

Recommendations

4

4.1 Introduction

The recommendations outlined in this chapter provide broad and specific actions for findings presented in Chapter 3. Recommendations are captured under the following headings:

- **Strategic Framework**
 - Strategic recommendations
 - Section 4.2
- **Design Framework**
 - Design-based recommendations
 - Section 4.3
- **Playground Matrix**
 - Playground specific recommendations
 - Section 4.4

The recommendations address both the distribution and design of playgrounds across the City.

“I want a play space that offers a variety of equipment to play”.

- Community consultation response

4.1.1 Priorities

The recommendations considered the following priorities:

- **Safety** (condition of playground, play equipment and supporting amenities)
- **Distribution**
 - 200m walkability catchment (high density areas) and ability to meet the needs of the population
 - 400m walkability catchment (low/medium density areas) and ability to meet the needs of the population
 - Equitable distribution across council Wards and Suburbs were possible, in line with the Play Plan Implementation Strategy
- **Site Suitability** (location, slope, drainage, access and surveillance opportunities and constraints)
- **Cost Efficiencies** (using as many existing playground sites as possible, rationalising playgrounds, ensuring the new and upgraded playgrounds are located and designed so that maintenance is cost effective).
- **Inclusive Design** ensuring as many people as possible (children and adults) feel welcome and able to participate

5 YEAR REVIEW AND UPDATE

An analysis of a 200m catchment in high density areas has been undertaken.

4.2 Strategic framework

4.2.1 Strategic framework recommendations

As previously discussed, there are five Strategy Streams covering the key aspects of playground provision. General recommendations and key actions are provided for play provision improvement under each of the strategy streams:

- **Safe play for all**
 - Refer 4.2.1.1 and Table 7
- **Convenient everyday play**
 - Refer 4.2.1.2 and Table 8
- **Exciting and challenging destination play**
 - Refer 4.2.1.3 and Table 9
- **Play valued as a child’s right**
 - Refer 4.2.1.4 and Table 10
- **Sustainable play for the future**
 - Refer 4.2.1.5 and Table 11

The recommendations on the following pages apply to all types of playgrounds, everyday and destination.

Strategic recommendations for distribution of playground levels are discussed in 4.2.2.

Examples of unique play facilities:

- Supervised adventure playgrounds
- Water play/splash pads
- All abilities playgrounds
- Bespoke play elements
- Electronic play areas
- Parkour play areas
- Skate parks/BMX tracks/other bike tracks
- Unique landscape features
- Storytime/Rhymetime outdoor learning

Opportunities for play collaboration:

- Schools through NSW Open Schools program
- Publicly accessible private developments
- Publicly accessible, privately managed recreation facilities

5 YEAR REVIEW AND UPDATE

Alignment of recommendations with the Everyone Can Play Guideline and increased emphasis on high density living

4.2.1.1 Safe play for all

- Provide inclusive playgrounds and programs to cater for the needs of all children, young people and carers in line with assigned budgets.
- Whenever and wherever possible, ensure that children and young people can use parks, bushland areas, local streets, civic spaces, and public open spaces for free play and informal recreation.
- Regularly inspect play facilities in accordance with Australian Standards. Coordinate and train playground and park maintenance teams so that they are equipped to maintain playgrounds with integrated landscape elements.
- Identify playgrounds that, due to over-provision or key siting flaws, have the potential to be removed at the end of their economic life. Such sites should be located in areas that are already adequately provided for in terms of play or sites that are unsafe for the future provision of play due to surveillance and site constraints.
- Consider upgrading existing playgrounds to mitigate risk of injury, predation and opportunity for vandalism or anti-social behaviour (including bullying).
- Consider upgrading District and Neighbourhood playgrounds which do not currently provide an accessible path connection. Prioritise playgrounds which could be easily upgraded (i.e. suitable topography, infrastructure network connections, easily trafficable play safety surfaces with flush edges).

Table 7. Recommendations: safe play for all

Strategy	Action
7.1. All users are to feel safe in their local area at all times of day	<ul style="list-style-type: none"> • Consider public safety at all times of day in the planning and design of playgrounds, including methods of transport to the parks, lighting and surveillance.
7.2. Site and design playgrounds to ensure passive and active surveillance	<ul style="list-style-type: none"> • Ensure Safety in Design and CPTED (Crime Prevention Through Environmental Design) principles are considered in the planning and design of playgrounds. Locate playgrounds away from busy roads, while avoiding isolated locations.
7.3. Parents and carers are to feel confident of children playing on equipment	<ul style="list-style-type: none"> • Ensure all playground equipment is installed and designed to relevant Australian Standards. Ensure equipment is appropriately sited within the playground.
7.4. Provide clean playgrounds and supporting facilities	<ul style="list-style-type: none"> • Ensure appropriate levels of maintenance and cleanliness are achieved through best practice maintenance plans, sufficient budgets and appropriate installation/upgrade/distribution of facilities.
7.5. Provide young people with easily accessible playgrounds in visible locations	<ul style="list-style-type: none"> • Ensure playgrounds providing opportunities for youth are easily accessible by public transport, bicycle and walking. Ensure playgrounds are sited with good passive surveillance and preferably near recreational and sporting hubs, schools or town centres.
7.6. Provide equitable distribution of playgrounds	<ul style="list-style-type: none"> • Identify appropriate locations for additional playgrounds where gaps have been identified in walkability and hierarchy distribution.
7.7. Provide appropriate protection from weather (sun, wind, rain etc.)	<ul style="list-style-type: none"> • Ensure sufficient shade (through structures or tree planting) is provided to play and seating areas. Ensure sufficient protection from wind and rain through structures and windbreak planting.
7.8. Provide appropriate boundary enclosure	<ul style="list-style-type: none"> • All inclusive regional playgrounds to be fully fenced. Playgrounds within 30m of a road/hazard require partial formal boundary enclosure. Playgrounds within 30m of a ≤ 60km/h speed limited road require full formal boundary enclosure.

4.2.1.2 Convenient everyday play

The Play Plan suggests a two-tiered approach to play provision; permanent play and play programs.

Permanent play provision involves the construction of permanent playgrounds and facilities (hard infrastructure), while play programs involve the provision of people and programs which facilitate play (soft infrastructure). The first is always available, and the second is time tabled according to a number of variables such as seasons, days of the week, and time of day.

In regard to permanent play provision, the spatial assessment of the location of the existing playgrounds should at least retain and look for opportunities to maximise the number of residents who are within 400m

of a playground by foot in medium to low density areas, and 200m in high density areas.

Figure 9 demonstrates that most of the residential areas are within 400m walkability of a playground.

Re-classification of some playgrounds has been proposed in order to provide an even and strategic provision of play experience to meet the needs of the community. Overall, there was minimal distinction between 'Local' and 'Neighbourhood' playgrounds with playgrounds in the west of the LGA predominantly being 'Neighbourhood' and those in the east 'Local'. Many of these playgrounds have been reclassified in order to ensure that an even distribution of play provision is achieved and that there is not an oversupply particularly of 'Neighbourhood' playgrounds.

Play programs are currently under-utilised in the City; however, there are various opportunities to increase the diversity of everyday play experiences and promote social interaction without the need to construct or adapt permanent play facilities.

Different types of play programs may be employed across the City playgrounds and open spaces and should be considered on a strategic and site specific basis. There is an opportunity to consider several types of permanent and programmed play in order to provide appropriate provision while promoting social interaction and sustainable use of open space.

Utilisation of school playgrounds and semi-private playgrounds in multi-housing developments should also be explored. This is critical in distribution gaps identified where there is no public open space available to utilise for play.

Table 8. Recommendations: convenient everyday play (Neighbourhood and Local)

Strategy	Action
8.1. Provide easily accessible playgrounds to all residents	<ul style="list-style-type: none"> Ensure all residents are within 400m of an everyday playground in low to medium density areas and 200m in high density areas, by installing additional playgrounds in identified gaps (refer Figure 22).
8.2. Provide easily accessible playgrounds to residents in high density	<ul style="list-style-type: none"> Through planning guidelines and working collaboratively with developers, ensure all new medium to high density developments include appropriate play provision for residents. Critical where there is limited public open space available.
8.3. Provide everyday playgrounds which promote interaction with nature	<ul style="list-style-type: none"> Ensure a good mix of nature play and natural elements are included in the design of all everyday playgrounds, complementing the park and surrounding neighbourhood character (refer Figures 17, 25 and 27) where appropriate.
8.4. Provide inclusive play opportunities at everyday locations	<ul style="list-style-type: none"> Ensure all new or upgraded everyday playgrounds implement the Everyone Can Play Guideline to maximise local access to inclusive play provision for as many people as possible.

4.2.1.3 Exciting and challenging destination play

A unique play experience is best suited to Destination Playgrounds (Regional and District) which allow for sufficient space, budget, and a critical mass of users to ensure maximum play value is being gained from the specially designed facility.

The Design Framework (refer 4.3) proposes the appropriate inclusion of these play types in the varying playground hierarchy levels.

Table 9. Recommendations: exciting and challenging destination play (District and Regional)

Strategy	Action
9.1. Provide a diversity of play experience that is unique and special	<ul style="list-style-type: none"> Ensure equipment selection is varied in intent and design, integrated into the surrounding landscape and has a unique character (refer Figures 18, 24, 26 and 27). Feature elements such as artwork and sculpture should be considered.
9.2. Provide all residents with easily accessible destination play	<ul style="list-style-type: none"> Ensure all destination playgrounds have easy access to public transport, bicycle paths, and pedestrian paths. In addition, ensure sufficient facilities for people arriving by car are provided adjacent to the playgrounds. Refer to the Design Framework for detailed recommendations.
9.3. Provide a diversity of play experience and increased access to play opportunity	<ul style="list-style-type: none"> Consider play programs through mobile play or pop-up play to enhance the play experience to destination playgrounds, schools and parks. Look to collaborate with commercial recreation providers such as ropes courses to provide unique and challenging play opportunities.
9.4. Provide challenging yet accessible play provision for all ages, abilities and cultures	<ul style="list-style-type: none"> Ensure all regional and district playgrounds implement the NSW Everyone Can Play Guidelines to ensure exciting and challenging play opportunities for a wide variety of children and carers alike. Consider appropriate level of graduated challenge in play provision.
9.5. Provide suitable and challenging play opportunities for young people	<ul style="list-style-type: none"> Where possible, incorporate challenging play opportunities and equipment pieces into playgrounds. Where appropriate, look to co-locate playgrounds with sports and recreational facilities such as skate parks, half courts etc.

4.2.1.4 Play is valued as a child's right

The hierarchy of playground levels has been reassessed in order to provide a more even distribution of typologies while reflecting the opportunities and constraints that siting allows. The redistribution of playground levels with many 'Neighbourhood' playgrounds being re-classified will ensure that there is not an over-provision of medium-sized playgrounds where more suitable provision could be provided.

As indicated by the Census 2016 data, low income areas are at a higher risk for play deprivation and a greater provision of playgrounds should be provided in these areas. Playgrounds located around the centres should be classified as a priority to cater to low income households.

The significant increase in high density living in the City over the last five years has also led to greater emphasis on ensuring adequate and appropriate play provision for children and their carers residing in these areas.

A method of demonstrating an understanding of the importance of a child's right to play is to promote their involvement in the decision making process for their play provision. Therefore it would be beneficial to underpin all play provision for children and young people with a consistent consultative process.

Play is valued
as a child's
right

Table 10. Recommendations: play is valued as a child's right

Strategy	Action
10.1. Provide play for every child in accordance with the UN Rights of the Child	<ul style="list-style-type: none"> Ensure every child has access to a fit for purpose play provision. Refer to the Everyone Can Play Guideline for recommendations on maximising play opportunities for everyone. Campaign for spaces and programs that celebrate that play is sufficient as a valuable outcome, and other benefits are additional.
10.2. Provide playgrounds as a key part of children's mental, physical and social development	<ul style="list-style-type: none"> Ensure the design of playgrounds considers developing levels of ability, challenge and risk awareness in children.
10.3. Provide playgrounds that enhance health and social benefits of children	<ul style="list-style-type: none"> Ensure playgrounds combine active and passive play opportunities Provide settings which maximise social outcomes through sensitive design as well as through supportive features such as seating, BBQs etc (refer Figure 19).
10.4. Provide challenge and play value for a variety of age groups in every playground	<ul style="list-style-type: none"> Ensure the equipment chosen is appropriate to the intended user group. Consider the interaction of different age groups in the design of the playgrounds to ensure a cohesive and safe play experience.
10.5. Provide opportunities for child engagement in the design process	<ul style="list-style-type: none"> Involve children, parents and carers (end user groups) in the planning and design process of the playgrounds through facilitated community consultation sessions (refer Figure 20).
10.6. Provide opportunity for skilled professionals in play and playground design	<ul style="list-style-type: none"> Consider engaging play professionals in the development and activation of play programs. Ensure that there is a variety of free play programs offered in a variety of settings, by trained play professionals. Provide training for those who plan, manage, and supervise public space play programs.

4.2.1.5 Sustainable play for the future

Social

An important enabler for the delivery of sustainable communities is promoting social interaction. Playgrounds provide various opportunities for this, be it between children, adults and across generations. Considering the demographic profile of the City, with a significant presence of overseas born residents, the cultural diversity of the community should be celebrated and enhanced through appropriate play provision and supporting facilities.

Consideration has been given to the level of playground provision in areas with a more culturally diverse population (i.e. Destination rather than Everyday) in order to cater for more meaningful opportunities for social interaction both inside and adjacent to the playground.

Playground outcomes can also draw on the diverse cultures represented in the City, starting with the traditional land owners (the Dharug).

Table 11. Recommendations: sustainable play for the future

Strategy	Action
Social	
11.1. Provide opportunity for social interaction, meeting friends and new people in playground settings	<ul style="list-style-type: none"> Ensure supporting facilities in playgrounds are designed to encourage social interaction (e.g. appropriate seating types and layouts to promote conversation, picnic tables, BBQs). Ideally locate playgrounds adjacent to supporting facilities such as cafes and recreational facilities where appropriate.
11.2. Provide playgrounds which promote cultural diversity	<ul style="list-style-type: none"> Ensure playground distribution and design reflects cultural values of people and place through equality of distribution, diversity and quality of design.
11.3. Provide opportunities for inter-generational play	<ul style="list-style-type: none"> Ensure playground design and equipment selection maximises opportunities for interaction and play between different ages groups of children and adults, promoting common inter-generational play experiences and promoting a connected community.

Environmental

Education is an important aspect in maintaining an environmentally sustainable community. Through awareness of climate resilience, urban habitat and promoting high levels of interaction with nature, the community will gain a sense of respect and ownership for the environment. In addition, many parks have unique natural features, memorable to everyone, which can underpin the play provision process.

The procurement of environmentally responsible products and materials can contribute to the environmental sustainability of playgrounds. Considering products with an assurance of cradle to cradle sustainability (where the environmental impact of the entire life cycle of an item is considered), is an emerging trend in increasing the commitment to sustainable practices.

Installing a sense of responsibility and care for the natural environment through the interaction with nature and experimenting with natural process is critical to developing an awareness of environmental sustainability in children. Look to include the community in the design and construction of playgrounds through strong community engagement in the design process, and community assistance in the planting of playground landscapes to foster a sense of ownership and contribution.

Table 11 (continued) Recommendations: sustainable play for the future

Strategy	Action
Environmental	
11.4. Provide playgrounds with minimal impact on the surrounding natural environment	<ul style="list-style-type: none"> Site and design playgrounds so that they do not impact on water quality (refer Figure 24).
11.5. Provide environmentally responsible play provision	<ul style="list-style-type: none"> Consider the lifecycle of the play provision of new or upgraded playgrounds and the long term impacts of a playground in the selection of suppliers, equipment, and materials (e.g. selective use of rubber softfall).
11.6. Provide playgrounds which maximise year-round thermal comfort	<ul style="list-style-type: none"> Carefully consider placement and types of trees and shade structures to maximise thermal comfort (both time-of-day and seasonal) to create a consistent micro-climate, therefore maximising playground patronage.
11.7. Encourage play within existing natural environments	<ul style="list-style-type: none"> Consider implementation of an interpretive play and educational signage strategy within playgrounds adjacent to National Parks and reserves, as well as those with a distinct environmental theme (including small playgrounds).
11.8. Maximise opportunity for Nature Play	<ul style="list-style-type: none"> Include Nature Play (play experiences created using natural materials, mimicking natural processes, and inviting children to experiment with found objects) promoting and appreciating the natural environment and instilling a sense of responsibility for it.
11.9. Optimising micro-climate through vegetation	<ul style="list-style-type: none"> Planting proposed within and around the playground should be primarily native and fast growing. Trees required to provide adequate shade to playground activity zones and seating should be evergreen, with a broad canopy and be fast growing to minimise delay in shade being provided. Shrub planting should provide wind buffering and a sense of enclosure while maintaining site lines and key views.

Economic

Efficient management of playground assets is the primary method of economic sustainability. Investigate ways in which to reduce operational expenditure through changes to monitoring, programming and procurement of product, materials and services.

Some playgrounds have been recommended for minor or major renewal in the same location or in a more optimal site within a park to meet safety, surveillance and design objectives.

Efficient monitoring of open space and playground assets can provide economic efficiencies and lead to long term financial sustainability of playground assets. Smart technologies can enhance monitoring and management through:

- Understanding time-of-day use patterns
- Confirm patronage numbers and therefore better anticipate required maintenance works
- Provide real-time reporting on play and supporting infrastructure condition in order to predict and prevent asset deterioration and safety compliance issues, thereby reducing long-term costs.
- Centralise recording of expenditure in the one place and assist in revisiting life cycle costing regularly to ensure efficiency in planning and management of costs and assets

Table 11 (continued) Recommendations: sustainable play for the future

Strategy	Action
Economic	
11.10. Provide an efficient and holistic approach to budgeting for works	<ul style="list-style-type: none"> • Appropriately consider and review life cycle, capital works and maintenance costs during the implementation process. Review periodically against priorities.
11.11. Provide adequate funding for playgrounds	<ul style="list-style-type: none"> • Allocate realistic budgets for the ongoing provision of new and existing playgrounds to meet demand and maintenance. Note existing playgrounds assets are significant.
11.12. Provide flexible and cost effective options to meet funding targets	<ul style="list-style-type: none"> • Consider mobile play programs or collaborations with commercial play/recreational operations as a cost effective way to provide a diversity of play experience to all.
11.13. Achieve a greater level of cost efficiency across playground infrastructure	<ul style="list-style-type: none"> • Consider the rationalisation and re-distribution of existing play provision. Reassessment of the playgrounds level should be considered to ensure the correct funding strategy and design provision is applied.
11.14. Provide balance between budget and play provision	<ul style="list-style-type: none"> • Consider the removal of playgrounds which have reached the end of their economic life, are unsafe, inappropriately located, or redundant in purpose.
11.15. Alternative equipment procurement and management options	<ul style="list-style-type: none"> • Investigate leasing play equipment from qualified playground manufacturers. May be tied into contract for period of time, remit for supply, install, maintenance and eventual removal.
11.16. Valuing play	<ul style="list-style-type: none"> • The City to consider creating separate budget for playground assets. This re-instates the value placed on play by the City to the community.
11.17. Alternative funding options	<ul style="list-style-type: none"> • Investigate funding partnerships for new regional playgrounds, such as private contributors (e.g. Touched By Olivia Foundation, new developments).
11.18. Investigate installation of Smart Technologies	<ul style="list-style-type: none"> • Where appropriate, consider the installation of Smart technologies (as part of a city-wide network) allowing for more accurate cost planning, monitoring and asset management.

Sustainable play for the future



Figure 17. Interaction with nature and education on environmental process.



Figure 18. Play in a natural setting, using natural materials, promoting social play.



Figure 19. Parental/carer seating and adjacent active / social play opportunities.



Figure 20. Understanding children's priorities and needs through consultation.

Play is valued as a child's right



Figure 21. A safe and well supported playground in a natural setting promoting inter-generation interaction and a diverse play experience.

Safe play
for all



Figure 22. Close to home play provision



Figure 23. Inclusive playground elements featuring active and passive surveillance opportunities



Figure 24. Challenging and unique playground incorporating art and environmental education (through ephemeral creekline)

Convenient
everyday play



Figure 25. Good access to playground, with informal seating, incorporating existing vegetation



Figure 26. Exciting and unique feature play provision worked into natural landform.

Exciting &
challenging
destination
play



Figure 27. Contemporary challenging equipment

4.2.2 Playground level distribution

4.2.2.1 Playground hierarchy

As outlined in Chapter 1 Introduction, the IOSP defines four park levels within the City.

Similarly, a playground hierarchy is proposed which communicates the key characteristics of the four levels of playgrounds, namely;

- Regional
- District
- Neighbourhood
- Local playgrounds

Generally, the playground level matches the park level. However, there may be some instances where a district park includes a neighbourhood playground.

