

Children's PLAY

Implementation Plan

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Quality Information

Children's Play Implementation Plan

Date 5 March 2013

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Executive Summary

8

The City of Ryde (the City) commissioned a Children's Play Implementation Plan (Play Plan) to guide their approach to the provision of play over the next 10 years with some high priority recommendations commencing in 2012. The need for this study was highlighted as a high priority in the recently completed Integrated Open Space Plan 2012 (IOSP) for improving the community's recreation needs.

The aim of the Play Plan is to ensure the provision of safe, accessible and sustainable high quality playgrounds that equitably improve distribution and play value for all Ryde residents. The recommendations of the Play Plan will assist the City with future budget planning and programming for playground improvements, replacements and maintenance all guided by a strategic approach.

The City recognises the 'value' of play to the health, wellbeing and development of children and Young People. They understand that playgrounds are places for play and social interaction as reflected in their Play Vision which advocates supporting and nurturing child friendly communities through play'. The City is committed to ensuring that there are sufficient and suitable spaces and facilities for children to play freely and opportunities for the community to engage socially.

The Play Plan defines two types of Playgrounds: Everyday and Destination. An everyday playground caters for a young age group (0 - 12 yrs), is small, easily accessible and within walking distance of local residents. Destination playgrounds cater to all ages, are larger, more diverse and complex and supported by infrastructure such as car parking and toilets. These playgrounds draw residents from the broader City catchment and beyond, often by car or public transport.

Currently, there are 110 playgrounds within 96 parks scattered across Ryde, however improvement is needed to ensure suitable access to playgrounds. In addition to this, there are many locations where there is an oversupply of playgrounds and decommissioning of some playgrounds requires consideration. This plan provides specific recommendations on playground expansion, playground renovation and playground decommissioning.

Project process

The Play Plan has involved a strategic analysis of;

- the population profile and their distribution across the City,
- a review of play theory and the development of a Design Framework,
- four community consultation sessions with children and adults,
- public exhibition of the the draft Play Plan for eight weeks,

- an audit of all existing play facilities within the City, and
- a review of the City's annual playground capital works and maintenance budgets.

The key findings of these investigations led to the development of five strategy streams which are high level directions that set the framework for recommendations.

The strategy streams are:

- Safe play for all
- Convenient everyday play
- Exciting and challenging destination play
- Play is valued as a child's right
- Sustainable play for the future

Recommendations

The recommendations address both the distribution and design of playgrounds, providing a holistic approach to play provision for the City. The priorities for the playground recommendations have been influenced by the consideration of:

- **Safety** (condition of playground and equipment)
- **Distribution** (walkability and equitable spread)
- **Site suitability** (site opportunities and constraints)
- **Cost efficiencies** (reuse, rationalizing, improving maintainability)

These priorities have guided the broad to specific recommended actions and are captured under the following three titles:

- **Strategic Framework** (distribution and recommended playground level)
- **Design Framework** (guide for the design and components of future playgrounds)
- **Playground Matrix** (specific recommendations for each playground)

Strategic Framework

The strategic framework offers overall recommendations for play provision, taking the five strategy streams into consideration. General recommendations include; providing for inclusive play, interaction with the natural environment, and the incorporation of unique play facilities in the design of destination playgrounds.

Recommendations on developing sustainable playgrounds include; providing opportunities for social interaction and community building, creatively incorporating environmental education into playgrounds; and investigating ways to reduce operational expenditure for efficient management of playground assets.

Design Framework

The Design Framework has been developed to guide the future provision of playgrounds. To align with the tiered park hierarchy established in the IOSP, the playgrounds have been further categorized into a series of levels which sit beneath the playground types previously described:

- Destination Playgrounds
 - Regional (level 1)
 - District (level 2)
- Everyday Playgrounds
 - Neighbourhood (level 3)
 - Local (level 4)

The Design Framework defines a set of design principles for each playground type / level. It provided a benchmark to assess existing playgrounds and a guide for the design of future playgrounds.

Playground Matrix

The playground matrix provides specific recommendations for each playground action, including one of the following:

- Playgrounds to be permanently removed
- Identification of locations for new playgrounds

- Playgrounds that require major upgrades
- Playgrounds that require minor upgrades

The rationale to remove, upgrade, add or alter the ‘level’ of each playground has been made considering the walkability catchment, the distribution in relation to the population profile, the appropriate and even distribution of playground levels across the City, and the opportunities and constraints of each playground site. Where multiple playgrounds were closely located, the playground that offered a preferred location, better surveillance opportunities, access, existing features, and facilities has been kept. Surplus playgrounds and/or unsafe playgrounds were recommended for removal.

A key task of the Play Plan was to achieve an equitable distribution of playground levels across the City, that would meet the needs of everyday and destination play for all residents. The restructuring of playground levels permitted a rationalisation of the number of playgrounds and a more appropriate distribution of play facilities. This approach sees the upgrade or downgrade of a playground level in some cases to ensure a more even provision that is cost effective and sustainable over time.

Table 1 on the following page offers recommendations regarding the distribution and design of existing playgrounds.

Implementation

Three phases of implementation have been considered in the delivery strategy to realise the Play Plan and recommend playground actions. These are:

- Strategic planning
- Design and construct
- Budget and funding

The implementation strategies put forward key actions such as reviewing and amending the City’s strategic planning documents where appropriate, particularly the documents put forward in the implementation of the IOSP; the involvement of the community in the detailed design of site specific playgrounds through consultation sessions; the investigation of alternative funding arrangements to improve cost efficiencies of playground asset management.

A strategy for the re-distribution of playgrounds, where recommended, informs the budget and development works program over the next 10 years.

The monitoring of the implementation plan is considered beneficial, and ways in which to assess the success of the Play Plan are outlined, promoting appropriate review and revision, promoting flexibility to compliment developing best practice thinking and an evolving community.

Table 1. Existing playground summary

Playground level	Quantity
Regional	3
District	12
Neighbourhood	32
Local	63
	110

Table 2. Recommended

Playground type	Playground level	Quantity	Playgrounds decommissioned
<i>Destination</i>	Regional	5	0
	District	17	1
<i>Everyday</i>	Neighbourhood	28	5
	Local	38	17
TOTAL		88	23

Notes for Tables 1 and 2:

- Blenheim Park contains 3 separate playgrounds however is considered as a single Destination/ Regional Playground
- 3 brand new Everyday / Local Playgrounds are proposed in areas where there is a gap in distribution

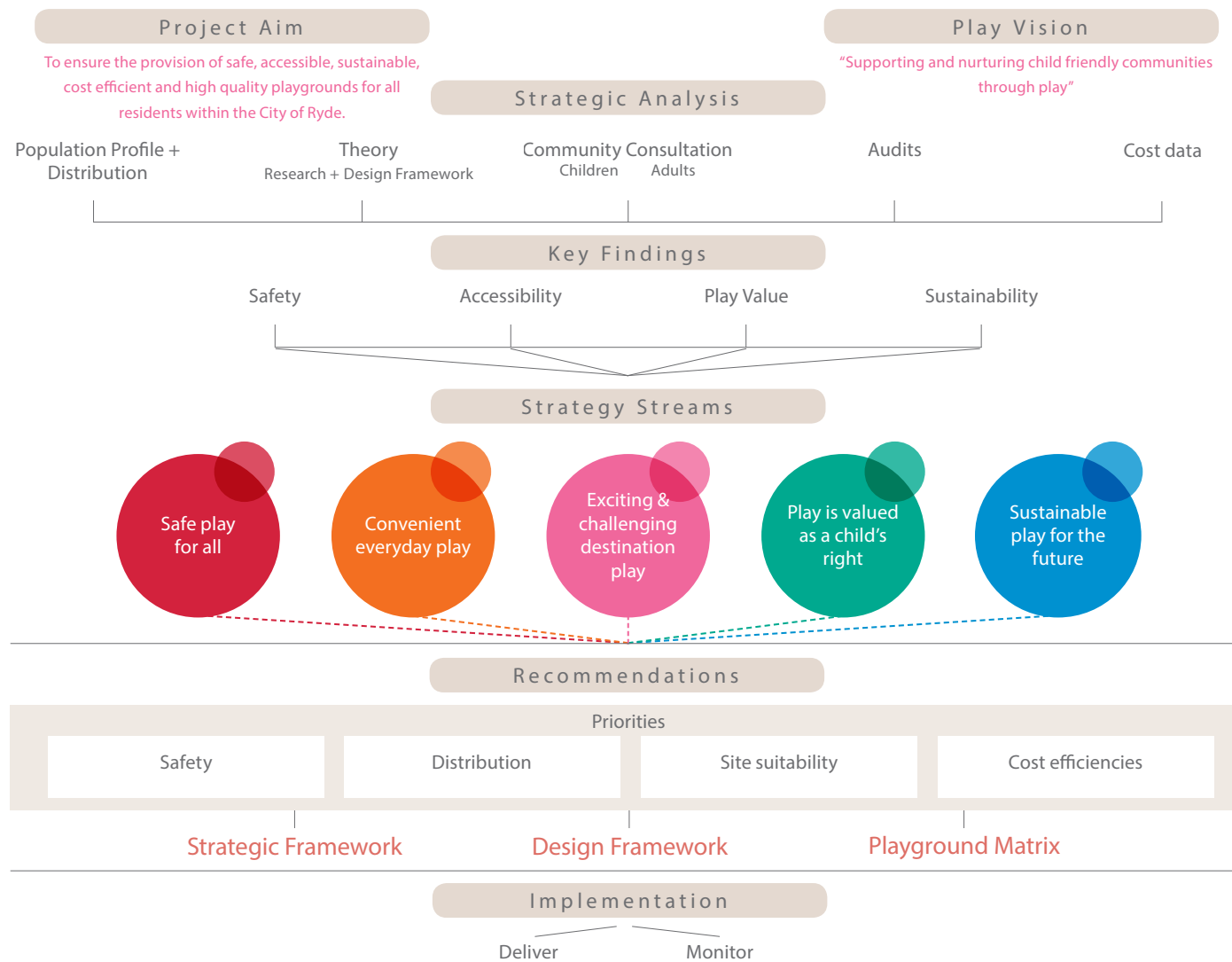


Figure-1. Summary of the Implementation Plan development process.



Introduction

1

1.1 Introduction



Play is critical to the successful development of children. It is an important activity promoting community interaction across all age groups, cultures and abilities.

The City of Ryde (the City) commissioned a Children’s Play Implementation Plan (Play Plan) to establish a playground vision, framework and 10 year prioritised capital works program. The need for this study was highlighted as a high priority in the Integrated Open Space Plan (IOSP). (Clouston Associates and OneEighty Sport and Leisure Solutions, 2012) for improving the community’s recreation needs.

The Play Plan assesses all the City owned and maintained playgrounds and makes the following recommendations based on distribution and design for the City’s review and consideration:

- Removal of existing playgrounds
- New playgrounds
- Major upgrades
- Minor upgrades

The Play Plan aims to ensure the provision of safe, accessible and sustainable, high quality playgrounds that improve play value in line with international trends, research and the needs of children and Young People.

The recommendations of the Play Plan will assist the City with future budget planning and programming for playground improvements, replacements and maintenance, while remaining sensitive to population growth and the potential changes to the needs of the community.

The aim of the Play Plan as stated in the IOSP is to develop a Play Plan that meets the needs of all ages, backgrounds and abilities and which results in a roll out of contemporary play facilities. The Play Plan will guide the future development and improvement of all playgrounds within the City.

Play experience and value varies greatly depending on the age group involved. In developing a successful Play Plan, it is critical to understand the needs and wants of the 3 key age groups, namely:

- Early child: 0-5
- (Infant: 0-1 /toddler: 1-3/ preschool: 3-5)
- Middle child: 5-12 (primary school)
- Young People: 12-17 (high school).

1.1.1 Scope of the Play Plan

The Play Plan includes:

- A full audit of all existing play facilities in the City’s public spaces, the equipment present and its condition
- A hierarchy of playgrounds and facilities assessed against specific criteria
- Actions recommended to progressively retrofit play facilities in line with the proposed park hierarchy and setting types
- A framework, inventory and notional design for each level of the playground hierarchy that address all age ranges, abilities and cultural backgrounds
- Recommendations on how the City could promote creative play, development of motor skills and interaction with the natural environment
- Priorities for each playground to inform future funding required to implement the Play Plan

- An indication of annual capital and maintenance budgets required to implement the Play Plan and maintain playgrounds to required standards in a sustainable manner
- Recommendations especially for toddlers and infants' play spaces for longer visits by car or public transport and major play destinations for all ages
- Community consultation of adults and children to inform the priorities and values of the Play Plan.

This Play Plan offers recommendations for diverse playgrounds, activities, and programs which aim to deliver varied, innovative and cost effective play opportunities. It puts forward many different play provisions for children and Young People. The Play Plan is sensitive to the changing demographic of the Ryde area, the projected population growth, and the pressures of modern family life.

The delivery of this Play Plan is the responsibility of the Open Space Service Unit within the City.

1.1.2 Play and the City of Ryde

The City supports the provision of play for the community in its Integrated Open Space Plan (IOSP). A Statement of Commitment for the future of the City's open spaces was prepared that envisages a future that meets the community's needs for access to open space, recreation

opportunity, social integration and connection with nature:

'We have ample, accessible open space to meet our needs, shared and enjoyed by us all, founded on a healthy natural environment, conserving our rich history, culture and local character and managed sustainably now and for future generations.'

This Play Plan is guided by the following planning documents;

- City of Ryde 2021 Community Strategic Plan 2011. 'Lifestyle and opportunity @ your doorstep'
- City of Ryde Integrated Open Space Plan 2012.

City of Ryde 2021 Community Strategic Plan

The Community Strategic Plan defines an overall vision, seven key outcomes, twenty-one goals and fifty-nine strategies. The Play Plan sits under the 'City of Wellbeing' key outcome which advocates "A healthy community with all supported throughout their life by services, facilities and people. Our outcome of a City of Wellbeing will ensure that we create a city that supports the physical and emotional health of all of our community. "The provision of an all abilities regional the physical and emotional health of all of our community." The provision of an all abilities regional playground at Yamble Reserve is listed as one of the demonstration projects helping to deliver this strategic outcome.

Additionally, the City of Wellbeing outcome aims to meet the following key objectives:

- Providing opportunities for all ages and backgrounds
- Balancing structured and unstructured recreation
- Incorporating flexibility for multiple uses
- Fostering healthy physical activity and mental wellbeing
- Offering safe environments that encourage social interaction, health and wellbeing
- Enabling simple way finding and providing accessible information and interpretation.

City of Ryde Integrated Open Space Plan

Objectives outlined in the City of Ryde Integrated Open Space Plan (IOSP) relating to play include:

- To create spaces that actively encourage social engagement and integration
- Create a clear hierarchy of play facilities from local to regional scale with a greater variety of play experiences that also offer opportunity for exploration and discovery
- To create spaces that actively encourage social engagement and integration.

The IOSP recommends the Play Plan is undertaken to develop specific recreation needs under the Recreation Opportunity topic.

Play Types:

- Inclusive Play: play areas designed for all children and Young People (and their carers) to use, regardless of their age, ability, gender or cultural background
- Dynamic Play: Involves active movement of the entire body (usually on equipment) e.g. balance/climb/rock/slide/swing/spin
- Nature Play: play with natural elements, e.g. planting and rocks
- Informal/Imaginative Play: Without the use of play equipment
- Sensory Play: play that appeals to the five senses
- Water Play: small taps and rills, or larger dedicated splash pads with interactive jets of water
- Sand Play: play with sand as feature, not safety surface
- Technology Play involving digital devices
- Kick About: open grassed area that is relatively flat, providing an opportunity to run around and kick a ball
- Bike Path: durable circuit path either wholly within the park/extended to bike paths

1.1.3 The value of play

Play is essential for the development of children. The intent of this section is to highlight the importance of 'valuing play' and the need to invest in the wellbeing of children and communities.

"All children and Young People need to play, and the impulse to play is innate. Play is a biological, psychological and social necessity, and is fundamental to the healthy development and wellbeing of individuals and communities." Play Wales, 2005

The City recognises that play is a process that is freely chosen, personally directed and intrinsically motivated. Children and Young People determine and control the content and intent of their play, by following their own instincts, ideas and interests, in their own way for their own reasons. Play can be undertaken by a group, or by a child on their own. It can be structured activities in designated spaces or in-between activities in the in-between places.

Play is a generic term applied to a wide range of activities and behaviours that are satisfying, creative, and freely chosen by the child.

As children grow, they are more likely to describe these informal recreational activities in ways other than

'playing'. Older children's rights to their own recreational and cultural lives is as important as younger children's rights to play. This Play Plan applies equally to all ages of children and Young People. It also asserts that quality play provision is, by definition, inclusive.

The essence of play is that it arises from children's innate need to express themselves, to explore, learn about and make sense of their world. At play, children have a certain freedom and autonomy from adult direction. This freedom to choose, to explore, to associate, to create, to move around, to challenge themselves and others is an important part of their lives and is vital to their development.

This Play Plan is underpinned by some key understandings:

- Play is an essential part of every child's life vital to his or her development. It is the way that children explore for themselves the world around them; the way that they naturally develop understanding and practise skills.
- Play is essential for healthy physical and emotional growth, for intellectual and educational development, and for acquiring social and behavioural skills.

- Play may or may not involve equipment or have an end product. Children play on their own and with others. Their play may be boisterous and energetic or quiet and contemplative, light-hearted or very serious.
- Children’s own culture is created and lived through their play.

Ryde Community Strategic Plan 2021

Figure 2 illustrates the context of the Play Plan within the City’s greater strategic planning framework. The success of the Play Plan is influenced by the parallel plans and guidelines (e.g. Public Art Plan, refer Figure 2), recommended in the IOSP.

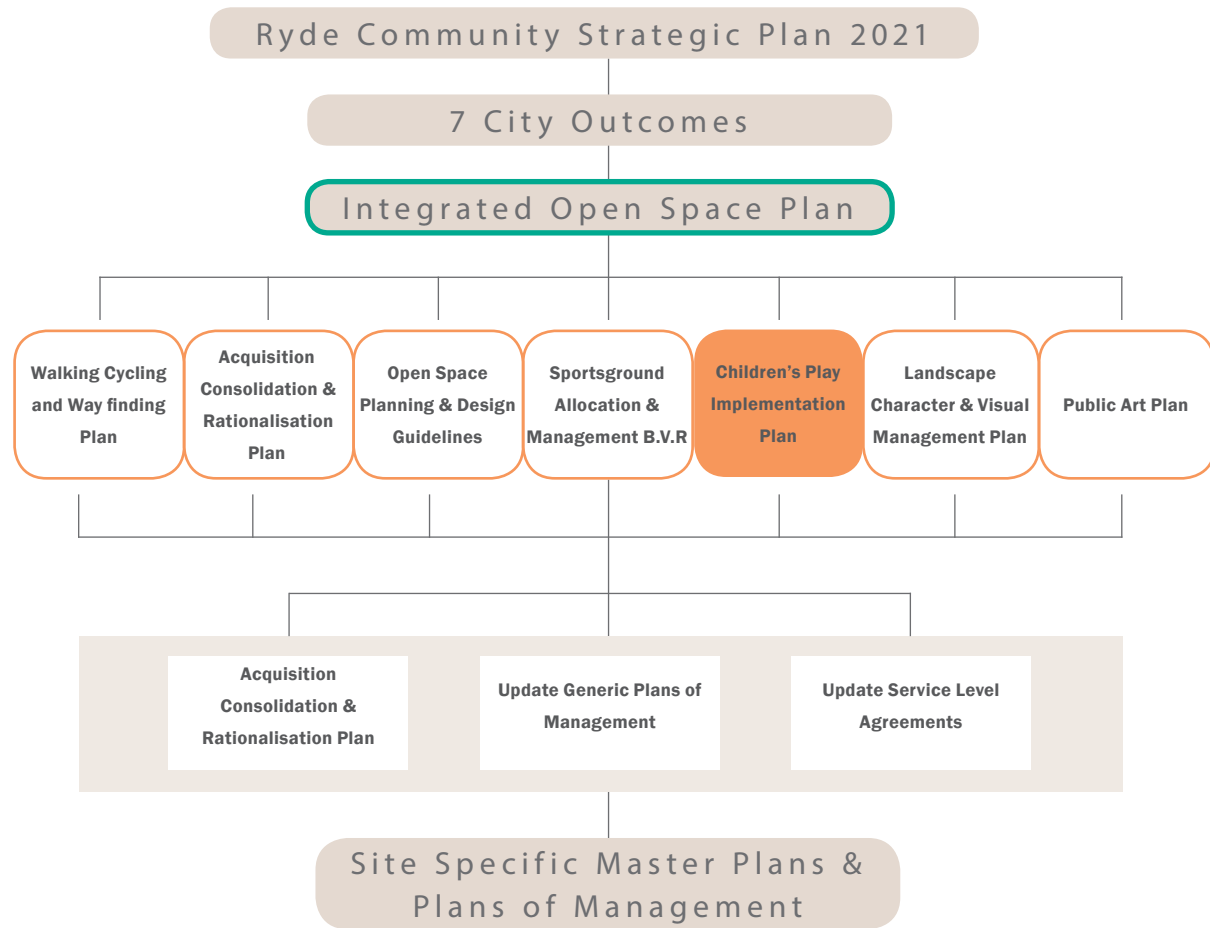


Figure-2. Context of the Play Plan in the City's strategic plan

1.1.4 Existing park hierarchy

The IOSEP categorises parks using a traditional model hierarchy of regional, district, neighbourhood and local parks within a range of measurable factors (refer Figure 3 for map of existing classification of parks).

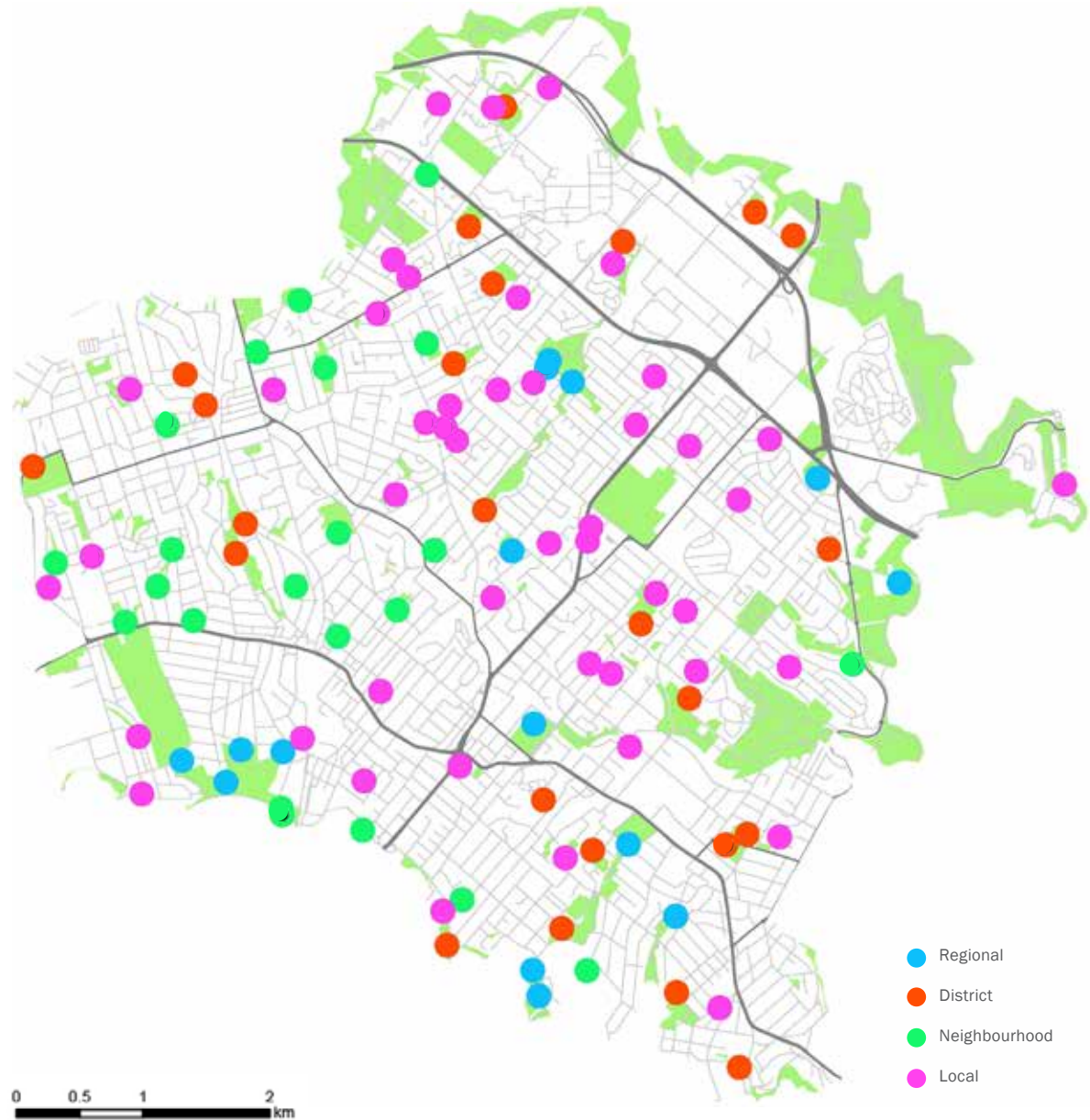


Figure-3. Existing park and playground Hierarchy

1.1.5 Playground hierarchy

To align with the park hierarchy established in the IOSEP, it has been assumed that playgrounds within parks were of a corresponding hierarchical level. Playgrounds have been categorised in the Play Plan under broad playground types as listed below:

Destination playgrounds

- Regional playground (level 1)
- District playground (level 2).

Everyday playgrounds

- Neighbourhood playground (level 3)
- Local playground (level 4).

Their differences revolve around access, age group, size, number of participants, variety of play experiences, supporting facilities, duration of stay, and often the park type within which they are located. This is further outlined in section 4.3 Design Framework.

- Destination playground
- 10ha or more in size
- 30-90 min travel by car/public transport
- Significant on-site parking
- Large playgrounds (adventure/inclusive)
- Regional organised sport facilities
- Natural significance
- Single & group BBQ
- Youth spaces

- Everyday playground
- Min. 0.5ha up to 1ha
- 1km actual walk/15-20 mins walk
- No on-site parking
- Bus stop close/public transport
- Play spaces
- Junior sport training facilities only
- Picnic/low key BBQ

- Destination playground
- Min. 1ha - up to 2-5ha in size
- 5kms or 10-15 mins travel by car/public transport
- Limited on-site parking
- Playspaces for all ages
- Organised sports facilities
- Natural areas of interest
- Single & group BBQ
- Youth spaces

- Everyday playground
- Min. 0.2ha up to 0.5ha
- Max 400m/10 mins walking
- No parking
- Play equipment 0-6 years, not all parks
- No organised sport
- Paths only to seats/play
- No picnic facilities

Figure-4. Existing park hierarchy definitions (as defined by IOSEP) applied to playgrounds





Vision and
Objectives

2

2.1 Vision



The City of Ryde is committed to enhancing and promoting imaginative, creative and diverse play opportunities which are intrinsically linked to the vibrant community and natural environment, and also enhance health, wellbeing and social connections.

The Play Vision and Objectives have been defined by a review of existing research and theory. They seek to deliver the project aim to ensure the provision of safe, accessible, sustainable and high quality playgrounds for all residents within the City.

The value of well-functioning sustainable public open space lies primarily in its potential to create bonds between people. The public realm is a shared resource that sustains and improves people's quality of life, in ways that are not possible in their private lives alone.

Children and Young People have limited independence, and depend on the public realm more than other groups, as apart from home and school, public spaces are the mainstay of children's everyday lives: it is where they play and socialise.

Good public play areas for children and Young People build better relationships between children and place, and between children and other people. Children tend to use public space along with friends and carers, hence spaces for children are spaces for the entire community. Healthy and accessible public areas for children depend on the quality of shared resources, easily accessed by everyone.

The City's vision for sustainable communities is based on the understanding that the public realm is a shared resource, welcoming to all generations, cultures, and people of varying abilities. Areas dedicated to play are spaces of exchange, interaction and collective experience.

The City is committed to ensuring that there are sufficient and suitable spaces and facilities for children to play freely.

The following Play Vision has been adopted by the City:

“Supporting and nurturing child and family friendly communities through play”.

- City of Ryde: Play Vision

2.2 Objectives

Positive experiences for children depend on a positive play offer. The following objectives have been developed to support the implementation of the Play Vision, and have been grouped under the project aims of:

- Safety
- Accessibility
- Play Value
- Sustainability.

Safety

- Children should be able to play freely in their local areas .
- Provide safe playgrounds that encourage good surveillance, way finding and comfort for carers.
- Maintenance and support of play areas is vital to the success of playgrounds .

Accessibility

- Provide play spaces for all ages, abilities and cultural backgrounds.
- Locate playgrounds near destinations, centre and supporting services.
- Make play walkable to the majority of the community to ensure everyday accessibility and to encourage physical activity and mental wellbeing.

Sustainability

- Play is primarily a social experience.
- Contact with nature is essential to children.
- Sound economic principles should underpin play provision.
- Play may reflect social and cultural values of a place and create a sense of belonging.
- Play is enriched when a consultative collaborative platform is used to support the outcomes.

Play Value

- Play for play's sake provides playgrounds for fun and enjoyment.
- Provide structured and unstructured play opportunities.
- Play is enriched by skilled professionals.

Figure-5. Objectives supporting the Play Plan Vision



Analysis

3

3.1 Process

3.1.1 Project process

This Play Plan is designed to provide a strategy to meet the needs of all ages, backgrounds and abilities of the Ryde community by making recommendations for the distribution and design of playgrounds (removal, relocation, new and upgrades).

In order to understand how to best meet these needs, five channels of investigation were undertaken to inform the strategy and decision making process:

- Population profile and distribution
- Play and design theory
- Community consultation
- On-site playground audits
- Budget data.

Concise observations were drawn from the analysis process, resulting in a series of key findings under the objective focus areas:

- Safety
- Accessibility
- Play Value
- Sustainability

The comparison and consistency across the key findings led to the development of the strategy streams. From there, strategic recommendations, design criteria and playground specific actions were determined.

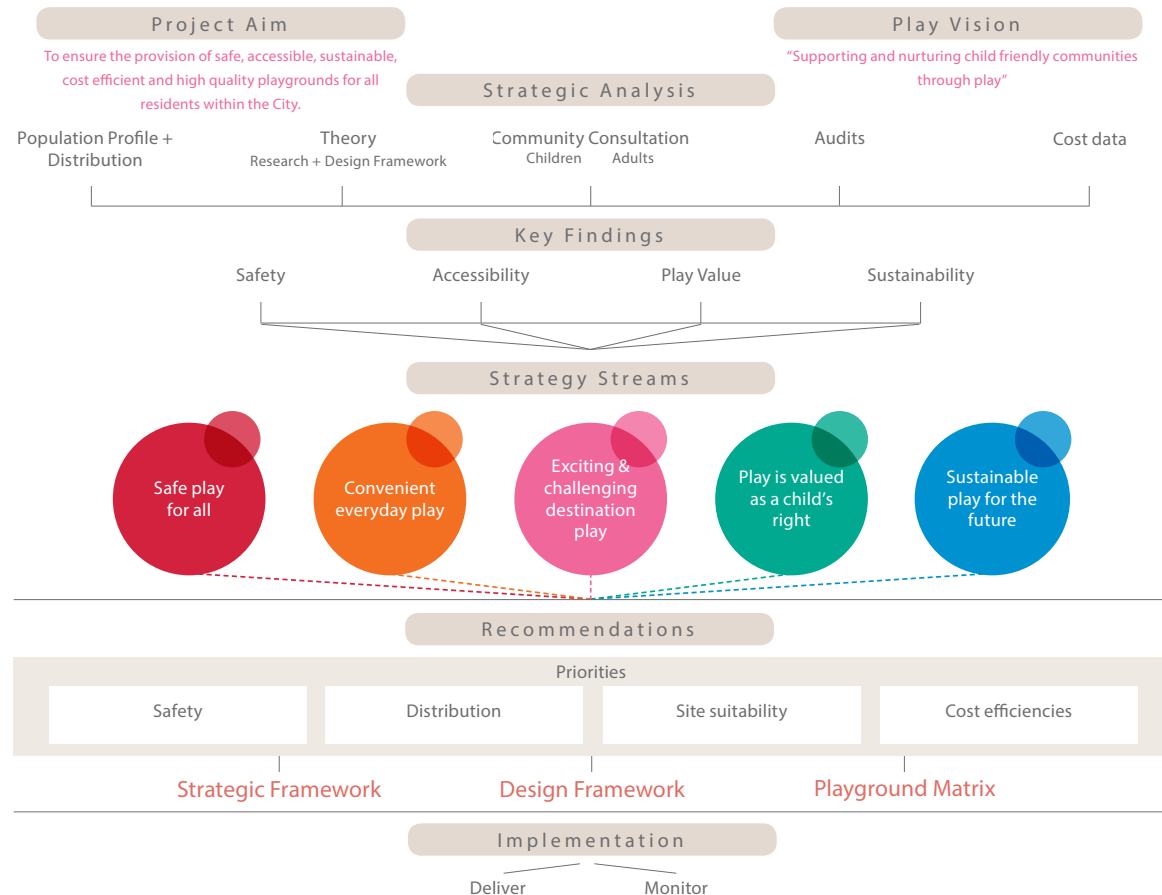


Figure-6. Summary of the Implementation Plan development process.

3.2 Strategic analysis



3.2.1 Investigations

The following describes the process of investigation undertaken to access commonalities across the five information sources, enabling trend and key finding identification.

3.2.1.1 Population profile and distribution

Gaining an understanding of the community for which you are planning is essential to ensure a rigorous strategic approach to diversity and equality in play. Appreciation of the spatial distribution and characteristics of defining groups within a community helps to target actions to where they are most appropriate.

A strategic assessment of existing playgrounds compared with population distribution, forecast population growth, cultural diversity, low income, access and distribution of each playground level (regional, district, neighbourhood and local) was undertaken.

