



Improvements to

JEFFERSON PLAYGROUND

MEETING RECORDING



The Boston Parks and Recreation Department will be recording the meeting and posting to our project webpage for those who are unable to attend the Zoom meeting live.

It is possible that participants may also be recording the meeting with their phones, cameras or other devices. If you do not wish to be recorded during this meeting, please keep your microphone muted and camera off.

Please share with your neighbors and friends,
boston.gov/jefferson-playground

VIRTUAL MEETING ETIQUETTE

We want to ensure this conversation is a pleasant experience for all and that all community members/stakeholders are comfortable sharing their comments, questions and feedback.

Please be respectful and mindful of each other's time when asking questions/ providing comments, so that all attendees are able to participate in the meeting.

Keep questions/ comments project-specific and not personal to yield solution-driven discussion.

Please wait until all attendees have had the opportunity to ask a question/ provide a comment before providing additional questions/ comments.

*You can always set up a conversation with **Max Sell**, max.sell@boston.gov, to further discuss the project or process.*

ZOOM TIPS

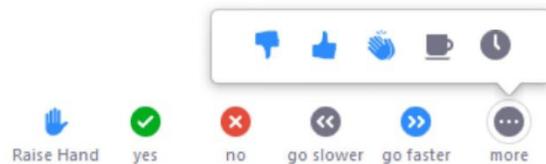
Here is how you can participate during the question and answer part of the presentation.

DURING THE PRESENTATION:



VIA WEB:

Turn video on / off.



To use these non-verbal options click on participants (bottom of screen); these options will pop up in side bar.

DURING THE Q&A:



JOINING VIA PHONE?

Use *9 to raise hand to ask for audio / video permission to ask questions or provide comments.



VIA WEB:

Chat to ask questions / comments or provide responses to poll questions



Raise hand to ask for audio / video permission to ask questions or provide comments.

AGENDA

- 1 PROJECT TEAM**
- 2 PROJECT OVERVIEW/ FEEDBACK FROM COMMUNITY MEETING #1**
- 3 SITE CONCEPT PLANS**
- 4 LANDSCAPE CONCEPT & PLAYGROUND PROGRAM**
- 5 LISTENING & DISCUSSION**
- 6 CLOSING REMARKS & NEXT STEPS**

PROJECT TEAM

MAX SELL

PROJECT MANAGER

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Cathy Offenberg, Principal

Uma Sekar, Senior Associate (Project Manager)

