

CONCEPT PLAN

1. Sandstone block wall for retaining and seating- this lifts levels and minimises any excavation
2. Swings - 2 swings and a 'you and me' seat swing
3. Picnic table
4. Main feature play element with slides (small & large)
5. Listening / talking tubes
6. Accessible carousel
7. Springer
8. Rubber softfall (extents to be refined in design development stage)
9. Softfall mulch
10. Mulch area
11. Locally sourced natural timber logs- balance trail and informal seating
12. Stone steppers through garden
13. Decomposed granite
14. New concrete path
15. Existing Fig tree to be retained
16. Existing Palm tree to be retained
17. Planting area
18. Turf area
19. Existing backrest seats to be retained
20. Umbrella or shelter
21. Timber seating deck- reclaimed bridge timbers- providing a connection between play and park
22. Pipe play elements in mulch
23. Concrete strip to base of wall and deck area
24. New backrest seat
25. Timber platform seat
26. Feature timber sculptures (animal theme)
27. Bin location



CONCEPT PLAN

SPATIAL DESIGN

The redesign reduces the overall extent of the play zone and also the scale of the main element. The focus of the playground is the existing Fig and the surrounding public open space. The play experience and space encircles the Fig in part and opens to the Town Green spaces to the north and the east.

PLAY THEME

The underlying, rather than explicit, theme of the play area is 'habitat'. This is largely in response to the existing Fig tree at the centre of the space- a tree of impressive scale that creates a sense of protection and shelter.

A range of animals may find shelter in such a tree- possums, sugar gliders, birds etc...a habitat for wild animals. The animals and the tree trigger the imagination of kids- the '*wild*' users of the space.

Tunnels will provide crawling spaces and moments of enclosure and shelter.

An *elevated pod* will include details reminiscent of nest boxes.

Climbing and balancing will be play activities.

Socialising and activity will foster connection and inclusiveness.



Elevated Pod- Concept Design

THE PLAY EXPERIENCE

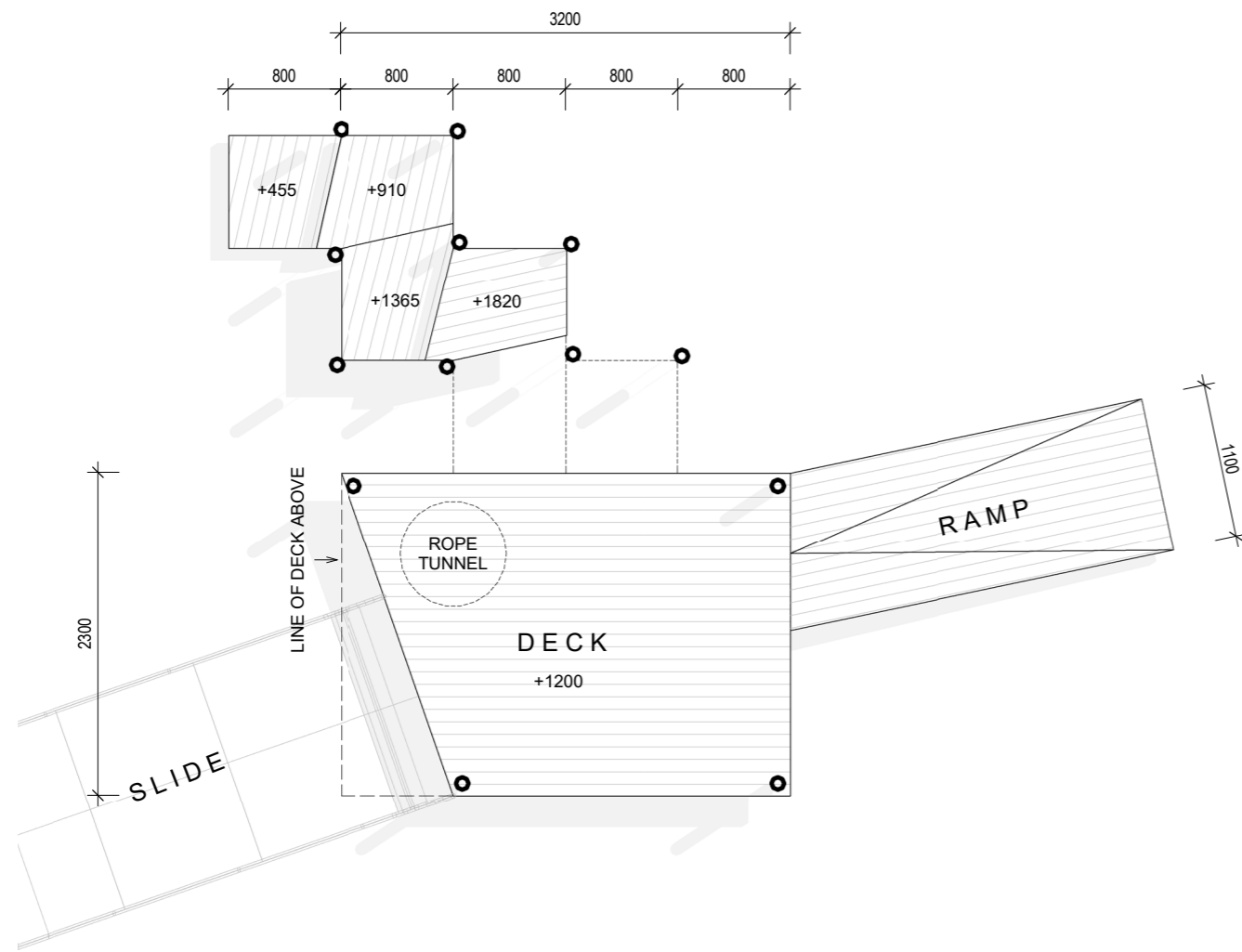
The main / feature play structure will include two levels of play.