The below diagram (Figure 28) outlines the key parameters in determining the level of a playground. These parameters were also used to develop the Design Framework (section 4.3). The number of children and carers represents the average at any one time for that level of playground.

Ensuring destination playgrounds are as inclusive as possible means that providing playgrounds for specific age groups should be carefully considered to ensure users are not excluded from participating.

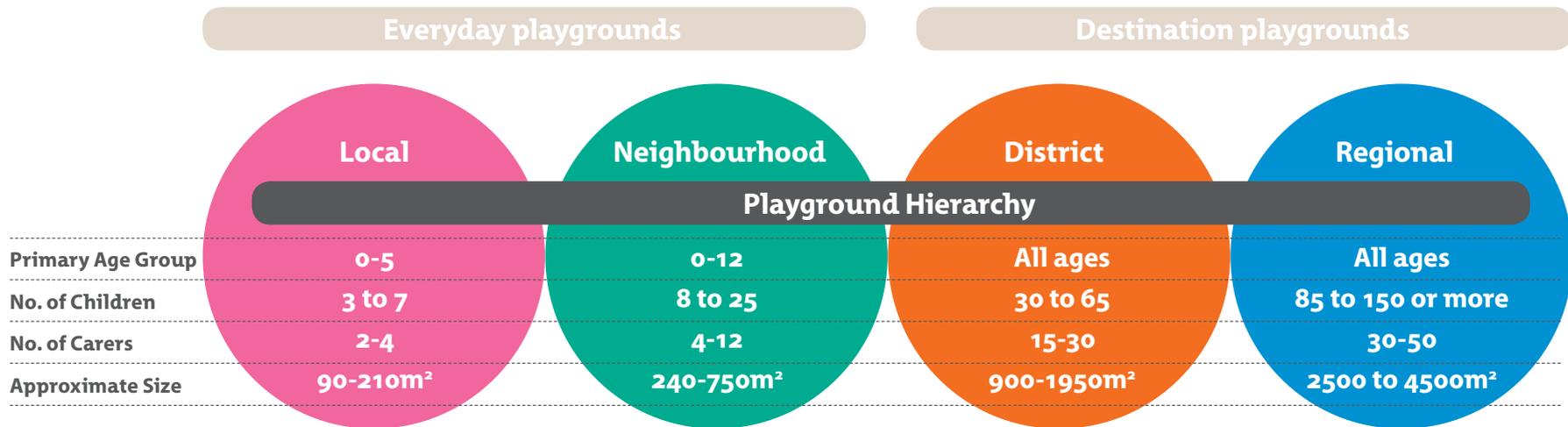


Figure 28. Playground hierarchy Note: Stated age groups are indicative primary users only. Every effort should be made to include play opportunities for a variety of age groups.

4.2.2.2 Playground distribution recommendations

Strategic recommendations for the distribution of different playground levels is illustrated in Figures 29 to 31.

Figure 29 shows the existing distribution of playgrounds with a 200/400m, 600m 1km & 2km walking catchment for local, neighbourhood, district and regional playgrounds respectively.

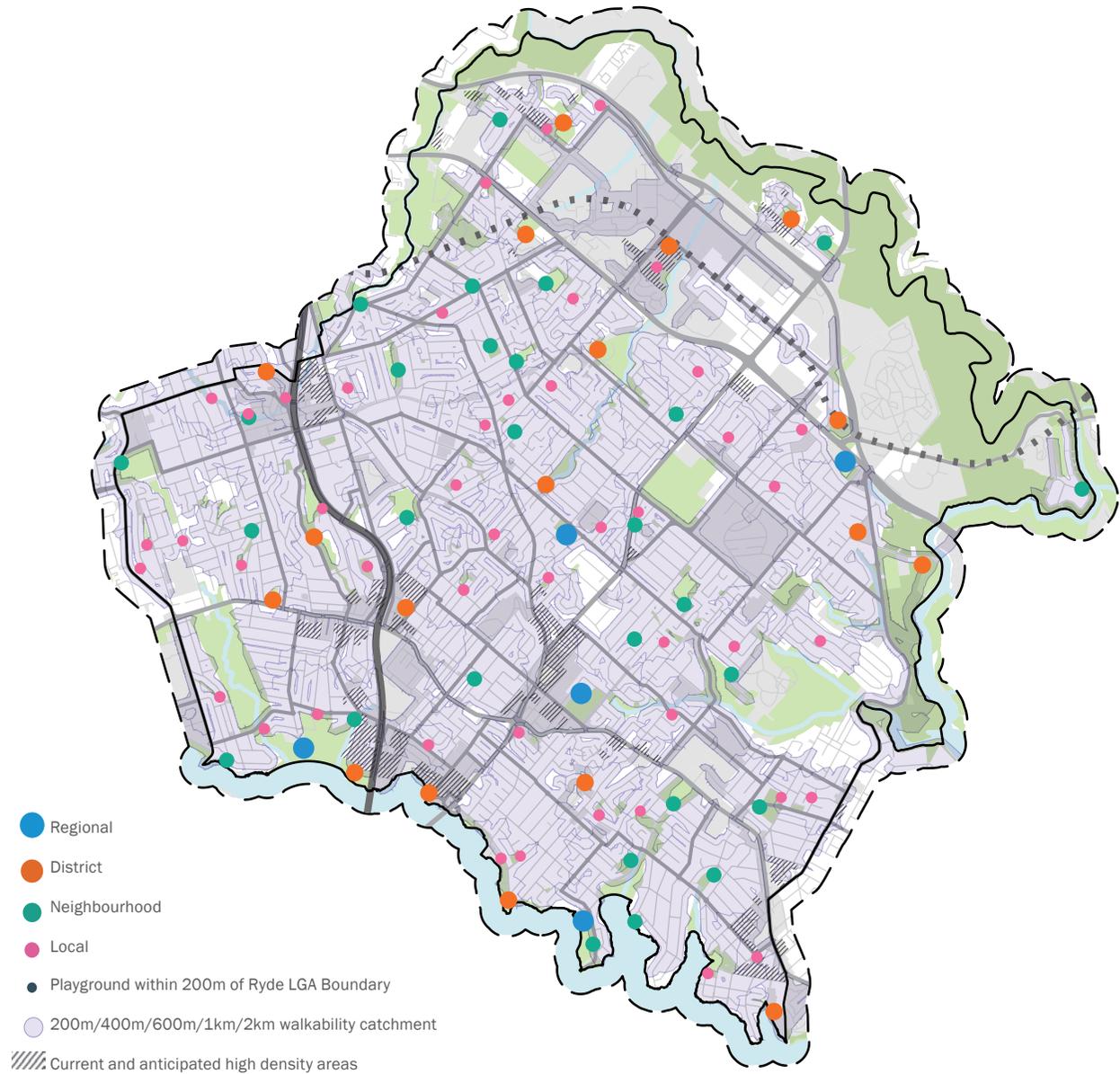


Figure 29. Existing playground levels with their respective walking catchment for each playground level.

Figure 30 shows the proposed distribution of playgrounds with a 200m, 400m, 600m, 1km & 2km walking & driving catchment for local, neighbourhood, district and regional playgrounds respectively. This map indicates the range of playground provision from ranging from high provision to no playground provision.

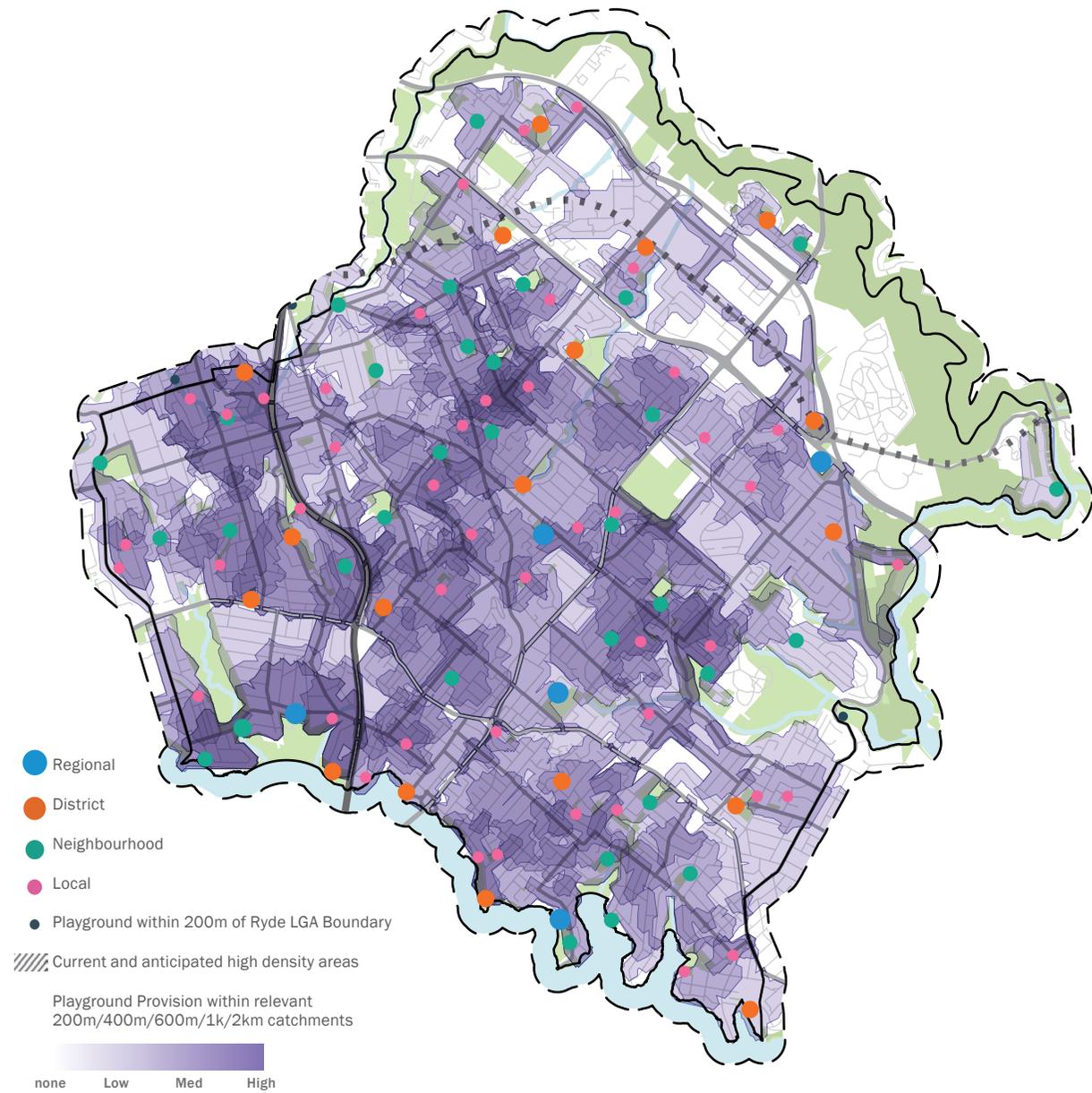


Figure 30. Recommended playground levels with their respective walking catchment for each playground level.

Figure 31 shows the analysis and recommended playground levels within the City. Three new playgrounds are recommended to be located within the City to address gaps within the walkability catchments in areas marked. Playground level distribution was rationalised based on a review of the distribution, diversity and accessibility of the varying playground levels, and audit results, to meet the needs of existing community and future generations.

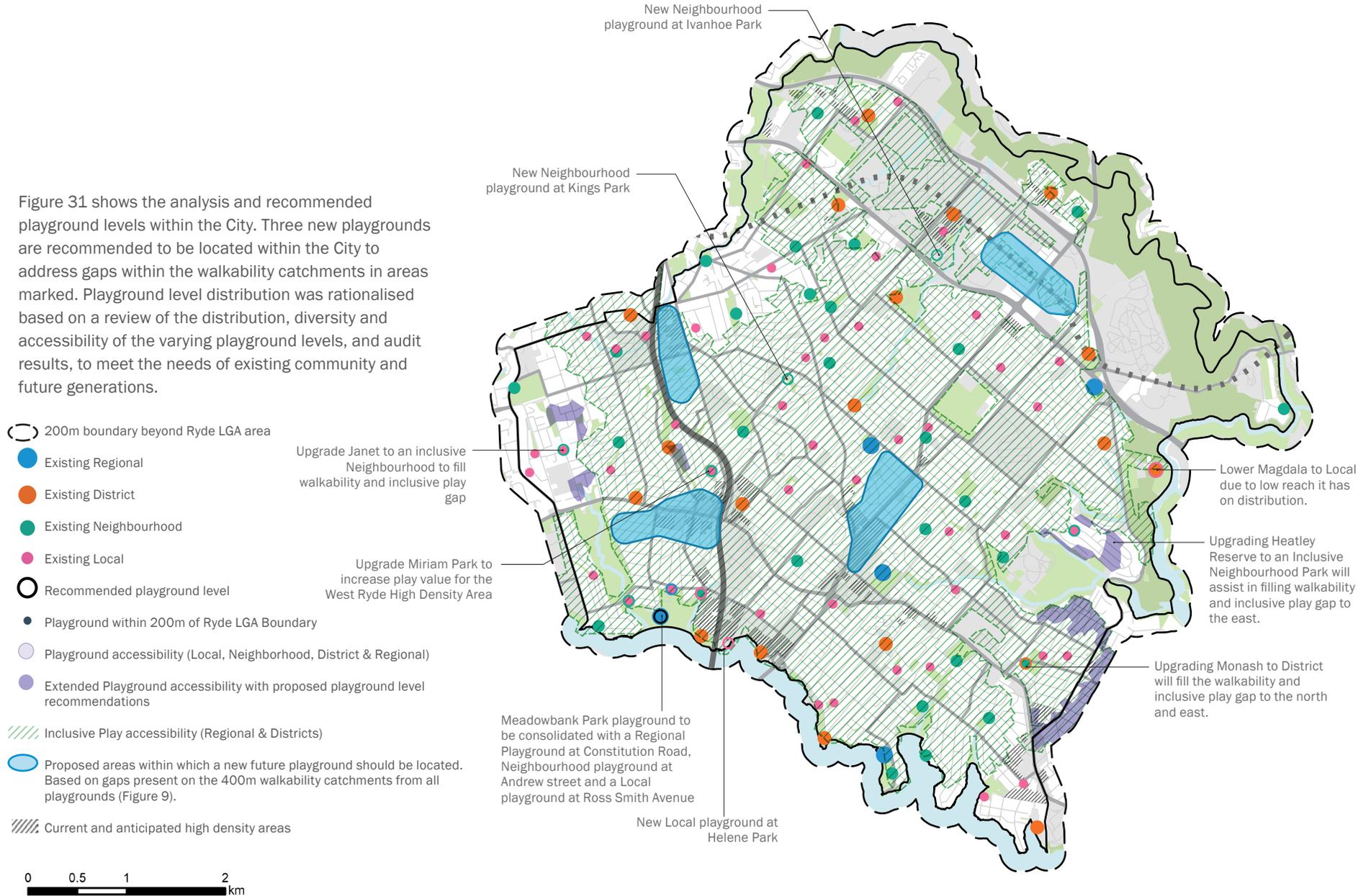


Figure 31. Recommended playground levels and analysis

Figures 32 - 36 illustrates the recommended distribution of playgrounds throughout the City by proposed level and their associated walkability catchment boundaries.

The new playground level distribution achieves a more even and equitable distribution and minimises clusters of the same playground provision.

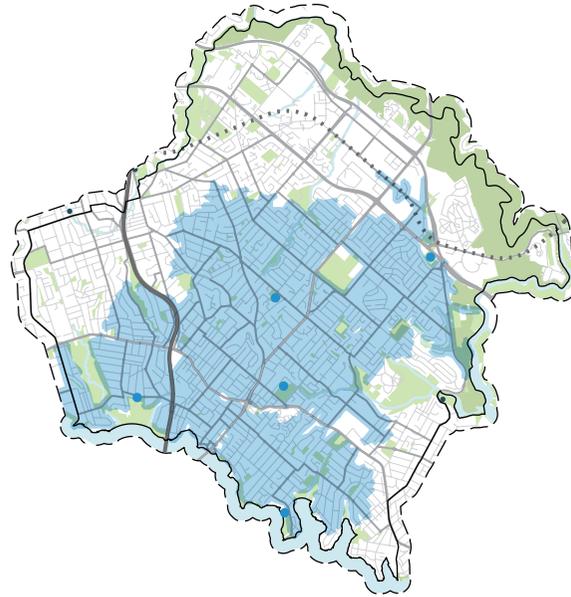


Figure 32. Proposed Regional playground distribution (2km walkability catchment)

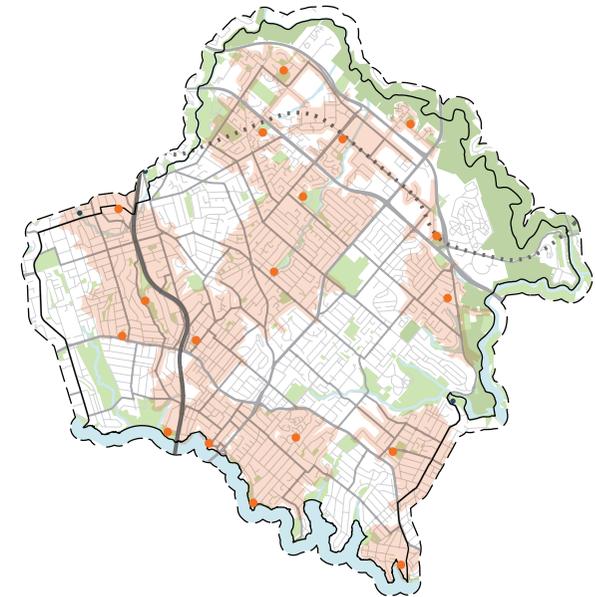


Figure 33. Proposed District playground distribution (1km walkability catchment)



Figure 34. Proposed Neighbourhood playground distribution (600m walkability catchment)

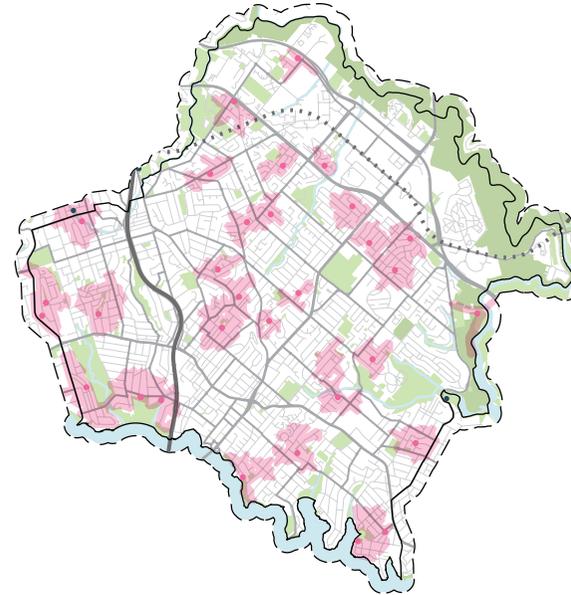


Figure 35. Proposed Local playground distribution (400m walkability catchment)

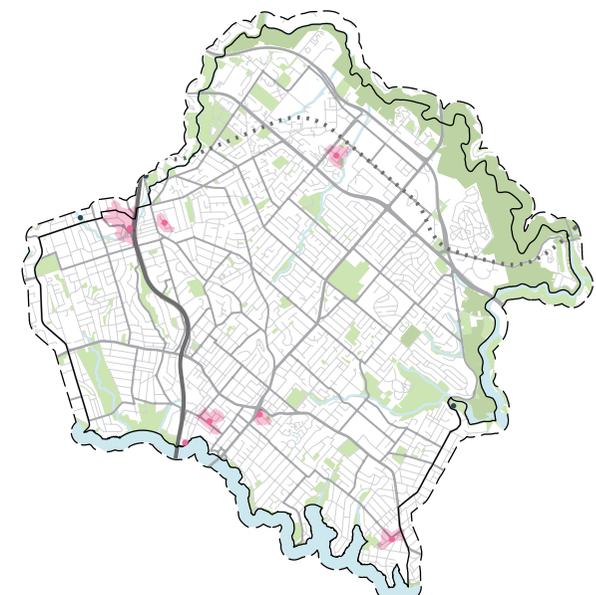


Figure 36. Proposed Local playground distribution (200m walkability catchment)

4.2.2.3 Playground distribution and public transport

Although reliance on public transport to access play facilities was found to be low in the community consultations, it may only be an indication that the voice of public transport users were not captured (e.g. grandparents and non-english speaking residents).

Figure 37 illustrates the distribution of playgrounds throughout the City in relation to the public transport network, and demonstrates that playgrounds are accessible and well catered for by public transport. This information provides a level of understanding for future planning for playgrounds.

An important consideration however, is the paths of travel from public transport to the playground, ensuring a safe and legible network of footpaths, road crossing points and open space entry points.