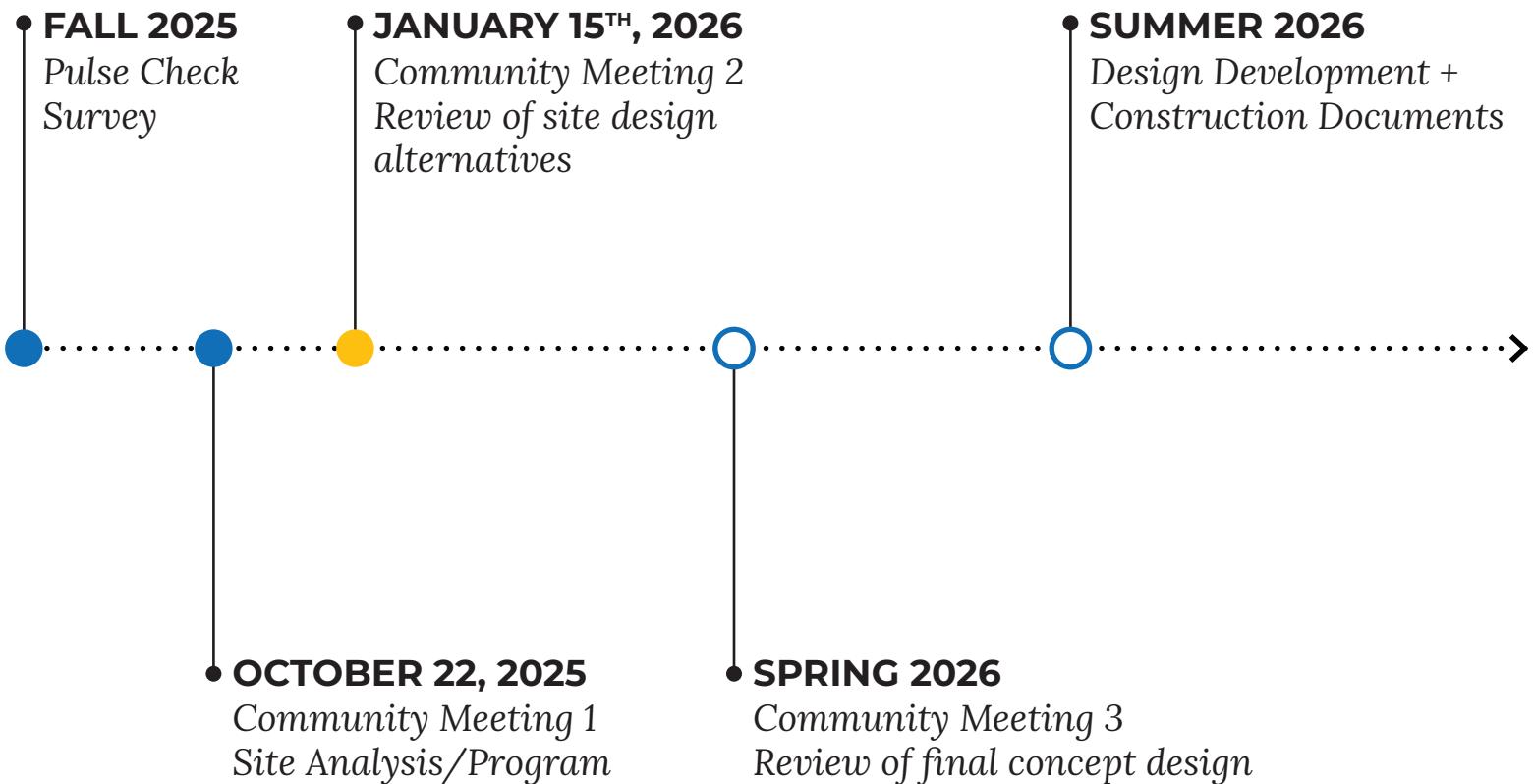
Karina Lanphear, Associate



PROJECT OVERVIEW

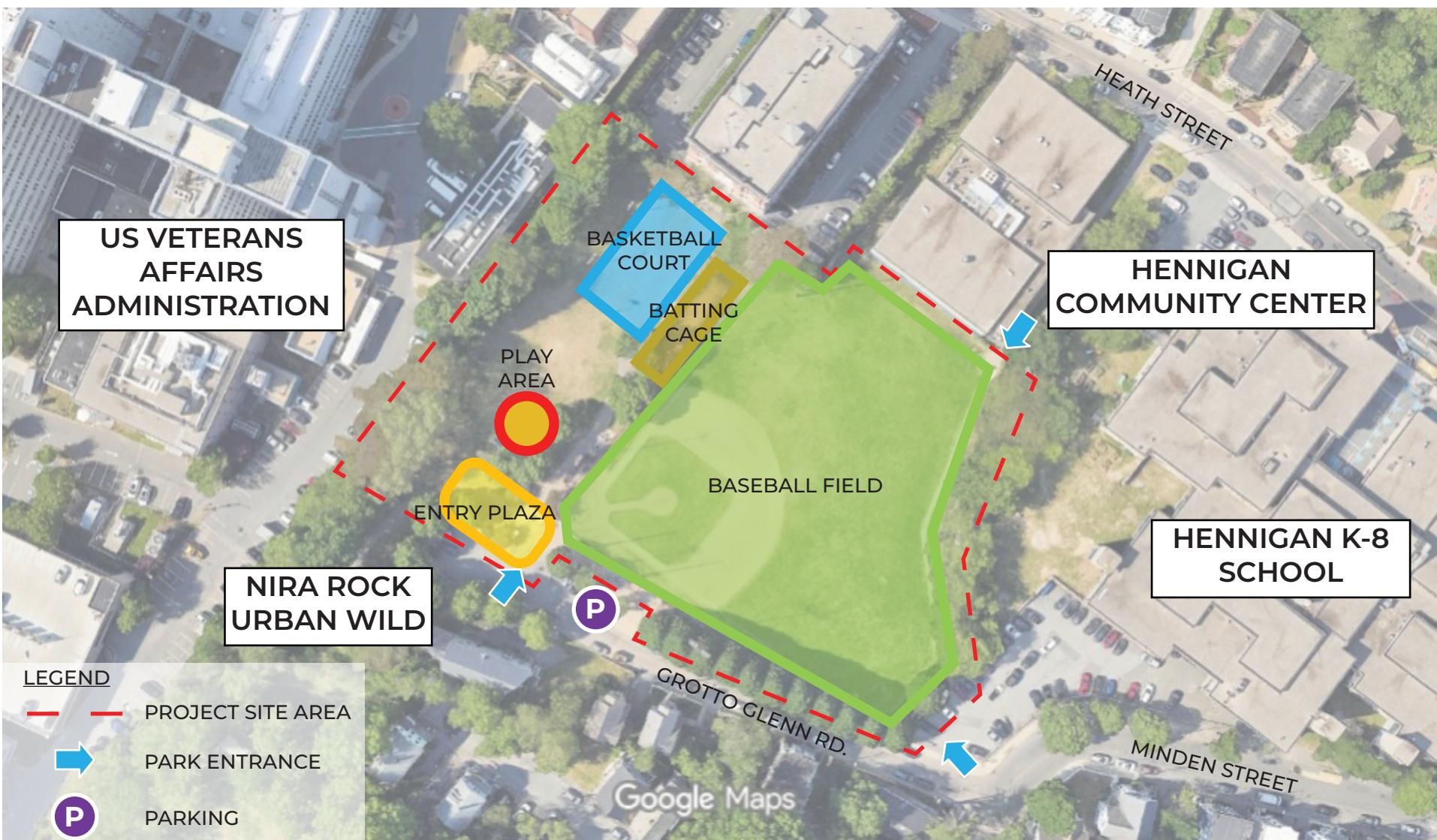


PROJECT SCHEDULE & FUNDING

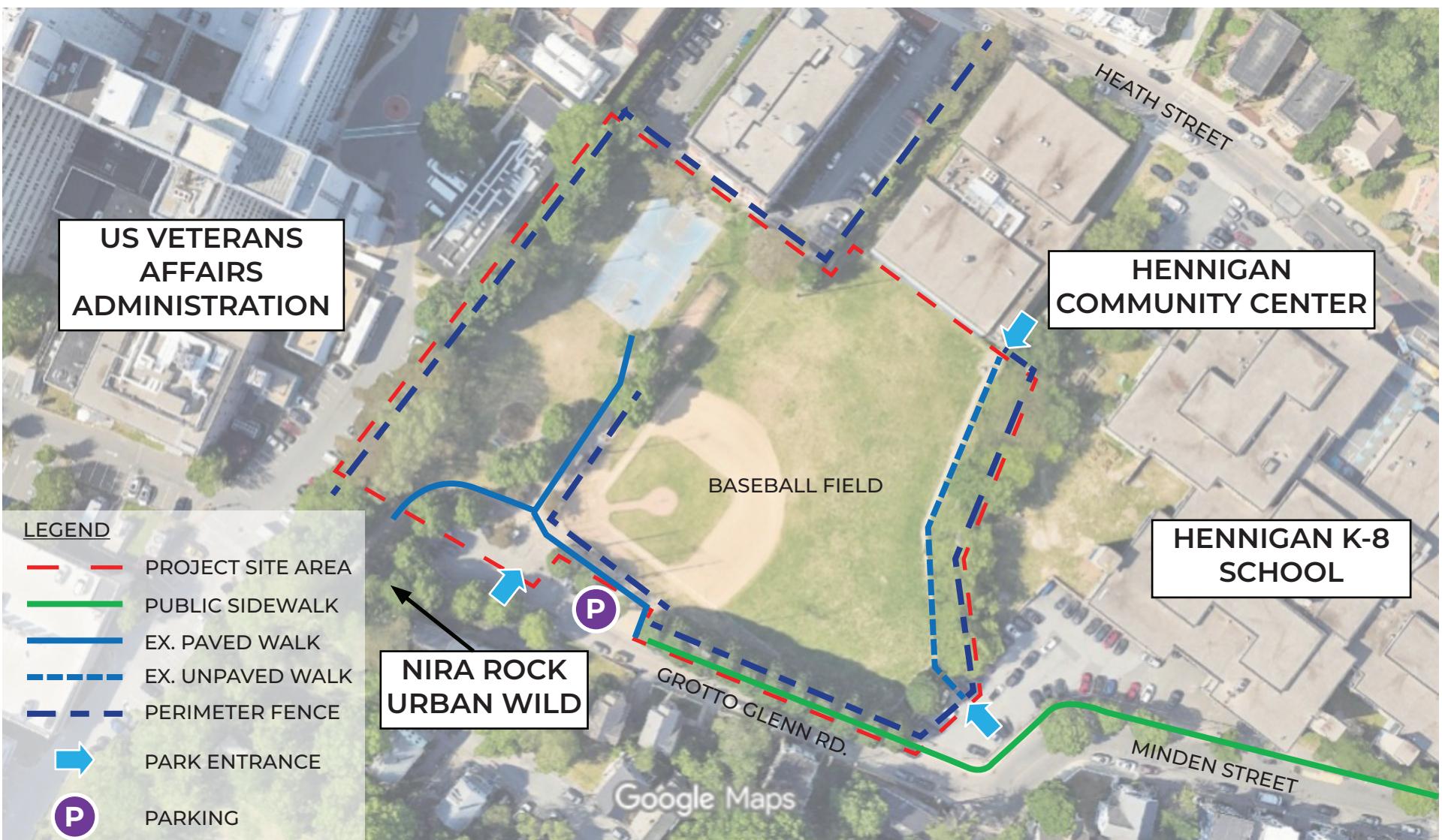




SITE ANALYSIS: EXISTING PROGRAM



SITE ANALYSIS: CIRCULATION



FEEDBACK FROM SITE ANALYSIS MEETING AND SURVEY

GENERAL

1. Feels disconnected
2. Suffers from littering
3. Desire a soccer field
4. Desire public restrooms
5. Pave walking paths

ENTRY PLAZA

1. Uninviting, no seating, insufficient signage
2. Needs accessible entry from Heath St.
3. Maintain access to NIRA Rock

BALLFIELD AND BATTING CAGE

1. Well used
2. Suffers from drainage issues, floods
3. Other field programming - study current usage
4. Double bleacher capacity and improve sight lines from seating
5. Permanent storage locker (4' x 2' x 2' Min.)
6. Lighting upgrades
7. Water fountains
8. Sometimes used as dog park - not desirable
9. Maintain and pave path from Heath St.



