ATTACHMENT TO AGENDA ITEM

Ordinary Meeting

21 June 2016

Agenda Item 7.2   **Small Town Youth Recreation Spaces Strategy**

Attachment 1   **Small Town Youth Recreation Spaces Strategy - FINAL .349**

contents

prepared by

PLA'CE

suite 14, 150 Chestnut St, Cremorne VIC 3121
ph: 03 9429 8000 e: enquiries@place.com

executive summary

introduction

Playce pty ltd were engaged in July 2015 to undertake a Youth Recreation Spaces Strategy for Greater Shepparton City Council with a focus on 11 towns in the Greater Shepparton region.

- Arcadia
- Congupna
- Dookie
- Katandra West
- Merrigum
- Mooroopna
- Murchison
- Tallygaroopna
- Tatura
- Toolamba
- Undera

Playce and Council staff undertook extensive consultation sessions with local young people focusing in particular on those living in the townships. We spoke with local High Schools, took the bus to school with the students, ran on-site sessions and met with the Ramp It Up committee.

A review of current provision for spaces for young people across the towns. Building upon the Council Plan and Community Plans of each town, the strategy combines the broader strategic documents with what the young people of Greater Shepparton have said.

The overriding focus was to ensure the strategic plan to appropriately be able to provide accessible, inclusive and relevant spaces for young people in the townships, in line with current world's best practice for the next ten years, and also be realistic for expectations/outcomes.

The key recommendations therefore to achieve the above plan are outlined below and focus on both new facilities and upgrades to existing sites to give Council clear strategic direction.

recommendations

SPOT approach

Based upon the community consultation and review of forecast planning of the Greater Shepparton region, Playce recommends an approach called SPOTS. Outlined as follows, based on 4 key principles we believe are critical to these spaces

Social (areas to hang out, sheltered, safe),
Playful (to play/participate in recreation, art,, music etc)
Open (visible, safe and accessible)
Township (central, close to shops, relevant)
Space

Being mindful that the majority of young people in these smaller townships all gather at bus stops to wait for school buses to go into school. These areas have already become informal areas where kids gather both prior and after school and most are central and accessible for all.

SPOT types

The SPOT approach is based upon activity and function, primarily focused around a SOCIAL area. There are 4 modules in total for a

SOCIAL - PLAY - ACTIVE - SKATE

Based upon the townships within this strategy, we have developed a SPOT scale of Small Medium and Large. Which is a combination of the SPOT modules relevant to each town.

small SPOT - a BUS SPOT

A small spot is a good place to hang out. Social seating, with potential for power, wifi, and shelter. Where possible seating should incorporate tables for study outside.

medium SPOT

A medium spot is a great place to hang out. It incorporates the social elements of the small spot and will additionally have 1-2 other modules of either Play, Active or Skate.

large SPOT

A large spot entails all the modules of the SPOTS. It incorporates the social, play, active and skate elements. The modules are related to each other to form an overall spot for gathering and potentially holding small events.

Each additional module (based around a single function) will be implemented over a staged approach when funding becomes available.

SPOT implementation

The implementation of the SPOTS are based on a staged approach. We have based it on a 10 year program, with each town programmed to have stage 1 of their SPOT implemented within the first 4 years (funding permitting).

Implementation has been based upon location in the region, active communities in the youth recreation space and forecast future growth.

Within this strategy each town has a way forward for their SPOT with key recommendations for location and an idea of indicative timing for each stage.

Background

"People spend their childhood learning to be like their parents, and their adolescence learning who they are and how they are different from their parents." Dr Miriam Kaufman, 2006

What is teenage play?
Introduction

The following section touches on current industry thinking about what is teenage play, issues young people face, why play is so important, a review of existing models of provision and their limitations. It then highlights a new approach to teen play & recreation space provision that will aim to assist in defining opportunities and key principles for this teenage recreation space strategy.

Everyone has a right to play...!

The right to play and access informal recreation is contained in Article 31 of the UN Convention of the Rights of the Child, ratified by Australia in 1990. Under this convention, the Australian government has a duty to provide and promote opportunities for recreational play and leisure activity for all children and young people up to the age of 18.

So what does that actually mean for teens? We have a clear direction from the UN and Federal government that spaces should be provided for teenagers that promote recreational play and leisure activity.

Sounds pretty simple? Alas it has been an ongoing issue across Australia and most Countries that have adopted this protocol in what this actually means for young people.

Play spaces are for kids!

Play has traditionally been the domain of younger children. Playspaces have been implemented across Australia to provide for a range of opportunities for toddlers and early primary school aged children.

This provision is based on a mix of traditional typical elements (swings, slides, climbing structures etc) which more recently has included more nature based opportunities. Playspace provision is ingrained into our communities' expectations and so there are literally tens of thousands of them throughout Australia providing a range of opportunities for younger children. However they do not realistically cater for older children who simply do not find them challenging or relevant.

A time of much change

Adolescence is defined as the period following the onset of puberty during which a young person develops from a child into an adult. It is a significant time of change in everyone's life with key life development changes including;

independence from parents and other adults
development of a realistic stable positive self-identity
formation of sexual identity
negotiation of peer and intimate relationships
development of realistic body image
formulation of own moral/value system
acquisition of skills for future economic independence http://headspace.org.au/

As part of this phase of life, young people are also faced with a significant range of issues such as depression, bullying, poor body image, obesity and weight related disorders.

"A popular approach by local government is often to provide a skate park and/or BMX mounds, in the belief that such facilities will meet the needs of young people. However, facilities for young people are much more than skate and BMX facilities, especially when the needs of young females are considered as well as young males (who tend to dominate participation trends in skate and BMX activities)." Ballarat Play Space planning Framework 2014

The skatepark phenomenon

In the late 1990's there was a major push for the provision of spaces to skate due to a significant level of interest from primarily younger people who skated or rode. Traditional sports, which have defined court dimensions and requirements were easy to implement and so skateparks were created like these other recreation spaces such as basketball or tennis courts. Recreation departments were generally then given the mandate and responsibility within Councils to implement these facilities in parks and open space like other sports provision. Over the last 15 years, over 800 skateparks have been implemented across Australia and almost all of these facilities have been located in public parks and open space.

5

The rise (and fall) of youth spaces

As part of this significant growth of interest in skatepark provision, it became very clear that the majority of participants were teenage boys. Across the industry, Councils were seeing that skateparks had a youth focus and began to start to look at how these spaces could accommodate other young people. A solution for teenage play had been created. Skateparks then began to expand with social areas, seating, ball courts and other recreation facilities to increase diversity of use.

This created a significant issue. Rather than understand specifically what young people were interested in, we were adding and creating more recreation spaces in parks and open space that were not necessarily relevant to the majority of young people.

"Youth spaces are defined as free access outdoor activity spaces designed for young people to encourage social and physical activity. These spaces cater to children over the age of 5 years and in the main people between 10 and 24 years. Typically they will facilitate social gathering, the conduct of one or more action sports and free access social sports facilities, such as: ball courts, hit up walls goalposts and practice wickets.
YOUTH SPACES PLAN (undisclosed NSW council, 2012).

The above definition best sums it up which focuses on some social gathering and the provision of sports facilities, most with primarily a male focus. Did this in fact attract those not interested in active sport, particularly females? .....No. The model had to change...

Moving beyond active recreation

For a start, we need to acknowledge that sport is not the only recreation solution. Art, music and dance can also be attractive and relevant to teens, with many undertaking these pursuits as part of their school curriculum. Teens are also highly influenced and enjoy these pursuits socially, in particular both music and dance. Tapping into this interest allows a potential space to become far more relevant to a much larger range of young people.

Most importantly, accommodating these in a space allows it to transform and change as trends change. What is cool and relevant now to one group of teenagers will be daggy and irrelevant to those wanting to use a space in 5 years time. Art, music and events allow the space to transform and more with the trends and remain relevant.

"I don't use skate parks because I don't have a skate board and do not like skate boarding, also I'm a girl and there's not a lot of things/activities for us. Very unfair and that is why girls don't get outside as much."

(female respondent, Rockingham Youth outdoor recreation Spaces Survey 2011)

"Not really having anywhere to go and entertain ourselves, and in effect maybe going and doing the wrong thing" toolamba resident 2016

So what really is play for teens?

So if active recreation and skateparks are not specifically play for teens, what is? The following AILA Policy for Play captures it well.

AILA defines play as children and young people following their own ideas and interests, in their own way and for their own reasons, having fun while respecting themselves and others. Play is a generic term applied to a wide range of activities and behaviours that are satisfying to the child, created for the child, and freely chosen by the child. As children grow older they are more likely to describe these informal recreational activities in ways other than "playing". This policy applies equally to all ages of children. AILA Policy for Play

The majority of young people throughout Australia spend time with their friends. Friendships are among the most important activities of life. They are important in helping children develop emotionally and socially. By adolescence 80 to 90% of children have key friends, and they spend almost a third of their waking time in the company of friends whereas this drops significantly at adulthood. Young people need to socialise, to "HANG OUT", to talk, to flirt, to challenge....It's a critical part of the transition to becoming an adult...

As part of a recent study undertaken by Playce for the City of Wyndham, young people were asked about their favourite pastime or leisure activity and overwhelmingly the most popular activity was Hanging Out with friends (at parks, shopping centres or home) at 49%. As way of comparison, Skateboarding was 1.7% and organized sport was 2.8%.

Another survey as part of the Rockingham Youth Spaces Strategy (2011) asked respondents what they like to currently do in their spare time. Some of the highest respondents included talking with friends (13%) and shopping at 9%. Skate/BMX only came as the 16th highest item at less than 2.2%

This is a small sample of data, but it shows that there is a fundamental need and interest in young people just hanging out and socialising. This more than any other form of unstructured or structured recreation appears most important to young people.

Therefore essentially teenage play is simply opportunities for young people to have fun, socialise and hangout with their friends whilst respecting themselves and others. This may include undertaking some active recreation, art or listening to music but the primary focus is hanging out socially. 7

Relevant spaces?

If young people are most interested in socialising and hanging out with friends, it becomes important to expand on where they want to be to do this? Most young people have lots of 'free time', have to use public transport to get around, are attracted to fashion, movies, and music and have a high disposable income. All of these are found in town centres and commercial precincts. There is significant evidence confirming this throughout Australia with most shopping and commercial centres and malls experiencing issues with many young people congregating in these central and accessible locations. Ironically though, this is seen as a negative and a major problem for many commercial centres. Strategies are often put in place to remove teens from "loitering" in these spaces such as employing security guards, classical music and even more significant responses such as the mosquito (a high pitched tone that only younger people can hear).

None of this makes sense?

So we are creating 'youth' spaces in parks that are hard to access and not where young people want to be and yet at the same time implementing strategies aimed at preventing young people from using shopping precincts, transport nodes and commercial centres which as outlined above naturally attract them.

So should then be responsible for designing spaces for young people? Due to the structure of most local governments within Australia, different departments are responsible for different strategic areas. Recreation departments are traditionally involved in managing parks and open space and the recreation facilities placed within them. Youth services focus more on at risk youth, programs and education and support. Urban design and city planning are responsible for the implementation and management of more centralized urban centres and transport nodes with other authorities such as the Department of Public Transport and Vicroads. Given this demarcation of responsibility, spaces specifically for teenagers should actually be primarily implemented by the city planning and urban designers and others responsible for our central urban squares, transport nodes and public domain.

Safe and inclusive public space

If we accept that young people are naturally attracted to urban centres and shopping precincts, we should look to redevelop these spaces and centres to better accommodate their needs. If areas within a mall or public square were designed with young people in mind, we may actually mitigate a number of the perceived or real social issues of young people 'loitering' or hanging out. Active recreation, music, art, events and other social opportunities could all be accommodated in relevant spaces in high profile locations in places young people want to be. Importantly the design of these spaces need to be such that young people's needs are balanced with the needs of others in the community so any perceived or actual conflict of use is mitigated.

"More activities that teens can enjoy. A lot of teens are not sporty. Music studio's have a group of kids that can do and sing or play an instrument like a band and go around to different places. Studio's for teens that want to start their dreams and future. "
(female respondent, Shepparton Ramp It Up Survey 2015)

a possible model

So what could these spaces look like?

Therefore, If we are looking at the provision of new spaces, what could they look like and where can they go? It is therefore important to define the model of provision to enable Council the opportunity to implement new spaces and places for young people accordingly.

Playce believes that there are two main typologies that best accommodate the needs of young people. Larger municipal size spaces (Municipal Youth Inclusive Plazas) that attract large groups of young people to congregate and enjoy as a destination space and these are then complemented by smaller localized spaces (Neighbourhood Youth Inclusive Spaces) for young people to hang out at during times when they have less free time or access to public transport.
The following is a brief description of each:

Municipal Youth inclusive plaza

A municipal youth plaza is a public space that has designated areas and opportunities that facilitates young people to congregate and socialise and engage in positive, passive and active recreation pursuits. Importantly whilst not size specific, it is designed to be large enough to cater for a diverse range of programs and activities that will attract a diverse range of different young people across the municipality. As such it will become a focus for youth events and activities at a municipal level such as youth week or freeza events.