- Proposed Regional
- Proposed District
- Proposed Neighbourhood
- Proposed Local
- Playground within 200m of Ryde LGA Boundary
- Public transport accessibility (200m / 400m)
- Railway station
- Bus stop
- Current and anticipated high density precincts



Figure 37. Recommended playground levels with access to public transport

4.2.2.4 Inclusive Playground assessment

As part of the 5 Year Review and Update of the Play Plan, all regional and district playgrounds within the Ryde LGA (identified in Section 3 Analysis) were reviewed using the NSW Everyone Can Play Evaluation Checklist. The findings of these assessments have been included in Section 4.4.4 Suburb Collector Recommendations.

The following common improvement opportunities for inclusive play were identified across multiple destination playgrounds:

- No all abilities play equipment
- Poor sight lines to, in and through the playground due to height of planting
- Play equipment not easily accessible to people of limited mobility due to exclusively mulched surfaces
- Path network missing key connections to supporting amenities, picnic facilities and seating
- Variety of play experiences could be improved
- Lack of challenging play opportunities for children 12+ years
- Lack of formal boundary enclosure (Yamble Reserve was the only destination playground fully fenced)
- Inadequate shade, particularly to seating
- Issue with proximity of toilet and accessible parking to playgrounds

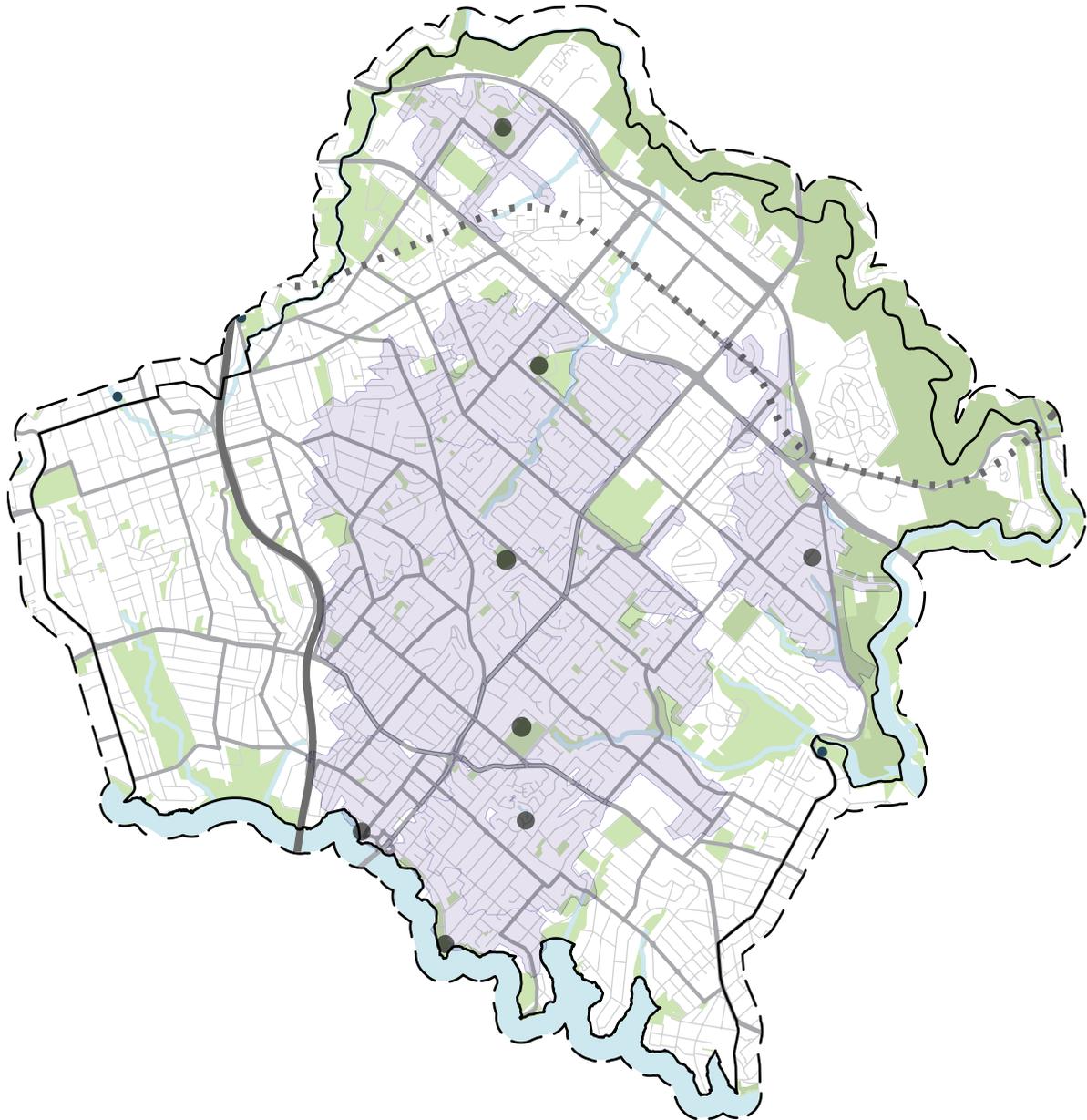


Figure 38. Distribution of existing Inclusive Playgrounds (Regional and District only)

To ensure the City of Ryde is advocating for change, displaying commitment to implementing the NSW Everyone Can Play Guideline and meeting community expectations, it is recommended that the following playgrounds undergo some adjustment to ensure inclusive opportunities are maximised equally across the community:

- Eastwood Park – North
- Darvall Park – South
- Lions Park
- Memorial Park
- ANZAC Park
- Santa Rosa Park
- Pioneer Park
- Elouera Reserve
- Fontenoy Park
- Lachlan’s Line
- Blenheim Reserve
- Heatley Reserve
- Janet Park
- Monash Park
- Banjo Paterson Reserve
- Putney Park North

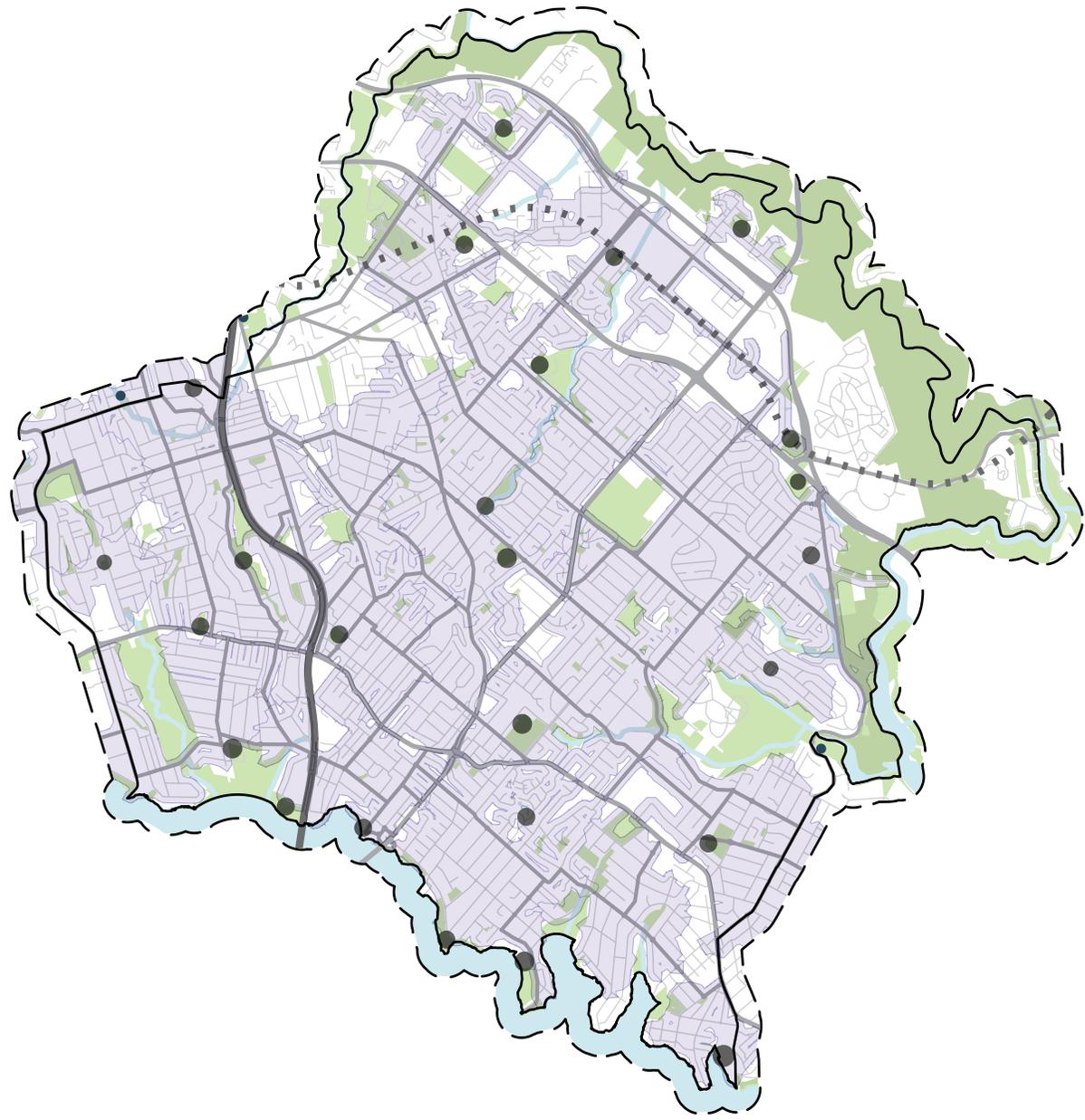


Figure 39. Distribution of proposed Inclusive Playgrounds (Regional, District and selected Neighbourhood playgrounds)

4.2.2.5 Play provision for young people

Play opportunities for young people are few in the City. Key playgrounds incorporating youth opportunities have been identified which allow for passive surveillance and connection to a diversity of community groups and activities (refer Figure 40).

Engaging play opportunities to be explored for future youth play opportunities could include obstacle courses, tree top adventures, large social play elements (e.g. 5-way swings and 360 degree swings) and hang out spaces which are well lit and with wi-fi provided.

It should be noted however, that many young people place a greater focus on recreational and sports facilities (such as multi-purpose half courts, skate parks, outdoor gyms etc) than traditional playgrounds.

As activities for young people should be considered more broadly within open space, it is recommended that a detailed Youth Spaces Strategy is developed. This study should cover a variety of open space types (parks, plazas, playgrounds, skate parks, sports facilities etc.) and provide recommendations for the integration of youth spaces across the City for young people of all ages, abilities and backgrounds.

Considering cultural differences in open space activity preferences is also critical in achieving successful youth spaces.

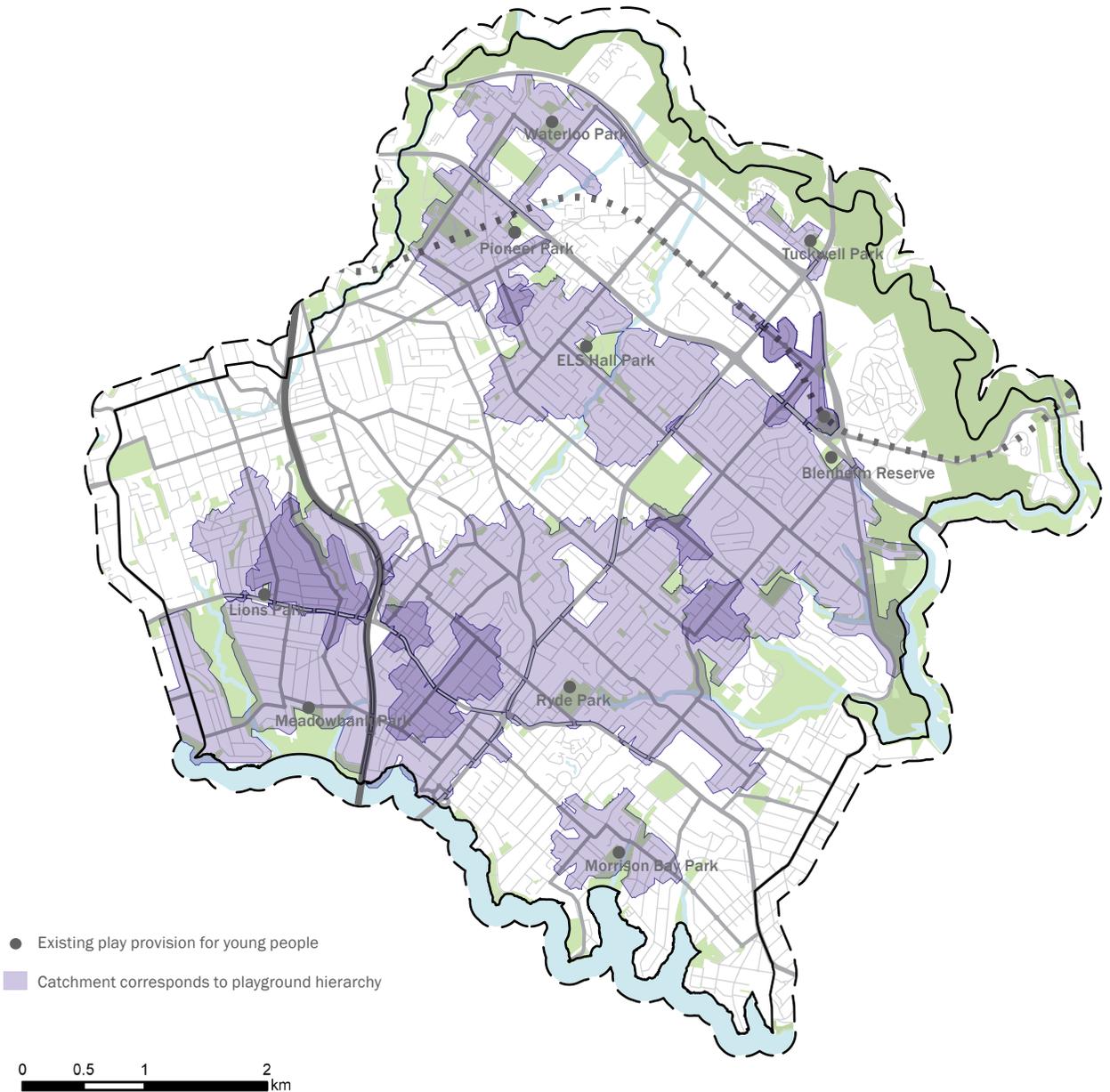


Figure 40. Proposed playgrounds for young people

4.3 Design Framework

Regardless of age, children and their carers want to have access to more opportunities for play and social interaction in a natural setting.

The vision and objectives defined previously, establish a direction for the provision of a 'positive play offer' for children and young people that underpins the Design Framework proposed. This section specifically addresses the design principles for permanent playgrounds in parks (hard infrastructure) non play programs (soft infrastructure).

The intent of the Design Framework is to explain the need for play diversity, define each playground typology (and level) and develop a set of design principles for each. This Design Framework provided a benchmark to:

- Assess existing playgrounds across the City
- Inform the recommendations (both general and site specific)
- Provide a best practice reference for the design of future playgrounds
- Maximise access to Inclusive Play provision throughout the City through alignment with the Everyone Can Play Guideline

4.3.1 Playground diversity

A diverse range of playgrounds are vital to the health, physical, emotional and social development of children and young people. A range of playground types will ensure the community has choice and access to different play experiences and supporting play infrastructure. Important to this diversity is the equal distribution of Inclusive Play provision across the LGA.

4.3.2 Playground types and levels

Within the context of this report, the range of playground types have been grouped under the following headings:

- Destination playgrounds,
 - Which draw residents from the broader City catchment and visitors to the City often by car or public transport, and
 - Offer diverse play facilities and greater supporting infrastructure such as car parking and toilets; and
- Everyday playgrounds,
 - Which are easily accessible, and
 - Within walking distance of local residences.

Four playground levels are grouped under these two types (to align with the IOSP), as follows;

- Destination playgrounds
 - Regional
 - District
- Everyday playgrounds
 - Neighbourhood, and
 - Local playgrounds.

The hierarchy of playgrounds is based on a model of play provision which gets more diverse, complex and supported as the playground size gets larger (refer Figure 28). The Design Framework further develops the characteristics shown in Figure 28 into a set of best practice design recommendations.

4.3.3 Playground design principles

The consultation undertaken for this project reinforced the notion that playground design needs to extend beyond the provision of play equipment and safety surfacing. A holistic approach is required where the design of the playground experience (specifics) and associated playground facilities (support) are considered equally to ensure the needs of play participants and carers are met. To achieve diversity of play opportunity, the design criteria for each playground typology will vary according to:

- Access
- Primary age group
- Approximate size
- Approximate number of children/hr.
- Playground experience (specifics)
- Playground facilities (support)
- Duration of stay
- Park type/level (as per IO SP)
- Inclusive / Universal Design

A Design Framework for each playground type/level is presented in the following pages that can be used to assess the existing playgrounds across the City, inform the recommendations (both general and site specific) and provide a reference for the design of future playgrounds.

This Framework is consistent with the key design considerations outlined in the Everyone Can Play Guideline.

Quantitative and qualitative aspects are to be considered when assessing or designing playgrounds. Site context, physical layout and 'sense of place' are all important factors.

The following will be defined for each playground level:

- Playground profile
- Key design considerations
- Typical playground layout
- Playground design criteria

The spatial arrangement of playground elements and supporting infrastructure impact the way in which playgrounds are used, intended or not. Successful play provision must consider the functional relationship between elements and also the spaces between in terms of how children and carers will move around, play and use the area. Integrated elements are encouraged, such as low walls that spatially divide play areas and act as seating for carers or a balance beam for kids.

4.3.4 Gender play experience guidelines

For younger children age groups there is minimal consideration required for any difference in play type between genders. Although differences occur in how the genders interact with equipment and play experiences, the amenity requirements themselves should simply be adaptable and flexible for use in different ways.

It is important to consider gender preferences in planning spaces particularly for young people. Although there are developmental differences between boys and girls, particularly before age 8, preferences of boys and girls were clearly expressed through the community consultation process. They resulted in preferences for the availability of open space, tracks and facilities (e.g. basketball courts) for boys to engage in sport, exercise and social interaction through intense action.

For girls, plan separate areas suitable for socialising either on play equipment, picnic/BBQ facilities or just quiet areas for 'deep and meaningful' conversations that feel safe and clean.

4.3.5 Age groups (children)

Consultation revealed that the availability of age appropriate play equipment was the highest priority for all children. Playgrounds should engage all children and be designed to consider the developmental stages, without exclusively catering for a single age group. The age groups for the purpose of the Plan have been grouped as follows;

- Early childhood:
 - 0-5 (infant: 0-1 /toddler: 1-3/ preschool: 3-5)
- Middle childhood:
 - 5-12 (primary school)
- Young people:
 - 12-17 (high school).

A summary of the desired experiences in playgrounds and parks is defined below. Swings appeal to all ages. These preferences were strongly expressed in the community consultation sessions.

Early childhood:

- Sand play
- All play experiences listed under middle child

Middle childhood:

- Water play
- Climbing (nets/walls)
- Swinging/flying (on swings or flying fox)
- Spinning
- Sliding
- Games
- Imaginative play
- Nature play
- Exploratory environment

Young people:

- More play equipment in general
- Larger, challenging equipment that offers a more intense experience (height + speed)
- Play equipment that facilitates social interaction
- Toilets and drinking water in clean and working condition
- Suitable facilities for social interaction with friends, e.g. picnics, study, rehearsals, electronic access for social media
- Picnic and BBQ facilities with enough tables, seating and shelter from rain and sun (accessible)

- Personal safety in terms of assault prevention (e.g. lighting) and injury management (e.g. first aid kits)
- Management of garbage removal and graffiti
- Multi-purpose facilities for ball games (e.g. Basketball)
- Natural features such as trees, bush, plants, water features
- Equipment and pathways in areas designated for perching, exercise, walking and cycling
- Opportunities for community interaction at public events, (e.g. movies in the park and communal activities such as vegetable gardens).

“Girls develop social and complex play earlier than boys, but boys catch up”

- Barbu et al 2011

4.3.6 Age groups (carers)

The age of playground carers (parents/grandparents/guardians/educators) should also be considered when designing playground facilities. Opportunities for inter-generational play, and appropriate supporting amenities, should be considered when designing playgrounds at all hierarchy levels.

Carer needs and experiences at playgrounds differ greatly. The design of playgrounds and their supporting amenities should be as flexible and adaptable as possible to cater for the broadest spectrum of the carer community. This also includes considering gathering spaces for groups of adults and children. In general, carers can be considered in three groups, young people, adults and seniors.

- Young adults - 18-25
- Adults - 25-65
- Seniors - 65+

A summary of the desired experiences and amenities in playgrounds and parks for carers is defined below:

- Shade and appropriate seating
- Access to water (via tap or bubbler)
- Cafe/kiosk in close proximity
- Easily trafficable surfacing

- An area within the playground from which you can view the majority of the playground and supervise those in your care
- Equipment adults can fit on either individually or with children
- Include equipment, play experiences and amenities relevant for everyone over the age of 12 (young people, adults and seniors)
- Consider including educational elements that promote learning (literacy, numeracy, signage, games, language and culture) and promote shared learning experiences between children and adults.

