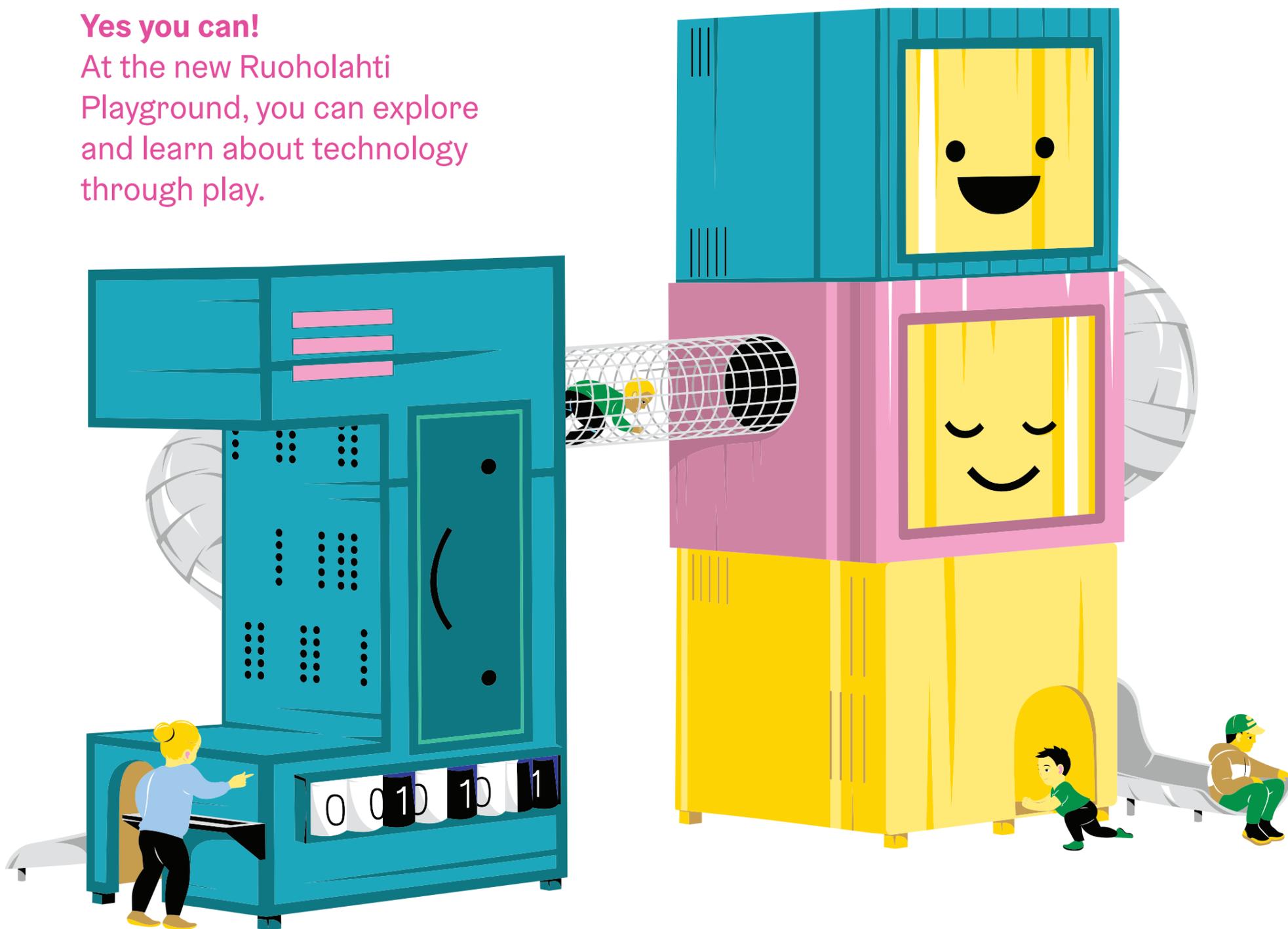


Can you climb inside a computer?

Yes you can!

At the new Ruoholahti Playground, you can explore and learn about technology through play.



What can you do at the playground?

Climb the Computer Tower and figure out how input and output work.

Play *Programmer Says* on the trampolines.

Design your own online store in the Computer Hut.

Technology education at the playground encourages curiosity, experimentation, and problem-solving. Children are guided to observe technology in their surroundings, ask questions, and come up with creative solutions — together.

And much more!