The youth inclusive plaza may have areas for skateboarding and other action sports however this is not main use of the space, with other cultural and social activities being the focus. These may include art exhibition spaces, music and band opportunities as well as wifi and speakers and i Pod jacks. There may also be play and other sporting spaces such as climbing, parkour or ball courts as applicable.

The other key component is an equitable distribution of social and seating spaces that provide opportunities for social gathering and simply 'hanging out'. Shelter and shade is also critical. The key to the success of a youth plaza is location. They need to be in high profile central locations where young people will congregate. Therefore town centres, major shopping precincts and transport interchanges are key

Geelong Youth Activies Centre - example of Youth Inclusive Plaza

locations that should be sought out. Location is critical as young people will simply not participate or congregate in areas that are difficult to access.

Another key to the success of the space is where ever possible, providing opportunities for collocating the plaza near youth services or other council community service buildings. This allows for opportunities for Council to effectively manage and program the space, run events whilst also enabling the Council to access and provide assistance to at risk youth in an environment that the youth are already appropriating freely.

Key requirements of municipal youth inclusive plaza include as a minimum:

- *Approx 400-800+ sq/m in size (large enough to accommodate local youth focused community events*
- *At least one per major town or commercial centre possibly aligned with civic or town squares*
- *Located in the heart of a town centre or major shopping precinct.*
- *Very high natural surveillance*
- *Contain a mix of social and both passive and active recreation opportunities (sport, skate, art, music and multimedia) that are confirmed during engagement process with local young people to ensure locally relevant.*
- *Adjacent or near community centre or other service based or-*
- *ganisation that can actively assist in the programming of the space*
- *Has an adopted operational events activation plan.*
- *Close proximity of food/drink outlets*
- *Contain appropriate equitable social seating configurations*
- *Public transport access readily available*
- *Emergency vehicle access available*
- *Shelter/shade*
- *Toilets (or in close proximity)*
- *Rubbish bin/s*
- *Drinking fountain/s*
- *Appropriate entry and safety signage*
- *A municipal youth plaza should be designed by a professional Landscape Architect with specialist youth expertise.*

Small Town Youth Inclusive Space

A small town youth inclusive space is essentially a freely accessed sheltered public area within in a local catchment that has a shelter where possible, seating, social spaces, art or some minor sporting infrastructure that is relevant to young people to enjoy.

This may be within a local park, along a street or at the local shopping precinct. The focus though is not large scale events or activities but rather spaces that provide young people the opportunity to 'hang out' and socialise within the local Neighbourhood. A good example of an informal youth space that could be expanded with more relevant seating configurations and opportunities for other youth - centric recreation opportunities is a bus shelter.

So what about country townships?

Whilst it is all very well to express a desire to implement new youth inclusive opportunities in major shopping precincts and commercial centres, this strategies primary focus is on smaller regional communities surrounding Shepparton.

With this in mind the single biggest issue these teenagers face in these more remote and smaller township is access. As there is limited public transport for teens, accessing these commercial centres and urban spaces is difficult. Furthermore, given the size of these communities, following our review of existing infrastructure and recreation opportunities, even access to skate spaces or other traditional recreation is difficult.

Many townships have no skate or recreation spaces, social areas, opportunities to gather or hang out, nor is there potentially the financial capacity to accommodate significant new infrastructure.

Therefore we recommend the adoption of Small Town Youth Inclusive Spaces for each of the townships that could potentially be complemented by the Municipal Youth Inclusive Plaza as part of accommodating the needs of Shepparton's youth as part of a separate project.

Key requirements therefore include as a minimum;

- Public transport access readily available
- Approx 50-200+ sq/m in size (varies significantly subject to available space but large enough to accommodate some seating and social spaces and where possible some recreational activity (sport, skate, play, art).
- Very high natural surveillance
- Contain a sample of social and both passive and recreation opportunities (sport, skate, play, art, music, multimedia) that are confirmed during engagement process with local young people to ensure locally relevant.
- near community centre or able to accommodate drop in service that can actively assist in the programming of the space wherever possible

- Contain appropriate equitable social seating configurations
- Emergency vehicle access available
- Shelter/shade
- Toilets (or in close proximity)
- Rubbish bin/s
- Drinking fountain/s
- Appropriate entry and safety signage
- A youth inclusive space should be designed by a professional Landscape Architect with specialist youth expertise.

10

community engagement

The following pages outline the key findings from the engagement undertaken as part of the consultation phase.

Engagement was undertaken both by Council and Playce to determine the needs of young people in these towns. Council and Playce undertook sessions at High schools, on site sessions, bus trips to and from school, and sessions with the Ramp it Up committee (representatives from towns included in the strategy, not all towns are represented in this group) Questions asked related to what young people in these towns currently do, what issues they are facing, and what they would like to have in the future for their town. They were asked to select activities from a page of precedent images, as well as writing or drawing their ideas and suggestions.

The consultation demonstrated that the for young people to socialise or be active is lacking with almost all participants highlighting that there is no where to hang out locally.
The following is a summary of this information as a whole. Please refer to the Implementation section of this report for more detailed information on what people said for each individual township.

The consultation was targeted to students from small towns attending local secondary colleges and was inclusive with young people from a range of ages, gender and backgrounds. The detailed design phase will further explore diversity of young people in small towns with feedback incorporated into the overall design.

The sessions we ran:
- School Bus Trip from Undera to Shepparton
- School Bus Trip to Dookie from Shepparton
- School Bus Trip from Katandra West to Shepparton
- School Bus Trip to Murchison from Shepparton
- School Bus Trip from Congupna to Shepparton
- School Bus Trip from Toolamba to Shepparton
- School Bus Trip from Tallygaroopna to Shepparton
- Goulburn Valley Grammar School

- Verney Road School
- Wanganui Park School
- Shepparton High School
- McGuire College
- Mooroopna Secondary College
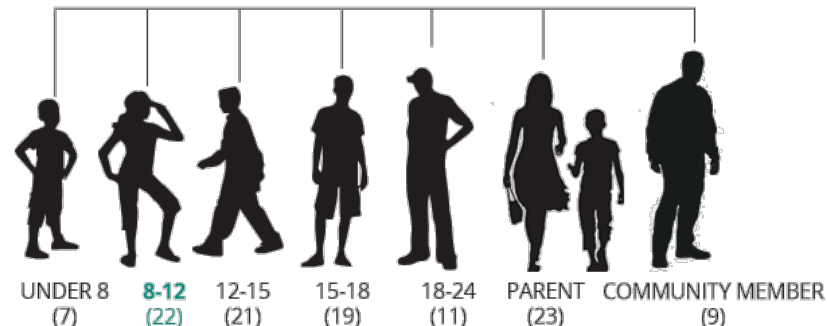- Pool Party Merrigum
- Pool Party Tatura

11

Ramp It Up Survey summary

The following section is a brief snapshot of the outcomes of the **Ramp It Up** Survey taken in 2015 to ask young people in these townships about recreation, spaces and barriers to participation.

who are we?

111 PARTICIPANTS

53% FEMALE
(58)

47% MALE
(53)

what ages?

UNDER 8	8-12	12-15	15-18	18-24	PARENT	COMMUNITY MEMBER
(7)	(22)	(21)	(19)	(11)	(23)	(9)
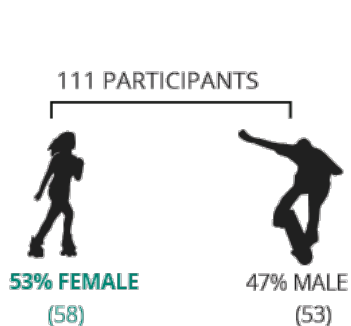
what top activities do you do for recreation?

1. BIKE RIDING
2. HANGING OUT WITH FRIENDS
3. WALKING
4. SWIMMING
5. FOOTBALL
6. NETBALL
7. MOTORBIKES
8. SOCCER

If you dont participate in activities, why not?

"Because its not my interest. Id' rather do things that are hands on like woodwork, metals, art and music"

"Lack of opportunities to participate. Isolation and deprivation of social opportunities"

13

Ramp it up Survey summary
who we spoke to...
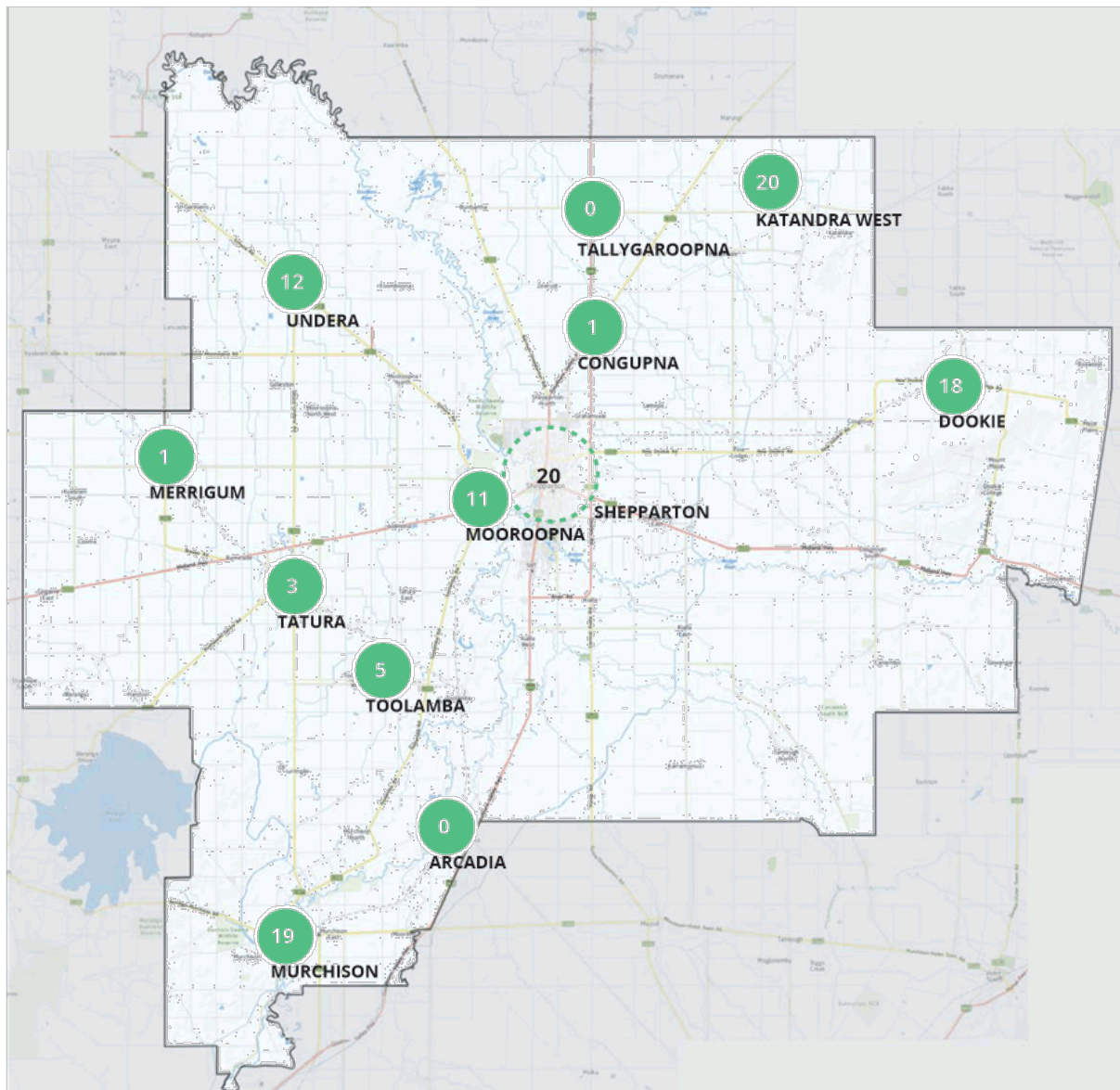
What youth recreation facilities, sports facilities, activities, services or programs would you like to see in your town?

"a bike racing track"   **" A skatepark"**

"more social activities, age specific which include hanging out and shopping. running tracks art activities in a nice area may be cooking classes"

"Fitness equipment by walking track"

"a place where young people can meet other young people and just get away from problems that they may be having at home and school."

"Splash park in Dookie to get cool in summer"

"something for young teenagers"

"More flying foxes, large climbing and tunnel objects to ride bikes and scooters "

" A skatepark"

"Free Wifi somewhere"

"Skate park, Soccer pitch"

"More activities that teens can enjoy. A lot of teens are not sporty. Music studios have a group of kids that can do and sing or play an instrument like a band and go around to different places. Studio's for teens that want to start their dreams and future"

"a movie night for the whole town"

"A fun park? Somewhere youth can go and complete activities instead of getting bored and getting into trouble"

"Cultural based activities Drop in Youth centre"

"Skatepark. Pool that kids and adults, families can use."

" A skatepark"

The surveys undertaken confirmed the need for new and upgraded facilities to cater for the young population of the small local towns surrounding Shepparton. This included an overwhelming interest in skate spaces but other community spaces for socialising, art, performance and other active recreation opportunities.

youth workshops summary

Council and Playce ran 15 workshops with members of the Greater Shepparton youth. Sessions at High Schools, Bus trips to and from school (from townships in this strategy), pool parties and on site sessions.

