

The Playground Exhibit

made possible by the following project partners











The Children's Museum Playground Exhibit at Port Wonder will be a fully inclusive playground and accessible to all children. This allows visiting children of all ages, abilities, and developmental stages to safely play together. The combined activity zones reflect the needs of all kids while promoting enjoyment and growth while nurturing development. An inclusive playground helps develop sensory and cognitive skills, helps reduce prejudice, and supports social integration. Giving a child with a disability the chance to feel included not only benefits the child, but it benefits the greater world around them.

Our project partners will begin fundraising efforts in the Spring of 2025. Our goal is to raise \$800,000 by Spring of 2026! Money raised will fund the playground equipment, concrete, rubber padding, canopy shades, benches, and fencing necessary to ensure a safe environment for children to explore and enjoy an outdoor space created just for them.

Please consider donating to this worthy endeavor so no child is left behind and everyone can play together while visiting the Children's Museum at Port Wonder!





If your club, organization, or company is ready to make your pledge, what do you do?

Please email Allyson Montgomery, Executive Director of the Children's Museum at Allyson@swlakids.org with your pledge and/or questions and copy Danny Lewis, Kiwanis South Lake Charles, at Idanny15@yahoo.com. You may also reach Allyson at 337-540-1926 or Danny at 281-224-8688.

Donation checks are payable to The Children's Museum of SWLA with "Kiwanis Playground Project" included in the memo. Please include the donation form with your donation and mail to the Children's Museum of SWLA, P.O. Box 7577 Lake Charles, LA 70606-7577.









Port Wonder is a joint venture between the City of Lake Charles, the Children's Museum of SWLA and the Louisiana Department of Wildlife and Fisheries. For more information, visit www.swlakids.org.