





Creative Capture Sheets

These handouts are designed to complement The Play Spot adventure plans found in the Educator Resource Guide. While they're a great way to enhance each activity, they're not required for completing the adventure.

Enjoy the journey!

Adventure Part 1 Exploring play spaces	.3
Adventure Part 2 Community space observation	.4
Adventure Part 3 Step into a STEAM career	.5
Adventure Part 4 Brainstorm blueprint	.6
Adventure Part 5 Build your play spot	.7
Adventure Part 6 Play spot pitch builder (double-sided)	.8

Celebrate
World Play Day
with us on
June 11

Exploring play spaces



Name:	Date:	
		10
Describe or draw your favorite play space you've visit	ted.	
What makes this space feel fun?	What would you add to the space to make it even better?	
What types of jobs do you think contributed to creati	ng this space?	





Community space observation



Name:	Date:				
Think about places in your neighborhood, town, or school that feel underutilized, boring, or forgotten. These could be empty lots, sidewalks, rooftops, alleyways, or even bus stops. Pick one space you think could be transformed into something more playful and inviting.					
Where is this space located in your community?	What does it look like now?				
How is this space currently used—or not used?					
What challenges do you see with this space?					
What would make this space more fun, exciting, a	and inviting?				





Adventure Part 3

Step into a STEAM career



Name:	Date:

Step into these STEAM careers and imagine how each could help bring your play spot to life.



Public Arts Coordinator

How would you add art or entertainment to your space?

Landscape Architect

How would you design your space to be both beautiful and functional?

Ecological Planner

How would you ensure your space is eco-friendly and sustainable?

Smart City Technologist

How would you use technology to create a smart space that's future-ready?





Brainstorm blueprint



Name:		Date:		
Every community has places that for can be transformed into playful, we one of those underutilized places in	elcoming spaces. Use	this sheet to brains	torm ideas for turning	
What is the name of your reimagined space?	Who would enj	oy your space?	What types of play happen in your spa	
What are fun things could you us	se your space for?	What features to improve you	could be added ur space?	





Adventure Part 5

Build your play spot



1	Name:		Date:		
į	You've used your imagination, creativity, and design thinking to reimagine and build your space—and now it's time to reflect on your work. This sheet will help you think about what you learned, what you're proud of, and how your ideas could make a real community impact.				
	1. STEAM career		2. Build and reflect		
	What was your STEAM career?		What changed from your original design?		
	How did your STEAM career influence your design ideas?				
	What aspect of your STEAM career did you find		What design obstacles did you face—and how did you or work to overcome them?	your team	
	most interesting?				





Play spot pitch builder



Name:	Date:
Use this checklist to help you organize and build your p through planning your ideas so you can share your proj	
1. Introduction	2. The big idea
Your project's name:	What's your vision? Describe your reimagined space in one powerful sentence:
Where is it located? Describe the original space: (e.g., an empty lot, rooftop, alleyway)	
What was the problem or need? (e.g., lack of safe play areas, unused space, limited community interaction)	What inspired your design? Was it a real-world example, a community need, or your imagination?

3. Key features

Highlight 2–4 elements of your design. Describe how each supports play, creativity, or community connection.





4. STEAM connections **Public Arts Coordinator Landscape Architect Ecological Planner Smart City Technologist** How did you add art or How did you design How did you ensure How did you use your space to be entertainment your space is technology to create to your space? both beautiful and eco-friendly and a smart space that's functional? sustainable? future-ready?

5. Impact on the community

Who will use this space?

(kids, teens, families, everyone)

How will it bring people together or solve a community challenge?

What makes it fun, welcoming, or unexpected?

6. Final thoughts

What part of the process was the most fun?

What challenges did you face and how did you solve them?

What part of your reimagined play spot are you most proud of?