relief or play alone, if desired.

4. Molded seat with high backs found on Zero G Swing®, Sky Run Zip Track®, and Merry Go All® accommodate children's diverse physical characteristics.

5. Molded seat with high backs found on Zero G Swing®, Sky Run Zip Track®, and Merry Go All® accommodate children's diverse physical characteristics.

6. Molded seat with high backs found on Zero G Swing®, Sky Run Zip Track®, and Merry Go All® accommodate children's diverse physical characteristics.

7. Molded seat with high backs found on Zero G Swing®, Sky Run Zip Track®, and Merry Go All® accommodate children's diverse physical characteristics.
INNOVATIVE
INCLUSIVE PLAY
PRODUCTS
The Expression Swing is a wonderful design that... allows intergenerational mutual play to occur throughout the life cycle.

DR. STUART BROWN, M.D.
AUTHOR, AND FOUNDER OF THE NATIONAL INSTITUTE FOR PLAY

“The Expression Swing is a wonderful design that... allows intergenerational mutual play to occur throughout the life cycle.”
GT Sensors™

GT Sensors provide visual, auditory and tactile stimulation as children climb, play and explore. Available in 20” and 12” sizes, and single and double-sided configurations, GT Sensors transform a playground into a sensory play experience.

Learn more and view all of our GT Sensor options at gametime.com/sensors

Auditory
- Spin Chime
- Giggle Box
- JamBox
- Piano
- Wave Sound

Tactile
- Mezzo
- Lava
- Genoa
- Roller Ball

Adaptive Switch Capable Sensors

Adaptive switch capability allows individuals with limited upper body or fine motor control the ability to activate auditory features.
Jam Box Auditory Sensor with Adaptive Switch input allows users with limited upper body and fine motor control to activate the auditory features.

View all configurations at [gametime.com/sensorywave](http://gametime.com/sensorywave)

**Visual**

- Hourglass
- Make It Rain
- Pachinko
- Twist Ball
- Hypnetic
- Flat Mirror
- Fun Mirror
- Color Wheel
- Red
- Orange
- Yellow
- Green
- Light Blue

**Customize your experience.**

GT Sensors™ are available in 20” and 12” sizes, as well as single and double sided configurations. See [gametime.com/sensors](http://gametime.com/sensors) for complete details.
A Climber that Excites the Senses

Sensory Wave Climber™ is available as a deck-to-deck link, ground-to-deck attachment or a freestanding climber so you can add inclusive, sensory climbing play anywhere on your playground. Every model features front-reach capability for people using mobility devices, adaptive switch options and a wide range of auditory, tactile and visual sensors to enhance the play experience for children of all abilities.
**INCLUSIVE BENEFIT**

**Sensory Wave Climber™**

This is the industry’s **first climber to provide a customizable sensory play experience**. With nearly two dozen sensors to choose from, the unique design allows front reach capability from a mobility device. It’s an inclusive climbing and sensory play combo unlike any other.

View all configurations at [gametime.com/sensorywave](http://gametime.com/sensorywave)

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**Sensory Wave Horeshoe Arch**

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ASTM Use Zone: 28’2” x 15’2” (8.5m x 4.6m)
Recommended Ages: 2 to 5 or 5 to 12

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**Sensory Wave “S”**

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ASTM Use Zone: 29’5” x 19’8” (9m x 6m)
Recommended Ages: 2 to 5 or 5 to 12
Create an ensemble with multiple instruments so everyone can play along!

Harmonic Chimes
- 11 resonated aluminum tubes produce rich, soothing tones
- Precision tuned to a pentatonic (five-note) scale to prevent wrong notes and help every user feel confident
- HDPE plastic frame available in all standard colors to match your playground equipment
- Available with adaptive mallet

#46875 Set of 1 $864
#4680 Set of 3 $2,600
#4682 Set of 7 (Shown) $5,272
ASTM Use Zone: Varies by design
Recommended Ages: 2 to 5 or 5 to 12

Concert, Melody and Cantata are angled at 35° for a comfortable experience for everyone. HDPE plastic frame available in all standard colors to match your playground equipment.

Our new collection of chimes, metallophones and drums were designed in partnership with musicians, designers and engineers at Freenotes Harmony™ Park. Children and adults of all abilities will enjoy expressing their creativity as they experience the inclusive power of music.