Opportunities and constraints in the above focus areas were identified through analysis of the following information:

- Open space, natural character, population and urban structure mapping from the IOSP
- Census 2006 Bing mapping by the City
- GIS Playground location, hierarchy and age group distribution mapping.

3.2.1.2 Play and design theory

With ever changing technology and a greater understanding and appreciation of child psychology and physical development, a review of best practice theory and design standards was necessary.

The context of the Play Plan in the City's current strategic planning framework, and the influence of the recently completed IOSP is also important in addressing the importance of play to both the City and the community.

A desktop review of the City's current planning framework documents, industry leading publications on the importance of play, and the collaboration with play design specialists Fiona Robbé Landscape Architects, provided a solid base for identifying key planning and design issues.

Key source documents included:

- The City of Ryde 2021 Community Strategic Plan
- The City of Ryde Integrated Open Space Plan (2012)
- Design for Play: A guide to creating successful play spaces - DCMS, Play England
- Built 4 Kids: A good practice guide to creating child-friendly built environments - NSW CCYP.

3.2.1.3 Community consultation

The purpose of conducting the community consultation sessions was to:

- Ensure the Community's current opinions, expectations and priorities are identified and understood
- Ensure all end user groups are engaged in the process (children, Young People, adults)

The following consultation sessions were undertaken during the analysis and framework development:

- 1 Primary School group
- 1 High School focus group
- 2 Adult focus groups
- An online survey of one month duration.

Consultation was undertaken with 64 children from Denistone East Primary School and 40 students from Marsden High School in separate sessions in March 2012. Two exercises were conducted to determine what children want in the City's playgrounds. This consultation has informed decisions that have been made in the determination of the strategic hierarchy and Design Framework for the Play Plan.

During two sessions, one Saturday and one mid-week, adult members of the community were encouraged to

discuss what attracts and hinders them from using playgrounds and what kinds of playgrounds were most visited and enjoyed. Participants were given the opportunity to complete a survey which was also made available online on the City's website. This survey provided a valuable insight into the priorities of the Ryde community and how they may be best addressed in the Play Plan.

General findings can be found within the Strategic Analysis section, with the detailed Consultation Reports and an example of the Online Survey in the Appendix for further reference.

“The kids love climbing – not high, but high enough to provide a child with a sense of achievement”.

- Community consultation response

3.2.1.4 On-site playground audits

The purpose of conducting a rigorous on-site assessment of all playgrounds within the City was to determine the current level of provision. From this process we gained valuable statistical data for trend identification, from which opportunities for improvement were identified.

There are currently 110 playgrounds located in 96 parks in the City. Each of the audited parks contained at least one playground, with several having more than one distinct playground. These playgrounds were audited as separate facilities and their hierarchy assessed accordingly.

On-site playground audits were conducted over 3 weeks in April/May 2012 by a team of design professionals. A database of quantitative and qualitative elements were developed to inform the audit process. The existing condition of playground elements were compared against the Design Framework for each playground level (Regional, District, Neighbourhood and Local). A detailed explanation of the audit criteria is located in the Appendix (6.2.2 Playground audit criteria).

The audits informed distribution mapping indicating which playgrounds on-ground facilities did not correspond with their official classification. Improvements identified on-site also assisted in informing the costing and budgeting of required improvements.

3.2.1.5 Budget data

The purpose of reviewing the City's budget information was to ensure a realistic approach to the recommendations of the Play Plan in the context of the City's available funds. The City provided the following budgets and report to inform the project:

- The capital works budget
- Maintenance budget
- Playfix report

By reviewing the data, realistic cost ranges to implement the recommended playground capital works were developed in collaboration with the City.

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 10 years. The priority of actions are classified as:

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

It is also important to understand the City's anticipated time frames against Community expectations.

Life Cycle Cost modelling was also undertaken to inform the City's budget programming and future funding requirements over a 10 year period. The cost information will assist the City with its budget allocation for both capital works and essential ongoing maintenance costs to ensure the realisation of the Play Plan.

3.2.2 Analysis findings

From the rigorous investigations of the five information sources, general findings were identified that related to the distribution and design of playgrounds. An understanding of these broad issues and priorities led to the development of the five strategy streams, under which all play recommendations are made.

3.2.2.1 Population profile and distribution

The City is undergoing population growth. The current population on 30 June 2011 was 107,307 which indicated a 1.13% increase from the previous year.

Cultural diversity

The City has a high proportion of overseas born and non-English speaking residents. This has implications for the provision of playgrounds in the City of Ryde. The diverse cultural groups use the public domain in a variety of ways that need to be considered when planning for the provision of appropriately located playgrounds.

Large groups of extended family and friends use playgrounds and parks for children's birthday parties, picnics and BBQs. Many bringing their own BBQs to local and neighbourhood playgrounds where none exist. Parks are chosen that possess playgrounds for these family events to cater for the children present at group gatherings.

Household structure

In 2006 the dominant household type in the City was couple families with dependents, which accounted for 32.2% of all households which compared similarly with the overall Sydney region.

Couple families with children under 15 made up a high proportion of the City and were evenly distributed spatially. One parent families were also located across the City with higher proportions located in centres, most likely in medium or high density housing.

This information supports an even spatial distribution of playgrounds across the City to cater to all children.

Low income

An analysis of the spatial distribution of low income households revealed that lower income households were more prevalent around centres in Macquarie Park and Eastwood.

Young People

Playgrounds for Young People were few in Ryde. Often, provision for Young People is only provided for in terms of organised sports or skate parks.

Population Statistics:

- Proportion of the population born overseas (37.61%) is significantly higher than the Sydney region (31.74%)
- Proportion of mature adults (12.44%) is higher than the overall Sydney region (10.68%)
- Proportion of 85+ years (2.11%) is nearly one and a half times higher than Sydney (1.60%)
- Annual growth is forecast at 0.63% over the next 20 years
- 37.6% of the population was born overseas, with 31.5% from a non-English speaking background, compared with 31.7% and 23.9% respectively for the Sydney Statistical Division
- 30.9% of households earn a high income, and 17.3% are low income households
- The dominant non-English speaking country of birth was China, where 6.8% of the population were born; other predominant cultural communities present are Indian, South Korean and Armenian.

Analysis findings

Existing playgrounds: walkability catchments

Figure 7 shows the current level (as defined by the IOSP) of existing playgrounds within the City. The 400 m walkability catchment of each playground is shown in the figure, which shows that not all residents of the City live within the 400 m walkability catchment of a playground.

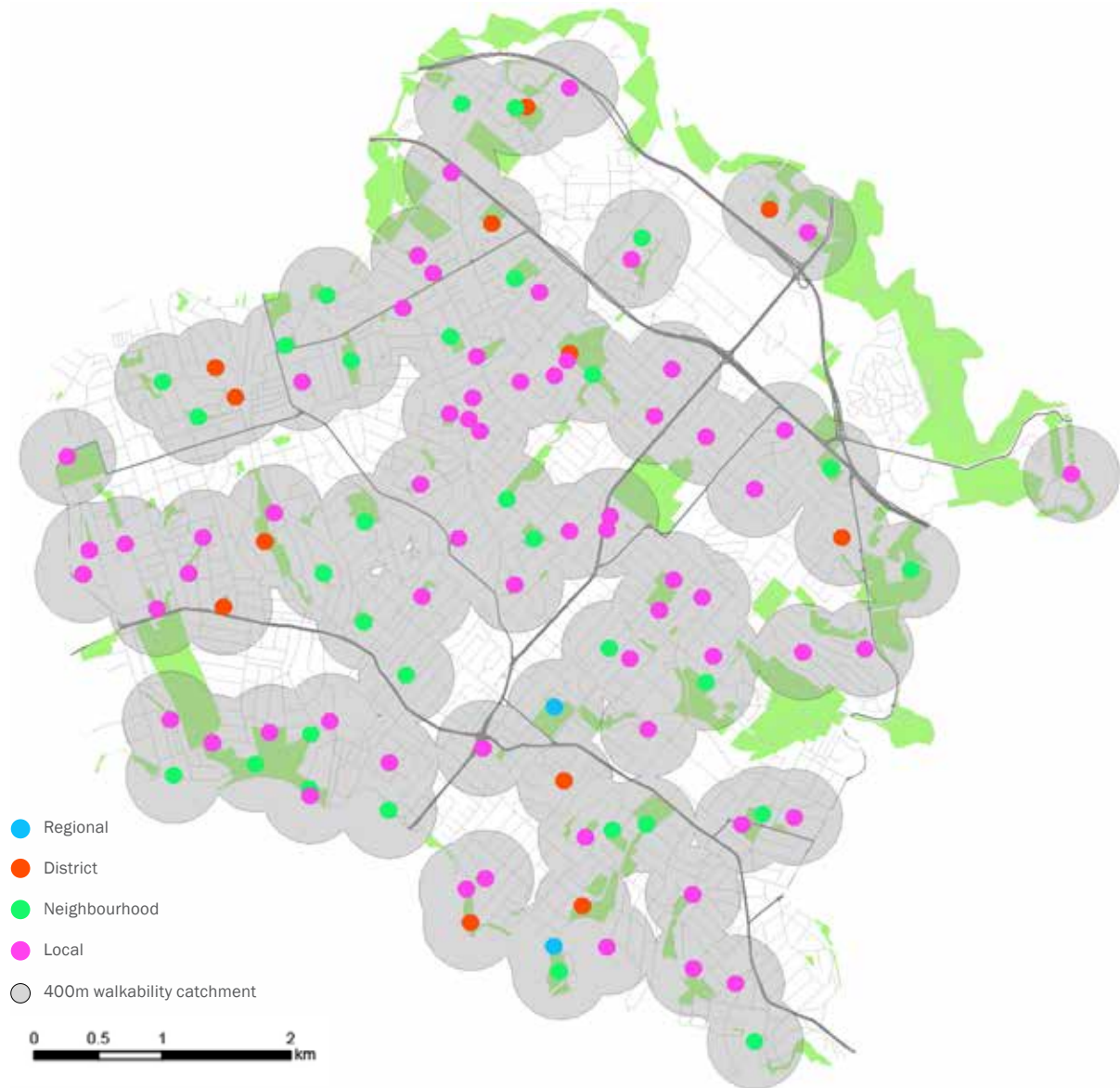


Figure-7. Location of existing playgrounds with 400m walkability catchments

Analysis findings

Existing playgrounds: playground level distribution

Figures 8, 9, 10 and 11 show the distribution of playgrounds throughout the City sorted by level. A high concentration of Regional playgrounds is noted in the south-east of the City. District playgrounds are evenly spaced, as are Neighbourhood playgrounds. Local playgrounds are reasonably evenly spread, with small clusters appearing in the mid-north and west areas of the City.



Figure-8. Regional playgrounds with 2km buffer

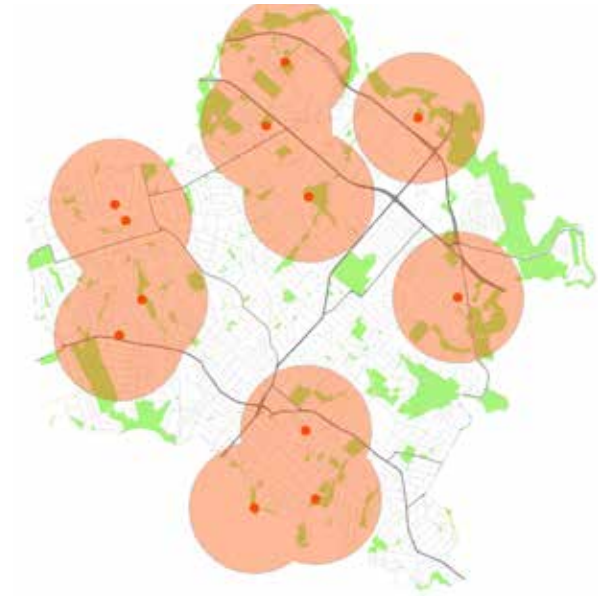


Figure-9. District playgrounds with 1km buffer

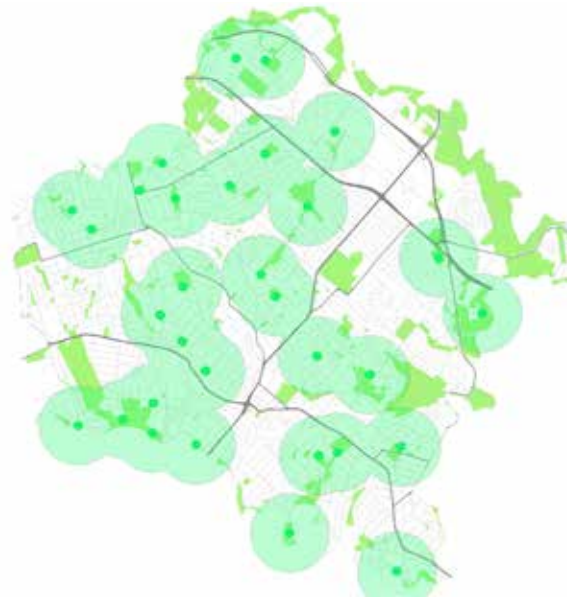


Figure-10. Neighbourhood playgrounds with 600m buffer

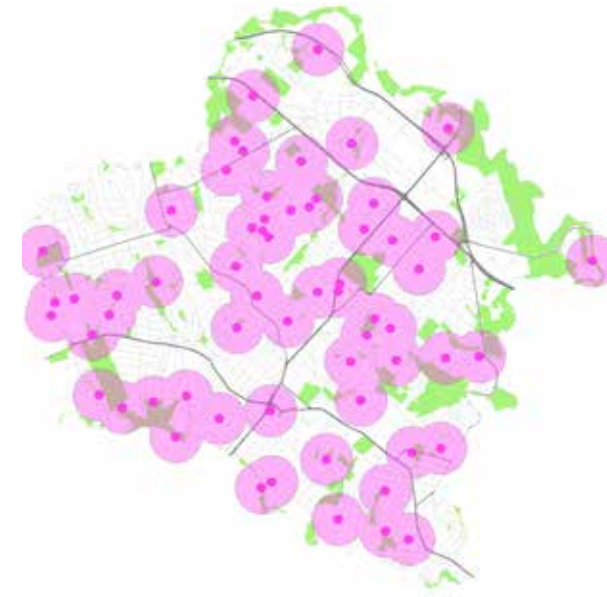


Figure-11. Local playgrounds with 400m buffer

Analysis findings

Existing playgrounds: catered age group distribution

Figures 12, 13, 14 and 15 show the distribution of playgrounds that cater for different age groups. The most notable finding of these maps is the limited play experiences provided for Young People, which is shown in Figure 15.



Figure-12. Toddler (1-3 yrs)



Figure-13. Young child (3-5 yrs)



Figure-14. Older child (5-12 yrs)



Figure-15. Young People (12-17 yrs)

Opportunity mapping

Figure 16 shows opportunity mapping, with information adapted from the IOSP. It shows a concentration of local parks in the central northern area of the City, with a number of gaps in open space distribution in the south west and north east. The City is bounded on two sides by the Lane Cove River National Park and Parramatta Rivers, which provides opportunities for interaction with natural communities within the landscape. Steep topography associated with drainage corridors precludes the placement of playgrounds within these reserves.





















-  Concentration of local parks and small reserves
 -  Local open space gap in distribution
 -  Major town / commercial / employment centres
 -  Not well serviced by cycle / bus routes, well serviced by walking tracks
 -  Drainage line with associated open space
 -  Limited access to open space (major road barriers, steep topography, etc). From IOSP (Clouston Associates, 2012)
 -  Lane Cove National Park (natural interaction opportunity)
 -  Lane Cove River / Parramatta River (natural interaction opportunity)
 -  Existing playgrounds
 -  Rail
 -  Main roads
- 0 0.5 1 2 km



Figure-16. Open space opportunity mapping

Demographic opportunity

Figure 17 illustrates the demographic distribution across the City. A high concentration of Young People around the western and south western edges suggest opportunities for Young People focused playgrounds should be investigated in these areas. Lower income concentrations scattered throughout the City suggest a reliance on public transport and therefore the importance of walkability and easy access to play opportunities in these areas. The cultural diversity distribution should be noted and facilities planned to cater for large group gatherings (analysis research findings) that encourage social interaction.

-  Low percentage of people from non-english speaking backgrounds
-  Medium percentage of people from non-english speaking backgrounds
-  High percentage of people from non-english speaking backgrounds
-  High concentration of non-english speaking residents and new arrivals
-  Medium / high population density and low concentration of Young People (12-17 years old)
-  High concentration of Young People (12-17 years old)
-  Lower income concentrations
-  Suburb Collector boundaries
-  Existing playgrounds

0 0.5 1 2 km

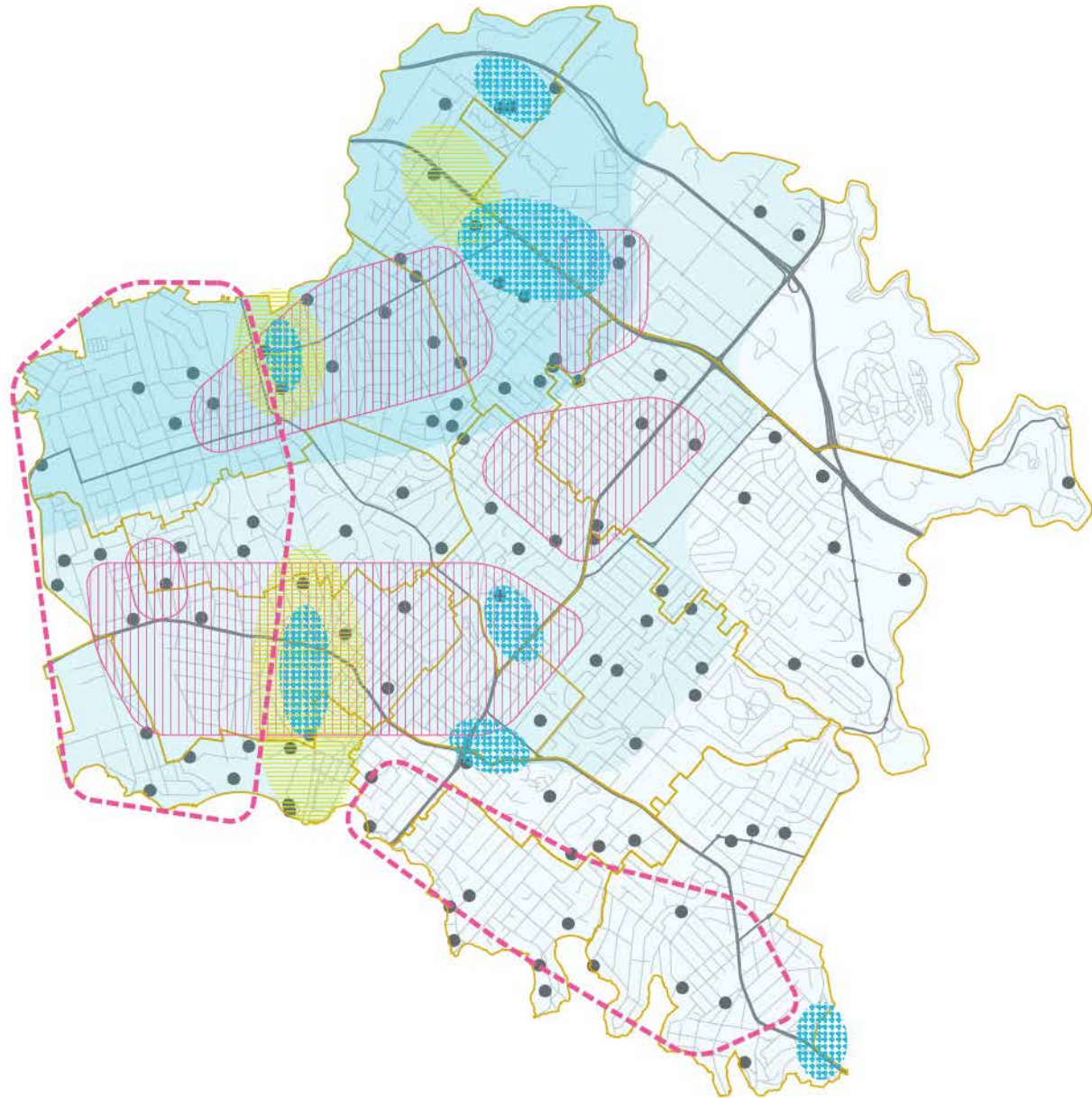


Figure-17. Demographic opportunity mapping

3.2.2.2 Play and design theory

Children's right to play

The right to play and informal recreation, for all children and Young People up to 18 years of age, is enshrined in Article 31 of the United Nations Convention of the Rights of the Child and ratified by the Australian Government in December 1990. The government has a duty under this convention to protect and promote play opportunities for all children and Young People.

Article 31 states:

- States Parties recognise the right of the child to rest and leisure, to engage in play and recreational activities appropriate to the age of the child and to participate freely in cultural life and the arts.
- States Parties shall respect and promote the right of the child to participate fully in cultural and artistic life and shall encourage the provision of appropriate and equal opportunities for cultural, artistic, recreational and leisure activity.

The above relates to all opportunities for play in local communities. A clear demonstration of a local council's equitable and appreciation of a child's right to play is the adequate distribution and best practice design of play provision provided to the community.

Play can be divided into two types of provision:

- Permanent play
- Play programs.

Permanent play provision

- Playgrounds (hierarchies) in parks
- Unique playgrounds/destination play facilities
- Playable spaces
- Spaces for Young People
- Shared school play areas
- Activities not based on equipment
- Hybrid play areas
- Bike parks

Play programs

- Play streets
- Play buses
- Play groups in parks
- Play rangers
- Play days
- Community play programs
- Youth programs
- Play pods
- Environmental play/discovery

A detailed explanation of these play provision types can be found in the Appendix (6.1 Definitions and abbreviations).

From the identified key objectives for providing play opportunities, the following is considered important in determining appropriate recommendations.

- Play provision is to provide outdoor play areas and/or programs that promote the idea of children and Young People having fun, and enjoying themselves as the primary outcome of playing.
- Play is essential to the healthy development of all children and Young People: irrespective of age, background, ability or gender.
- Children and Young People all enjoy a social setting for play experiences: between children, and between children and adults.

“My kids love interactive play... sand pits, things that move, things that click together and are colourful”.

- Community consultation response

- Children and Young People need as many opportunities as possible to interact with natural systems, be that plants, animals or materials.
- Children and Young People have the right to use and enjoy public spaces, and should be able to do so safely.
- Skillful adult support can enrich children's play, and extend and broaden the offer of play across the local government area. Skilled professionals know just how to extend the play repertoire of a child, without compromising safety.
- Involve children and Young People in the planning and organisation of their play activities. They need to express their views, and for that process to be authentic.
- Play provision needs to be allocated according to carefully costed budgets and programs, which are monitored over time, and regularly reviewed and updated as work takes place.
- Children are particularly sensitive to quality play provision and the ongoing maintenance of playground equipment. Demonstrate the City's commitment to the provision of quality playgrounds and the social benefits they offer through a balanced approach to either maintain or develop playgrounds to ensure optimal play provision.

3.2.2.3 Community consultation

Regardless of age, children in these consultation sessions want to access more opportunities for play and social interaction in a natural setting. The availability of age appropriate play equipment is the highest priority for appealing to all children – especially swings, flying foxes and climbing nets/walls. Making parks appealing for social interaction between children, their families and carers requires access to seating, shade, shelter, picnic/BBQ facilities, toilets and drinking water that is kept clean and well maintained.

Primary school children want water play and climbing. In terms of social preferences, younger children express this in terms of interactive games such as hiding, while older children express this as being with friends. Both ages appear to have a preference for being in an exploratory environment with younger children expressing this as wonder and older children as being in nature. Differences in active play preferences are sand play for younger children and swinging for older children.

High school students were highly engaged in stating what they value in their experience of parks and playgrounds.

They want an engaging environment for social interaction, and some requested equipment that facilitated social interaction. High school students appear to be seeking a safe, peaceful and pleasant

environment and are more demanding about park amenities, cleanliness and maintenance.

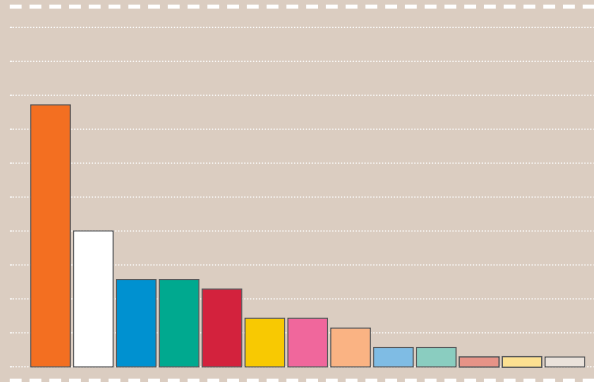
Graphic representations of the key findings of the online survey are included on the following pages.



Figure-18. Community consultation at Eastwood Public School

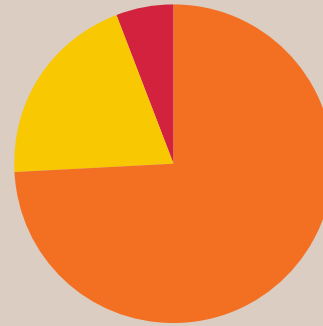
Community Consultation Results: Everyday playgrounds

Reasons to go*



- 77.1% close to home
- 40% easy to access
- 25.7% convenient
- 25.7% diversity of play experience
- 22.9% other
- 14.3% attractive and beautiful
- 14.3% bike and scooter paths
- 11.4% swings
- 5.7% challenging and adventure play
- 5.7% safe and defensible
- 2.9% nature play and experience nature
- 2.9% good for climbing
- 2.9% good for picnicking
- 0% water play options, good for spinning

Transport to

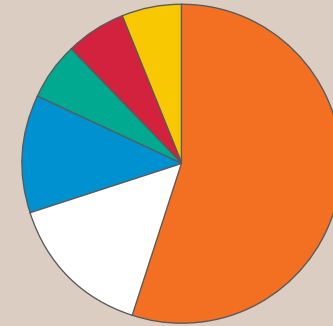


- 74.3% walk
- 20% drive
- 5.7% bike

Bar Graph*

Respondents were asked to pick more than one response to this question, therefore percentages are based on the number of respondents rather than the number of responses (i.e. the results do not add up to 100%).

Who with



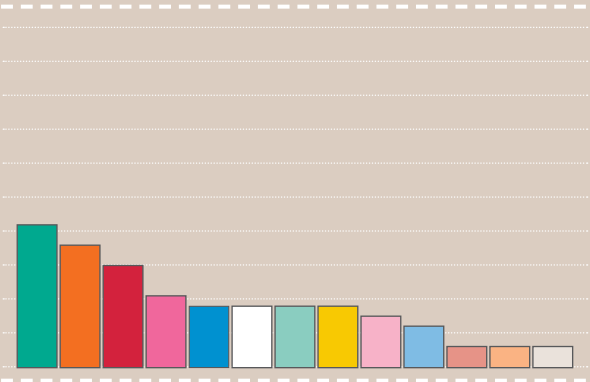
- 55% my children
- 15% my partner and children
- 12% my children and other children
- 6% extended family
- 6% my partner
- 6% partner
- 0% other, friends, grandparents, siblings, alone

Pie Chart

Respondents were asked to pick one response to these questions, therefore the number of responses adds up to 100 (i.e. the results represent a percentage of respondents).

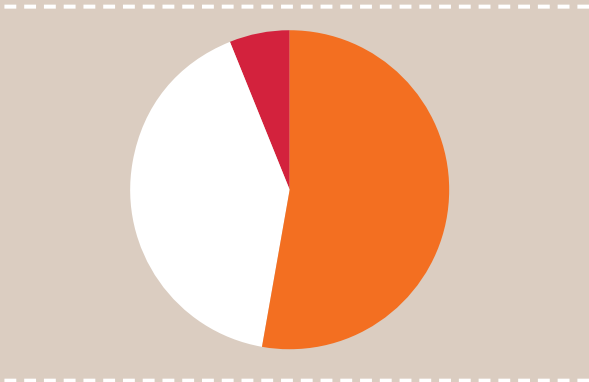
Community Consultation Results: Destination 'favourite' playgrounds

Reasons to go*



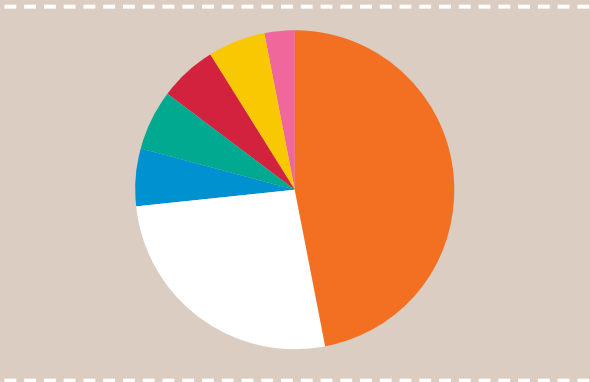
- 41.2% diversity of play
- 35.3% close to home
- 29.4% other
- 20.6% bike and scooter paths
- 17.6% convenient
- 17.6% easy to access
- 17.6% safe and defensible
- 17.6% attractive and beautiful
- 14.7% water play options
- 11.8% challenging and adventure play
- 5.9% nature play and experience nature
- 5.9% swings
- 5.9% good for picnicking
- 0% good for climbing, good for spinning

Transport to



- 52.9% car
- 41.2% walk
- 5.9% bike
- 0% bus, train, ferry

Who with



- 47.1% my children
- 26.4% my partner and children
- 5.9% my children and other children
- 5.9% friends
- 5.9% my partner
- 5.9% other
- 2.9% extended family
- 0% grandparents, siblings, alone

3.2.2.4 On-site playground audits

On the whole, the audit process found that playgrounds were well used by the community. At the time of the audits, Sydney experienced inclement weather, which highlighted issues of drainage and excessive slope within playgrounds. In spite of this, playgrounds were generally well maintained.

Playgrounds were well sign posted and well equipped with bins (both for regular rubbish and recycling). New playgrounds were found to be well designed and built, with thought to play experience, integration of play into the landscape, and a good mix of equipment. Playgrounds of note were located at Lardelli Park (Putney Hill), Blenheim Park (North Ryde), Kissing Point Park (Putney) and Ryde Park (Ryde). These playgrounds are well designed, exciting, and well used by the local community.

Many of the older playgrounds consisted of a small area of bark chip contained with raised timber edging, and a couple of standard pieces of play equipment. While this may be suitable for smaller local and neighbourhood parks, this formula presents the following problems:

- The basic design and shape of these playgrounds are not suitable for sloped sites.
- Raised timber edges around playgrounds are problematic for accessibility.
- Containment of play equipment within a flat plane surrounded by timber edging limits landscape integration and varied play experiences.

- Bark chip as a play surface is susceptible to erosion, and can potentially pollute waterways when parks are located in drainage lines.

Poor siting of playgrounds within the parks was a common problem. Inappropriate placement of playgrounds in places with limited passive surveillance or close proximity to roads resulted in limited use due to safety concerns and vandalism damage.

Accessibility of playgrounds was a common problem, with most playgrounds accessed over lawn areas which were not suitable for strollers, prams and wheelchairs.

There was a general lack of integration of playgrounds into the landscape, leading to a lack of landscape and nature play experiences.

Few opportunities for youth and all abilities play were found within the Local Government Area (LGA).

Generally, playground levels were found to match the park level within which it was located. However, this categorisation was found to differ particularly with regard to the provision of sporting facilities (i.e. playgrounds adjacent to sporting grounds were classified at a higher level than the play experiences they were offering, based on their association with that sporting ground).

Recent playground closures

An independent safety audit (Playfix) was recently undertaken of all play equipment in the City, identifying fourteen (14) playgrounds in need of immediate action.

The play equipment was deemed non-compliant with Australian Standards and have been entirely or partially removed temporarily to ensure community safety. The community was informed via park signage, letter drop, media and internet channels of the temporary closures.

The strategic recommendation by this Play Plan will determine if these playgrounds are removed or re-instated in the future.

The equipment has been removed (entirely or partially) from the following playgrounds:

- Australia II Park, Marsfield
- Brereton Park, East Ryde
- Catherine Park, Marsfield
- Donovan Park, Eastwood
- Flinders Park, North Ryde
- Gannan Park, Ryde (partial)
- Glen Reserve (partial)
- Granny Smith Park, Eastwood (partial)
- Hardy Park, Ryde (partial)
- Holt Park, North Ryde
- Marjorie Park, Eastwood
- Maze Park, West Ryde
- Moore Park, Eastwood (partial)
- Nerang Park, East Ryde.

3.3 Key findings

From the investigations and subsequent general analysis results, the key findings have been captured under the four objective focus areas, namely **Safety** (Table 3), **Accessibility** (Table 4), **Sustainability** (Table 5), and **Play Value** (Table 6). The strategy stream from which the observation was sourced is identified in each table.

