


# Universal design and the built environment.



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The built environment of a club refers to how accessible a club is physically and is extremely important for disability inclusion. A completely inclusive club sees people with disability being able to access all the areas a person without disability can access.





Universal design is how we design buildings, environments and products that are easy to access and use by everyone, no matter their ability. The seven principles of Universal Design can help you when you are ensuring your club is physically accessible for people with disability.








A good example of Universal Design is that often buildings have stairs and ramp access but if you consider the principles of Universal Design, a ramp on its own would provide access for everyone including parents with prams and people with disability.





**The Seven  
Principles of  
Universal Design  
include:**

# 1. Equitable use:

Avoid singling out members with disability e.g. Tall bars, canteen counters and tables are in-accessible for people who use a wheelchair and people of short stature yet standard waist height counters and tables are accessible for both people using a wheelchair, people of short stature and all people.







## **2. Flexible use:**

Provide choice in methods of use and adapt to the users pace e.g. Height adjustable desks and chairs allows people of all abilities to take part in the club as administration staff.



### **3. Simple and intuitive to use:**

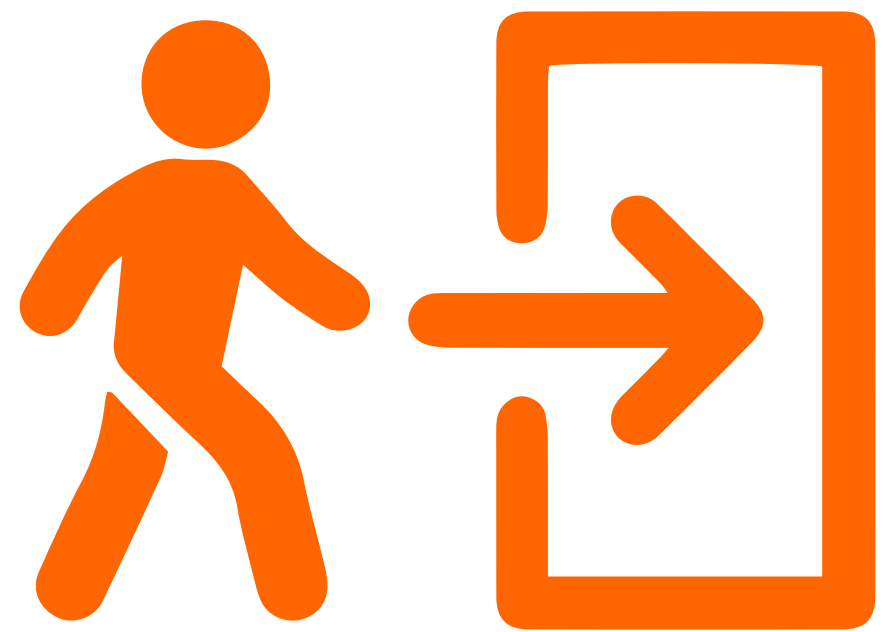
Accommodate people with low literacy with the use of signage e.g. automatic doors are easy to use for everyone, they don't require a physical action to open and can be easily identified by the signage of directional arrows.





## 4. Perceptible information:

Communicate necessary information effectively to the user regardless of ambient conditions or the users sensory abilities e.g. Club signage should be easy to understand for everyone. To help people with intellectual disability and Autism find their way around your club, include illustrations to accompany words on any signs like “Exit” or “Toilet”.





# 5. Tolerance for error:



Minimise hazards and errors, and provide warnings if hazards exist e.g. Try to avoid the use of large, heavy doors as they can be hard to open and where possible mark these barriers on your club accessibility map or accessible website FAQs.



## **6. Low physical effort :**

Ensure the design can be used efficiently and comfortably with minimum fatigue such as minimising repetitive actions, allowing neutral body position and minimising physical effort required e.g. This could be as simple as using a door stop to a bathroom with two door access.





## **7. Size and space for approach and use:**

Ensure appropriate size and space is provided for approach, reach, manipulation and use regardless of users body size, posture or mobility, e.g. pathways, circulation space, entry and exit points are wide enough for people with mobility devices.



Remember, inclusion isn't just about people with disability being able to enter the club building – Inclusion is also about how you talk to a person with disability, how you make them feel welcome and how you continue to support them as club members, we call this the **'soft skills of disability'**.







Applying the principles of Universal Design to the soft skills of disability can be as simple as not making people with disability wear different coloured bibs to players without disability and allowing flexibility in the rules of the game, because **allowing flexibility allows inclusion.**





w. [sport4all.com.au](http://sport4all.com.au)  
e. [info@sport4all.com.au](mailto:info@sport4all.com.au)  
Facebook: [@Sport4AllAU](https://www.facebook.com/Sport4AllAU)  
Instagram: [@sport4allau](https://www.instagram.com/sport4allau)