

spiire



PLAYSPACE
STRATEGY

GREATER SHEPPARTON CITY COUNCIL
PLAY SPACE STRATEGY | 2020 - 2030

Traditional Owners

We, Greater Shepparton City Council, acknowledge the Traditional Owners of the land which now comprises Greater Shepparton. We pay respect to their tribal Elders, we celebrate their continuing culture and we acknowledge the memory of their ancestors.

Climate Change

Greater Shepparton is the food bowl of Victoria and our reliance on agriculture underpinning our social and economic prosperity is just one example of our vulnerability to the impacts of climate change. As a Council we are in a prime position to demonstrate strong leadership and guide our community by reducing our environmental footprint, and driving climate change mitigation and adaptation measures.

Council have a climate adaption plan and in March 2020, declared a climate emergency. Council also have a 2030 zero emissions target for council operations.

This Document was commissioned by Greater Shepparton City Council and was prepared by Spiire Australia, Level 4, 414 La Trobe Street PO Box 16084 Melbourne Victoria 8007

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01.

GLOSSARY

TERM	DEFINITION
Accessible	Environments that are inviting regardless of level of ability
Amenities	A desirable or useful feature or facility of a place
Children	Children aged 0 - 12
Community	Greater Shepparton City Council's residents and visitors
CPTED	Crime Prevention Through Environmental Design
GSCC	Greater Shepparton City Council
Liveability	The degree to which a place is suitable or good for living in
Natural Materials	Materials in their natural state such as rocks and timber logs natural materials
Nature Play	Play that occurs in the natural environment, and/or interacting with natural materials
Open Space	Outdoor spaces without built structures that are publicly accessible
Passive Surveillance	An environment where people can see and be seen through casual observation
Play equipment	Formal structures designed specifically for play such as swings and slides
Playground	An area that provides play equipment
Play space	An area that provides a range of play experiences including play equipment, natural play elements, and run-about spaces
Recreation	An activity done for enjoyment
Structured play	Activity that is undertaken for fun but has set 'instructions' or 'rules'
Unstructured play	Activity that is determined by the individual child and has no set 'rules' or direction from adults
Universal design	Design that encourages use by people of all abilities and ages



02.

EXECUTIVE SUMMARY

Play is essential for the development of children and it is a necessary component of healthy liveable communities. The Greater Shepparton Council Plan 2017-2021 commits to “the provision of services, facilities and places of engagement that can positively affect the health and wellbeing of the community”. Well designed play spaces that appeal to both children and the wider community support this commitment.

Play spaces and the provision of varied opportunities for young people to develop emotionally, cognitively and physically whilst socialising, exploring, taking risks and having fun make a positive contribution to the growth of healthy resilient adults and community cohesion and wellbeing.

To reinforce the importance of play in supporting healthy development of children the three major elements of childhood development and their relationship to play are identified and explored. As children grow their developmental needs and therefore their requirements for play to meet those needs vary. In the development of play spaces thought should be given to what age range the site will focus on and designed to offer challenges and experiences appropriate to the stage of development.

The design of areas dedicated to play have a direct impact on the quality of the user's experience and therefore how well these assets are utilised. In order to maximise the return on Council's investment play spaces need to be engaging and address the developmental needs of the children that use them.

To establish a comprehensive picture of the provision of play within Greater Shepparton a site visit was undertaken of each of the existing play spaces. These audits assessed the quality of play experiences, age groups catered for, access and improvement opportunities. The results of the play space audits are summarised in Appendix 1.

The standard of play space infrastructure and play opportunities varies significantly across Greater Shepparton. Generally speaking the majority of equipment is in good condition although most play spaces would benefit from additional embellishments to enhance play and amenity value.

The audit results have illuminated several opportunities for Council to focus on during development or renewal of play spaces, these include:

- ▶ Increase the variety of play equipment. The majority of play spaces have similar generic equipment, resulting in a lack of diversity of play opportunities
- ▶ Focus on the quality of play provision rather than quantity, consider decommissioning some sites to allow greater capital spend on others
- ▶ Provide paths and connection to existing footpaths to improve accessibility
- ▶ Improve access to and around all abilities play equipment; many sites have a raised edge retaining mulch which can become a barrier for people with mobility issues
- ▶ Incorporate natural materials and planting to raise awareness of the natural environment and enhance diversity of play opportunities
- ▶ Consideration to CPTED and passive surveillance opportunities, several play spaces were not visible from the street and surrounded by solid fences limiting passive surveillance
- ▶ Draw on the features of the site in the design of the play space so each space becomes unique

A large proportion of the site visits were undertaken in the January school holidays and a significant observation during these inspections was the absence of children in these play spaces. This observation combined with

the results of further analysis and mapping supports the recommendation to reconsider the current approach of installing generic standalone playground units in every neighbourhood park and re-focus the emphasis on variety and quality of provision rather than quantity. Realising that a slightly larger play space that offers a variety of play experiences but may take a little longer to get to will provide greater value than five small parks that are underutilised.

Having established a comprehensive picture of the current provision of play in Shepparton, consideration for how this could be improved over the coming decade was applied.

Prior to undertaking this strategy a workshop was held with internal Council stakeholders in November 2019 to discuss the vision for play in Shepparton. During the workshop participants were asked the following question: "What should play spaces look like in Shepparton in 2030?" The key themes to emerge from this session define Council's vision for play:

"Play should be fun and engaging, inclusive and non-prescriptive, cater for all ages and respond to the needs of the community."

Design guidelines and principles to be addressed during the design and development of play spaces have been included as part of this document to enable Council to achieve this vision.



INTRODUCTION

The Play Space Strategy provides strategic guidance and direction to Council for the future provision and development of play spaces throughout Greater Shepparton. The strategy incorporates an analysis of the distribution, quality of play experiences, age groups catered for, access and improvement opportunities of existing play spaces within Greater Shepparton.

The value of play is undisputed and widely accepted as mandatory in childhood development. Play can significantly enhance the development of children and it is necessary for healthy liveable communities. Well designed spaces that are attractive to both children and adults, and encouraging of play should provide varied opportunities for young people to develop, emotional, cognitive and physical skills, socialise, explore, take risks and have fun and aid in the growth of healthy, resilient adults.

The number of play spaces spread across Greater Shepparton has increased in the last 15 years from 64 to 88. With the population of Shepparton expected to increase by an additional 25,000 people over the next 15 years it is assumed that this number will continue to increase. The existence of a comprehensive strategic document such as this Play Space Strategy to guide policy, priorities and future capital works projects related to play space provision is essential. The Strategy will also help to guide the development of these assets and enable Council to ensure equitable distribution of well-designed spaces and opportunities for play throughout Greater Shepparton over the long term.

DOCUMENT INTRODUCTION

PURPOSE AND SCOPE

The purpose of the Play Space Strategy is to articulate the vision for the future of play in Greater Shepparton and determine what is required to achieve that vision and meet the needs of the community over the next ten years.

The primary objectives of the Play Space Strategy are to:

- ▶ Assess existing play spaces for quality of play experiences, age groups catered for, access and improvement opportunities
- ▶ Review the current distribution of play spaces across Greater Shepparton.
- ▶ Review the provision of inclusive/accessible play spaces
- ▶ Establish a vision and philosophy for the future of play provision across Greater Shepparton
- ▶ Develop criteria and principles for effective play provision, including play value, demand, supply and distribution
- ▶ Develop high level Design Guidelines to ensure future play spaces are designed in accordance with best practice and positively contribute to Council's long term vision for play in Greater Shepparton.

For the purposes of this strategy the term 'play space' refers to an area that provides dedicated play opportunities and refers to land that is owned and managed by Council, publicly accessible and can be

used at any time. When considering play spaces, we are not just referring to the area dedicated to formal play equipment but the whole space and what it provides in terms of play and recreation.

Several other types of play areas such as skate parks, organised sporting venues, bike tracks and outdoor fitness equipment have not been included in this strategy but are addressed in other Council documents including:

- ▶ Greater Shepparton 2030 Strategy
- ▶ Greater Shepparton Council Plan 2017-2021
- ▶ Sport 2050 Strategic Plan (2011)
- ▶ Best Start Early Years Plan 2015-2019
- ▶ Small Towns Youth Recreation Spaces Strategy (2016)
- ▶ Greater Shepparton Youth Strategy and Action Plan 2019-2023
- ▶ Cycle in Greater Shepparton Cycling Guide (2017)
- ▶ Greater Shepparton Cycling Strategy 2013-2017
- ▶ Greater Shepparton City Council Public Toilet Strategy

Play spaces provided by other organisations such as schools, kindergartens and day care centres have also been excluded from this strategy.

04.

WHAT IS PLAY?

“Children are the foundation of the world’s future. Children have played at all times throughout history and in all cultures.

Play, along with the basic needs of nutrition, health, shelter and education, is vital to develop the potential of all children.

Play is communication and expression, combining thought and action; it gives satisfaction and a feeling of achievement.

Play is instinctive, voluntary, and spontaneous.

Play helps children develop physically, mentally, emotionally and socially.

Play is a means of learning to live, not a mere passing of time”

-International Play Association





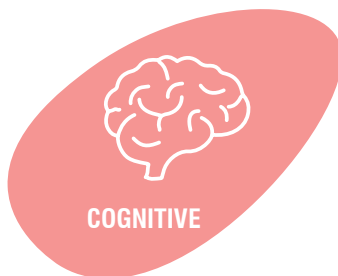
05.

THE IMPORTANCE OF PLAY

The importance of play in the health and development of children is undisputed. There are seemingly infinite benefits for children who regularly experience play, particularly in an outdoor setting. The links between healthy childhood development and play continue to be researched by academics around the world however it is commonly accepted that space well-designed to encourage play will provide varied opportunities for young people to develop emotionally, cognitively and physically whilst socialising, exploring, taking risks and having fun. Access to spaces dedicated to both structured and unstructured play will ultimately aid in the growth of healthy, resilient adults.

All children have different preferences and requirements for play. To ensure spaces are providing for varying preferences and developmental needs a range of play opportunities should be provided that support these needs. The three major childhood developmental elements (cognitive, physical and social) and their relationship to play are further explored in Figure 01 (Pg. 13).

TYPES OF PLAY



Cognitive development refers to how children think and process information, solve problems and make decisions. It is the development of knowledge that helps them understand their environment. The following features in a play space will contribute to cognitive development:

- ▶ Elements that encourage language development and communication e.g. speaker tubes
- ▶ Sensory play experiences including access to sand, water and vegetation
- ▶ Mechanical equipment that teaches cause and effect
- ▶ Interactive panels and musical instruments
- ▶ Natural areas for exploration and observation of living things
- ▶ Spaces/materials for outdoor games e.g. hopscotch
- ▶ Loose parts and unstructured informal play to foster creativity



Physical development is achieved through movement, supporting the development of both fine motor skills – smaller movements like picking things up and gross motor skills – large movements like running and climbing as well as hand eye coordination, agility and balance. Physical movement also utilises stores of energy and improves a child's eating and sleeping habits. Features that support physical development are often well provided for in play spaces including:

- ▶ Play equipment that requires gross motor skills such as monkey bars, climbing frames and ladders
- ▶ Break out spaces that encourage running and kick about areas
- ▶ Equipment that promotes agility such as balance beams, experiencing height, sliding, balancing, swinging, crawling, bouncing, spinning and rocking
- ▶ Paths and connectivity that encourage scooters, bikes and hard surface games such as hopscotch



The development of social skills through play comes about through communicating and interacting with other children. Learning to cooperate, take risks, compromise, establish self-control and become aware of the feelings and needs of others. The following features in a play space will contribute to social development:

- ▶ Providing space for group activities and semi enclosed seating areas
- ▶ Hard surfaces that support ball games and competition
- ▶ Elements that encourage cooperation and sharing
- ▶ Roll play elements and props such as boats or cars, steering wheels, window counters and cubbies
- ▶ Equipment that caters to group use such as large spinners
- ▶ Activities that require sharing and taking turns



Play feature	Cognitive	Physical	Social
Swings		*	**
Basket Swings		*	***
Slide	*	**	
Climbing frames	**	***	
Monkey Bars		***	
Rope course	*	***	
Cubby/Role play	**		***
Rocker	*	**	
Spinner		**	**
Nature play elements (logs, rocks, plants)	***	*	**
Water play	***	**	**
Sand play	**		*
Musical instruments	***		*
Balance beams		***	
Flying fox		**	**
Hopscotch	*	**	***

Figure 1. Table showing play value of common play features

AGE SPECIFIC DEVELOPMENT

As children grow their developmental needs and therefore their requirements for play to meet those needs vary. It is not possible to provide suitable and interesting play opportunities for every age and developmental stage in every play space however thought should be given to what age range the site will focus on and designed to offer challenges and experiences appropriate to their stage of development. Larger play spaces should aim to provide for a broad range of ages and developmental needs with a preference for equipment that caters to multiple uses and age groups.

The table provided in Appendix 2, adapted from Play Australia identifies the developmental stages of children and subsequent play requirements at each stage. All children grow and develop at different rates and this should be treated as a very general guide.

The focus of this strategy is the provision of play for younger children, 0-12, accepting that this is the predominant user group of Council play spaces. However it is important to acknowledge that play is equally important to teenagers and adults.

Provision of play and recreation spaces for teenagers within Greater Shepparton City Council has been addressed through the implementation of SPOTS: Social, Playful, Open Township, Space. Refer to the 'Small Towns Youth Recreation Spaces Strategy (2016).

Given a child's reliance on adults and carers, they should also be catered for in the design of play spaces. Equipment should be designed for adult use, for example the provision of swing seats and rockers designed to withstand use by adults.



06.

PLAY IN SHEPPARTON

To establish a comprehensive picture of the provision of play within Greater Shepparton 88 existing play spaces were assessed for quality of play experiences, age groups catered for, access and improvement opportunities. To facilitate a logical sequence of inspections the play spaces were mapped in three distinct precincts: North, South and Mooroopna. Play spaces in the smaller towns, as shown in Figure 2 were also assessed although recommendations for these towns are treated separately. The location of play spaces within Shepparton and Mooroopna are shown in Figure 4. The results of the play space audits are summarised in Appendix 1.

The standard of play space infrastructure and play opportunities varies significantly across Greater Shepparton, as to be expected the condition of equipment varies from tired and coming to the end of its life to brand new, recently installed and everything in between. Generally speaking the majority of equipment is in good condition although most play spaces would benefit from additional embellishments to enhance play and amenity value.