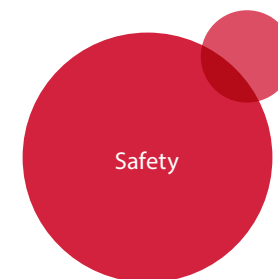


Table 3. Key findings: SAFETY

Finding	Source
3.1. Children should be able to play freely in their local area	Play & Design theory
3.2. Children often feel safer in staffed play provision, and have the choice to come and go as they please	Play & Design theory
3.3. Maintenance is vital to providing a clean and safe environment in which to play	Community Consultation
3.4. Fencing is desired where risk is perceived	Community Consultation
3.5. Parents and carers favour playgrounds that provide good opportunities for surveillance of children playing	Community Consultation
3.6. 'Feels unsafe' is the main thing that stops parents and carers from taking their children to a playground	Community Consultation
3.7. 'Untidy or poorly maintained' is the second main reason why parents or carers don't take their children to a playground	Community Consultation
3.8. Bark chip as a play surface is susceptible to erosion	On-site Audit
3.9. There was a direct link between the ability of a playground to be viewed from the road and vandalism	On-site Audit
3.10. 74% of playgrounds demonstrate satisfactory opportunity for parental supervision (available seating and sight lines to play areas)	On-site Audit
3.11. 84% of playgrounds demonstrate satisfactory opportunity for passive surveillance (can be viewed from the road and adjacent properties)	On-site Audit
3.12. 64% of playgrounds demonstrate a satisfactory level of maintenance (audit conducted immediately following inclement weather)	On-site Audit
3.13. 45% of playgrounds demonstrate satisfactory drainage conditions (audit conducted immediately following inclement weather)	On-site Audit
3.14. 14% of playgrounds have no safety surfacing evident under/around the play equipment	On-site Audit

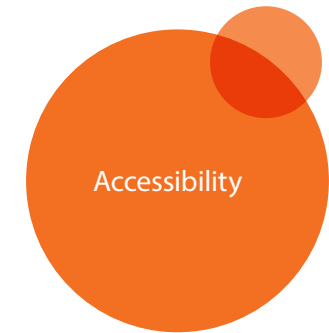
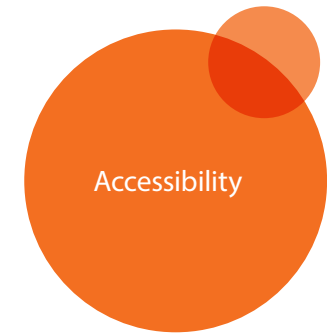


Table 4. Key findings: ACCESSIBILITY

Finding	Source
4.1. Not all Ryde residents are within the 400m walkability catchment of existing playgrounds (refer Figure 7)	Population Profile
4.2. Children 0-4 years – even distribution across the LGA, there is an average lower concentration of 0-4 years north of Epping Road	Population Profile
4.3. Children 5-11 years – even distribution across the LGA, there are small pockets of lower concentration at town centres and north of Epping Road	Population Profile
4.4. Children 12- 17 years – even distribution across the LGA, with higher concentration along the Putney foreshore and west of Blaxland Road (Eastwood and Denistone). Lower concentrations in town centres, particularly at West Ryde adjacent to the rail line	Population Profile
4.5. Low income households – evenly distributed throughout the LGA – higher concentrations at Eastwood and Marsfield	Population Profile
4.6. A concentration of higher household sizes (2.22-2.89 people per household) occur west of Lane Cove Road	Population Profile
4.7. Concentrations of smaller household sizes occur at transport hubs and town centres (1.45-2.22 people per household)	Population Profile
4.8. Concentrations of major residential development south of Victoria Road, at Melrose Park in particular	Population Profile
4.9. Low population density (0-41 persons per hectare) evenly distributed across LGA with concentrations of medium to high at town centres	Population Profile
4.10. Children should be able to play freely in their local area	Play & design theory
4.11. Every child needs play	Play & design theory
4.12. There is currently a perception of inadequate provision of age appropriate equipment for Young People	Community Consultation
4.13. Playgrounds closest to home and convenient to walk to are most regularly used	Community Consultation
4.14. Parents and carers preferred playgrounds that considered the adult experience e.g. comfortable seating and coffee/cafe	Community Consultation

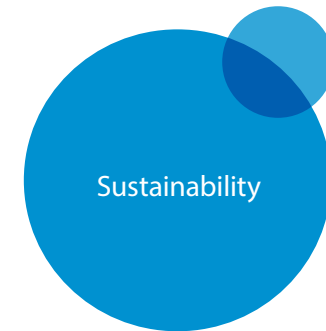


Finding	Source
4.15. Everyday parks require easy walking distance, simple equipment and amenity	Community Consultation
4.16. Currently, 74.3% of people surveyed walk to their most regularly visited playground and 20% drive	Community Consultation
4.17. Currently, 41.2% of people surveyed walk to their favourite playground and 52.9% drive	Community Consultation
4.18. Only 2 respondents selected bicycle to access their most regularly visited or favourite playground and none selected public transport	Community Consultation
4.19. 'Hard to access' was the fourth main reason that stopped parents from taking their children to a playground	Community Consultation
4.20. Raised timber edges are problematic for accessibility	On-site Audit
4.21. 62% of playgrounds have timber edging surrounding the play equipment, containing the safety surface	On-site Audit
4.22. 66% of playgrounds demonstrated opportunity to improve the footpath access from park entry points	On-site Audit



Table 5. Key findings: SUSTAINABILITY

Finding	Source
Social/Cultural Sustainability	
5.1. There is a high proportion of City of Ryde residents born overseas (37.61%), higher than the Sydney average (31.74%)	Population Profile
5.2. The dominant non-English speaking country of birth is China (6.8%). Other cultural communities present are Indian, South Korean and Armenian.	Population Profile
5.3. Concentrations of residents born overseas are located in the north west of the LGA. Parts of Eastwood, Macquarie Park, West Ryde and Ryde have up to 61% of persons born overseas	Population Profile
5.4. Generally 1-10% of the population are recent arrivals in the LGA, with higher concentrations in Marsfield, Eastwood and West Ryde	Population Profile
5.5. Couple families with children under 15 made up a high proportion of the City and were evenly distributed throughout the LGA	Population Profile
5.6. Eastern LGA displays lower concentrations of non-english speaking residents	Population Profile
5.7. One parent families were located across the City with higher proportions located in centres	Population Profile
5.8. Annual City of Ryde population growth is forecast at 0.63% over the next 20 years	Population Profile
5.9. Play is a social experience	Play & Design Theory
5.10. Play is to reflect cultural values of places	Play & Design Theory
5.11. Low income areas are a higher risk for play deprivation and a greater provision of playgrounds should be provided in these areas	Play & Design Theory
5.12. Supporting facilities promote interaction	Community Consultation
5.13. Parents and carers favoured playgrounds that provided the opportunity to socialise and meet new people	Community Consultation
5.14. 42% playgrounds have satisfactory levels of opportunity for social activity	On-site Audit

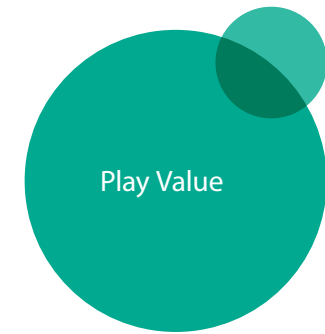


Finding	Source
5.15. 25% of playgrounds displayed a satisfactory level of community ownership	On-site Audit
16% of playgrounds demonstrate a satisfactory level of heritage integration	On-site Audit
Economic Sustainability	
5.16. Efficiency of maintenance, lifecycle, product selection and recycling is key to economic sustainability	Play & Design Theory
5.17. Economic sustainability recommendations must be based on sound economic principles	Play & Design Theory
5.18. 64% of playgrounds display environmental efficiencies (e.g. energy efficient products)	On-site Audits
5.19. Budget of \$1.2 million per year total (maintenance and upgrades)	Budget Data
5.20. 16% of budget to be allocated for playground maintenance	Budget Data
5.21. Current annual budget of \$1 million (excludes maintenance) allows for 1 Regional (co-funding) or 2 District or 4-5 Neighbourhood or 15 Local	Budget Data
Environmental Sustainability	
5.22. Contact with nature is essential to children	Play & Design Theory
5.23. Children want play in a natural setting	Community Consultation
5.24. 49% of playgrounds used recycled products and/or contained recycling bins	On-site Audit
5.25. Some playgrounds are in creekline corridors on sloped sites with bark mulch which impacts on water quality downstream	On-site Audit



Table 6. Key findings: PLAY VALUE

Finding	Source
6.1. Children’s right to play (UN Charter)	Play & design theory
6.2. Play is a key part of children’s development	Play & design theory
6.3. Play is enriched by skilled professionals	Play & design theory
6.4. Engaging children results in better play outcomes	Play & design theory
6.5. All children in Ryde want availability of age appropriate equipment = highest priority are swings, flying fox and climbing nets/walls	Community Consultation
6.6. Primary schools kids want: <ul style="list-style-type: none"> • Water play • Exploratory environments • Younger – wonder and sand • Older – nature and swinging 	Community Consultation
6.7. High school kids want: <ul style="list-style-type: none"> • More equipment (play and exercise) • Age appropriate playgrounds • Challenge / intense experiences. 	Community Consultation
6.8. Parents and carers’ favourite playgrounds included a unique, special or occasional experience	Community Consultation
6.9. 11% playgrounds have play equipment for Young People	On-site Audit



Finding	Source
6.10. 70% of playgrounds have play equipment for toddlers (0-5 years)	On-site Audit
6.11. 89% of playgrounds have equipment for young children	On-site Audit
6.12. 58% of playgrounds have play equipment for older children	On-site Audit
6.13. Containment of play equipment within existing timber edged regular shapes limits landscape integration and opportunities for nature play	On-site Audit
6.14. 64% of playgrounds demonstrate satisfactory swinging experience	On-site Audit
6.15. 77% of playgrounds demonstrate satisfactory slide experience	On-site Audit
6.16. 11% of playgrounds demonstrate satisfactory nature play	On-site Audit
6.17. 14% of playgrounds demonstrate satisfactory informal play experience	On-site Audit
6.18. 73% of playgrounds demonstrate satisfactory balance play	On-site Audit
6.19. 20% of playgrounds display a satisfactory level of flexibility (accommodates a variety of equipment and non-equipment based play)	On-site Audit
6.20. 21% of playgrounds demonstrate satisfactory imaginative play opportunities	On-site Audit
6.21. 19% of playgrounds demonstrate satisfactory originality in design and play opportunity	On-site Audit
6.22. 19% of playgrounds demonstrate a satisfactory level of landscape integration	On-site Audit
6.23. 48% of playgrounds demonstrate satisfactory park integration (location of playground within park)	On-site Audit
6.24. 28% of playgrounds demonstrate satisfactory levels of planting integration	On-site Audit
6.25. 44% of playgrounds are immediately adjacent to recreational facilities	On-site Audit
6.26. 25% of playgrounds demonstrate best practice design standards	On-site Audit

3.4 Strategy Streams

The key findings from the analysis of the population profile and distribution, theory, community consultation, audits and cost data has been grouped under the following objective headings:

- Safety
- Accessibility
- Play value
- Sustainability

The strategy streams been developed specifically for this Play Plan from the key findings. They provide strategic directions for the development of recommendations and the priorities of the Play Plan as outlined in the following Recommendations chapter.

The five strategy streams are:

- Safe play for all
- Convenient everyday play
- Exciting and challenging destination play
- Play is valued as a child's right
- Sustainable play for the future



- All children are to feel safe in their local area
- Playgrounds will be appropriately sited and designed to ensure passive and active surveillance
- Parents and carers are to feel confident of children playing on equipment
- Provide clean playgrounds and supporting facilities which create safe environments for play
- Provide Young People with easily accessible playgrounds in visible locations
- Provide equitable distribution of playgrounds across the community



- Provide easily accessible playgrounds to all residents
- Provide easily accessible playgrounds to residents in high density areas
- Provide simple everyday playgrounds which promote interaction with nature



Exciting & challenging destination play

- Provide a diversity of play experience that is unique and special
- Provide all residents with easily accessible destination play
- Provide a diversity of play experience and increased access to play opportunity
- Provide opportunities for development of physical, mental and social development
- Demonstrate understanding and opportunity for latest technology and best practice design



Play is valued as a child's right

- Provide play for every child in accordance with the UN Rights of the Child
- Provide playgrounds as a key part of children's mental, physical and social development
- Provide playgrounds that enhance health and social benefits of children
- Provide age appropriate play equipment in every playground
- Provide opportunities for child engagement in the design process
- Provide opportunity for skilled professionals in play and playground design



Sustainable play for the future

- Provide opportunity for social interaction, meeting friends and new people in playground settings
- Provide playgrounds which promote cultural diversity
- Provide an efficient and holistic approach to budgeting for playground works
- Provide adequate funding for playgrounds
- Provide flexible and cost effective options to meet funding targets
- Alternative equipment procurement and management options
- Alternative funding options



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.

4.1.1 Priorities

The recommendations considered the following priorities:

- **Safety** (condition of playground and play equipment)
- **Distribution**
 - 400 m 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).

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

- Community consultation response

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

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

Examples of unique play facilities:

- Supervised adventure playgrounds
- Inter generational play areas
- Water play/splash pads
- Inclusive all abilities playgrounds
- Electronic play areas
- Parkour play areas
- Skate parks/BMX tracks/other bike tracks
- Unique landscape features.



4.2.1.1 Safe play for all

- Provide inclusive playgrounds and programs to cater for the needs of all children and Young People, regardless of budget.
- 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.
- Undertake regular inspections of play facilities in accordance with Australian Standards. Coordinate playground and park maintenance teams or provide training for playground maintenance teams so that they are equipped to maintain playgrounds with integrated landscape elements.
- Investigate the removal of playgrounds where there is an over-provision within suburb collector or key siting flaws. Removed 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).

Table 7. Recommendations: safe play for all

Strategy	Action
7.1. All children are to feel safe in their local area	<ul style="list-style-type: none"> • Consider public safety in the planning and design of playgrounds, including methods of transport to the parks, lighting and surveillance.
7.2. Playgrounds to be appropriately sited and designed 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. Ensure equipment is appropriate for the intended user age group (refer Figure 25).
7.4. Provide clean playgrounds and supporting facilities which create safe environments for play	<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 such as bins to encourage public ownership. Refer Design Framework for detailed recommendations.
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 a recreational or town centre.
7.6. Provide equitable distribution of playgrounds across the community	<ul style="list-style-type: none"> • Identify appropriate locations for additional playgrounds where gaps have been identified in walkability, hierarchy distribution and age appropriate facilities.

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

increase the amount of residents who are within 400 m of a playground by foot.

Figure 31 demonstrates that most of the residential areas are within 400 m 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 for a

variety of age groups 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.

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 by installing additional playgrounds in identified gaps (refer Figure 24).
8.2. Provide easily accessible playgrounds to residents in high density	<ul style="list-style-type: none"> Through Planning guidelines, ensure all new medium to high density developments include appropriate play provision for residents.
8.3. Provide everyday playgrounds which promote interaction with nature	<ul style="list-style-type: none"> Ensure simple nature play and natural elements are included in the design of all everyday playgrounds, complementing the park and surrounding neighbourhood character (refer Figures 19, 27 and 30).



Exciting & challenging destination play



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 & 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 20, 26, 28 and 29). 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 mobile play or pop-up play to enhance the play experience to everyday playgrounds, schools and parks.



4.2.1.4 Play 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 playgrounds for 5-12 years while ensuring that toddlers and infants are adequately catered for.

As indicated by the Census 2006 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.

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.

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. • 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 21).
10.4. Provide age appropriate play equipment 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 22).
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.

Playground outcomes can also draw on the diverse cultures represented in the Ryde municipality, 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.

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.

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

Strategy	Action
Environmental	
11.3. 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 26).
11.4. 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.
11.5. Encourage play within existing natural environments	<ul style="list-style-type: none"> Consider implementation of an interpretive play and educational signage strategy within existing National Parks and reserves.

Economic

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

Reductions in liability and maintenance can form part of an economically responsible strategy.

Realistic budgets should be allocated for new and existing playgrounds and their ongoing maintenance. Consistently record expenditure on all playground assets in the one place and revisit life cycle costing regularly to ensure efficiency in planning and management of costs and assets.

A process of consolidation has formed part of the Implementation Plan. Some playgrounds have been recommended for minor or major upgrades in the same location or in a more optimal site within a park to meet safety, surveillance and design objectives. Often, where a playground has been recommended to be removed it has been paired with the provision of a major upgrade of a new playground that is considered to better serve the needs of the community. This provides efficiency of facilities across all play provision.

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

Strategy	Action
Economic	
11.6. Provide an efficient and holistic approach to budgeting for playground 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.
11.7. Provide adequate funding for playgrounds	<ul style="list-style-type: none"> Allocate adequate funding for the ongoing provision of playgrounds to meet demand and maintenance. Note existing playgrounds assets are significant.
11.8. Provide flexible and cost effective options to meet funding targets	<ul style="list-style-type: none"> Consider mobile play programs as a cost effective way to provide a diversity of play experience to all.
11.9. 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.
11.10. Provide balance between budget and play provision	<ul style="list-style-type: none"> Consider the removal of playgrounds which are unsafe, inappropriately located, or redundant in purpose.
11.11. 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.
11.12. 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.
11.13. 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).

Sustainable play for the future



Figure-19. Interaction with nature and education on environmental process.



Figure-20. Play in a natural setting, using natural materials, promoting social play.



Figure-21. Parental/carer seating and imaginative / social play opportunities.



Play is valued as a child's right

Figure-22. Understanding childrens priorities and needs through consultation.



Figure-23. A safe and well supported playground in a natural setting promoting inter-generation interaction and a diverse play experience.

Safe play
for all



Figure-24. Close to home play provision



Figure-25. Age appropriate playground with active and passive surveillance



Figure-26. Challenging and unique playground incorporating art and environmental education (through ephemeral creekline)

Convenient
everyday play



Figure-27. Good access to playground, with appropriate seating, in a natural setting.



Figure-28. Exciting and unique feature play provision worked into natural landform.

Exciting &
challenging
destination
play



Figure-29. Contemporary challenging equipment with informal balance and seating

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, and
- 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 30) outlines the key parameters in determining the level of a playground. These parameters were also used to develop the Design Framework (section 4.3).

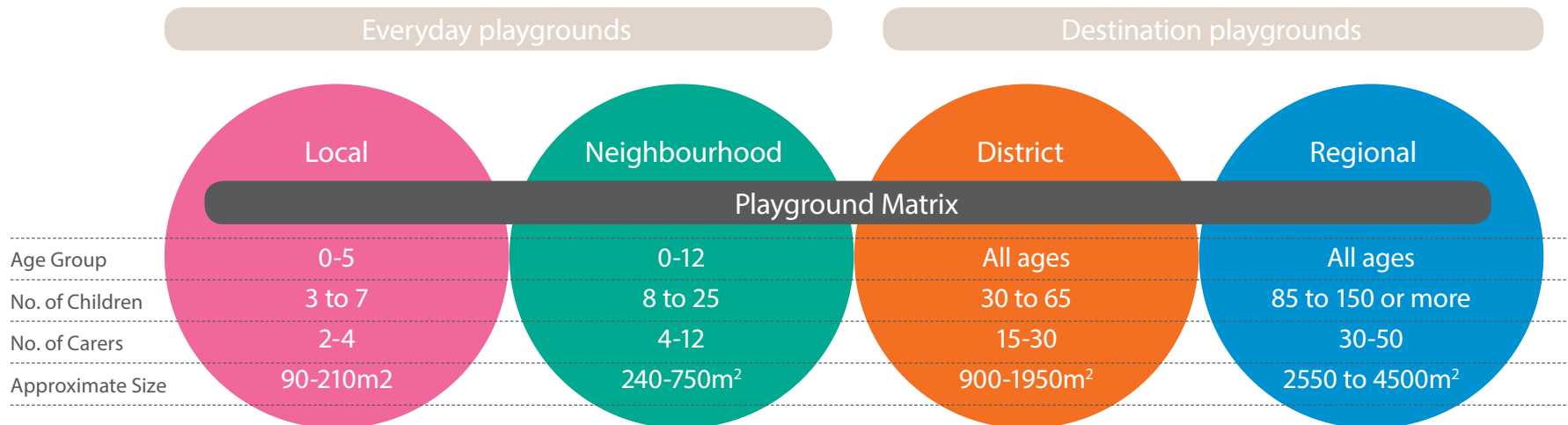


Figure-30. Playground hierarchy

4.2.2.2 Playground distribution recommendations

Strategic recommendations for distribution of playground level is illustrated in Figures 31 to 35.

Figure 31 shows the 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 1, 2 and 3. 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.

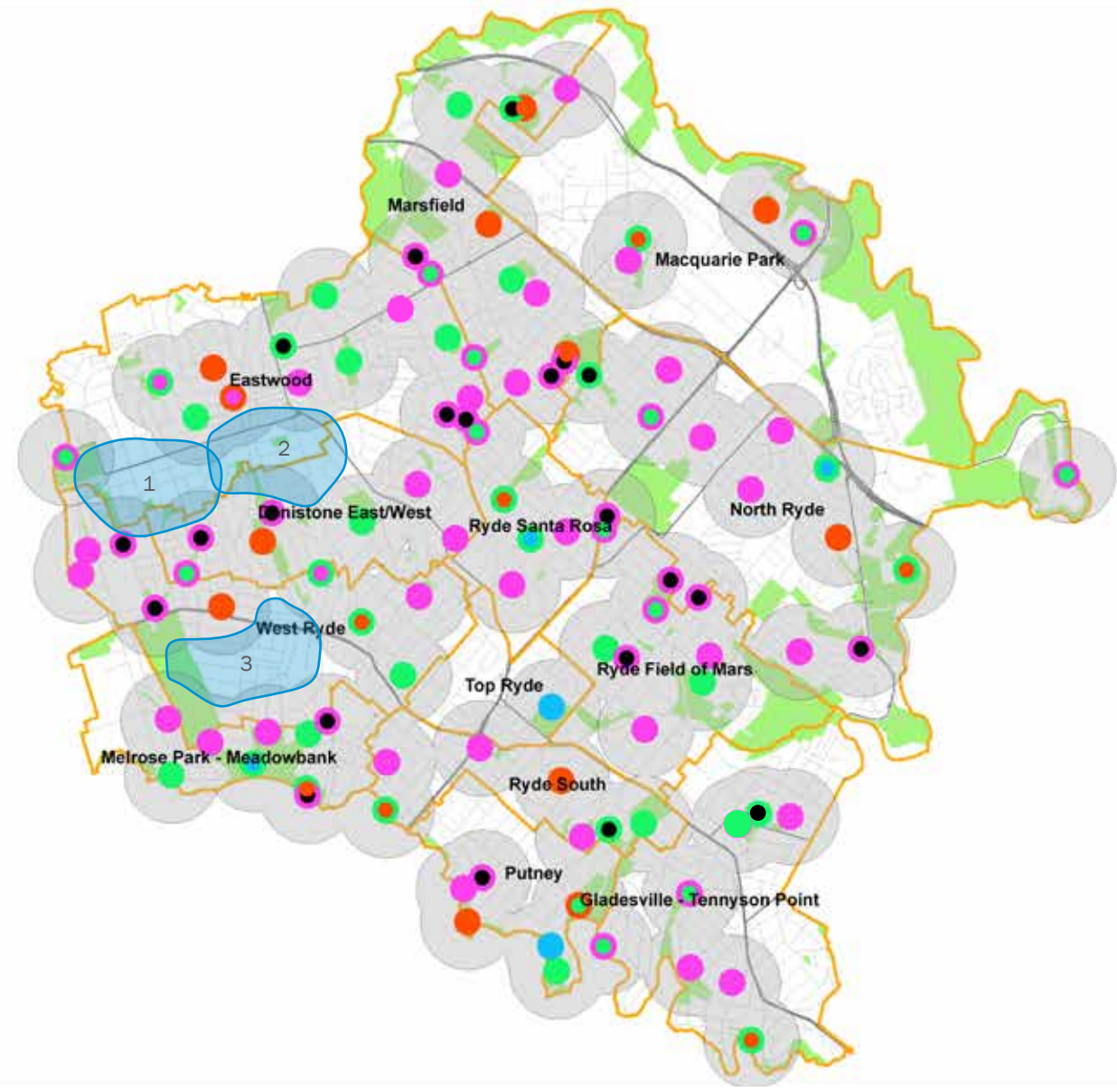
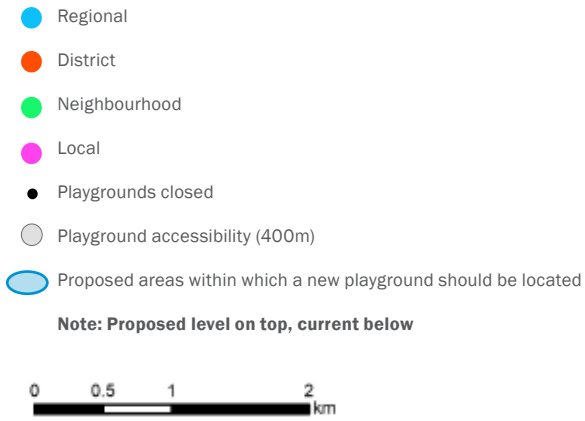


Figure-31. Recommended playground levels within the 400m walking catchment

Figures 32, 33, 34 and 35 illustrate the distribution of recommended playgrounds throughout the City sorted by proposed level. A regional playground was recommended for the western edge of the City to increase the coverage of the City within the 2 km catchment of this level of playground. New local playgrounds were recommended for three areas in the west of the City to address the lack of play within a walkable distance (the 400 m walkability catchment) in this area.

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



Figure-32. Proposed Regional playground distribution (2km buffer)

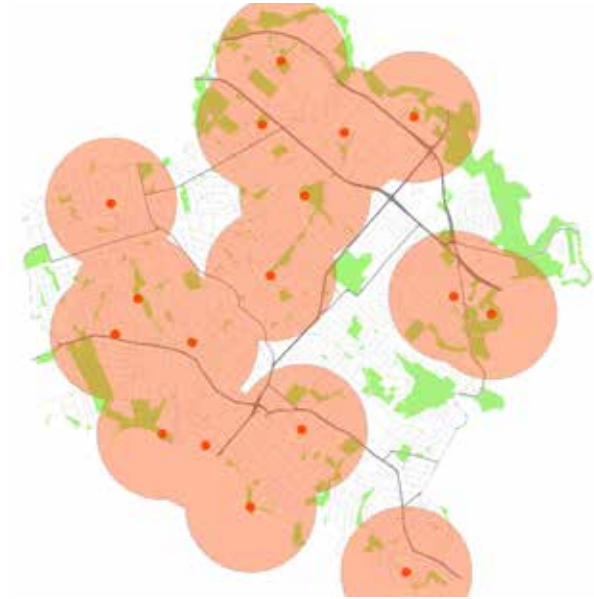


Figure-33. Proposed District playground distribution (1km buffer)

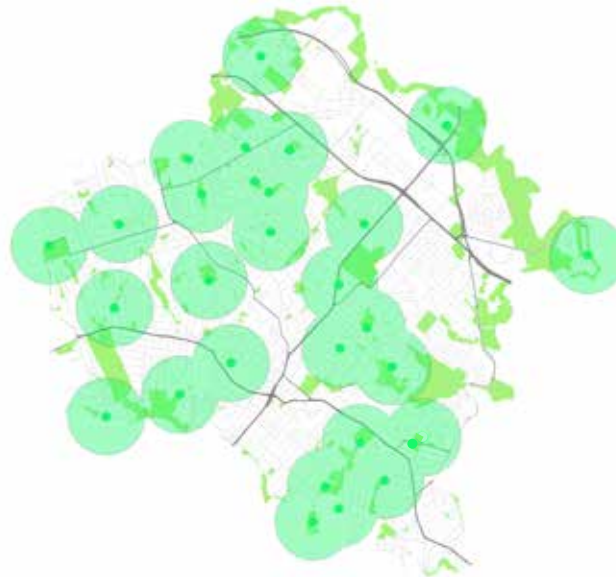


Figure-34. Proposed Neighbourhood playground distribution (600m buffer)



Figure-35. Proposed Local playground distribution (400m buffer)

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 36 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.

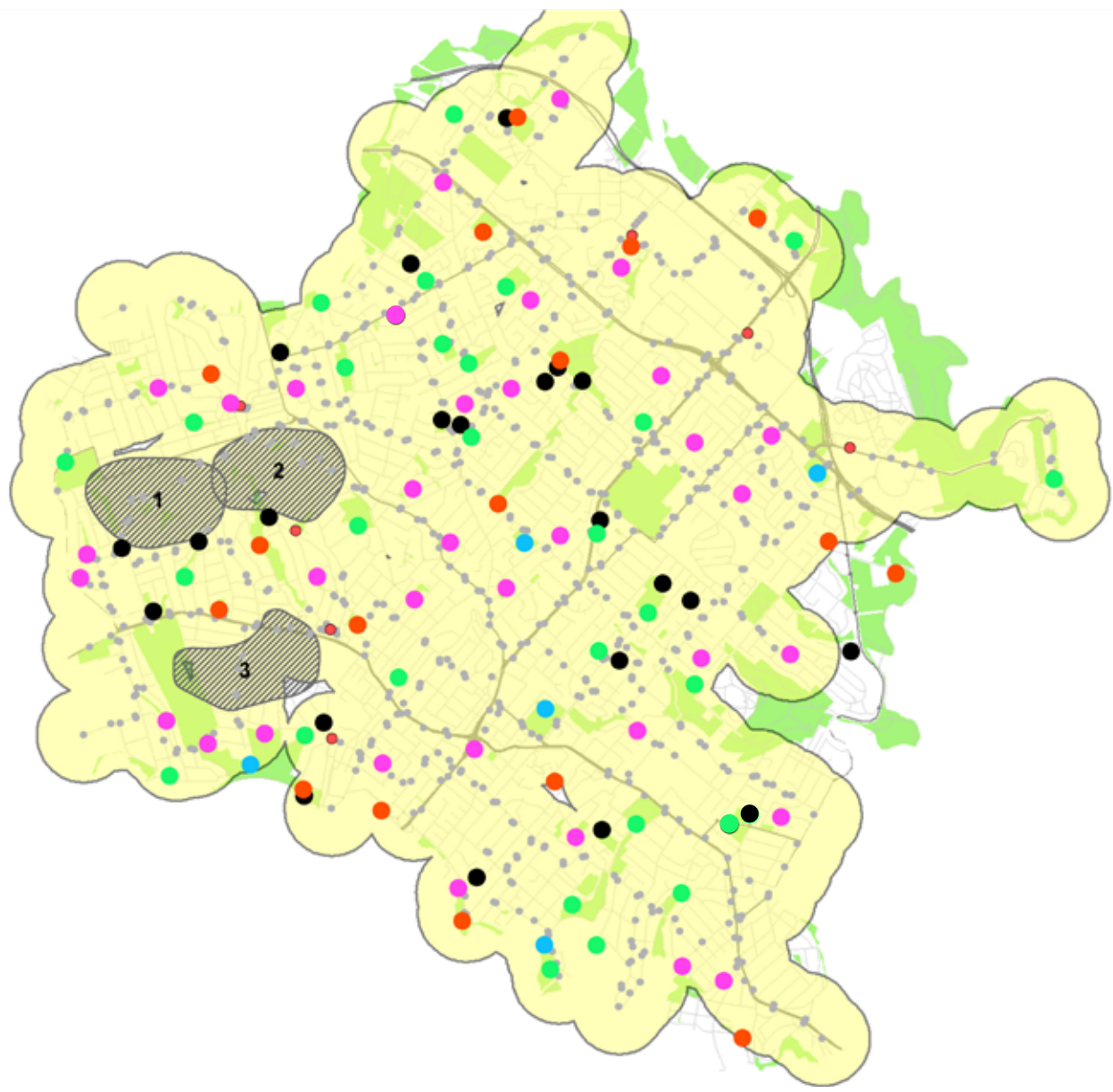
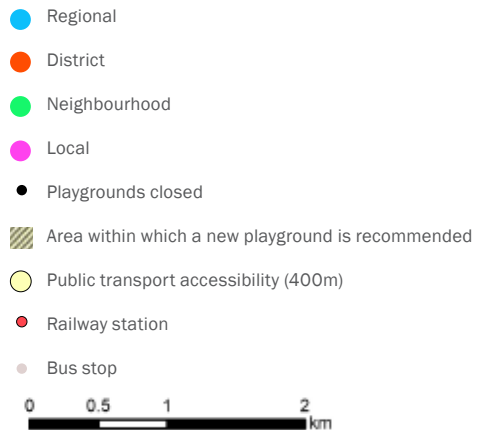


Figure-36. Recommended playground levels with access to public transport

4.2.2.4 Play provision for Young People

Playgrounds for Young People were few in the City. Key playgrounds have been identified to cater to Young People in places that are destinations which allow for passive surveillance and connection to a diversity of community groups and activities (refer Figure 37).

Provision for Young People could include obstacle courses, tree top adventures, large social play elements (e.g. 5 way swings and 360 degree swings), hang out spaces which are well lit and wi-fi provided. While social activities are valued, so are facilities where homework can be quietly and safely undertaken.

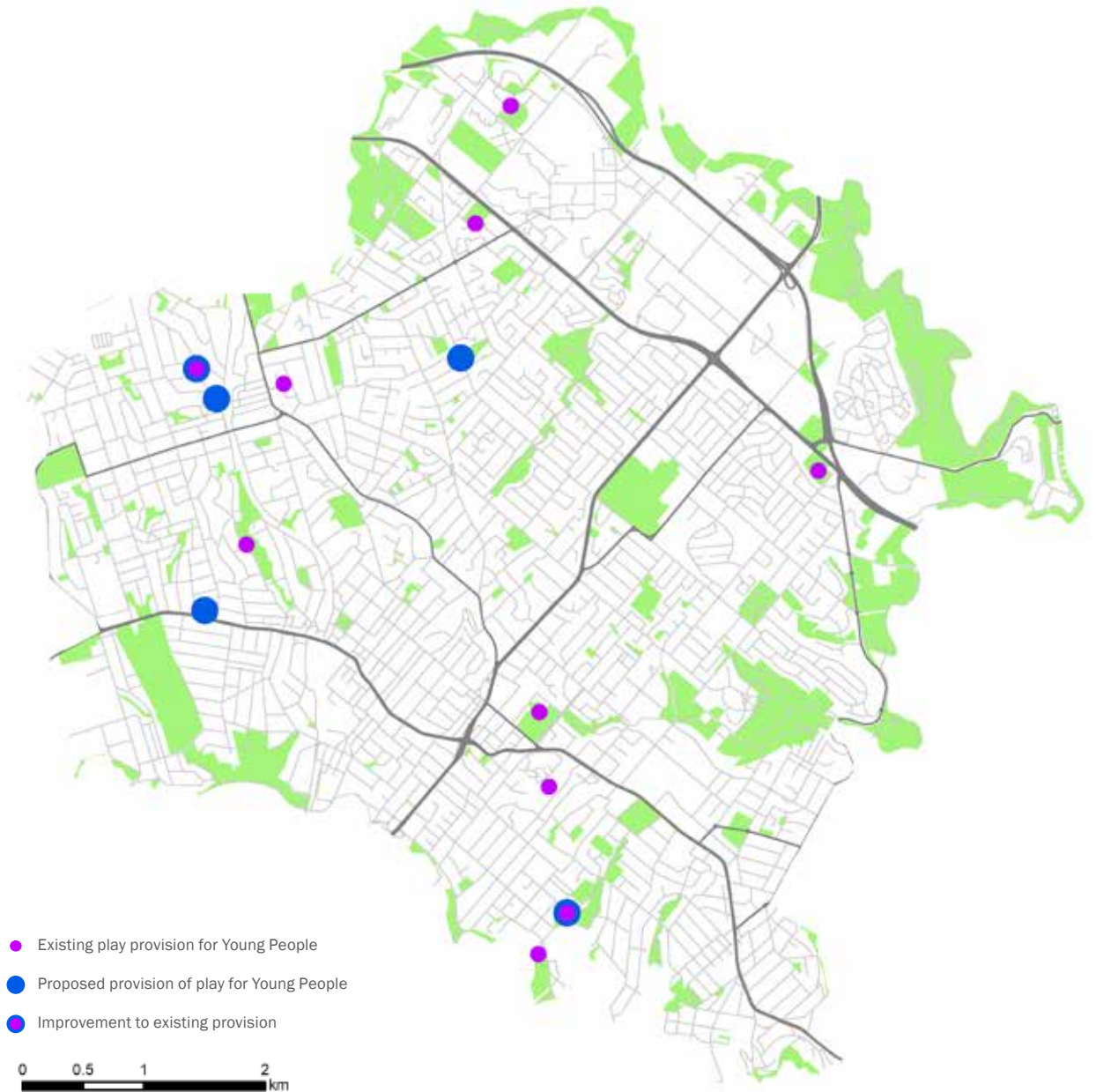


Figure-37. Proposed playgrounds for Young People

4.3 Design Framework

Regardless of age, children 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 to 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) not 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); and
- provide a best practice reference for the design of future playgrounds.

