



THE PLAY SPOT

Creative Capture Sheets



Put
learning
in play
mode

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 (<i>double-sided</i>)	8

Celebrate
World Play Day
with us on
June 11

Exploring play spaces



Name: _____

Date: _____



Describe or draw your favorite play space you've visited.

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 creating this space?

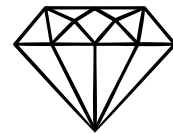
Community space observation



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, and inviting?

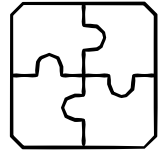
Step into a STEAM career



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 feel unused, empty, or just a little dull—but with creativity, they can be transformed into playful, welcoming spaces. Use this sheet to brainstorm ideas for turning one of those underutilized places into something fun and meaningful for your community.



What is the name of your reimagined space?

Who would enjoy your space?

What types of play could happen in your space?

What are fun things could you use your space for?

What features could be added to improve your space?

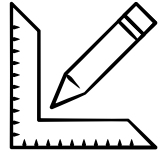
Build your play spot



Name: _____

Date: _____

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

What was your STEAM career?

How did your STEAM career influence your design ideas?

What aspect of your STEAM career did you find most interesting?

2. Build and reflect

What changed from your original design?

What design obstacles did you face—and how did you or your team work to overcome them?

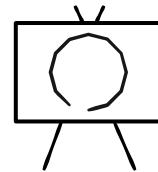
Play spot pitch builder



Name: _____

Date: _____

Use this checklist to help you organize and build your presentation step by step. It will guide you through planning your ideas so you can share your project with confidence.



1. Introduction

Your project's name:

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)

2. The big idea

What's your vision? Describe your reimaged space in one powerful sentence:

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

How did you add art or entertainment to your space?

Landscape Architect

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

Ecological Planner

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

Smart City Technologist

How did you use technology to create a smart space that's 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?