

## CPD Overviews

### Building an Active Community



1 in 6 deaths are caused by inactivity in the UK. How can public open spaces contribute to helping people change their behaviours and attitudes to physical activity? We explore the holistic approach to active community design.

**Target Audience: Landscape Architects, Planners, Community Groups and Local Authority**

### Inspirational Natural Play



This generation is the least connected with the natural world than any generation before it. We explore how natural play can reconnect children with the green world and the many benefits it brings. By exploring a range of case studies and design approaches the aim is to explore the many approaches to natural play design.

**Target Audience: Landscape Architects, Planners, Community Groups and Local Authority**

### Creating a Strategy for Inclusion



Almost 1 in 5 people in the UK have a disability and disabled children between the ages of 0 -16 are the fastest growing group among the population of disabled people. This presentation looks at the stats and best practice to design for a wide range of disabilities and understanding the barriers to play. We introduce PiPA the toolkit to designing outdoor play spaces.

**Target Audience: Landscape Architects, Planners, Community Groups and Local Authority**

### Coming Soon....

#### Generation Z – Who are they and why we need to understand them



We explore the world of technology and how this influences the world we live in and the way young people view it. How important is this in the design process and should we be using this in playtime? We explore the use of technology in playground design and the benefits of designing for the new age...