The people we spoke to:

336 participants between 5 and 17 yr olds
48% female and **52%** male
6 school bus groups
6 groups of high school students (yr 8&9)
2 pool parties

Towns participants live in

Arcadia	2
Congupna	5
Dookie	22
Katandra West	24
Merrigum	10
Mooroopna	25
Murchison	19
Tallygaroopna	23
Tatura	18
Toolamba	15
Undera	21
Shepparton	131
Greater Shepparton region	21

14

top 5 suggestions

1 places to hang out

2 playful elements

3 ball courts

4 social seating

5 fitness and climbing

The major issues facing young people in Greater Shepparton...

"people don't like to go outside
(prefer to be on their phones indoors) "

"no where to hang out"

"boredom"

"drugs and cigarettes"   "graffiti "

"isolation"

"people don't exercise "   "cleanliness - rubbish "

"safety"   "bullying "

Key suggestions and ideas

"something cool for Dookie to be associated with like a sculpture"

"places to hang out"

"walking tracks and bike tracks"

"Parkour"   "Some place to chill and calm down with friends"

"Blue light disco in hall"

"free speakers and wifi for music outside "

"Need more stuff to do on weekends and after school"

"...because it gets everyone moving and they start feeling happy instead of feeling down"

"We should add more chill out spots for people to relax at with shade for a break"

youth workshop summary
who we spoke to and where we went
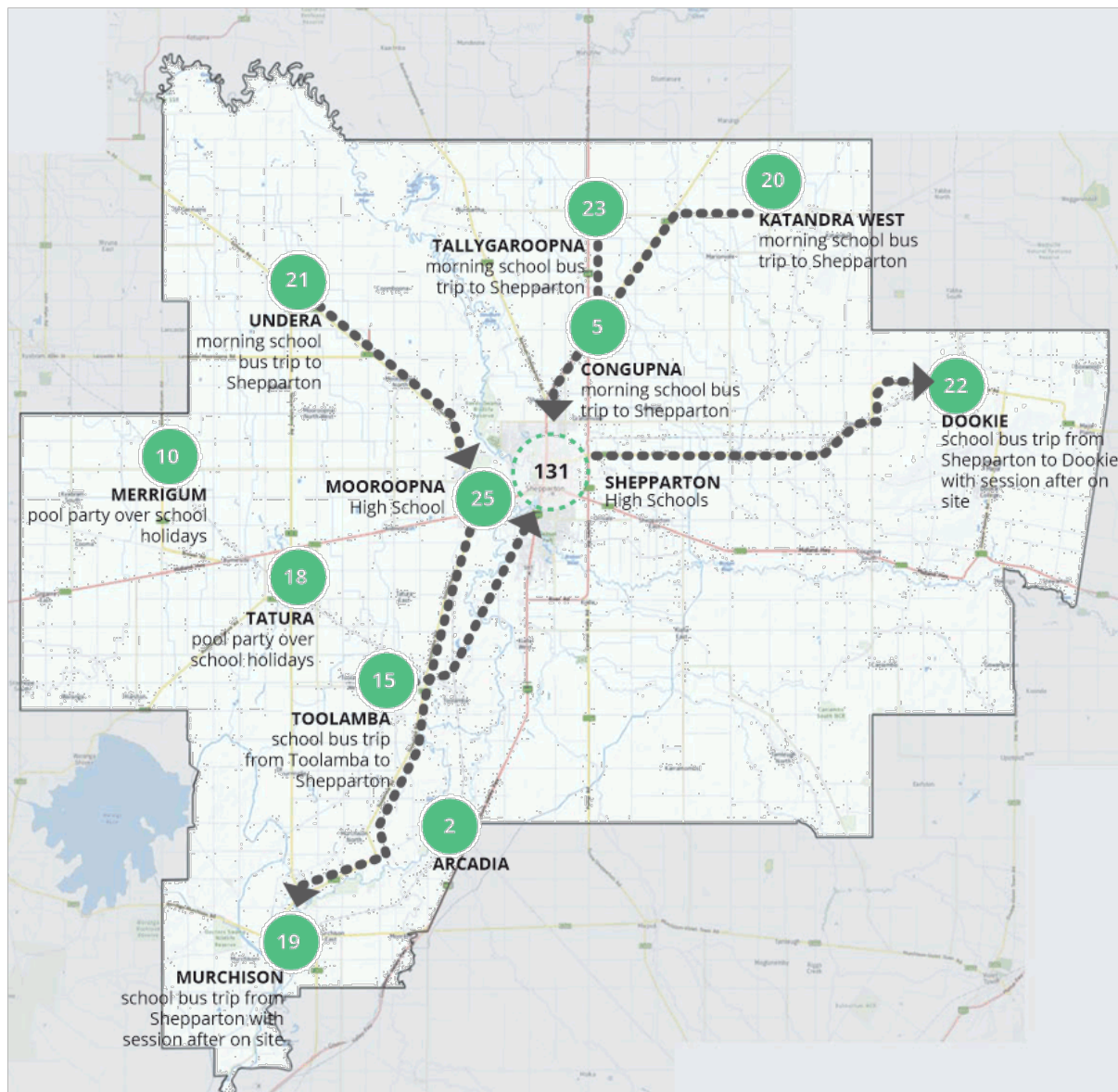
The surveys undertaken confirmed the need for new and upgraded facilities to cater for the young population of the small local towns surrounding Shepparton. This included an overwhelming interest in **PLACES TO HANG OUT.**

township reviews

The following section is brief review of each township. It includes a brief demographic summary, strategic context review and includes a map and some images of the space.

forecast planning

The 2016 population forecast for the **City of Greater Shepparton** is 66,222, and is forecast to grow to 83,782 by 2036.

GREATER SHEPPARTON	**26.52%**
ARCADIA	13.63 %
CONGUPNA	3.21 %
DOOKIE	8.74 %
KATANDRA WEST	5.92 %

MERRIGUM	3.02 %
MOOROOPNA	21.51 %
MURCHISON	8.92 %
TALLYGAROOPNA	5.92 %
TATURA	13.93 %
TOOLAMBA	8.92 %
UNDERA	3.02 %

ARCADIA

introduction

A vibrant, rural community working together to develop respect and appreciation of the local environment

Arcadia is located 20km south of Shepparton along the Goulburn River. The community is active with fundraising and planning events for their community. A Mooving Arts Cow was recently installed and upgraded tennis court facilities.
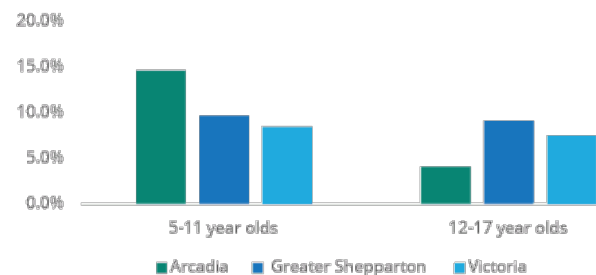
strategic context

Action Plan 2014/2015
· Investigate opportunities for further recreational facilities such as **bike and walking tracks, BMX, Skate parks and flying fox.**
· Improvements to the Community Hub / Recreation Reserve including, landscaping, footpath along park area, inclusion of further recreation facilities (cricket pitch, basketball ring)

forecast planning

The 2016 population forecast for Shepparton Surrounds South is 1,726, and is forecast to grow to 1,961 by 2036.

Which is an increase of **13.63%**

demographics

At a broad level we have assessed both younger children and teenagers against Greater Shepparton and Victoria to get a snapshot of how it compares to each town.
For Arcadia specifically, the number of younger children is significantly higher than the average, whilst teens are lower, this highlights the importance of planing places for the future generation to socialise and recreate comfortably in Arcadia.

Mooving arts cow with upgraded tennis court

existing community shed

picnic area and playground

existing school bus stop

existing active site

map of township

16

16

CONGUPNA

introduction

*Congupna is an attractive rural district with a
vibrant, friendly and active community.
We aim to maintain what we love but improve and
beautify our village and services for future generations*

Congupna is located 10 kilometres north of Shepparton.
The Recreation Reserve in the centre of town has various
sports facilities, whilst this caters for sports users, there
is possibility for increase in social and informal areas for
recreation.

strategic context

Community Action Plan 2014
· To increase safe access to the Primary School
· **Install art murals**
· Improve Recreation Reserve facilities
· Expand the Pony Paddock to develop into a meeting place
· **Construct BMX or Skatepar**k
· Develop additional community events for people of all ages
· Seek funding for infrastructure (i.e. a drop down film screen)
for movie nights.

Have Your Say Congupna Event
Council organised event for all community to vocalise what the
future for Congupna could be...
Key comments from young people -
· **Adventure Based Activities** (ice skating, rock climbing, man-
made beach, paintball, laser tag)

forecast planning

The 2016 population forecast for Shepparton Surrounds East
is 3,361, and is forecast to grow to 3,468 by 2036.

Which is an increase of **3.21%**

demographics
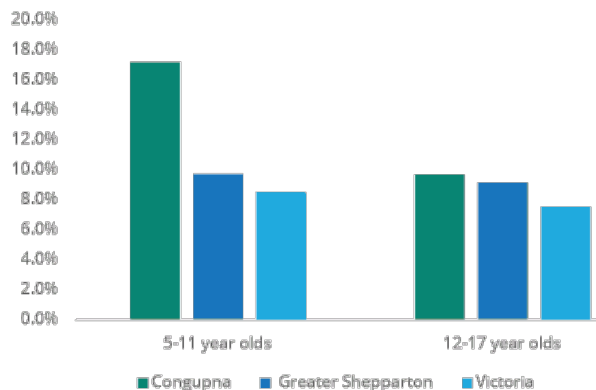
At a broad level we have assessed both younger children and
teenagers against Greater Shepparton and Victoria to get a
snapshot of how it compares to each town.
For Congupna specifically, the number of younger children
and teens is significantly higher than the average. This
indicates the importance of places for the future generation to
socialise and recreate comfortably.

existing courts

overflow area at reserve

entrance with courts behind

existing school bus stop

existing active site

map of township

17

DOOKIE

introduction

A Future for Everyone - A progressive Community working towards a sustainable environmental, social and economic future for all.

Dookie is a unique and vibrant place, with a university campus in the district it promotes active education in the area. It is an active community with fundraising for facilities and engaging with local young people to ensure their voices are heard. Along Mary Street, the CWA gardens and playground offer facilities for children, and a welcoming place for families. Adjacent to the gardens is a half court basketball court and access to bike tracks and walking paths (rail trail). The local store and post office is across the road.

strategic context

Community Plan 2012

· **Development of a skate park**, improved park facilities and fencing to ensure a safe play area, continued development of the community centre and the recreation reserve
·Promote and provide facilities and events that attract visitors to the area including supporting the Dookie Arts projects

forecast planning

The 2016 population forecast for Rural East is 1,110, and is forecast to grow to 1,207 by 2036

Which is an increase of **8.74%**

demographics
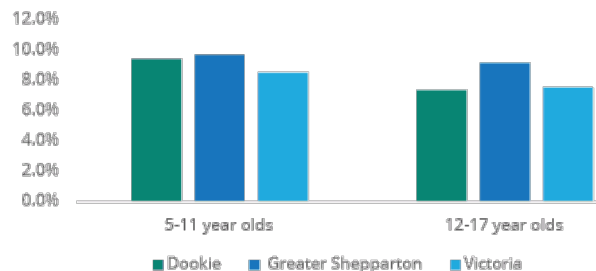
At a broad level we have assessed both younger children and teenagers against Greater Shepparton and Victoria to get a snapshot of how it compares to each town.

For Dookie specifically, the number of teens and children is slightly lower than the average, though does not stop the importance of having places to socialise in town.

existing basketball half-court
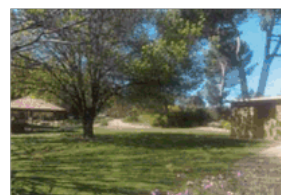
CWA park and playground

Dookie shops

existing school bus stop

existing active site

map of township

18

KATANDRA WEST

introduction

Katandra West is a proud and welcoming community that strives to provide a range of sustainable activities and services for our local residents both within the township and on surrounding farms.

Analysing the community plan, there is a clear focus for activities for young people, to either encourage them to stay in town or places to hang out and socialise.

strategic context

Community Plan

· Construct beginner/intermediate level skate park/BMX Park
· Organise more activities for young people, investigate options for activities / events involving young people and the community
· Provide regular and dependable public transport, particularly for older adults and young people
· **Provide activities and space for young people to hang**
· Town Centre Development – develop a t-junction at Queen St and Hickey Ave to improve pedestrian crossings, develop median strip in Queen St, develop designated parking areas, install new lighting, landscape open space areas, pave footpaths, develop picnic shelter and construct bus stop shelters.
· Develop a new playground
· Activities and attractions that will encourage young people from other areas to visit Katandra West
· Need for employment options and community activities of interest for young people to stay

· **Limited activities for young people** (such as unstructured youth group, skate park / BMX, dance classes, discos, music groups, book clubs, computer clubs, movies, trampoline, motocross, etc), who are not interested in sport such as football, netball, cricket or tennis.
· Could purchase a projector and hold movie nights in Katandra West

forecast planning

The 2016 population forecast for Rural North is 1,816, and is forecast to grow to 1,923 by 2036.