The audit results have illuminated several opportunities for Council to focus on during development or renewal of play spaces, these include:

- ▶ Increase the variety of play equipment. The majority of play spaces have similar generic equipment, resulting in a lack of diversity of play opportunities
- ▶ Focus on the quality of play provision rather than quantity, consider decommissioning some sites to allow greater capital spend on others
- ▶ Provide paths and connection to existing footpaths to improve accessibility
- ▶ Improve access to and around play equipment; many sites have a raised edge retaining mulch which can become a barrier for people with mobility issues
- ▶ Incorporate natural materials and planting to raise awareness of the natural environment and enhance diversity of play opportunities
- ▶ Consideration to CPTED and passive surveillance opportunities, several play spaces were not visible from the street and surrounded by solid fences limiting passive surveillance
- ▶ Draw on the features of the site in the design of the play space so each space becomes unique

“The benefits of a child-friendly city go beyond children to add value to all citizens’ lives. The amount of time children spend playing outdoors, their ability to get around independently, and their level of contact with nature are strong indicators of how a city is performing, and not just for children but for all city dwellers”.

-Cities alive designing for urban childhoods ARUP 2017.

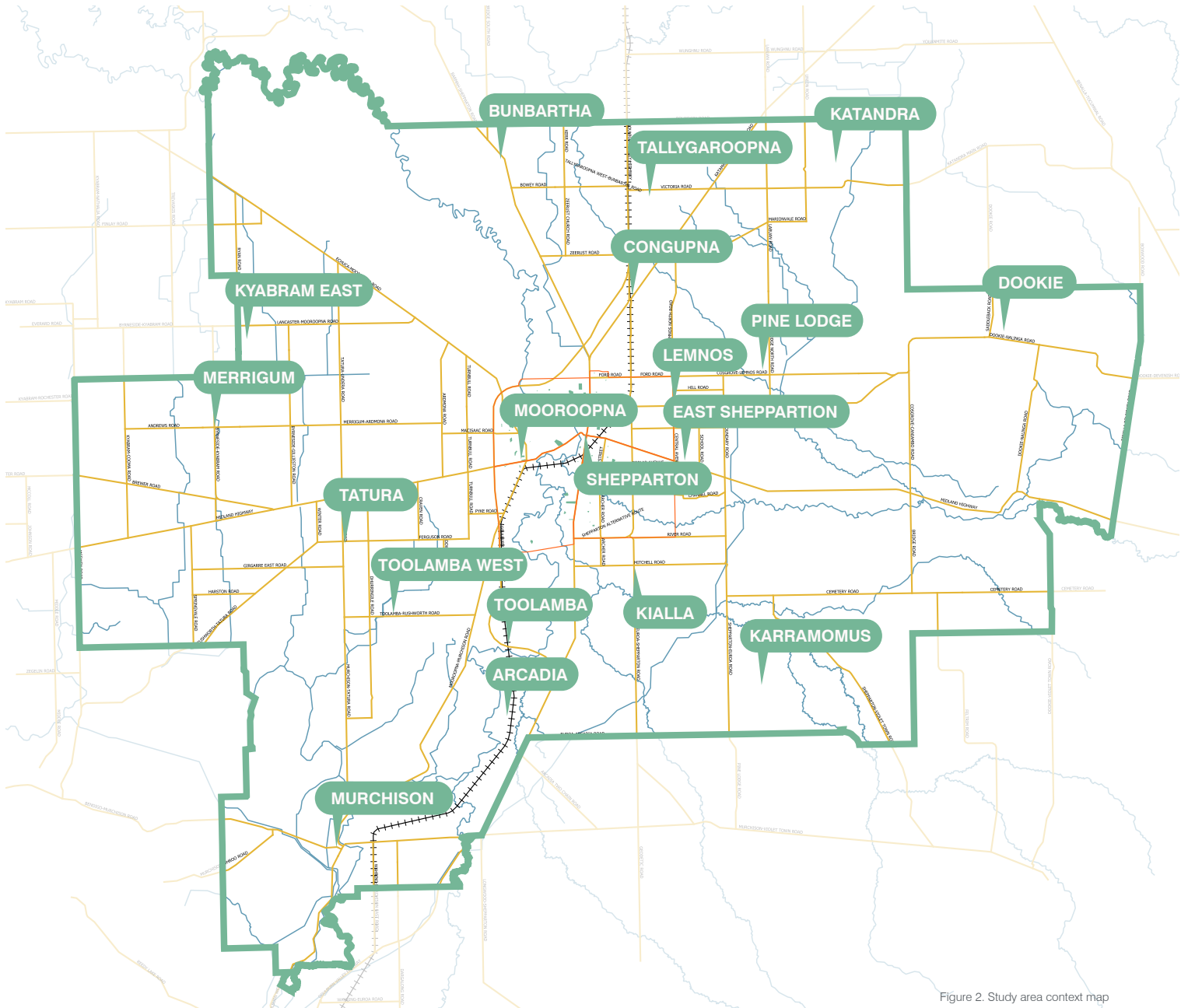


Figure 2. Study area context map

07.

PLAY SPACE HIERARCHY

WHAT IS PLAY SPACE HIERARCHY?

Greater Shepparton currently classifies play spaces according to a hierarchy developed as part of the 2006-2018 Playground Provision Strategy. The existing classifications of Neighbourhood, District and Regional are to be retained however this report aims to provide further detail and clarity on each of these classifications.

Figure 3 outlines the Greater Shepparton City Council's aspirations for the provision of play and amenities in each of the three tiers. This system encourages the equitable distribution of play spaces and helps to ensure that everyone in the community has reasonable access to a variety of quality play experiences. Whilst not all play spaces will cater for all ages from 0 to 12 it will be important to consider which ages are catered for and where.

The hierarchy system is not as relevant to Council play spaces in the smaller satellite towns. Whilst play equipment in these areas may only be consistent with neighbourhood level, these parks often provide a much broader role in the community as a central gathering space. The play space is often co-located with other recreational assets such as sports fields or local pools. For this reason these spaces often have additional amenities such as barbecues, shade structures and toilet facilities.

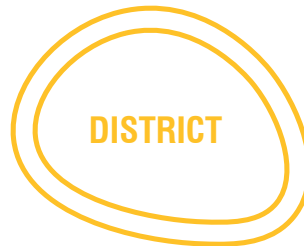




SHEPPARTON'S HIERARCHIES



- ▶ Largest sized play space
- ▶ A 'destination' play space that services the whole region
- ▶ Provides for all ages and abilities, offering a range of unique play experiences
- ▶ Includes facilities such as barbecues, carpark, toilets and amenities to support long stays of many hours
- ▶ Has a catchment of over 5km or greater and often attracts visitors from other regions
- ▶ Often located in close proximity to open space and other recreational facilities



- ▶ Medium sized play space
- ▶ Provides a broad range of play experiences
- ▶ Caters to a broad range of age groups
- ▶ Services a wider catchment of 500m-2km (Can be walked to in less than 30min or driven to in less than 10min)
- ▶ Provides a range of amenities to support longer visits



- ▶ Smallest of the three tiers
- ▶ Caters to the local residents
- ▶ Should cater for a couple of different age ranges with varied play experiences
- ▶ Open grass areas for free play and runabout space
- ▶ Provides basic amenities such as seating and shade
- ▶ Used for short visits up to an hour
- ▶ Has a catchment of approx. 500m or a 10 minute walk

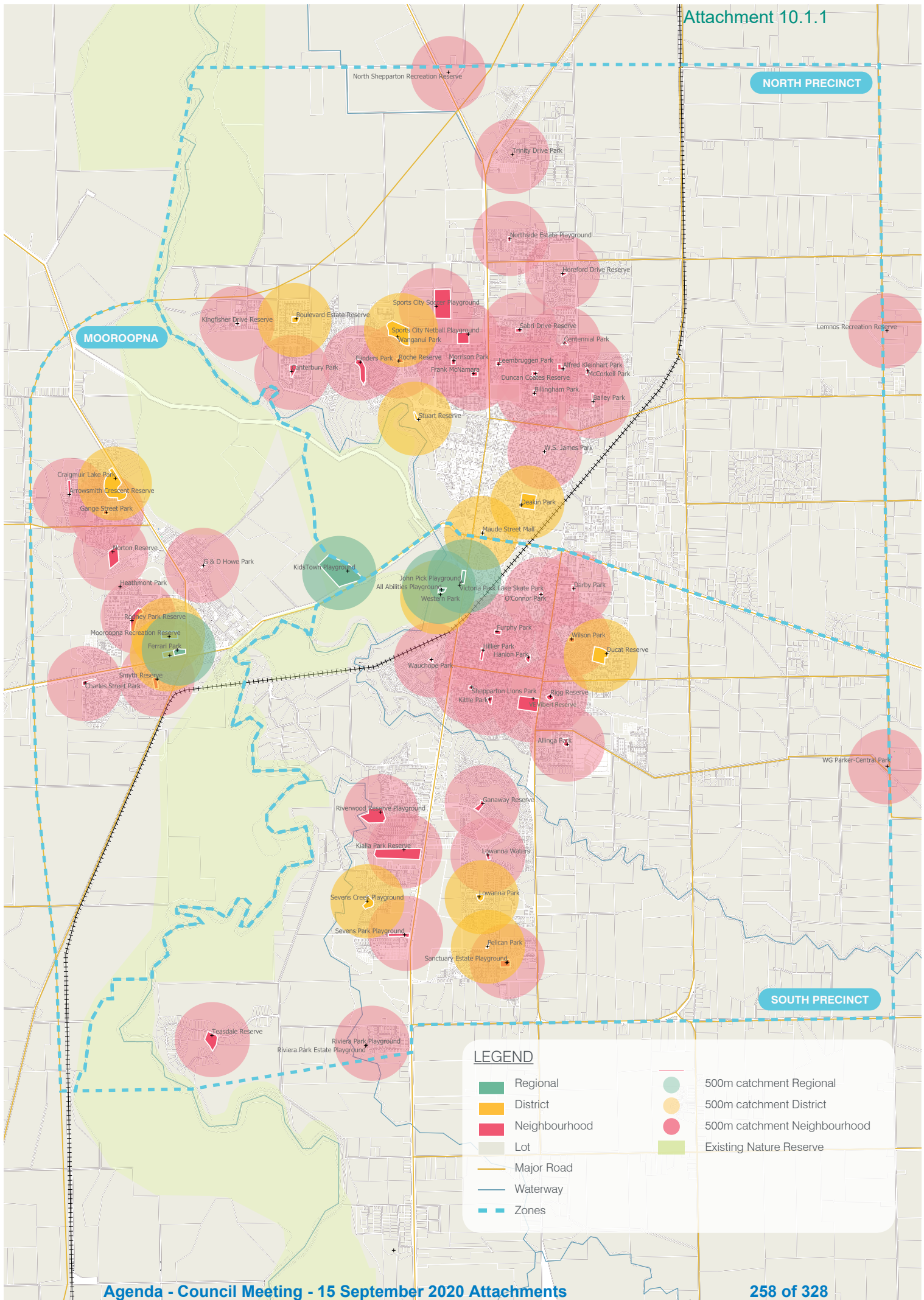


Feature	Regional	District	Neighbourhood
Play provision for younger children	+++	+++	+++
Play provision for older children	+++	+++	
Play provision for adults			
Proximity/ Surveillance lighting			
Lighting			
Toilets and changing station	+++		
Shade (Trees)	+++	+++	+++
Shade (Shelter)	+++		
Drinking fountain	+++		
Bike hoops	+++		
Bike station			
Picnic tables	+++		
Seating	+++	+++	+++
Rubbish bins	+++	+++	+++
Wayfinding			
Barbeque	+++		
Open kick about space			+++
Garden beds	+++	+++	
Accessible parking (incl. path)	+++		
Public art			
Nature play elements			
Hard surfaces/ Ball game areas	+++		
Pump Track			

+++ Must include

Figure 3. Reference table for equitable distribution of play space features across park types

* Where features are not listed as a must, they will be considered on a case by case basis dependent upon community need and support.



NORTH PRECINCT

MOOROOPNA

SOUTH PRECINCT

LEGEND

- Regional
- District
- Neighbourhood
- Lot
- Major Road
- Waterway
- Zones
- 500m catchment Regional
- 500m catchment District
- 500m catchment Neighbourhood
- Existing Nature Reserve

MAPPING EXISTING PLAY SPACES

LOCATION, HIERARCHY DISTRIBUTION

Neighbourhood play spaces should be accessible to children within a comfortable walking distance from home. As mentioned above the goal for Greater Shepparton is to have a neighbourhood play space within 500m or a 10 minute walk for a child for the majority of residents.

Identification of a walkable catchment becomes more significant in a regional context where it is important to recognise that not all families have access to a car and public transport may not always be available.

Figure 4. maps the location and distribution of neighbourhood, district and regional play spaces across Shepparton and Mooroopna. A 500 metre radius is shown around each site representing this walkable catchment. The map clearly identifies where improvements in play provision need to be addressed as well as indicating where play provision may be over prescribed.

Whilst some areas appear over prescribed with play spaces, the results of the play space audits, refer Appendix 1, identified that some sites whilst listed as a neighbourhood play spaces had minimal play value. Based on the audit results consideration should be given to consolidating several smaller play spaces and redirecting those funds into improving play value, placing an emphasis on quality of play rather than quantity.



