

Rocky Mountain Arsenal NWR Nature Play



Why Nature Play?

- Friends of the Front Range Wildlife Refuges (FFRWR) hired a research firm in 2022 to interview area residents to understand the needs of surrounding communities as they relate to the Refuge.
- Outcomes revealed a desire to make the Refuge a more welcoming space, to give multiple generations ways to participate, and engage youth.
- Nature Play would provide an extension to K-5 field trips creating a community asset for play, education, and exploration.
- Provide opportunities outside of visitor center hours.



Children spend an average of 6 hours per day consuming media outside of school, missing out on crucial physical activity and nature-related learning that develops observation and problem-solving skills, science and math abilities, imagination, creativity, and a sense of wonder that is the basis for lifelong learning.¹



Let's Get to Work!

- FFRWR is raising funds to launch a design-build for an 11,000 square foot nature play space at the Refuge.
- Nature play will be nestled between the Visitor Center, pollinator garden, live, endangered Black-Footed Ferret Exhibit, and 1-mile Discovery Trail.
- The project may also include a 6,000 square foot adventure play space on the Prairie Gateway Open Space by the Refuge entrance.



Connecting Kids to Nature

Benefits of Nature Play

- Builds strength, coordination, and advanced gross motor skills
- Promotes innovation, creativity, longer attention spans
- Develops science and math abilities
- Relieves stress and anxiety
- Strengthens confidence, social interactions, and multi-generational relationships
- Average time spent at a nature play site is 90 minutes versus 19-22 minutes at a traditional playground



Gathering Feedback

- Local K-5 students, visitors, and surrounding community members will be involved in the concept design process to share how they like to play!
- Use the QR code below or visit ffrwr.org/nature-play/ to stay in the loop and be part of the process

Co-Design Process