Which is an increase of **5.92%**

demographics
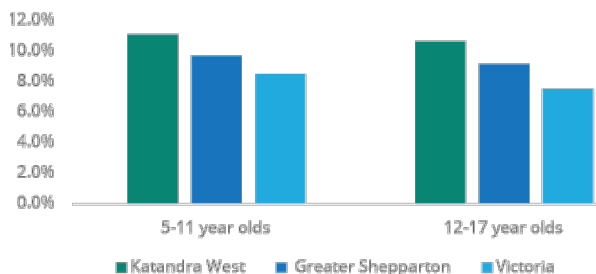
At a broad level we have assessed both younger children and teenagers against Greater Shepparton and Victoria to get a snapshot of how it compares to each town.
For Katandra West specifically, the number of teens and children is significantly higher than the average, which highlights the importance for places for recreation.
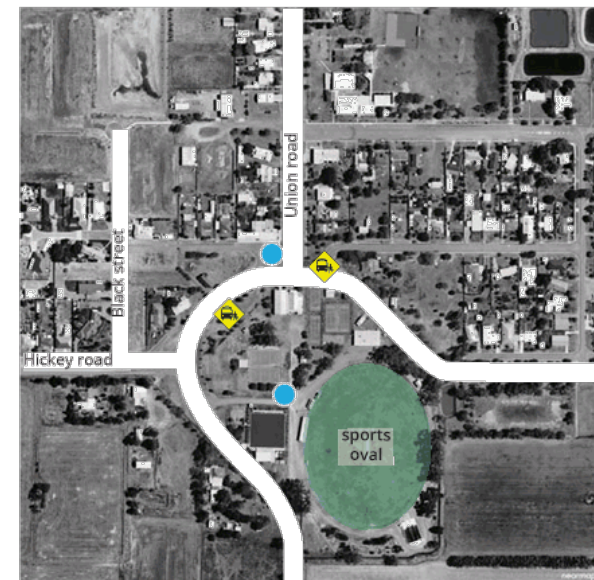

bus stop, adjacent tennis and general store

playground

existing courts

existing school bus stop

existing active site

map of township

10

MERRIGUM

introduction

Merrigum is a thriving, attractive rural town that values all members of the community and provides a range of quality programs, services and facilities to enable people to live, work and recreate locally.

At the major intersection of Merrigum, local park with playground, BBQ area, skate park and swimming pool.

strategic context
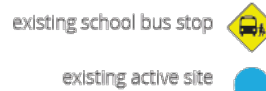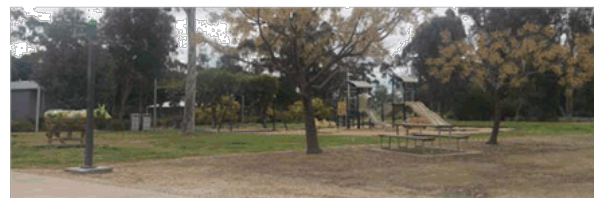
Community Action Plan
· Initiate discussions with GSCC to jointly undertake research into the **public transport needs of local residents (particularly young people,** older adults, people with disabilities and fruit pickers).
· To develop **more infrastructure and organise more activities for young people** - movie nights, dance / fitness classes, arts events (from Merrigum Town Masterplan)
· Upgrade facilities at the Recreation Reserve
· Develop a place to ride scooters safely

forecast planning

The 2016 population forecast for Rural North West is 2,993, and is forecast to grow to 3,084 by 2036.

Which is an increase of **3.02%**

demographics
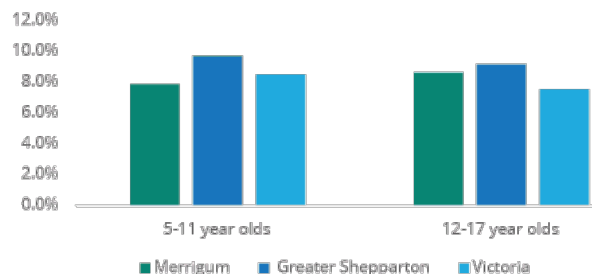
At a broad level we have assessed both younger children and teenagers against Greater Shepparton and Victoria to get a snapshot of how it compares to each town.
For Merrigum specifically, the number of teens and children is slightly lower than the average, though as Merrigum is in a future development zone areas for young people will have greater significance.

existing playground and BBQ area

existing skate park

swimming pool

existing school bus stop

existing active site

map of township

MOOROOPNA

introduction

"A safe, vibrant and thriving community where residents are connected and young people are valued and involved. A town that utilises the river and parklands, attracts visitors and has infrastructure, transport and services that match the community's growth and need"

Mooroopna is the largest town within this study. The town itself has a strong community drive with a focus on young people and identifying their needs.

With many high schools in town, young people from outlying areas come on a daily basis, hence an importance to cater for this group.

strategic context

Action Plan 2014
· Continue current community events and activities and increase attractions for visitors
· Community working together and involving young people in decision making, with opportunities to develop leadership
Key issue facing Mooroopna survey
· Young peoples opportunities and activities 23% (highest out of communities concerns)
Our Young People Our Future - vision plan
· To support youth involvement and leadership in Mooroopna
· To attract and retain young people in Mooroopna
· **To support young people to be involved in decision making**
· Establish a junior council (Currently there are not any leadership programs for young people in Mooroopna, to inform decision making for the future of the community)
· **To improve opportunities for all young people**
· Improved health and education for young people

forecast planning

The 2016 population forecast for Mooroopna is 8,152, and is forecast to grow to 9,906 by 2036.

Which is an increase of **21.51%**

demographics
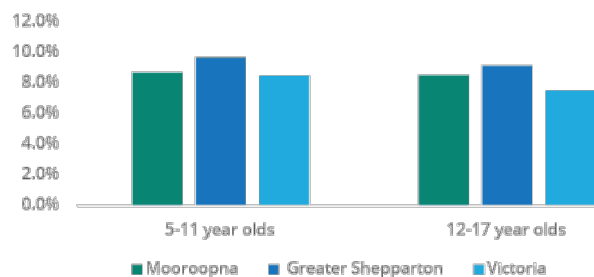
At a broad level we have assessed both younger children and teenagers against Greater Shepparton and Victoria to get a snapshot of how it compares to each town.
For Mooroopna specifically, the number of teens and children is slightly lower than the average. Notably, by 2031 there is expected to be an additional 160 children aged 0-4, and similar numbers of extra 5-11 year olds and 12-17 year olds (community plan).
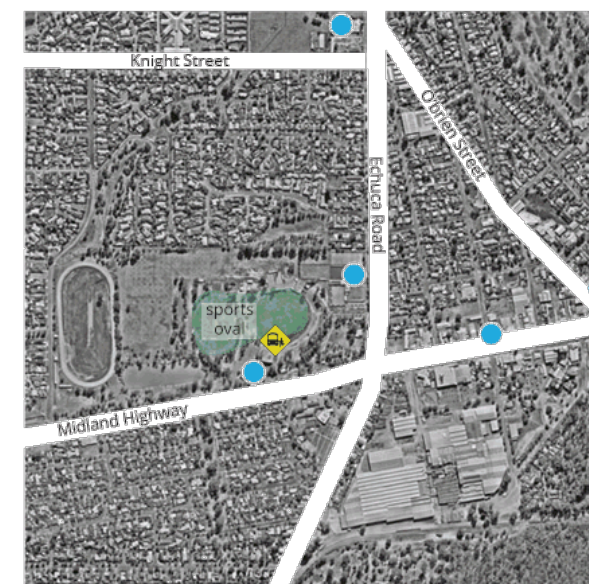

WB Ferrari Park

existing skate park

central median areas along Hwy

existing school bus stop

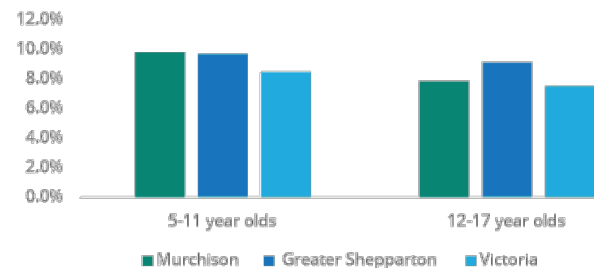existing active site

map of township

MURCHISON

introduction

Our local history and river landscape provide a unique identity and civic pride. Advancing towards our future prosperity with confidence, we will maintain a harmonious, safe and supportive community, rural lifestyle opportunities and sustainable development.

Murchison sits comfortably on the Goulburn River, roughly 30km from Shepparton. There is a local primary school, though the closest high school is in Shepparton. There is a strong sense of recreation along the main street with a parkland riverfront, with many community facilities - swimming pool, playgrounds, BBQ and picnic areas and walking tracks. There are strong bones to work with to increase the relevance for young people in the area.

strategic context

Community Action Plan
· Support the provision of children's services, facilities & community education programs - High quality child & youth development & education
· **Provide activities for people of all ages - Build a skate park, support the swimming pool committee plan**
· Modern sport & recreation facilities - committee to form a strategic plan for modern sport and recreation facilities
· **Cubby house challenge**, massive kids playground, mixed trails e.g. winery, rail, yabby, Space themed park focusing on meteorite
· Develop rail, cycling, walking, horse riding trails

Community Plan
A YOUTH FRIENDLY TOWN - Priority Projects
· **Encourage youth to be involved in the community plan** - especially the skate park development.
COMMUNAL FACILITIES
· Open-air cinemas
· Community pizza oven
· More picnic areas

forecast planning

The 2016 population forecast for Rural South is 2,922, and is forecast to grow to 3,183 by 2036.

Which is an increase of **8.92%**

demographics

At a broad level we have assessed both younger children and teenagers against Greater Shepparton and Victoria to get a snapshot of how it compares to each town.
For Murchiwwson specifically, the number of children is slightly above average, whilst teens are slightly lower. This highlights the importance of planning places for the future generation to socialise and recreate comfortably.

general store and shops

existing play to west

existing park and playground

existing school bus stop

existing active site

map of township

TALLYGAROOPNA

introduction

Tallygaroopna is a thriving, caring, friendly and strong community.

Tallygaroopna is approximately 16km north-east of Shepparton. School buses are available to transport secondary school students to Shepparton by bus.

Restraints for growth in the township are the availability of domestic water supply and land available for sub-division.

strategic context

Community Plan
A key point in the community plan highlights the need for **Activities for young people**
· For those young people not involved in organised team sport there is a gap in the provision of unstructured or alternative recreational activities such as skate boarding, BMX riding, and **a place where young people can just meet up informally.**
· There is a need to attract families to the town to ensure the long term viability of early children's services and the need to **ensure the creation of strong social networks within the town**.
· Particular concern for school **children walking to school or to the bus stop** - with pathways not in quality condition (discouraging physical activity).
Canvas community support for active recreation
· Exercise group
· Walking group
· Fitness activities in the park

forecast planning

The 2016 population forecast for Rural North is 1,816, and is forecast to grow to 1,923 by 2036.
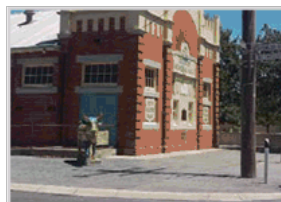
Which is an increase of **5.92%**

demographics
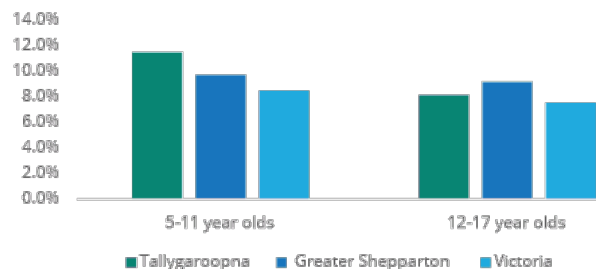
At a broad level we have assessed both younger children and teenagers against Greater Shepparton and Victoria to get a snapshot of how it compares to each town.
For Tallygaroopna specifically, the number of children is slightly above average, whilst teens are slightly lower. This highlights the importance of planning places for the future generation to socialise and recreate comfortably.

recreation reserve

bus stop in front of hall

park behind hall

existing school bus stop

existing active site

map of township

TATURA

introduction

Tatura is a viable, vibrant, healthy, safe, well serviced and resilient community to be enjoyed by all

Tatura is situated approximately 16 kilometres south-west of Shepparton.

Tatura currently has sports and active recreation facilities, though the skate park is seen as out-dated and in the wrong location (back of house).

demographics
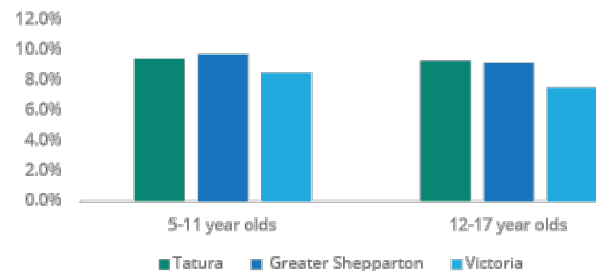
■ Tatura   ■ Greater Shepparton   ■ Victoria

At a broad level we have assessed both younger children and teenagers against Greater Shepparton and Victoria to get a snapshot of how it compares to each town.
For Tatura specifically, the number of children is slightly below average, whilst teens are slightly higher. This highlights the importance of planning places for current and future generation to socialise and recreate comfortably.

