VISITING PLAYCOSYSTEM – SOCIAL STORY
Bernheim has a playground where you can play in nature and with nature. It is called Playcosystem. You should come visit!
When you visit, the person at the entrance will say “Hello” and may ask your grown up some questions. This person welcomes you to Bernheim.
Your group will park in a lot near the playground. You will use the crosswalks to cross the road safely. You will open the gate to get into the playground. There is a fence that surrounds it to separate the playground from the road.
The playground has many different items from nature to play on or with. Some of them may be small, like sticks, and some may be big, like logs. There will also be open space to move and play.
You can play with all the nature items you find. You might want to pick them up, move them, stack them, or create something new while you play. You can play however you want! Just remember to be kind to nature and other visitors.
The ground will change in different areas of the playground. The playground will also change with the weather or season. There will be flat areas and hills. There will be areas with dirt, water, and rocks. There will be grass and trees, too!
When you are playing in nature, your hands or clothes may get dirty or wet. It can be fun to get messy while you play! There are restrooms nearby to clean up if you want to.
There may be other people playing at the playground around you. You could ask, “Can I play with you?” if you want to join their fun. There is almost always a quiet place to get away from people too, if you’d like.
After exploring for a while, it will be time to leave the playground. You will cross the road back to the parking lot and say goodbye to the playground for the day.
If you come to Bernheim often or enjoy playing at Playcosystem, you should join the 100 Hours Challenge! For every hour you play at Playcosystem, you can color in a leaf. After all leaves are filled, you have earned your 100 Hours Challenge patch. You can pick up a coloring sheet at the Visitor Center.