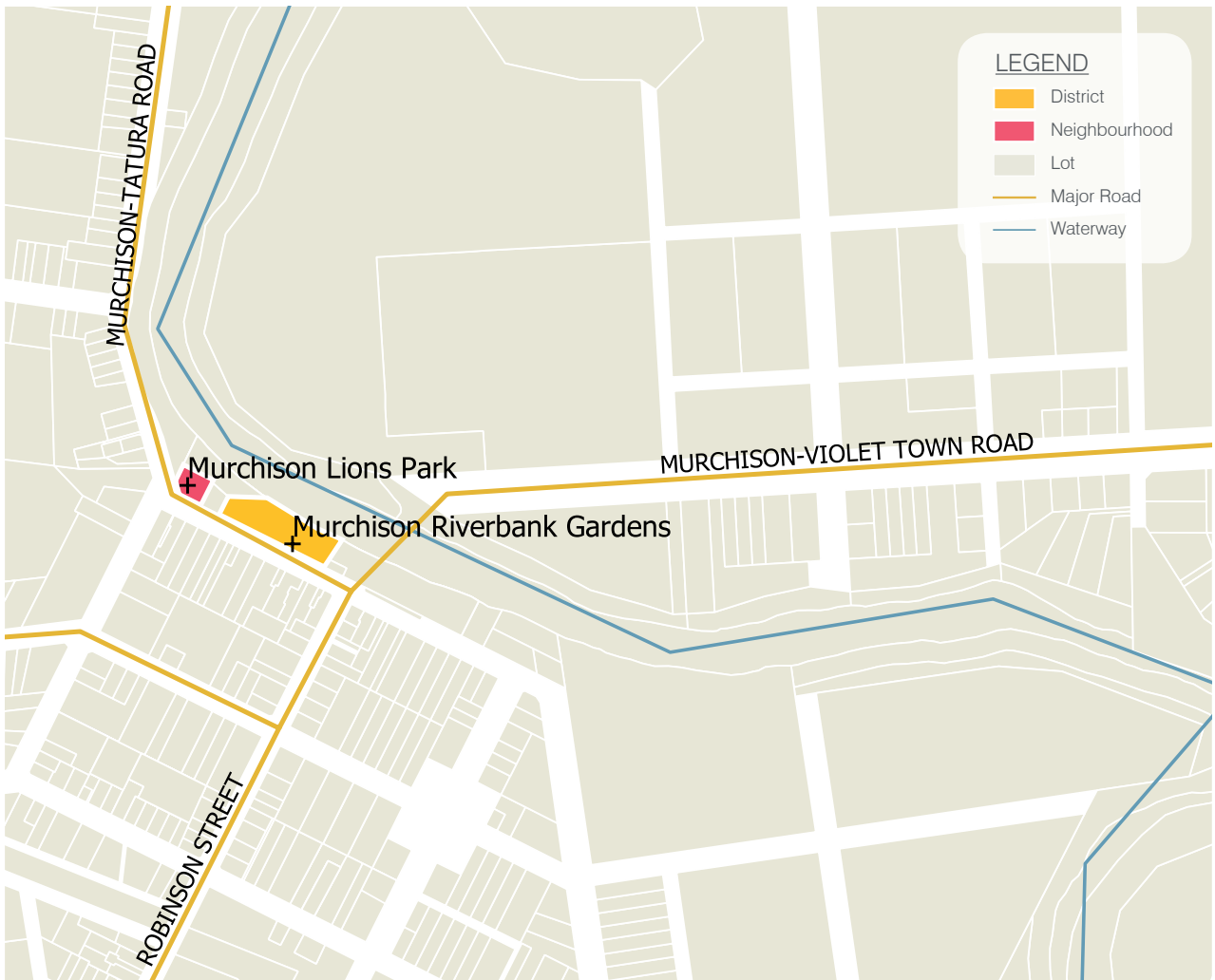
(Pg. 30) Figure 4. Catchment areas map



DOOKIE

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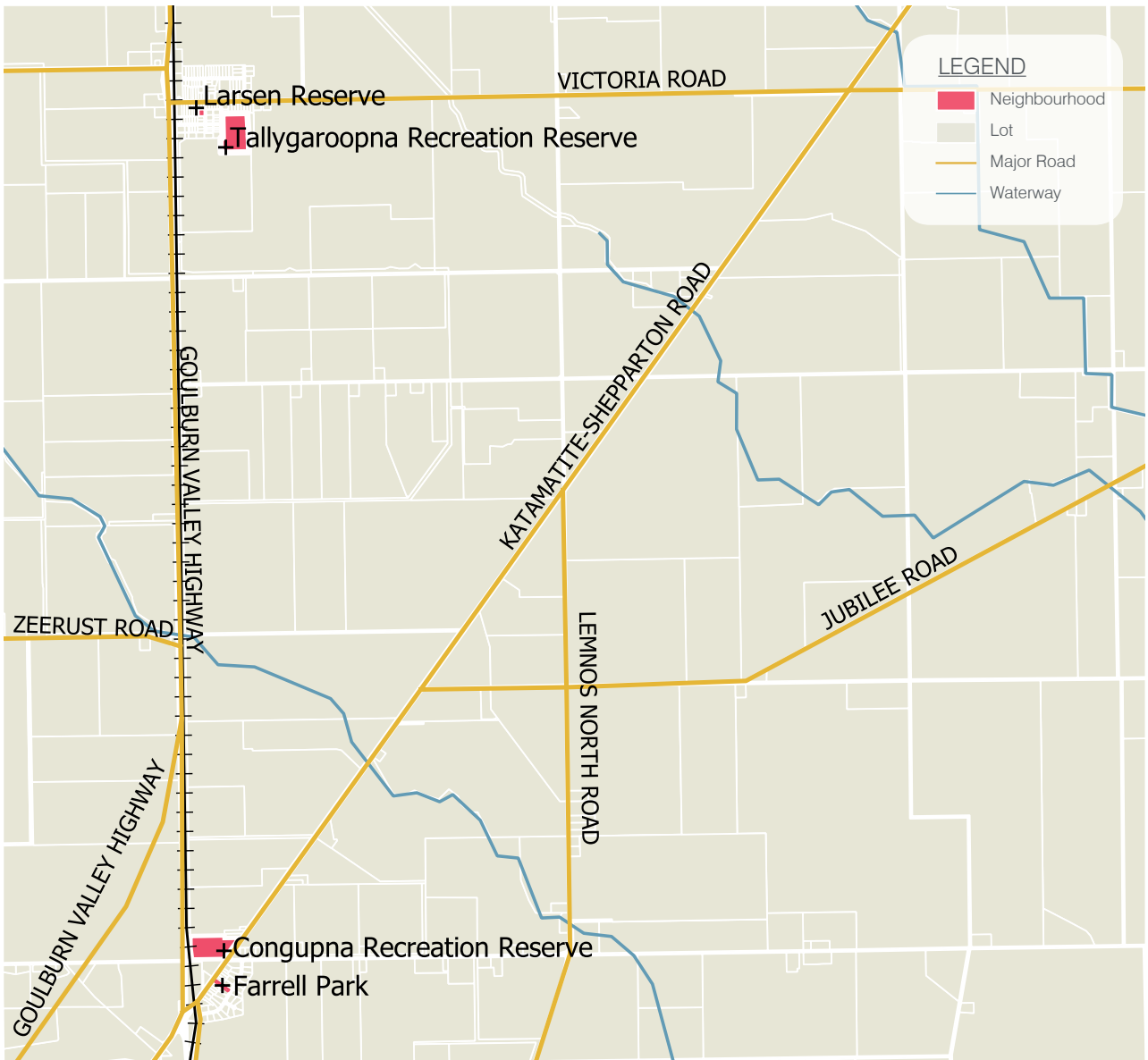
Figure 5. Distribution of play spaces in Dookie