Key benefits of inter-generational play

- Promotes benefits in physical and mental wellbeing and development in children, adults and seniors through physical, social, cognitive and emotional activity.
- Builds family and community bonds through shared experiences
- Promotes healthy adult and senior role models
- Teaching/learning family, cultural and community values
- Peer support for adults and seniors through shared experiences and social interaction

“Perhaps the greatest test as we get older is to continue to seek out opportunities to do new things, to be playful, taking new risks to challenge our preconceptions...”

- Perry Else - The Value of Play (2009)

5 YEAR REVIEW AND UPDATE

Greater emphasis is placed on the needs and wants of the carers to ensure everyone is considered equally.

4.3.7 Sustainable Playgrounds

Social

An important enabler for the delivery of sustainable communities is promoting social interaction. Playgrounds provide various opportunities for this, be it between children, adults and across generations. Considering the demographic profile of the City, with a significant presence of overseas born residents, the cultural diversity of the community should be celebrated and enhanced through appropriate play provision and supporting facilities.

Regional and District level playgrounds are of particular importance in areas with a more culturally diverse population as, due to their setting, size and diversity of play types and supporting amenities, are able to provide more meaningful opportunities for social interaction both inside and adjacent to the playground.

Environmental

Education is an important aspect in maintaining an environmentally sustainable community. Through awareness of climate resilience, urban habitat and promoting high levels of interaction with nature, the community will gain a sense of respect and ownership for the environment. In addition, many parks have unique natural features, memorable to everyone, which can underpin the play provision process.

The procurement of environmentally responsible products and materials can contribute to the environmental sustainability of playgrounds. Considering products with an assurance of cradle to cradle sustainability (where the environmental impact of the entire life cycle of an item is considered), is an emerging trend in increasing the commitment to sustainable practices.

Look to include the community in the design and construction of playgrounds through strong community engagement in the design process, and community assistance in the planting of playground landscapes to foster a sense of ownership and contribution.

Economic

The economic sustainability of a particular playground is largely reliant on a holistic approach to the management of all playgrounds across the City. Efficient management of playground assets is the primary method of economic sustainability. The City should investigate ways in which to reduce operational expenditure through changes to monitoring, programming and procurement of product, materials and services.

Efficient monitoring of open space and playground assets can provide economic efficiencies and lead to long term financial sustainability of playground assets. Smart technologies can enhance monitoring and management through:

- Understanding time-of-day use patterns
- Confirm patronage numbers and therefore better anticipate required maintenance works
- Provide real-time reporting on play and supporting infrastructure condition in order to predict and prevent asset deterioration and safety compliance issues, thereby reducing long-term costs.
- Centralise recording of expenditure in the one place and assist in revisiting life cycle costing regularly to ensure efficiency in planning and management of costs and assets

4.3.8 Playground Design Frameworks

4.3.8.1 Regional Playground Design Framework **Key design considerations:**

Type: Destination

Level 1: Regional

Definition: A unique, destination playground that caters for all ages and abilities between 30–90 minutes travel by car or public transport.

Primary age group: all ages (including inter-generational considerations)

Approximate size: 2500- 4500m²

Approximate number of children/hr.: 85-150

Approximate number of carers/hr.: 30-50

Approximate time spent: day

Inclusive Play: Regional playgrounds should conform to the NSW Everyone Can Play Guideline and include various All Abilities play equipment pieces and experiences.

Fencing: Refer to ACT Design Standards for Urban Infrastructure” in conjunction with Australian Standards for location and design recommendations.

- Playground should connect to a pedestrian/bike path, with an accessible path to, around and through the playground provided
- Provide a gateway/sense of welcome, creating a pause point on arrival, and including entry signage for wayfinding and place recognition. Signage could include a playful map communicating the playground’s layout and activities and should be made available online. Consider proximity to any hazards when locating the primary entry point
- A combination of safety surfacing may be used to provide interest and diversity, and distinguish between activity and circulation zones. Easily trafficable surfacing to All Abilities play pieces/experiences to be provided
- The playground should be integrated into the landscape setting, considering existing vegetation, key views etc.
- Landscaping to create a natural feel, including changes in levels, should be utilised
- Shade sails, structures and evergreen trees should provide shade to all sand play, rubber softfall, slides, seating and passive play areas at a minimum 50% of the playground area
- A series of ‘play pods’ should be designed to provide for all types of play and all ages
- The subtle separation of areas for younger and older children may provide interesting and safe play opportunities, without defined segregation
- Flexible, imaginative and original playgrounds should be designed (not just equipment) which provide challenging opportunities for group play and individual play
- Playground and equipment should conform to Australian Standards
- Provision of varied scales and types of gathering spaces/picnic shelters/BBQs within and adjacent to playground is recommended, which includes accessible furniture
- A variety of seating options for parents and carers in the vicinity of the play equipment is required, with sufficient hard surface adjacent for pram/wheelchair parking. Preferably provide a single gathering point from which the majority of the playground can be viewed which includes seating and shade for carers
- Bike racks and bins in a convenient location at each access point is recommended
- Car parking including accessible parking, minibus parking, and a bus bay is recommended
- Toilet facilities with child and adult changing facilities, and a cafe/kiosk is recommended
- A suitable planting type and location to maximise thermal comfort (daily and seasonally)
- Ensure any playground theming is appropriate to local context and celebrates significant natural or cultural features of the surrounding area

5 YEAR REVIEW AND UPDATE

- Addition of formal and informal boundary enclosures
- Addition of quiet pods with seating
- Addition of accessible seating options

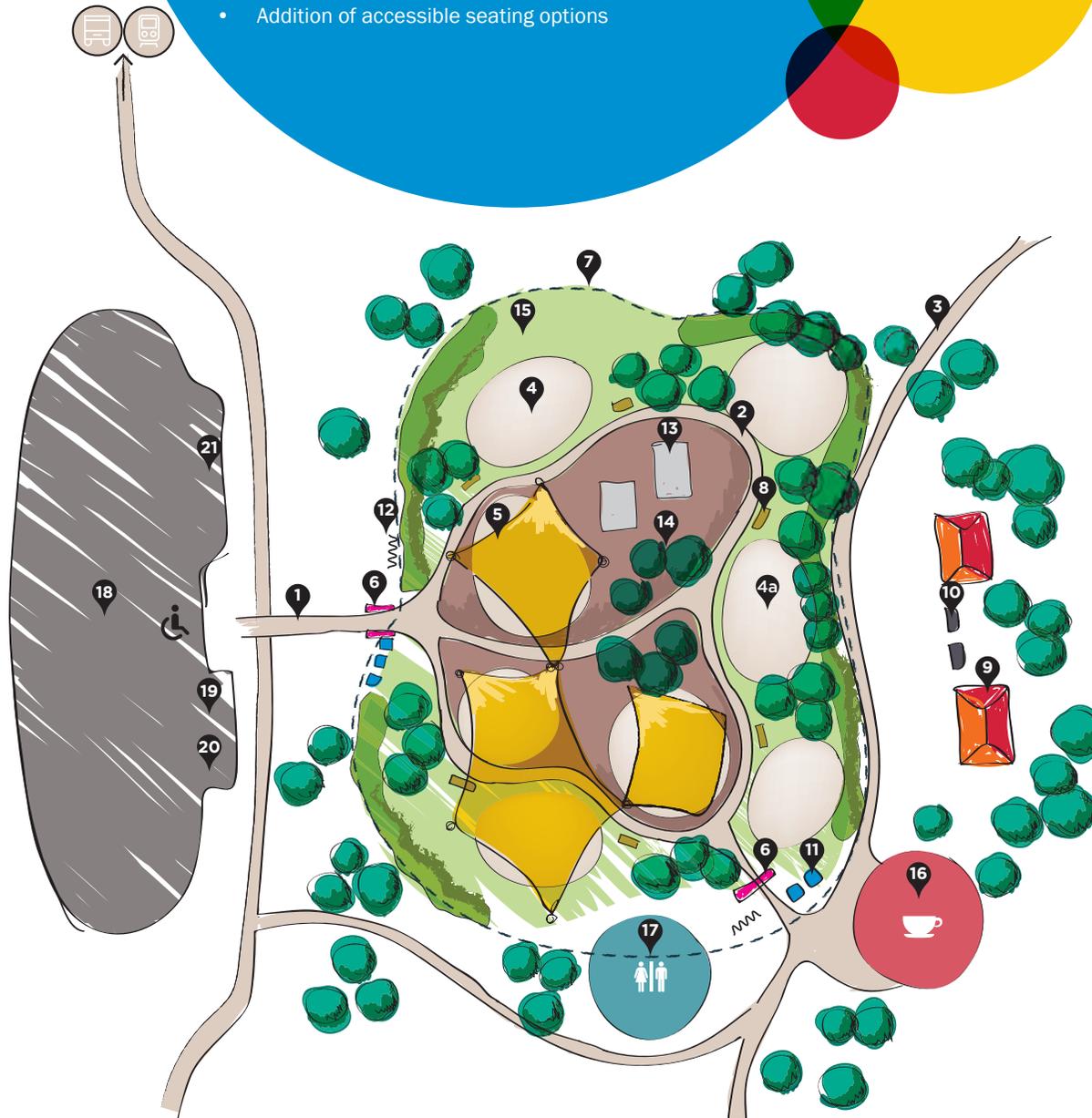


Figure 41. Indicative functional layout - regional playground (Not to scale)

NOTE: Indicative functional layout only. The layout communicates broad intent, not a detailed design solution. Individual design process is to be undertaken on a site specific basis.

Access

- 1 Access path (concrete - preferably accessible)
- 2 Bike loop/circuit path (concrete)
- 3 Regional bike path link

Play experience

- 4 Play pods
- 4a Quiet pod (with informal or formal seating and shade)

Shade

- 5 Shade (to minimum 50% of playground area prioritising sand/rubber softfall/slide).

Boundary and gateway

- 6 Gateway 'sense of welcome' with pause point
- 7 Boundary enclosure - formal supported by informal (e.g. fencing softened by mounds, boulders, trees, planting)

Furniture

- 8 Seating (with back and arm rests)
- 9 Picnic shelter (with accessible furniture)
- 10 BBQ
- 11 Bins
- 12 Bike racks
- 13 Gathering spaces/shelters/lights

Landscape

- 14 Integrated landscape layer (trees, shrubs, creek/ boulders = play)
- 15 Grassy space - kick about

Facilities

- 16 Cafe
- 17 Toilet (accessible with varied change facilities)
- 18 Car park
- 19 Accessible parking
- 20 Mini bus parking
- 21 Bus bay

Table 12. Design Framework for Regional Playgrounds

Destination Playgrounds	
Regional	
Playground Profile	
Age group	All ages (children and adults)
Number of children	85 to 150 or more
Number of carers	30 to 50
Approximate size	2500 to 4500m²
Quantitative Criteria	
Playground Experience	
Play Experience	
1. All Abilities	●●●
2. Dynamic play	
– Balance	●●●
– Climb	●●●
– Rocking	●●●
– Slide (orientate south if possible)	●●●
– Swing	●●●
– Spin	●●●
3. Informal Imaginative play	●●●
4. Landscape/Nature play	●●●
5. Educational/learning/art	●●●
6. Water play	●●●
7. Technology play	●●
8. Kick about (open space)	●●●
9. Bike path with play features	●●●
Access*	

Destination Playgrounds	
Regional	
1. Accessible path to playground	●●●
2. Path around playground (accessible)	●●●
3. Pram / wheelchair parking adjacent seating	●●●
Edging to Play Surface**	Combination (as appropriate)
1. Boulders	●●
2. Timber (flush)	●●●
3. Concrete edge/path (flush)	●●●
Play Surface (Safety Surface)	Choose all (as appropriate)
1. Mulch	●●●
2. Sand	●●●
3. Softfall	●●●
4. Artificial turf	●●
5. Variation activity vs. circulation #	●●
Boundary Enclosure***	
1. Defined enclosure	●●●
2. Fence/wall and gate (formal) #	●●●
3. Open	NP
Shade (min. 50% of playground)	
1. Shade sail (prioritise play pods)	●●●
2. Tree canopy	●●●

How to use: These playground design criteria are intended as a best practice design brief for future playgrounds. They are a checklist of recommended playground elements which could be included in a playground of that level. Design inclusions should be appropriate to site specific characteristics, budget and design aspiration and aim to maximise inclusive play opportunities.

Priority Rating

NP = No Provision required

P = If Possible

● low priority

●● medium priority

●●● high priority

*Path widths to accommodate strollers and wheelchairs

**Ensure one section of edging is flush for equal access into playground

***Fence + gate to be provided. Full enclosure required if playground within 30m of ≥60km/h road

Destination Playgrounds
Regional

Playground Facilities (Support)	
Furniture	
1. Seat (backed and armrest)	● ● ●
2. Picnic table (accessible) #	● ● ●
3. Platform seat	● ●
4. Bin (trash and recycle)	● ● ●
5. Bubbler	● ● ●
6. BBQ	● ● ●
7. Lighting (paths and playground) #	● ●
8. Bike rack^	● ●
9. Playground signage	● ●
Shade	
1. Solid structure (picnic area)	● ● ●
Infrastructure	
1. Toilet (accessible with change facilities)	● ● ●
2. Car park	● ● ●
3. Accessible parking^^	● ● ●
4. Special vehicle stop (e.g. mini-bus) #	● ●
4. Cafe/Coffee Cart #	● ●

Destination Playgrounds
Regional

Qualitative Criteria	
General Experience	
1. Appeal	● ● ●
2. Legible layout	● ● ●
3. Flexibility	● ● ●
4. Imaginative	● ● ●
5. Originality	● ● ●
Safety (CPTED)	
1. Adult supervision (central location) #	● ● ●
2. Layout (drops/blind corners)	● ● ●
3. Maintained	● ● ●
4. Passive surveillance	●
5. Play equipment/fall zones	● ● ●
Landscape Integration	
1. Park integration	● ● ●
2. Planting	● ● ●
3. Microclimate (wind/shade)	● ● ●
4. Material finishes quality	● ● ●
5. Independent Designer and Design	● ● ●
Social Sustainability	
Interaction - grouped seating	● ● ●

Priority Rating

NP = No Provision required

P = If Possible

● low priority

● ● medium priority

● ● ● high priority

^If playground sits adjacent to a bike track, a bikerack is to be provided

^^ Any designated all abilities playground to provide accessible parking

Alignment with Everyone Can Play Guideline

4.3.8.2 District Playground Design Framework

Type: Destination

Level 2: District

Definition: A large destination playground that caters for all ages and abilities within 5km or 10-15min drive from all residents and readily accessed by public transport.

Focus age group: all ages

Approximate size: 900-1950m²

Approximate number of children/hr.: 30-65

Approximate number of carers/hr.: 15-30

Approximate time spent: 2-4 hours

Inclusive Play: District playgrounds should conform to the Everyone Can Play Guideline and include a minimum of three All Abilities play equipment pieces and experiences.

Fencing: Refer to ACT Design Standards for Urban Infrastructure” in conjunction with Australian Standards for location and design recommendations.

Key design considerations:

- Playground should connect to a pedestrian/bike path, with an accessible path to, around and through the playground provided
- A gateway / sense of welcome to the playground should be provided, creating a pause point on arrival, and including entry signage for wayfinding and place recognition
- A combination of safety surfacing may be used to provide interest and diversity, and distinguish between activity and circulation zones. Easily trafficable surfacing to All Abilities play pieces/experiences to be provided
- The playground should be integrated into the landscape setting, considering existing vegetation, key views etc.
- Landscaping to create a natural feel, including changes in levels, should be utilised. Shade sails, structures and evergreen trees should provide shade to all sand play, rubber softfall, slides, seating and passive play areas at a minimum 50% of the playground area
- A series of `play pods` should be designed to provide for all types of play (dynamic/landscape/sensory/informal/water/technology/kick about/bike loop) and for all ages
- The subtle separation of areas for younger and older children may provide interesting and safe play opportunities, without defined segregation. Preferably provide fencing/formal enclosure to parkland rather than playground
- Flexible, imaginative and original playgrounds should be designed (not just equipment) which provide challenging opportunities for group play and individual play
- Playground and equipment should conform to Australian Standards
- Provision of varied scales and types of gathering spaces and picnic shelters within and adjacent to playground is recommended, which include accessible furniture
- A variety of seating options for parents and carers in the vicinity of the play equipment is required, with sufficient hard surface adjacent for pram/wheelchair parking. Preferably provide a single gathering point from which the majority of the playground can be viewed which includes seating and shade for carers
- Provision of bike racks and bins in a convenient location at each access point is recommended
- Close proximity to car parking and accessible toilets with child and adult change facilities is recommended
- Suitable planting type and location to maximise thermal comfort (daily and seasonally)
- Ensure any playground theming is appropriate to local context and celebrates significant natural or cultural features of the surrounding area

5 YEAR REVIEW AND UPDATE -

- Addition of formal boundary enclosure to roadside at a minimum
- Increased informal boundary enclosure to park-side
- Addition of quiet pod for respite and quiet reflection
- Additional shade sail to play pods (sand, seating and slides priority)

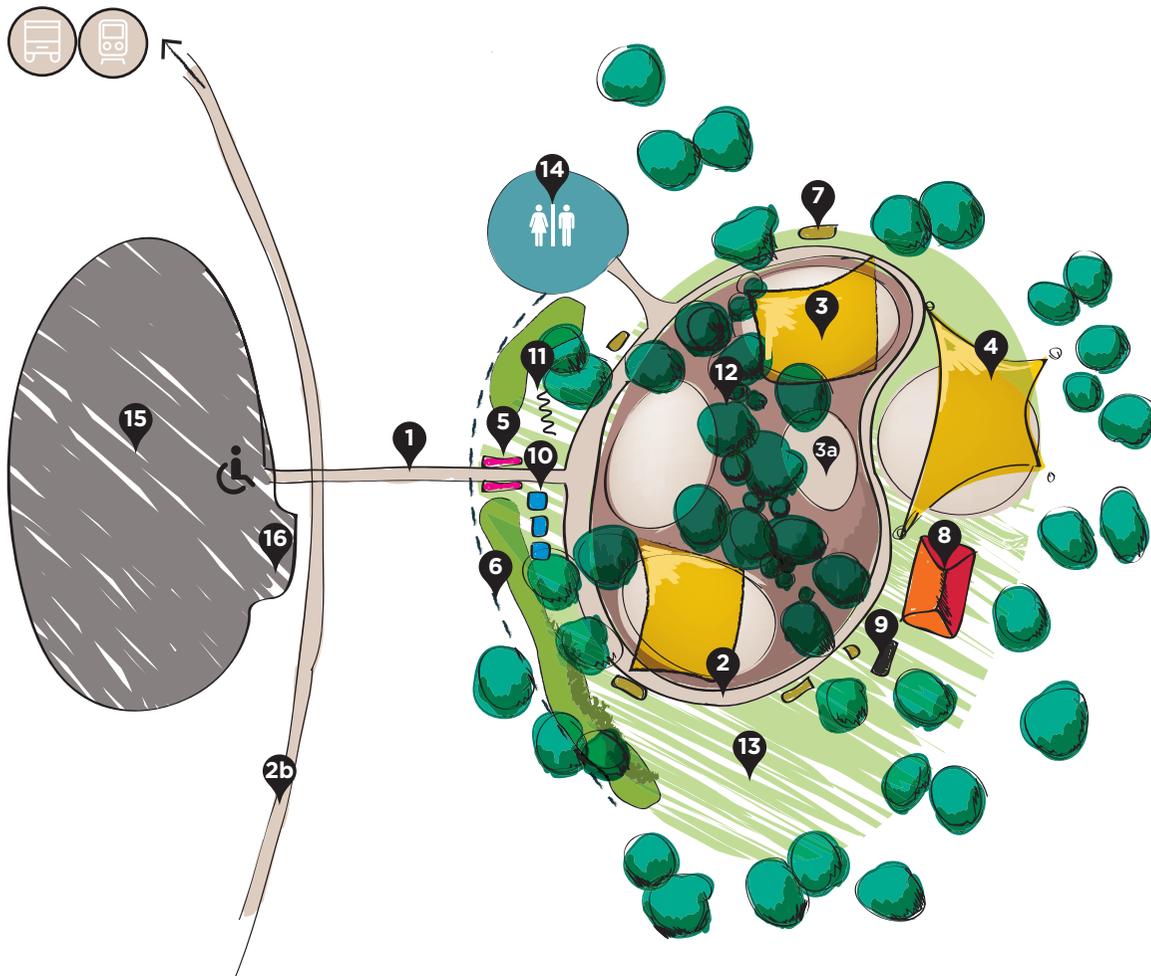


Figure 42. Indicative functional layout - district playground (Not to scale)

NOTE: Indicative functional layout only. The layout communicates broad intent, not a detailed design solution. Individual design process is to be undertaken on a site specific basis.