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.

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 30). The Design Framework further develops the characteristics shown in Figure 30 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
- Focus age group
- Approximate size
- Approximate number of children/hr..
- Play space experience (specifics)
- Play space facilities (support)
- Duration of stay
- Park type/level.

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.

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.

Key design considerations include:

- Separate play areas for younger and older children
- Integrate seating within or directly adjacent to playgrounds
- Vary edge (no square boxes)

- Design for inclusive play (both in terms of access to and use of playgrounds)
- Consider 'play circuits' between elements
- Sensitive landscape treatment
- Create a sense of enclosure
- Permeable layout in terms of entry and circulation.

4.3.4 Gender play experience guidelines

It is important to consider gender preferences in planning spaces particularly for Young People. 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

Consultation revealed that the availability of age appropriate play equipment was the highest priority for all children. Playgrounds should engage children and be designed according to developmental stages which 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 network
- Picnic and bbq facilities with enough tables, seating and shelter from rain and sun
- Personal safety in terms of assault prevention (e.g. lighting) and injury management (e.g. first aid kits)
- Management of garbage removal and graffiti
- Sport facilities for ball games – especially basketball
- Natural features such as trees, bush, plants, water features

- Equipment and pathways in areas designated for exercise, walking and cycling
- Opportunities for community interaction at public events, (e.g. movies in the park and communal activities such as vegetable gardens).

The age of playground carers (parents/grandparents) should also be considered when designing playground facilities. Inter-generational playgrounds (senior people) have not been considered within this study.

“You can discover more about a person in an hour of play than in a year of conversation”

- Plato

4.3.6 Playground Design Frameworks



4.3.6.1 Regional Playground Design Framework

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.

Focus age group: all ages (early + middle childhood + Young People)

Approximate size: 2500- 4500m²

Approximate number of children/hr.: 85-150

Approximate number of carers/hr.: 30-50

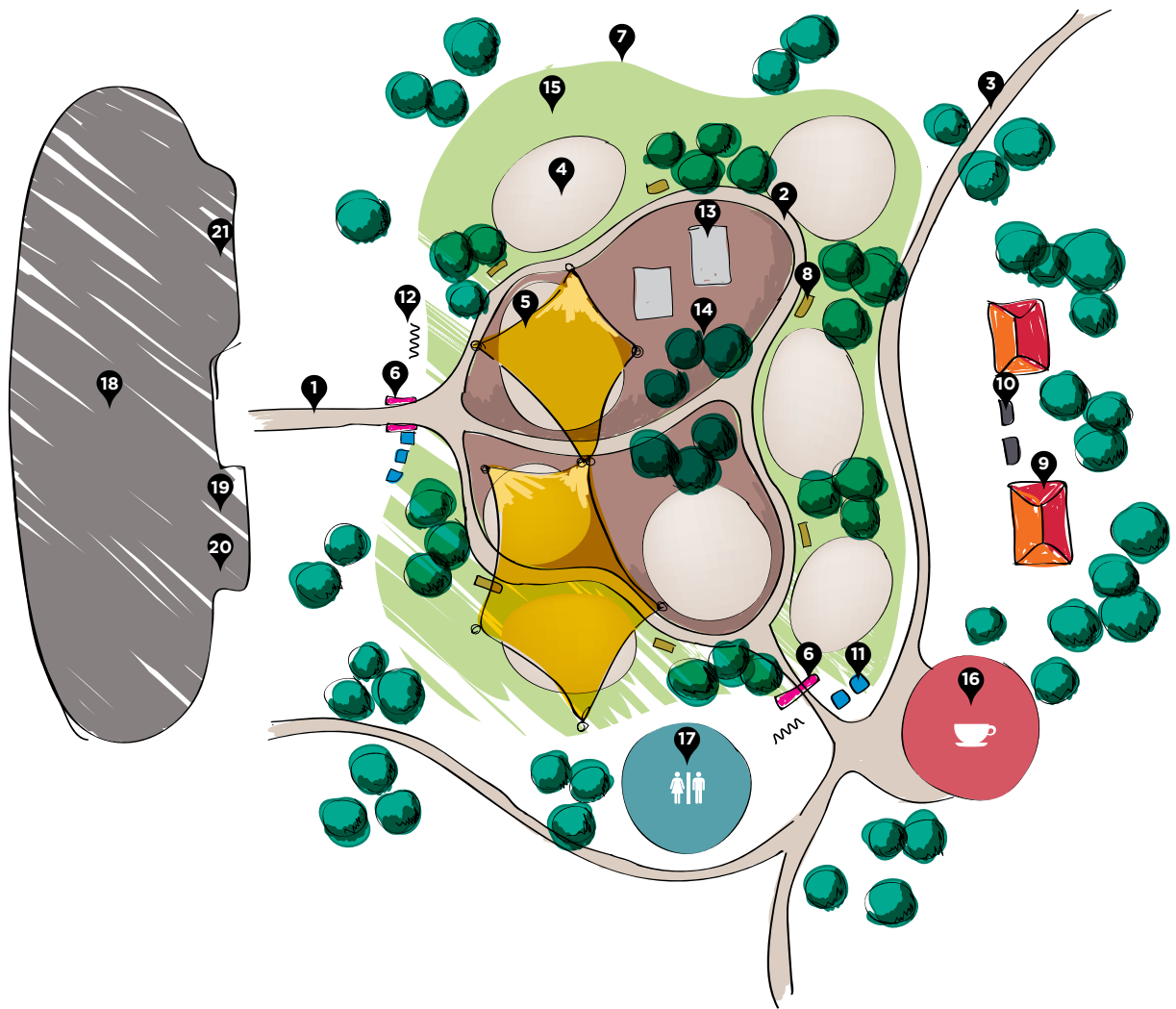
Approximate time spent: day

Key design considerations:

- Playground would ideally be positioned beside a pedestrian/bike path on a well used route
- An accessible path to, around and through the playground should be provided
- A gateway / sense of welcome to the playground should be provided
- A combination of safety surfacing may be used to provide interest and diversity in play experience
- The playground should be integrated into landscape setting
- Landscaping to create a natural feel, including changes in levels, should be utilised
- Shade sails and trees for shade should be incorporated into the playground design
- A series of 'play pods' may be designed to provide for all types of play and all ages
- The separation of areas for younger and older children may provide interesting and safe play opportunities
- The provision opportunities for group play and individual play is recommended
- Flexible, imaginative and original playgrounds should be designed (not just equipment)
- Playground and equipment should conform to Australian Standards
- Provision of gathering spaces/picnic shelters/BBQs within and adjacent to playground is recommended
- Provision of seating for parents and carers in the vicinity of the play equipment is required
- Provision of bike racks and bins in a convenient location at each access point is recommended
- Provision of car parking including accessible parking, minibus parking, and a bus bay is recommended
- Provision of toilet facilities and a cafe is recommended

City of Ryde's Regional Playgrounds:

Blenheim Park, Meadowbank Park, Putney Park (north), Ryde Park and Yamble Reserve.



Access

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

Play experience

- 4 Play pods

Shade

- 5 Shade sail (sandpits especially)

Edge and gateway

- 6 Gateway 'sense of welcome'
- 7 Edge defined (e.g. trees, planting)

Furniture

- 8 Seating
- 9 Picnic shelter
- 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
- 18 Car park
- 19 Accessible parking
- 20 Mini bus parking
- 21 Bus bay

Figure-38. 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.

Table 12. Design Framework for Regional Playgrounds

Destination Playgrounds	
Regional	
Playground Profile	
Age group	All ages
Number of children	85 to 150 or more
Number of carers	30 to 50
Approximate size	2550 to 4500m ²
Quantitative Criteria	
Playground Experience (Specifics)	
Play Experience	
1. Inclusive play	●●●
2. Dynamic play	
- Balance	●
- Climb	●
- Rocking	●
- Slide	●●●
- Swing	●●●
- Spin	●●●
3. Informal Imaginative play	●●●
4. Landscape/Nature play	●●●
5. Sensory play (5)	●●●
6. Water play *	●●●
7. Technology play **	●●
8. Kick about (open space)	●●●
9. Bike path	●●●
Access	
1. Path to playground*	●●●

Destination Playgrounds	
Regional	
2. Path around playground*	●●●
3. Stroller / Wheelchair parking	●●●
Edging to play surface**	Combination (as appropriate)
1. Boulders/stones	●●●
2. Timber	●●●
3. Concrete edge/path	●●●
Play surface	Choose all (as appropriate)
1. Mulch	●●●
2. Sand	●●●
3. Softfall	●●●
4. Artificial turf	
Enclosure	
1. Defined edge	●●●
2. Fence and gate***	NP
3. Open	NP
Shade	
1. Shade sail/(playground)	●●●
2. Tree canopy	●●●
Drainage	●●●

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.

Priority Rating

NP = No Provision

P = If Possible

● minimum provision

●● medium provision

●●● maximum provision

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

** Any designated all abilities playground to provide accessible parking

Destination Playgrounds
Regional

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

Destination Playgrounds
Regional

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

● minimum provision

●● medium provision

●●● maximum provision

*CPTED = Crime Prevention Through Environmental Design

4.3.6.2 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 (early + middle childhood + Young People)

Approximate size: 900-1950m²

Approximate number of children/hr.: 30-65

Approximate number of carers/hr.: 15-30

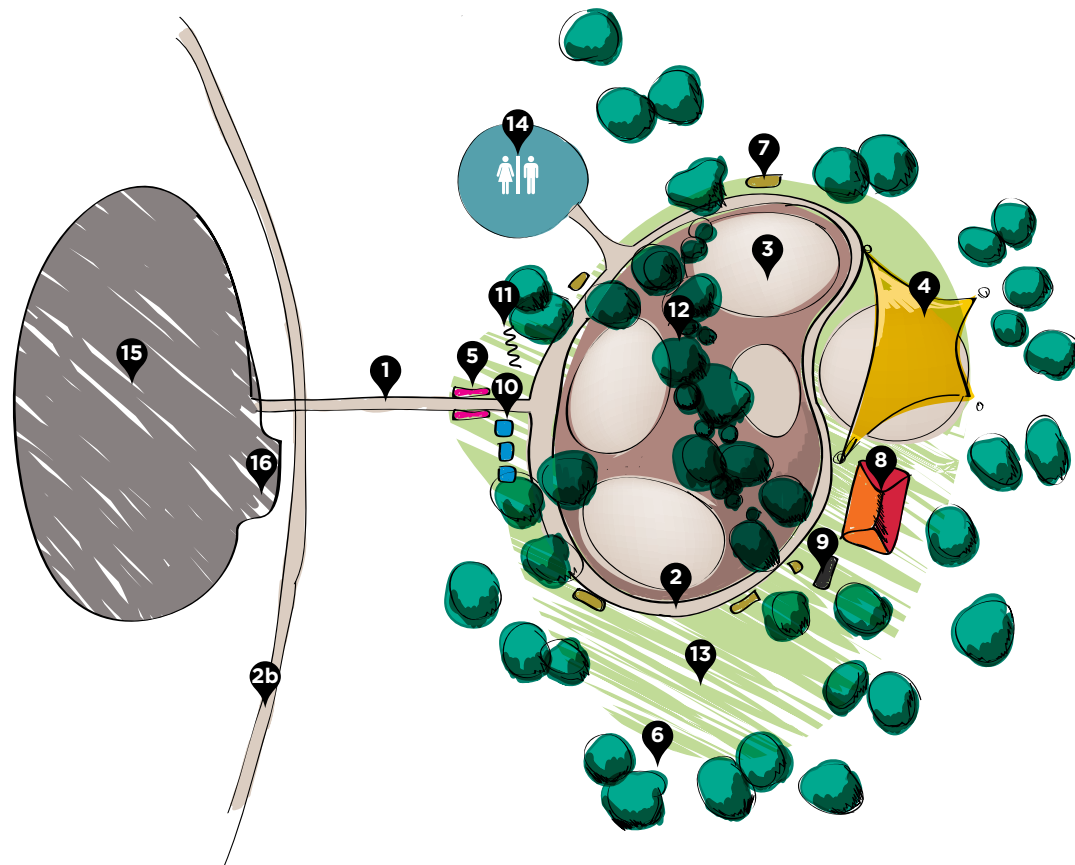
Approximate time spent: 2-4 hours

Key design considerations:

- Playground would ideally be positioned beside a pedestrian/bike path on a well used route
- An accessible path to, around and through the playground should be provided
- A gateway / sense of welcome to the playground should be provided
- A combination of at least two safety surfaces may be used to provide interest and diversity in play experience (e.g. playground mulch/rubber softfall)
- The playground should be integrated into landscape setting
- Landscaping to create a natural feel, including changes in levels, should be utilised
- Shade sails and trees for shade should be incorporated into the playground design
- A series of 'play pods' should be designed to provide for all types of play (inclusive/dynamic/landscape/sensory/informal/water/technology/kick about/bike loop) and for all ages
- The separation of areas for younger and older children may provide interesting and safe play opportunities
- The provision opportunities for group play and individual play is recommended
- Design flexible, imaginative and original playgrounds (not just equipment)
- Playground and equipment should conform to Australian standards
- Provision of gathering spaces and picnic shelters within curtilage of playground is recommended
- Provision of seating for parents and carers in the vicinity of the play equipment is required
- Provision of bike racks and bins in a convenient location at each access point is recommended
- Provision of car parking and toilets is recommended

City of Ryde's District Playgrounds:

Anderson Park, ANZAC Park, Banjo Patterson Park, Darvall Park, Eastwood Park, Elourea Reserve, ELS Hall Park, Fontenoy Park, Kissing Point Park, Lardelli Park, Lions Park, Magdala Park, Memorial Park, North Ryde Park, Pioneer Park, Santa Rosa Park and Waterloo Park.



Access

- 1 Access path (concrete)
- 2 Bike loop/circuit path (concrete)
- 2b Regional bike path link

Play experience

- 3 Play pods

Shade

- 4 Shade sail (sandpits especially)

Edge and gateway

- 5 Gateway 'sense of welcome'
- 6 Edge defined (e.g. trees)

Furniture

- 7 Seating
- 8 Picnic shelter
- 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
- 15 Car park
- 16 Accessible parking

Figure-39. 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.

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. Inclusive play	●●
2. Dynamic play	
- Balance	●
- Climb	●
- Rocking	●
- Slide	●●
- Swing	●●
- Spin	●●
3. Informal Imaginative play	●●
4. Landscape/Nature play	●●●
5. Sensory play (5)	●●●
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. Stroller / Wheelchair parking	●●
Edging to play surface**	Combination (as appropriate)
1. Boulders/stones	●●●●
2. Timber	●●●●
3. Concrete edge/path	●●●●
Play surface	Choose two (as appropriate)
1. Mulch	●●
2. Sand	●●
3. Softfall	●●
4. Artificial turf	
Enclosure	
1. Defined edge	●
2. Fence and gate***	NP
3. Open	●
Shade	
1. Shade sail/(playground)	●●
2. Tree canopy	●●
Drainage	●●

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.

Priority Rating

NP = No Provision

P = If Possible

● minimum provision

●● medium provision

●●● maximum provision

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

** Any designated all abilities playground to provide accessible parking

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

Destination Playgrounds	
District	
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

● minimum provision

● ● medium provision

● ● ● maximum provision

*CPTED = Crime Prevention Through Environmental Design

4.3.6.3 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.

Focus age group: 0-12 (early + middle childhood) although not absolute

Approximate size: 240 – 750m²

Approximate number of children/hr.: 8-25

Approximate number of carers/hr.: 4-12

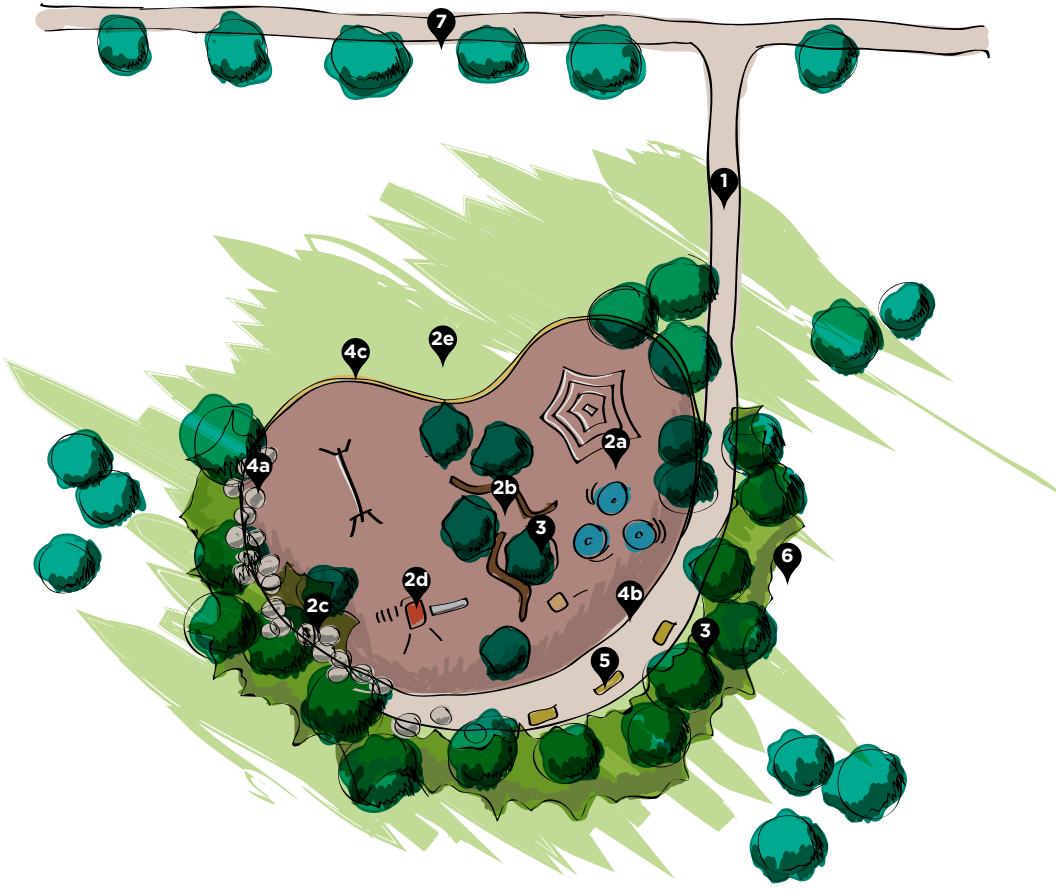
Approximate time spent: 1-2hrs

Key design considerations:

- An accessible path to the playground should be provided, as well as seating (2 min.) 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 safety surfacing (e.g. playground mulch or softfall) should be used
- 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
- 3-4 (min.) dynamic play elements should be incorporated
- Include landscape (e.g. boulders) and sensory play
- A grassy kick about space should be incorporated
- Flexible and imaginative playgrounds should be developed (not just equipment)
- Playground and equipment should conform to Australian Standards.

City of Ryde's Neighbourhood Playgrounds:

Brush Farm Park, Bryon Reserve, Charity Creek Cascades, Denistone Park, Dunbar Park, Forrester Park, Gannan Park, Glen Reserve, Granny Smith Memorial Park, Jim Walsh Park, Kotara Park, Lynelle Reserve, Melrose Park, Meadowbank Park, Midgee Reserve, Monash Park, Morrison Bay Park, Mulhall Reserve, Olympic Park, Peel Park, Pidding Park, Pndari Reserve, Putney Park (south), Tennyson Park, Tuckwell Park, Watts Park and West Denistone Park.



Access

- 1 Access path (concrete)

Play experience

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

Shade

- 3 Trees (adjacent and within)

Edge defined

- Option to vary -
- 4a Boulders
- 4b Path
- 4c Timber

NB: Ensure one side flush accessible

Furniture

- 5 Seating

Landscape

- 6 Integrated landscape

Safety

- 7 Passive surveillance

Figure-40. 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 - 750m ²
Quantitative Criteria	
Playground Experience (Specifics)	
Play Experience	
1. Inclusive play	●
2. Dynamic play	
– Balance	●
– Climb	●
– Rocking	●
– Slide	●
– Swing	●
– Spin	●
3. Informal Imaginative play	●
4. Landscape/Nature play	●●
5. Sensory play (5)	●●●●
6. Water play *	P
7. Technology play **	NP
8. Kick about (open space)	●
9. Bike path	P
Access	
1. Path to playground*	●●●

Everyday Playgrounds Neighbourhood	
2. Path around playground*	P
3. Stroller / Wheelchair parking	●
Edging to play surface**	Combination (as appropriate)
1. Boulders/stones	●●
2. Timber	●●
3. Concrete edge/path	●●
Play surface	Choose one (as appropriate)
1. Mulch	●
2. Sand	●
3. Softfall	●
4. Artificial turf	
Enclosure	
1. Defined edge	●
2. Fence and gate***	NP
3. Open	●
Shade	
1. Shade sail/(playground)	P
2. Tree canopy	●●
Drainage	●

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.

Priority Rating

NP = No Provision

P = If Possible

● minimum provision

●● medium provision

●●● maximum provision

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

** Any designated all abilities playground to provide accessible parking

Everyday Playgrounds Neighbourhood	
Playground Facilities (Support)	
Furniture	
1. Seat (backed + armrest)	●
2. Picnic table	●
3. Platform seat	NP
4. Bin (trash + recycle)	●
5. Bubbler	P
6. BBQ	P
7. Lighting	NP
8. Bike rack*	P
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	
General Experience	
1. Appeal	●●●

Everyday Playgrounds Neighbourhood	
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

● minimum provision

●● medium provision

●●● maximum provision

*CPTED = Crime Prevention Through Environmental Design

4.3.6.4 Local playground Design Framework

Type: Everyday

Level 4: Local

Definition: A small play area within easy walking distance (400m) 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

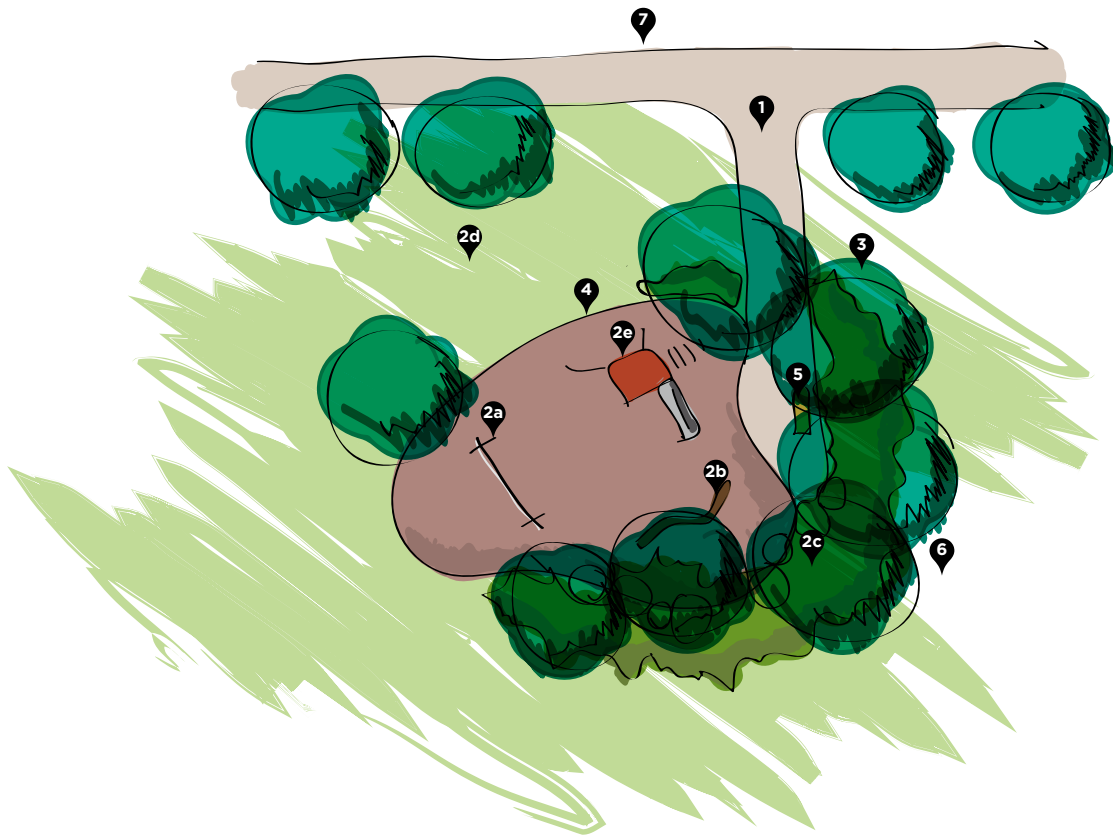
Approximate time spent: 1hr

Key design considerations:

- Provide an access path to the playground should be provided, as well as a seat (min.) 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 safety surfacing (e.g. playground mulch or softfall) should be used
- 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.) (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)
- Playground and equipment should conform to Australian Standards.

City of Ryde's Local Playgrounds:

Adventure Park, Ann Thorn Park, Australia II Park, Beatie Park, Bell Park, Bennelong Park, Blamey Park, Boyla Reserve, Braemar Park, Carara Reserve, Community Park, Eastwood Park (lower), Girraween Reserve, Glades Bay Park, Halcyon Park, Heatley Reserve, Henri Dunant Reserve, Holt Park, Jennifer Park, John Miller Park, Jordan Park, Kathleen Reserve, Marjorie Park, Meadowbank Park (Consitution Road and Andrew Street), Mirian Park, Morshead Park, Parry Park, Quandong Reserve, Stewart Park, Talavera Reserve, Wandoo Reserve and Wendy Park.



Access

- 1 Access path (concrete)

Play experience

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

Shade

- 3 Trees (adjacent and within)

Edge

- 4 Defined edge
NB: Ensure one side flush accessible

Furniture

- 5 Seating

Landscape

- 6 Park integration

Safety

- 7 Passive surveillance

Figure-41. 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	
Age group	0-5
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. Inclusive play	●
2. Dynamic play	
- Balance	●
- Climb	P
- Rocking	●
- Slide	●
- 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*	●●●

Everyday Playgrounds	
Local	
2. Path around playground*	NP
3. Stroller / Wheelchair parking	●
Edging to play surface**	Combination (as appropriate)
1. Boulders/stones	●●
2. Timber	●●
3. Concrete edge/path	●●
Play surface	Choose one (as appropriate)
1. Mulch	●
2. Sand	●
3. Softfall	●
4. Artificial turf	
Enclosure	
1. Defined edge	●
2. Fence and gate***	NP
3. Open	●
Shade	
1. Shade sail/(playground)	NP
2. Tree canopy	●●
Drainage	●

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.

Priority Rating

NP = No Provision

P = If Possible

● minimum provision

●● medium provision

●●● maximum provision

*Waterplay could include: water rills / taps / splash pads

** Technology Play could include: electronic facilities / QR codes

Everyday Playgrounds	
Local	
Playground Facilities (Support)	
Furniture	
1. Seat (backed + armrest)	●
2. Picnic table	P
3. Platform seat	NP
4. Bin (trash + recycle)	●
5. Bubbler	NP
6. BBQ	NP
7. Lighting	NP
8. Bike rack*	P
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	
General Experience	

Everyday Playgrounds	
Local	
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	P

Priority Rating

NP = No Provision

P = If Possible

● minimum provision

●● medium provision

●●● maximum provision

*CPTED = Crime Prevention Through Environmental Design

4.4 Playground Matrix



4.4.1 Suburb collectors

The City comprises the following 16 suburbs:

1. Chatswood West (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 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 42) 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 42 shows the relationship between the Wards and the Suburb collectors.



Figure-42. 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
New	New playground positioned in a location where no playground currently exists.
Major upgrade (new)	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 upgrade	Major upgrade of playground, utilising existing playground structure and equipment.
Minor upgrade	Minor upgrade of the existing playground.
Removal	Closure of the playground.
No change	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**
 - 400 m 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. All playgrounds that are currently closed due to safety issues as determined by the Play Fix reports have been listed 'high' priority for upgrade or removal.

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. Removed playgrounds did 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.

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 Suburb collector recommendations

4.4.4.1 Denistone East and West

This Suburb collector is generally well serviced with a good range of playgrounds at differing levels. Darvall Park has a very successful playground within it (south playground), serving as a destination for people in the community. The northern playground in the park is less successful, with the catchment of users limited by the rail line that passes to the east of it. Opportunities to redevelop playgrounds in West Denistone (consolidating two existing playgrounds) and Community Park exist, with these locations being important to maintain walkability to play areas within the area.

A strip of land outside the 400m walkability catchment runs along the top of the suburb collector, it is recommended that this is addressed by the location of two new playgrounds in the future (refer Figure 44). Refer Table 17 for recommendations for parks in this suburb collector.



Figure-43. Key Plan showing Denistone East and West suburb collector (NTS)

Legend

- Regional playground
- District playground
- Neighbourhood playground

- Local playground
- Playground to be closed
- Proposed areas within which a new playground could be located
- 400m walkability catchment

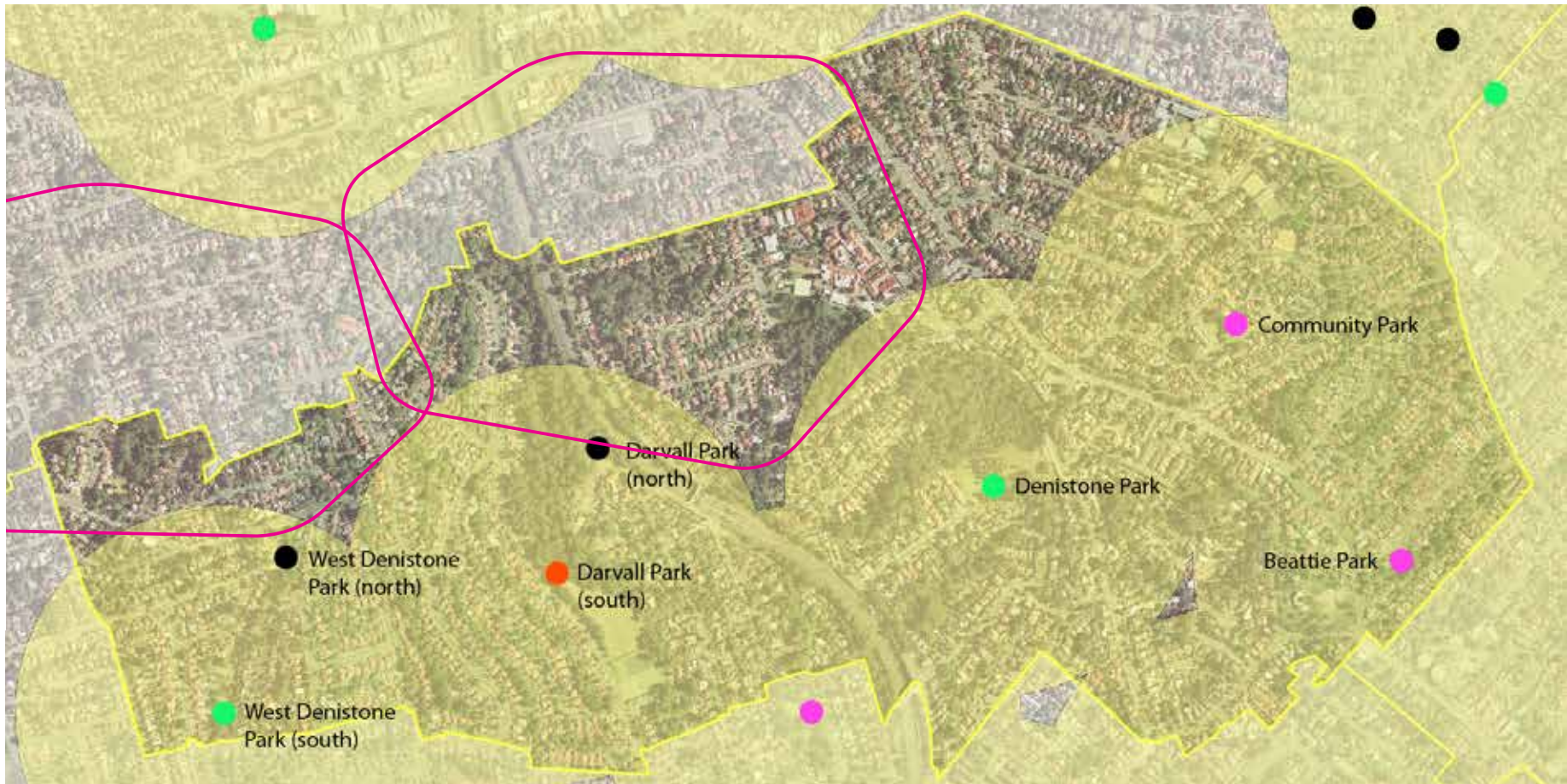


Figure-44. Recommended playground level throughout the Deniston East and West suburb collector



Table 17. Recommendations for playgrounds in Denistone East and West

Playground		Ward	Park Level	Recommended Level	Action	Comments	Priority
BEATTIE PARK		Central	Neighbourhood	Local	No Changes	-	-
COMMUNITY PARK		West	Local	Local	Major upgrade (new)	New play equipment, seating and shade, picnic tables for adults. Opportunity for a cafe or coffee cart in adjacent shops.	Medium
DARVALL PARK	North	West	District	-	Remove	Remove playground - position difficult to access.	Medium
	South	West	District	District	Minor upgrade	Install more seating and shelters (i.e. gathering spaces) adjacent to the playground for community groups who currently meet at the playground.	Medium
DENISTONE PARK		West	Neighbourhood	Neighbourhood	Minor upgrade	Install access path to playground, provision of landscape play and shade (e.g. trees). Opportunity for park upgrade with picnic facilities.	Low
WEST DENISTONE PARK	North	West	Neighbourhood	-	Remove	Consolidate two playgrounds within the park. Select new site for playground based on detailed site assessment. Redevelop playground within park, integrating playground into the landscape for better play experience. Include nature and landscape play.	Low
	South	West	Neighbourhood	Neighbourhood	Major upgrade (new)		Low
Total playgrounds							5
Total parks							24

4.4.4.2 Eastwood

Eastwood has areas of high density residential living, with high cultural diversity and lower income. These factors increase the importance of open space with opportunities for play within them. This suburb collector has many neighbourhood playgrounds but few local playgrounds, which is reasonable considering the need for playgrounds within the area to cater for the higher population.