Concert
- #4678 Duo $2,673
- #3259 Trio (Shown) $3,548
- Recommended Ages: 2 to 5 or 5 to 12
  - Conga-style drums with tone chamber that amplifies the sound
  - Drums are constructed of durable, weather-resistant materials

Melody
- #38232 $4,675
- Recommended Ages: 2 to 5 or 5 to 12
  - 23 resonated flat aluminum bars produce rich, soothing tones
  - Precision tuned to a pentatonic (five-note) scale to prevent wrong notes and help every user feel confident
  - Available with adaptive mallet

Cantata
- #3256 $3,999
- Recommended Ages: 2 to 5 or 5 to 12
  - 11 resonated aluminum tubes produce rich, soothing tones
  - Precision tuned to a pentatonic (five-note) scale to prevent wrong notes and help every user feel confident
  - Available with adaptive mallet

Jazz Chimes
- #4681 A Minor $2,648
- #4680 Combo $5,080
- #4682 C Major $2,648
- Recommended Ages: 2 to 5 or 5 to 12
  - 23 resonated flat aluminum bars produce rich, soothing tones
  - Precision tuned to a pentatonic (five-note) scale to prevent wrong notes and help every user feel confident
  - Available with adaptive mallet

Concert, Melody and Cantata are angled at 35° for a comfortable experience for everyone. HDPE plastic frame available in all standard colors to match your playground equipment.

Our new collection of chimes, metallophones and drums were designed in partnership with musicians, designers and engineers at Freenotes Harmony™ Park. Children and adults of all abilities will enjoy expressing their creativity as they experience the inclusive power of music.
INCLUSIVE BENEFIT

Make Beautiful Music...Together!
Music is an inherently inclusive activity that encourages social and creative play. GT Symphony instruments encourage collaboration, creativity, and age-appropriate activities for multigenerational users at any developmental stage. Learn more at gametime.com/symphony.
GT Jams® percussion instruments allow you to create musical play experiences on your playground for children of all abilities. Add them to a play system or as a freestanding musical play area to bring people of all ages together in creative expression.

GTJams is a great way to add ground-level, accessible play activities to your playground. Request a copy of the GTJams Playbook at gametime.com/gtjams.
Inclusive Music and Auditory Play

Our GT Synth® musical and auditory sound panels feature touch-sensitive switches that activate sounds and music with the slightest contact. It’s a sound addition to your inclusive play area for children and adults who have limited fine motor skills.
**Sensory Spinning Seat™**
High back molded seat with handles and front pommel design helps children maintain a neutral body position while spinning. **Available for order with five point safety belt.**
The Zero-G Chair on our SkyRun® Zip Track is a molded seat with a high back and adjustable harness that helps children maintain a neutral body position.

**Inclusive Sky Run® Zip Track**

The Zero-G Chair on our SkyRun® Zip Track is a molded seat with a high back and adjustable harness that helps children maintain a neutral body position.

- ASTM Use Zone: 51’ x 27’ (15.5m x 8.2m)
- Fall Height: 10’ (3.1m)
- Recommended Ages: 5 to 12

**Inclusive Sky Run® Zip Track**

#FS17201 - $18,253

ASTM Use Zone: 51’ x 27’ (15.5m x 8.2m)

Fall Height: 10’ (3.1m)

Recommended Ages: 5 to 12
Rocks back and forth!

Add GT Sensors™ See gametime.com/sensors for sensor options.

Rocks back and forth!

INCLUSIVE BENEFIT

Sensory Rock N Raft
Sensory Wave Rock N Raft is a multi-user rocking activity that offers movement and a dynamic social experience in which individuals using wheelchairs do not have to transfer out of their mobility device to rock with friends, family or caregivers.

Roller Table
Freestanding tactile, sensory-rich play experience

Roller Slide
A unique sensory sliding experience.
Merry-Go-All
Provides propropceptive movement experiences, encourages cooperation and features supportive seats and handles to help users sustain engagement.

