

# **Educator's Guide**

**Creative Technology Education Outdoors** 

Welcome to the educational materials of the Ruoholahti computer-themed playground. This package is designed to support early childhood and primary school teachers, particularly in technology education. You can select individual activities or build a customized learning module based on the provided materials.





## **Preparing for the visit**

Ruoholahti Playground is an excellent destination for daycare and school groups. Groups can visit independently and use the activities available on the website.

You can also book a guided tour, "Discover the Themed Playground," through the Ruoholahti Playground website: <a href="hel.fi/en/childhood-and-education/playground-ruoholahti.html">hel.fi/en/childhood-and-education/playground-ruoholahti.html</a>

Reservations can be made by contacting **lp.ruoholahti@helsinki.fi.** We recommend setting aside at least two hours, including travel time, to allow for both guided activities and free play.

The teacher is responsible for the group throughout the visit. The playground staff cannot supervise the children during the visit.

The goal of the visit is to provide personal experiences and memories that enhance students' understanding of technology. Teachers and group leaders play a vital role in ensuring the success of the visit.





### **Basics of the Visit**

Include in your message: the name of your school or daycare, the number of children and adults, the ages of the children, the time reserved for the visit, activities you are interested in during the visit, and whether you plan to have a snack or lunch. Propose at least two potential dates and provide a contact phone number.

The playground's main entrance is at **Laivapojankatu 8.** 

The playground is easily accessible by metro, tram (lines 7, 8, 8H, 8T, 9, 9H, 9N), and bus (26). There is no parking available for cars or buses directly at the playground.

Opening hours: Mon-Fri 9:00-17:00. Outside these hours, the playground is open but unstaffed.

The playground can be visited in any weather, so ensure students are dressed accordingly.

There are designated areas for eating packed lunches.

Restroom facilities are available.

The playground has outdoor play equipment and games, including Mölkky, balls, floorball sticks, a chessboard, and chalk.

You can borrow computer-themed activity cards, photo passes, and laminated maps from the playground.

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### **Before the visit:**

Get familiar with the Ruoholahti Playground together with your group beforehand.

### **Early Childhood and Pre-Primary Education:**

Search for pictures or additional information about the playground online. You could, for example, print out the playground map. What does the map reveal? What details can you notice?

Plan a route to the playground using simple coding: clap when you see a red car, stomp your feet at a yellow car, and shout at a green car. Observe any computer-related objects along the way.

### Grades 1-2

Search for pictures or additional information about the playground online. Print or explore the playground map together.

What signs and symbols can be found on the map? Are there any references to computer elements? Are there symbols you don't yet recognize?

#### Grades 3-6:

Search for pictures or additional information about the playground online. tour together beforehand.

Plan the route to the playground using the map. How long will the trip take? What modes of transport can be used to reach the playground?

What does the playground look like from a bird's-eye view using a map app or aerial photos?

### Grades 7-9:

What images and ideas do the stu-

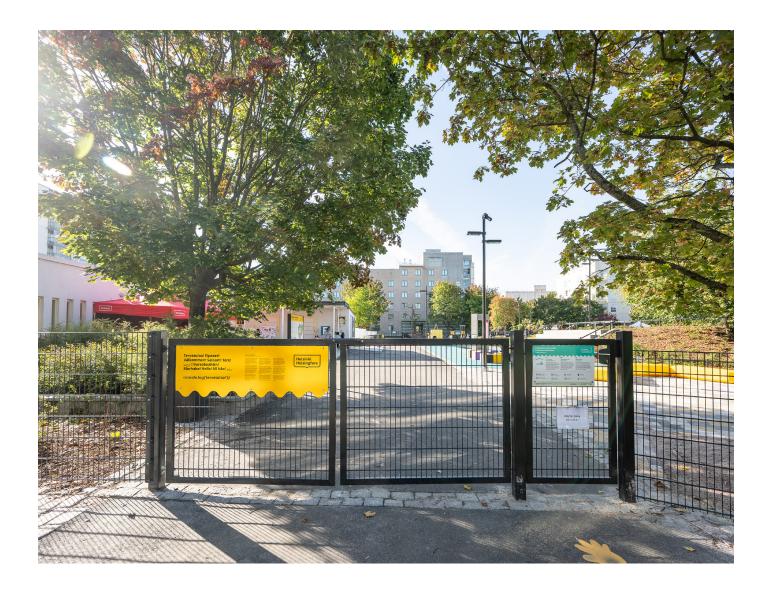
dents have about the playground in advance?

Discuss what a computer-themed playground could be like. How could it reflect technology concepts like programming, algorithms, or cybersecurity?

Listen to the episode of the audio

Themed Buddy Class Activity: The playground visit works well as part of a buddy class program. Could the visit be linked to collaborative learning? Older students can guide younger ones through various activities. They can also be tasked with documenting exercises, such as the Computer Tower, Robot Remote, or Flowchart activities.