24

strategic context

Community Plan
· Undertake an Access Audit and ensure facilities are accessible to all
· **Develop activities for young people**
· Investigate options for **attracting some form of secondary school** education in town
Our Challenges - Activities for Young People
· Local residents are concerned that there are a lack of activities available for young people in Tatura, **particularly non-sport based activities**. This is a common concern in many rural communities.
· Meet with young people, their parents and the police to discuss opportunities for remodeling the Tatura Blue Light Disco, (Saturday nights for 13-16 years olds)
· Developing an electronic games area;
· **Relocate the skate park** as part of the Mactier Park Master Plan to a more central location
· **Develop performance space and casual seating areas for young people**.
· Investigate a youth events crew to progress youth events and activities

existing skate park

existing school bus stop

existing active site

forecast planning

The 2016 population forecast for Shepparton Surrounds South is 1,726, and is forecast to grow to 1,961 by 2036.

Which is an increase of **13.63%**
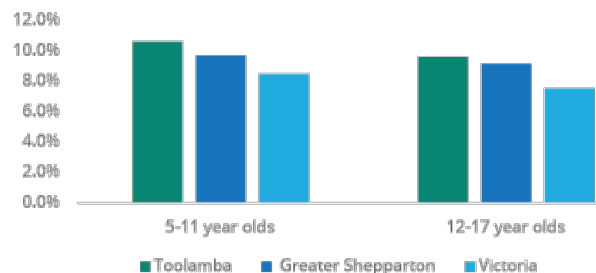
map of township

TOOLAMBA

introduction

little town big heart

Toolamba is an active community that is approximately 20km south east of Shepparton.

Toolamba's aim is to develop their community through creative thinking and actions that benefit the district.

strategic context

Action Plan 2014/2015
· Planning and **installation of a skate park** at the recreation reserve
· Support development of community space or private enterprise venture for a coffee shop
· Public transport connection improvements

Community Plan 2011
· Provide a range of activities for the community, **including consideration of activities for young people.**
· Increasing **social interaction** within Toolamba
· Planning and installation of a skate park at the Recreation Reserve.
· **People with a disability and/or young people to have access to participating in sporting/recreational activities**.
· The right to participate in cultural life, recreation, leisure and sport is particularly relevant

Young People suggested:
· Mr Whippy van...   · Public transport
· Events such as live music and movie nights
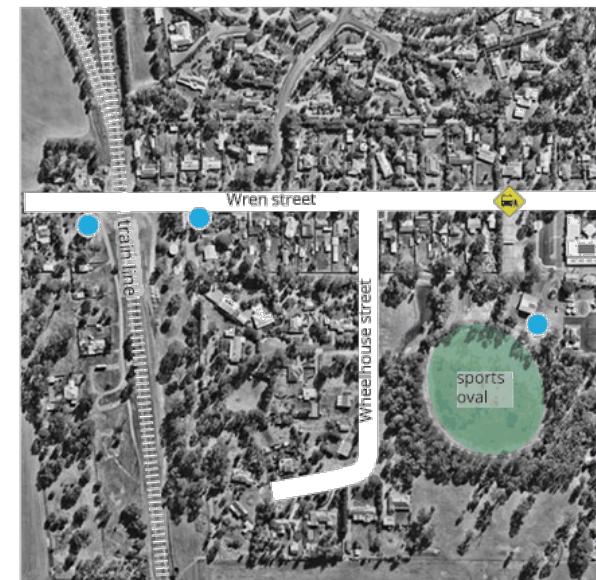· Skate park   · More bike paths

forecast planning

The 2016 population forecast for Rural South is 2,922, and is forecast to grow to 3,183 by 2036.

Which is an increase of **8.92%**

demographics

At a broad level we have assessed both younger children and teenagers against Greater Shepparton and Victoria to get a snapshot of how it compares to each town.
For Toolamba specifically, the number of children and teens are slightly higher than average. This highlights the importance of planning places for current and future generation to socialise and recreate comfortably. With Toolamba in the growth corridor making this further evident.

memorial site, with Mooving arts cow

behind rec reserve

picnic area near courts

existing school bus stop

existing active site

map of township

UNDERA

introduction

Undera is located 26 kilometres north-west of Shepparton.

Currently the community is active in the Greater Shepparton "Ramp It Up Committee" having a young person as their representative.

strategic context

Community Plan
· Cycling path   · More things for kids
· **Skate park**
· Promotion of bush and fishing for leisure activities
· Retain all sporting clubs, i.e. tennis, football and netball, as this **provides a lot of social activity**
· More community activities – farmers market, Earthcore, farming festival, Christmas party (with relevant music), music festival or event once per year
· Community coffee mornings
· **More activities for young people** – discos, live music, blue light disco at least once per year

Children / Youth Spaces
· Skate park   · Dirt track
· Swimming pool   · Local park with playground
· An occasional childcare centre and after school care
**Development of public transport, particularly for young people during school holidays and on weekends**

· Need to alter school bus timetable to ensure that students are not leaving Undera at 7.45am and returning at 4.30pm when the secondary school is only a 12 minute drive away
· Consider developing a community owned supermarket

forecast planning

The 2016 population forecast for Rural North West is 2,993, and is forecast to grow to 3,084 by 2036.

Which is an increase of **3.02%**

demographics

■ Undera   ■ Greater Shepparton   ■ Victoria
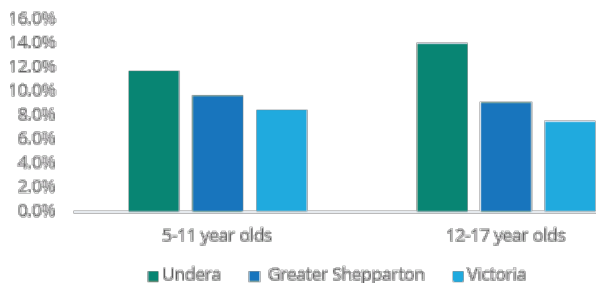
At a broad level we have assessed both younger children and teenagers against Greater Shepparton and Victoria to get a snapshot of how it compares to each town.

For Undera specifically, the number of children and teens are significantly higher than average. This highlights the importance of planning places for current and future generation to socialise and recreate comfortably.

26

map of township

hall with concrete pad

pub   lawn in front of hall

existing school bus stop

existing active site

strategic direction

This section outlines our approach to providing youth inclusive spaces across the 11 towns based upon the outcomes of the community engagement and review of each town, based upon industry best practice in teenage play. The inclusion of a Major Youth Activity Space in Shepparton has been included as an reference within this report. This activity space is beyond the scope of this current project, but may align with broader community discussions about a 'Youth Hub' for Shepparton.

Firstly we describe the broader strategic direction and the site selection criteria, then we apply this information to each of the townships to provide specific actions for the strategies implementation.

A simple solution – the bus SPOT!

Based upon the above Playce recommends that these Neighbourhood youth inclusive spaces are considered in each of the townships and are highly visible, accessible and close to shops and food as applicable.

We are also mindful that the majority of young people in these smaller townships all gather at bus stops to wait for school buses to go into school. These areas have already become informal areas where kids gather both prior and after school and most are central and accessible for all.

With this in mind, we believe that wherever possible it would make sense that we look at redeveloping or adjusting the existing bus stops at each of the towns into Bus SPOTs, an Acronym which is made up of the four key principles we believe are critical for these spaces. They are outlined as follows
- *Social* (areas to hang out, sheltered, safe),
- *Playful* (to play/participate in recreation, art, music etc)
- *Open* (visible, safe and accessible)
- *Township* (central, close to shops, relevant)
- *Space*.

Finding the best SPOTs

To assist in determining the best locations for SPOTs Playce have prepared a site selection matrix that broadly indicates the key requirements for choosing the best possible sites for SPOTs and larger Municipal Wide Youth Inclusive Plaza. Given the scale of these small townships only the youth inclusive spots are being considered for this project. This matrix outlined to the right has been used to assess a range of spaces throughout the 11 townships.

The following section provides an indicative location at each township based on these criteria. It then includes specific consultation themes and an indicative design response to outline what is potentially possible at each site. These will form the basis of a more detailed design brief and program as funding is secured. As part of this further design process more community engagement and site design will occur.

	MAJOR YOUTH ACTIVITY SPACE	YOUTH INCLUSIVE SPOT	BUS SPOT
	approx 600-1500+ sq/m (large enough to accommodate local youth focused community events & some skate/action play or sports use	*approx 100-200+ sq/m (varies significantly subject to available space, large enough for seating, social spaces, recreational activity - sport, art, play, media)*	*approx 50sq/m (subject to available space, primarily focused around a bus stop)*
SITE CONDITION & SCALE			
Ability to accommodate space for skate events	highly preferable	—	—
Ability to accommodate space for other youth events	highly preferable	preferable	—
Ability to accommodate space for broader community events	highly preferable	—	—
Considers context and landscaping to integrate/complement surroundings	highly preferable	preferable	preferable
Contain a mix of social seating - passive and active recreation opportunities (music, sport, art, multimedia, skate) to ensure locally relevant	critically important	critically important	critically important
Has an operational events activation plan	highly preferable	—	—
LOCATION / ACCESS TO TRANSPORT			
Close proximity to commercial/community centre	critically important	critically important	preferable
Close proximity to public transport/access	critically important	critically important	critically important
Proximity to youth interest areas (shopping areas, schools, other recreation)	critically important	highly preferable	highly preferable
Close proximity to community/service based organisation that can actively assist in programming the space	highly preferable	—	—
SAFETY / SECURITY			
Good natural surveillance	critically important	critically important	critically important
Appropriate safety & entry signage	critically important	critically important	critically important
Emergency vehicle access	critically important	preferable	preferable
Adequate car parking/drop-off	preferable	—	—
AMENITIES			
Shelter/shade	critically important	critically important	highly preferable
Drinking fountain	critically important	preferable	preferable
Rubbish bins	critically important	critically important	critically important
Toilets (close proximity)	critically important	—	—
Designated seating and viewing areas	critically important	critically important	critically important
Power and wifi, USB ports or bluetooth	critically important	highly preferable	preferable

■ critically important to function appropriately   ■ highly preferable to function appropriately

27

implementation plan

the youth inclusive SPOT

The following imagery shows examples of a Youth Inclusive SPOT, highlighting the module components of the completed design.
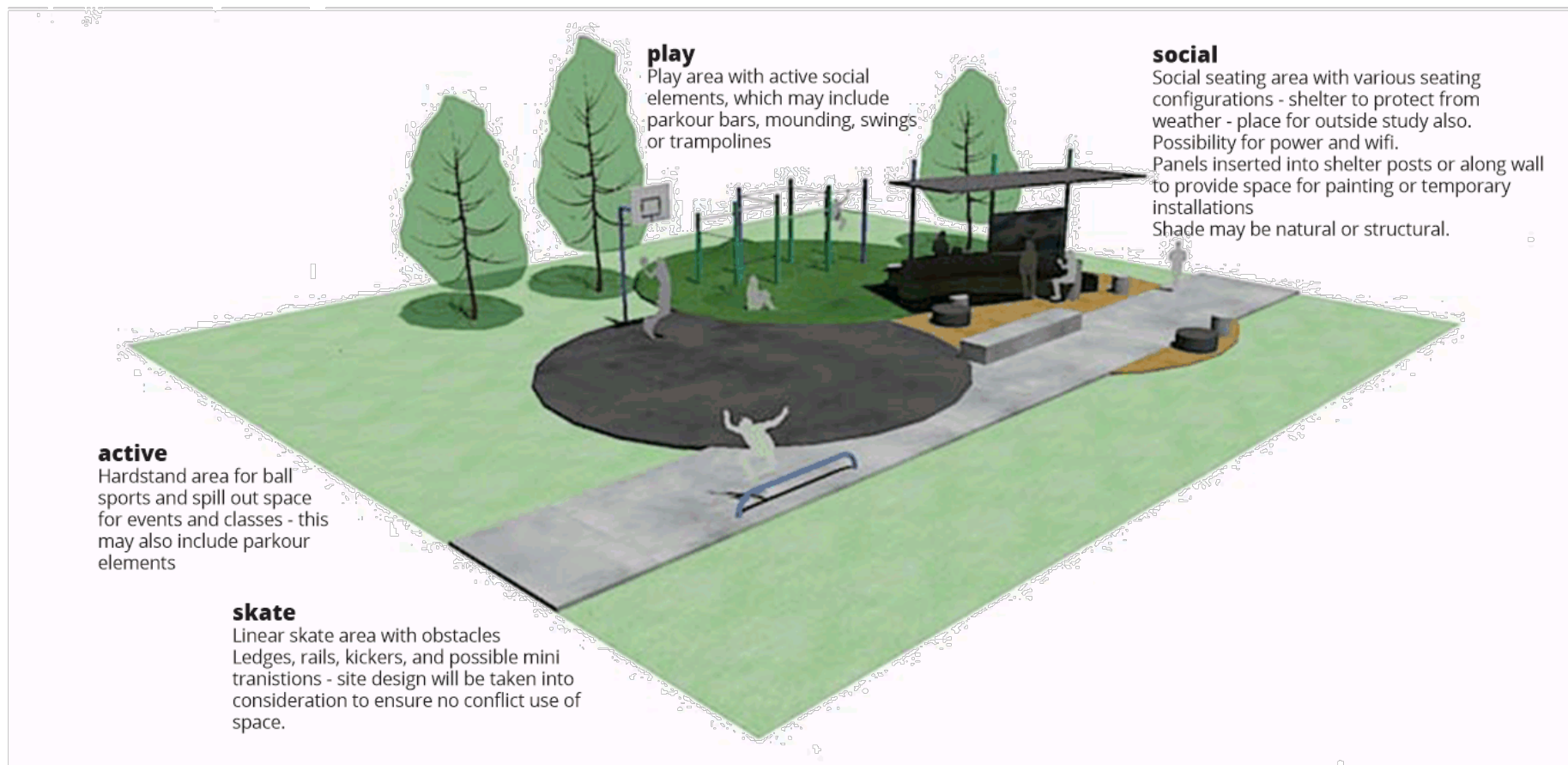Each module is based on a particular function:

SOCIAL - PLAY - ACTIVE - SKATE

Each combine together to suit what each township wants based upon the community engagement process. Each town would be consulted with during the stage 1 process to ensure delivery is appropriate to each site and conditions.