The lower level will be accessible by ramp and will include a small slide (1200H). The lower level also includes a rope tunnel climb that provides access to the upper level.

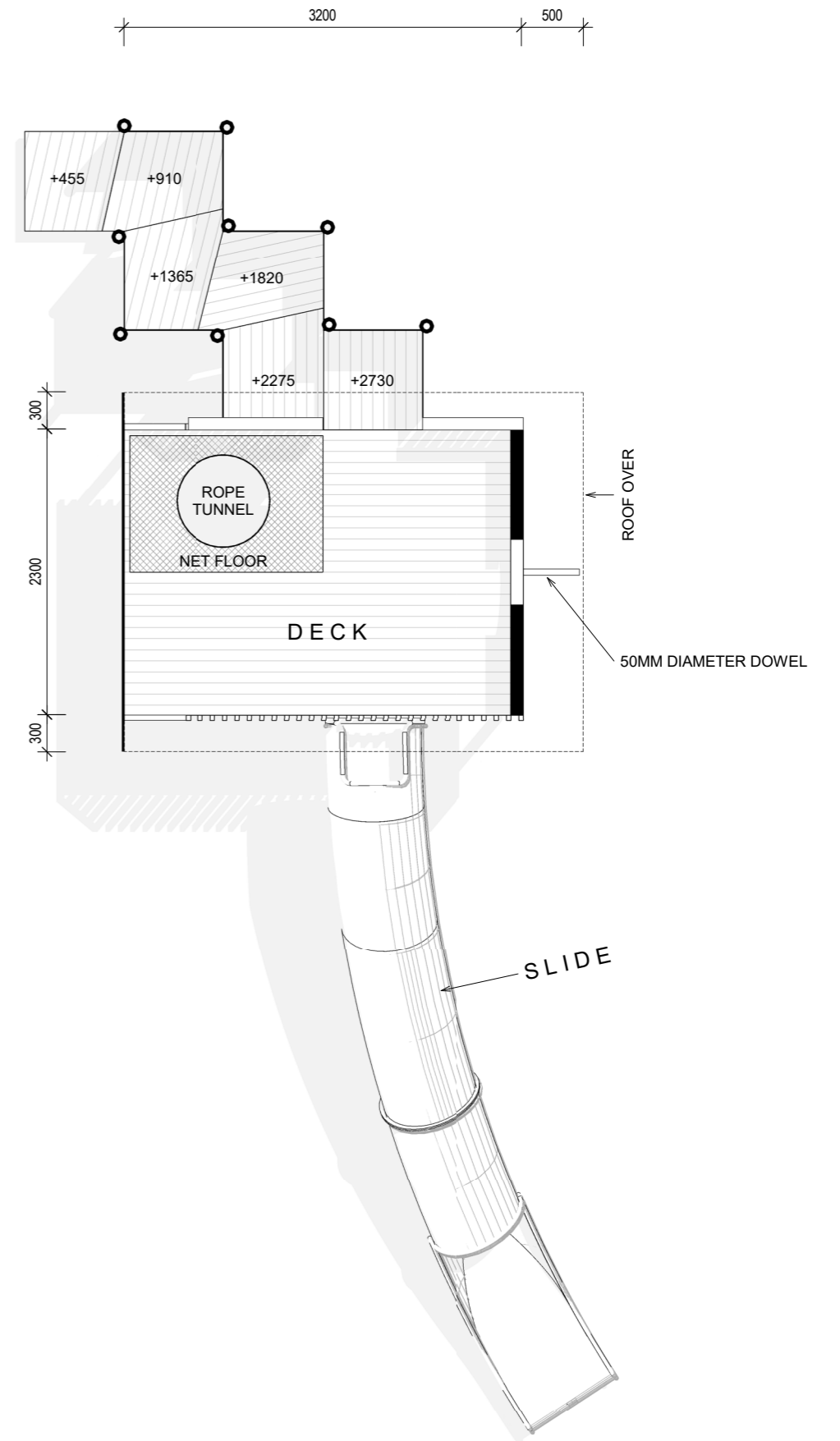
The upper level is accessed via the rope tunnel climb and/or a series of platform steps on the northern side. The upper level provides expansive views across and along the river foreshore and into the canopy of the existing fig tree- particularly via the 'nest box' window. The upper level also provides access to a large tunnel slide.

Key considerations within the design is also the provision of shade within the structure itself and maintaining a level of transparency through the structure.