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### **Teacher's Tasks**

If desired, reserve a guided playground tour and agree on the visit's schedule.

### **Plan the Excursion Program**

Create a basic structure for the program and select 1–2 activities from the materials section to do at the playground.

### **Materials and Documentation**

Print the necessary materials and plan how to document the visit.

Consider how to discuss and reflect on the experience with students afterward.

Identify the educational goals and how the experience connects to them.

### Meals, Transportation, and Safety

Plan meals and transport if needed, and ensure there are enough adults for the trip.

Inform guardians of the visit and request permission for photography if necessary.





## **During the Visit**

During the visit, the main focus is on play, exploring the playground, trying things out together, and discovering new ideas. The playground guide will introduce the area and provide assistance with practical matters. The teacher remains responsible for the group and any hands-on tasks during the visit.

### Example schedule for a guided "Introduction to the Computer-Themed Playground" visit (approximately 1.5 hours):

- Arrive with the group well before the scheduled start time.
- The playground guide will meet the group at the Laivapojankatu 8 entrance. Together, the group will agree on the rules and visitor etiquette. (5 min)
- Running is allowed, but leaving the
  playground area is not. Other children
  or visitors may be using the play equipment, so everyone must respect each
  other's play space. When sliding down
  the Computer Tower's slide, it's polite to
  call out "all clear" to the next slider. The
  afternoon school group at Ruoholahti has
  created the playground rules, which all
  users must follow.

### **Ruoholahti Playground Rules:**

I'm a good friend to everyone. I behave nicely and kindly. I give everyone space to play, climb, slide, cycle, and enjoy the playground. I use the climbing structures and play equipment for their intended purpose. I put trash in the bins and take care of the toys and equipment. I can build things out of snow — but snowball fights belong somewhere else.

- Bathroom visits are supervised by an adult.
- The use of mobile phones is decided on a group-by-group basis.
- There are no lockers for personal

- belongings, but items can be left at your own risk, for example, near the outdoor storage area.
- The guide will introduce the playground, tailoring the content to the group's age level. (5-10 min)
- The students will explore the playground independently before gathering back at the main gate. (5-15 min)
- Students will complete 1-2 teacher-selected activities, either together or in smaller groups. (20 min)
- Time is reserved for students' questions and reflections. (10 min)
- The guide provides a brief summary of the visit. (5 min)

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### **After the Visit**

Activities to do together:

## Early Childhood Education and Pre-primary

Discuss the experiences from the visit together. What thoughts and emotions did the playground evoke? Follow-up projects can be created based on the students' reflections and tips provided in the materials. In early childhood education, the theme can be extended through guided play and material suggestions.

**Example:** Build a computer using blocks or natural materials. How would this computer work in this world?

#### Grades 1-2

Follow-up projects can be created based on students' reflections and tips from the materials. In basic education, the theme can be expanded using the tips from the materials or integrated into a larger project or phenomenon-based learning unit.

**Example:** How do computers affect everyday life? Interview parents or other family members.

#### Grades 3-6

Reflect together on what was learned and how students can apply their knowledge in practice. How do the visit's themes, like algorithms or cybersecurity, appear in their daily lives?

**Example:** Design a game or activity that incorporates themes from the playground, such as algorithms, breaking problems into smaller parts, or even antivirus defense.

### Grades 7-9

Reflect on how technology, mathematics, and design were integrated

during the visit. What new perspectives were gained on the role of technology in society?

**Example:** Are there any parents or guardians in the group who work in the tech industry and could visit the class to discuss their work?

#### **Teacher's Tasks:**

Reflect on your experiences and observations of the group's activities in the new learning environment. What worked well? What could be improved? Share your feedback at lp.ruoholahti@helsinki.fi.

You can also share photos and experiences (with permission) on social media using the hashtag #leikkipuistoruoholahti or tag @leikkipuistoruoholahti. Remember to get permission for any photos taken by students.

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## Sample Program for a Playground Visit

Here are three ideas for exploring the playground.

## Early Childhood Education and Pre-primary

**Preparation.** Explore the cards Sandbox, Spring Swings, Computer Screen, Programmer Says, Screen and Keyboard. You can also use the worksheet during or after the visit.

**Pre-Activity.** With younger learners, use coloring pages to introduce the computer theme. Discuss what computers do and which playground equipment seems most exciting.

**Activities.** After a short introduction, the group splits in two. One team starts with *Programmer Says* at the trampolines, the other with the *Screen* activity at the small computer hut. Then they switch. Afterward, children are free to explore the rest of the playground with the worksheet.

Post-Activity/Assessment. Return to the coloring pages. What did they predict correctly? What surprised them? Children can describe their visit while the teacher documents their thoughts.

### Grades 1-6

**Preparation.** Explore the cards *Programmer Says, Computer Tower, Flowchart, Keyboard, Asphalt Code,* and *Phone.* You can also use the worksheet during or after the visit.

**Pre-Activity.** The playground has a rotating phone carousel. Students can plan a dance for it in advance and teach it to their classmates.