These are purely visualisations to assist in confirming what is possible in these new social spaces.

The following sheets shows how the various modules can be implemented for specific needs via a staged approach as funding becomes available.

play
Play area with active social elements, which may include parkour bars, mounding, swings or trampolines

social
Social seating area with various seating configurations - shelter to protect from weather - place for outside study also.
Possibility for power and wifi.
Panels inserted into shelter posts or along wall to provide space for painting or temporary installations
Shade may be natural or structural.

active
Hardstand area for ball sports and spill out space for events and classes - this may also include parkour elements

skate
Linear skate area with obstacles Ledges, rails, kickers, and possible mini tranistions - site design will be taken into consideration to ensure no conflict use of space.

the total spot

Indicative view of the SPOT
These are purely visualisations to assist in confirming what is
possible in these new social spaces.

spot types

Indicative costs for each module is approximately $25k, with detailed costing's assessed at the current market value at the detailed design phase

small spot - a BUS SPOT

A small spot is a good place to hang out. Social seating, with potential for power, wifi, and shelter. Where possible seating should incorporate tables for study outside. Natural or structural shade to be provided at each social spot.

indicative dimensions of SPOTS

All are approximate dimensions - which will be designed to be site specific based on each towns requirements during stage 1

medium spot

A medium spot is a great place to hang out. It incorporates the social elements of the small spot with social seating, with potential for power, wifi, and shelter. Where possible seating should incorporate tables for study outside. Though will additionally have 1-2 other modules of either Play, Active, Skate or Art.

Each additional module (based around a single function) will be implemented over a staged approach when funding becomes available.

SOCIAL : 25 sq.m approx. (Shelter : 6x3m approx.)
SKATE : min 20m in length x 3m wide
ACTIVE : 70 sq.m approx.
PLAY : 50sq.m

large spot

A large spot entails all the modules of the SPOTS. It incorporates the social elements with social seating, with potential for power, wifi, and shelter. Each module of play, active, skate or art will be included and related to each other to form an overall spot for gathering and potentially holding small events.

Each additional module (based around a single function) will be implemented over a staged approach when funding becomes available.

indicative view of small SPOT with social module

indicative view of large SPOT with 4 modules

*indicative options for meduim SPOT with social module 1 or 2*

township implementation

Based upon location, forecast population, engagement with communities and project team discussions, there are 3 scales of SPOTS that are proposed to each township.

The detail of each spot will be worked through during consultation with each individual town, which will discuss exact locations and particular site conditions.

Each community will have input into the localised design of their SPOT.

● small spot

● medium spot (social +1-2 other modules)

● large spot

○ potential future major youth hub (outside of scope to be considered as indicated in other council plans)
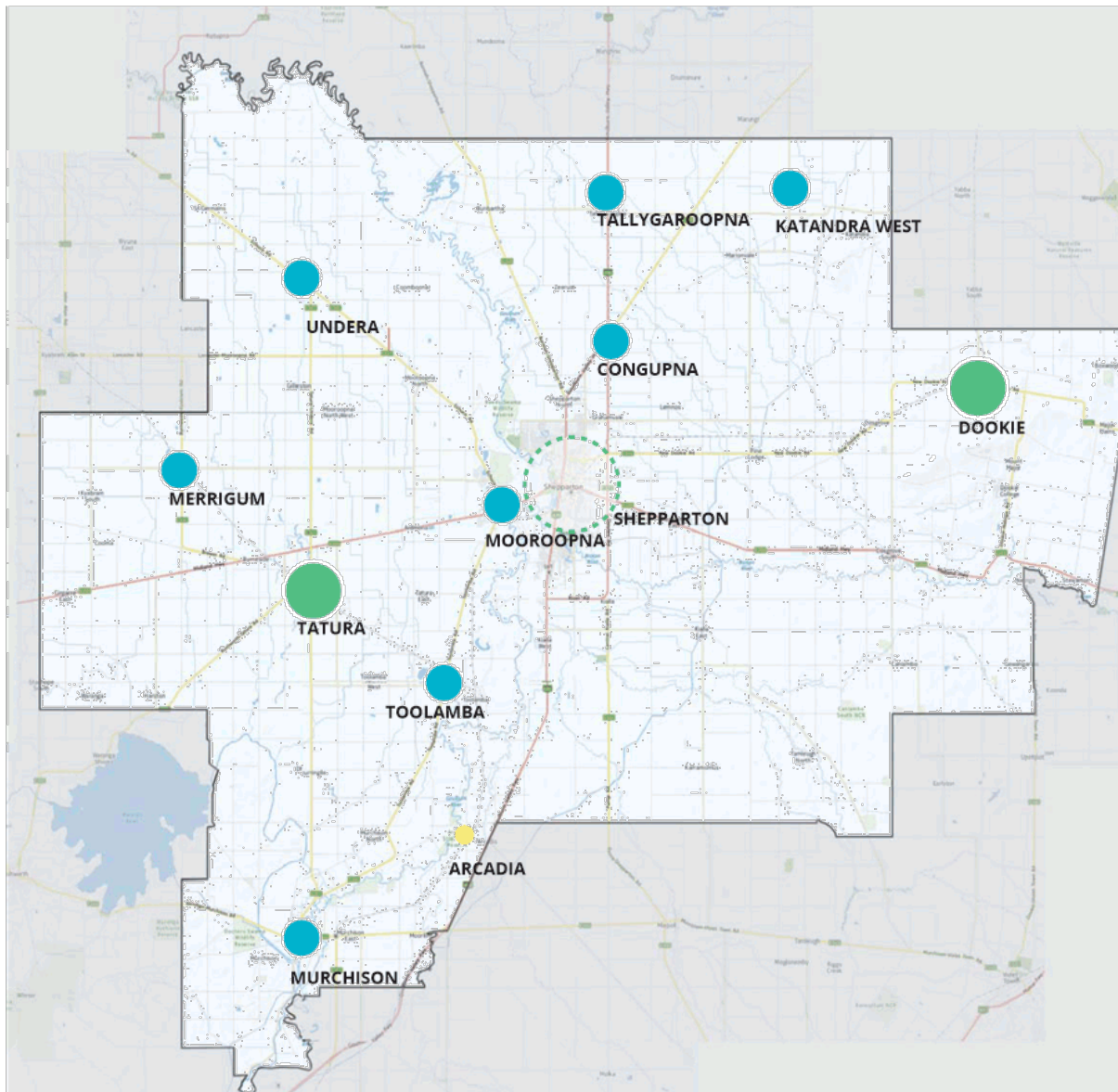
indicative programming

The matrix below indicates a funding guide over 13 year plan, funding will be sought from a range of government departments and / or philanthropic trusts. Please refer to the individual township implementation plans for more specific information. Each township is planned to have Stage 1 undertaken within the first 4 years, which includes consultation, detail design and implementation of the social module of the SPOT. This funding plan is indicative only and to be used as a guide, to ensure as equitable spread as possible given both the level of funding and number of towns.

	YEAR 1 16/17	YEAR 2 17/18	YEAR 3 18/19	YEAR 4 19/20	YEAR 5 20/21	YEAR 6 21/22	YEAR 7 22/23	YEAR 8 23/24	YEAR 9 24/25	YEAR 10 25/26	YEAR 11 26/27	YEAR 12 27/28	YEAR 13 28/29
ARCADIA													
SMALL SPOT			STAGE 1										
CONGUPNA													
MEDIUM SPOT		STAGE 1					STAGE 2					STAGE 3	
DOOKIE													
LARGE SPOT	STAGE 1			STAGE 2						STAGE 3			STAGE 4
KATANDRA WEST													
MEDIUM SPOT		STAGE 1					STAGE 2						
MERRIGUM													
MEDIUM SPOT				STAGE 1					STAGE 2				
MOOROOPNA													
MEDIUM SPOT			STAGE 1					STAGE 2			STAGE 3		
MURCHISON													
MEDIUM SPOT		STAGE 1			STAGE 2						STAGE 3		
TALLYGAROOPNA													
MEDIUM SPOT				STAGE 1				STAGE 2					
TATURA													
LARGE SPOT		STAGE 1				STAGE 2			STAGE 3				STAGE 4
TOOLAMBA													
MEDIUM SPOT				STAGE 1	STAGE 2							STAGE 3	
UNDERA													
MEDIUM SPOT	STAGE 1				STAGE 2				STAGE 3				

stage 2 spots

Primarily stage 1 spots are focused on the social spot, with possible artistic elements and power/wifi. Stage 2 modules are either the SKATE - PLAY - ACTIVE module.
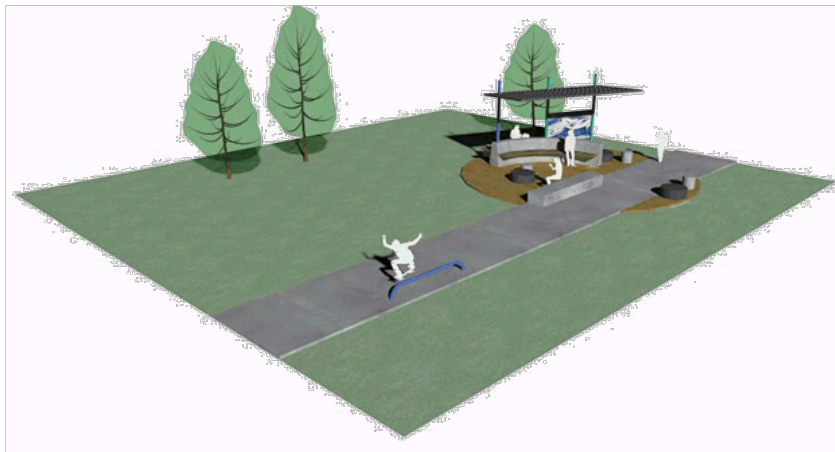
skate
Linear skate area with obstacles
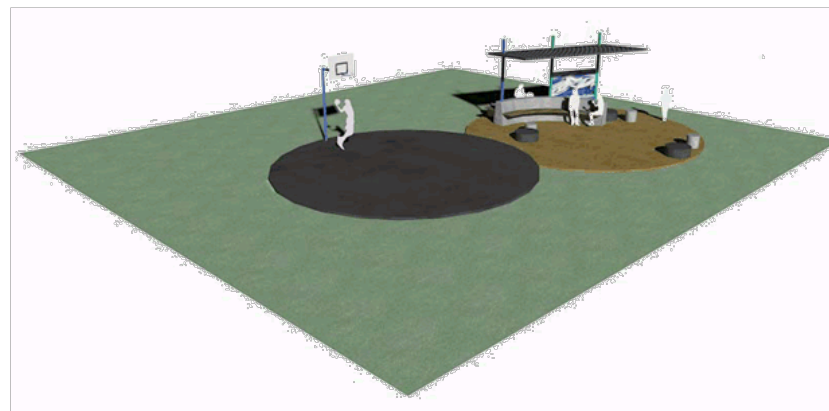
active
Hardstand area for ball sports and spill out space for events and classes

play
Play area with active social elements, which may include parkour bars, mounding, swings or trampolines

ARCADIA

who

2 females (14 -15 yr olds)

issues

- transport
- drugs
- nowhere for unfit non sporty people to hang out

ideas

- jumping pillow
- skate park
- more hang out zones
- creative seating
- giant basket swing
- treehouse
- outdoor movies and public concert sessions

"more hangout zones, creative seating tree houses, giants birds net swing, hammocks"

"outdoor movies and public concert program"

the social spot

Stage 1 - social

Consultation, detail design and implementation of social area, with possible power connection point. Places for outside study desks to be considered also.
Through this stage an overall concept design of the site would be developed with the community.

STAGE 1 social
all stages are subject to funding and council approval

indicative location

possibility for social seating

34

CONGUPNA

who

5 young people (14 -15 yr olds)
1 young person - Ramp It Up Committee

issues

· people don't socialise outside their own house

ideas

· cool seats
· benches in the shade
· swings for bigger kids
· inground trampolines
· BBQ
· hammock seats

"a space for young people who are able to sit down and relax and to talk to people their own age"

"swings and slides"

"horse stables"

the play spot

Stage 1 - social

Consultation, detail design and implementation of social area, with possible power connection point. Places for outside study desks to be considered also.
Through this stage an overall concept design of the site would be developed with the community.