MURCHISON

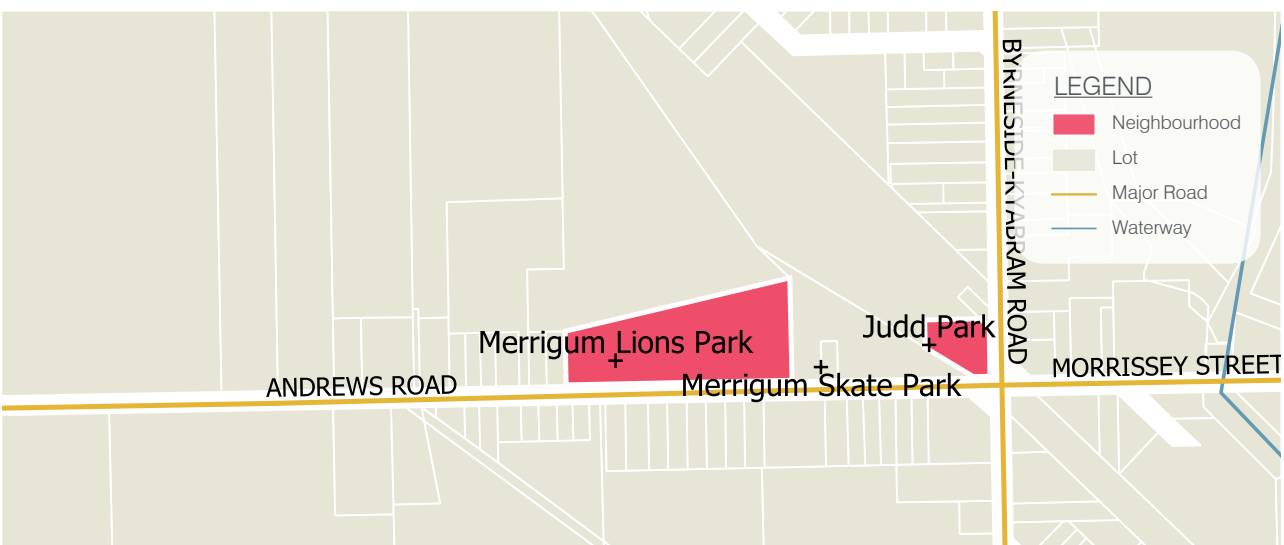
1:10,000 @A4

Figure 6. Distribution of play spaces in Murchison



CONGUPNA & TALLYGAROOPNA 1:50,000 @A4

Figure 7. Distribution of play spaces in Congupna and Tallygaroopna



MERRIGUM 1:7,500 @A4

Figure 8. Distribution of play spaces in Merrigum

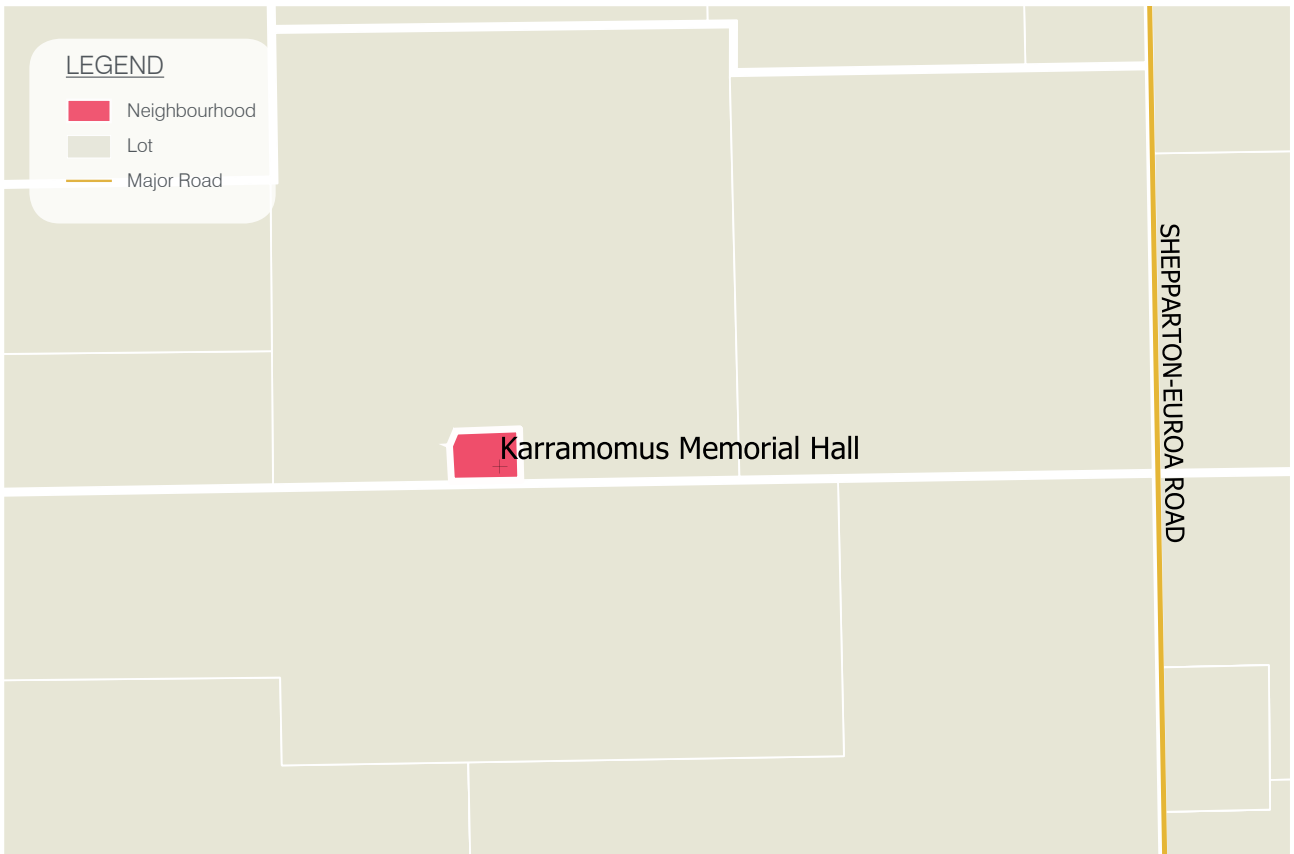


Figure 9. Distribution of play spaces in Karramomus

KARRAMOMUS 1:20000@A4

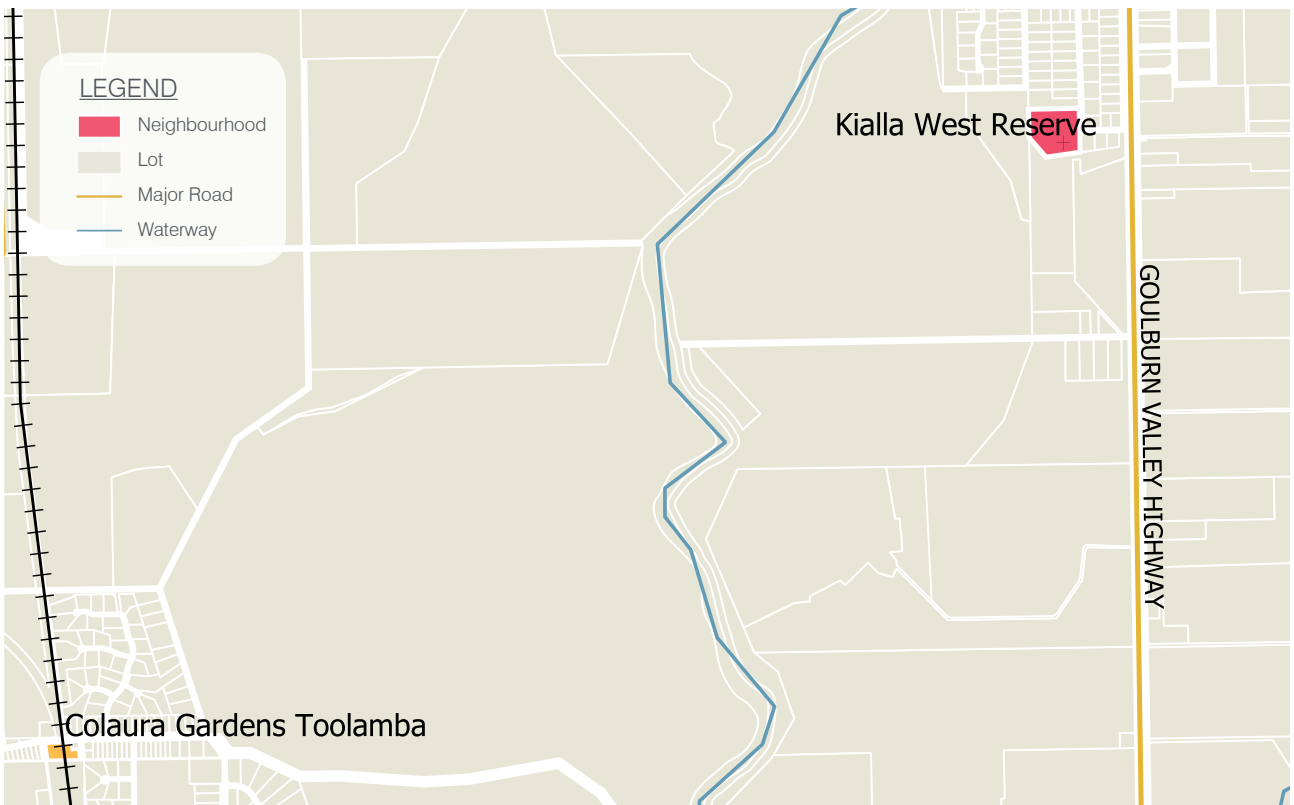


Figure 10. Distribution of play spaces in Toolamba & Kialla

TOOLAMBA & KIALLA WEST 1:30000@A4

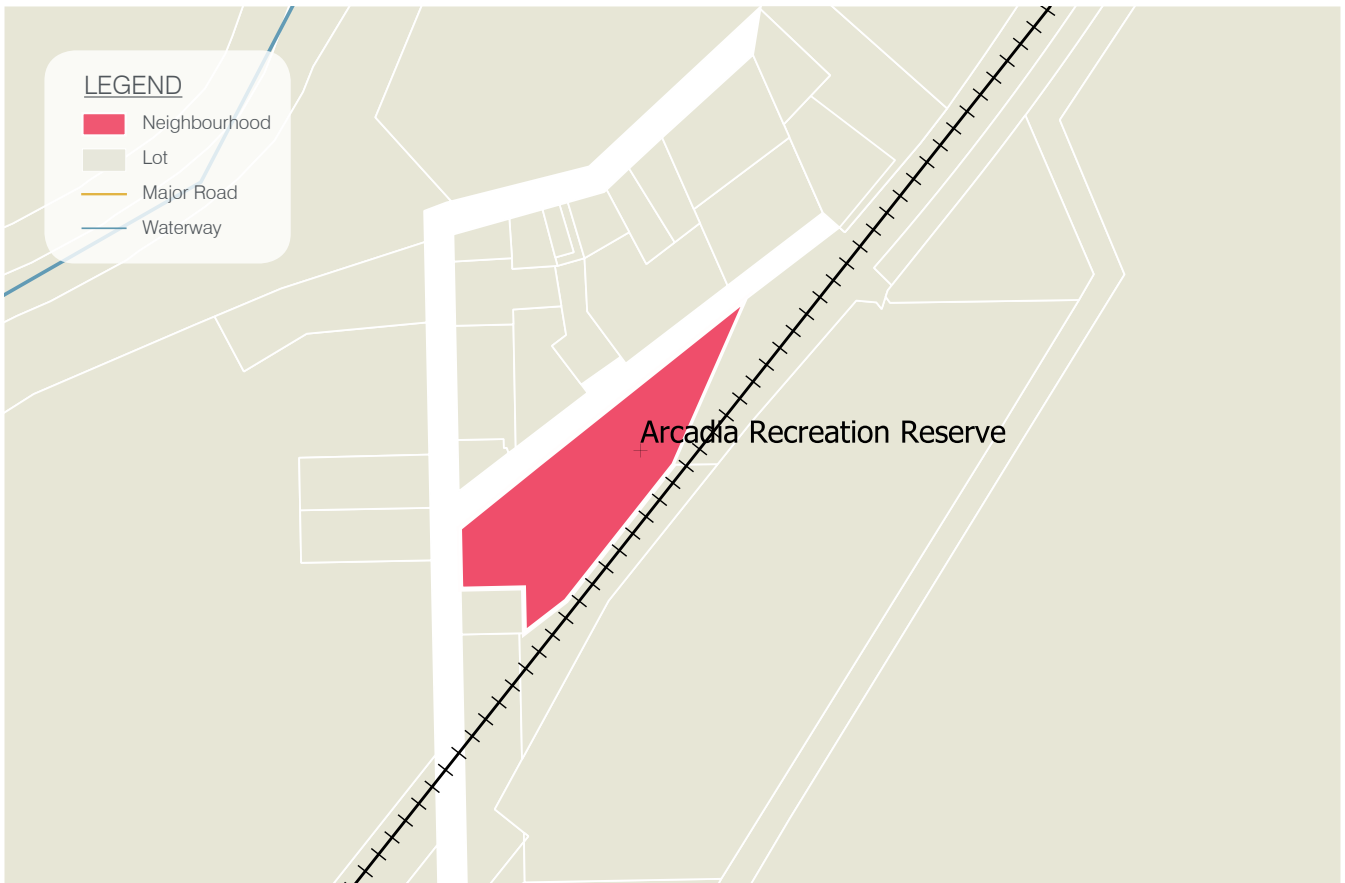


Figure 11. Distribution of play spaces in Arcadia

ARCADIA 1:5000@A4

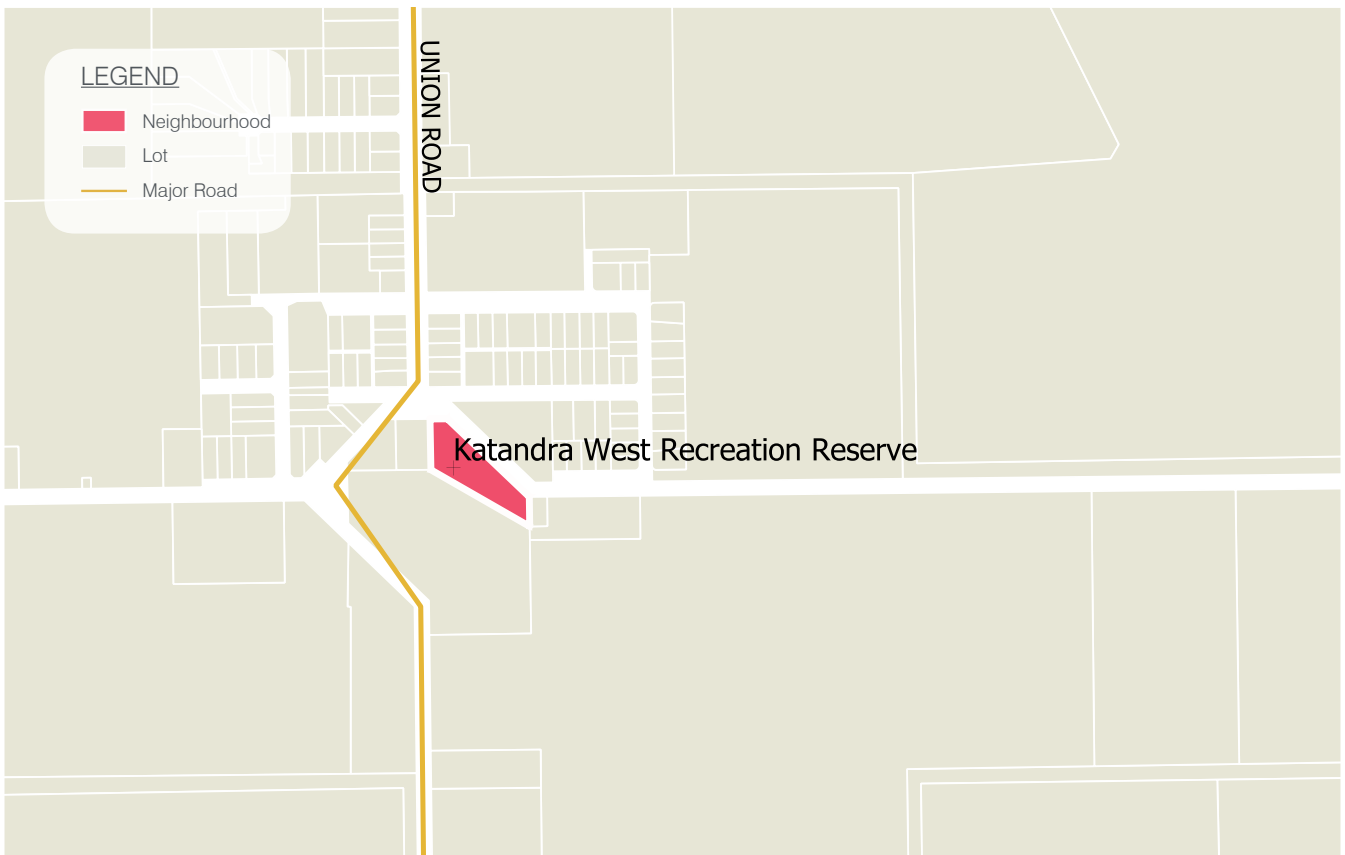


Figure 12. Distribution of play spaces in Katandra

KATANDRA 1:10000@A4

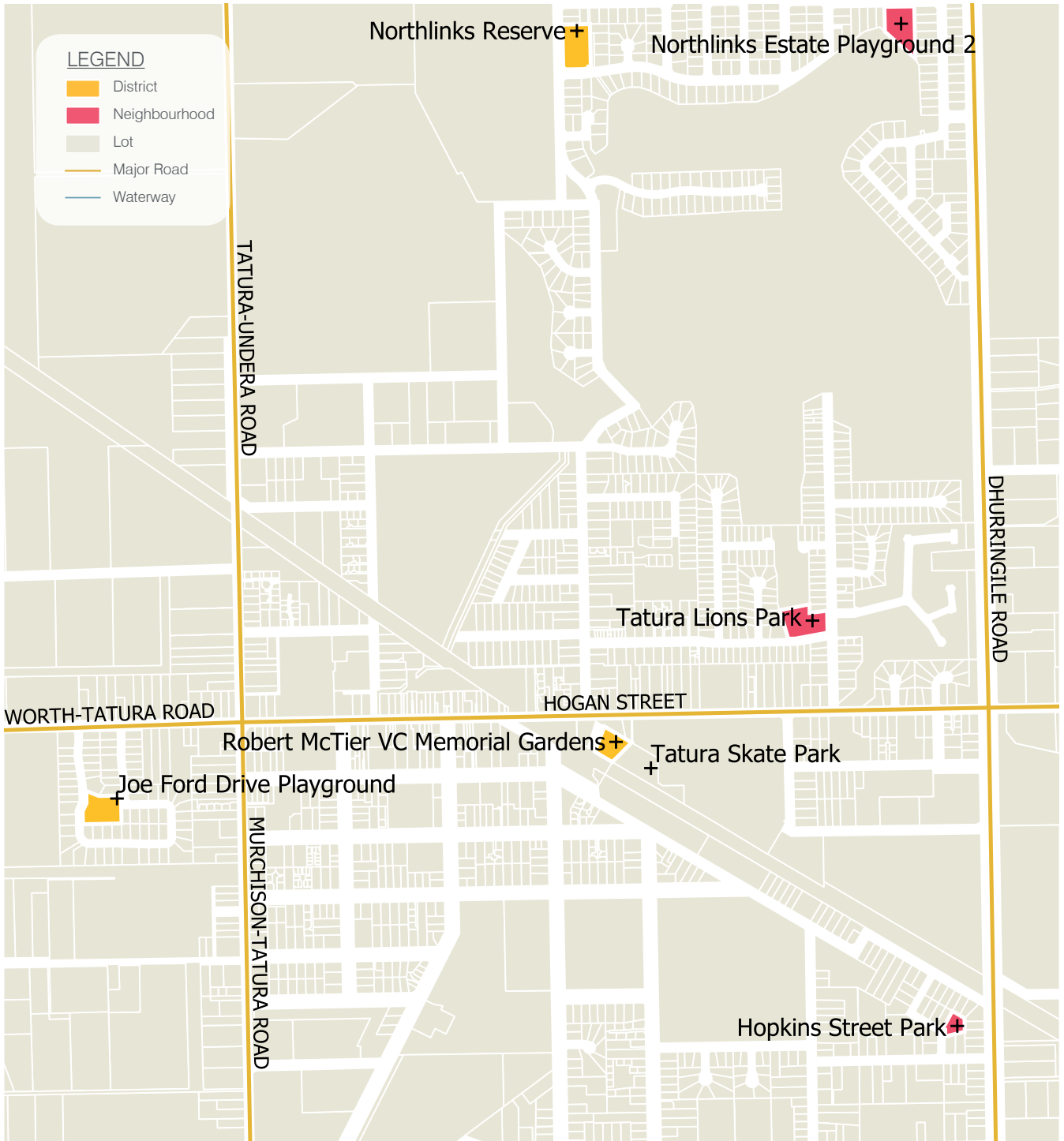


Figure 13. Distribution of play spaces in Tatura

TATURA

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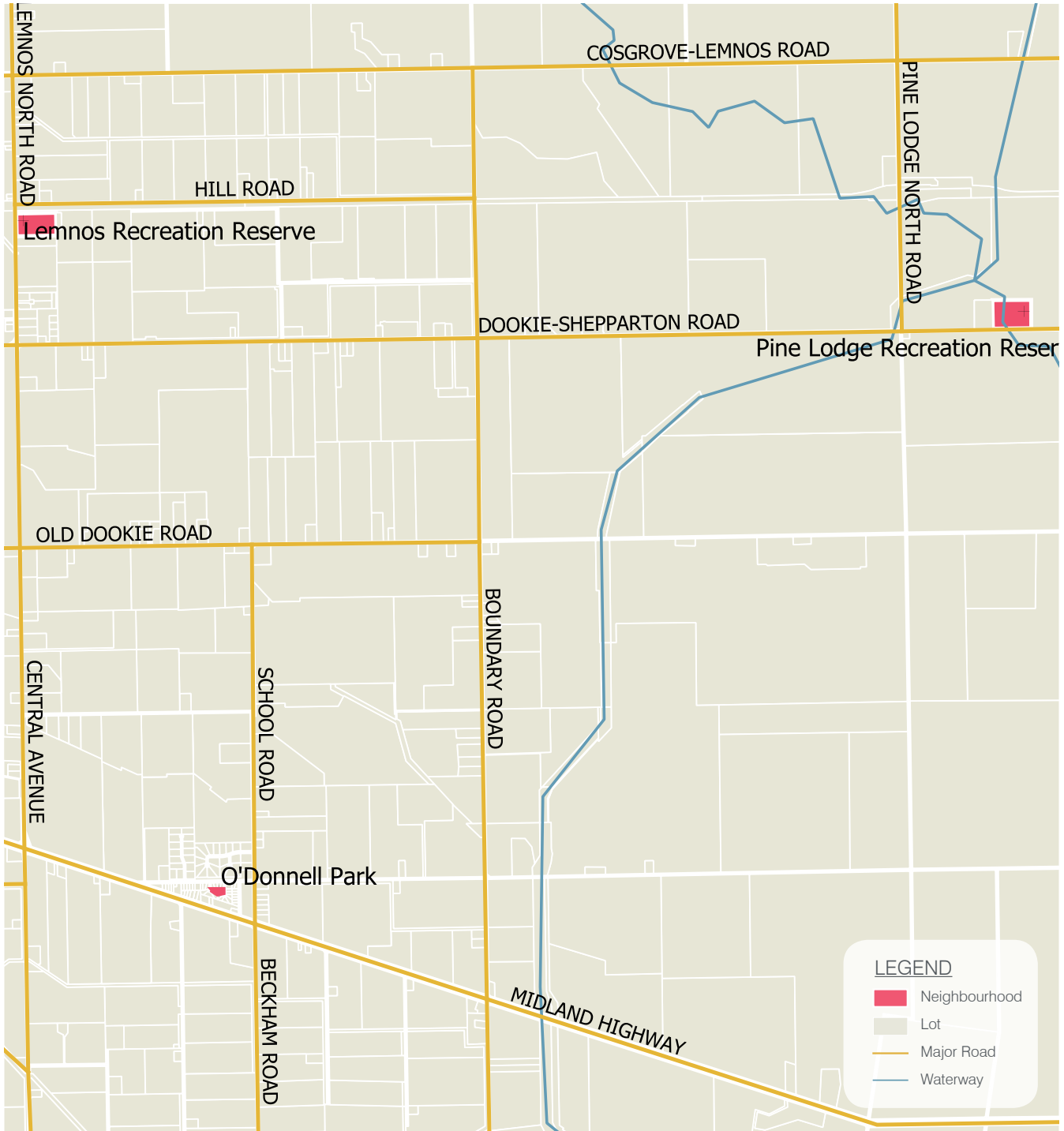
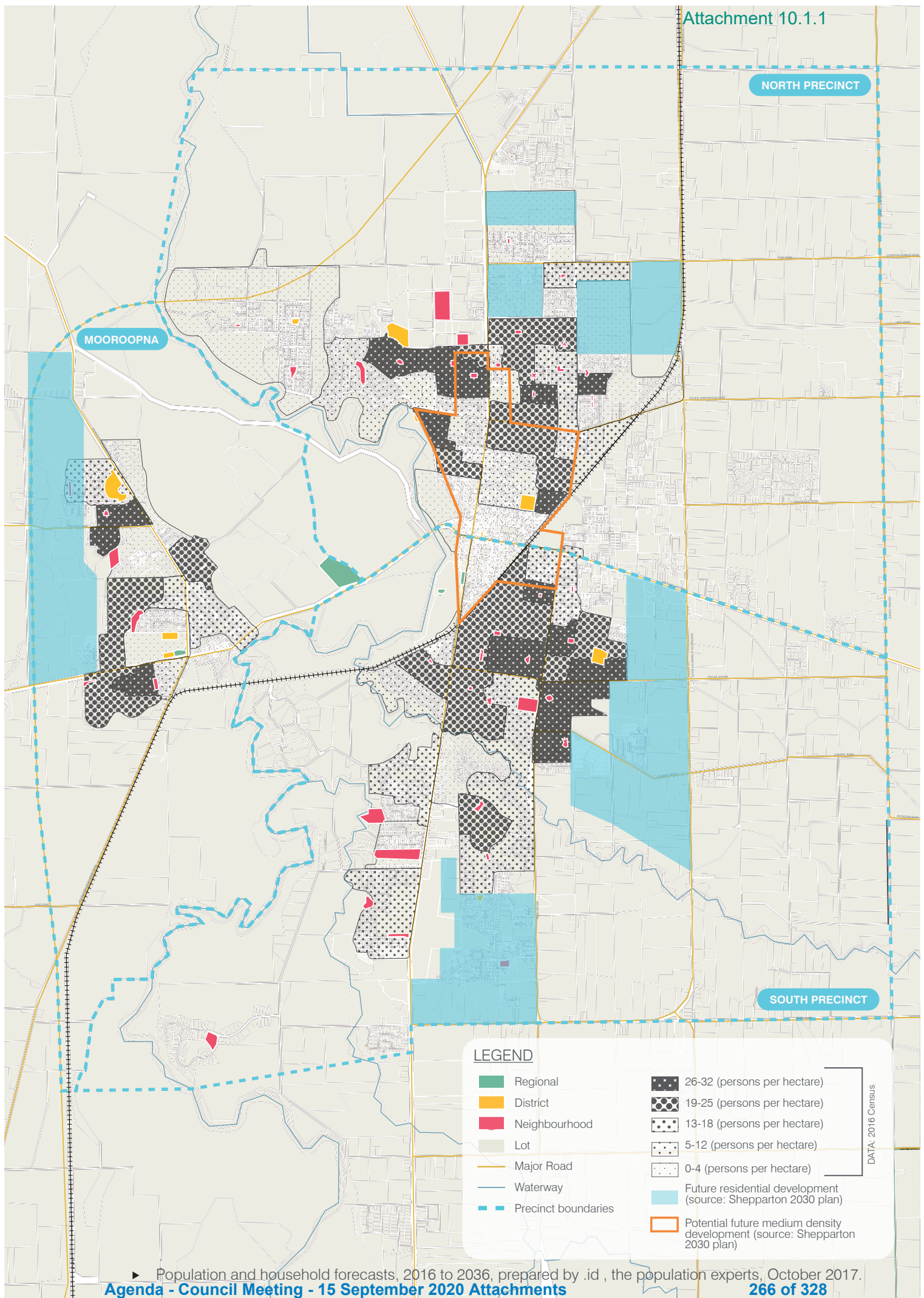


Figure 14. Distribution of play spaces in Congupna and Tallygaroopna

PINE LODGE, EAST SHEPP & LEMNOS

1:50,000 @A4



MOOROOPNA

NORTH PRECINCT

SOUTH PRECINCT

LEGEND

- Regional
- District
- Neighbourhood
- Lot
- Major Road
- Waterway
- Precinct boundaries
- 26-32 (persons per hectare)
- 19-25 (persons per hectare)
- 13-18 (persons per hectare)
- 5-12 (persons per hectare)
- 0-4 (persons per hectare)
- Future residential development (source: Shepparton 2030 plan)
- Potential future medium density development (source: Shepparton 2030 plan)

DATA: 2016 Census

MAPPING POPULATION

Whilst there is no commonly accepted ratio of play spaces per head of population a 2014 report utilising data from over 100 metropolitan local government areas across Australia found the average distribution to be 1 play space per 1000 head of population. Using this as a benchmark Greater Shepparton with 88 play spaces and a population of 68,900 is somewhat over