INCLUSIVE BENEFIT

Whirlin’ Robin
#38205 $3,756
ASTM Use Zone: 17’ x 17’ (5.2m x 5.2m)
Fall Height: 5’ (1.5m)
Recommended Ages: 2 to 5 or 5 to 12

Our Robin eggs are cozy spots that are perfect places to retreat from the noise of the playground. Whirlin’ Robin rocks back and forth and side-to-side. Rockin’ Robin rocks back and forth.

Arch Swing
Multi-user swings like our Arch Swing allow children to interact with peers or caregivers as they experience movement through space and develop whole-body awareness.

Rockin’ Robin
#38020 $2,988
ASTM Use Zone: 16’ x 16’ (4.9m x 4.9m)
Fall Height: 5’ (1.5m)
Recommended Ages: 2 to 5 or 5 to 12

INCLUSIVE BENEFIT

Zero-G® Chair
Make any playground more inclusive with our high back molded swing seat with locking harness.

#8560 2 to 5 Zero-G® Chair $440
#8556 5 to 12 Zero-G® Chair $454

#5055 2 to 5 Zero-G® Chair $4,979
ASTM Use Zone: 19’ dia (5.8m)
Fall Height: 4’ (1.2m)
Recommended Ages: 2 to 5 or 5 to 12

#5056 5 to 12 Zero-G® Chair $5,276
ASTM Use Zone: 24’ x 28’5” (7.3m x 8.7m)
GROUND LEVEL PLAY

Our new ground level Sensory Stations™ offer visual, auditory, tactile, vestibular and proprioceptive experiences. Studies show integration of the senses provide significant developmental benefits for people of all ages and abilities.

Watch a video at gametime.com/sensorystation.

Sensory Stations™
Sensory Stations™ provide a well-defined area for children to seek out multi-sensory experiences through tactile, auditory, visual and movement experiences.

Sensory Seating™
Provides a unique tactile experience, creates a cozy place for people to gather, offers passive areas for children to observe and understand the play activity prior to participating and helps draw them into active play.
See, feel, discover and play.

- Soft, colorful and whimsical materials provide a sequence of multisensory experiences
- Non-tethered suspended elements provide proprioceptive experiences for children to develop motor control and planning, and include auditory response when moved
- Visually appealing elements apply gentle pressure as children pass through
- Open ended play allows children to enter and exit the structure from any point and create unlimited ways to explore and discover

**Sensory Waterspout™**

#3260  $15,299  
ASTM Use Zone: 28' x 27' (8.5m x 8.2m)  
Fall Height: 7' (2.1m)  
Recommended Ages: 2 to 5 or 5 to 12

**Sensory Whirlpool™**

#3261  $28,599  
ASTM Use Zone: 31' x 31' (9.5m x 9.5m)  
Fall Height: 7' (2.1m)  
Recommended Ages: 2 to 5 or 5 to 12

**Sensory Car Wash™**

#3253  $24,999  
ASTM Use Zone: 21' x 26' (6.4m x 7.9m)  
Fall Height: 7' (2.1m)  
Recommended Ages: 2 to 5 or 5 to 12

**Water Drop Seats**

#3220  18” Water Drop Seat  $1,209  
#4674  14” Water Drop Seat  $1,139

**Waterfall Bench**

#3221  $1,529

**Waterfall Bench with Back**

#3222  $3,179

**Waterfall Drop Bench**

#3288  $5,399
Inclusive Playgrounds Build Inclusive Communities

Communities who design inclusive play spaces according to best practices are eligible for National Demonstration Site status by PlayCore.

Learn more at gametime.com/nds
ASTM Use Zone: 46’ x 60’ (14m x 18.3m)
Child Capacity: 60-65
Recommended Ages: 5 to 12 years
ADA: Elevated: 8  Accessible: 5
Ground: 17  Types: 7
Fall Height: 6’
Play Palette: Emerald
ASTM Use Zone: 67' x 97' (20.4m x 30m)
Child Capacity: 110-115
Recommended Ages: 5 to 12 years
ADA: Elevated: 18  Accessible: 10
Ground: 11  Types: 7
Fall Height: 8’
Play Palette: Bayou
ASTM Use Zone: 133’ x 46’ (40.5m x 14m)
Child Capacity: 120-125
Recommended Ages: 5 to 12 years
ADA: Elevated: 23  Accessible: 21
Ground: 19  Types: 6
Fall Height: 8’
Play Palette: Custom