Access

- 1 Access path (concrete - accessible)
- 2 Bike loop/circuit path (concrete)
- 2b Regional bike path link and link to street footpath network

Play experience

- 3 Play pods
- 3a Quiet pod

Shade

- 4 Shade (prioritising coverage of sand/rubber softfall/slide). 50% playground to be covered by shade from trees.

Boundary and gateway

- 5 Gateway 'sense of welcome' with pause point
- 6 Boundary enclosure - combination of formal and informal (e.g. fencing, mounds, boulders, trees, planting). Full enclosure if playground within 30m of $\geq 60\text{km/h}$ road.

Furniture

- 7 Seating (with back and arm rests)
- 8 Picnic shelter (with accessible picnic furniture)
- 9 BBQ
- 10 Bins
- 11 Bike racks

Landscape

- 12 Integrated landscape layer (trees, shrubs, creek/boulders = play)
- 13 Grassy space - kick about

Facilities

- 14 Toilet (accessible with varied change facilities)
- 15 Car park

Accessible parking

Table 13. Design Framework for District Playgrounds

Destination Playgrounds	
District	
Playground Profile	
Age group	All ages
Number of children	30 to 65
Number of carers	15 to 30
Approximate size	900 - 1950m ²
Quantitative Criteria	
Playground Experience (Specifics)	
Play Experience	
1. All Abilities	●●
2. Dynamic play	
- Balance	●●
- Climb	●●
- Rocking	●●
- Slide (orientate south if possible)	●●
- Swing	●●
- Spin	●●
3. Informal Imaginative play	●●
4. Landscape/Nature play	●●●
5. Educational/learning/art	●●
6. Water play	●●
7. Technology play	●
8. Kick about (open space)	●●
9. Bike path	●●
Access*	
1. Path to playground	●●●

Destination Playgrounds	
District	
2. Path around playground #	●●●
3. Pram / wheelchair parking #	●●●
Edging to Play Surface**	Combination (as appropriate)
1. Boulders	●●
2. Timber (flush)	●●●
3. Concrete edge/path (flush)	●●●
Play Surface	Choose two (as appropriate)
1. Mulch	●●
2. Sand	●●
3. Softfall	●●
4. Artificial turf	●
5. Variation activity vs. circulation	●
Boundary Enclosure***	
1. Defined edge #	●●
2. Fence/wall #	●●
3. Open	●
Shade (min. 50% of playground)	
1. Shade sail (prioritise play pods)	●●●
2. Tree canopy (min. 50% playground)	●●●

How to use: These playground design criteria are intended as a best practice design brief for future playgrounds. They are a checklist of recommended playground elements which could be included in a playground of that level. Design inclusions should be appropriate to site specific characteristics, budget and design aspiration and aim to maximise inclusive play opportunities.

Priority Rating

NP = No Provision required

P = If Possible

● low priority

●● medium priority

●●● high priority

*Path widths to accommodate strollers and wheelchairs

**Ensure one section of edging is flush for equal access into playground

***Fence + gate to be provided. Full enclosure required if playground within 30m of ≥60km/h road

	Destination Playgrounds
	District
Playground Facilities (Support)	
Furniture	
1. Seat (backed and armrest) #	● ● ●
2. Picnic table (accessible)	● ●
3. Platform seat	●
4. Bin (trash and recycle)	● ● ●
5. Bubbler	●
6. BBQ	●
7. Lighting (paths only) #	● ●
8. Bike rack [^]	● ●
9. Playground signage	●
Shade	
1. Solid structure (picnic area)	● ●
Infrastructure	
1. Toilet (accessible & change facility) #	● ●
2. Car park	● ●
3. Accessible parking ^{^^} #	● ●
4. Cafe/Coffee Cart	●
Qualitative Criteria	
General Experience	
1. Appeal	● ● ●

	Destination Playgrounds
	District
2. Legible layout	● ● ●
3. Flexibility	● ● ●
4. Imaginative	● ● ●
5. Originality	● ● ●
Safety (CPTED)	
1. Adult supervision (central location)	● ● ●
2. Layout (drops/blind corners)	● ● ●
3. Maintained	● ● ●
4. Passive surveillance	● ●
5. Play equipment/fall zones	● ● ●
Landscape Integration	
1. Park integration	● ● ●
2. Planting	● ● ●
3. Microclimate (wind/shade)	● ● ●
4. Material finishes	● ● ●
5. Designer and Design	● ● ●
Social Sustainability	
Interaction - grouped seating	● ●

Priority Rating

NP = No Provision required

P = If Possible

● low priority

● ● medium priority

● ● ● high priority

[^]If playground sits adjacent to a bike track, a bikerack is to be provided

^{^^} Any designated all abilities playground to provide accessible parking

Alignment with Everyone Can Play Guideline

4.3.8.3 Neighbourhood Playground Design Framework

Type: Everyday

Level 3: Neighbourhood

Definition: A medium sized play area within walking distance (1km) for adults with young children and reached safely by children beginning to travel independently and with friends without accompanying adults. Neighbourhood playgrounds are primarily for children 0-12 and their carers; however, young people may also use this space.

Primary age group: 0-12 (early and middle childhood) however, consider varied experiences for young people, adults and seniors through specific or inter-generational play opportunities.

Approximate size: 240 – 750m²

Approximate number of children/hr.: 8-25

Approximate number of carers/hr.: 4-12

Approximate time spent: 1-2hrs

Key design considerations:

- An accessible path to the playground should be provided, as well as seating (4 min.) within the vicinity of the play equipment, adjacent path, with ample room for pram/wheelchair parking adjacent
- One side of playground edge should be flush with the pathway to ensure easy accessibility (prams + wheelchairs)
- One type of accessible safety surfacing (e.g. playground mulch or softfall) could be used. Should mulch be installed, ensure any Inclusive play equipment has access via an easily trafficable surface (not mulch) which conforms to that equipment's fall zone and safety surface requirements
- An organic and varied edge to the playground should be designed to respond to the landscape (limiting the use of 'square box' playgrounds)
- The playground should be integrated into the landscape setting, considering existing vegetation, key views etc.
- Trees for shade should be incorporated into the playground design and the playground and equipment orientated appropriately to maximise year-round thermal comfort (e.g. face slides south to minimise direct sun)
- 3-4 (min.) dynamic play elements should be incorporated
- Include landscape (e.g. boulders) and sensory play (e.g. musical instruments, varied textures, scented planting).
- A grassy kick about space should be incorporated or be in adjacent open space
- Flexible and imaginative playgrounds should be developed (not just equipment)
- Playground and equipment should conform to Australian Standards
- Ensure access to water within open space via a tap or bubbler
- Ensure All Abilities or Inter-generational play experiences can be accessed by an easily trafficable surface (rubber softfall, turf, gravel) conforming to required safety surfacing requirements
- Ensure any playground theming is appropriate to local context and celebrates significant natural or cultural features of the surrounding area

5 YEAR REVIEW AND UPDATE

- Addition of formal and informal boundary enclosures
- Addition of shade to play pods
- Addition of easily trafficable surface (not mulch) to key play experiences



Access

- 1 Access path (concrete - linking to street footpath network)

Play experience

- 2a Dynamic play
- 2b Landscape/nature play
- 2c Sensory play
- 2d Informal play
- 2e Picnic shelter

Shade

- 3 Min. 50% shade to play pod area (prioritising sand, slide and seating) / informal (e.g. trees) to minimum 50% of the general playground area

Boundary enclosure

- 4a Formal enclosure adjacent street/hazard if playground is within 30m of road (full enclosure if playground within 30m of $\geq 60\text{km/h}$ road).
- 4b Option to vary - Boulders, mounding and planting / Path (flush) / Timber (flush)

Furniture

- 5 Seating (min. 50% of all seating to have back and arm rests)

Landscape

- 6 Integrated landscape

Safety

- 7 Passive surveillance
- 8 Surface to include easily trafficable material to all Inclusive or All Abilities play experiences

Figure 43. Indicative functional layout - neighbourhood playground (Not to scale)

NOTE: Indicative functional layout only. The layout communicates broad intent, not a detailed design solution. Individual design process is to be undertaken on a site specific basis.

Table 14. Design Framework for Neighbourhood Playgrounds

Everyday Playgrounds Neighbourhood	
Playground Profile	
Age group	0-12
Number of children	8 to 25
Number of carers	4 to 12
Approximate size	240 - 750m²
Quantitative Criteria	
Playground Experience (Specifics)	
Play Experience	
1. All Abilities #	●●
2. Dynamic play	
– Balance	●
– Climb	●
– Rocking	●
– Slide (orientate south if possible)	●
– Swing	●
– Spin	●
3. Informal Imaginative play	●
4. Landscape/Nature play	●●
5. Sensory play (5)	●●●
6. Water play	NP
7. Technology play	NP
8. Kick about (open space)	●
9. Bike path	●
Access*	
1. Path to playground	●●●

Everyday Playgrounds Neighbourhood	
2. Path around playground (concrete) #	●●
3. Pram / Wheelchair parking #	●●
Edging to play surface**	Combination (as appropriate)
1. Boulders	●●
2. Timber (30% flush) #	●●
3. Concrete edge/path (30% flush) #	●●
Play surface	Choose one (as appropriate)
1. Mulch	●
2. Sand	●
3. Softfall	●
4. Artificial turf	●
Boundary Enclosure***	
1. Defined edge	●
2. Fence and gate (full enclosure if playground within 30m of ≥60km/h road)	●
3. Open	●
Shade (min. 50% of playground)	
1. Shade sail (prioritise play pods) #	●
2. Tree canopy (min. 50% playground) #	●●●

How to use: These playground design criteria are intended as a best practice design brief for future playgrounds. They are a checklist of recommended playground elements which could be included in a playground of that level.

Design inclusions should be appropriate to site specific characteristics, budget and design aspiration and aim to maximise inclusive play opportunities.

Priority Rating

NP = No Provision required

P = If Possible

● low priority

●● medium priority

●●● high priority

*Path widths to accommodate strollers and wheelchairs

**Ensure one section of edging is flush for equal access into playground

***Fence + gate to be provided. Full enclosure required if playground within 30m of ≥60km/h road

**Everyday Playgrounds
Neighbourhood**

Playground Facilities (Support)	
Furniture	
1. Seat (backed + armrest)	●
2. Picnic table (accessible)	●
3. Platform seat	NP
4. Bin (trash + recycle)	●
5. Bubbler or tap #	●●
6. BBQ	●
7. Lighting	NP
8. Bike rack [^]	●
9. Playground signage	NP
Shade	
1. Solid structure (picnic area) #	●
Infrastructure	
1. Toilet	NP
2. Car park	NP
3. Accessible parking ^{^^}	NP
4. Cafe/Coffee Cart	NP

**Everyday Playgrounds
Neighbourhood**

Qualitative Criteria	
General Experience	
1. Appeal	●●●
2. Legible layout	●●●
3. Flexibility	●●●
4. Imaginative	●●●
5. Originality	●●●
Safety (CPTED)	
1. Adult supervision	●●
2. Layout (drops/blind corners)	●●●
3. Maintained	●●●
4. Passive surveillance	●●
5. Play equipment/fall zones	●●●
Landscape Integration	
1. Park integration	●●●
2. Planting	●●
3. Microclimate (wind/shade)	●●●
4. Material finishes	●●
5. Designer + Design	●●●
Social Sustainability	
Interaction - Grouped seating	●

Priority Rating

NP = No Provision

P = If Possible

● low priority

●● medium priority

●●● high priority

[^]If playground sits adjacent to a bike track, a bikerack is to be provided

^{^^} Any designated all abilities playground to provide accessible parking

Alignment with Everyone Can Play Guideline

4.3.8.4 Local Playground Design Framework

Type: Everyday

Level 4: Local

Definition: A small play area within easy walking distance (400m in low/medium density areas and 200m in high density areas) from home for children to feel safe and able to interact with their community. Local playgrounds are primarily for young children and carers; however, older children and young people may also use this space.

Focus age group: 0-5 (early childhood) although not absolute

Approximate size: 90 – 210m²

Approximate number of children/hr.: 3 – 7

Approximate number of carers/hr.: 2 – 4

Approximate time spent: 1hr

Key design considerations:

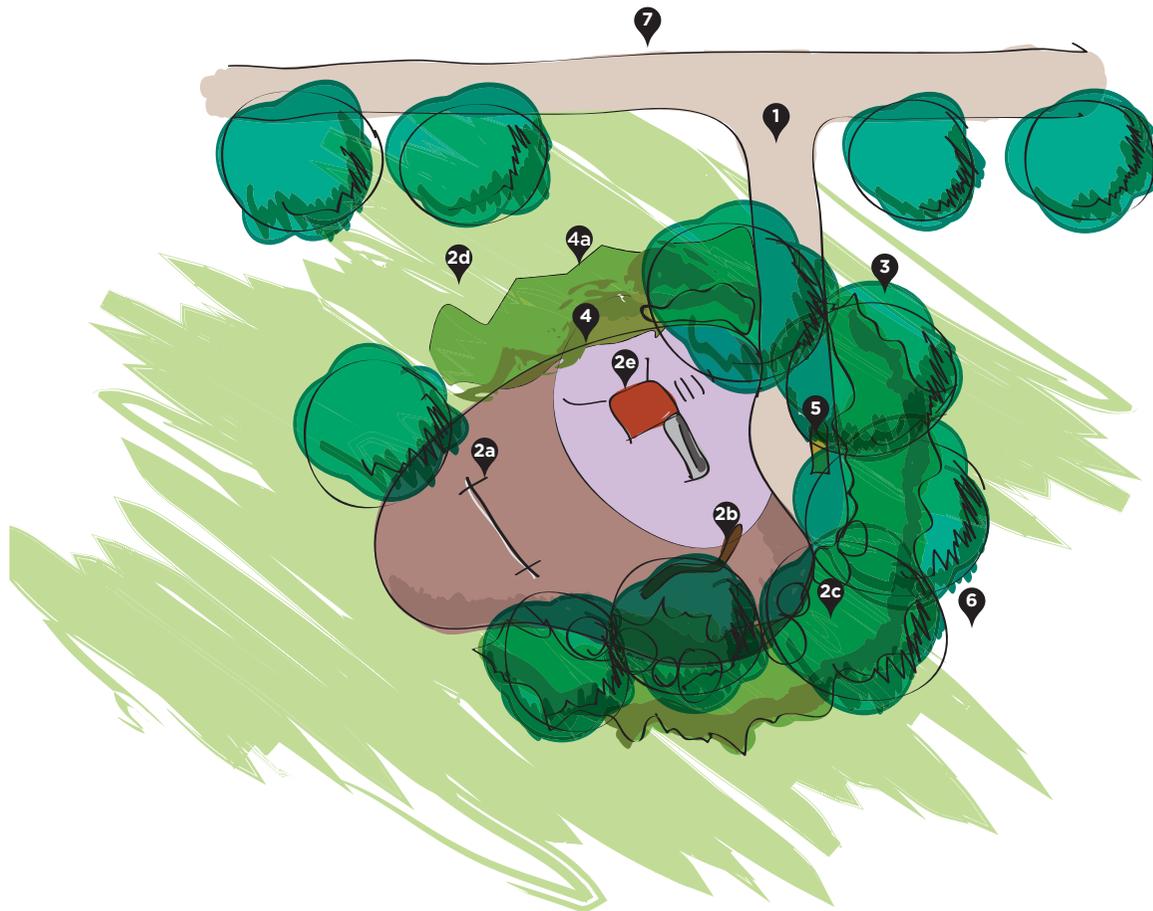
- Provide an access path to the playground, as well as a seat with back and armrest within the vicinity of the play equipment
- One side of playground edge should be flush with the pathway to ensure easy accessibility (prams + wheelchairs)
- One type of accessible safety surfacing (e.g. playground mulch or softfall) could be used. Should mulch be installed, ensure any inclusive play equipment has access via an easily trafficable surface (not mulch) which conforms to that equipment's fall zone and safety surface requirements
- An organic and varied edge to playground should be designed to respond to the landscape (limiting the use of 'square box' playgrounds)
- The playground should be integrated into landscape setting
- Trees for shade should be incorporated into the playground design and the playground orientated appropriately
- 1-2 (min.) dynamic play elements should be incorporated
- Landscape and sensory play, and a grassy kick about space should be incorporated
- Flexible and imaginative playgrounds should be developed (not just equipment)
- Ensure access to water within open space via a tap or bubbler
- Playground and equipment should conform to Australian Standards
- Ensure any playground theming is appropriate to local context and celebrates significant natural or cultural features of the surrounding area

PLAYGROUND IN HIGH DENSITY AREA

- Consider disbursing play opportunities throughout parks in high density areas rather than centralising playgrounds
- Work with developers and other private organisations to ensure playgrounds under their development and management implement the criteria and principles of this Plan

5 YEAR REVIEW AND UPDATE

- Addition of formal and informal boundary enclosures
- Addition of shade to play pods
- Addition of easily trafficable surface (not mulch) to key play experiences



Access

- 1 Access path (concrete)

Play experience

- 2a Dynamic play
- 2b Landscape/nature play
- 2c Sensory play
- 2d Kick about
- 2e Informal/Imaginative

Shade

- 3 Trees (minimum. 50% of playground coverage, prioritising sand, slides and seating)

Boundary enclosure

- 4 Formal enclosure adjacent street/hazard if playground is within 30m of road (full enclosure if playground within 30m of ≥ 60 km/h road.

- 4a Informal enclosure preferred to remainder of playground

Defined edge to activity zone
NB: Ensure one side flush accessible

- 5 Furniture

Seating (preferably with back and arm rests)

- 6 Landscape

Park integration

- 7 Safety

Passive surveillance

Figure 44. Indicative functional layout - local playground (Not to scale)

NOTE: Indicative functional layout only. The layout communicates broad intent, not a detailed design solution. Individual design process is to be undertaken on a site specific basis.

Table 15. Design Framework for Local Playgrounds

Everyday Playgrounds	
Local	
Playground Profile	
Primary Age group focus	0-8
Number of children	3 to 7
Number of carers	2 to 4
Approximate size	90 - 210m ²
Quantitative Criteria	
Playground Experience (Specifics)	
Play Experience	
1. All Abilities	●
2. Dynamic play	
- Balance	●
- Climb	P
- Rocking	●
- Slide (orientate south if possible)	●
- Swing	●
- Spin	●
3. Informal Imaginative play	●
4. Landscape/Nature play	●●
5. Sensory play (5) #	●●●●
6. Water play	NP
7. Technology play	NP
8. Kick about (open space)	●
9. Bike path	NP
Access*	
1. Path to playground (concrete) #	●●●●

Everyday Playgrounds	
Local	
2. Path around playground #	●
3. Pram / Wheelchair parking #	●
Edging to play surface**	Combination (as appropriate)
1. Boulders/stones	●●
2. Timber (flush)	●●
3. Concrete edge/path (flush)	●●
Play surface	Choose two (as appropriate)
1. Mulch	●
2. Sand	●
3. Softfall	●
4. Artificial turf	
Boundary Enclosure***	
1. Defined edge (informal) #	●
2. Fence (or safety only) #	NP
3. Open	●
Shade (min. 50% of playground)	
1. Shade sail	NP
2. Trees (min. 50% playground) #	●●●●

How to use: These playground design criteria are intended as a best practice design brief for future playgrounds. They are a checklist of recommended playground elements which could be included in a playground of that level.

Design inclusions should be appropriate to site specific characteristics, budget and design aspiration and aim to maximise inclusive play opportunities.