LOWER LEVEL PLAN



UPPER LEVEL PLAN



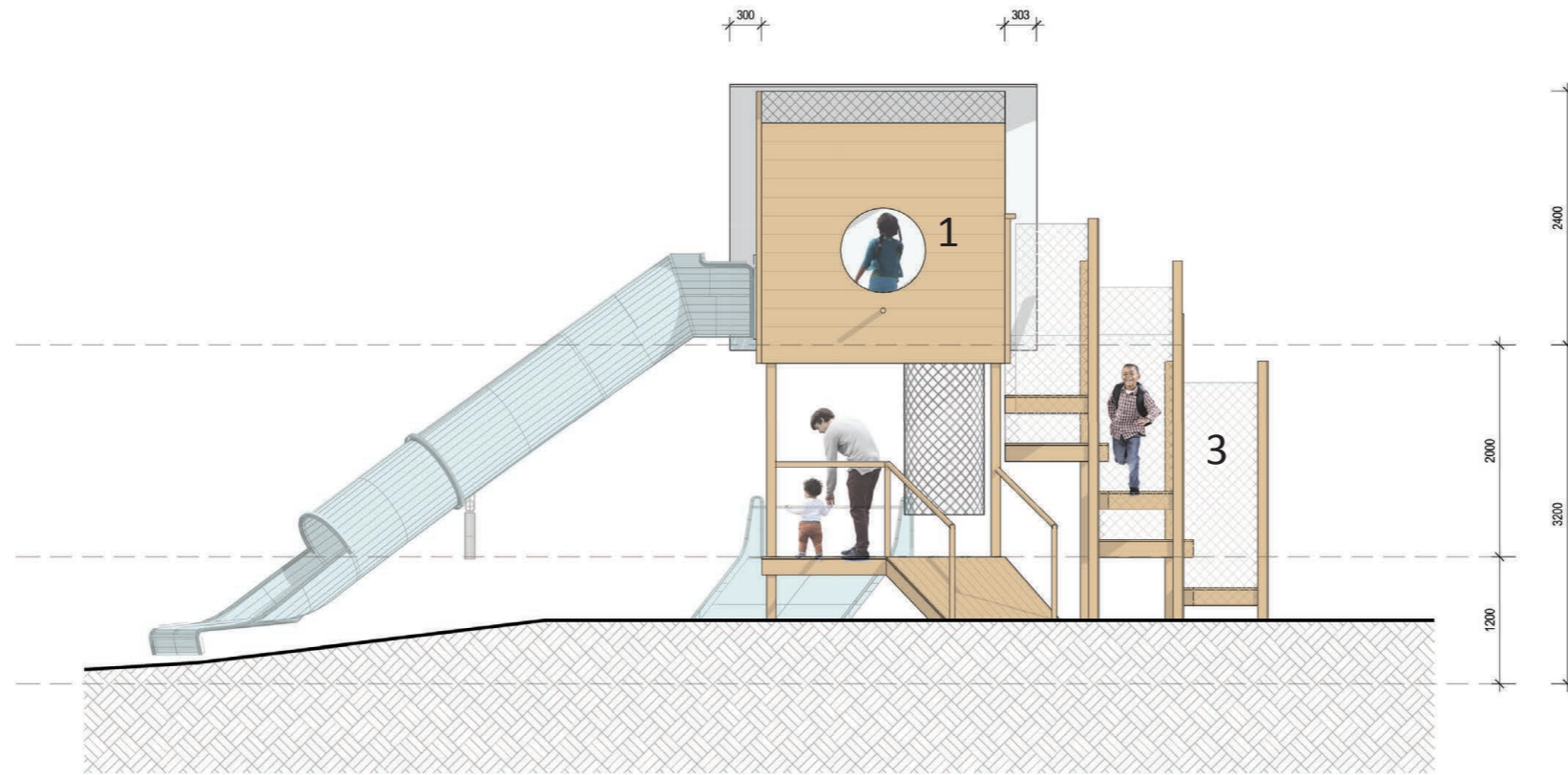
1 Nest box window with canopy views



2 Battens provide enclosure for safety and transparency for views- and light and movement play



3 Webnet barriers for transparency and a sense of adventure



EAST ELEVATION