prescribed with 1 play space per 783 head of population. Even when looking to the future and taking into account the anticipated population growth to 78,047 by 2030 the Greater Shepparton City Council will remain over prescribed compared to this benchmark with 1 play space per 887 head of population. Whilst this may be relevant to central Shepparton, this benchmark is not necessarily relevant in regional areas with low population density, so should be applied with caution. Development of play spaces in these areas will take many factors into consideration and be at Council's discretion.

In Council's previous Playground Provision Strategy 2006-2018 the accepted minimum playground provision was 1 playground for every 250 children under the age of twelve. Based on 2016 census data there are 10,254 children under the age of 12 in Greater Shepparton. That equates to 1 play space for every 125 children. Based

on the estimated population of Shepparton in 2030 there is expected to be 13,359 children under the age of 12, maintaining the current number of play spaces would equate to 1 play space for every 163 children under 12.

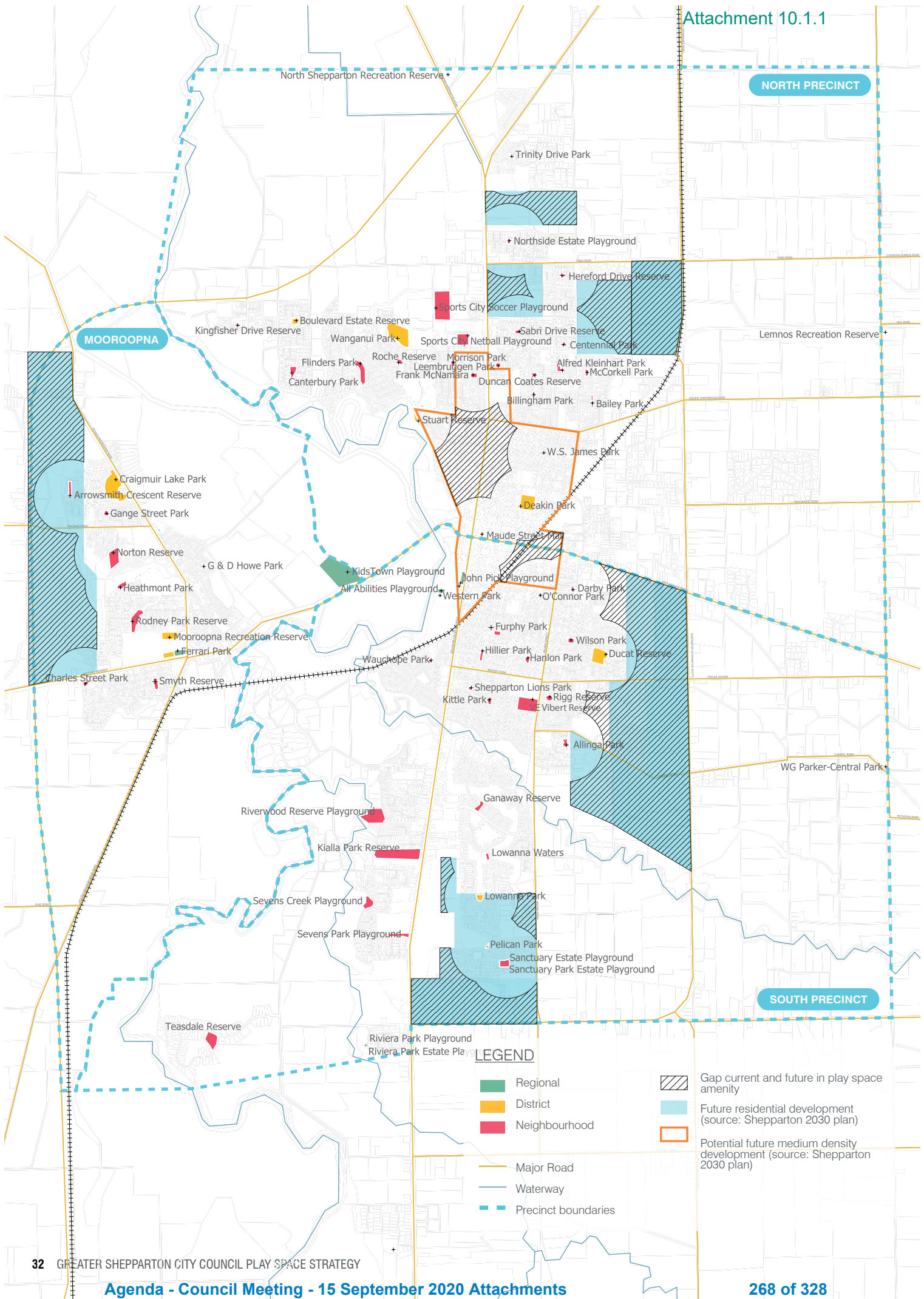
Regardless of which of the aforementioned metrics is employed, Shepparton has more than enough play spaces to service the community in terms of numbers. Consideration should be given to the provision of quality of play rather than quantity.

Whilst the number of play spaces per person provides a general guide it is equally important to ensure equitable distribution. Figure 15. Illustrates the number of people per hectare in Shepparton and Mooroopna in relation to the distribution of neighbourhood, district and regional play spaces. This map highlights the need for:

- ▶ More district level play spaces in densely populated areas
- ▶ Considering the decentralisation of a regional play space
- ▶ Areas of future growth where additional neighbourhood and district level play spaces may be required.