The central portion of the Eastwood suburb collector is well serviced with parks, with only residences along the south and south-west of the suburb collector not within the 400 m walkability catchment of a park. Two areas along the southern boundary of the suburb collector are proposed areas within which a new playground should be located to service this requirement of walkable play (refer Figure 46).

Four playground closures are recommended:

- Moore Park playground due to the unsuitability of the park for play (flanked by busy roads);
- Acacia Park (Park in unsuitable location with limited access and surveillance); and
- Donovan Park (due to its close proximity to two other better playground locations).

Four playgrounds will be significantly upgraded to mitigate any loss of play provision to the community:

- Marjorie Park
- Granny Smith Memorial Park
- Lynelle Park
- Brush Farm Park

Refer Table 18 for recommendations for parks in this suburb collector.



Figure-45. Key Plan showing Eastwood suburb collector (NTS)

Legend

- Regional playground
- District playground
- Neighbourhood playground
- Local playground
- Playground to be closed
- Proposed areas within which a new playground could be located
- 400m walkability catchment

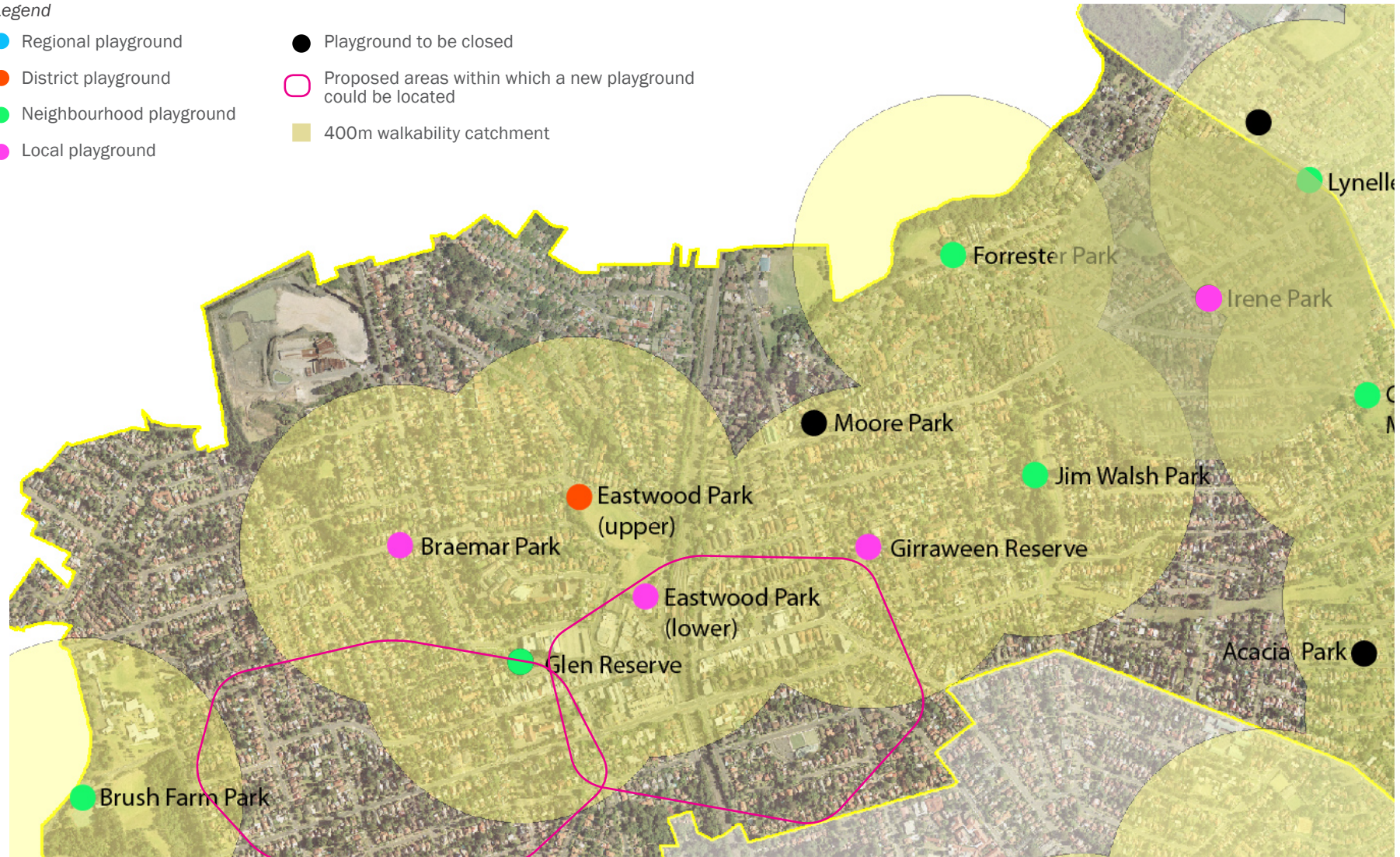


Figure-46. Recommended playground level throughout the Eastwood suburb collector



Table 18. Recommendations for playgrounds in Eastwood

Playground	Ward	Park level	Recommended level	Action	Comments	Priority	
ACACIA PARK	West	Local	-	Remove	Playground site is unsuitable due to surveillance issues. Remove this playground and update nearby playgrounds at Marjorie Park and Watts Park to offset any loss to the community.	Medium (couple closure with upgrade of Marjorie Park)	
BRAEMAR PARK	West	Local	Local	Minor upgrade	Integrate landscape / nature play.	Low	
BRUSH FARM PARK	West	District	Neighbourhood	Major upgrade (new)	Relocate and redesign new playground to support community facilities on site. Playground is inadequate in its existing state.	Medium	
DONOVAN RESERVE	West	Local	-	Remove	Community would be better served with the upgrade of nearby playgrounds at Marjorie Park and Watts Park at the expense of this playground.	Medium (couple this closure with upgrade of Watts Park)	
EASTWOOD PARK	Northern (upper) playground	West	District	District	Minor upgrade	Drainage issues due to recent storms - fix playground surfacing (this is not costed as it is a maintenance issue). Note: Provision of play for Young People (teens) could be provided in this park (e.g. wi-fi or temporary play provision) due to its location near train station and other destination drawcards.	Low
	Southern (lower) toddler playground	West	District	Local	Major upgrade	Expand playground to accommodate more users (playground is extremely well used).	Low

Playground	Ward	Park level	Recommended level	Action	Comments	Priority	
FORRESTER PARK	West	Neighbourhood	Neighbourhood	Minor upgrade	Provision of nature play and informal play opportunities. Fix drainage issues.	Low (update at same time as closure of Moore Park)	
GIRRAWEEEN RESERVE	West	Local	Local	Minor upgrade	Integrate play equipment to provide landscape play, provide safe play surface for play equipment.	High	
GLEN RESERVE	Northern playground	West	Neighbourhood	-	Remove	Remove this playground built hard up against a car park. Upgrade the playground on the opposite side of the canal (Glen Reserve - Southern Playground) to provide play for older children, currently provided for in this playground.	Low (couple closure with upgrade of Southern Playground)
	Southern playground	West	Neighbourhood	Neighbourhood	Major upgrade	Upgrade playground to accommodate play experience for older children that would have been accommodated for in the playground on the northern side of the canal.	Low (couple upgrade with closure of Northern Playground)
GRANNY SMITH MEMORIAL PARK	West	Neighbourhood	Neighbourhood	Major upgrade (new)	Redesign new playground to be sited within this park. New siting to be determined by detailed site assessment. Playground currently closed due to safety reasons.	High (couple upgrade with closure of Irene Park)	
IRENE PARK	West	Local	Local	Major Upgrade	Integrate play equipment to provide landscape play, provide safe play surface for play equipment	Medium	
JIM WALSH PARK	West	Neighbourhood	Neighbourhood	No Changes	New playground under construction at time of audit. Drainage issues had not been resolved, but have not been costed as this will fall under maintenance of playground.	-	

Playground	Ward	Park level	Recommended level	Action	Comments	Priority
LYNELLE PARK	West	Local	Neighbourhood	Major upgrade (new)	Upgrade playground as a new neighbourhood playground, integrating landscape and nature play into the playground.	Medium (couple upgrade with closure of Nunook Park)
MARJORIE PARK	West	Local	Local	Major upgrade (new)	Redesign new playground to be sited within this park. New siting to be determined by detailed site assessment. Playground currently closed due to safety issues.	Medium (couple upgrade with closure of Acacia Park)
MOORE PARK	West	Neighbourhood	-	Remove	Playground location is dangerous, being situated at the apex of two busy roads. Play equipment limited to small climbing piece with two broken pieces of equipment (swing set and swinger on hinge) nearby.	Low (Update Giraween park at the time of closure)
Total playground						12
Total parks						23

4.4.4.3 Gladesville / Tennyson Point

This is a small suburb collector of predominantly low density residential areas and a large waterfront edge. There are some areas in the north and east of the suburb collector that are not within the 400 m walkability catchment of a park, but these areas are flanked by larger District and neighbourhood play facilities, which should be large enough to cater for the higher numbers of people using them. As such, playgrounds within Banjo Patterson Reserve, Halcyon Park, Westminster Park and Peel Park are listed for Major upgrade to service these residential areas.

Refer Table 19 for recommendations for parks in this suburb collector.



Figure-47. Key Plan showing Gladesville / Tennyson Point suburb collector (NTS)

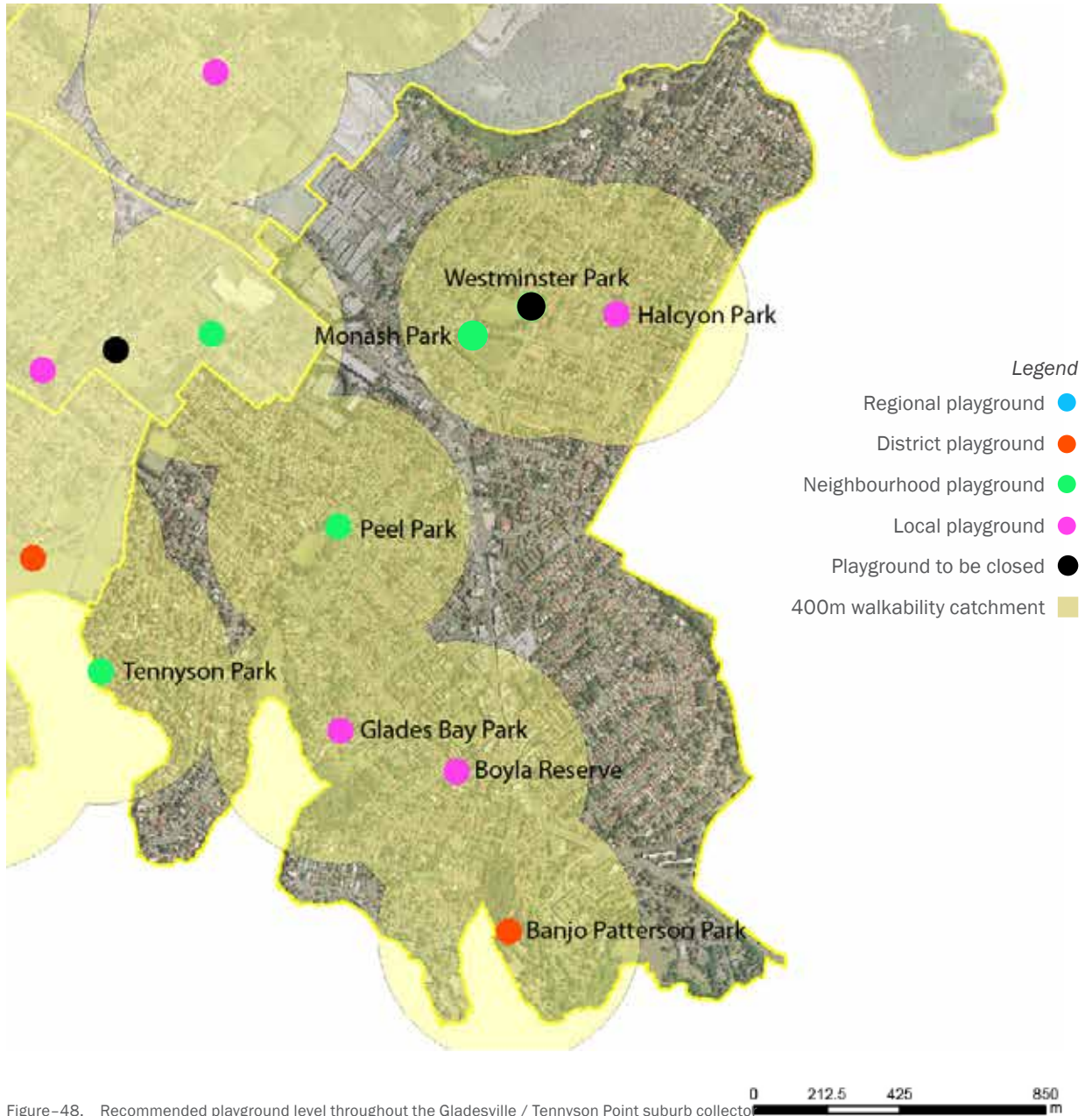


Figure-48. Recommended playground level throughout the Gladesville / Tennyson Point suburb collector

Table 19. Recommendations for playgrounds in Gladesville Tennyson Point

Playground	Ward	Park level	Recommended level	Action	Comments	Priority
BANJO PATERSON RESERVE	East	District	District	Major upgrade (new)	Equipment is old and vandalised. Relocate to a position with better surveillance. Great opportunity park due to its heritage significance and destination value.	High
BOYLA RESERVE	East	Local	Local	Minor upgrade	Install access path to playground and provide landscape play.	Low
GLADES BAY PARK	East	District	Local	Minor upgrade	Install seating next to equipment, access path to playground, and provide landscape play.	Low
HALCYON PARK	East	Local	Local	Major upgrade (new)	Install new equipment, seating overlooking it and shade.	Medium
MONASH PARK	East	District	Neighbourhood	Major upgrade (new)	Consolidate playgrounds in Westminster and Monash Park, with the final destination of the playground to be determined by detailed site assessment. Playground can be located in either park.	High (couple this upgrade with closure of Westminster Park playground)
PEEL PARK	East	Regional	Neighbourhood	Major upgrade (new)	Move away from the road and closer to the sporting field (playground relocation to be determined by detailed site assessment). Install new play equipment, shading and seating.	Low
TENNYSON PARK	East	Neighbourhood	Neighbourhood	Minor upgrade	Install seating, shade and integration of landscape play.	Low
WESTMINSTER PARK	East	District	-	Remove	Playground site is unsuitable due to topography and location in relation to sporting facilities. Remove this playground and update nearby playground at Westminster Park to offset any loss to the community.	High (couple closure with upgrade of Monash Park)
Total playgrounds						7
Total parks						18

4.4.4.4 Macquarie Park

Macquarie Park is predominately made up of a business park and university campus with disconnected high density residential areas. Parks are situated around the edge of the suburb collector and are in need of upgrade to cater for future medium and high density population growth around the business park.

Two playgrounds service the north eastern edge of the suburb collector, situated in Tuckwell Park and Fontenoy Park. Fontenoy Park playground has been recommended for a significant upgrade to provide landscape play and shade amenity at a District park level, and Tuckwell Park playground downgraded in level to accommodate to Neighbourhood level for the added expense and maintenance of Fontenoy Park playground.

Elouera Park playground has been recommended for significant upgrade (with play provision provided at a District level) due to its central location near a train station.

Refer Table 20 for recommendations for parks in this suburb collector.

Table 20. Recommendations for playgrounds in Macquarie Park

Playground	Ward	Park level	Recommended level	Action	Comments	Priority
ELOUERA PARK	Central	District	District	Major upgrade (new)	Redesign and build new playground to reflect recommended level of playground (changed from Neighbourhood to District due to high usage and location near a train station).	Medium
FONTENOY PARK	Central	District	District	Major upgrade	Formalise entry path / steps from car park and road, landscape surrounds of playground to provide landscape play and a buffer between the playground and the road / car park. Plant trees in landscaped surrounds to provide shade for playground and seating. Fix broken seating in playground.	High
QUANDONG RESERVE	Central	Local	Local	Minor upgrade	Formalise path from road, update playground to provide landscape play, seating and safety surface under swings.	Medium
TALAVERA RESERVE	West	Local	Local	Minor upgrade	Provide seating for adult supervision around play equipment, landscape play, formalise entry from Talavera Road and provide path to playground.	Medium
TUCKWELL PARK	Central	District	Neighbourhood	Minor upgrade	Incorporate landscape play into playground and path from road.	Low
Total playgrounds						5
Total parks						12



Figure-49. Key Plan showing Macquarie Park suburb collector (NTS)

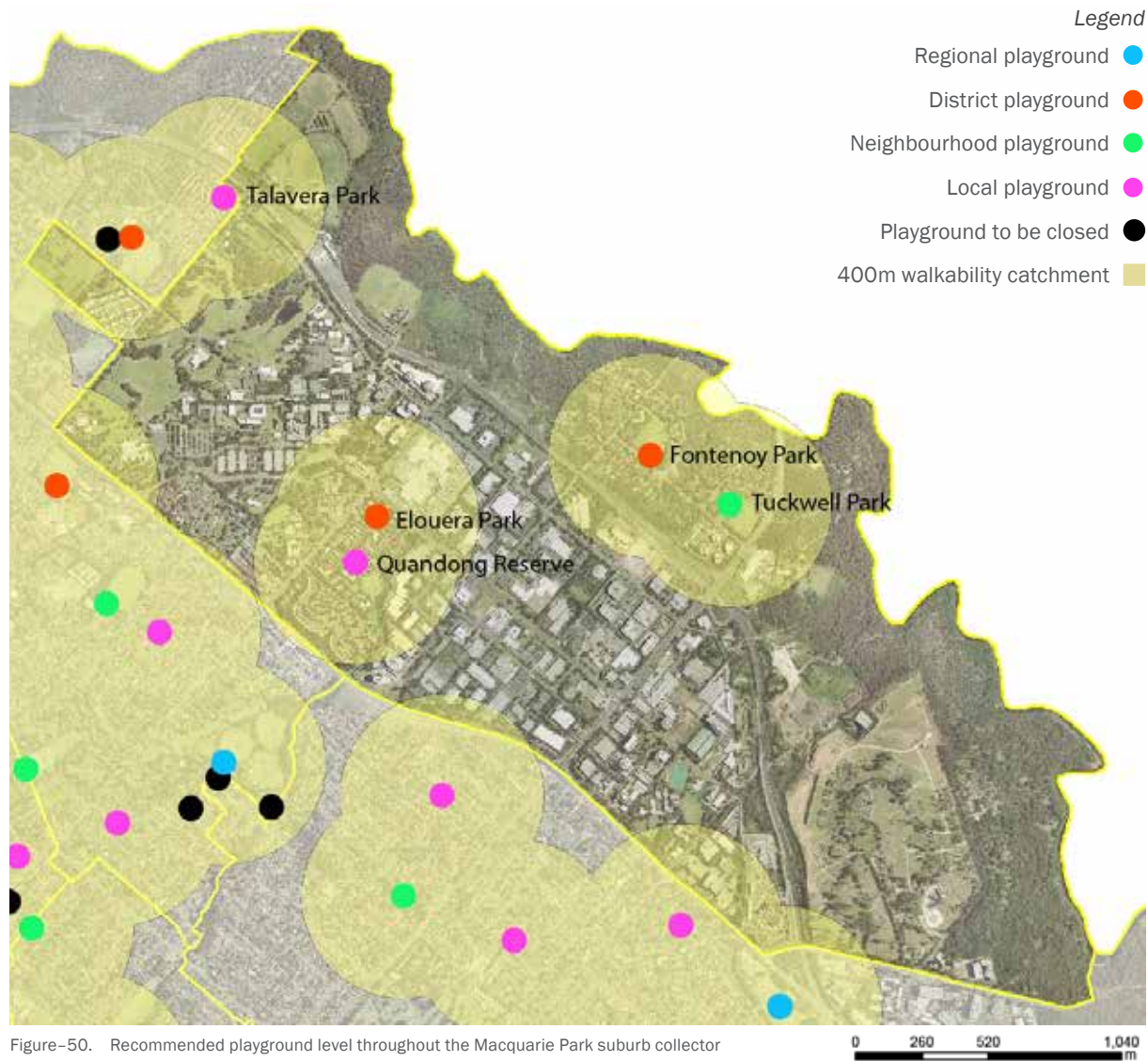


Figure-50. Recommended playground level throughout the Macquarie Park suburb collector

4.4.4.5 Marsfield

Marsfield is well serviced by playgrounds, with most of the area covered by the 400 m walkability catchment to a playground. Three playgrounds have been recommended for closure, based on provision of play at nearby locations to each park providing better facilities:

- Trafalgar Park sits adjacent to Waterloo park, and the latter is safer location for childrens play;
- Nunook Reserve (which has surveillance issues due to a grove of mature trees planted as part of an amnesty service) lies in close proximity to Lynelle Park, which provides better provision of play equipment; and
- Catherine Park, which lies close to ELS Hall Park, which has been recommended as a playground to have a major upgrade as a District play facility.

A masterplan of ELS Hall Park would be useful to consolidate the three existing playgrounds within the

park at present, providing a play experience at a District level.

Australia II Park has been closed due to unsafe equipment, but this park location has been identified as important due to its catchment of neighbourhood in the south eastern edge of the suburb collector, and is therefore recommended as the location of a new neighbourhood play facility.

Refer Table 21 for recommendations for parks in this suburb collector.



Figure-51. Key Plan showing Marsfield suburb collector (NTS)

Legend

- Regional playground
- District playground
- Neighbourhood playground
- Local playground
- Playground to be closed
- 400m walkability catchment

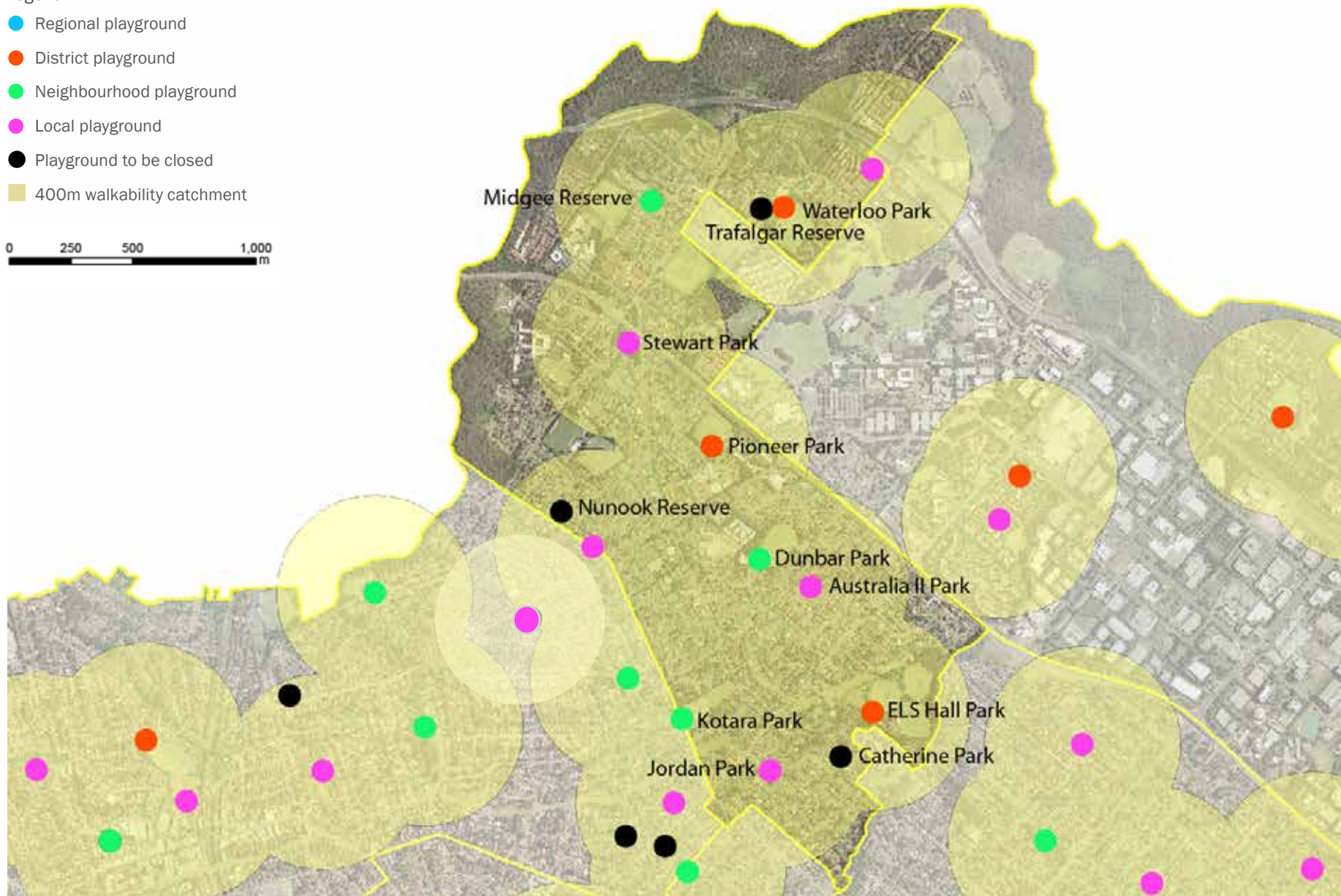
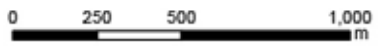


Figure-52. Recommended playground level throughout the Marsfield suburb collector

Table 21. Recommendations for playgrounds in Marsfield

Playground	Ward	Park Level	Recommended level	Action	Comments	Priority	
AUSTRALIA II PARK	West	Local	Local	Major upgrade (new)	Reinstate playground into park (existing playground has been closed down). Move playground to appropriate location within the park, pending detailed site assessment.	High	
CATHERINE PARK	Central	Local	-	Remove	Playground is within an unsuitable park (exposed and on corner). Remove playground and put funds into redeveloping playgrounds within ELS Hall and Jordan Parks, which are located nearby.	Low (couple closure with upgrade of ELS Hall and Jordan Park)	
DUNBAR PARK	West	District	Neighbourhood	Major upgrade (new)	New Neighbourhood playground recommended to provide safe play (currently no safety surface under a majority of the equipment). Playground contains a Liberty Swing, and therefore has provision for all abilities play. Access (concrete path) from Cherry Street to the playground should be provided.	High	
ELS HALL	Playground 1	Central	Regional	District	Major upgrade (new)	Consolidate existing playgrounds within the park to reflect District playground level. Opportunity to master plan the whole park and redevelop / relocate playgrounds in association with overall master plan design.	Medium
	Playground 2						
	Playground 3						
JORDAN PARK	Central	Local	Local	Major upgrade (new)	Rebuild new playground within park to accommodate community who would have used Catherine Park. This is a much more suitable space for a playground.	Medium (couple upgrade with the closure of Catherine Park)	
KOTARA PARK	West	District	Neighbourhood	Major upgrade (new)	Move playground to a more appropriate location within the park. Opportunity for provision of play for Young People to be incorporated.	Low	

Playground	Ward	Park Level	Recommended level	Action	Comments	Priority
MIDGEE RESERVE	West	Local	Neighbourhood	No change		-
NUNOOK RESERVE	West	Local	-	Remove	Playground not well placed between existing trees (planted by Amnesty International), surveillance from road not adequate.	Medium (couple closure with the upgrade of Lynelle Park playground)
PIONEER PARK	West	District	District	No change		-
STEWART PARK	West	Neighbourhood	Local	Minor upgrade	Landscape surrounding area within vicinity of playground to incorporate landscape play. 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
TRAFALGAR RESERVE	West	Local	-	Remove	Remove playground and update Waterloo Park playground (adjacent) to accommodate middle child play.	Low (couple closure with upgrade of Waterloo Park playground)
WATERLOO PARK	West	District	District	Major upgrade	Extend existing playground to accommodate play provision for middle children (currently being provided by nearby Trafalgar Reserve playground, which is recommended for removal).	Low (couple upgrade with closure of Trafalgar Park playground)
Total playgrounds						12
Total parks						22

4.4.4.6 Melrose Park / Meadowbank

Much of this suburb collector is not residential, but the areas of residential land are well covered by playgrounds. Memorial Park is an important park in a high density area of the suburb collector, and the upgrade of this playground is recommended to reflect the high population and well used nature of this park. It is recommended that the upgrade of the play facilities within the park consolidates the two existing playgrounds, as the lower playground is hard to access and has limited surveillance.

The upgrade of Meadowbank Park (Ross Smith Avenue) is important to mitigate the impact of the closure of the nearby Woolaway Reserve playground (to the north) in an adjacent suburb collector.

Refer Table 22 for recommendations for parks in this suburb collector.



Figure-53. Key Plan showing Melrose Park / Meadowbank suburb collector (NTS)

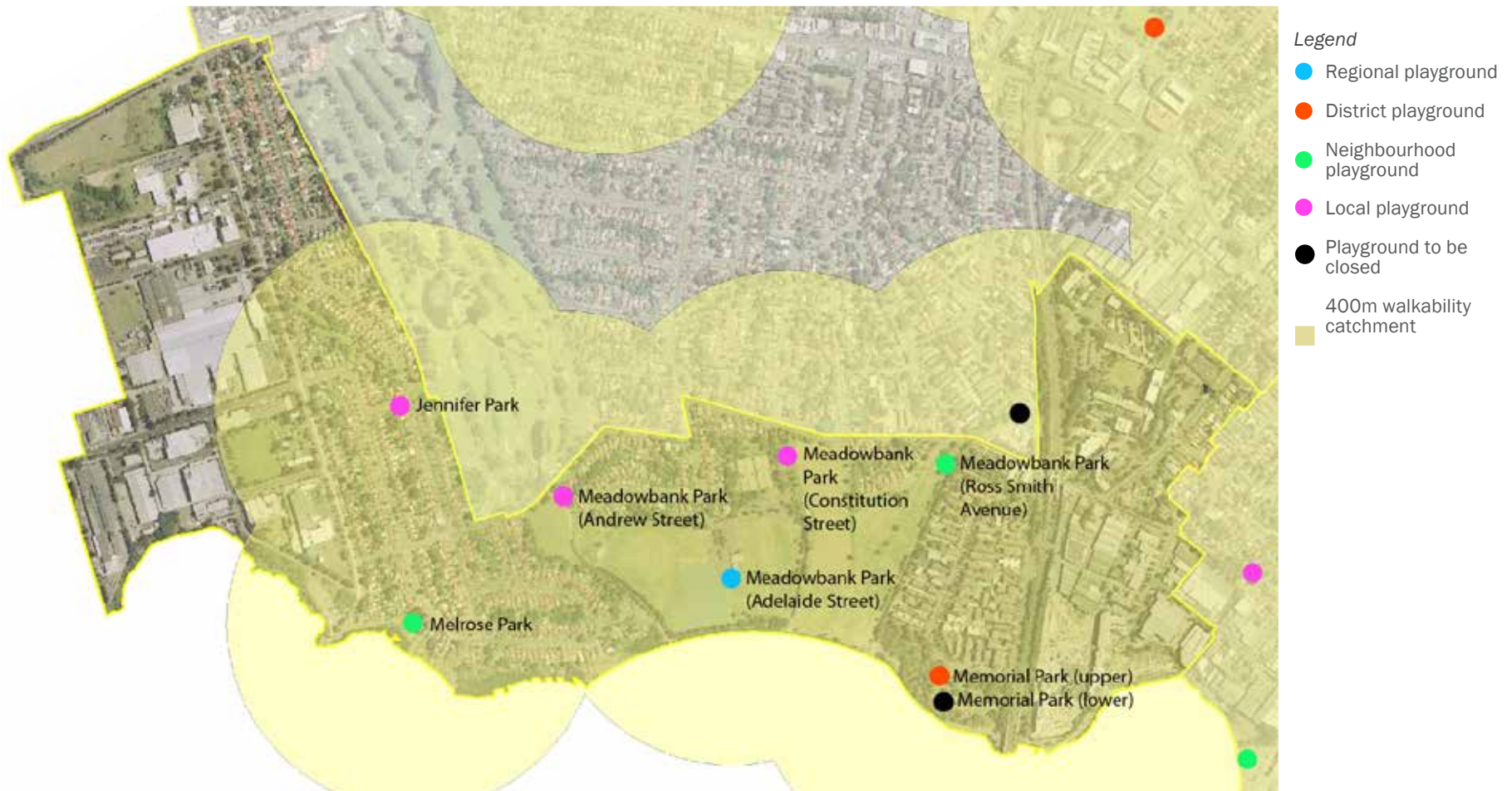


Figure-54. Recommended playground level throughout the Melrose Park / Meadowbank suburb collector



Table 22. Recommendations for playgrounds in Melrose Park / Meadowbank

Playground	Ward	Park Level	Recommended level	Action	Comments	Priority	
JENNIFER PARK	West	Local	Local	Major upgrade (new)	Install new play equipment, seating, and access.	Low	
MEADOWBANK PARK	Adelaide Street	West	Regional	Regional	Major upgrade (new)	Medium	
	Constitution Road	West	Regional	Local	Major upgrade (new)	Low	
	Ross Smith Avenue	West	Regional	Neighbourhood	Major upgrade (new)	New playgrounds to be built for each location according to the recent master plan prepared for Meadowbank Park. New playgrounds to include landscape and nature play and provide play for all ages throughout the park. High (upgrade of playground to be coupled with the closure of nearby Woolaway Reserve)	
	Andrew Street	West	Regional	Local	Major upgrade (new)	Low	
MELROSE PARK	West	Local	Neighbourhood	Major upgrade (new)	Install new play equipment, seating, and access. Playground level has been upgraded from Local to Neighbourhood based on new bike path (part of a greater cycle network) which runs through the park.	Medium	
MEMORIAL PARK	Upper playground	Central	Neighbourhood	District	Major upgrade (new)	Provide new playground which consolidates the two existing facilities, to be positioned within the park by detailed site assessment. Playground and park (bbq and picnic facilities) are well used by the community and require upgrade.	High (playgrounds consolidated at one time, coupling closure of lower playground with the upgrade of the upper one)
	Lower playground	Central	Neighbourhood	-	Remove	Lower playground is dangerous and lacks surveillance.	
Total playgrounds						6	
Total parks						8	

4.4.4.7 North Ryde

North Ryde is a large suburb collector with many parks. Most of the suburb collector is well serviced with a good amount of the residential areas covered within the 400 m walkability catchment to a park.

