



Once we arrived at "the big park," a focal point was naturally established: the defunct fountain near the police precinct where Emerson & Kahlan spent a part of their first GP visit. A lively game of "Three Boats" emerged almost as soon as the children approached the area, which has three concrete platforms opening into a triangular shape. The children formed three "groups" & traveled across "the ocean" between the three boats. While each group seemed to have a slightly different way of playing, the overarching game worked in harmony. The final piece of the game, initially inspired by Evelyn & Felix's mini-game (see middle left photo), involved "fishing" in the fountain with long sticks, before transforming into "magical soup" brewing based on Emerson & Margaret's variation. After a lively half hour of play we voted to continue the game for the remaining half hour rather than explore more of GP- just as the children from the last GP trip devoted their time to the bridge. Kalei was excited that was how the children chose to manage their time, believing it could cultivate meaningful relationships with this unique feature of GP. She wonders if the children will continue to experience the park in this way, & if so, how it might affect the children's individual & collective relationships with GP.

**Creating a Relationship with Grant Park through Play**  
Margaret, Emerson, Kahlan, Evelyn, & Felix 5/2/2017