SOUTH ELEVATION



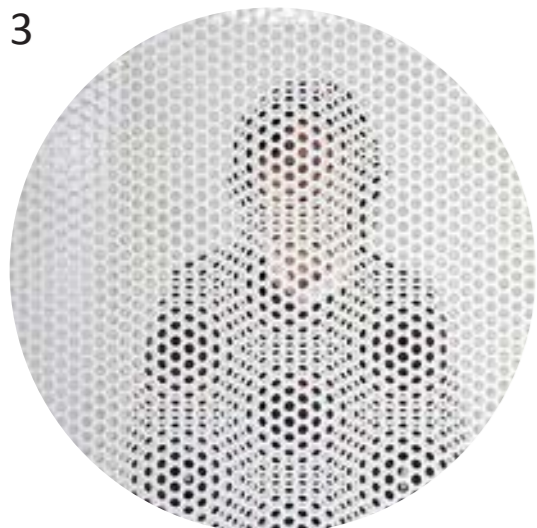
1

Webnet barriers for transparency and a sense of adventure



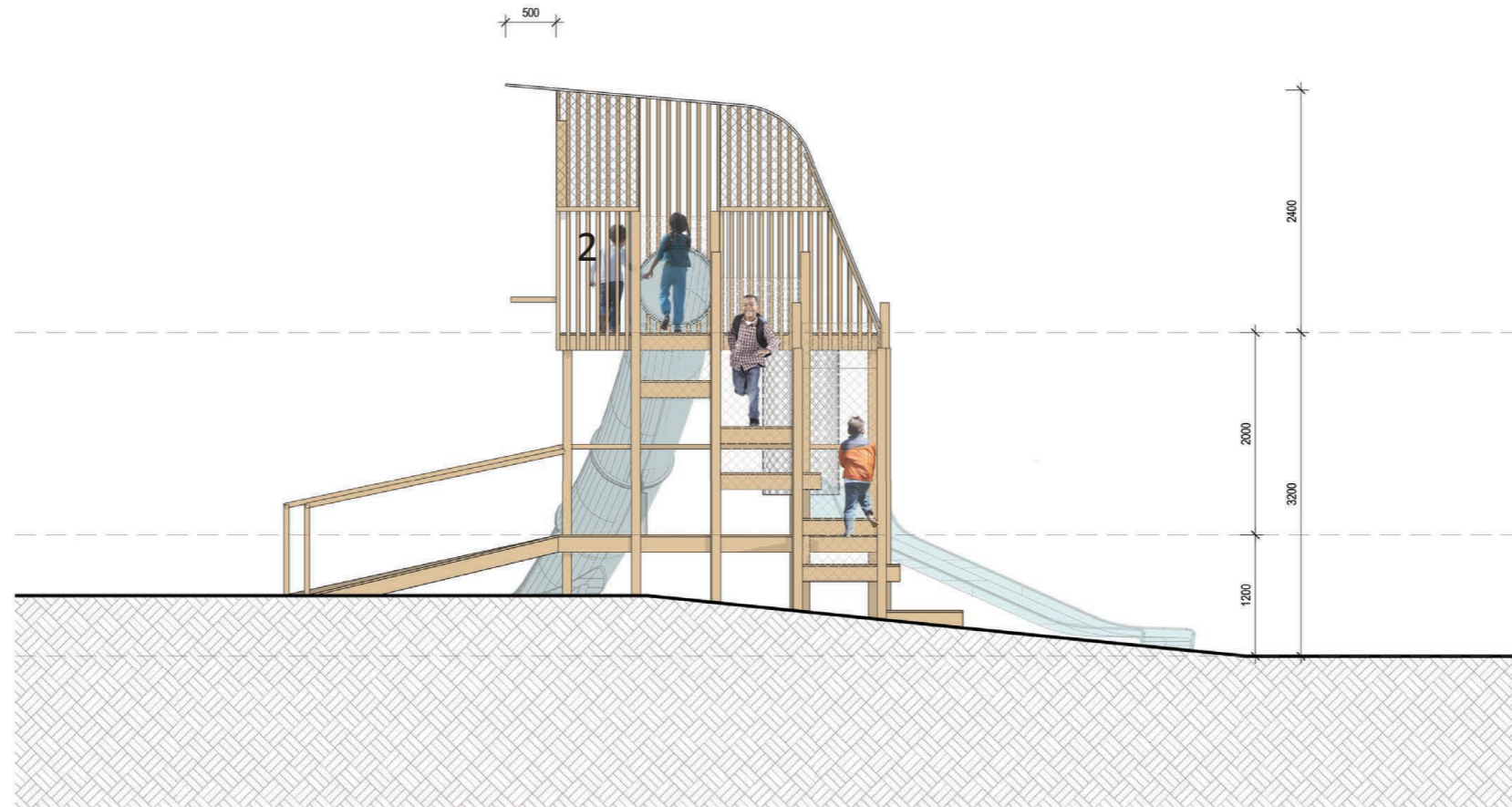
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Battens provide enclosure for safety and transparency for views- and light and movement play

