

**Purpose, Description & Considerations**

- maximize use of asphalt areas, add educational and play value
- class management tool (line up zone, multi-class use, etc.)
- place making w/ design & color
- positive impact on neighborhood
- site considerations - cost, style, size, layout within overall schoolyard space
- design options: curriculum connection, game play
- creation of a sense of place & cultural representation
- volunteer painting opportunity

**Design Checklist**

- cost (area & painting type)
- maintenance considerations
- play value (& age range)
- color choices
- avoid vehicle traffic paths
- pros & cons discussion
- graphics used as organizing element (not an afterthought)
- aesthetic & artistic contribution

**Illustrations**



map of the world (painted with stencils during volunteer work day)



compass rose & direction indicators



maps - world, or local area



100's grid - kinesthetic math & games



large leaf shapes with insects (referencing the natural world)



4-square game grids



running track, circles entire school building & passes through basketball court - example of shared use of space



colorful icons and patterns for class line up markers



blue 'trike track', hopscotch and a maze - these designs created in collaboration with artists, and painted by art students