The playground activities support many goals from the Finnish early childhood and pre-primary education curricula, such as:

- Exploring and interacting with the environment
- Growth, movement, and development
- Multiliteracy
- Learning environments
- Digital skills

Contact

Leikkipuisto Ruoholahti
Laivapojankatu 8, 00180
Helsinki

Trams 8, 9
Buses 22, 22K, 26
Metro: Ruoholahti



Ready-made materials and tips for planning your visit:
hel.fi/en/childhood-and-education/playground-ruoholahti

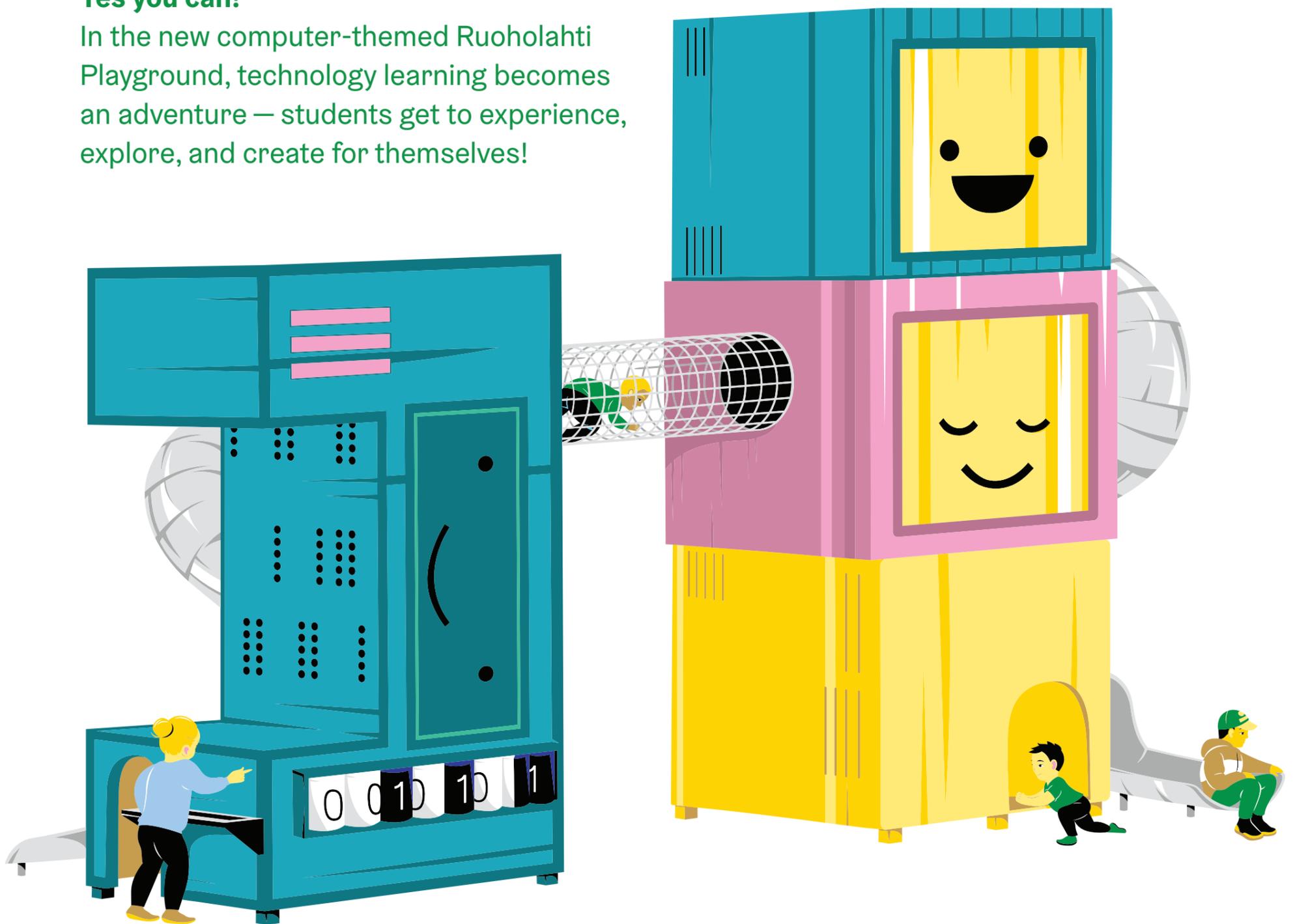
Helsinki

**Leikkipuisto
Ruoholahti**

Can you climb inside a computer?

Yes you can!

In the new computer-themed Ruoholahti Playground, technology learning becomes an adventure – students get to experience, explore, and create for themselves!



What can you do at the playground?

Practice designing algorithms through grid-based games

Climb the Computer Tower and uncover the secrets of binary numbers

Jump on a giant keyboard, recognize letters, and build words



Ready-made materials and tips for planning your visit can be found in Opehuone or at: hel.fi/en/childhood-and-education/playground-ruoholahti

The aim of technology education in primary school is to introduce students to everyday technology, develop their observation and problem-solving skills, and encourage creativity and collaboration through play and exploration. And much more!

