



## Empowering students with social-emotional skills while advancing academic growth

*Experiential learning fosters curiosity and empowers the next generation of leaders to build a more inclusive world.*



### THE PLAYGROUND AS A LIVING LABORATORY

Magical Bridge Playgrounds use universal design principles to create a great play experience for everyone. Our playground serves as a living laboratory to learn how empathy, design, engineering, and leadership skills all come together to strengthen our communities. We regularly host classes, tours, and workshops in the playground to give hands-on opportunities to learn.



### LEARNING BEYOND THE PLAYGROUND

Magical Bridge Foundation now offers a companion curriculum to enhance its mission of developing more inclusive communities. We are delighted by the overwhelmingly positive response from both schools and recreation programs that have put our curriculum into action. Teachers and youth development professionals appreciate having projects that teach kindness and compassion while aligning with a variety of math, science and literacy skills.



### EDUCATIONAL AND ENRICHMENT CURRICULUM PROJECTS

Magical Bridge Foundation is excited to offer educational enrichment activities for elementary, middle and high school students to strengthen social-emotional skills while enhancing academic and life skills. Students develop empathy and increased understanding about various disabilities and all of our curricula are common core aligned, engaging and fun!



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## CURRENT CURRICULUM PROJECTS



<b>SUPERHEROS IN OUR COMMUNITY</b>
(Grades 4-High School)

The superhero genre of fiction offers an opportunity to gain perspective and to reframe thinking about the inclusion of people with different needs and abilities. *Participants write or discuss how superhero fiction metaphorically reflects on the situation for people with disabilities.*



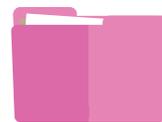
<b>PLAYGROUND DESIGN PROJECT</b>
(Grades 1-High School)

Participants learn how to mindfully design play spaces to meet a wide variety of physical and developmental challenges as they create designs of inclusive playground equipment. *Deliverables for the project can be hand drawn concept art, three-dimensional scale models, or CAD (computer-aided design) representations.*



<b>LEFT OUT OF PLAY?</b>
(Grades 4-High School)

In this series of activities, participants are guided by the question: “What is the Americans with Disabilities Act (ADA) and how does it affect accessibility on the playground, in my city or at school?” *The capstone activity is physically (or virtually) going to a school or city playground and evaluating the level of accessibility of the design and equipment there.*



<b>WRITE YOUR NAME IN BRAILLE</b>
(Grades 3-High School)

Designed to give people who are sighted the opportunity to experience the magic of Braille dots by introducing Grade 1 Braille which has a 1-to-1 correspondence with the alphabet. *The capstone project for this activity is to use a slate-and-stylus, a technology that is functionally identical to the technology used by Louis Braille in the 1800s, to write one’s name or a simple message in Braille.*



<b>WHEELCHAIR TEST DRIVES</b>
(Grades 2-High School)

It is said, “You can’t understand someone until you’ve walked a mile in their shoes.” But what if that person is a wheelchair or mobility device user? *In learning basic operation, safety and technique in wheelchair usage, this popular activity has a well-deserved reputation for fostering empathy and inclusion between those with mobility challenges and their typical peers.*



<b>APPLIED MATH AT THE PLAYGROUND</b>
(Grades 4-8)

Math can seem disconnected from the real world, but these fun activities make upper elementary and middle school math standards fun and practical. *Participants calculate the diagonals of right triangles; the diameters and areas of a circle if you know the circumferences; the volume of various solid structures and even the slope ratios of ramps to determine if they meet or exceed accessibility code requirements.*



<b>DISABILITY EMOJIS</b>
(Grades K-High School)

Within pop culture, emojis have become popular for communicating a variety of different themes and ideas. However, there is still a lack of emojis that aid in communicating themes about disability. *In this activity, participants create their own disability-themed emojis with either traditional hand-drawn artist materials or with modern digital artistic tools.*



<b>CONSTRUCTION COST SIMULATION</b>
(Grades 3-5)

Participants reinforce and apply math concepts as they make pencil-on-paper designs of an inclusive play zone complete with rubberized surfacing, inclusive equipment, and an aggregate concrete perimeter. *Participants run through a materials cost estimate procedure that reinforces the math operations of addition, multiplication, division, plus the concept of area and perimeter.*