Stage 2 - play

Possibility to build on the social aspects with the addition of the playful spot. This spot would encourage active social play for young people, with possibility for parkour/fitness bars, trampolines, foosball, ping pong or other play elements directed for tweens-teens.

Stage 3 - active

Building upon existing components, stage 3 may have a more sports/active hardstand focus. The existing courts that are used as overflow carpark area could be improved and include other active ball sports and space for small events or classes (dance/fitness). May also include sculptural artisic component.
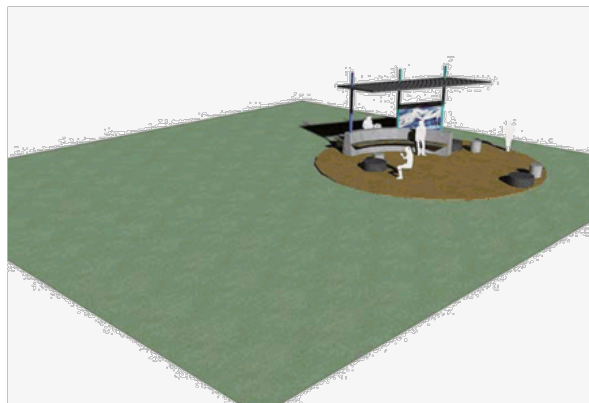
STAGE 1 social
all stages are subject to funding and council approval

STAGE 2 & 3 play and active
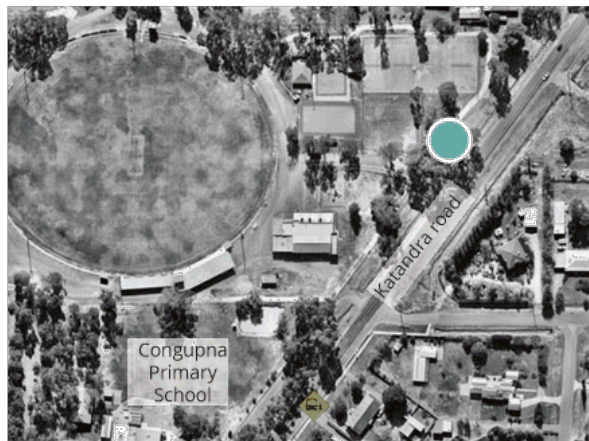
indicative location

Sport element such as basketball hoop with social seating for a hang out

DOOKIE

who

12 females, 10 males (5 - 16 yr olds) - workshops
18 young people - Ramp It Up Committee

issues

- boredom
- no where to hang out
- isolation
- drugs / smoking / alcohol
- lack outdoor activities
- rubbish

ideas

- places to hang out
- events space
- skate park elements
- basketball court

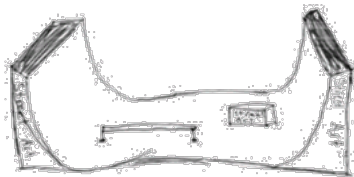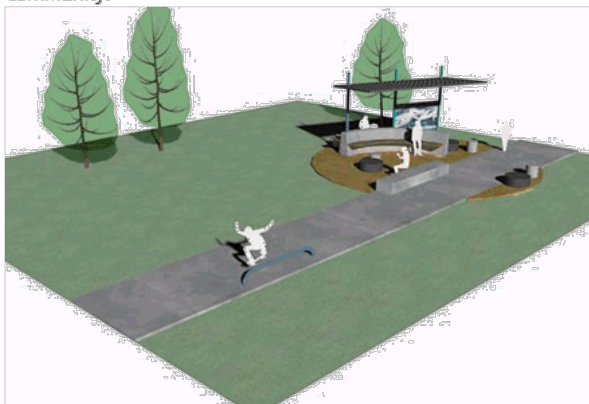*"something cool for Dookie to be associated with like a sculpture"*

"shady trees and planting"   *"wi-fi for youth"*

"a downball area"

"The Dookie College pool to be opened or public again"

"Skate park in Dookie. ... More activities in the park."

"playground in Dookie is too young "

the skate spot

Stage 1 - social
Consultation, detail design and implementation of social area, with possible power connection point. Places for outside study desks to be considered also.
Through this stage an overall concept design of the site would be developed with the community.

Stage 2 - skate
From initial feedback from the community, stage 2 should consist of a skate spot which builds upon the stage 1 social area.
Skatable elements, like ledges, rails and kickers - site placement of these elements need to be well considered.

Stage 3 - play
Possiblity to build on the skate and social aspects with the addition of the playful spot. This spot would encourage active social play for young people, with possibility for parkour/fitness bars, trampolines, foosball, ping pong or other play elements directed for tweens-teens.

Stage 4 - active
Building upon existing components, stage 4 may have a more sports/active hardstand focus. The existing basketball area could be improved and include other active ball sports and space for small events or classes (dance/fitness). May also include sculptural artisic component.

STAGE 1 & 2 social and skate
all stages are subject to funding and council approval

STAGE 3 & 4 play and active
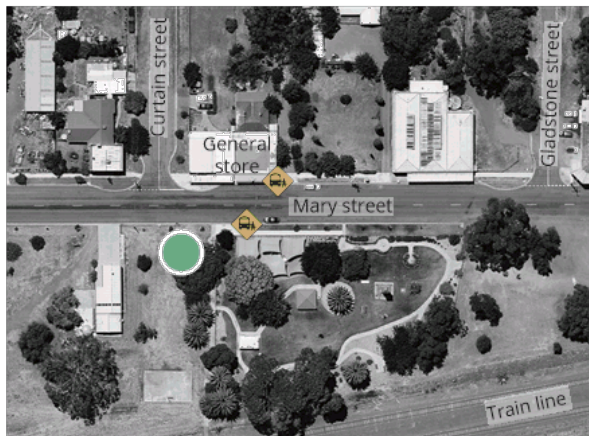
indicative location - To incorporate existing hardstand, paths and close location to bus stops - to be designed in collaboration with Streetscape

example of skate spot

KATANDRA WEST

who

13 females, 11 males (8 - 17yr olds) - workshops
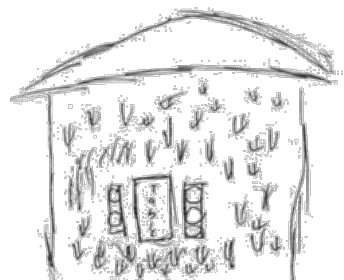*20 young people - Ramp it Up Committee*

issues

· boredom
· no where to hang out
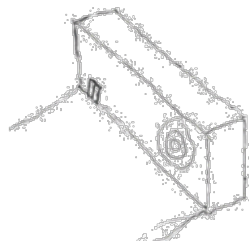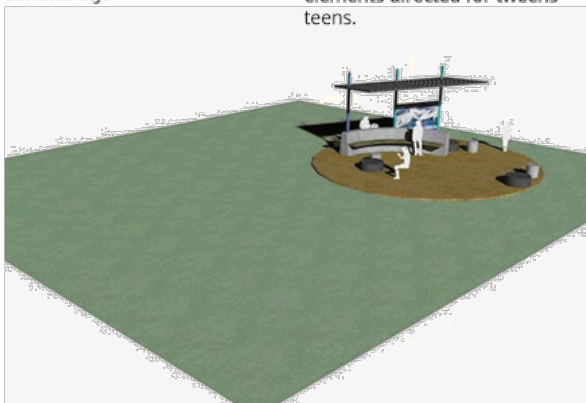· isolation
· lack outdoor activities

ideas

· places to hang out
· events space
· walking tracks and bike tracks
· older play area
· mountain bike and bmx trails
· parkour
· skate park elements
· basketball court
· downwall area

"something cool for Katandra West to be associated with"

"a downball area"

"clean and nice amenity "

"outdoor gym"

"a grassy area where kids can come down with shade and seats"

the play spot

Stage 1 - social

Consultation, detail design and implementation of social area, with possible power connection point. Places for outside study desks to be considered also.
Through this stage an overall concept design of the site would be developed with the community.

Stage 2 - play

From initial feedback from the community, stage 2 social aspects with the addition of the playful spot. This spot would encourage active social play for young people, with possibility for parkour/fitness bars, trampolines, foosball, ping pong or other play elements directed for tweens-teens.

STAGE 1 social
all stages are subject to funding and council approval

STAGE 2 playful

indicative location - possibility of renovating exisitng courts behind bus stop which will link to the new community centre at Rec Reserve

possibility for inground trampolines as playful elements

27

MERRIGUM

who

7 females, 3 males (7- 16yr olds)
1 young person - Ramp It Up Committee

issues

· boredom
· no where to hang out
· bullying
· safety

ideas

· water play improvements
· safe and fun play
· shade
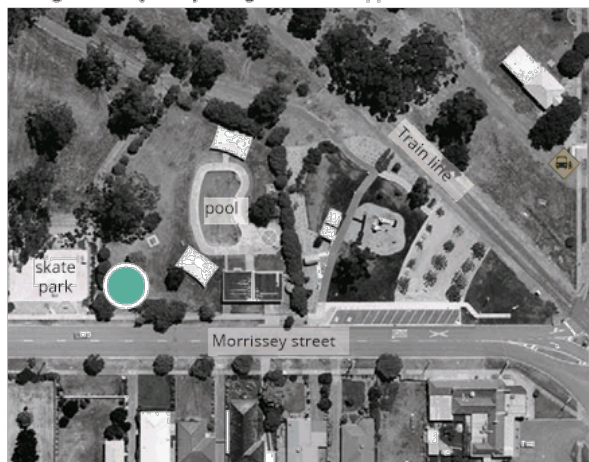· events space
· places to hang out
· basketball/netball court
· games area

"netball and table tennis"

"need activities in winter"

"blue light disco in the hall. Have the pool open longer during the year "

"some place to chill and calm down with friends"

the active spot

Stage 1 - social

Consultation, detail design and implementation of social area, with possible power connection point. Places for outside study desks to be considered also.
Through this stage an overall concept design of the site would be developed with the community.

Stage 2 - active

Building upon existing components, stage 2 may have a more sports/active hardstand focus. Include other active ball sports and space for small events or classes (dance/fitness). May also include a sculptural artistic component.

STAGE 1 social
all stages are subject to funding and council approval

STAGE 2 active

indicative location - adjacent to pool and skate park

example of active social play - table tennis

MOOROOPNA

who

5 females, 20 males (10 - 16yr olds)
11 young people - Ramp It Up Committee

issues

· drugs / smokes
· boredom
· no where to hang out
· graffiti / vandalism
· lake of outdoor activities
· unemployment
· bullying
· rubbish

ideas

· places to hang out
· events space
· older play area
· walking tracks and bike tracks
· art work painted by local kids
· skate park elements
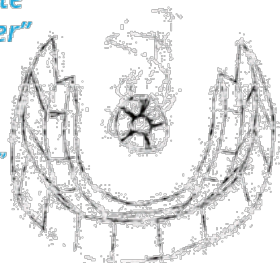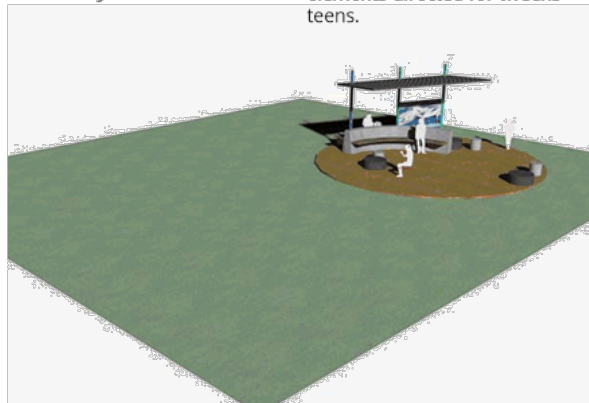· basket swing
· mountain bike and bmx trails
· parkour
· basketball court

"free speakers and wifi for music outside in bbq or wall"

"more shade trees "

"extend mooropna skate park and put in a shelter"

"more gardens"

"circle seating with fire pit"

the play spot

Stage 1 - social

Consultation, detail design and implementation of social area, with possible power connection point. Places for outside study desks to be considered also.
Through this stage an overall concept design of the site would be developed with the community.

Stage 2 - play

From initial feedback from the community, stage 2 social aspects with the addition of the playful spot. This spot would encourage active social play for young people, with possibility for parkour/fitness bars, trampolines, foosball, ping pong or other play elements directed for tweens-teens.

Stage 3 - active

Stage 3 could consist of an active spot which builds upon the stage 2 play area.
Active elements like, hardstand, fitness/monkey bars, and basketball rings, site placement of these elements need to be well considered.

