

PLAYGROUND RESOURCES AND RECOMMENDED READING:

Below are some links that may be of interest; some are to websites and some to articles. (You may have to cut and paste into browser) The book "Last Child in the Woods" by Richard Louv is highly recommended. Please contact Chris Catterton (<mailto:vcatt63@comcast.net>) if you'd like to read copies of selected chapters.

<http://www2.scholastic.com/browse/article.jsp?id=10208>

Web site: Why Kids Need Nature

http://www.unh.edu/news/cj_nr/2008/oct/bp7playground.cfm

Article: Natural Playground Aims To "Leave No Child Inside"

<http://www.edfacilities.org/rl/playgrounds.cfm>

National Clearinghouse for Educational Facilities (NCEF) resource list

<http://www.edfacilities.org/pubs/outdoor.pdf>

NCEF article "Planning School Grounds for Outdoor Learning"

http://www.denverpost.com/search/ci_6840337?source=email

Denverpost.com article: New playgrounds exercise kids' fancies

The Denver area is in front of a nationwide evolution in play spaces of the future, designed to work minds and muscles.

By Colleen O'Connor, Denver Post Staff Writer

http://www.boston.com/news/education/k_12/articles/2006/11/12/nh_schools_move_beyond_traditional_playgrounds?s_campaign=8315

Boston.com article: N.H. schools move beyond traditional playgrounds

By Holly Ramer, Associated Press Writer November 12, 2006

www.childrenandnature.org

The Children & Nature Network (C&NN) was created to encourage and support the people and organizations working to reconnect children with nature. C&NN provides access to the latest news and research in the field and a peer-to-peer network of researchers and individuals, educators and organizations dedicated to children's health and well-being.

www.naturalplaygrounds.com

This is the company that worked with Thatcher Brook School (watch the video about it); lots of good info on the website

www.leathersassociates.com

This is the company that did the community build playground in Falmouth, MA

www.richardlouv.com

Author of "Last Child in the Woods"