(Pg. 30) Figure 15. Population distribution - Current & Future





GAP ANALYSIS

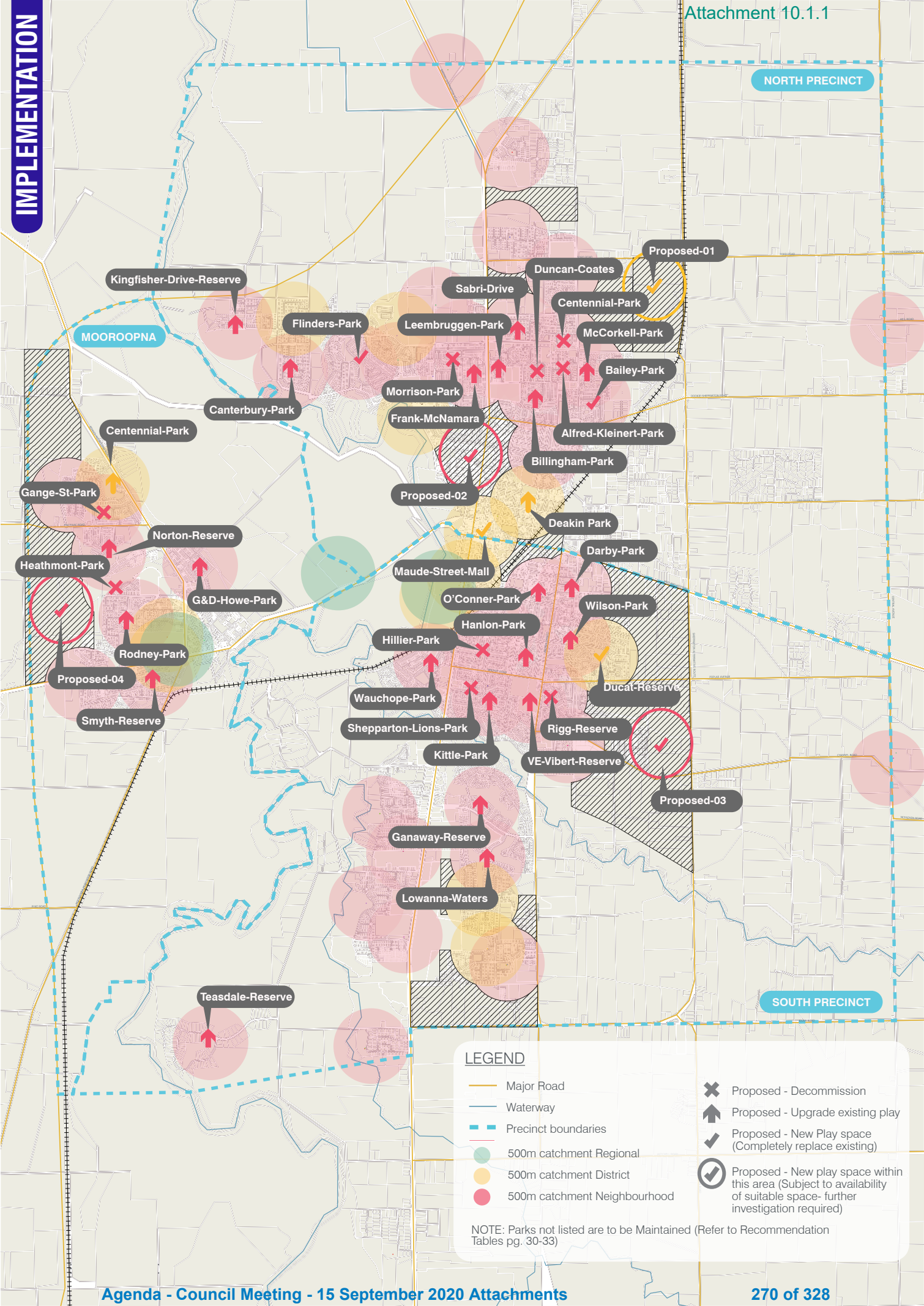
GAP ANALYSIS

Figure 16 highlights areas that do not currently have neighbourhood, district and regional play spaces as well as areas of future residential development, identifying both current and future gaps in play space provision.

When making decisions about where to locate future play spaces consideration should be given to the Australian Early Development Census (AEDC) data presented in the Greater Shepparton Children's Report, 2019. AEDC data, provides a measure of how young children are developing. Greater Shepparton has five data sets of AEDC results from 2008 -2018. The most recent AEDC community profile identified Mooroopna, Shepparton South East and Shepparton Central have the highest number of children assessed as being 'developmentally vulnerable' and 'developmentally at risk'. Ensuring children that fall into these categories have access to play will make a positive contribution to their development.

“Play spaces exist at the heart of our neighbourhoods and should cater for everyone – young and old, families and carers, and people of all abilities. Play spaces should be welcoming and comfortable, easy to navigate and interesting. They should offer a range of physical challenges, a variety of landscape settings and provide opportunities to connect with others”. –

Everyone Can Play NSW Government 2019



NORTH PRECINCT

SOUTH PRECINCT

LEGEND

- Major Road
- Waterway
- Precinct boundaries
- 500m catchment Regional
- 500m catchment District
- 500m catchment Neighbourhood
- Proposed - Decommission
- Proposed - Upgrade existing play
- Proposed - New Play space (Completely replace existing)
- Proposed - New play space within this area (Subject to availability of suitable space- further investigation required)

NOTE: Parks not listed are to be Maintained (Refer to Recommendation Tables pg. 30-33)

8.

RECOMMENDATIONS

Based on site audits, analysis and mapping it is recommended that play spaces identified in Figure 17 are to be the focus of future development and improvement efforts by play space providers

Each play space in Greater Shepparton has been assessed on its current merit and has been identified as requiring one or more of the following 5 actions be undertaken:

Update hierarchy - Play space hierarchy is to be upgraded or downgraded if;

- ▶ There is an over or under provision of a certain hierarchy in one area
- ▶ Current play amenity is not reflective of defined hierarchy.

✔ **New** – Entirely new play space required if:

- ▶ The park has no existing play space
- ▶ The existing play space is not suitable and/or cannot be modified for improvement
- ▶ In some instances it has been recommended entirely new play spaces be developed, these have been located in areas with a gap in play amenity (See Figure 16). Council will be required to undertake further investigation into exact locations and designs.

⬆ **Upgrade existing** – Existing play space to be retained but modified, consider:

- ▶ Further assessment of each individual play space must be undertaken to identify what can be improved
- ▶ The play space audit table (Appendix 1) may be used to identify things each site is providing the community and what it is lacking or require improvement
- ▶ Renewal of existing play spaces is an opportunity to increase diversity of play equipment, accessibility and provision for different age groups.

✘ **Decommission** – Play spaces recommended for decommission are;

- ▶ Located in areas that will be adequately serviced by other surrounding play spaces when removed
- ▶ Currently providing very little or no additional play amenity to the community
- ▶ Equipment is old and will require replacement or repair in the near future at a cost to Council, redistribute capital investment to aid in the improvement of other play spaces
- ▶ Decommissioning will occur when equipment is deemed at the end of its life and notification to the community will be made at that time.

Maintain / Renew - No changes currently required

- ▶ Council to continue to maintain play space to current standard
- ▶ Renew play provision as required upon condition report failure, with consideration of design guidelines.

(Note: Figure 17 addresses play spaces in Shepparton City and Mooroopna. A summary of recommendations for the entire municipality is provided in the tables below (See pg; 36-39).

07.

RECOMMENDATION TABLES

SURROUNDING TOWNSHIPS

	CURRENT HIERARCHY	RECOMMENDED ACTION					PRIORITY LEVEL	COMPLETION TIMEFRAME
		UPDATE HIERARCHY	NEW PLAY SPACE	UPGRADE EXISTING	RENEW/MAINTAIN	DECOMISSION		
Dookie-CWA-Gardens-PGWF-001	D				X		NA	
Murchison-Riverbank-Gardens-PGWF-083	D				X		NA	
Tatura-Joe-Ford-Drainage-Reserve-PGWF-107	D	N		X			LOW	
Tatura-Northlinks-Reserve-PGWF-073	D	N			X		LOW	
Tatura-Robert-Mactier-Gardens-PGWF-084	D				X		NA	
Toolamba-Colaura-Gardens-PGWF-113	D				X		NA	
Arcadia-Recreation-Reserve-PGWF-006	N				X		NA	
Bunbartha-Recreation-Reserve-PGWF-012	N				X		NA	
Congupna-Farrell-Park-PGWF-029	N			X			HIGH	
Congupna-Recreation-Reserve-PGWF-019	N				X		NA	
Dookie-Recreation-Reserve-PGWF-025	N				X		NA	
East-Shepparton-O'Donnell-Park-PGWF-076	N			X			LOW	
Karramomus-Recreation-Reserve-PGWF-049	N				X		NA	
Katandra-West-Rec-Reserve-PGWF-051	N			X			LOW	
Kialla-West-Reserve-PGWF-053	N			X			HIGH	
Lemnos-Recreation-Reserve-PGWF-059	N			X			LOW	
Merrigum-Judd-Park-PGWF-048	N				X		NA	
Merrigum-Lions-Park-PGWF-067	N				X		NA	
Pine-Lodge-Reserve-PGWF-080	N				X		NA	Isolated and likely only servicing rifle club
Tallygaroopna-Larsen-Reserve-PGWF-057	N				X		NA	
Tallygaroopna-Recreation-Reserve-PGWF-093	N				X		NA	
Tatura-Hopkins-Street-Park-PGWF-044	N			X			MED	
Tatura-Lions-Park-PGWF-094	N				X		NA	
Tatura-Northlinks-Estate-Playground-PGWF-104	N				X		NA	

COMPLETION TIMEFRAME

- HIGH 2020-2023
- MED 2024-2027
- LOW 2028-2030

R=Regional, D=District, N=Neighbourhood

NORTH PRECINCT

	CURRENT HIERARCHY	RECOMMENDED ACTION					PRIORITY LEVEL	COMPLETION TIMEFRAME
		UPDATE HIERARCHY	NEW PLAY SPACE	UPGRADE EXISTING	RENEW/MAINTAIN	DECOMISSION		
Boulevard-Estate-Reserve-PGWF-101	D				X		NA	
Deakin-Park-PGWF-022	D			X			MED	
Maude-Street-Mall-PGWF-064	D		X				HIGH	
Stuart- Reserve-Boulevard-PGWF-091	D				X		NA	
Wanganui-Parkside-Gardens-PGWF-077	D				X		NA	
Alfred-Kleinert-Park-PGWF-004	N					X	LOW	
Bailey-Park-PGWF-010	N		X				HIGH	
Billingham-Park-PGWF-011	N			X			MED	
Canterbury-Park-PGWF-013	N			X			LOW	
Centennial-Park-PGWF-014	N					X	LOW	
Duncan-Coates-Reserve-PGWF-027	N					X	LOW	
Flinders-Park-PGWF-032	N		X				HIGH	Very limited equipment, utilise large site
Frank-McNamara-PGWF-033	N			X			LOW	
Hereford-Drive-Reserve-PGWF-042	N				X		NA	
Leembruggen-Park-PGWF-058	N			X			MED	Future medium density area, large existing trees
Kingfisher-Drive-Reserve-PGWF-055	N			X			LOW	
McCorkell-Park-PGWF-065	N			X			MED	
Morrison-Park-PGWF-070	N					X	LOW	
North-side-estate-PGWF-110	N	D					LOW	
Roche-Reserve-PGWF-086	N				X		NA	Maintain as a teen 'SPOT'
Sabri-Drive-Reserve-PGWF-089	N			X			HIGH	
Trinity-Park-PGWF-TBC	N				X		NA	
W-S-James-Park-PGWF-098	N				X		NA	
Proposed-02 (refer to Figure 17)	N		X				MED	NEW
Proposed-01 (refer to Figure 17)	D		X				LOW	NEW

R=Regional, D=District, N=Neighbourhood

SOUTH PRECINCT

	CURRENT HIERARCHY	RECOMMENDED ACTION					PRIORITY LEVEL	COMPLETION TIMEFRAME
		UPDATE HIERARCHY	NEW PLAY SPACE	UPGRADE EXISTING	RENEW/MAINTAIN	DECOMISSION		
All-Abilities-Playground-PGWF-005	R				X		NA	
Ducat-Reserve-PGWF-026	D		X				HIGH	
John-Pick-Reserve-PGWF-047	R				X		NA	
Lowana-Park-PGWF-062	D				X		NA	
Pelican-Park-PGWF-079	D	N					MED	
Allinga-Park-PGWF-007	N				X		NA	
Darby-Park-PGWF-021	N			X			LOW	
Furphy-Park-PGWF-035	N				X		NA	
Ganaway-Reserve-PGWF-037	N	D		X			MED	
Hanlon-Park-PGWF-040	N			X			MED	
Hillier-Park-PGWF-043	N					X	LOW	
Kialla-Park-Reserve-PGWF-052	N				X		NA	
Kittle-Park-PGWF-056	N			X			MED	
Lowana-Waters-PGWF-063	N			X			LOW	
OConnor-Park-PGWF-075	N			X			LOW	
Rigg-Reserve-PGWF-082	N					X	LOW	Consider re-locating climbing frame
Riverwood-Reserve-Playground-103	N				X		NA	
Sanctuary-Park-PGWF-111	N				X		NA	
Sevens-Creek-Reserve-PGWF-081	N				X		NA	
Sevens-Park-Playground-PGWF-115	N				X		NA	
Shepparton-Lions-Park-PGWF-061	N					X	MED	
Teasdale-Reserve-PGWF-095	N			X			HIGH	
V-E-Vibert-Reserve-PGWF-096	N			X			MED	
Wauchope-Park-PGWF-099	N			X			HIGH	
Wilson-Park-PGWF-100	N			X			LOW	
Proposed-03 (refer to Figure 7)	N		X				MED	

R=Regional, D=District, N=Neighbourhood

MOOROOPNA

	CURRENT HIERARCHY	RECOMMENDED ACTION					PRIORITY LEVEL	COMPLETION TIMEFRAME
		UPDATE HIERARCHY	NEW PLAY SPACE	UPGRADE EXISTING	RENEW/MAINTAIN	DECOMISSION		
Ferrari-Park-PWG-030 (Mooroopna)	R				X		NA	
Craigmuir-Lake-Park-PGWF-020	D			X			MED	Improve accessibility
Arrowsmith-Crescent-Reserve-PGWF-008	N				X		NA	
Charles-Street-Park Reserve-PGWF-017	N				X		NA	
G&D-Howe-Park-PGWF-036	N			X			LOW	
Gange-Street-Park-PGWF-038	N					X	LOW	
Heathmont-Park-PGWF-041	N					X	LOW	
Norton-Park-PGWF-074	N			X			HIGH	
Rodney-Park-Reserve-PGWF-088	N			X			HIGH	
Smyth-Reserve-PGWF-090	N			X			HIGH	
Proposed-04 (refer to Figure 7) NEW	N		X				LOW	

R=Regional, D=District, N=Neighbourhood

09.

THE VISION

THE PLAY SPACE POTENTIAL OF GREATER SHEPPARTON

The vision for play in Greater Shepparton provides a long term goal for how play spaces will be upgraded, managed and maintained. The play space design guidelines on the following pages will guide the future development of new and the renewal of existing play spaces to achieve the vision.

A workshop was held with Greater Shepparton City Council internal Council stakeholders in November 2019 to discuss the vision for play in Shepparton. During the workshop participants were asked the following question: “What should play spaces look like in Shepparton in 2030?”