Five parks have been recommended for new playgrounds to be installed:

- Mulhall Park playground has been raised to a Neighbourhood level due to its isolated location;
- Magdala Park has opportunities for expansion as a District play facility;
- Holt Park ;
- Pindari Park; and
- Kathleen Park.

Playgrounds within Holt, Pindari and Kathleen parks are important for upgrade as they lie close to a number of parks which have been recommended for removal.

Three playgrounds in the suburb collector have been recommended for removal:

- Brereton Park playground due to its remote, unsafe location, and apparent lack of use by the community;
- Booral Park playground lies adjacent to the better equipped Byron Park (which has been recommended for significant upgrade); and
- McCauley Park playground, which lies within the same park as Gannan playground, which is a better location and has been recommended for significant upgrade.

Refer Table 23 for recommendations for parks in this suburb collector.



Figure-55. Key Plan showing North Ryde suburb collector (NTS)

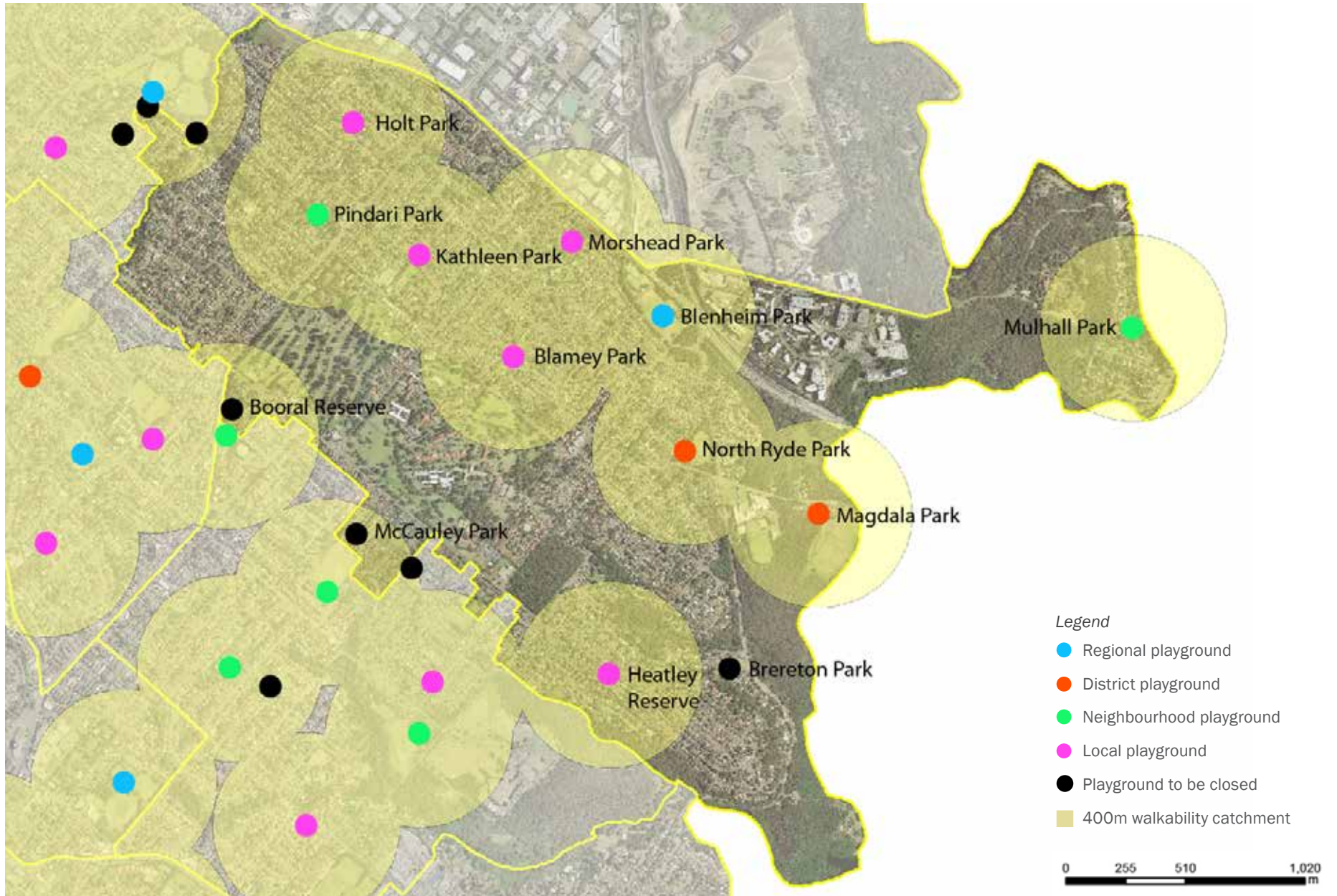


Figure-56. Recommended playground level throughout the North Ryde suburb collector

Table 23. Recommendations for playgrounds in North Ryde

Playground	Ward	Park Level	Recommended level	Action	Comments	Priority
BLAMEY PARK	East	Local	Local	Minor upgrade	Install provision of landscape play and an access path to playground.	Low
BLENHEIM PARK	Large			Minor upgrade	Provide lighting and seating to playground.	Low
	Nature play	East	Regional	Regional	No Changes	-
	Side			No Changes		-
BOORAL RESERVE	Central	Local	-	Remove	Relocate playground as recommended by a detailed site assessment when this playground comes up for redevelopment.	Low (couple closure with upgrade of Byron Park playground)
BRERETON PARK	East	Neighbourhood	-	Remove	Playground is within an unsuitable park (only accessible from two steep access paths from two minor roadways) and is clearly not used at present. No safety surface underneath the equipment.	High
HEATLEY RESERVE	East	Local	Local	No Changes		-
HOLT PARK	Central	Local	Local	Major upgrade (new)	Install new equipment and seat as unsafe equipment has been removed and there are no other local playgrounds for the residents.	High
KATHLEEN RESERVE	East	Local	Local	Major upgrade (new)	Install new equipment, landscaping and seating.	Low
MAGDALA PARK	East	Regional	District	Major upgrade (new)	Opportunity for expansion of playground to reflect District Level. Relocate playground to an appropriate location within the park with a better outlook (subject to detailed site assessment).	Low

Playground	Ward	Park Level	Recommended level	Action	Comments	Priority
McCAULEY PARK	East	Local	-	Remove	Playground situated in the same park as Gannan, but in a less appropriate location (close to road and on a slope). Remove this playground and update facilities at Gannan Park.	High (couple closure with the upgrade of Gannan Park playground)
MORSHEAD PARK	East	Local	Local	Minor upgrade	Install access path to playground and provide opportunities for landscape play.	Low
MULHALL PARK	East	Local	Neighbourhood	Major upgrade (new)	Provide new playground (which reflects upgrade of playground from Local to Neighbourhood) due to the remote location and lack of play facilities surrounding the park.	Medium
NORTH RYDE PARK	East	District	District	Minor upgrade	Remove two dead trees adjacent to the playground (safety issue).	High
PINDARI PARK	Central	Local	Neighbourhood	Major upgrade (new)	Provide new neighbourhood playground with integrated landscape (for landscape and nature play). Provision of play in the area surrounding the park is low, especially to the south-west of the park.	Low
Total playgrounds						13
Total parks						30

4.4.4.8 Putney

Putney is a waterside suburb collector, which has a number of new and well loved parks. Putney Park north provides the opportunity of water play within a Regional Park setting, while Kissing Point Park provides play in a smaller facility which is well integrated into the landscape (facilitating landscape play).

An opportunity for the provision of play for Young People (teens) exists within Morrison Bay Park, where the playground is located adjacent to an exercise circuit. The addition of appropriate equipment (e.g. group seating or a five-way swing) may increase the appeal of this play facility to this age group.

Refer Table 24 for recommendations for parks in this suburb collector.



Figure-57. Key Plan showing the Putney suburb collector (NTS)

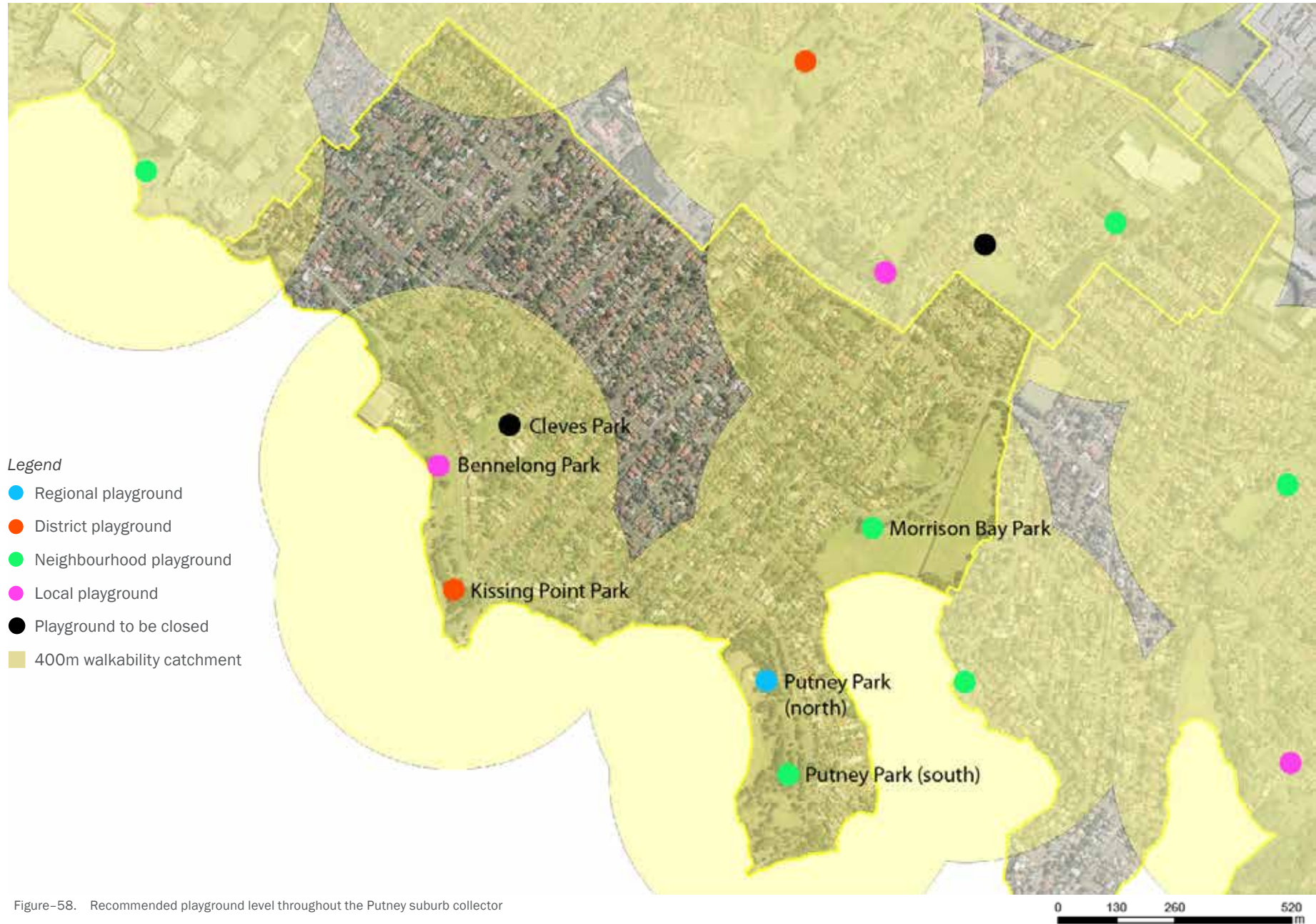


Figure-58. Recommended playground level throughout the Putney suburb collector

Table 24. Recommendations for playgrounds in Putney

Playground	Ward	Park level	Recommended level	Action	Comments	Priority	
BENNELONG PARK	East	Local	Local	Minor upgrade	Fix swings (locked together at time of audit). Provide one more piece of equipment (and safety surfacing) as at present playground is small for a local facility.	Low	
CLEVES PARK	East	Neighbourhood	-	Remove	Playground is very close to Kissing Point Park playground, which is a new, well designed playground catering for kids of all ages. Playground does not at present appear to be heavily used.	Low	
KISSING POINT PARK	East	District	District	No Changes		-	
MORRISON BAY PARK	East	District	Neighbourhood	Minor upgrade	Install landscaping to provide landscape play, seating and a path to the playground from the road. Install piece of play equipment for Young People, as the playground currently offers exercise equipment, which would be a draw card for use.	Low	
PUTNEY PARK	South	East	Regional	Neighbourhood	Minor upgrade	Install safety surface under slide. Provide seating and integrate playground into landscape (provision of landscape play).	High
	North	East	Regional	Regional	No change	Note: Plan of Management shows that this playground is due to be extended.	Low
Total playgrounds						6	
Total parks						9	

4.4.4.9 Ryde / Field of Mars

Field of Mars is a large suburb collector with a good scattering of local and neighbourhood playgrounds, creating good walkability to a playgrounds within the area.

Two playgrounds are recommended for closure:

- Nerang Park playground, as it is in an inappropriate location within the park, and the area is serviced by the larger Gannan Park playground (which is recommended for significant upgrade); and
- Bidgee Park playground, which lies within an inappropriate park flanked by roads, and nearby to the larger and newly upgraded Brigade Park playground.

New playgrounds are recommended for the following parks:

- Byron Park;
- Gannan Park; and
- Hardy Park.

Refer Table 25 for recommendations for parks in this suburb collector.



Figure-59. Key Plan showing the Ryde / Field of Mars suburb collector (NTS)

Legend

- Regional playground
- District playground
- Neighbourhood playground
- Local playground
- Playground to be closed
- 400m walkability catchment

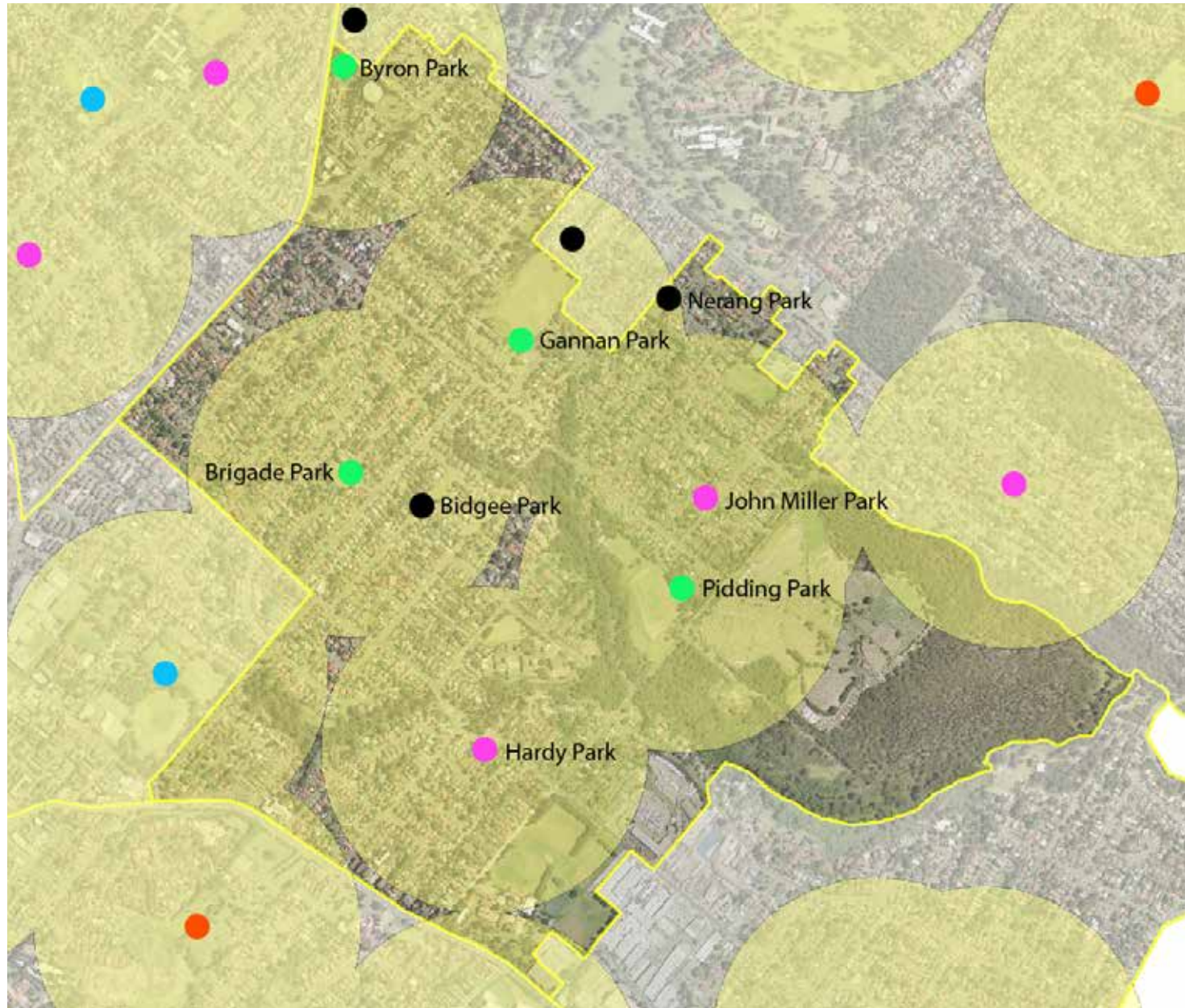


Figure-60. Recommended playground level throughout the Ryde / Field of Mars suburb collector



Table 25. Recommendations for playgrounds in Ryde Field of Mars

Playground	Ward	Park level	Recommended level	Action	Comments	Priority
BIDGEE PARK	Central	Local	-	Remove	Remove playground - currently situated in an exposed, treeless park flanked on all sides by roads. Brigade Park playground is situated less than 200 m north-west of Bidgee Park.	Medium
BRIGADE PARK	Central	Local	Neighbourhood	No Changes		-
BYRON PARK	East	Local	Neighbourhood	Major upgrade (new)	Major upgrade of play equipment, landscaping and edging required, install shade.	Low
GANNAN PARK	East	District	Neighbourhood	Major upgrade (new)	New Neighbourhood playground is recommended for this park, incorporating new equipment and landscape play. This playground will be upgraded at the expense of the closure of Nerang.	High (couple upgrade with closure of Nerang McCauley Park playgrounds)
HARDY PARK	East	Local	Local	Major upgrade (new)	Install new playground. Topography can provide an opportunity for differing play experience. A play facility is required in this area as it serves a large population that is otherwise limited in walkable play provision.	High
JOHN MILLER PARK	East	Local	Local	Minor upgrade	Install seating, path and landscaping adjacent to playground.	Medium
NERANG PARK	East	Local	-	Remove	Playground site is unsuitable due to surveillance issues. Remove playground and update nearby playground at Gannan Park to offset any loss to the community.	High (couple this closure with upgrade of Gannan Park)
PIDDING PARK	East	District	Neighbourhood	No Changes		-
Total playgrounds						8
Total parks						16

4.4.4.10 Ryde / Santa Rosa

The suburb collector is well serviced by playgrounds with good walkability. Four playgrounds are recommended for significant upgrade:

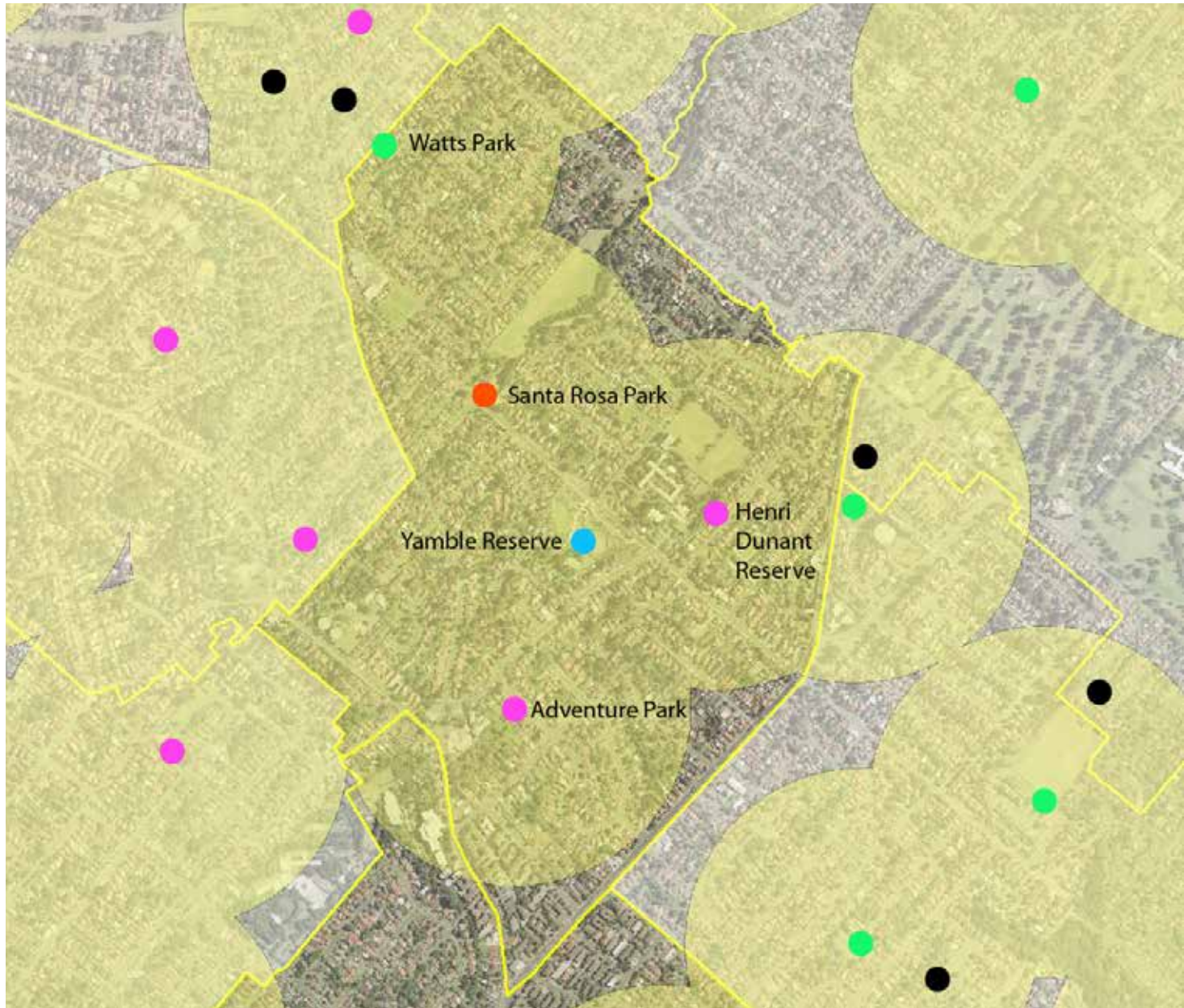
- Adventure Park;
- Henri Dunant Reserve;
- Santa Rosa Park; and
- Watts Park (which will be upgraded to mitigate the removal of the nearby Donovan Park Playground, in another suburb collector).

Yamble Reserve is currently being upgraded as an all inclusive playground.

Refer Table 26 for recommendations for parks in this suburb collector.



Figure-61. Key Plan showing the Ryde / Santa Rosa suburb collector (NTS)



- Legend
- Regional playground
 - District playground
 - Neighbourhood playground
 - Local playground
 - Playground to be closed
 - 400m walkability catchment

Figure-62. Recommended playground level throughout the Ryde / Santa Rosa suburb collector

Table 26. Recommendations for playgrounds in Ryde - Santa Rosa

Playground	Ward	Park level	Recommended level	Action	Comments	Priority
ADVENTURE PARK	Central	Local	Local	Major upgrade (new)	This playground should be upgraded and redesigned to improve safety and surveillance with new play equipment, seating and shade.	Medium
HENRI DUNANT RESERVE	Central	Local	Local	Major upgrade (new)	Formal access and connectivity to adjacent playing fields. Install new playground with equipment, seating and shade.	Medium
SANTA ROSA PARK	Central	District	District	Major upgrade (new)	Relocate playground away from the road further within the park. Include play equipment, picnic shelters, seating, shading and amenity to reflect the district role.	High
WATTS PARK	West	Local	Neighbourhood	Major upgrade (new)	This park and playground should be updated due to the closure of nearby playgrounds at Marjorie Park and Donovan Park. Update park to include better play experiences, including landscape and nature play. Formalise access from road, introduce shade and seating.	Medium (couple this upgrade with closure of Donovan Park)
YAMBLE RESERVE	Central	Regional	Regional	No Changes	Playground is in the process of upgrade to an all abilities play facility.	-
Total playgrounds						5
Total parks						7

4.4.4.11 Ryde South

Ryde South is well serviced by playgrounds, and contains the particularly popular and well designed playgrounds at Lardelli Park and Anderson Park. One playground is recommended for removal (Tyagara Park playground) due to its lack of surveillance which has led to safety issues and vandalism. The nearby Olympic Park playground will be upgraded to mitigate this loss.

Refer Table 27 for recommendations for parks in this suburb collector.



Figure-63. Key Plan showing the Ryde South suburb collector (NTS)

Legend

- Regional playground
- District playground
- Neighbourhood playground
- Local playground
- Playground to be closed
- 400m walkability catchment

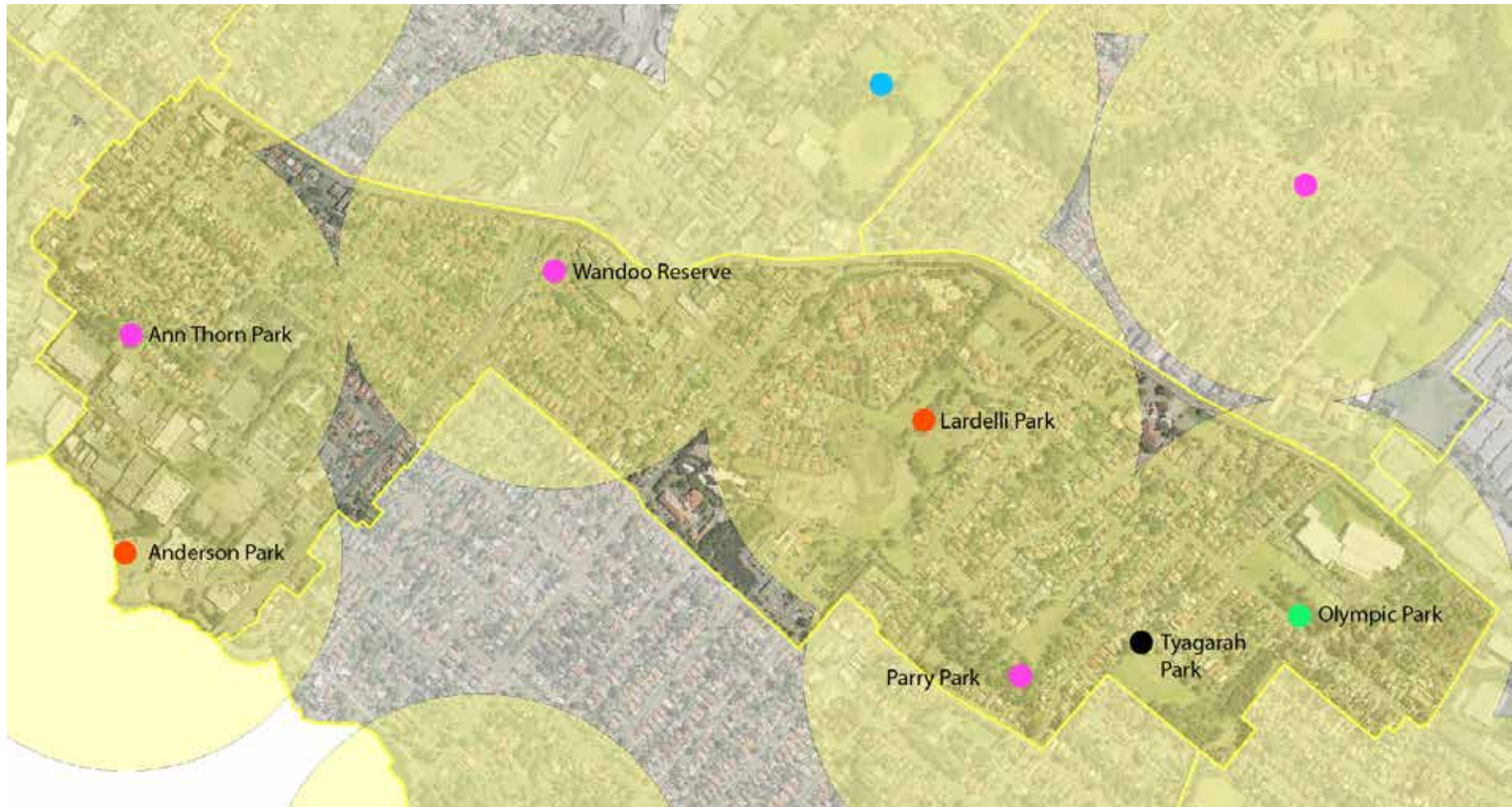


Figure-64. Recommended playground level throughout the Ryde South suburb collector

Table 27. Recommendations for playgrounds in Ryde South

Playground	Ward	Park level	Recommended level	Action	Comments	Priority
ANDERSON PARK	Central	Neighbourhood	District	Minor upgrade	Install bike racks next to playground, possibility for educational signage about adjacent mangroves.	Low
ANN THORN PARK	Central	Local	Local	Major upgrade (new)	Install new equipment and landscape play opportunities.	Low
LARDELLI PARK	East	District	District	No Changes		-
OLYMPIC PARK	East	Regional	Neighbourhood	Major upgrade (new)	Redevelop playground (due to high usage of play facilities and location on site of Ryde Aquatic Centre). Opportunity to upgrade facilities in park, such as picnic shelters and BBQs.	Medium
PARRY PARK	East	Local	Local	Minor upgrade	Install access path to playground and landscaping to provide landscape play.	Low
TYAGARAH PARK	East	District	-	Remove	Playground has no surveillance from the street and is suffering from vandalism and wear. Remove playground and update playground at Morrison Bay to offset any loss to the community.	Low
WANDOO RESERVE	Central	Local	Local	No Changes		-
Total playgrounds						7
Total parks						9

4.4.4.12 West Ryde

This suburb collector has a central residential portion which lacks walkable parks, although overall, more than 50 percent of the suburb collector is catered for. It is a large suburb collector with predominantly low density residential areas.

Two playground closures are recommended within this suburb collector (Janet Park and Maze Park), but these are offset with five significant upgrades of the following playgrounds:

- Lions Park, which due to its size, on site facilities parking, and fencing, is considered a good opportunity for development to service this area. Play provision for Young People could also be located here, as the park already has a basketball court;
- Miriam Park;

- Anzac Park (which has a very central location and good access to public transport);
- Carara Park; and
- Wendy Park.

Refer Table 28 for recommendations for parks in this suburb collector.