Activities. After a short introduction, the class divides into three groups: one starts with the *Phone* activity, one with *Asphalt Code*, and one with the *Computer Tower* exercise. Groups rotate between stations, with free time to explore other equipment.

**Post-Activity/Assessment.** Create a flowchart together to describe the day's events.

#### Grades 7-9

**Preparation.** Explore the cards Computers in the City, Binary Calculator, Phone, and Audio Tour. The worksheet can be used during or after the visit.

**Pre-Activity**. Listen to the episode of the audio program before the visit for an introduction to key ideas.

Activities. During the visit, students complete worksheet tasks in small groups, exploring the play equipment and computer science concepts at their own pace.

### Post-Activity / Assessment.

After the visit, return to the worksheet to reflect on what students discovered.

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### **Materials**

The following materials support your visit to the playground. Please review them before your trip.



### Park map (PDF)

A printable map to explore the playground or even organize your own treasure hunt.



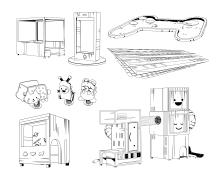
#### **Playground Routes (PDF)**

Print a pre-planned route to help your group explore the playground and its various play structures. Bring along pencils! The worksheet can also be completed after the visit to focus on finding different locations and completing tasks within the playground.

### Routes for different age groups: Early Childhood Education & Preschool – Sandbox, spring riders, screen, and keyboard (PDF)

Grades 1–6 – Trampolines, computer tower, server hut, keyboard, phone (PDF)

Grades 7–9 – Keyboard, computer tower, phone (PDF)



### **Coloring pages (PDF)**

Downloadable coloring pages suitable for all ages to familiarize themselves with the playground.



### **Activity cards**

The Computer-Themed Activity Cards offer an engaging and hands-on way to support technology education. They are designed especially for early childhood education, preschool, and primary school students (Grades 1-6). The set includes 20 different exercises, formatted for double-sided A4 printing. Each A4 sheet contains two cards, with an image of the play structure on the front and activity instructions on the back.Print double-sided (duplex printing), with long-edge binding. Cut along the guideline to separate the cards. Laminate for durability. Trim again, leaving a safety margin around the edges. Round the corners for safety.

Alternatively, you can borrow a ready-made set of cards from the play-ground. Please remember to contact us in advance.



Jakso 1: Puiston suunnittellu ja rakentaminen Tinin Jaksossa pureudutan toemalekkojukon suumiteka perusteisiin. Koutaan, miten toka puatosta akoi muotokaa ja mila kaalkee puatostas yhdinekkiin tekki ja oppimisen luoden ainuttaituven kokemus lapalla ja perilaite. Niin syntyl Helsingin enaimmäinen teemalekkipuisto

Audio Tour (MP3, approx. 10 minutes) The Ruoholahti Playground was renovated as Helsinki's first themed playground. Listen to the podcast episode to learn about:

How the idea for the world's first computer-themed playground came about

The design and development process How children can learn about computers and programming through play

A pedagogical guide for Grades 7–9 is available for download.





### **Posters & Image Bank**

You can print A3-sized posters for your

Early Childhood Education & Preschool (PDF)

Primary School (PDF)

Middle School (PDF)

You can also download illustrations of the playground equipment for educational use here. Illustrations are drawn by Riku Ounaslehto.



hel.fi/en/childhood-and-education/playgroundruoholahti.html

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### **FAQ**

## How can I book a guided visit to the playground?

You can book a guided "Get to Know the Themed Playground" tour through the Leikkipuisto Ruoholahti website. For available times, please contact lp.ruoholahti@helsinki.fi.

We recommend reserving at least two lessons' worth of time (90–120 minutes) for your visit to allow time for free play as well.

## Is the playground closed in winter or in the evenings?

The playground is open 24/7 year-round. The indoor facilities, including toilets, are open Mon–Fri from 9:00 to 17:00 (during school holidays 9:00 to 16:00).

### Where can I park nearby?

Leikkipuisto Ruoholahti does not have

dedicated parking for cars or buses. However, the playground is easily accessible by public transport: Metro

Tram lines 7, 8, 8H, 8T, 9, 9H, and 9N Bus 26

### Is the playground accessible?

Many areas of Leikkipuisto Ruoholahti are accessible.

### Are there toilets at the playground?

During opening hours (9:00–17:00), there are toilet facilities available, including an accessible toilet, a changing table for babies, and a potty.

### Can we bring our own snacks?

Yes, there are picnic tables in the park and a sheltered area suitable for small groups.

#### **For International Visitors**

International groups can request a visit using the form at the bottom of the Visits and International Cooperation page. Please mention Leikkipuisto Ruoholahti in your message.

https://www.hel.fi/en/decision-making/city-organisation/divisions/ education-division/visits-and-international-cooperation



hel.fi/en/childhood-and-education/playgroundruoholahti.html

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