The answers provided are shown in the word cloud on the following page. The key themes to emerge from this session define Council’s vision for play, these were:

- ▶ Play should be fun and engaging
- ▶ Play should be inclusive and non-prescriptive
- ▶ Play should cater for all ages and respond to community needs

“Play spaces exist at the heart of our neighbourhoods and should cater for everyone – young and old, families and carers, and people of all abilities. Play spaces should be welcoming and comfortable, easy to navigate and interesting. They should offer a range of physical challenges, a variety of landscape settings and provide opportunities to connect with others” . – Everyone Can Play NSW Government 2019

CHALLENGING FREE
AL CATER FOR ALL AGES
 RESPOND TO COMMUNITY NEEDS
 M TO CHALLENGE **CATER TO AUDIENCE**
E NATURAL MATERIALS
CONFIDENCE BUILDING **FUN**
NESS MORE THAN JUST A SWING
TING NON-PRESCRIPTIVE PLAY **ADAPTIBLE**
EATING IMAGINATION MAINTENANCE
LT INTERACTION & ENGAGEMENT
GAGING DEVELOP SKILLS
 CONSULT COMMUNITY
DITIONAL INCIDENTAL PLAY **LESS IS MORE**
PAN THINK TO THE FUTURE **ACTIVITY**
 AT A CHILD'S SCALE
TERIALS **SUSTAINABILITY**
COMMUNITY SUITABLE FOR LOCATION
GRAPHICALLY RELEVANT

09.

PLAY SPACE DESIGN GUIDELINES

A GUIDE TO SUCCESSFUL PLAY SPACE DESIGN

OVERVIEW

The following design guidelines have been developed to assist Council, play space designers, developers and the community to identify and execute opportunities for play space improvement. The guidelines explore 'best practice' design through the evaluation of local play spaces and provide examples of well-designed play spaces from around Australia that are setting a precedent for successful play space design. The examples shown can be used as inspiration for future play spaces in Greater Shepparton.

Inclusivity, Safety, Variety and Sustainability have been identified throughout this document as being crucial to successful design outcomes when planning and creating play spaces. The following chapter aims to provide practical advice as to how these values can be implemented in the real world.

PRINCIPLE 01 SAFE, INVITING, WELCOMING

- ▶ Designed for comfort, provide an inviting atmosphere including shade and seating
- ▶ Appropriately located, away from known hazards such as busy roads
- ▶ Passive surveillance is considered along with CPTED principles
- ▶ Developed and maintained to safety standards
- ▶ Consider alternatives to fencing such as garden beds and landforms as barriers
- ▶ Where fencing is required incorporate it into the design
- ▶ Strategically locate trees to provide long term shade
- ▶ Provide a range of seating options for carers to engage with play



PRINCIPLE 02 ACCESSIBLE, CONNECTED



- ▶ Convenient easily accessible central location
- ▶ Paths connected to the pedestrian network
- ▶ Connectivity to other recreational assets such as shared paths, cycle paths etc
- ▶ Circulation paths should be continuous throughout the space and connect to external footpaths

PRINCIPLE 03 STIMULATING, UNIQUE

- ▶ Provide a variety of different play opportunities and experiences
- ▶ Quality spaces that facilitate cognitive, social and physical play opportunities
- ▶ Design spaces to respond to the qualities of the site and local environment
- ▶ Select equipment to provide challenging play opportunities to a broad range of ages and abilities
- ▶ Consider opportunities for play other than formal equipment such as nature play, topography, musical instruments and sensory planting
- ▶ Ensure play space caters to a range of developmental needs: social, cognitive and physical
- ▶ Consider incorporating a variety of social as well as individual play opportunities



Bendigo Botanic Gardens Play space - Image source: www.bendigoregion.com.au/explore-bendigo

PRINCIPLE 04 HOLISTIC, WHOLE OF PARK DESIGN



- ▶ Consider the whole park in the design of the play space
- ▶ Consider the play value of all features of the park including landscaping, trees, topography, seating, footpaths etc
- ▶ Combine formal and informal, structured and unstructured elements to cater for non prescribed play
- ▶ Provide multiple challenges, consider capacity to revisit

PRINCIPLE 05 INCLUSIVE

- ▶ Incorporate universal design principles, where possible
- ▶ Prioritise equipment and surfacing that are accessible for people of all ages and abilities
- ▶ Avoid barrier to accessibility such as raised edging
- ▶ Ensure appropriate equitable distribution
- ▶ Circulation paths should be flush with play surfaces where possible
- ▶ Provide additional hard surface next to seating to accommodate a pram or wheelchair



PRINCIPLE 06 SUSTAINABLE



- ▶ Design to minimise impact on the environment, specify durable materials suited to longevity, from sustainable sources and ideally solar and LED options
- ▶ Complement and enhance the local environment
- ▶ Utilise natural and locally available materials to develop awareness and appreciation of the local environment and reduce the emissions caused via transport of the product
- ▶ Ensure Council capacity to effectively maintain the design
- ▶ Planting of locally indigenous plants that have adapted to the climatic conditions

PRINCIPLE 07 COMMUNITY STRENGTHENING

- ▶ Where relevant consult with and involve residents during the design process. Consultation will occur in accordance with Council's Community Engagement Policy
- ▶ Provide amenities that encourage and facilitate social interaction
- ▶ Provide a broad range of equipment and play opportunities to encourage maximum use and participation
- ▶ Provide amenities that encourage community gathering and socialisation such as plentiful seating opportunities and ample shade



10.

CASE STUDIES

CASE STUDY 01 ARROWSMITH RESERVE

DESIGN PRINCIPLE 01:

- ▶ Clear sight lines from surrounding properties allowing for passive surveillance

DESIGN PRINCIPLE 03:

- ▶ Provision for variety of age groups including more challenging equipment for older children



DESIGN PRINCIPLE 03:

- ▶ Separate space for quiet play or socialising in smaller groups
- ▶ Concrete pad next to bench seat to allow for wheelchair or pram parking

DESIGN PRINCIPLE 06:

- ▶ Natural play elements encourage exploration and discovery
- ▶ Sustainable material options require little to no maintenance and are sympathetic to surrounds

DESIGN PRINCIPLE 07:

- ▶ Shelter area with seating for community to gather



DESIGN PRINCIPLE 03:

- ▶ Custom play piece responding to local context (farming/ agriculture)
- ▶ Provision for imaginative role play



DESIGN PRINCIPLE 06:

- ▶ Native planting palette integrates play space into surrounds
- ▶ Planting used as buffer to road for safety - alternative to formal fencing

DESIGN PRINCIPLE 02:

- ▶ Accessible pathway around site connecting into wider path network
- ▶ Safe place for kids to ride scooters and bikes

CASE STUDY 02 SEVENS CREEK PLAY SPACE

DESIGN PRINCIPLE 03:

- ▶ Basket swings are a trending and popular play piece, a great option to provide play equity

DESIGN PRINCIPLE 03:

- ▶ Non-prescriptive equipment providing opportunity for play (younger children) and exercise (older kids and teens)



DESIGN PRINCIPLE 01:

- ▶ Some trees planted near play space but mostly quite exposed
- ▶ Could be improved with additional shade over seating and play zones

DESIGN PRINCIPLE 02:

- ▶ Surface colour contrasts distinguish play zones from pathways



DESIGN PRINCIPLE 01:

- ▶ Repetition of similar equipment next to each other encourages social play between children



DESIGN PRINCIPLE 03:

- ▶ Non-prescriptive play zones encourage imaginative play

DESIGN PRINCIPLE 06:

- ▶ Mounding with use of natural and locally available materials and planting to complement local environment

CASE STUDY 03 WAUCHOPE PARK

DESIGN PRINCIPLE 01:

- ▶ Visually impermeable high fence does not allow for passive surveillance

DESIGN PRINCIPLE 03:

- ▶ Equipment not providing enough play variety. Most of the equipment is aimed at ages 4-8yo
- ▶ Most of the equipment is quite prescriptive and does not encourage imaginative and social play



DESIGN PRINCIPLE 02:

- ▶ Seat facing play equipment to allow parents to supervise
- ▶ No variety in seating provided, seating not accessible or sheltered
- ▶ Seating too far from play space to actively engage with children playing

DESIGN PRINCIPLE 03:

- ▶ Play space adjacent to grassed open kick-about space
- ▶ No accessible paths leading to play equipment
- ▶ Play equipment does not provide opportunity for a range of abilities to play

CASE STUDY 04 FERRARI PARK

DESIGN PRINCIPLE 02:

- ▶ Play space co-located with existing gardens and sports complex and is walkable from town centre, local school and kindergarten



DESIGN PRINCIPLE 01:

- ▶ Extensively shaded by both shade cloth and existing large trees

DESIGN PRINCIPLE 03:

- ▶ Play provision for a range of ages
- ▶ Equipment provides opportunities for social, physical and cognitive development through play.

10.

REFERENCES

Websites:

- ▶ International play association <https://ipaworld.org/>
- ▶ Play Australia <https://www.playaustralia.org.au/>
- ▶ Population forecasts <https://forecast.id.com.au/shepparton>

Council Documents:

- ▶ Best Start Early Years Plan 2015-2019
- ▶ Cycle in Greater Shepparton _ Cycling Guide (2017)
- ▶ Greater Shepparton 2030 Strategy
- ▶ Greater Shepparton Council Plan 2017-2021
- ▶ Greater Shepparton City Council Public Toilet Strategy (2020)
- ▶ Greater Shepparton Cycling Strategy 2013-2017
- ▶ Greater Shepparton Small Towns Youth Recreation Spaces Strategy (2016)
- ▶ Greater Shepparton Sport 2050 Strategic Plan (2011)
- ▶ Greater Shepparton Youth Strategy and Action Plan 2019-2023
- ▶ State of Greater Shepparton's Children Report 2014 – Communities for Children, Best Start, Greater Shepparton Lighthouse Project
- ▶ State of Greater Shepparton's Children Report 2019 – Communities for Children, Best Start, Greater Shepparton Lighthouse Project

Other Documents:

- ▶ Cities Alive Designing for Urban Childhoods, ARUP 2017
- ▶ Everyone Can Play NSW Government, 2019

APPENDIX 01

PLAY SPACE AUDITS

PLAY SPACE AUDITS NORTH PRECINCT

Age Provision

Facilities

DISTRICT	Age Provision			Facilities										
	Play space - toddlers	Play space - junior	Play space - teens	Shade - Trees	Shade - Structure	Seating	Drink fountain	BBQ	Rubbish Bins	Toilets	Parking	Accessible paths	Bike racks	Signage
Boulevard-Estate-Reserve-PGWF-101	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Deakin-Park-PGWF-022	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Maude-Street-Mall-PGWF-064	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Stuart- Reserve-Boulevard-PGWF-091	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Wanganui-Parkside-Gardens-PGWF-077	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
NEIGHBOURHOOD														
Alfred-Kleinert-Park-PGWF-004	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Bailey-Park- PGWF-010	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Billingham-Park-PGWF-011	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Canterbury-Park-PGWF-013	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Centennial-Park-PGWF-014	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Duncan-Coates-Reserve-PGWF-027	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Flinders-Park-PGWF-032	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Frank-McNamara-PGWF-033	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Hereford-Drive-Reserve-PGWF-042	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Leembruggen-Park-PGWF-058	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Kingfisher-Drive-Reserve-PGWF-055	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
McCorkell-Park-PGWF-065	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Morrison-Park-PGWF-070	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
North-Shepparton-Rec-Reserve-PGWF-072	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
North-side-estate-PGWF-110	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Roche-Reserve-PGWF-086	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Sabri-Drive-Reserve-PGWF-089	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Sports-City-Netball-Playground-PGWF-108	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Sports-City-Soccer-Playground-PGWF-109	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Trinity-Park-PGWF-TBC	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
W-S-James-Park-PGWF-098	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

Play Provision																	Accessibility					PGWF
Swing - Regular	Swing - Toddler	Swing - basket	Slide	Spinner	Rocker	Flying fox - Small	Flying fox - Stand alone	Climbing	Monkey bars	Cubby / Role play	Open run about areas	Hard surfaces - scooters	Basketball ring	Natural play elements	Sand	Accessible paths	Accessible parking	Accessible seating	Accessible play equipment	Connectivity to other recreation		
Yellow	Yellow	Grey	Yellow	Grey	Grey	Grey	Grey	Yellow	Yellow	Yellow	Yellow	Yellow	Grey	Grey	Grey	Yellow	Yellow	Yellow	Grey	Grey	101	
Grey	Grey	Grey	Yellow	Grey	Grey	Grey	Grey	Grey	Yellow	Grey	Yellow	Yellow	Grey	Grey	Grey	Yellow	Yellow	Grey	Grey	Yellow	022	
Grey	Grey	Grey	Yellow	Grey	Grey	Grey	Grey	Yellow	Grey	Grey	Grey	Yellow	Grey	Grey	Grey	Yellow	Yellow	Yellow	Grey	Grey	064	
Yellow	Yellow	Grey	Yellow	Grey	Yellow	Yellow	Grey	Yellow	Grey	Grey	Yellow	Yellow	Grey	Grey	Grey	Yellow	Yellow	Yellow	Grey	Yellow	091	
Yellow	Yellow	Grey	Yellow	Yellow	Yellow	Grey	Grey	Yellow	Yellow	Yellow	Yellow	Yellow	Grey	Yellow	Grey	Yellow	Grey	Yellow	Grey	Yellow	077	
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Grey	Red	Grey	Red	Grey	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	004	
Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	010	
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Grey	Red	Grey	Red	Grey	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	011	
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Grey	Red	Red	Red	Grey	Red	Grey	Red	Red	Red	Grey	Grey	013	
Red	Red	Grey	Red	Grey	Red	Red	Grey	Grey	Red	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	014	
Red	Red	Grey	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	027	
Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	032	
Grey	Grey	Grey	Red	Grey	Grey	Grey	Grey	Red	Grey	Red	Red	Red	Grey	Grey	Grey	Red	Grey	Grey	Grey	Grey	033	
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	042	
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	058	
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	055	
Red	Red	Grey	Red	Grey	Red	Red	Grey	Red	Red	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	065	
Red	Grey	Grey	Red	Grey	Red	Grey	Grey	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	070	
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Red	Grey	Grey	Grey	Grey	Red	072	
Grey	Grey	Red	Red	Grey	Red	Grey	Grey	Red	Red	Red	Grey	Red	Red	Grey	Red	Grey	Grey	Grey	Grey	Grey	110	
Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Red	Red	Red	Red	Red	Red	Grey	Grey	Red	Grey	Grey	Grey	Grey	086	
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	089	
Red	Red	Grey	Red	Grey	Red	Red	Grey	Red	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Red	Red	Grey	Red	108	
Red	Red	Grey	Red	Grey	Red	Red	Grey	Red	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Red	Grey	Grey	Red	109	
Grey	Grey	Red	Grey	Red	Red	Grey	Grey	Grey	Grey	Red	Red	Red	Red	Red	Grey	Red	Grey	Red	Grey	Grey	-	
Red	Red	Grey	Red	Grey	Red	Red	Grey	Red	Grey	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	098	