Priority Rating

NP = No Provision required

P = If Possible

● low priority

●● medium priority

●●● high priority

*Path widths to accommodate strollers and wheelchairs

**Ensure one section of edging is flush for equal access into playground

***Fence + gate to be provided. Full enclosure required if playground within 30m of ≥60km/h road

Everyday Playgrounds
Local

Playground Facilities (Support)	
Furniture	
1. Seat (backed + armrest) #	●●●
2. Picnic table	●
3. Platform seat	NP
4. Bin (trash + recycle)	●
5. Bubbler or tap #	●
6. BBQ	NP
7. Lighting	NP
8. Bike rack*	●
9. Playground signage	NP
Shade	
1. Solid structure (picnic area)	NP
Infrastructure	
1. Toilet	NP
2. Car park	NP
3. Accessible parking^^	NP
4. Cafe/Coffee Cart	NP
Qualitative Criteria	

Everyday Playgrounds
Local

General Experience	
1. Appeal	●●●
2. Legible layout	●●●
3. Flexibility	●●●
4. Imaginative	●●●
5. Originality	●●●
Safety (CPTED)	
1. Adult supervision	●●
2. Layout (drops/blind corners)	●●●
3. Maintained	●●●
4. Passive surveillance	●●●
5. Play equipment/fall zones	●●●
Landscape Integration	
1. Park integration	●●●
2. Planting	●●
3. Microclimate (wind/shade)	●●●
4. Material finishes	●●
5. Designer + Design	●●●
Social Sustainability	
Interaction - Grouped seating #	●

Priority Rating

NP = No Provision required

P = If Possible

● low priority

●● medium priority

●●● high priority

*If playground sits adjacent to a bike track, a bikerack is to be provided

^^ Any designated all abilities playground to provide accessible parking

Alignment with Everyone Can Play Guideline

4.4 Playground Matrix



4.4.1 Suburb collectors

The City comprises the following 16 suburbs:

1. Chatswood West (adjoins Willoughby)
2. Denistone
3. Denistone East
4. Denistone West
5. East Ryde
6. Eastwood (adjoins Hornsby)
7. Gladesville (adjoins Hunters Hill)
8. Macquarie Park
9. Marsfield
10. Meadowbank
11. Melrose Park (adjoins Parramatta)
12. North Ryde
13. Putney
14. Ryde
15. Tennyson Point
16. West Ryde

To align with the Integrated Open Space Plan (IOSP) reporting, the 16 suburbs have been aggregated to form the following 13 suburb collectors:

1. Denistone East and West
2. Eastwood
3. Gladesville/Tennyson Point
4. Macquarie Park
5. Marsfield
6. Melrose Park/Meadowbank
7. North Ryde
8. Putney
9. Field of Mars
10. Santa Rosa
11. Ryde South
12. Top Ryde
13. West Ryde

Detailed recommendations for each playground are provided in the playground matrix (section 4.3.4 Suburb collector recommendations) and grouped within the suburb collector within which the playgrounds are located. Detailed mapping over an aerial base illustrates the recommended playground distribution, level and walkability within each suburb, enabling the site context to be read. The recommendations are presented in the playground matrix under the following headings:

- Park Level
- Audited Playground Level
- Recommended Playground Level
- Action
- Action Comments
- Playground Priority

Suburb Collectors and Wards

The 16 suburbs of the City have been aggregated into 13 suburb collectors (refer Figure 49) to align with the IOSP. The recommended actions presented in the Playground Matrix are grouped under suburb collector.

The administration of Council provided services is organised across its suburbs in three wards: East Ward, Central Ward and West Ward. Figure 45 shows the relationship between the Wards and the suburb collectors.

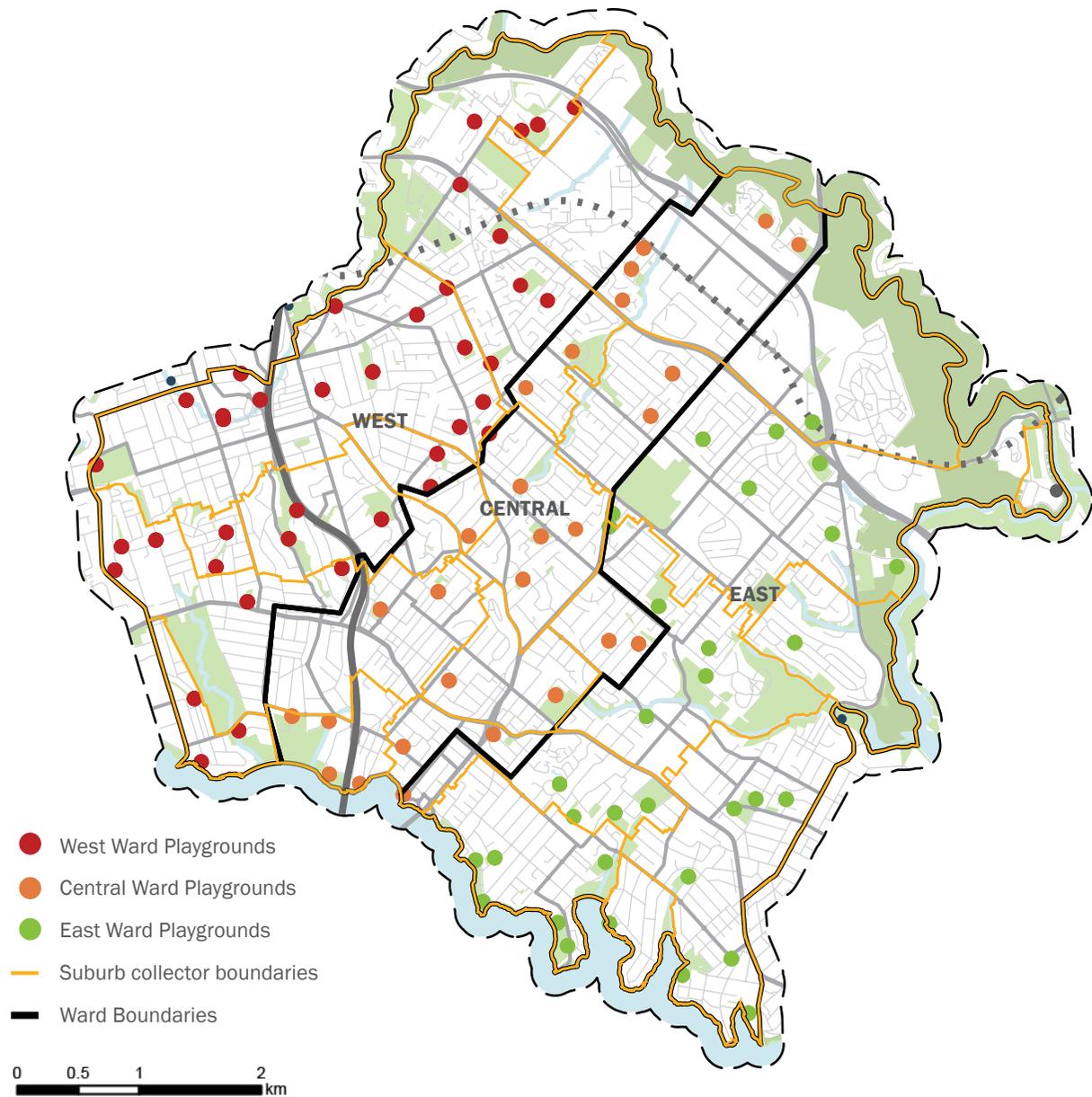


Figure 45. Playgrounds throughout the suburb collectors and Wards of the City

4.4.2 Action

The Audited Playground Level was determined on site, and refers to the provision of play within the boundary and immediate vicinity of the playground as it existed at the time of the audit, using the Design Framework as a guide.

The Recommended Playground Level was determined using the audit results coupled with local and regional planning context.

The Action refers to the amount of work which is recommended for each playground (refer Table 16).

Table 16. Action name descriptions

Action	Description
Expansion	New playground positioned in a location where no playground currently exists.
Replace	Installation of a new playground and landscaping in a park where a playground currently exists. New playground to be sited within the park based on a detailed site assessment to be undertaken at the time of upgrade.
Major adjustments	Major upgrade of playground, utilising existing playground structure and equipment.
Minor adjustments	Minor upgrade of the existing playground.
No changes	No changes to existing playground.

4.4.3 Playground priority

4.4.3.1 Priority decision making

Each recommended action for playgrounds within the City has been given a priority level of 'high', 'medium' or 'low'. The priority levels were given after a consideration of the following:

- **Safety** (condition of playground and play equipment)
- **Distribution**
 - 200m (high density) and 400m (medium and low density) walkability catchment and ability to meet the needs of the population
 - Equitable distribution across council Wards and Suburbs were possible, in line with the Play Plan Implementation Strategy
- **Site suitability** (location, slope, drainage, access and surveillance opportunities and constraints)
- **Cost efficiencies** (using as many existing playground sites as possible, rationalising playgrounds, ensuring the new and upgraded playgrounds are located and designed so that maintenance is cost effective)

All priorities were to be achieved where possible, with safety taking precedence as the determination for a 'high' priority.

Other upgrades, either minor or major that do not pose an immediate safety issue and are considered imperative to achieving the aim and vision of the Play Plan were given a 'medium' priority. There are many examples of quality new playgrounds within Ryde; however, most recommendations have been given a 'medium' priority as many playgrounds within Ryde have ageing equipment or are inappropriately located on constrained sites, steep slopes and often within drainage lines thus requiring expensive maintenance.

Playground upgrades that are required to serve future play demand in areas that are currently well catered or have more pressing playground upgrades were given a 'low' priority. Proposed 'low' priority playgrounds were also given where the condition and function of a playground may be satisfactory at present but its upgrade to a larger playground level would be required in the longer term to meet future demand for play to meet the population's needs.

Where there were clusters of playgrounds with overlapping walkability catchments, the playgrounds that presented the best siting, size and surveillance opportunities were selected for retention over the more constrained playgrounds. The constrained playgrounds do not present good site opportunities for the provision of future play due to safety and surveillance constraints or the cost of playground upgrades due to topography, drainage and access constraints and should be listed for removal at the end of their economic life.

Three areas for new local playgrounds have been proposed in areas (two in existing parks and one potential land acquisition) where a significant gap existed in the 400 m walkability catchment for residents.

4.4.3.2 Priority implementation

To align with the City's available annual budgets, playground recommendations have been assigned a priority of actions to 'roll out' the capital works program over the next 10 years. The priority of actions are classified as:

- **High** (1-4 years)
- **Medium** (5-7 years)
- **Low** (8-10 years)

“I want a place that is close to home and safe for the kids to play”.

- Community consultation response



4.4.4 Playground Recommendations Summary

The following pages summarise all recommended playground works, in alphabetical order, to clearly articulate the extent of works proposed, and set up the framework for prioritisation.

Table 17. Recommendations for playgrounds in the City of Ryde

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
ACACIA PARK	West	Eastwood	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
ADVENTURE PARK	Central	Ryde - Santa Rosa	Local	Replace	This playground currently does not meet the Design Framework for a local playground. This playground should be replaced and redesigned to improve safety and surveillance with new play equipment, seating, shade and inclusive access.	Low
ANDERSON PARK	Central	Ryde South	District	Minor adjustments	This playground is mostly aligned with ECP Guideline however is lacking an all abilities play piece and accessible parking spot in the adjacent car park. The playground meets the Design Framework for a district level playground. Consider installing lighting to extend time of day use.	High
ANN THORN PARK	Central	Ryde South	Local	Replace	This playground currently does not meet the Design Framework for a local playground. Install new equipment and landscape play opportunities. Ensure playground has an accessible path, shaded seating with back and arm rests and flush edge to play pieces.	Low
ANZAC PARK	West	West Ryde	District	Replacement	Concept plan completed at time of review.	High
AUSTRALIA II PARK	West	Marsfield	Local	Minor adjustments	This playground meets the Design Framework for a local playground however a seat with back and arm rest is required.	High
BANJO PATERSON RESERVE	East	Gladesville - Tennyson Point	District	Major refurbishment	This playground does not align with the ECP Guideline due to a lack of accessible surfacing and an all abilities play piece. This playground does meet the Design Framework for a district level playground. It is recommended a path is installed from Punt Road footpath to the park path network, provide an accessible parking space in the existing car park, install and accessible play piece with accessible surfacing and increase seating opportunities with back and arm rests.	Medium



Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
BEATTIE PARK	Central	Denistone East and West	Local	Minor adjustments	This playground does meet the Design Framework for a local playground with the exception of adequate shade. Increase tree canopy cover.	High
BELL PARK	West	West Ryde	Local	Minor adjustments	This playground does not meet the Design Framework for a local playground due to lack of shade, an access path to playground and a flush edge from path to play surface. Adjust playground to meet local level Design Framework.	Medium
BENNELONG PARK	East	Putney	Local	No changes	This playground does not meet Design Framework for a local playground. No changes required as it is assumed Kissing Point Park is in very close proximity and compensates for the gap in play distribution.	N/A
BIDGEE PARK	Central	Ryde Field of Mars	Local	Replace	This playground does not meet the Design Framework for a local playground. Replace and redesign playground to meet local level Design Framework paired with community use facilities (e.g. a community garden).	Low
BLAMEY PARK	East	North Ryde	Local	Replace	This playground does not meet the Design Framework for a local playground due to lack of access path and a flush edge to play surface. Consider installing provision for landscape play.	Low
BLENHEIM PARK	East	North Ryde	Regional	Major refurbishment	This playground does not align with the ECP Guideline and does not meet the Design Framework for a regional playground. Playground has circulation and accessibility issues due to lack of accessible surfacing under key play pieces, poor path connection from play and seating areas to the path network and a lack of all abilities play pieces. Sight lines to be reviewed and consider installing a playground map at the main seating area. Fencing of playground required.	High
BOORAL RESERVE	Central	North Ryde	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
BOYLA RESERVE	East	Gladesville - Tennyson Point	Local	Minor adjustments	This playground does not meet the Design Framework for a local playground due to lack of access path to playground, arm rests on seats and landscape play.	Medium
BRAEMAR PARK	West	Eastwood	Local	Replace	This playground does not meet the Design Framework for a local playground. Integrate landscape and nature play with unique landscape setting of the park. Install accessible seating with back and arm rests and provide an accessible path to playspace.	Low
BRIGADE PARK	Central	Ryde Field of Mars	Neighbourhood	Minor adjustments	This playground does meet the Design Framework for a local playground with the exception of adequate shade. Increase tree canopy cover.	High
BRUSH FARM PARK	West	Eastwood	Neighbourhood	Replace	This playground although at neighbourhood level should be designed to meet the ECP Guideline in order to fill a gap in the inclusive play distribution across the LGA. The playground does not currently meet the ECP Guideline or the Design Framework for a neighbourhood playground. Relocate and redesign new playground to meet the neighbourhood level Design Framework and align with the ECP Guideline.	High
BYRON PARK	East	Ryde Field of Mars	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for Neighbourhood playground.	Medium
CARARA RESERVE	West	West Ryde	Local	No changes	Playground aligns with Design Framework.	N/A
CHARITY CREEK CASCADES	East	West Ryde	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
CLEVES PARK	East	Putney	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
COMMUNITY PARK	West	Denistone East and West	Local	Minor adjustments	This playground meets the Design Framework for a local playground however a seat with back and arm rest is required.	High

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority	
DARVALL PARK	North	West	Denistone East and West	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
	South	West	Denistone East and West	District	Minor adjustments	This playground does not align with the ECP Guideline and does not meet the Design Framework for a district playground. Recommended to connect rubber softfall under play equipment to the path network. Connect the shelters to the path network. Consider installing 1-2 all abilities play pieces on accessible surfacing to align with the Everyone Can Play Guideline.	High
DENISTONE PARK	West	Denistone East and West	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for Neighbourhood playground. Location of playground to be determined through a detailed site assessment.	Medium	
DUNBAR PARK	West	Marsfield	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A	
EASTWOOD PARK	Northern (upper) playground	West	Eastwood	District	Minor adjustments	This playground does not align with the ECP Guideline and does not meet the Design Framework for a district playground. Extend and connect rubber softfall under play pieces to the path network to provide accessible connection and install all abilities play pieces.	High
	Southern (lower) toddler playground	West	Eastwood	Local	Minor adjustments	This playground does meet the Design Framework for a local playground. The future master plan for the park should address the poor path legibility around the park and linking the two playgrounds. As the southern local scale playground is very popular due to its proximity to the railway station the master plan should address drawing users to the northern District level playground.	High

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
ELOUERA PARK	Central	Macquarie Park	District	Minor adjustments	This playground does not align with the ECP Guideline due to a lack of an all abilities play piece on an accessible surface. Consider installing accessible surfacing under hammock, reconfigure the carousel to be under rubber softfall with flush edging and clear accessible rubber softfall access route to path. Replace a swing seat to be an inclusive basket or hammock seat. This playground does meet the Design Framework for a district park assuming the lack of supporting facilities in the park such as car parking and amenities can be offset due to close proximity with Macquarie Shopping Center.	High
ELS HALL	Central	Marsfield	District	Minor adjustments	This playground aligns with the ECP Guideline and the Design Framework for a district playground. However it is recommended that a seating with back and arm rests that are associated with the playground rather than the sports field is required. Future park design could consider installing learn to ride adjacent to playground.	High
FONTENOY PARK	Central	Macquarie Park	District	Minor adjustments	This playground does not align with the ECP Guideline due to a lack of accessible surfacing and an all abilities play piece. It is recommended that an all abilities play piece is installed with accessible surfacing and a formalised path from the accessible parking bay in the adjacent car park to the footpath is provided. Install informal play / nature play elements and social infrastructure such as picnic tables and BBQs to assist in meeting the Design Framework for a district playground.	Medium
FORRESTER PARK	West	Eastwood	Neighbourhood	Minor adjustments	This playground does not meet the Design Framework for a neighbourhood playground. Increased play provision is required such as nature play and informal play opportunities. Provide arm rests on some seating.	High

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority	
GANNAN PARK	East	Ryde Field of Mars	Neighbourhood	Minor adjustments	This playground does meet the Design Framework for a neighbourhood playground however a seat with back and arm rest is required and a combination unit with slide should be considered.	High	
GIRRAWEEEN RESERVE	West	Eastwood	Local	Minor adjustments	This playground does meet the Design Framework for a local playground. Increasing tree canopy cover could be considered.	High	
GLADES BAY PARK	East	Gladesville - Tennyson Point	Local	Replace	This playground does not meet the Design Framework for a local playground. It is recommended that the playground is replaced and redesigned to meet the local playground Design Framework. Connect playspace to path network with a flush edge and provide landscape play.	Low	
GLEN RESERVE	Northern playground	West	Eastwood	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
	Southern playground	West	Eastwood	Neighbourhood	Replace	This playground currently does not meet the Design Framework for a neighbourhood playground. Consolidate playgrounds and replace and redesign the southern playground to meet neighborhood level Design Framework. Playground to be incorporated in the Glen St redevelopment.	Medium
GRANNY SMITH MEMORIAL PARK	West	Eastwood	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A	
HALCYON PARK	East	Gladesville - Tennyson Point	Local	Minor adjustments	This playground does meet the Design Framework for a local playground with the exception adequate shade. Increase tree canopy cover.	High	
HARDY PARK	East	Ryde Field of Mars	Local	Minor adjustments	This playground does meet the Design Framework for a local playground. Increase tree canopy cover.	High	

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
HEATLEY RESERVE	East	North Ryde	Neighbourhood	Major refurbishment	This playground although at neighbourhood level should be designed to meet the ECP Guideline in order to fill a gap in the inclusive play distribution across the LGA. As the playground is currently a local playground, it does not meet the Design Framework for a neighbourhood playground. Extend play value and install with 1+ all abilities elements to fill the gap in the distribution of inclusive playgrounds. Upgrade should be done in conjunction with community consultation as to not impact on this highly used rest area.	High
HENRI DUNANT RESERVE	Central	Ryde - Santa Rosa	Local	Minor adjustments	This playground meets the Design Framework for a neighbourhood playground however a seat with back and arm rest is required. Increasing tree canopy cover could be considered.	High
HELENE PARK	Central	Melrose Park - Meadowbank	Local	Expansion	New Local playground recommended for Helene Park.	Medium
HOLT PARK	Central	North Ryde	Local	Minor adjustments	This playground meets the Design Framework for a neighbourhood playground however a seat with back and arm rest is required.	High
IRENE PARK	West	Eastwood	Local	No changes	Playground aligns with Design Framework.	N/A
IVANHOE PARK	Central	Macquarie Park	Neighbourhood	Expansion	New playground is proposed within Ivanhoe development at time of review.	N/A
JANET PARK	West	West Ryde	Neighbourhood	Replace	This playground although at neighbourhood level should be designed to meet the ECP Guideline in order to fill a gap in the inclusive play distribution across the LGA. As the playground is currently a local playground, it does not meet the Design Framework for a neighbourhood playground. Extend play value and install with 1+ all abilities elements to fill the gap in the distribution of inclusive playgrounds.	High

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
JENNIFER PARK	West	Melrose Park - Meadowbank	Local	Replace	This playground does not meet the Design Framework for a local playground due to of accessibility issues. Replace and redesign a new playground that meets the Design Framework for a local park with accessible seating, paths and a flush edge to the playspace.	Low
JIM WALSH PARK	West	Eastwood	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
JOHN MILLER PARK	East	Ryde Field of Mars	Local	No changes	Playground aligns with Design Framework.	N/A
JORDAN PARK	Central	Marsfield	Local	Minor adjustments	This playground does meet the Design Framework for a local playground with the exception adequate shade. Provide a shade sail over the sand surfacing.	Low
KATHLEEN RESERVE	East	North Ryde	Local	Replace	This playground does not meet the Design Framework for a local playground. Replace and redesign playground equipment to meet playground Design Framework for local playground.	Low
KINGS PARK	West	Denistone East and West	Neighbourhood	Expansion	New neighbourhood playground as per Kings Park master plan.	High
KISSING POINT PARK	East	Putney	District	No changes	Playground aligns with Design Framework.	N/A
KOTARA PARK	West	Marsfield	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet Design Framework for Neighbourhood playground. Replacement playground currently under construction during the time this report was being written.	High
LACHLAN'S LINE	Central	Macquarie Park	District	No changes	Playground aligns with Design Framework.	N/A
LARDELLI PARK	East	Ryde South	District	No changes	Playground aligns with Design Framework.	N/A