STAGE 1 social
all stages are subject to funding and council approval

STAGE 2 & 3 play and skate

indicative location - at Ferrari Park intersection

example of active and social play opportunity

MURCHISON

who

11 females, 8 males (13 - 17yr olds)
19 young people - Ramp It Up Committee

issues
· no where to hang out
· boredom
· isolation
· lack of outdoor activities
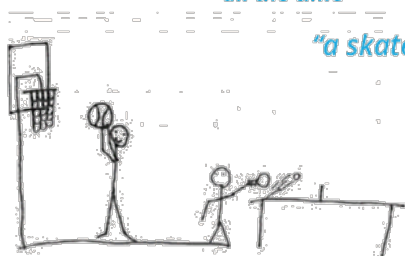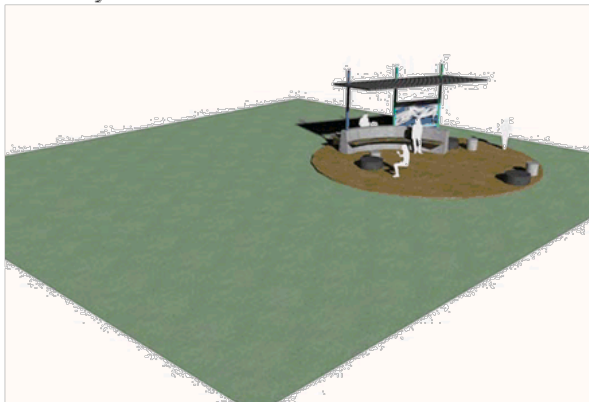· drugs / smokes/alcohol
· bullying
· graffiti
· unemployment

suggestions and ideas
· places to hang out
· events space
· skate park elements
· walking tracks and bike tracks
· rock climbing wall
· older play area
· basket swing
· mountain bike and bmx trails
· in ground tramps
· art work painted by local kids
· an educational area to use skills in Murchison for activities

"better public transport connections between towns"

"open the Murchison tennis courts all the time"

"a skatepark"

the active spot

Stage 1 - social
Consultation, detail design and implementation of social area, with possible power connection point. Places for outside study desks to be considered also.
Through this stage an overall concept design of the site would be developed with the community.
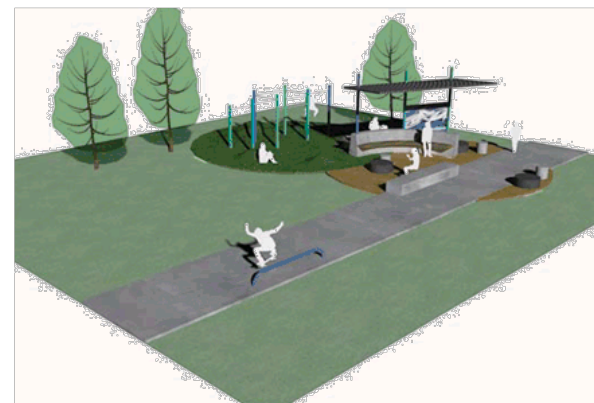
Stage 2 - skate
From initial feedback from the community, stage 2 should consist of a skate spot which builds upon the stage 1 social area.
Skatable elements, like ledges, rails and kickers - site placement of these elements need to be well considered.

Stage 3 - play
Possiblity to build on the skate and social aspects with the addition of the playful spot. This spot would encourage active social play for young people, with possibility for parkour/fitness bars, trampolines, foosball, ping pong or other play elements directed for tweens-teens.

STAGE 1 social
all stages are subject to funding and council approval

STAGE 2 & 3 skate and play

indicative location - near existing toilets and older playground

example of scooter / skate run

40

TALLYGAROOPNA

who

4 females, 19 males (10 - 17yr olds) - workshops

issues

- no where to hang out
- nothing to do
- technology
- lack of opportunites
- bullying

ideas

- in ground trampoline
- walking track
- raise money for activities
- there is space in front of the park
- ping pong
- more outdoor sports areas (table tennis/trampolines)
- have more fun things!

"a space that caters for all age groups"

"a skatepark and relaxing area"

"Have places where we can all get together"

"skate park"

"I would really like a skate park because it's fun and it will keep kids outside instead of on technology"

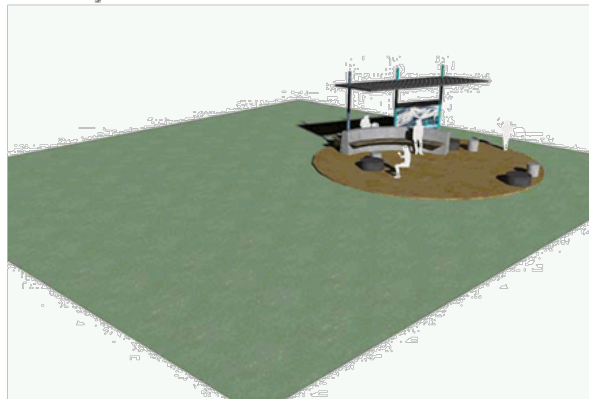*"a small activity instead of a playground"*

the play spot

Stage 1 - social

Consultation, detail design and implementation of social area, with possible power connection point. Places for outside study desks to be considered also.
Through this stage an overall concept design of the site would be developed with the community.

Stage 2 - play

From initial feedback from the community, stage 2 social aspects with the addition of the playful spot. This spot would encourage active social play for young people, with possibility for parkour/fitness bars, trampolines, foosball, ping pong or other play elements directed for tweens-teens.
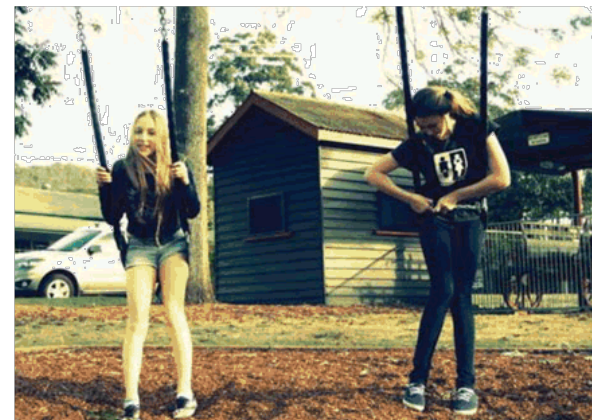
STAGE 1 social
all stages are subject to funding and council approval

STAGE 2 playful

indicative location - at bus stop behind hall

example of playful element like swings for adults

41

TATURA

who

8 females, 10 males (11 - 17yr olds)
3 young people - Ramp It Up Committee

issues

- boredom
- rubbish
- drugs / smokes
- isolation
- not getting outside enough and socialising

ideas

- places to hang out
- events space
- walking tracks and bike tracks
- futsal or soccer pitch
- art work painted by local kids
- older play area
- basket swing
- mountain bike and bmx trails
- in ground tramps
- parkour
- skate park elements
- basketball court
- rock climbing wall
- areas to charge phones and computers
- place to study
- outdoor table tennis table

"basket swing and social seating to hang out in under the trees"

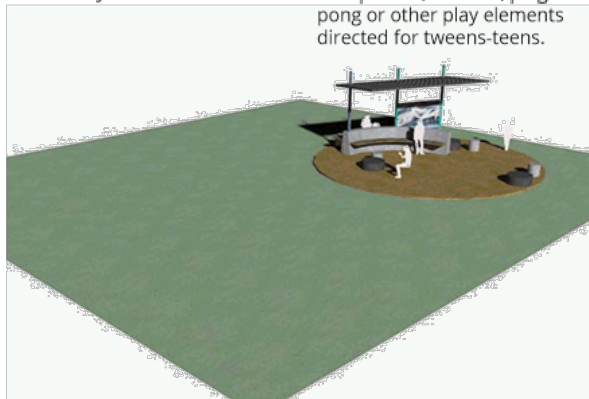*"basketball to keep people out of trouble"*

"Activities at the skate park for all ages"
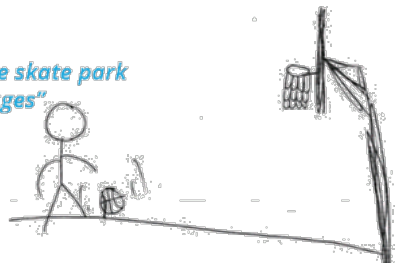
the play spot

Stage 1 - social

Consultation, detail design and implementation of social area, with possible power connection point. Places for outside study desks to be considered also.
Through this stage an overall concept design of the site would be developed with the community.

Stage 2 - play

From initial feedback from the community, stage 2 should consist of an playful spot which builds upon the stage 1 social area.
This spot would encourage active social play for young people, with possibility for parkour/fitness bars, trampolines, foosball, ping pong or other play elements directed for tweens-teens.

Stage 3 - active

Possiblity to build on the play and social aspects with the addition of the active spot. Active elements like, hardstand, fitness/monkey bars, and basketball rings, site placement of these elements need to be well considered.

Stage 4 - skate

To compliment other modules possibility for skate elements to be incorporated into the overall SPOT. Skatable elements, like ledges, rails and kickers - site placement of these elements need to be well considered.
To be considered with other skate facilities in Tatura.

STAGE 1 social

STAGE 2, 3 and 4 , play, active and skate

indicative location - Mactier park

Example of a social and playful element such as a foosball table

42

TOOLAMBA

who

12 female, 3male (12 - 16yr olds)
5 young people - Ramp It Up Committee

issues

· boredom
· drugs/smokes
· bad influences
· no where to hang out
· nothing to keep people my age entertained
· bullying (online)
· Toolamba is getting too big

ideas

· places to hang out
· basketball court
· give the kids something to do
· places to have fun together
· Trampolines or playful things

"Skate ramp in Toolamba   More.. bike/ walking track in Toolamba"

"not really having anywhere to go and entertain themselves and in effect maybe going and doing the wrong thing"

"community pool"   *"more shops"*

"I would like to see the plaza near the railroad improved, tables swings and other things for the little ones"

"open up more area for farmers and houses"   *"more basketball rings"*

"pool"

"not enough places to be active!"

the active spot

Stage 1 - social

Consultation, detail design and implementation of social area, with possible power connection point. Places for outside study desks to be considered also.
Through this stage an overall concept design of the site would be developed with the community.
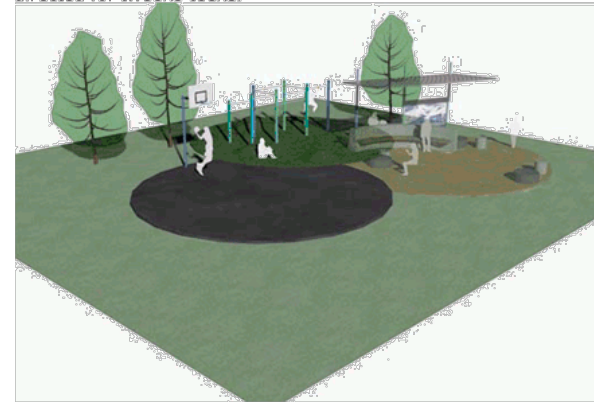
Stage 2 - active

From initial feedback from the community, stage 2 should consist of an active spot which builds upon the stage 1 social area.
Active elements like, hardstand, fitness/monkey bars, and basketball rings. Site placement of these elements need to be well considered.

Stage 3 - play

Possibility to build on the skate and social aspects with the addition of the playful spot. This spot would encourage active social play for young people, with possibility for parkour/fitness bars, trampolines, foosball, ping pong or other play elements directed for tweens-teens.

STAGE 1 social

STAGE 2 & 3 play and active

indicative location - to recreaction reserve frontage

Active and Playful example - parkour and fitness bars for all ages

UNDERA

who

11 females, 10 males (7 - 17yr olds)
12 young people - Ramp it Up Committee

issues

- boredom
- isolation
- no where to hang out
- drugs / smokes
- bullying
- racism
- sport opportunities
- safety riding push bikes on the main roads

ideas

- something which people will see and identify as Undera
- places to hang out
- events space
- walking tracks and bike tracks
- older play area
- mountain bike and bmx trails
- parkour
- skate park elements
- basketball court
- rock climbing wall
- outdoor cinema
- horse area
- climbing tower
- peaceful and safe environment

"More bike tracks near the river"

"A skatepark or basketball court"

"a place to hang out"

"more shade trees "
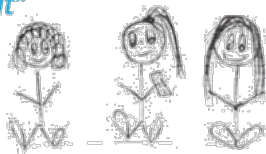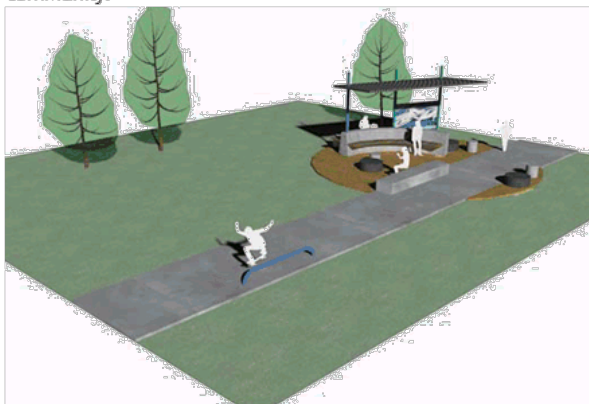
the skate spot

Stage 1 - social

Consultation, detail design and implementation of social area, with possible power connection point. Places for outside study desks to be considered also.
Through this stage an overall concept design of the site would be developed with the community.

Stage 2 - skate

From initial feedback from the community, stage 2 should consist of a skate spot which builds upon the stage 1 social area.
Skatable elements, like ledges, rails and kickers - site placement of these elements need to be well considered.

Stage 3 - active

Possiblity to build on the play and social aspects with the addition of the active spot. Active elements like, hardstand, fitness/monkey bars, and basketball rings, site placement of these elements need to be well considered.

STAGE 1 & 2 social and skate
all stages are subject to funding and council approval

STAGE 3 active

indicative location - near public toilet and hall

example of skate spot

44