

Requirements for each type

	Focal	Peripheral
Contextual	<p><i>Transit</i></p> <ul style="list-style-type: none"> • Visual Markers to aid navigation • Minimise obstacles • Non-invasive stimulation (entertainment) • Low / No Cost 	<p><i>Dialogic</i></p> <ul style="list-style-type: none"> • Clearly defined circular route (home-landscape-home) • Clear points of access • Clearly articulated timeframe • <u>Perceived</u> safe space • Stimuli for dialogue • Low / No Cost • Opportunities for contained moments of play.
Container	<p><i>Activity</i></p> <ul style="list-style-type: none"> • Content and materials for the activity • Prior knowledge and experience sufficient to undertake the activity • Stimulation which supports the activity. 	<p><i>Discovery</i></p> <ul style="list-style-type: none"> • Curiosity. • The opportunity for immersion. • Invasive stimulation. • Confidence and a <u>perceived</u> sense of ownership of the particular landscape.