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority	
LIONS PARK	West	West Ryde	District	Minor adjustments	This playground does not align with the ECP Guideline due to a lack of accessible surfacing for inclusive play equipment. It is recommended that accessible surfacing under the basket swing with flush edging to the path and an accessible path. Consider installing shade over the seating and BBQ area. This playground does meet the Design Framework for a district playground.	High	
LYNELLE PARK	West	Eastwood	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A	
MAGDALA PARK	East	North Ryde	Local	Replace	This playground does not meet the Design Framework for a Local playground. Replace and redesign playground equipment to meet playground Design Framework for Local playground. Relocate playground to an appropriate location within the park with a better outlook (subject to master plan).	Low	
MARJORIE PARK	West	Eastwood	Local	Replace	This playground does not meet the Design Framework for a Local playground. Replace and redesign playground equipment to meet playground Design Framework for Local playground. New playground to be sited within this park with new siting to be determined by detailed site assessment.	Low	
MEADOWBANK PARK	Andrew Street	West	Melrose Park - Meadowbank	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet Design Framework for Neighbourhood playground.	High
	Constitution Road	West	Melrose Park - Meadowbank	Regional	Replace	New regional playground to meet the Design Framework for a regional level playground and to align with the Everyone Can play Guideline. Playground to include waterplay and an outdoor youth and recreation space.	High
	Ross Smith Avenue	West	Melrose Park - Meadowbank	Local	Minor adjustments	Replace shadecloth	High
	Adelaide Street	West	Melrose Park - Meadowbank	N/A	Replace	Replace by consolidating playground with new playground at Constitution Road.	High

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
MELROSE PARK	West	Melrose Park - Meadowbank	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
MEMORIAL PARK	Central	Melrose Park - Meadowbank	District	Minor adjustments	This playground does not align with the ECP Guideline due to a lack of accessible surfacing, poor accessibility and lack of all abilities play. It is recommended the path network is upgraded to connect play areas to shelters. Provide accessible path to both levels of the playground. Replace one swing with hammock/basket swing and install accessible surfacing underneath. Consider increasing accessible seating with back and arm rest on lower level playground area and include an all abilities play piece on accessible surfacing. Consider a small shade sail over the BBQ and picnic setting. This playground does not meet the Design Framework for a district playground due to the same reasons mentioned above.	Medium
MIDGEE RESERVE	West	Marsfield	Neighbourhood	Minor adjustments	This playground meets the Design Framework for a neighbourhood playground however a seat with back and arm rest is required with adequate shade.	High
MIRIAM PARK	West	West Ryde	Neighbourhood	Replace	It is recommended this playground is upgraded from local to neighborhood level to fill a gap in the play distribution in this high density area. This playground does not currently meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for Neighbourhood playground. Include provision for landscape play and formalised access for prams.	High

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
MONASH PARK	East	Gladesville - Tennyson Point	District	Major refurbishment	It is recommended this playground is expanded and upgraded to district level to fill a gap in playground distribution across the LGA. As this playground is currently at Neighbourhood level it does not align with the ECP Guideline nor the Design Frameworks for a district level. It is recommended the playground is refurbished to meet the Design Framework for a district playground level and align with the ECP Guideline including provision for all abilities play.	Medium
MORRISON BAY PARK	East	Putney	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for Neighbourhood playground as per the park master plan.	Medium
MORSHEAD PARK	East	North Ryde	Local	No changes	Playground aligns with Design Framework.	N/A
MULHALL PARK	East	North Ryde	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
NORTH RYDE PARK	East	North Ryde	District	Minor adjustments	This playground aligns with the ECP Guideline and the Design Framework for a district playground. However it is recommended that there is an increased provision for inclusive play by installing 1-2 all abilities play pieces.	Medium
OLYMPIC PARK	East	Ryde South	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for Neighbourhood playground as per park master plan.	Medium
PARRY PARK	East	Ryde South	Local	Minor adjustments	This playground does not meet the Design Framework for a local playground due to of access path to playground, arm rests on seats and landscape play.	High
PEEL PARK	East	Gladesville - Tennyson Point	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority	
PIDDING PARK	East	Ryde Field of Mars	Neighbourhood	Minor adjustments	This playground meets the Design Framework for a neighbourhood playground however a seat with back and arm rest is required.	High	
PINDARI PARK	Central	North Ryde	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for Neighbourhood playground. Integrate landscape/nature play into playground setting. Provision of play in the area surrounding the park is low, especially to the south-west of the park.	Medium	
PIONEER PARK	West	Marsfield	District	Replace	This playground does not align with the ECP Guideline due to a lack of accessible surfacing, poor accessibility due to raised edges and disconnected paths to play areas and lack of all abilities play. This playground does not meet the Design Framework for a district playground.	Medium	
PUTNEY PARK	North	East	Putney	Regional	Major refurbishment	This playground does not align with the ECP Guideline due to a poor accessibility, circulation issues, disconnected paths to play areas and lack of all abilities play. This playground does not meet the Design Framework for a regional playground. It is recommended that the playground is extended to increase play value of the playground and to meet the Design Framework for Regional playgrounds. Loop path around bottom playground level to ensure all play pieces and supporting amenities have an accessible flush edge and path connection. Ensure accessibility of both levels of the playground Consider installing 2-3 play pieces with 2 being all abilities and ensure they have accessible surfacing and adequate shade. Replace sand under combination unit with rubber softfall.	High
	South	East	Putney	Neighbourhood	No Changes	Playground aligns with Design Framework.	N/A

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
QUANDONG RESERVE	Central	Macquarie Park	Local	Replace	This playground does not meet the Design Framework for a Local playground. Replace and redesign playground equipment to meet playground Design Framework for Local playground as per park master plan.	Low
RYDE PARK	Central	West Ryde	Regional	Minor adjustments	This playground aligns with the ECP Guideline and the Design Framework for a regional playground. However consider better integrating sandpit and landscape play within the playground. More shade is required over playspaces including the sandpit. Playspace required to be fenced.	Medium
SANTA ROSA PARK	Central	Ryde - Santa Rosa	District	Replace	This playground does not align with the ECP Guideline nor the Design Framework for a district playground. It is recommended that the playground is relocated away from the road further within the park. Include play equipment, picnic shelters, seating, shading and amenity to reflect the District level Design Framework. Refer to park master plan.	High
STEWART PARK	West	Marsfield	Local	Replace	This playground does not meet the Design Framework for a local playground. Replace and redesign playground equipment to meet playground Design Framework for local playground. Opportunity to replace and redesign a new nature playground, install educational signage regarding local plant communities in partnership with local bushcare groups. Opportunity for educational events to be held at playground for kids about bush care or native animals.	Low
TALAVERA RESERVE	Central	Macquarie Park	Local	No changes	Playground aligns with Design Framework.	N/A

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
TENNYSON PARK	East	Gladesville - Tennyson Point	Neighbourhood	Replace	This playground does not meet the Design Framework for a neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for neighbourhood playground. Park is in a waterfront location providing and opportunity for a themed neighborhood playground. Assess the accessibility from the street as there is a steep incline.	Medium
TRAFALGAR RESERVE	West	Marsfield	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
TUCKWELL PARK	Central	Macquarie Park	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
TYAGARAH PARK	East	Ryde South	Local	No changes	Playground to be retained pending community consultations on levels of use of Tyagarah Park and development of a single strategy on the upgrade of either the Olympic Park or Tyagarah Park playground.	N/A
WANDOO RESERVE	Central	Ryde South	Local	Minor adjustments	This playground meets the Design Framework for a local playground however a seat with back and arm rest is required.	High
WATERLOO PARK	West	Marsfield	District	Major refurbishment	This playground mostly aligns with the ECP Guideline and Design Framework for a district playground however the following recommendations should be considered. Extend playground to cater for the middle childhood age bracket and include an all abilities play piece.	Medium
WATTS PARK	West	Ryde - Santa Rosa	Neighbourhood	Minor adjustments	This playground meets the Design Framework for a neighbourhood playground however a seat with back and arm rest is required.	High
WESTMINSTER PARK	East	Gladesville - Tennyson Point	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
WENDY PARK	West	West Ryde	Local	No changes	Playground aligns with Design Framework.	N/A

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
WEST DENISTONE PARK	North	Denistone East and West	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
	South		Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
YAMBLE RESERVE	Central	Ryde - Santa Rosa	Regional	No changes	Playground aligns with Design Framework.	N/A
Total playgrounds	99					
Total parks	92					

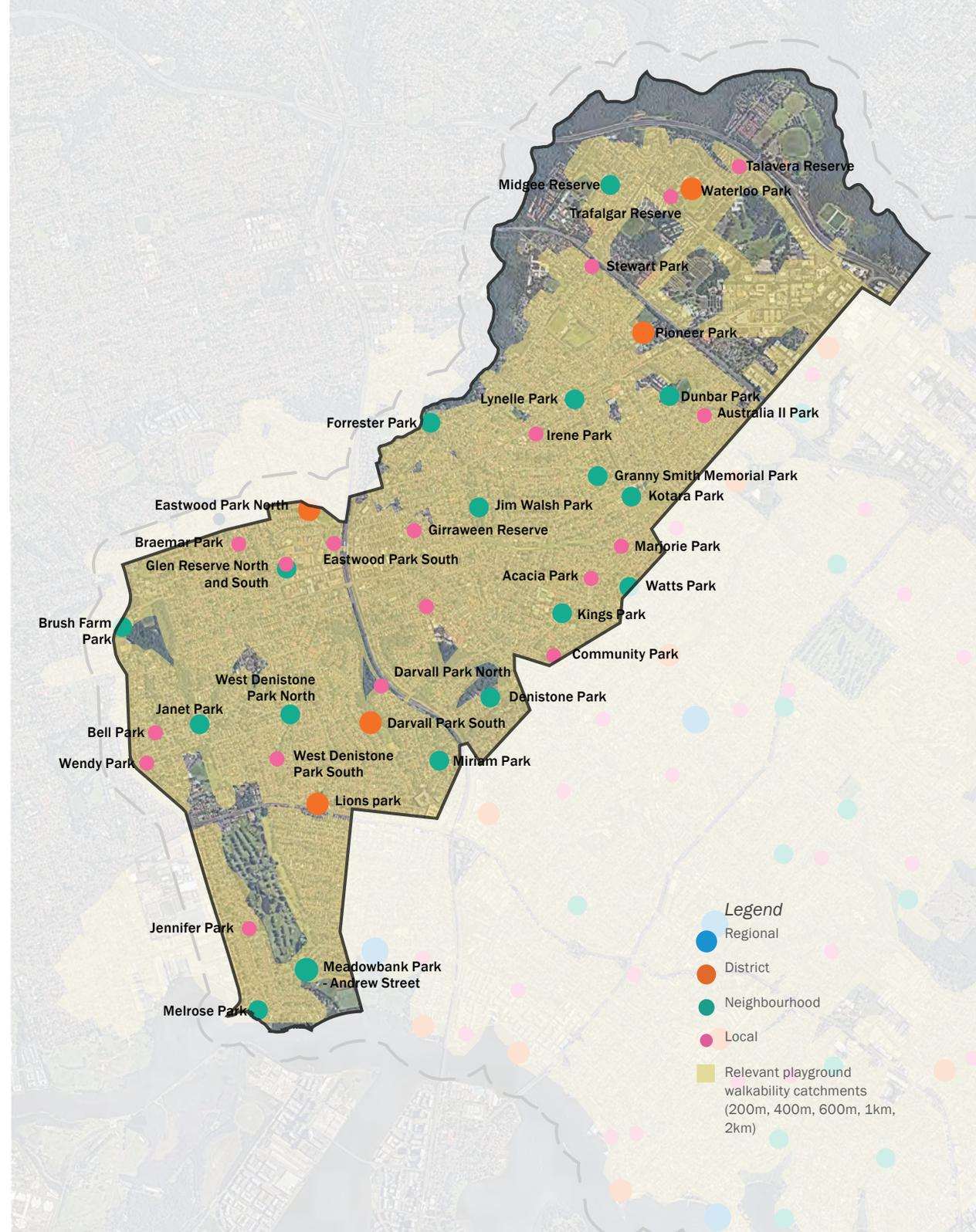
4.4.5 Ward Collector Recommendations

4.4.5.1 West Ward Recommendations

West Ward is well serviced by 42 playgrounds, with a majority of playgrounds located in this ward. Due to the area's steep topography, there remain pockets of the community where access to everyday playgrounds could be improved. There are also a number of playgrounds identified which do not meet the Design Framework recommendations for the hierarchy classification. Improvements to these are recommended to provide the community with the intended level of play opportunity and value.

The West Ward generally includes the most recommended replacements with 14 playgrounds nominated. These are Braemar Park, Brush Farm Park, Denistone Park, Glen Reserve South, Janet Park, Jennifer Park, Kotara Reserve, Marjorie Park, Meadowbank Park (Andrew Street and Constitution Road), Miriam Park, Pioneer Park, Stewart Park and West Denistone Park North. Waterloo park is recommended for Major refurbishment.

There are 14 playgrounds that require no changes and 12 playgrounds recommended for minor works in order to improve their alignment with the Everyone Can Play Guideline and the Design Framework. Works include improved accessibility, increased shade, easily trafficable safety surfacing and sufficient seating for children and carers. The recommendation also includes the expansion of the playground network with a new neighbourhood playground proposed in Kings Park.



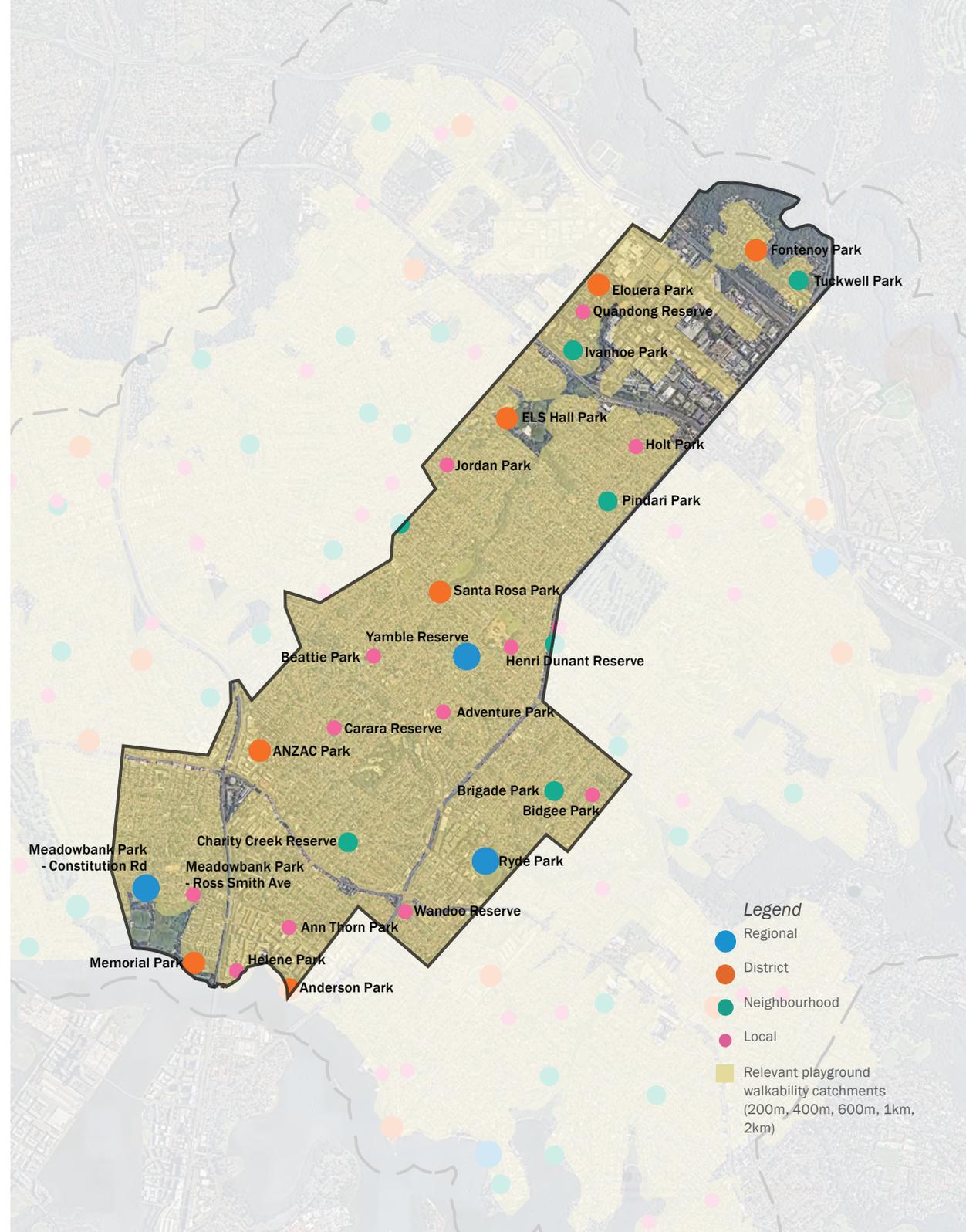
4.4.5.2 Central Ward Recommendations

Central Ward is the smallest ward with 25 playgrounds. The ward is well serviced by a variety of sizes and types of playgrounds. The majority of playgrounds are currently meeting the Design Framework recommendations for the hierarchy classification. Primarily, recommendations are focused on minor adjustments to district playgrounds to improve accessibility, seating and shade in line with the Everyone Can Play Guideline.

There are 6 playgrounds recommended for replacement to ensure they meet the requirements of the Design Framework, improve playground distribution, address accessibility issues and support changes to nearby playgrounds to maintain or improve play amenity. These are at Adventure Park, Ann Thorn Park; Bidgee Park; Pindari Park, Quandong Reserve and Santa Rosa Park.

There are 4 playground that require no changes and 12 playgrounds recommended for minor works in order to improve their alignment with the Everyone Can Play Guideline and ensure they are meeting the Design Framework recommendations. Works include improved accessibility, increased shade, easily trafficable safety surfacing and sufficient seating for children and carers.

The recommendation also includes the expansion of the playground network with 2 new local playgrounds recommend in Helene Park and Ivanhoe Park.



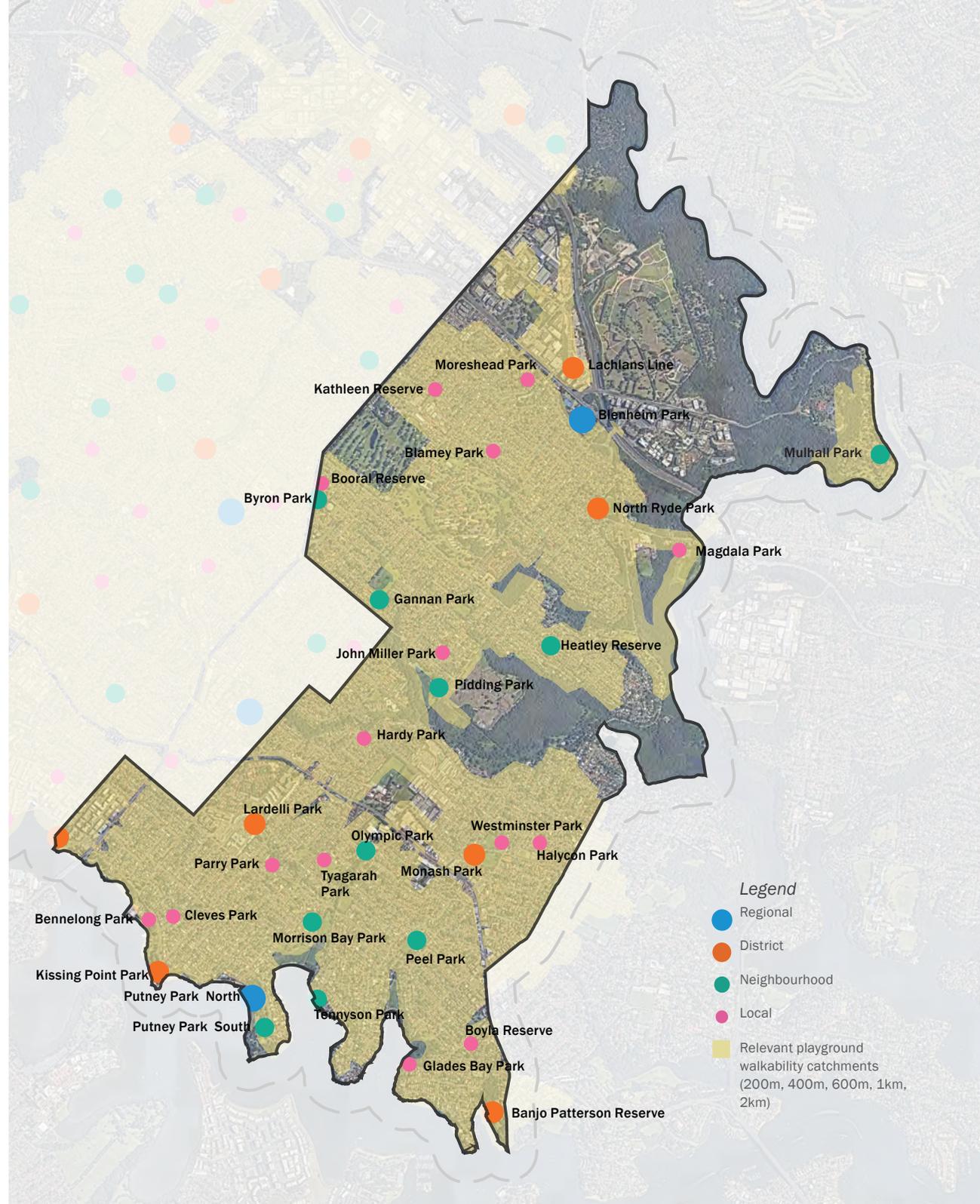
4.4.5.3 East Ward Recommendations

East Ward is generally well serviced by a variety of playground sizes and types. However, a gap in inclusive play opportunities was identified, and several playgrounds are not currently meeting the Design Framework recommendations for their hierarchy classification.