Figure-65. Key Plan showing the West Ryde suburb collector (NTS)

Legend

- Regional playground
- Neighbourhood playground
- Playground to be closed
- Proposed areas within which a new playground could be located
- District playground
- Local playground
- 400m walkability catchment

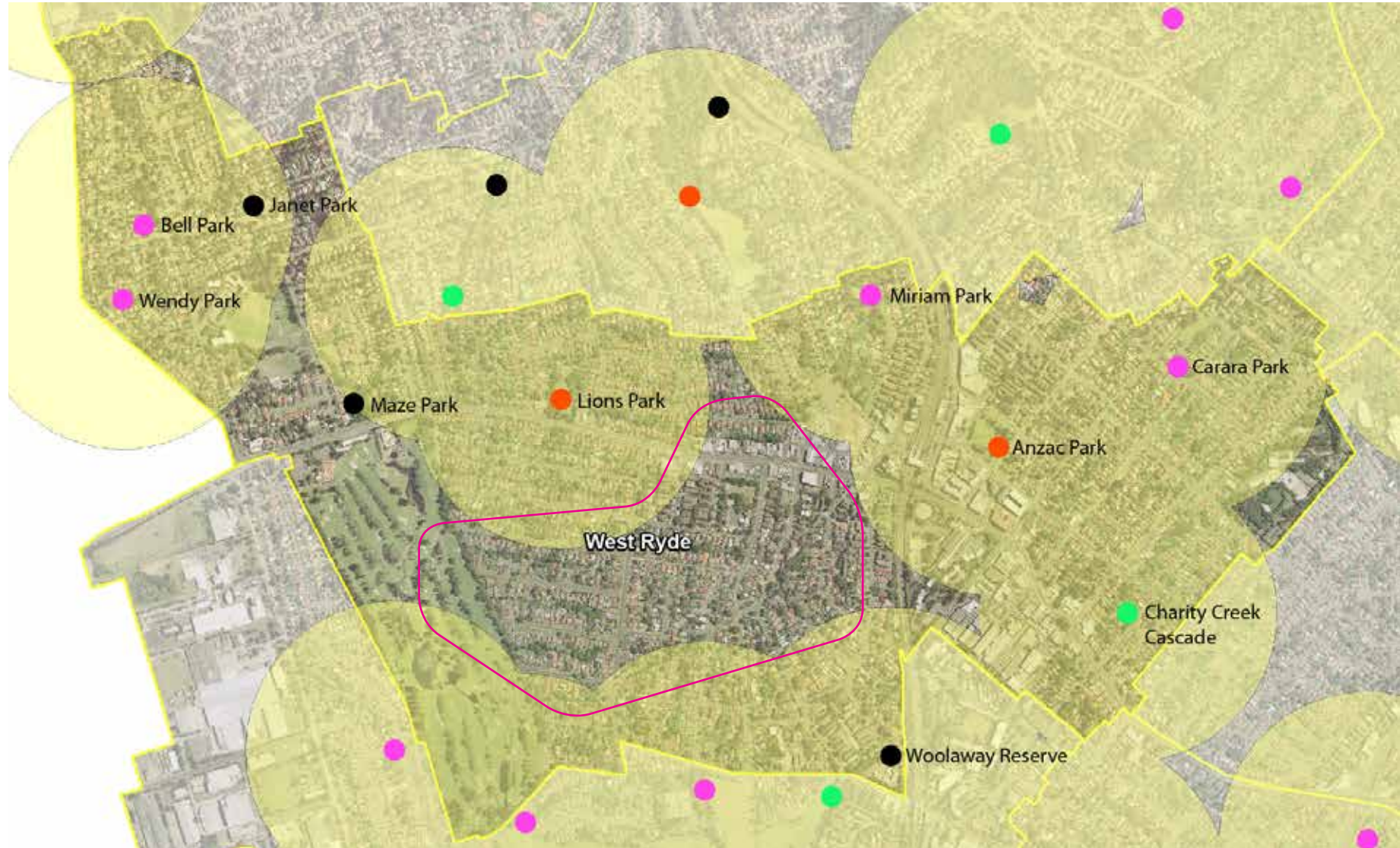


Figure-66. Recommended playground level throughout the West Ryde suburb collector



Table 28. Recommendations for playgrounds in West Ryde

Playground	Ward	Park level	Recommended level	Action	Comments	Priority
ANZAC PARK	West	Neighbourhood	District	Major upgrade (new)	Relocate playground away from road (to be determined by site analysis) and upgrade to reflect recommended District level. District level is recommended due to the central location of the park and importance of the space. Redesign to reflect heritage importance of park.	Medium
BELL PARK	West	Neighbourhood	Local	Minor upgrade	Install shade (e.g. tree planting) around existing seating, access path to playground and landscaping around the playground for provision of landscape play.	Medium
CARARA RESERVE	West	Neighbourhood	Local	Major upgrade (new)	Current playground is subject to flooding and drainage issues. New playground location to be determined by site analysis of park.	High
CHARITY CREEK CASCADES	East	Local	Neighbourhood	No Changes		-
JANET PARK	West	Local	-	Remove	Playground in an unsuitable position (exposed and adjacent to road).	Low (couple this closure with upgrade of Wendy Park playground)
LIONS PARK	West	Neighbourhood	District	Major upgrade (new)	This park has a lot of potential to become a well used District playground due to its size, existing amenities (including public toilets and basketball facilities), good access, on site parking and a community centre present on site. It can accommodate play a range of ages including Young People.	High

Playground	Ward	Park level	Recommended level	Action	Comments	Priority
MAZE PARK	West	Neighbourhood	-	Remove	Playground is at present only a set of broken swings which sit within a drainage line.	High (couple closure with Lions Park playground upgrade)
MIRIAM PARK	West	Neighbourhood	Local	Major upgrade (new)	Relocate swings, upgrade playground and include provision for landscape play and formalised access for prams.	Low
WENDY PARK	West	Local	Local	Major upgrade (new)	Install new play equipment, seating, shade.	Low (couple upgrade with closure of Janet Park playground)
WOOLAWAY PARK	West	Local	-	Remove	Remove playground and update nearby Meadowbank (Ross Smith) playground.	High (couple closure with upgrade of Meadowbank Ross Smith Park playground)
Total playgrounds						10
Total parks						13

4.4.4.13 Top Ryde

Top Ryde contains a residential area in the north and centre that is not well serviced by playgrounds (refer Figures 67 and 68). However, Ryde Park contains a Regional playground which is well designed and highly utilised, and due to the good facilities is adequate to service this population even though it is not within the 400 m walkability catchment to this northern corner of the suburb collector.

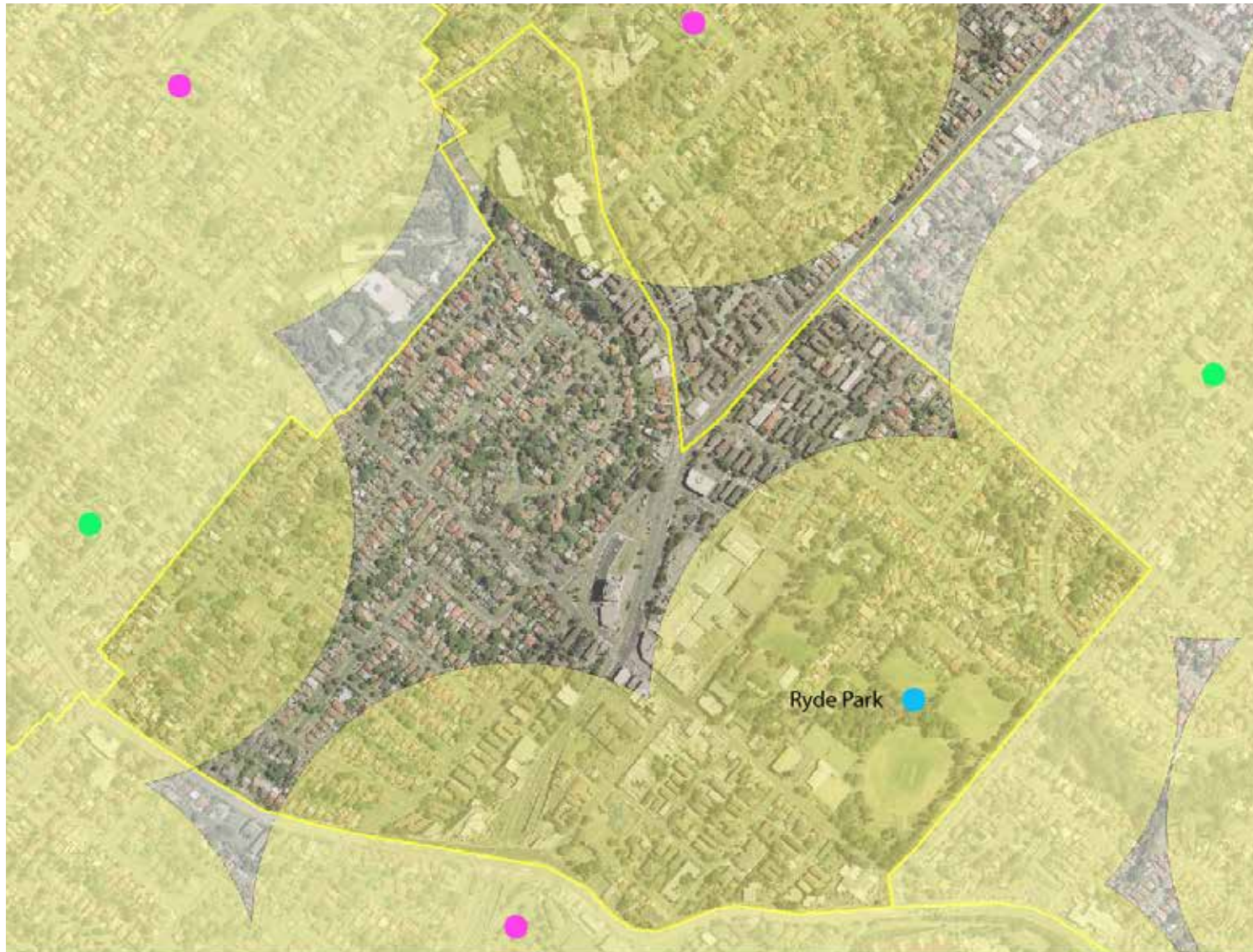
Refer Table 29 for recommendations for parks in this suburb collector.



Figure-67. Key Plan showing the Top Ryde suburb collector (NTS)

Table 29. Recommendations for playgrounds in Top Ryde

Playground	Ward	Park level	Recommended level	Action	Comments	Priority
RYDE PARK	Central	Regional	Regional	No Changes		-
Total playgrounds						1
Total parks						3



- Legend*
- Regional playground
 - District playground
 - Neighbourhood playground
 - Local playground
 - Playground to be closed
 - 400m walkability catchment

Figure-68. Recommended playground level throughout the Top Ryde suburb collector



4.4.5 Summary of action priorities

Figures 69, 70, 71, 72 and 73, and Table 30 show a summary of the recommended action priorities for playgrounds, and their distribution over the wards within the City.

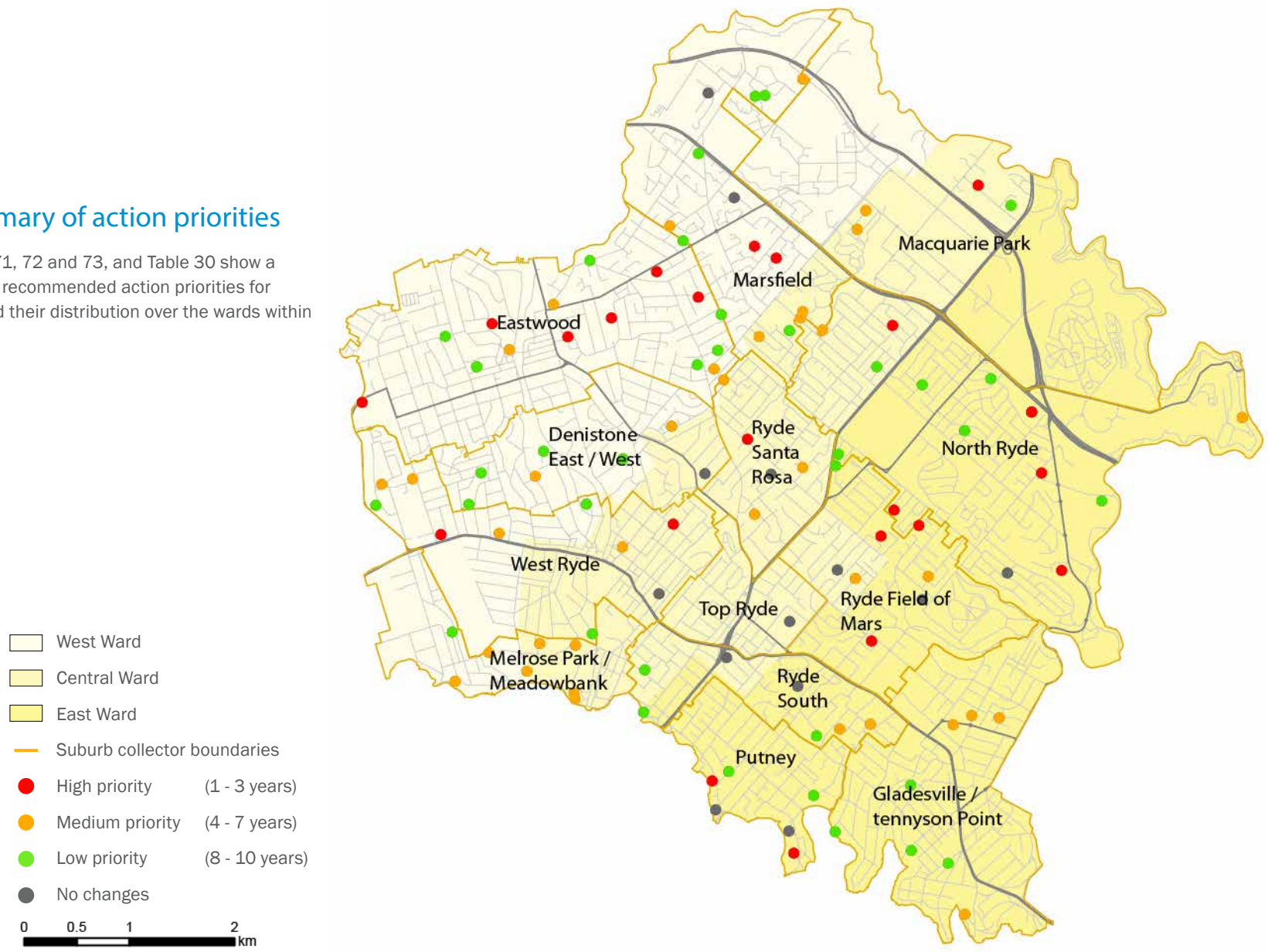


Figure-69. Implementation - action priority of playgrounds

Action priorities

Figures 70, 71, 72 and 73 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-70. Playgrounds with no changes recommended



Figure-71. Distribution of playgrounds with a high priority recommended action

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



Figure-72. Distribution of playgrounds with a medium priority recommended action



Figure-73. Distribution of playgrounds with a low priority recommended action

Table 30. Summary of recommended actions and action priorities per ward.

Ward	Action	Description	High priority	Medium priority	Low priority
Central	New	New playground positioned in a location where no playground currently exists	-	-	1
	Major upgrade (new)	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)	3	5	2
	Major upgrade	Major upgrade of playground utilising existing playground structure and equipment	-	-	-
	Minor upgrade	Minor upgrade of existing playground	1	1	2
	Removal	Closure of playground	1	3	2
	No change	No change	-	-	5
East	New	New playground a location where no playground currently exists	-	-	-
	Major upgrade (new)	Major upgrade (new siting and equipment) of existing playground	4	3	4
	Major upgrade	Major upgrade of playground utilising existing playground structure and equipment	-	-	1
	Minor upgrade	Minor upgrade of existing playground	2	1	9
	Removal	Closure of playground	4	-	2
	No change	No change	-	-	7
West	New	New playground a location where no playground currently exists	-	-	2
	Major upgrade (new)	Major upgrade (new siting and equipment) of existing playground	6	8	7
	Major upgrade	Major upgrade of playground utilising existing playground structure and equipment	-	-	3
	Minor upgrade	Minor upgrade of existing playground	1	3	5
	Removal	Closure of playground	3	5	4
	No change	No change			3



Implementation

5

5.1 Delivering the Play Plan

5.1.1 Strategic Planning

The Play Plan will require amendments to master plans, plans of management, service level agreements, development control plans and will influence Section 94 Requirements and Voluntary Planning Agreements with developers within the City.

Key to the effective delivery of the Play Plan is the staging of playground removals with a nearby upgrade or installation of a new playground. Figure 74 shows the relationship between the closed and upgraded playgrounds and their priority level. This map should be referred to when actioning the removal of a playground to ensure that a nearby new or upgraded playground is delivered and communicated to the nearby community.

In delivering the Play Plan, the City's departments would 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 could be coordinated to ensure the consistent and appropriate maintenance standards of the playgrounds.

The Play Plan forms an important part of the City's vision for the City as outlined in The Ryde Community Strategic

Plan 2021 and should be upheld and referred to in any future planning documents where relevant.

As the Play Plan is the first of the recommended plans and strategies to be completed from the recommendations of the IOSP, it is recommended that the Play Plan is reviewed and amended as each of the following plans are completed:

- Walking, Cycling and Wayfinding Plan
- Acquisition, Consolidation and Rationalisation Plan
- Open Space Planning and Design Guidelines
- Sportsground Allocation & Management B.V.R
- Landscape Character and Visual Management Plan
- Public Art Plan

The Play Plan should be updated at least every 5 years and on completion of any additional plan or strategies including but not limited to:

- Development Control Plans
- Plans of Management
- Service Level Agreements

5.1.2 Design and construct

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

Playground delivery process

1. Value properly (social benefits of playgrounds to the community)
2. Allow a realistic budget
3. Engage a landscape architect/play design specialist
4. Undertake community consultation
5. Refine design brief in response to community engagement
6. Design response to brief and site
7. Design to Australian Standards/BCA requirements/Civil Liberties Act
8. Construct
9. Celebrate with the community
10. Maintain playground asset

5.1.3 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 destinations 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 achieve the desired level of provision and best practice design.

Alternative funding opportunities could be suitable for the City such as:

- "Design, operate and manage contract". Play equipment manufacturers 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 children-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.

5.1.4 Coupling of playground closures with upgrades

Where playground closures are recommended, the closure should be coupled with the upgrade of a nearby playground to offset any loss to the community (refer Table 31). Figure 74 illustrates how these playgrounds may be coupled to provide the best positive outcome.

- East Ward
- Central Ward
- West Ward
- Suburb collector boundaries
- Playgrounds to be closed
- Playgrounds to be upgraded at the time of closure
- Other playgrounds

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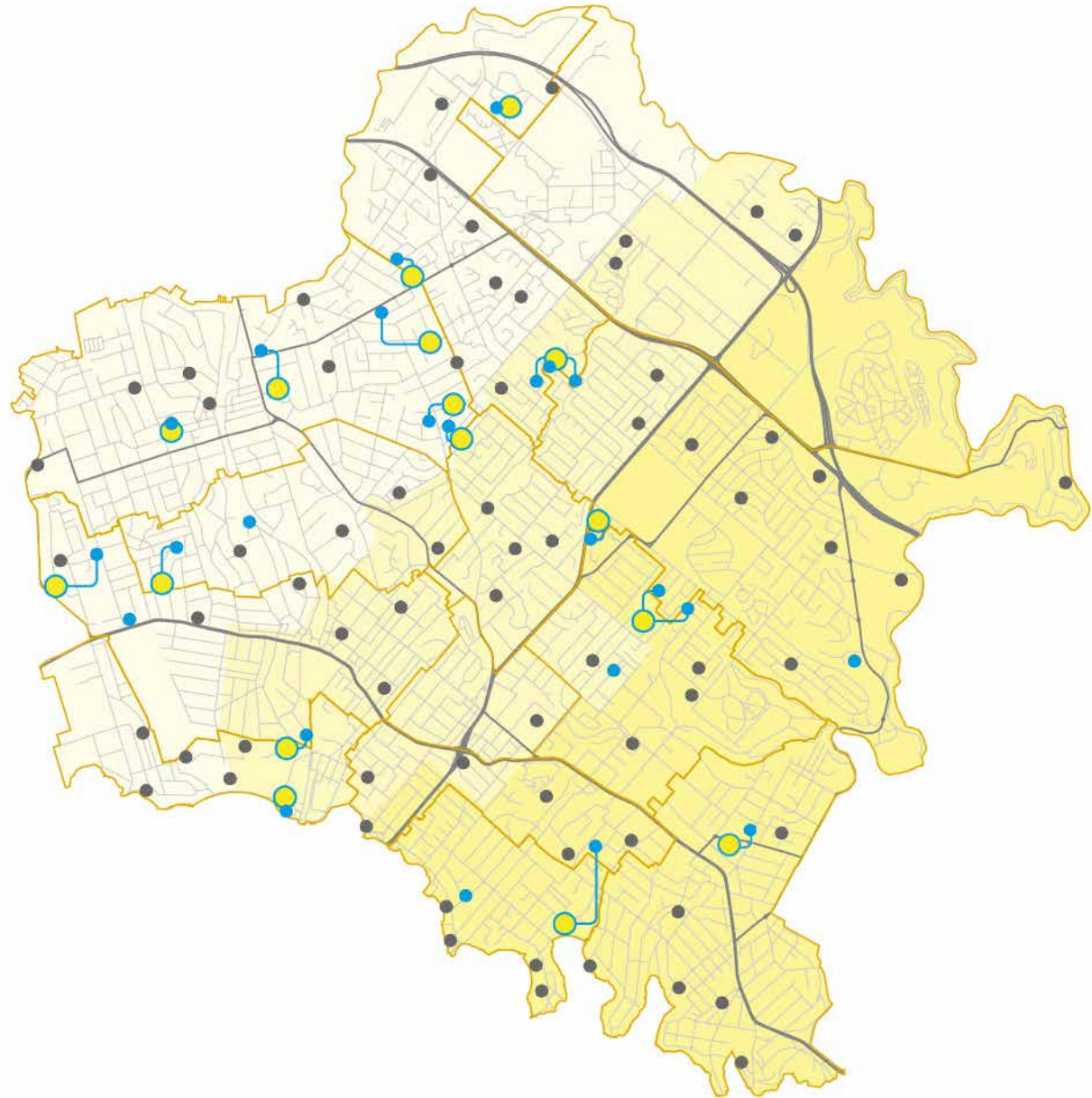


Figure-74. Implementation strategy - closure and upgrade coupling of playgrounds

Table 31. Coupling of playground upgrades and closures

Playground Closure	Ward	Playground upgrade	Ward	Priority
MEMORIAL PARK (lower)	Central	MEMORIAL PARK (upper)	Central	High
BOORAL RESERVE	Central	BYRON PARK	East	Low
CATHERINE PARK	Central	ELS HALL / JORDAN PARK	Central	Medium
BIDGEE PARK	Central	-	-	-
ELS HALL PARK - 1	Central	ELS HALL	Central	Medium
ELS HALL PARK - 3 (Greenwood Park)	Central	ELS HALL	Central	Medium
BRERETON PARK	East	-	-	-
McCAULEY PARK	East	GANNAN PARK	East	High
WESTMINSTER PARK	East	MONASH PARK	East	High
NERANG PARK	East	GANNAN PARK	East	High
CLEVES PARK	East	-	-	-
TYAGARAH PARK	East	MORRISON BAY PARK	East	Low

Playground Closure	Ward	Playground upgrade	Ward	Priority
IRENE PARK	West	GRANNY SMITH MEMORIAL PARK	West	High
MAZE PARK	West	LIONS PARK	West	High
WOOLWAY RESERVE	West	MEADOWBANK PARK (ROSS SMITH)	West	High
GLEN RESERVE (north)	West	GLEN RESERVE (south)	West	Low
MOORE PARK	West	GIRRAWEEEN RESERVE	West	High
TRAFALGAR RESERVE	West	WATERLOO PARK	West	Low
WEST DENISTONE PARK (north)	West	WEST DENNISTONE (south)	West	Low
ACACIA PARK	West	MARJORIE PARK	West	Medium
DARVALL PARK (north)	West	-	-	-
DONOVAN PARK	West	WATTS PARK	West	Medium
JANET PARK	West	WENDY PARK	West	Low
NUNOOK RESERVE	West	LYNELLE PARK	West	Medium

5.2 Monitoring the Play Plan

As Enrique Penalosa, Mayor of Bogota 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 place of children and Young People in that community.

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

Appropriate key performance indicators (KPIs) may be developed to better assess the ongoing success of the Implementation Plan.

Regular review of the Implementation Plan should be conducted, every 5 years as a minimum. However, an annual review and amendments may be relevant for certain implementation strategies. This may be required due to:

- Changing council or community circumstances
- Changing council or community priorities
- Changing play industry technology or thought leadership.

The ability to adapt the Play Plan when required ensures flexibility and responsiveness to community feedback and an evolving community profile, maintaining community confidence in the City’s strategic direction.



Appendices

6

6.1 Abbreviations and definitions

6.1.1 Abbreviations

Abbreviations

The City: City of Ryde

IOSP: Integrated Open Space Plan

AS/NZS: Australian / New Zealand Standards

LGA: Local Government Area

DCMS: Department for Culture, Media and Sport, UK

CPTED: Crime Prevention Through Environmental Design

BCA: Building Code of Australia

6.1.2 Definitions

Activities not based on equipment

Numerous teenagers requested park facilities which encompass playful activities which are not playgrounds. These activities are varied and comprise path networks, bike tracks, small sport areas such as ping pong tables and badminton nets/courts, and other small “non-coached” sport facilities such as nutmeg or panna courts.

Adventure playground

An adventure playground can be described as a space dedicated solely to children’s play, where skilled playworkers enable and facilitate the ownership, development and design of that space – physically, socially and culturally – by the children playing there. It usually offers both indoor and outdoor play experiences.

Bike parks

Bike tracks should be complex in their layout, with built in challenges according to age group. Bike tracks that weave in and out of vegetation, between rocks and through tunnels are preferred. Bike tracks should not be limited to bmx bikes.

Community play programs

This is a variation on a play ranger program, with the program being run by the community instead of the City, with some (minimal) council funding. Trained parents are on a roster in a nominated park, and are recognisable because they wear fluoro vests and have a banner at the playground. The parent ensures that it is safe for children to independently access and use playgrounds, and monitors bullying etc.

Designated play space

A playable space specifically designed for play and informal recreation.

Destination Playground

A medium to large sized playground generally accessible by car or public transport within 2km walk of all residents and which caters for all age groups including Young People, (district or regional level playgrounds). Generally of diverse and unique design with a high level of challenge, and reflective of significant features of the surrounding character.

District Playground

A medium to large sized playground generally within 1km of residents which caters for all ages (including Young People). Generally associated with a district level recreation or sporting facility.

Everyday Playground

A small to medium sized playground easily accessible within 600m walk of all residents which caters for children up to 12 years of age (Local or Neighbourhood level playgrounds). Generally of simple design appropriate to the surrounding character.

Environmental play/discovery

The concept of wild spaces where children and Young People can play freely or simply discover nature in a natural setting is gaining popularity. Spaces can be allocated in bushland areas for this purpose, or can also comprise online challenges which outline an environmental activity in a public park. By downloading a pamphlet, a special environmental play activity is available to families, e.g. a walk to a creek, with several interesting features to look at along the way.

Geo-caching

A real-world outdoor treasure hunting game. Players try to locate hidden containers, called geocaches, using GPS-enabled devices and then share their experiences online. This is popular among Young People and can easily be used in natural parkland settings, with links available on the City's website.

Hybrid play areas

These spaces provide a play outcome which is part of another valued community facility. The most common example is that of a community garden which is combined with a playground.

Informal recreation

What teenagers do when they follow their own ideas and interests, in their own way and for their own reasons: reflecting the fact that as Young People get older they no longer identify with the term 'playing' but use other terms for their freely chosen, personally directed activities. In this guide, the term 'play' is used to include both play and informal recreation.

Local Playground

A small sized playground generally within 400m of residents which caters for young children with a limited diversity of play equipment.

Neighbourhood Playground

A medium sized playground generally within 600m of residents which caters for young and older children.

Non-designated play space

A public space used by different groups of people for varying reasons, which might also be used for play and informal recreation.

Permanent Play Provision

A playground or play provision in a fixed location with constructed elements, (e.g. playground with equipment in a park, bike play path).

Play

What children and Young People do when they follow their own ideas and interests, in their own way and for their own reasons (DCMS 2004).

Playable space

Any public space or facility that children and Young People might legitimately use for play and informal recreation.

Playground

An area intended for children's play including the site, natural features, built landscape, and any manufactured equipment. AS4685 2004

Playgroups in the park

This is a program that can operate in a known park at certain times in the year e.g. in April, June and September. The aim is to provide a range of activities and entertainment for children aged 0 - 5 years as well as providing community information for families. Stalls are available for groups and organisations.

Play buses

Play buses are usually a joint initiative between councils and charitable organisations such as Save the Children. The program provides 2 hour supported playgroups for children and their parents or caregivers in a park setting every week. Trained staff and family support workers provide activities for children, while parents build support networks. Buses with equipment have a timetable of parks and times, usually with wet weather alternatives.

Play days

One play day a year is programmed and on this day, communities celebrate the importance of play to their communities in a variety of ways. Play days are usually held in a number of venues e.g. streets, parks and civic centres. There is usually a sponsor who assists council and community groups with this joint venture. Some play days are themed, e.g. nature play days with items such as scavenger hunts in the bush.

Play equipment

Equipment and structures, including components and constructional elements with or on which children can play outdoors or indoors. It includes playground surfacing (see AS/NZS 4422).

Play pods

The Play Pod is a secure accessible container, or 'pod', filled with high quality 'loose parts' play materials. Clean, safe scrap, otherwise destined for landfill, is carefully selected and recycled for use in the Pod. This can include anything from old car tyres and steering wheels, to cardboard tubing, milk crates, used keyboards and telephones, fabric and dress-ups.

The Pod is delivered to playgrounds or designated areas, to stimulate self-directed play opportunities at nominated days and times for kids. A trained professional opens the pod, and works with the community and parents to ensure that the opportunities for rich 'open ended' and self-directed play are optimised. Refer to www.playforlife.org.au for additional information

Play program

A play provision not requiring permanent built facilities. It can be undertaken in a variety of locations (temporary and easily transferable) and involve a variety of play professionals in the facilitation of play opportunities.

Play provision

The provision of different types of playable space.

Play rangers

This is a program for children and Young People aged 5 to 15 years old. It operates on the same principle as a play bus, with the exception that parents are not required to attend. The play program is varied. Trained staff work in small teams, visiting parks, play areas or other public spaces, once or twice a week for a couple of hours. They are equipped with sports, games, ideas and equipment, and undertake activities to suit a wide range of ages.

Play streets

In this vision for play, carefully selected local streets are closed to traffic on a scheduled day, for an allocated period of time, and opened for the community to use anyway they like, especially for children and Young People to play.

The event ideally would ideally be a joint initiative by local community organisations and the City, and could be promoted through local early childhood centres, preschools and schools. These events usually attract approximately 600 participants.

Regional Playground

A large sized playground generally within 2km of residents which caters for all ages (including Young People) and displays exceptional and unique design qualities. Generally associated with a regional level recreation or sporting complex.

Shared school play areas

This is a shared idea of play space, where a portion of a school is developed as a play area, and is also available to the public for use out of school hours. This form of play provision is usually adopted where there is insufficient playground provision in public parks in built up areas, and provides another option to give children access to quality play provision. It can also provide access to unique play experiences not commonly found in public parks e.g. access to a Liberty Swing in a special school.

Spaces for Young People

These are park facilities especially planned for Young People, with a range of challenging and sophisticated equipment and furniture including obstacle courses, tree top adventures, large social play elements (e.g. 5 way swings and 360 degree swings), hang out spaces which are well lit and wi-fi. While social activities are valued, so are facilities where homework can be quietly and safely undertaken. Skate parks are included in this genre, but are not within the scope of the Play Plan.

Supporting facility

A constructed, non-play based amenity which provides day-to day facilities for playground users. Includes toilets, BBQs, bubblers, furniture etc.

Unique playgrounds/destination play facilities

Some playground facilities are planned around a special feature or experience and offer a valued point of difference in the play provision in the City. These playgrounds attract targeted residents (e.g. senior citizens), or visitors from the local neighbourhood and further afield.

Youth programs

Established council youth programs such as theatre, youth music and youth art prize programs can all have part of the play program scheduled to take place in public parks and spaces. Ryde Hunters Hill Youth Interagency has committed to the creation of a youth space.