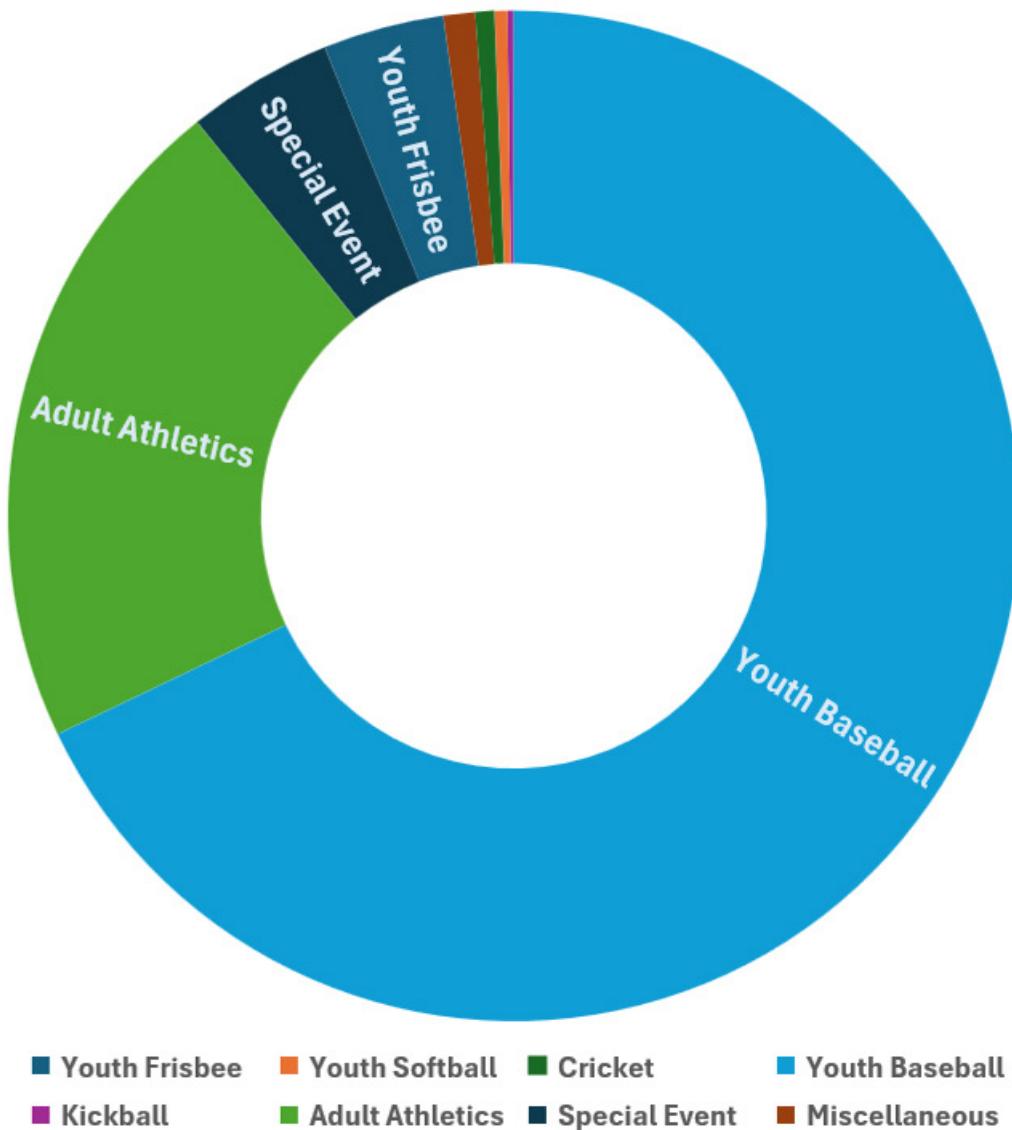
BASKETBALL COURT

1. Mainly used for informal play
2. Lacks seating
3. Outreach to Native American Association and other user groups

PLAYGROUND

1. Should serve needs of different age groups with more diverse play equipment
2. Overall fence not desired while noting need to contain youngest children
3. Upgrade play structure