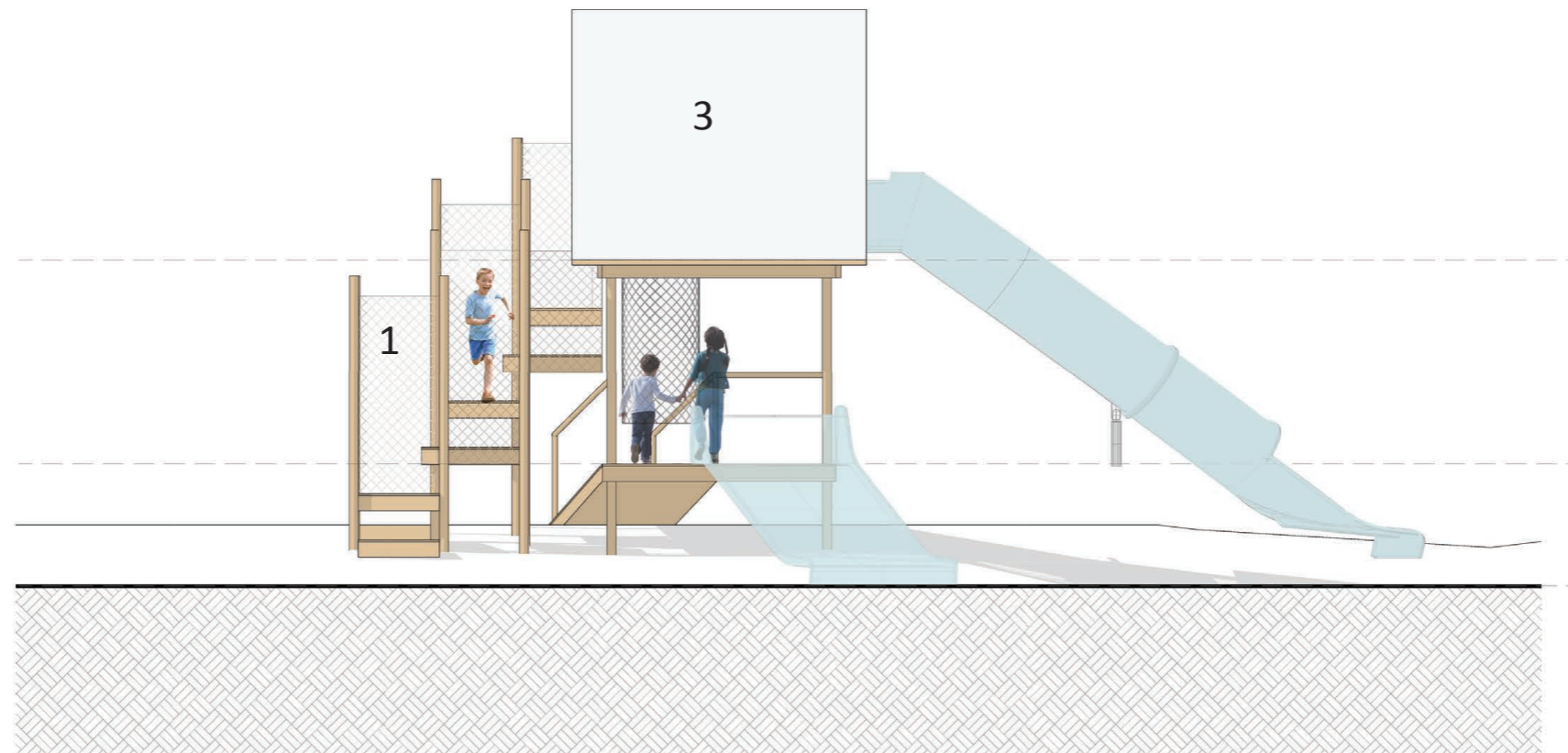


3

Perforated wall (to west) for shade but also transparency and airflow



NORTH ELEVATION



WEST ELEVATION

Shade Options

FIXED UMBRELLAS



SMALL CUSTOM SHELTER