6.2 Supporting Information

6.2.1 Playground design criteria

Table 32. Playground design criteria

	Everyday Playgrounds		Destination Playgrounds	
	Local	Neighbourhood	District	Regional
Playground Profile				
Age group	0-5	0-12	All ages	All ages
Number of children	3 to 7	8 to 25	30 to 65	85 to 150 or more
Number of carers	2 to 4	4 to 12	15 to 30	30 to 50
Approximate size	90 - 210m ²	240 - 750m ²	900 - 1950m ²	2550 to 4500m ²
Quantitative Criteria				
Playground Experience (Specifics)				
Play Experience				
1. Inclusive play	●	●	●●	●●●
2. Dynamic play				
- Balance	●	●	●	●
- Climb	P	●	●	●
- Rocking	●	●	●	●
- Slide	●	●	●●	●●●
- Swing	●	●	●●	●●●
- Spin	●	●	●●	●●●
3. Informal Imaginative play	●	●	●●	●●●
4. Landscape/Nature play	●●	●●	●●●	●●●
5. Sensory play (5)	●●●	●●●	●●●	●●●
6. Water play *	NP	P	●●	●●●

Priority Rating

NP = No Provision

P = If Possible

● minimum provision ●● med

ion ●●● maximum

*Waterplay could include: water rills / taps / splash pads

** Technology Play could include: electronic facilities / QR codes



	Everyday Playgrounds		Destination Playgrounds	
	Local	Neighbourhood	District	Regional
7. Technology play **	NP	NP	●	●●
8. Kick about (open space)	●	●	●●●	●●●●
9. Bike path	NP	P	●●	●●●
Access				
1. Path to playground*	●●●●	●●●●	●●●●	●●●●
2. Path around playground*	NP	P	●●	●●●●
3. Stroller / Wheelchair parking	●	●	●●	●●●
Edging to play surface**	Combination (as appropriate)	Combination (as appropriate)	Combination (as appropriate)	Combination (as appropriate)
1. Boulders/stones	●●	●●	●●●●	●●●●
2. Timber	●●	●●	●●●●	●●●●
3. Concrete edge/path	●●	●●	●●●●	●●●●
Play surface	Choose one (as appropriate)	Choose one (as appropriate)	Choose two (as appropriate)	Choose all (as appropriate)
1. Mulch	●	●	●●	●●●
2. Sand	●	●	●●	●●●
3. Softfall	●	●	●●	●●●
4. Artificial turf				
Enclosure				
1. Defined edge	●	●	●	●●●
2. Fence and gate***	NP	NP	NP	NP
3. Open	●	●	●	NP

Priority Rating

NP = No Provision

P = If Possible

● minimum provision

●● medium provision

●●● maximum provision

*Path widths to accommodate strollers and wheelchairs

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

***Fence + gate to be provided only near traffic or designated all abilities playgrounds

	Everyday Playgrounds		Destination Playgrounds	
	Local	Neighbourhood	District	Regional
Shade				
1. Shade sail/(playground)	NP	P	●●	●●●
2. Tree canopy	●●	●●	●●	●●●
Drainage	●	●	●●	●●●
Playground Facilities (Support)				
Furniture				
1. Seat (backed + armrest)	●	●	●●	●●●
2. Picnic table	P	●	●●	●●●
3. Platform seat	NP	NP	●	●●
4. Bin (trash + recycle)	●	●	●●	●●●
5. Bubbler	NP	P	●	●
6. BBQ	NP	P	●	●●●
7. Lighting	NP	NP	1 (paths only)	2 (paths+playground)
8. Bike rack*	P	P	●	●
9. Playground signage	NP	NP	P	●
Shade				
1. Solid structure (picnic area)	NP	NP	●	●●●
Infrastructure				
1. Toilet	NP	NP	●	●●●
2. Car park	NP	NP	●	●●●
3. Accessible parking**	NP	NP	●	●
4. Cafe/Coffee Cart	NP	NP	P	P

Priority Rating

NP = No Provision

P = If Possible

● minimum provision

●● medium provision

●●● maximum provision

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

** Any designated all abilities playground to provide accessible parking

	Everyday Playgrounds		Destination Playgrounds	
	Local	Neighbourhood	District	Regional
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	P	●	●●	●●●●

Priority Rating

NP = No Provision

P = If Possible

● minimum provision

●● medium provision

●●● maximum provision

*CPTED = Crime Prevention Through Environmental Design

6.2.2 Playground audit criteria

How were the criteria developed?

Each park typology was confirmed and summarised through the development of the Design Framework. This Design Framework, coupled with the anticipated criteria outcomes, allowed a checklist of items and qualities to be developed (refer Table 33). This checklist was then reviewed and completed during the on site assessments of the playgrounds within the City's LGA to record the existing state, and identified opportunities for improvement.

How were the criteria assessed?

On-site assessments were undertaken during which all relevant aspects of the playgrounds were observed, analysed and first round recommendations recorded.

The rating of playgrounds against the criteria generally involved recording the existing state, identifying if that state was satisfactory, and suggesting method of improvement if required. Reference to the Design Framework for each level of playground (i.e. Regional, District, Neighbourhood and Local) was made during the assessment process and informed first round recommendations.

It should be noted that a satisfactory rating could be given to an item that was not present within that playground, should it be considered a non-essential item. The absence of an item or characteristic did not necessarily ensure a rating of 'not satisfactory'.

A summary SWOT Analysis was undertaken as part of the audit process to summarise the key on site findings and provide general comments on the atmosphere and character of the playgrounds.

Audit Criteria

Quantity

- Access
- Shade
- Furniture
- Play surface.

Quality

- General experience
- Safety
- Landscape integration
- Micro climate
- Enclosure
- Age group
- Play experience
- Social sustainability
- Cultural sustainability
- Environmental sustainability
- Economic sustainability.

Table 33. Audit criteria details

Criteria	Observation	Description
<i>Access</i>		
Parking	On site/off site/satisfactory	<ul style="list-style-type: none"> Does the existing number and location of parking spaces sufficiently service the playground?
External paths	Existing/satisfactory	<ul style="list-style-type: none"> Is there an access path present from the surrounding park facilities to the entrance of the playground? Does this path provide satisfactory access to the playground?
Internal paths	Existing/satisfactory	<ul style="list-style-type: none"> Is there an internal circulation path within the playground boundary? Does this path provide satisfactory methods of movement throughout the playground?
Adjacent recreation facility	Comment	<ul style="list-style-type: none"> Are there any significant adjacent recreation facilities that may provide additional amenity to the playground, or which may draw people to the playground?
<i>Shade</i>		
Solid structure	Existing/satisfactory/upgrade/add	<ul style="list-style-type: none"> Are there solid shade structures present and, if present, do they provide satisfactory shade to the playground?
Sail	Existing/satisfactory/upgrade/add	<ul style="list-style-type: none"> Are there shade sails present and, if present, do they provide satisfactory shade to the playground?
Tree canopy	Existing/satisfactory/add	<ul style="list-style-type: none"> Are there trees present which create a shade canopy over the playground? Is the shade created satisfactory for the playground?

Criteria	Observation	Description
Furniture		
<ul style="list-style-type: none"> • Seat • Table • Platform seat • Bin • Bubbler • Lighting • Bike rack • Signage • Supporting amenity 	Existing/satisfactory/upgrade/add	<ul style="list-style-type: none"> • Are the following furniture items present in the playground? Do they provide satisfactory amenity to the playground? If not, what additions/changes are recommended?
Play surface		
<ul style="list-style-type: none"> • Sand • Mulch • Rubber softfall • Artificial turf • None • Edging 	Existing/Upgrade	<ul style="list-style-type: none"> • Are the following play surface types present in the playground? Do they provide satisfactory amenity and safety surfacing to the playground? If not, what additions/changes are recommended? Consider design quality with inclusion of multiple surface types if appropriate.

Criteria	Observation	Description
Drainage		
	Satisfactory/upgrade	<ul style="list-style-type: none"> Is there evidence of unsatisfactory drainage design? Is there evidence of erosion? Is there an excess of surface water in the playground?
Design		
	Satisfactory/not satisfactory	<ul style="list-style-type: none"> Does the playground meet best practice design guidelines? Refer to Design Framework of appropriate design quality and key design elements.
General experience		
Appeal	Satisfactory/not satisfactory	<ul style="list-style-type: none"> Does the playground come across as an appealing and inviting environment for children and adults?
Clear structure	Satisfactory/not satisfactory	<ul style="list-style-type: none"> Is a structure, zones of use, paths of movement, entry and exits points legible to children and adults?
Flexibility	Satisfactory/not satisfactory	<ul style="list-style-type: none"> Are there opportunities for varying uses and types of play or is the playground generally quite prescriptive in nature? Does the playground and its amenities provide flexible opportunities for gathering for example?
Imaginative	Satisfactory/not satisfactory	<ul style="list-style-type: none"> Are the pieces of equipment or play opportunities limiting in nature? Does the playground provide opportunities for re-interpretation?
Originality	Satisfactory/not satisfactory	<ul style="list-style-type: none"> Does the playground have a theme? Does the playground display qualities of its immediate surroundings? Is the equipment limited to basic off-the-shelf items in a traditional arrangement?

Criteria	Observation	Description
Safety		
Adult supervision	Present/satisfactory/not satisfactory	<ul style="list-style-type: none"> Are there sufficient sight lines and viewing points for adult supervision of the whole playground?
Evidence of use	Present/satisfactory/not satisfactory	<ul style="list-style-type: none"> Is there evidence that the play equipment and associated amenities are being used? Is wear and tear present?
Layout	Present/satisfactory/not satisfactory	<ul style="list-style-type: none"> Are there any threats present within the playground zone in terms of heights of walls, materials used and sight lines?
Maintained	Present/satisfactory/not satisfactory	<ul style="list-style-type: none"> Is the level of maintenance satisfactory?
Passive surveillance	Present/satisfactory/not satisfactory	<ul style="list-style-type: none"> Is there opportunity for passive surveillance both from within the park and from adjacent land uses or roads?
Landscape integration		
Landscape play	Satisfactory/not satisfactory	<ul style="list-style-type: none"> Are there play elements within the playground constructed from raw materials, or imitating natural environments? (E.g. ephemeral creeklines, earth mounding, boulders and planting)?
Park	Satisfactory/not satisfactory	<ul style="list-style-type: none"> Does the playground sit well within the overall park? Are there elements of design and amenity in the park that continue into the playground creating a consistent character?
Planting	Satisfactory/not satisfactory	<ul style="list-style-type: none"> Are there well established planting beds within the playground?

Criteria	Observation	Description
Microclimate		
	Satisfactory/Not satisfactory	<ul style="list-style-type: none"> Do climatic factors such as aspect, prevailing winds, tree canopy etc create a comfortable microclimate within the playground?
Enclosure		
Defined edge	Present/satisfactory/not satisfactory	<ul style="list-style-type: none"> Are there retaining walls, dense planting, mounding etc that create an enclosure around the playground?
Fence and gate	Present/satisfactory/not satisfactory	<ul style="list-style-type: none"> Is the playground or zones within the playground enclosed by a fence? Does that fence structure include a gate?
Open	Present/satisfactory/not satisfactory	<ul style="list-style-type: none"> Are there no barriers to the playground perimeter? Is this acceptable considering the context of the playground?
Age group		
<ul style="list-style-type: none"> All ages Child - young Child - older Teenager Toddler 	Satisfactory/not satisfactory	<ul style="list-style-type: none"> Are the equipment and supporting facilities satisfactory for the intended user age group?

Criteria	Observation	Description
Play experience		
<ul style="list-style-type: none"> • Accessible • Balance • Climb • Informal • Kick about • Nature play • Ride bike path • Sand • Water • Senses • Slide • Spin • Swing • Technology 	Present/satisfactory/not satisfactory	<ul style="list-style-type: none"> • Refer to the Design Framework for detail on the playground level requirements. Are the below types of play present in the playground? Is the inclusion/exclusion of these experiences satisfactory?
Social sustainability		
Activity	Present/satisfactory	<ul style="list-style-type: none"> • Does the playground and supporting amenities provide opportunities for organised group activities? Does the playground promote a suitable level of activity?
Interaction	Present/satisfactory	<ul style="list-style-type: none"> • Does the playground provide opportunities for social and community interaction? Examples include grouped seating and gathering spaces for varying group sizes.
Ownership	Present/satisfactory	<ul style="list-style-type: none"> • Is there evidence of a sense of ownership by the community over the playground? This may include building of informal structures, informal signage by residents, improvised changes.

Criteria	Observation	Description
Cultural sustainability		
Art	Present/satisfactory	<ul style="list-style-type: none"> Does the playground include any art pieces such as murals and sculptures?
Diversity	Present/satisfactory	<ul style="list-style-type: none"> Does the playground provide facilities and amenities for varying cultures, ages and genders?
Heritage	Present/satisfactory	<ul style="list-style-type: none"> Does the playground include features or structures clearly connecting it to the history of the site or surrounds? This may include interpretive signage, theming, preservation of heritage structures or landforms.
Environmental sustainability		
Adaptation	Present/satisfactory	<ul style="list-style-type: none"> Does the playground include initiatives to adapt to climate change?
Education	Present/satisfactory	<ul style="list-style-type: none"> Does the playground include signage, structures etc that educate the community about sustainability and climate change?
Mitigation	Present/satisfactory	<ul style="list-style-type: none"> Does the playground include initiatives to mitigate climate change and other environmental impacts?
Economic sustainability		
Efficiency	Present/satisfactory	<ul style="list-style-type: none"> Does the playground include water and energy efficient facilities and amenities? Do they require minimal maintenance due to solid construction methods and suitable product selection?
Recycling	Present/satisfactory	<ul style="list-style-type: none"> Does the playground promote waste recycling? Does the playground use recycled materials in the construction of facilities and amenities?
Revenue	Present/satisfactory	<ul style="list-style-type: none"> Does the playground provide opportunity for the the City to increase revenue, either by a reduction in costs, or by holding revenue-generating events within or immediately adjacent the playground?

6.3 Community Consultation



Through several consultation sessions and a survey the issues and opportunities of the community have been heard and incorporated into the Play Plan.

6.3.1 Introduction

Understanding the importance of play to a child's development and its role in building community by facilitating social interaction has been fundamental to the formulation of the two community consultation sessions.

During two sessions, one Saturday and one mid-week members of the community were asked for their input into the Play Plan. They were encouraged to discuss what attracts and hinders them from using play spaces and what kinds of play spaces were most visited and enjoyed. Participants were given the opportunity to complete a survey which was also made available online on the City website. This survey and the sessions have been analysed to provide key community findings that have provided a valuable insight into the priorities of the Ryde community and how they may be best addressed in the Play Plan.

6.3.2 Community consultation workshops

Two adult consultation sessions (community consultation workshops) were undertaken with local playground users and members of the community. Both workshops provided members of the Ryde community the opportunity to learn more about the Play Plan and to provide their input into the planning process. The workshops sought to capture feedback from community members to inform the formulation opportunities and recommendations for the Play Plan.

Exercises performed at the workshop included:

- a community survey; and
- an interactive panel question boards for people to write their answers.

Interactive panel question boards

The interactive panel questions boards gave the community the opportunity to speak with one of the project team or council representative in person. The focus of these exercises was to capture what was currently attracting people to playgrounds, what was discouraging them and what types of place experiences they desired in the future. This feedback informed the recommendations developed in the Play Plan.

Community survey

A community survey was conducted at each workshop session and made available online. The survey had 35 responses.

The short survey had 10 questions that aimed to reveal what playgrounds people were visiting most regularly and what were their favourite playgrounds. This information helps us to understand why people prefer and use playgrounds and how to plan future playgrounds to meet their needs and desires for play experience.

6.3.2.1 Saturday workshop

A consultation session was held between 10am and 11:30am on Saturday the 5th of May 2012 in Anderson Park. The session was attended by Fiona Morrison and Hamish Putt (City of Ryde), Fiona Robbé (Fiona Robbé Landscape Architects), Nicole Dennis, Mike Harris, Sophie Spinks and Jessica Kite (AECOM). Approximately 20 people participated in one or more of the exercises, with participants consisting of a mixture of parents, young toddlers/children, and grandparents.

Colourful balloon arrangements, banners and chalk drawings were placed under and around a shelter in Anderson Park to alert people of the workshop and to encourage them to participate.

Facilitators roamed around the playground and the park, talking through the survey with community members and encouraging them to complete the interactive boards. Table 34 details the responses provided for the interactive boards.

6.3.2.2 Wednesday workshop

A consultation session was held at the Ryde Civic Centre on Wednesday 9th May, 2012 between 10am and 11:30am. Two Ryde community members attended the workshop, which was facilitated by Nicole Dennis (AECOM) and attended by Hamish Putt (City of Ryde), Fiona Robbé (Fiona Robbé Landscape Architects).

Participants were provided with an overview of the project by Hamish Putt and the value of play by Fiona Robbé. Nicole Dennis worked through the interactive panel question boards with the participants. Afterwards there was an opportunity for participants to discuss their own issues and ideas. Both participants also completed the community survey.

This workshop provided a more intimate forum for community members and members of the project team to discuss their concerns and priorities when it came to playgrounds and play spaces. Table 35 details the responses provided for the interactive boards.

A second consultation session scheduled for that evening was cancelled due to lack of interest.

Community Consultation Key Findings:

The workshops and community survey resulted in the following key findings:

- The most regularly used playgrounds and play spaces were the closest to home and convenient to walk to
- Fencing of playgrounds was desired for playgrounds where risk to safety was perceived, desired fencing included something to define a place rather than 'high barred' affect
- Favoured playgrounds considered the 'adult experience' with access to coffee, a comfortable place to sit and easily view children safely playing and the ability to socialise and meet new people
- Favourite parks included special or occasional experiences like water play
- Everyday parks were required in easy walking distance, with simple equipment and amenity being sufficient for local parks
- Community Park was identified as an opportunity to create an exciting playspace for the community
- People seek 'Diversity of play experiences available' (41.2%) as the main reason that they like their favourite playground
- 74.3% of survey respondents walk to their most regularly visited playground and 20.0% drive
- 41.2% of survey respondents walk to their favourite playground and 52.9% drive
- The main barriers to play were: 'Feels unsafe' (47.1%), 'Untidy and poorly maintained (35.3%), 'Uncomfortable (little or no shade, poor or inadequate seating, no pram access) (32.4%), 'Hard to access' (29.4%) and 'Aging and damaged equipment' (26.5%).



Community Consultation Session in Anderson Park, May 2012
Photos: AECOM

Table 34. Responses on the Saturday workshop interactive panel question boards

Question	Answer
What attracts you to a playground/ play space	<p data-bbox="616 438 1982 558">Participants were asked to name elements and features that attracted them to a playground/play space. Participants were more attracted to playgrounds/play spaces that were safe in terms of surveillance, fencing and the structural condition of play equipment. Respondents also wanted a place that was close to home and easy for their children to walk/ride to. They also wanted places that offered a variety of play experiences and opportunities exploration for their kids.</p> <p data-bbox="616 590 1982 646">A park where the pre-schoolers can ride their trikes, scooters, etc. on an interesting and varied pathway that is in full view at all times from a central location.</p> <ul data-bbox="616 678 1982 1133" style="list-style-type: none"> <li data-bbox="616 678 1982 710">• A tricycle pathway through Midgee Reserve and Ryde Park would be great. <li data-bbox="616 718 1982 750">• The tricycle path in Blenheim Park should be re-constructed – it should be more interacting and intertwining <li data-bbox="616 758 1982 790">• Easy to get to and within a suitable walking distance for toddlers e.g. a couple of blocks/250 metres from home <li data-bbox="616 798 1982 853">• A safe place for littlies that includes enclosed play spaces, stairs that little legs can independently climb up through the use of handles/ poles etc., toddler swings with safety belts so they can't fall forward/tip backward <li data-bbox="616 861 1982 893">• Enclosed off-leash dog parks that are safe to play and socialise <li data-bbox="616 901 1982 933">• A quiet place that also has an exercise bay e.g. Wandoo Reserve <li data-bbox="616 941 1982 973">• A place that is close to home and safe for kids to play <li data-bbox="616 981 1982 1013">• A play space that offers a variety of equipment to play <li data-bbox="616 1021 1982 1053">• Coffee shop close by <li data-bbox="616 1061 1982 1093">• Swings, slides, fencing around the playground for safety, close to home <li data-bbox="616 1101 1982 1133">• More lights – to stay later at the playground

Question	Answer
<p>What are the reasons you wouldn't got to a playground/play space?</p>	<p>Participants shared similar desires, with accessibility, cleanliness and maintenance, places for adults to sit, safety and crowding being common responses.</p> <ul style="list-style-type: none"> • Cycleways that are not visible from one central point i.e. tricycle and scooters (i.e. should go behind bushes as they do with Blenheim Park) • No toilet facilities • No seats for adults • Too far from home • Unsafe e.g. kids can run off onto roads, or ovals where sport is underway • Nowhere to sit for adults and nowhere to tie dog whilst kids play • Long distance to access and lack of maintenance • Untidy/dirty facilities • Overcrowded • Needs to be well lit • Crowding – because of additional buildings
<p>Describe the types of play experiences that you and your children enjoy</p>	<p>A variety of responses were provided by participants, which included verbs such as climbing, swinging and sliding. Two participants cited the ability for their kids to socialise at the playground as being a play experience they enjoy. The need for play experiences and equipment that were suitable and safe for toddlers was a frequent response, particularly with respect to climbing and other high up equipment (e.g. slides).</p> <ul style="list-style-type: none"> • Water play • Nature • Imaginative • To meet friends – this is very important • Slippery dips that are not too steep, with sides and soft landing for toddlers • Swings • Climbing – not high, but high enough to provide child with a sense of achievement • We enjoy taking the dog with us, so places to either tie her up and sit with her while kids play, or enclosed safe spaces (for dog or for littlies are great • Interactive play, for example sand pits, things that move, things that click together, colourful • I come with my kids to the park, they enjoy water play and swinging • Sandpit, swing, climbing, sliding and water play with friends • Climbing – play equipment that is age appropriate for a toddler (not enough toddlers) • Parents love being able to get a coffee!

Table 35. Responses on the Wednesday workshop interactive panel question boards

Question	Answer
What attracts you to a playground/ play space	<p>There were many reasons why participants were attracted to parks, ranging from the variety of equipment and play experiences available, to convenience and accessibility, to the experience of walking to and within a park. Participants liked both basic and interesting play equipment that allowed kids to create their own experiences or challenge themselves alone and/or with friends during play. Other physical elements such as shading, fibre glass slides and bike paths were mentioned amongst participants.</p> <ul style="list-style-type: none"> • Shading • Pushing a pram • Being able to walk to a park – this is important • It is nice to be able to walk to a park – our local park, Rolly Polly Park (Denistone Park) have to cross Blaxland Park • Walk to Community Park • The armory – no slide! • Windy in winter • The metal slides are hot, fibre glass is great • Interesting equipment – a bit of a challenge, my kids love swings and climbing, things they can manipulate • Kids don't ask for much • Get out in the open air, chase things, grass, uneven ground to walk on, basic stuff • Your mates help you climb, push you • National parks, catching tadpoles • They can be very basic • Somewhere to ride bikes and scooters • Can't push bikes in every park • People put bikes in the car • Convenience – go to the park next to pre-school – attracted by proximity • Can't put toilets in every park i.e. local park, they go home. Hierarchy

Question	Answer
<p>What are the reasons you wouldn't get to a playground/play space?</p>	<p>Safety was a key deterrent discussed amongst participants of the workshop, which was related to both proximity to roads and perception of safety. Parking was another reason which was discussed in terms of the availability of parking spaces and parking limits. Cleanliness and maintenance and the safety of play equipment were also mentioned during the workshop.</p> <ul style="list-style-type: none"> • A lot of traffic, very noisy, close to a main road, pollution • Park at Rhodes – playground next to Concord Road • Regional parks where parking isn't available • Some 2 hour zones can be a problem as it can be hard to get kids away from the playground. Three hours could make a difference, however this would depend on what you do. • Resident stickers i.e. Pittwater could work • Poorly maintained BBQs and areas that aren't regularly cleaned • Regional parks need toilet facilities – not clean, open or present • Unsafe equipment • Certain equipment may be a bit scary and/or difficult – but don't remove it • Parks that are very secluded and feel unsafe • Feel safer if you are with your kids than alone – illogical – felt vulnerable • Can be both too close and to too far from a road • Some things that make you feel vulnerable – how long will it take to run to my car? • Surveillance must be good – who is overlooking – neighbours are overlooking has a powerful effect on how people feel (Fiona)
<p>Describe the types of play experiences that you and your children enjoy</p>	<p>Participants listed a variety of play experiences that they and their children enjoy. Play experiences included:</p> <ul style="list-style-type: none"> • Water • Swings • They enjoy everything • Slides • See-saws • Riding bikes and scooters • Supernova (circle) • Flying foxes • Four swings – hard to get the right combination • Ball games – kick-around area • Picking up sticks (community park) • Interacting with nature, finding, learning

6.3.2.3 Specific findings of community workshops

The following place specific concerns came out of the consultation sessions. They have been summarised under each specific park that was raised.

Community Park

The key concerns with Community Park were related to safety, security and surveillance. Participants stated that there was a lack of fencing around the park, particularly as it is surrounded by roads on three sides which can get busy. One person also felt that the seats were too far from the play equipment making it difficult for them to observe their kids on the play equipment.

Participants liked that the park was easily accessible by walking (for both adults and children) and, despite the availability of parking, they preferred to walk there.

There was discussion around the variety and condition of play equipment available at Community Park. Participants liked the equipment available, however thought that upgrades would be necessary.

Safety, security and surveillance

- Lack of fencing is difficult
- The lack of a fence is an issue
- The seats are nowhere near the play equipment – too far to observe the kids, doesn't serve much purpose
- Good to be moved – it is fenced but right on Quarry Road – busy

- The backstreets are an issue – cars are flying down backstreets (rat running) when Lane Cove gets blocked up.
- Backstreets – cars are speeding
- Surrounded by three roads – difficult with two (kids)

Access

- Lots of kids that I'm close but not hospitals
- Lots of kids in the area – within walking distance
- Roads on three sides – there's parking but a lot can walk there
- I want my kids to have somewhere to walk

Equipment

- Only park with equipment in that section
- At the moment it has swings, tyre, slide, something to hold onto –
- Needs an upgrade/update
- New equipment

Yamble Reserve

Like Community Park, participants cited safety and surveillance to be an issue, mostly in relation to busy surrounding roads, lack of fencing and an existing hedge. The hedge was seen to be a problem as kids cannot be seen behind it, especially if parents are using the toilets which are located some distance away from the playground.

Access wasn't seen to be an issue, with one participant enjoying the fact that they walk with their twins to the park.

Safety, security and surveillance

- Hedge is a problem as kids can't be seen behind the hedge
- The toilets are quite distant, no direct path and can't see back to the play area because of the hedge
- Busy roads are a problem
- General lack of fences around parks, it is quite difficult

Access

- Good to be able to go to a park without taking a car – I have twins
- It is beautiful, much better than it used to be
- Driven by

Ryde Park

Ryde Park was well received during discussions with the community; however there were a few concerns around safety and the types of groups using the park. Safety issues were in relation to the existing fountain and the risk that kids might climb/fall into it. Unlike Community Park and Yamble Reserve, surveillance was not considered to be an issue at Ryde Park.

Another issue raised was the rugby team training that sometimes occurs in one part the park. Participants felt that it was an inappropriate location for them to train, particularly as it is more conducive to child's play and family activities than other areas within the park. Training in this portion was considered to be a deterrent to people using the park.

Safety, security and surveillance

- The fountain is an issue. If people have more than one child - it is not fenced – needs more protection, it is a bit worrying
- Water feature – a lot of kids get into the water

Issues/concerns

- It is difficult when you have more than one child
- Rugby team training (Ryde Park) in kick around area – it is not an appropriate place. There was plenty of room on other side of the park
- Once the team left, it was immediately filled with people

Likes

- Beautiful park – path is fantastic, can sit in the playground and see a lot

Putney Park

Putney Park was well liked, with kids enjoying the water play available and parents liking the sense of enclosure the park offered, from a safety point of view.

- Loves the slide and water
- Don't need fences but it is more enclosed

Holt Park

There was a lot of discussion between the project team and members of the community around the closure of Holt Park. There was confusion as to why it closed as it was perceived to be a basic, low maintenance park.

Participants understood reasons why the park was closed and surrounding pressures that were impacting on its use.

- Low maintenance park
- Confused about why it is closed
- Holt Street would have been so cheap to run – low maintenance with basic features
- Understands that we need a plan
- There is a lot of development in my area, a lot of duplexes – it puts a lot of pressure on the park
- Put something basic back in the park, it looks like a construction site
- Needs play equipment
- There isn't much else there
- Nothing much else there
- Could put a drain in
- Would have cost – what is cost to pull it out
- Just want something basic
- Kids are from 10-16 years old
- Was dual swings, one rocker, and a climber with a fireman pole
- Old seat is left there but it is fine
- It was well used
- Kids now come in and play in the dirt
- New houses going up in the street

- Explosion of kids
- It is so important for kids to have somewhere safe to play where they are not going to be run over by a car
- So they are not on the Xbox or Playstation – I see my nephews and I think it is so sad
- Could have been dealt with differently - need a plan

Pindari Park

Pindari Park was seen to be too dark and busy.

- Pindari is too dark and bush – no vitamin D
- Pindari Park is busy – the only other close park

Denistone East

There was a lot of discussion around signage, maintenance and the value of play spaces during the Wednesday consultation session.

Participants felt that signage around the park could be improved, particularly safety and directional signage to nearby facilities and bushwalking paths. There was a desire for more positive signage that wasn't overly regulatory and for signs that were site specific.

There was a lot of discussion around the value of parks in fostering community relations and opportunities for social interaction, both for adults and children. Community interaction was also seen to be beneficial from a safety point of view.

Other issues

Signage

- Do's and don'ts
- Public liability issues – something should be supervised
- Information for nearest facilities and bush walks
- Don't like generic signs
- Like positive signs suggesting things you can do
- The signs have to be site specific

Rubbish bins and recycle bins

- In parks – empty as it is maintained
- The little parks you want to walk to is the issue – if you are walking you are getting to know your neighbours
- Ryde is doing well on the bigger parks
- It is a bit like a community watch thing too
- When you have kids or dogs it opens up the social opportunities
- As soon as my kids go to a park they meet someone and learn to socialise – they don't get that in their backyard
- Going to the park is the best, I get to meet other mums and dads and speak to adults – I don't have a swimming pool so I can take them to a community pool.



Figure-75. Community Consultation Session in Anderson Park, May 2012 Photo: AECOM

6.3.3 Community Survey

The community survey was completed by participants at the consultation sessions and made available online on the Ryde website from 7 May - 7 June 2012. The survey received 17 responses during the consultation sessions and 18 online responses (refer to Table 36 for survey questions and responses).

The survey was answered by respondents predominantly aged 25-40 (79.4%) with 17.6% 41-65 and 2.9% 16-24 years. The survey was answered predominantly by females (79.4%). 29.4% of respondents spoke a language other than English at home with a variety of languages cited including Mandarin, Cantonese, Marathi and Hindi, Polish, Croatian, Persian, French and Portugese.

Table 36. Survey questions and results

Question 1

Which playground/park play space do you visit most regularly for play in the Ryde local government area?

There was a range of parks given as responses demonstrating the variety of parks that people are regularly visiting within walking distance of their homes.

Most people (74.3%) walk to with only 20.0% driving indicating the most frequent mode that the community uses to access playgrounds highlighting the importance of playgrounds being located within 400m of residents.

Question 2

Why? (respondents could choose up to 3)

Close to home	77.1%
Easy to access (easy to walk there, good parking, cycle paths, public transport services)	40.0%
Convenient (close to shops, school, additional destinations)	25.7%
Diversity of play experiences available	25.7%
Other	22.9%
Attractive and beautiful	14.3%
Bike and scooter paths	14.3%
Swings	11.4%
Challenging and adventure play options	5.7%
Safe and defensible	5.7%
Nature play and opportunities to experience nature	2.9%
Good for climbing	2.9%
Good for picnicking	2.9%
Water play options	0.0%
Good for spinning	0.0%

Question 3	
How do you normally get there?	
Walk	74.3%
Car	20.0%
Bike	5.7%
Bus	0.0%
Train	0.0%
Ferry	0.0%

Question 4	
Who do you normally go with?	
My children	54.3%
My partner and children	14.3%
My children and other children	11.4%
Extended family	5.7%
My partner	5.7%
Other	5.7%
Friends	2.9%
Grandparents	0.0%
My sibling/s	0.0%
Alone	0.0%

Question 5
Which is your favourite playground/park play space in the Ryde local government area?

A large variety of parks were listed most with only one or two votes indicating the value that the community is placing on its proximate parks.

The parks that received more than two votes were regional playgrounds: Ryde Park (7 votes), Blenheim Park (5 votes) and Putney Park (4 votes). This is a much higher proportion of regional playgrounds compared with the most regularly visited playgrounds cited. This indicates that people will travel further to their favourite playground, often a regional park and more likely by car.

Most people drive to their favourite playground (52.9%) compared with walking (41.2%). This is still however, a large proportion of people who are walking to their 'destination' playgrounds which indicates the preference for playgrounds that are within walking distance to home.

Question 6	
Why? (respondents could choose up to 3)	
Diversity of play experiences available	41.2%
Close to home	35.3%
Other	29.4%
Bike and scooter paths	20.6%
Convenient (close to shops, school, additional destinations)	17.6%
Easy to access (easy to walk there, good parking, cycle paths, public transport services)	17.6%
Safe and defensible	17.6%
Attractive and beautiful	17.6%
Water play options	14.7%
Challenging and adventure play options	11.8%
Nature play and opportunities to experience nature	5.9%
Swings	5.9%
Good for picnicking	5.9%
Good for climbing	0.0%
Good for spinning	0.0%

Question 7

How do you normally get there?

Car	52.9%
Walk	41.2%
Bike	5.9%
Bus	0.0%
Train	0.0%
Ferry	0.0%

Question 8

Who do you normally go with?

My children	47.1%
My partner and children	26.5%
My children and other children	5.9%
Friends	5.9%
My partner	5.9%
Other	5.9%
Extended Family	2.9%
Grandparents	0.0%
My sibling/s	0.0%
Alone	0.0%

Question 9

What is the main thing that stops you from visiting a playground/ public play space? (Respondents could choose up to 3)

Feels unsafe (near a busy road, poor visibility, trip hazards, lack of lighting)	47.1%
Untidy and poorly maintained	35.3%
Uncomfortable (little or no shade, poor or inadequate seating and tables, no pram access)	32.4%
Hard to access (poor footpaths, cycle paths and parking)	29.4%
Aging and damaged play equipment	26.5%
Other	26.9%
Boring play options, lack of excitement and adventure	23.5%
Lack of public amenities including drinking water and public toilets	17.6%
Lack of variety	8.8%

6.3.3.1 Community survey key findings

- 77.1% cited 'Close to home' a reason that they visited their most regularly attended playground, other reasons were 'Easy to access' (40.0%) and convenient (41.2%)
- 43.8% cited 'Diversity of play experiences available' (41.2%), 'Close to home' (35.3%), 'Bike and scooter paths' (20.6%), 'Easy to access' (17.6%), 'Attractive and beautiful' (17.6%), 'Convenient' (17.6) and 'Safe and defensible' (17.6%) were also stated. This shows that the destination playgrounds are offering a diversity of play experiences, access, proximity and safety are key priorities for parents and carers when travelling to a destination playground
- 74.3% of survey respondents walk to their most regularly visited playground and 20.0% drive
- 41.2% of survey respondents walk to their favourite playground and 52.9% drive
- These transport results indicate that most people are walking to the park closest to them, although it appears that a lot of people are walking for destination play
- Only two respondents selected 'bike' as the main form of transport and none selected public transport at all
- The main barriers to play were: 'Feels unsafe' (47.1%), 'Untidy and poorly maintained' (35.3%), 'Uncomfortable (little or no shade, poor or inadequate seating, no pram access)' (32.4%), 'Hard to access' (29.4%) and 'Aging and damaged equipment' (26.5%).

Consultation with Children

Prepared by Fiona Robbé Landscape Architects
June 2012