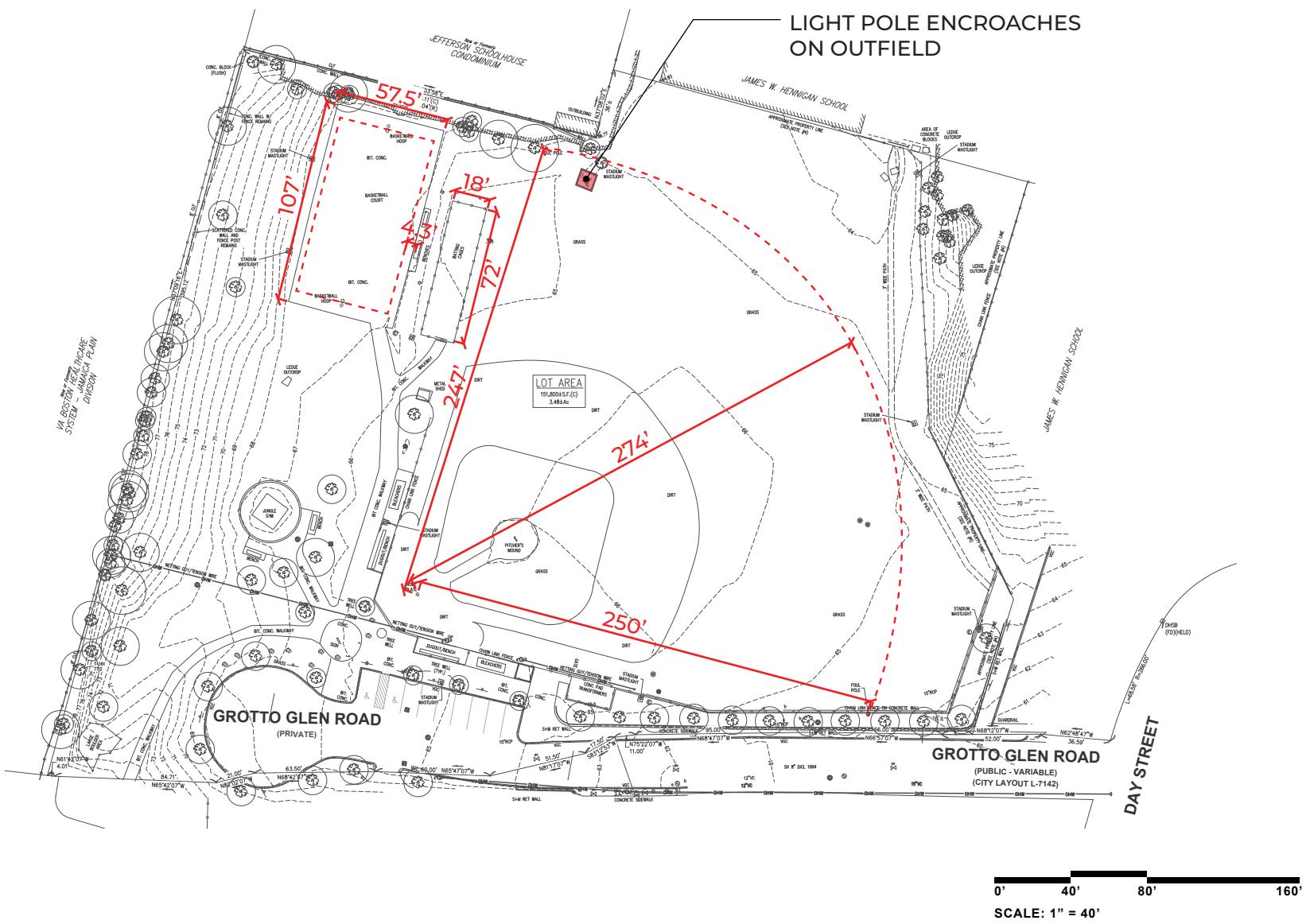
ATHLETICS PERMIT HOLDER ANALYSIS

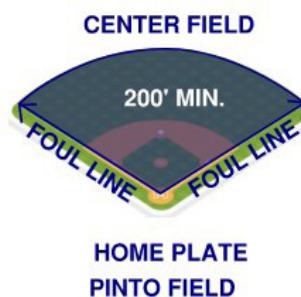
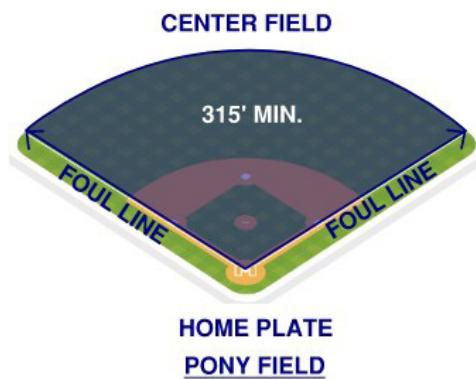
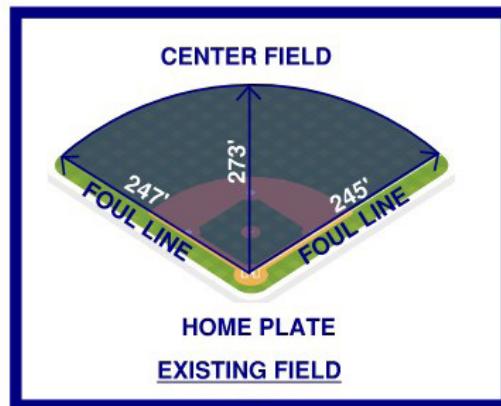