Links to the Finnish Primary School Curriculum

- Grades 1–2: Students practice basic math skills, language expression, observing their environment, and developing creativity through visual arts (Mathematics, Environmental Studies, Finnish Language and Literature, Visual Arts)
- Grades 3–6: Students deepen their mathematical skills, learn about their environment and society, and develop their communication abilities (Civics, Mathematics, Environmental Studies, Finnish Language and Literature, Visual Arts)

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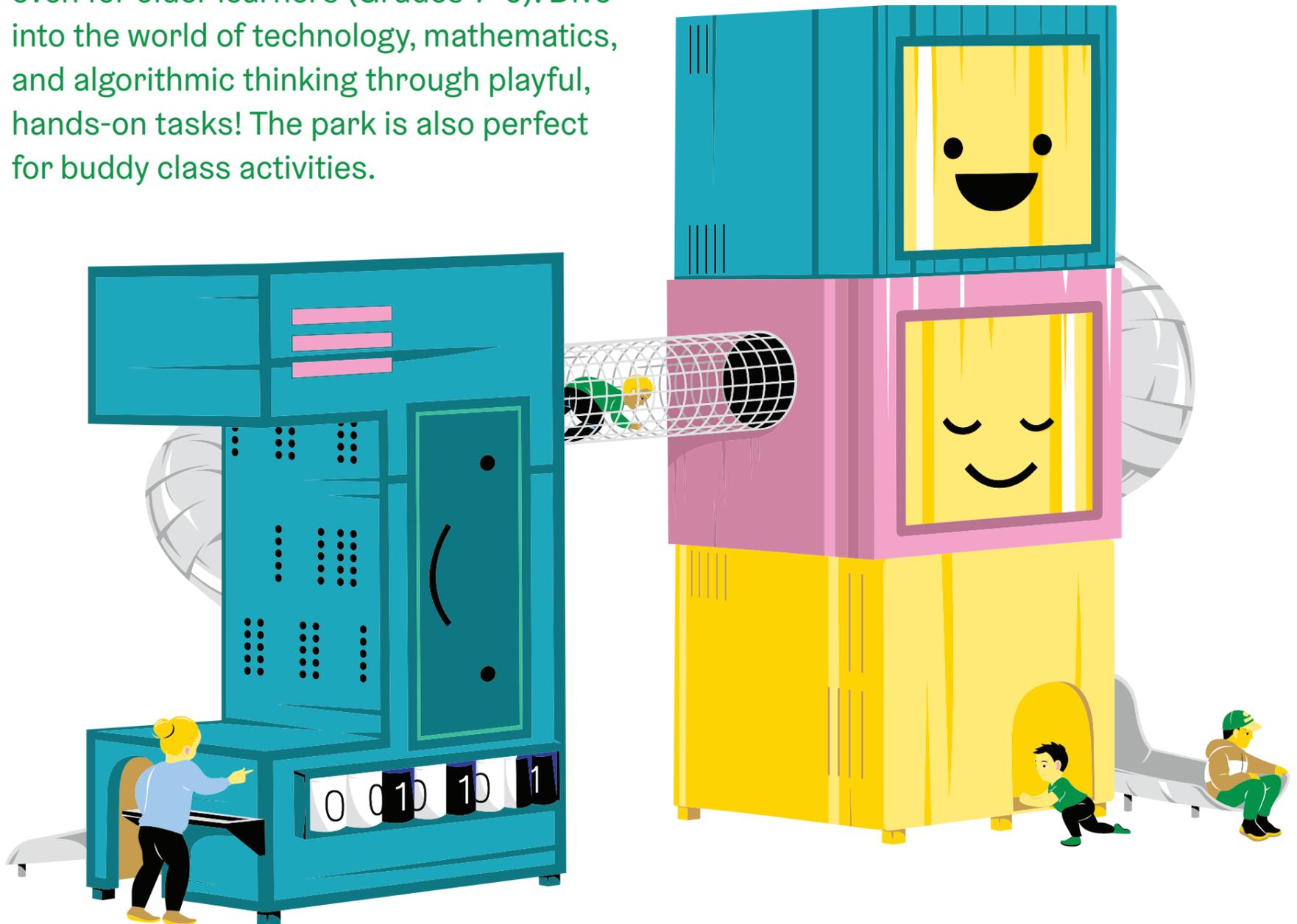
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**Leikkipuisto
Ruoholahti**

Can you climb inside a computer?

Yes you can!

The new computer-themed Ruoholahti Playground offers challenges and activities even for older learners (Grades 7–9). Dive into the world of technology, mathematics, and algorithmic thinking through playful, hands-on tasks! The park is also perfect for buddy class activities.



What can you do at the playground?

Practice algorithmic thinking and coding fundamentals through activities

Explore themes like urban planning, technology, and environmental impact

Develop teamwork and communication skills through buddy class collaboration



Ready-made materials and tips for planning your visit can be found in Opehuone or online: hel.fi/en/childhood-and-education/playground-ruoholahti

The goal of technology education is to encourage students to use technology creatively and to reflect on its impact on the environment and society – and much more!

Curriculum connections:

Students develop skills in communication, mathematical thinking, and applying technology. They explore phenomena in biology, geography, and civics, while also practicing self-expression through visual arts and physical education.

(Finnish Language and Literature, Mathematics, Biology, Geography, Civics, Visual Arts, Physical Education, Student Guidance)

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