

Research

We believe that when kids play, we all win.

Publications

Reports, case studies, and toolkits produced or co-produced by KABOOM! that inform and guide our work.

Play Everywhere Playbook

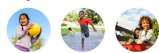


Leveraging our own play infrastructure expertise and collaborations with cities and partners, we've developed a number of successful approaches to creating kid-friendly, playful cities. With input and insight from city and community leaders, health experts, urban planners and affected families, we've created this toolkit – the Play Everywhere Playbook.

[Play Everywhere Playbook](#)

Using Behavioral Economics to Create Playable Cities

Using Behavioral Economics to Create Playable Cities



New research from KABOOM! and behavioral economics research firm [ideas42](#) shows that cities must become more playable to ensure that all kids across every socio-economic background are getting the balanced and active play they need to thrive. The resulting white paper, [Using Behavioral Economics to](#)

Create Playable Cities, identifies the behavioral bottlenecks that prevent kids from getting balanced and active play and three solutions cities can take to holistically address them.

[Using Behavioral Economics to Create Playable Cities - Executive Summary](#) (approx. 1 Mb)

[Using Behavioral Economics to Create Playable Cities - Full](#) (approx. 1 Mb)

Play Matters: Giving Kids the Childhood They Deserve



Whether building the skills children need to succeed in the 21st century or simply giving children joy, play is an essential part of childhood. But in recent decades, play as we know it has been slowly disappearing.

[Playgrounds That Build Communities](#)
(approx. 3.4 Mb)

Play Everywhere



Mattel, Mattel Children's Foundation and KABOOM!, joined forces to make the case that play matters, producing a major study with children about how to get kids playing more, a compelling summary of existing research about play's benefits, and accompanying videos that we hope will inspire others to act. The [Play Everywhere video](#) and accompanying Play Everywhere publication are an initial look at what we heard directly from kids. Most importantly, kids want to be challenged, to use their imaginations, and have the opportunity to bond with their friends.

[Play Everywhere](#) (approx. 2.2 Mb)

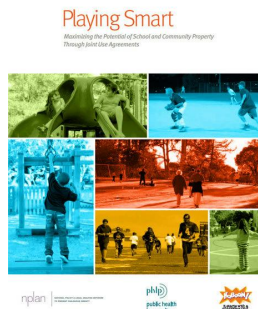
Playgrounds that Build Communities



While KABOOM! helps communities build playgrounds in a matter of weeks, the impact goes above and beyond a healthy play space for kids. A new Knight Foundation report finds that the projects help volunteers and local organizations cultivate the skills, confidence and inspiration to get more involved in their communities. *KABOOM!: Playgrounds that Build Communities*, the first in-depth evaluation on the organization, provides lessons for groups seeking to engage volunteers in community change efforts.

[Playgrounds That Build Communities](#) (approx. 1.5 Mb)

Playing Smart: Maximizing the Potential of School and Community Property through Joint Use Agreements



Many communities lack safe, adequate places for kids to play. Although they have a variety of recreational facilities, many school districts close their property to the public after hours because of concerns about vandalism, maintenance, and liability. Through a joint use agreement, your city or county can partner with the school district to address these concerns and open these playgrounds. This toolkit shares what we have learned from successful agreements, offering guidelines and templates for other communities looking to expand their access to school recreational facilities.

[Download Playing Smart](#) (approx. 9.2 Mb)

ABCD Impact Study



KABOOM! engaged the Asset-Based Community Development Institute (ABCD) of Northwestern University to conduct an evaluation of its Community Build process and the impact the projects are having on local neighborhoods.

[Download the executive summary](#) - (approx. 32Kb)

[Download the presentation](#) - (approx.

Research

[Active and Balanced Play](#)

[Disappearance of Play](#)

[21st Century Skills and Education](#)

[Toxic Stress and Caring Adults](#)

[Behavioral Barriers to Play](#)

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