SITE CONCEPTS



SITE ANALYSIS - EX. ATHLETICS FACILITIES





SOCER FIELD LAYOUT OPTIONS



TYPICAL U10 SOCCER FIELD =
105' - 135' X 165' -195'

FIELD SHOWN = 105' X 165'
WITH 10' CLEARANCE ON ALL
SIDES

OPTION	OVERLAP WITH INFIELD	SOLAR ORIENTATION	DISTANCE FROM SCHOOL
1	MEDIUM	POOREST	FAIRLY CLOSE
2	MAXIMUM	POOR	CLOSEST
3	MINIMAL	IDEAL	FURTHER
4	LEAST	FAIR	FURTHER

0' 40' 80' 160'
SCALE: 1" = 40'

SCALE: 1" = 40'



CONCEPT PLAN 1: RETAIN



CONCEPT PLAN 2: ROTATE



COMPARISON OF CONCEPTS



CONCEPT 1: RETAIN

1. Keep existing orientation of baseball field
2. Minimal repairs to field fence
3. Keep current location of batting cage
4. Improve bleacher style seating
5. Planting separation between basketball court and playground
6. Seating to west of basketball court (better orientation for afternoon games)
7. Loop walk around site



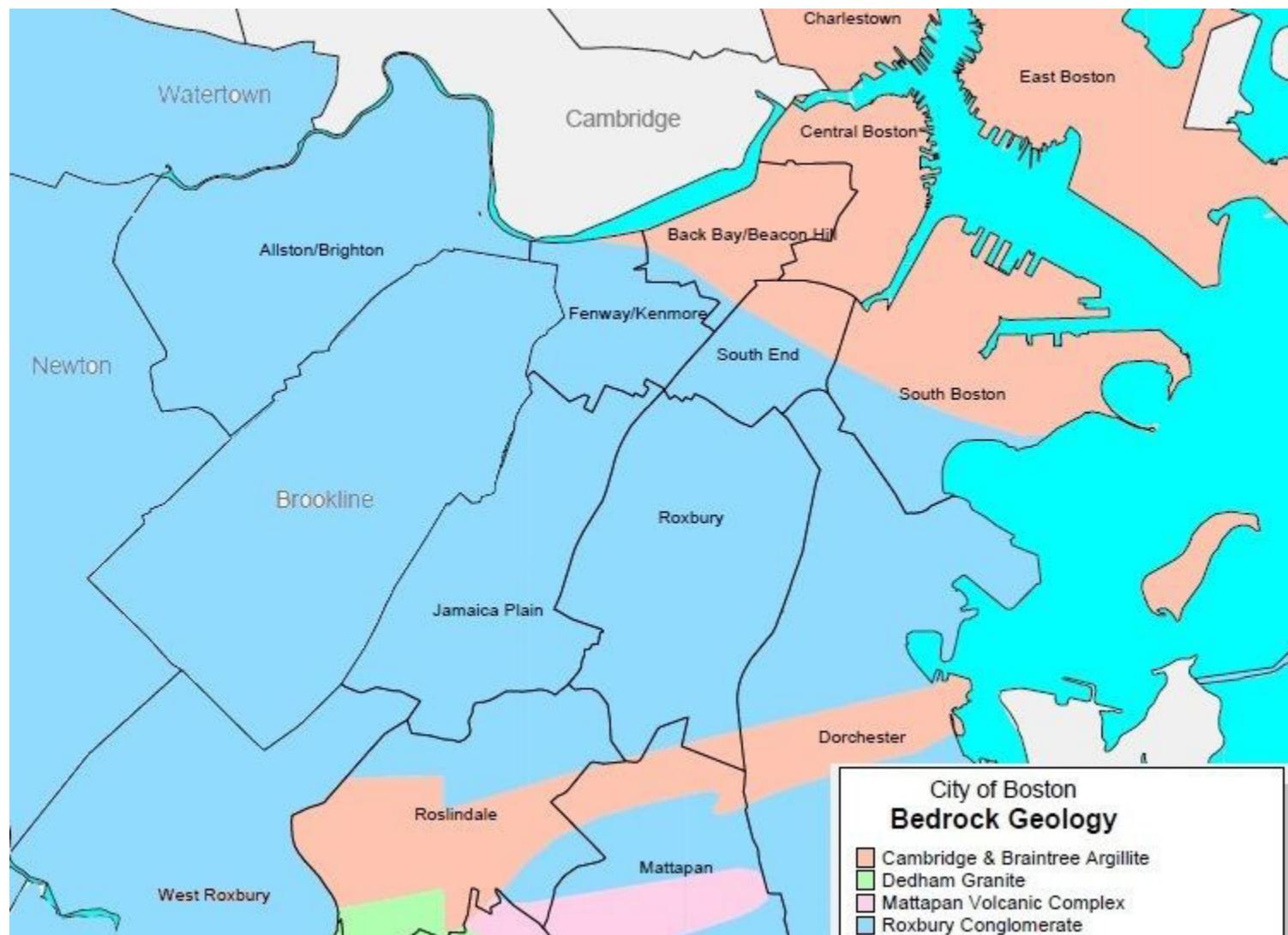
CONCEPT 2: ROTATE

1. Rotate baseball field - Trees no longer interfere with play
2. Replacement of backstop
3. Relocate batting cage; new cage to outfield
4. Expanded unobstructed linear bench seating
5. Fence separation between basketball court and playground
6. Seating to east of basketball court (better orientation for morning games)
7. No loop walk around site

SITE HISTORY



SITE GEOLOGY



SITE GEOLOGY - ROXBURY CONGLOMERATE/PUDDING STONE

THE STATE ROCK OF MASSACHUSETTS



North side of basketball court



At NIRA Rock



East of the entry plaza



Close-up of Rock surface

HISTORIC PHOTOGRAPH OF SITE



Puddingstone quarry from the time of the Great Depression under NIRA (National Industrial Recovery Act)

PRECEDENT CONCEPT IMAGES

Bring the site/nature into the play area:



PRECEDENT CONCEPT IMAGES



Encourage safe exploration of natural areas