There are 5 playgrounds require major upgrades in this ward to ensure they meet the requirements of the Design Framework and align with the Everyone Can Play Guideline. These include Banjo Paterson, Blenheim Park, Heatley Reserve, Monash Park and Putney Park North. Works include improved accessibility, increased shade, easily trafficable safety surfacing and sufficient seating for children and carers.

There are 8 playgrounds recommended for replacement to ensure they meet the requirements of the Design Framework, address accessibility issues and support changes to nearby playgrounds to maintain or improve play amenity. These are at Blamey Park, Byron Park, Glades Bay Park, Kathleen Park, Magdala Park, Morrison Bay Park, Olympic Park and Tennyson Park.

There are 12 playground that require no changes and 7 playgrounds recommended for minor works in order to improve their alignment with the Everyone Can Play Guideline and ensure they are meeting the Design Framework recommendations.



4.4.6 Summary of action priorities

Figures 46-50, and Table 18 show a summary of the recommended action priorities for playgrounds, and their distribution over the wards within the City.

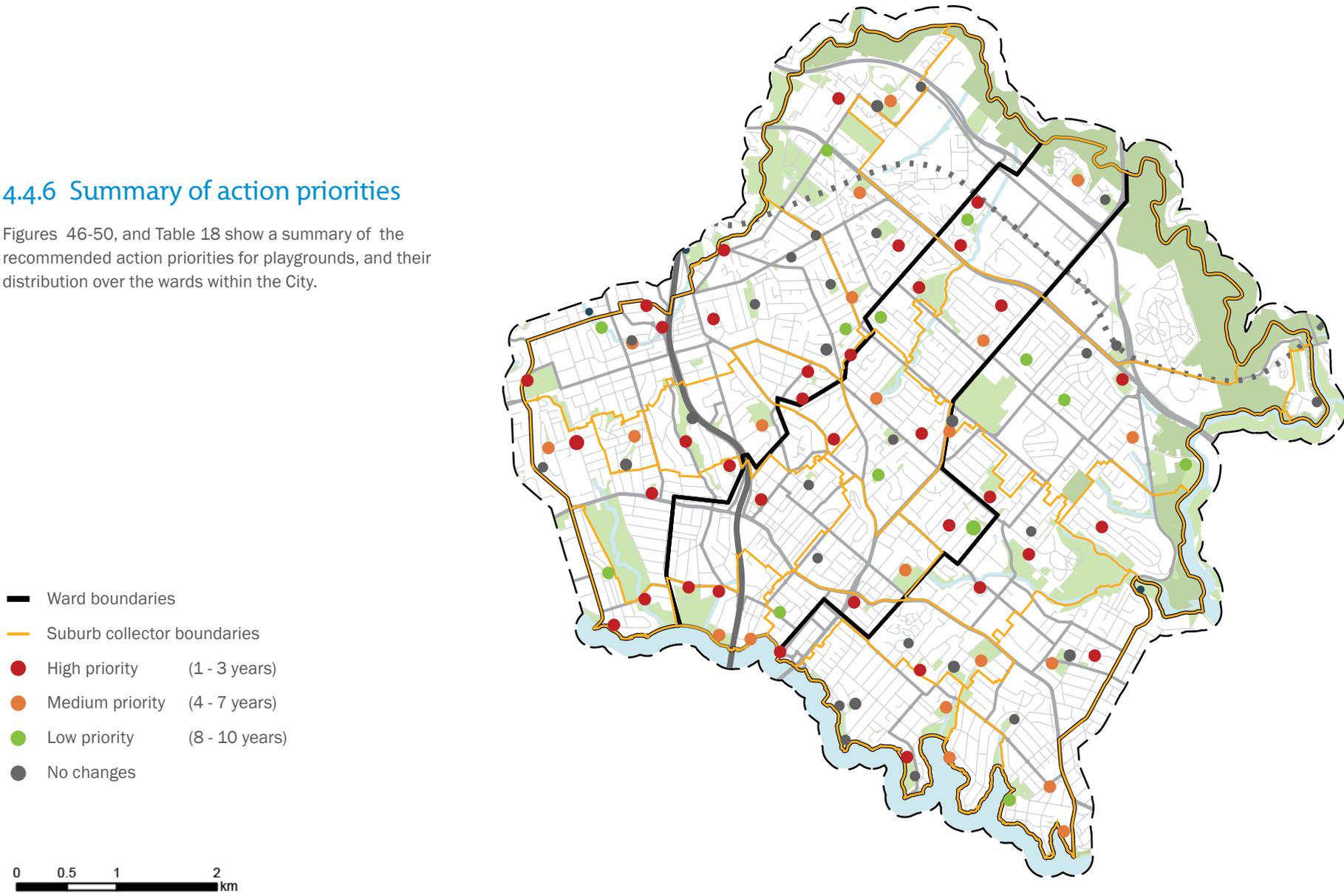


Figure 46. Implementation - action priority of playgrounds

Action priorities

Figures 47, 48, 49 and 50 illustrate the distribution of action priorities across the City Wards. Overall the action priorities were evenly spaced throughout the City according to Ward size.

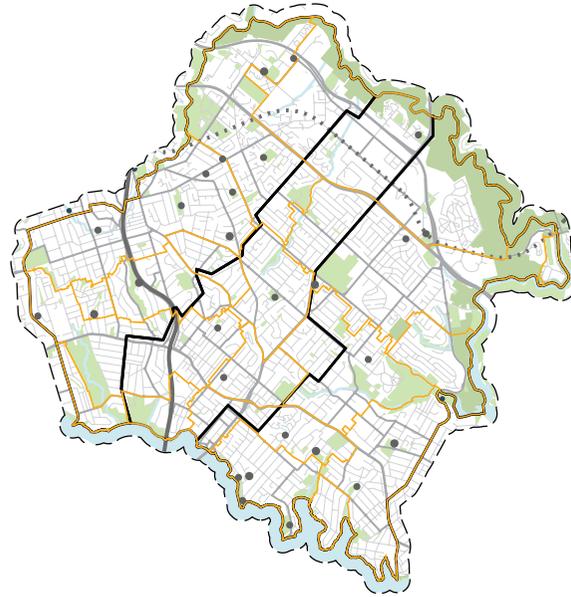


Figure 47. Playgrounds with no changes recommended

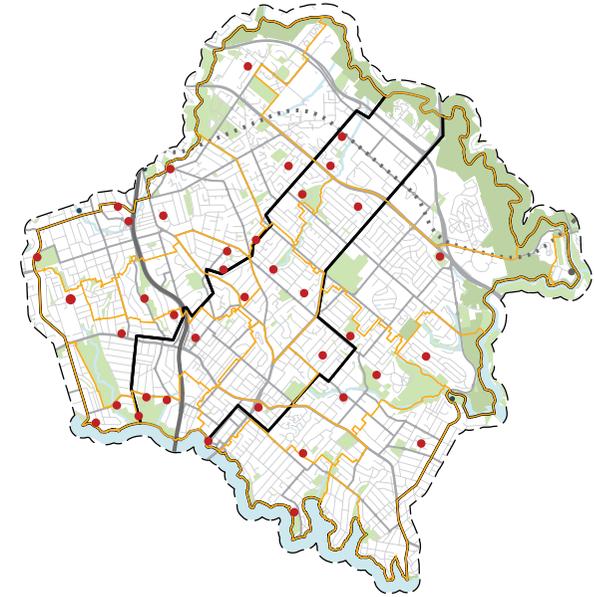


Figure 48. Distribution of playgrounds with a high priority recommended action

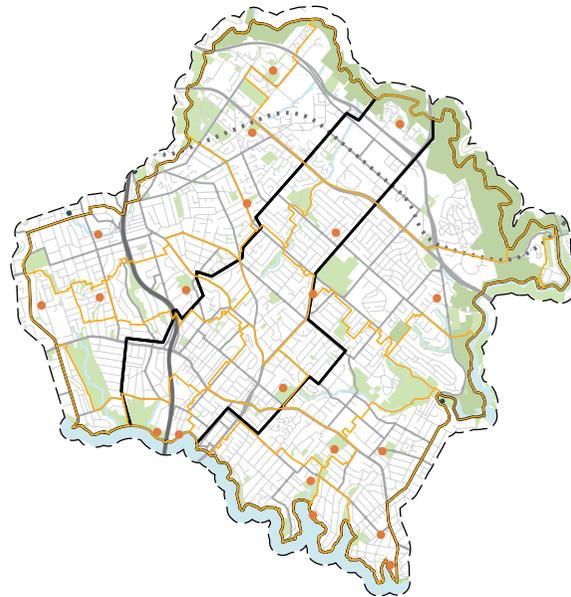


Figure 49. Distribution of playgrounds with a medium priority recommended action

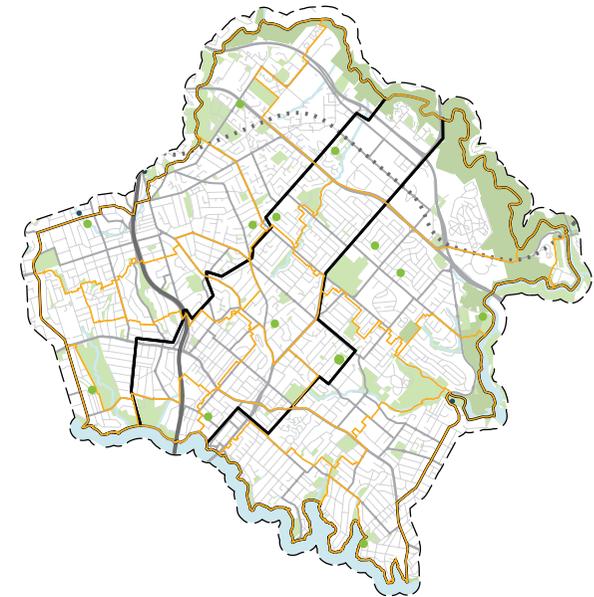


Figure 50. Distribution of playgrounds with a low priority recommended action

- West boundaries
- Suburb collector boundaries
- High priority (1 - 3 years)
- Medium priority (4 - 7 years)
- Low priority (8 - 10 years)
- No changes

Table 18. Summary of recommended actions and action priorities per Ward.

Ward	Action	Description	High priority	Medium priority	Low priority
Central	Expansion	New playground positioned in a location where no playground currently exists	1	1	
	Replace	Provide a new playground and landscaping where a playground currently exists, playground may be sited in a new location within the park (subject to detailed site assessment)	1	1	3
	Major refurbishment	Major upgrade of playground utilising existing playground structure and equipment		-	
	Minor adjustments	Minor upgrade of existing playground	8	3	1
	No change	No change		-	
East	Expansion	New playground positioned in a location where no playground currently exists		-	
	Replace	Major upgrade (new siting and equipment) of existing playground		4	4
	Major refurbishment	Major upgrade of playground utilising existing playground structure and equipment	3	2	
	Minor upgrade	Minor upgrade of existing playground	5	2	
	No change	No change		-	
West	Expansion	New playground positioned in a location where no playground currently exists	1		
	Replace	Major upgrade (new siting and equipment) of existing playground	7	4	3
	Major refurbishment	Major upgrade of playground utilising existing playground structure and equipment		1	
	Minor adjustments	Minor upgrade of existing playground	11	1	
	No change	No change		-	



Implementation

5

5.1 Delivering the Play Plan

5.1.1 City of Ryde Commitment

The City is committed to ensuring that there are sufficient and suitable spaces and facilities for children and carers of all ages, abilities and backgrounds, to play freely and provide opportunities for the community to engage socially to strengthen community bonds.

In July 2018, Mayor Laxale issued a Mayoral Minute and associated resolutions to improve the inclusiveness and quality of playgrounds within the City. The following resolutions will drive implementation of the Play Plan Update in ensuring community expectations are met:

- Modifications be made to existing playgrounds to incorporate some inclusive play elements into existing regional and district level playgrounds
- All future regional playgrounds be all inclusive and that district playgrounds have inclusive elements (including through major upgrades to existing playgrounds)

5.1.2 Consultation

Consultation with the community is critical in understanding their expectations, priorities and needs. Consultation, particularly through the design process, provides the community with a sense of ownership over the playground and can be a community-building experience for all involved.

Given the diversity of the community within the City, and the priority given in the Play Plan Update to inclusive play and ensuring the needs of high density communities are being met, it is recommended the City build on the strong engagement process already in place and ensure ongoing strategic, precinct and playground-specific consultation with the following key groups:

- Multicultural Advisory Committee (CALD representatives)
- Youth Advisory Group and Committee
- Disability Advisory Group
- Children, carers and teachers through schools and pre-schools, and community action groups including Ryde District Mums
- Neighbours of playgrounds being addressed in the Play Plan Update

5.1.3 Strategic Planning

The Play Plan will require amendments to master plans, plans of management, service level agreements, development control plans and will influence Section 7.11 Requirements and Voluntary Planning Agreements with developers within the City.

The Play Plan forms an important part of the community's vision for the City as outlined in the Ryde Community Strategic Plan 2028 and should be upheld and referred to in any future planning documents where relevant.

The Play Plan is intrinsically linked to several other strategic planning documents prepared by the City. Alignment of goals and actions across these strategies is critical in delivering efficient, sustainable and resilient community assets. The below list underscores key alignments with the:

- Ryde Community Strategic Plan 2028
- IOSP (noting it requires updating)
- Sports and Recreation Strategy 2016-2026
- Youth Strategy 2018-2022
- Disability Inclusion Action Plan
- Greater Sydney Commission North District Plan

The Play Plan should continue to be updated at least every five years and on completion of any additional plans or strategies including but not limited to:

- Development Control Plans
- Plans of Management
- Service Level Agreements
- Playground Asset Management Plan
- Future park and open space plans
- Precinct Master Plans
- Community Engagement Plans where they relate to play

In particular, any update to the IOSP should address the broader issue of open space provision in high density areas, to maximise opportunity for play within those spaces.

The Play Plan Update provides a review of current playground distribution in line with available population and density projections at 2019. As these projections are constantly being influenced by shifting City and State priorities and community-driven demographic changes, it is of critical importance to review the distribution, capacity and quality of the City's playgrounds in relation to:

- Changes in population density and distribution
- Changes in housing density

- Changes in community demographic profile
- Expectations of inclusive play opportunities.

Key to the effective delivery of the Play Plan Update is addressing the reduced capacity of those playgrounds nearing the end of their functional life by ensuring nearby playgrounds are being appropriately renewed or replaced. This will ensure there is no gap in the distribution of playgrounds in these areas once end of life cycle actions need to be taken.

In delivering the Play Plan Update, the City's departments will communicate and work together to ensure that the objectives and recommendations are being applied consistently. In order to achieve this, a specific playground maintenance team or training of the existing maintenance team should be coordinated to ensure the consistent and appropriate maintenance standards of the playgrounds.

5.1.4 Design and construct

The delivery process involves the upgrades (major or minor), potential removal (at end of economic life) or installation of new playgrounds. The delivery of each playground should involve community consultation to ensure that each local community is invested in the design and creation of their local playground.

Playground delivery process

- Identify values and benefits (social benefits of playgrounds to the community)
- Allow a realistic budget
- Engage a landscape architect/play design specialist
- Undertake community consultation
- Refine design brief in response to community engagement
- Design response to brief and site
- Design to Australian Standards/BCA requirements/Civil Liberties Act
- Construct
- Celebrate with the community
- Maintain playground asset

Collaborative delivery solutions

A strategy should be developed and facilitated by the City to promote collaboration between Council, State Government departments and private developers and organisations to deliver an equitable network of playgrounds, particularly where there is a current deficiency in open space provision. Collaboration should seek to address play opportunities in the following scenarios:

- Schools and education precincts (via the NSW Open Schools program or changes to the location and function of existing education campuses). It should be noted that engagement with these institutions may lead to adjustments to the Play Plan Update recommendations, should alternative opportunities or locations for playgrounds be proposed
- Developers (providing publicly accessible and welcoming playgrounds, particularly in high density communities)
- Private recreation providers such as Play Buses, temporary obstacle course providers etc.

The above are critically important where there is currently no Council owned and managed land available for additional play opportunities.

5.1.5 Budget and funding

Playgrounds are environments of enormous social value to the community. It is essential that the City allocates appropriate budgets for their design, construction and long term maintenance. Given their importance, 'good' design is critical and requires the expertise of a landscape architect or play design specialist to ensure the provision of safe, accessible, sustainable and high quality playgrounds for all residents. In particular, appropriate budgets should be allowed for engaging play design specialists in the planning and design of new destination playgrounds.

The City should aim to review cost budgets annually in line with the City's financial programming.

Recommended budgets should be maintained or increased during the 10 year implementation period to ensure the agreed level of best practice is met and consistency of play provision is achieved.

There are many opportunities for alternative funding arrangements to aid the City in achieving the desired level of provision and best practice design.

These funding opportunities include the following:

- “Design, operate and manage contract”. Play equipment manufactures and suppliers may consider leasing arrangements as an alternative to traditional procurement processes. The responsibility for installation, maintenance, and eventual removal is of the supplier/manufacturer rather than the City.
- Co-funding with child-focused organisations to deliver unique and specialised play provision, (Yamble reserve All Inclusive playground is a successful example of the City’s partnership with the Touched By Olivia Foundation).
- Cooperation between the City and the NSW Department of Education for providing appropriate play provision in schools (hard and soft play infrastructure) which could be publicly accessible (at agreed times). This option could also be explored in relation to All Inclusive play provision currently provided in government or privately run special schools.
- Partnership with land developers to promote the inclusion of publicly accessible playgrounds in new development.
- Application for various streams of State Government funding such as the Open Spaces and Greener Sydney program, and ongoing funding opportunities

through the implementation of the Everyone Can Play Guideline (either funding for replacement or major renewal of single playgrounds, or potentially for network-wide inclusive element upgrades to regional and district playgrounds such as boundary enclosure fencing).

5.2 Monitoring the Play Plan

As Enrique Penalosa, Mayor of Bogata said: “If we can build a successful city for children, we will have a successful city for everyone”. A sustainable community can be measured by the inclusion of children and young people in that community.

Monitoring the implementation of the recommendations advocated in this Play Plan is important in understanding whether key objectives and strategies are being met successfully.

Regular review of the Implementation Plan should be conducted. An annual review and amendments may be relevant for certain implementation strategies, with a broader review and update undertaken every five years.

It is further recommended that a major review is undertaken every 10 to 20 years to reconsider the overall Play Plan in addressing new and emerging technological, cultural and environmental considerations.

The ability to adapt the Play Plan to potential paradigm shifts in the community's priorities, expectations and needs, when required, ensures flexibility and responsiveness to community feedback and an evolving community profile, maintaining community confidence in the City's strategic direction.

These reviews will be required due to:

- Population increase beyond current projections
- Changes to the location of housing density increase
- Changes in community demographic profile (therefore shifting priorities, expectations and needs).
- Changing Council or community circumstances
- Changing Council or community priorities
- Changing play industry technology or thought leadership.

Of particular note, and directly related to the alignment with the Everyone Can Play Guideline, is the forecast escalation of the “baby boomer” population and the increasing role this group are playing in the everyday care of their grandchildren. This highlights the need to provide inclusive playgrounds close to their homes which are suitable not only for children, but just as importantly, for the varied needs of carers.

Appropriate key performance indicators (KPIs) may be developed to better assess the ongoing success of the Plan. These should align with the Strategy Streams and Design Framework recommendations which form the basis of the current costing projections.

As with all strategic plans, ongoing engagement and consultation with the community will ensure the success of the strategy and is key to understanding constant changes within the community. Providing the community with a sense of ownership and contribution to the direction of their community assets leads to a strong and resilient community.