Incorporate exposed ledge into play areas



Play equipment that reflects native flora-fauna



Engage the slope along the east with play equipment

PRECEDENT IMAGES

0-2 years old:



2-5 years old:



5-12 years old:



AGE OF IMAGINATION:

1. Grow thinking skills
2. Begin to make friends
3. Learn new movements
4. Solve small problems (sort, use small tools)

TYPICAL AMENITIES:

1. Infant swing
2. Slides
3. Fantasy/ Pretend play
4. Crawling, rolling
5. Textural changes
6. Encourages small social interactions

AGE OF ADVENTURE:

1. Develop gross and fine motor skills
2. Discover the world around them and how to use their bodies
3. Learn how to communicate with peers (take turns, share)

TYPICAL AMENITIES:

1. Encourage a range of motion, including spinning, climb, slide, skip and swing
2. Balance and coordination
3. Challenging
4. Allows individual and small group play

AGE OF CHALLENGE:

1. Develop individual styles/ skills
2. Learn problem-solving
3. Develop emotional and social competence to participate in relationships

TYPICAL AMENITIES:

1. Encourage hand-eye coordination and whole body movement
2. Provides challenges at different levels

PRECEDENT IMAGES



1 IMAGINATIVE PLAY



2 CRAWLING



3 MULTI-GENERATIONAL PLAY



4 SLIDES AND PLATFORMS



5 SWING



6 MULTI-ACTIVITY



7 BALANCE



8 CLIMBING



9 SPINNING

LISTENING & DISCUSSION



Help us build great parks.
Let us know what matters to you.

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THANK YOU!

**Next Meeting Spring 2026
location TBD**

For questions, maintenance requests or
concerns regarding any of our
parks contact 311

**BOS:
311**

**For questions or comments on the project,
please contact Max Sell at max.sell@boston.gov**