PLAY SPACE AUDITS SOUTH PRECINCT

Age Provision

Facilities

REGIONAL	Play space - toddlers	Play space - junior	Play space - teens	Shade - Trees	Shade - Structure	Seating	Drink fountain	BBQ	Rubbish Bins	Toilets	Parking	Accessible paths	Bike racks	Signage
All-Abilities-Playground-PGWF-005	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
John-Pick-Reserve-PGWF-047	Light Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
DISTRICT	Ducat-Reserve-PGWF-026	Yellow	Yellow	Light Grey	Light Grey	Yellow	Yellow	Light Grey	Yellow	Light Grey	Yellow	Light Grey	Light Grey	Yellow
	Lowana-Park-PGWF-062	Light Grey	Yellow	Light Grey	Yellow	Yellow	Light Grey	Light Grey	Yellow	Light Grey	Yellow	Yellow	Light Grey	Light Grey
	Pelican-Park-PGWF-079	Light Grey	Light Grey	Light Grey	Yellow	Yellow	Yellow	Light Grey	Light Grey	Light Grey	Light Grey	Yellow	Light Grey	Light Grey
NEIGHBOURHOOD	Allinga-Park-PGWF-007	Light Grey	Red	Light Grey	Red	Red	Red	Red	Red	Light Grey	Light Grey	Red	Light Grey	Red
	Central-Park-Rec-Reserve-PGWF-016	Red	Red	Light Grey	Light Grey	Light Grey	Light Grey	Red	Red	Light Grey	Light Grey	Light Grey	Light Grey	Light Grey
	Darby-Park-PGWF-021	Light Grey	Light Grey	Light Grey	Red	Light Grey	Red	Light Grey	Red	Light Grey	Light Grey	Light Grey	Light Grey	Red
	Furphy-Park-PGWF-035	Red	Red	Red	Red	Red	Red	Light Grey	Red	Light Grey	Light Grey	Red	Light Grey	Red
	Ganaway-Reserve-PGWF-037	Red	Red	Light Grey	Red	Red	Red	Light Grey	Red	Light Grey	Light Grey	Red	Light Grey	Red
	Hanlon-Park-PGWF-040	Red	Red	Light Grey	Light Grey	Light Grey	Red	Light Grey	Red	Light Grey	Light Grey	Red	Light Grey	Red
	Hillier-Park-PGWF-043	Red	Red	Light Grey	Light Grey	Light Grey	Red	Light Grey	Red	Light Grey	Light Grey	Red	Light Grey	Red
	Kialla-Park-Reserve-PGWF-052	Light Grey	Red	Light Grey	Light Grey	Light Grey	Red	Light Grey	Red	Light Grey	Red	Light Grey	Light Grey	Red
	Kittle-Park-PGWF-056	Light Grey	Red	Light Grey	Red	Light Grey	Light Grey	Light Grey	Red	Light Grey	Light Grey	Red	Light Grey	Red
	Lowana-Waters-PGWF-063	Light Grey	Red	Light Grey	Light Grey	Light Grey	Red	Red	Light Grey	Red	Light Grey	Red	Light Grey	Light Grey
	OConnor-Park-PGWF-075	Light Grey	Red	Light Grey	Red	Light Grey	Red	Light Grey	Red	Light Grey	Light Grey	Light Grey	Light Grey	Red
	Rigg-Reserve-PGWF-082	Light Grey	Red	Red	Light Grey	Light Grey	Red	Light Grey	Red	Light Grey	Light Grey	Light Grey	Light Grey	Red
	Riverwood-Reserve-Playground-PGWF-103	Light Grey	Red	Red	Light Grey	Red	Red	Light Grey	Red	Light Grey	Light Grey	Red	Red	Light Grey
	Sanctuary-Park-PGWF-111	Light Grey	Red	Light Grey	Light Grey	Light Grey	Red	Light Grey	Red	Light Grey	Light Grey	Red	Light Grey	Red
	Sevens-Creek-Reserve-PGWF-081	Light Grey	Red	Light Grey	Light Grey	Light Grey	Red	Light Grey	Red	Light Grey	Light Grey	Red	Light Grey	Light Grey
	Sevens-Park-Playground-PGWF-115	Red	Red	Red	Light Grey	Light Grey	Red	Red	Light Grey	Red	Light Grey	Red	Red	Light Grey
	Shepparton-Lions-Park-PGWF-061	Light Grey	Red	Light Grey	Red	Light Grey	Red	Light Grey	Red	Light Grey	Light Grey	Red	Light Grey	Red
	Teasdale-Reserve-PGWF-095	Red	Red	Light Grey	Light Grey	Light Grey	Red	Light Grey	Red	Light Grey	Light Grey	Light Grey	Light Grey	Red
	V-E-Vibert-Reserve-PGWF-096	Red	Red	Light Grey	Light Grey	Light Grey	Red	Red	Light Grey	Red	Light Grey	Red	Light Grey	Red
	Wauchope-Park-PGWF-099	Red	Red	Light Grey	Red	Light Grey	Red	Light Grey	Red	Light Grey	Light Grey	Light Grey	Light Grey	Red
WG-Parker-Park-PGWF015	Light Grey	Red	Light Grey	Light Grey	Light Grey	Light Grey	Light Grey	Red	Red	Red	Light Grey	Light Grey	Red	
Wilson-Park-PGWF-100	Red	Red	Light Grey	Red	Light Grey	Red	Red	Light Grey	Red	Light Grey	Light Grey	Light Grey	Red	

Play Provision															Accessibility					PGWF		
Swing - Regular	Swing - Toddler	Swing - basket	Slide	Spinner	Rocker	Flying fox - Small	Flying fox - Stand alone	Climbing	Monkey bars	Cubby / Role play	Open run about areas	Hard surfaces - scooters	Basketball ring	Natural play elements	Sand	Accessible paths	Accessible parking	Accessible seating	Accessible play equipment		Connectivity to other recreation	
Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	005
Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	047
Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	026
Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	062
Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	079
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	007
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	016
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	021
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	035
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	037
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	040
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	043
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	052
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	058
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	063
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	075
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	082
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	103
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	111
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	081
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	115
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	061
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	095
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	096
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	099
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	015
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	100

PLAY SPACE AUDITS

MOOROOPNA

	Age Provision			Facilities										
	Play space - toddlers	Play space - junior	Play space - senior	Shade - Trees	Shade - Structure	Seating	Drink fountain	BBQ	Rubbish Bins	Toilets	Parking	Accessible paths	Bike racks	Signage
REGIONAL	Ferrari-Park-PWG-030 (Mooroopna)	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
	Kidstown-PGWF-054 (Mooroopna)	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
DISTRICT	Craigmuir-Lake-Park-PGWF-020	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
	Mooroopna-Recreation-Reserve-PGWF-069	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
NEIGHBOURHOOD	Arrowsmith-Crescent-Reserve-PGWF-008	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
	Charles-Street-Park Reserve-PGWF-017	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
	G&D-Howe-Park-PGWF-036	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
	Gange-Street-Park-PGWF-038	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
	Heathmont-Park-PGWF-041	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
	Norton-Park-PGWF-074	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
	Rodney-Park-Reserve-PGWF-088	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
	Smyth-Reserve-PGWF-090	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present

Play Provision																Accessibility						
Swing - Regular	Swing - Toddler	Swing - basket	Slide	Spinner	Rocker	Flying fox - Small	Flying fox - Stand alone	Climbing	Monkey bars	Cubby / Role play	Open run about areas	Hard surfaces - scooters	Basketball ring	Natural play elements	Sand	Accessible paths	Accessible parking	Accessible seating	Accessible play equipment	Connectivity to other recreation	PGWF	
Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	030
Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	054
Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	020
Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	069
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	008
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	017
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	036
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	038
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	041
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	074
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	088
Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	090

PLAY SPACE AUDITS

SURROUNDING TOWNS

Age Provision

Facilities

DISTRICT	Play space - toddlers	Play space - junior	Play space - senior	Facilities										
				Shade - Trees	Shade - Structures	Seating	Drink fountain	BBQ	Rubbish Bins	Toilets	Parking	Accessible paths	Bike racks	Signage
Dookie-CWA-Gardens-PGWF-001	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Joe-Ford-Drive-Drainage-Reserve-PGWF-107	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Riverbank-Gardens-PGWF-083	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Robert-Mactier-Memorial-Gardens-PGWF-084	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Tatura-Northlinks-Estate-Playground-PGWF104	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Tatura-Northlinks-Reserve-PGWF-073	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Toolamba-Colaura-Gardens-PGWF-113	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present

Arcadia-Recreation-Reserve-PGWF-006	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Congupna-Recreation-Reserve-PGWF-019	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Farrell-Park-PGWF-029	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Dookie-Recreation-Reserve-PGWF-025	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Karramomus-Recreation-Reserve-PGWF-049	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Katandra-West-Rec-Reserve-PGWF-051	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Kialla-West-Reserve-PGWF-053	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Judd-Park-PGWF-048	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Merrigum-Lions-Park-PGWF-067	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
O'Donnell-Park-PGWF-076	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Pine-Lodge-Reserve-PGWF-080	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Larson-Reserve-PGWF-057	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Lemnos-Recreation-Reserve-PGWF-059	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Tallygaroopna-Recreation-Reserve-PGWF-093	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Bunbartha-Recreation-Reserve-PGWF-012	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Tatura-Hopkins-Street-Park-PGWF-044	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Tatura-Northlinks-Estate-Playground-PGWF104	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present
Tatura-Lions-Park-PGWF-094	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present	Present

Play Provision															Accessibility					PGWF	
Swing - Regular	Swing - Toddler	Swing - basket	Slide	Spinner	Rocker	Flying fox - Small	Flying fox - Stand alone	Climbing	Monkey bars	Cubby / Role play	Open run about areas	Hard surfaces - scooters	Basketball ring	Natural play elements	Sand	Accessible paths	Accessible parking	Accessible seating	Accessible play equipment		Connectivity to other recreation
001	001	001	001	001	001	001	001	001	001	001	001	001	001	001	001	001	001	001	001	001	001
064	064	064	064	064	064	064	064	064	064	064	064	064	064	064	064	064	064	064	064	064	064
083	083	083	083	083	083	083	083	083	083	083	083	083	083	083	083	083	083	083	083	083	083
084	084	084	084	084	084	084	084	084	084	084	084	084	084	084	084	084	084	084	084	084	084
104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104
073	073	073	073	073	073	073	073	073	073	073	073	073	073	073	073	073	073	073	073	073	073
113	113	113	113	113	113	113	113	113	113	113	113	113	113	113	113	113	113	113	113	113	113
006	006	006	006	006	006	006	006	006	006	006	006	006	006	006	006	006	006	006	006	006	006
019	019	019	019	019	019	019	019	019	019	019	019	019	019	019	019	019	019	019	019	019	019
029	029	029	029	029	029	029	029	029	029	029	029	029	029	029	029	029	029	029	029	029	029
025	025	025	025	025	025	025	025	025	025	025	025	025	025	025	025	025	025	025	025	025	025
049	049	049	049	049	049	049	049	049	049	049	049	049	049	049	049	049	049	049	049	049	049
051	051	051	051	051	051	051	051	051	051	051	051	051	051	051	051	051	051	051	051	051	051
053	053	053	053	053	053	053	053	053	053	053	053	053	053	053	053	053	053	053	053	053	053
048	048	048	048	048	048	048	048	048	048	048	048	048	048	048	048	048	048	048	048	048	048
067	067	067	067	067	067	067	067	067	067	067	067	067	067	067	067	067	067	067	067	067	067
076	076	076	076	076	076	076	076	076	076	076	076	076	076	076	076	076	076	076	076	076	076
080	080	080	080	080	080	080	080	080	080	080	080	080	080	080	080	080	080	080	080	080	080
057	057	057	057	057	057	057	057	057	057	057	057	057	057	057	057	057	057	057	057	057	057
059	059	059	059	059	059	059	059	059	059	059	059	059	059	059	059	059	059	059	059	059	059
093	093	093	093	093	093	093	093	093	093	093	093	093	093	093	093	093	093	093	093	093	093
012	012	012	012	012	012	012	012	012	012	012	012	012	012	012	012	012	012	012	012	012	012
044	044	044	044	044	044	044	044	044	044	044	044	044	044	044	044	044	044	044	044	044	044
104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104	104
094	094	094	094	094	094	094	094	094	094	094	094	094	094	094	094	094	094	094	094	094	094

APPENDIX 02

DEVELOPMENT BY AGE TABLE

DEVELOPMENTAL STAGE	PLAY REQUIREMENTS
0-2 Years	
Becoming upright and mobile	Level spaces clear of trip hazards and obstacles, to run and move
Aware of sensory stimuli, sounds and movement	Consider layout of equipment, young children are less able to forecast consequences. For example, they may move into the path of a swing as they don't understand that it will return
Begin to sit, crawl, stand up	Babies and toddlers learn through sensory exploration and many materials are mouthed. Grass or rubber is therefore a safer surface than bark or mulch and is also safe enough for any 'tumbles' as falls are basically ground level.
Clamber over low objects	
Imitation, pretend play	
Climbing in and through	
Toppling, pushing pulling	
Filling emptying carrying, collecting things	
2-3 Years	
Beginning to establish autonomy	Small swings and slides Frequent perching areas for adults to sit with children or with small groups for songs, conversations, to discuss a creature found in the garden or simply to be close enough to respond to children's needs without intruding in their play;
Engage in parallel play i.e. side by side with another child	
Developing imitative role play	Alcove areas landscaped into gardens or fences where small groups can play
Refining locomotor skills - walking and running	Level, grassy areas where children can crawl in comfort and provides a soft landing for early walkers/runners. Gentle slopes will add to interest and help develop physical skills.
Enjoy physical play - climbing, chasing balls, rolling, kicking and throwing, walking up and down steps, and can manage a small slide	Climbing area with soft-fall and movable equipment;
Use wheeled toys and pedals	Some smooth pathways with non-abrasive surfacing are needed for wheeled toys.(children will have lots of falls);
Enjoy manipulating small objects and filling containers, pouring and filling	Sandpits, water play, loose parts
Interested in birds, insects, flowers and animals	Planting to provide sensory experiences such as smell, listening to leaves, feeling different textures of foliage
Enjoy games with rules but have difficulty losing	

DEVELOPMENTAL STAGE	PLAY REQUIREMENTS
4-5 Years	
Can share and negotiate	Level spaces clear of trip hazards and obstacles, to run and move
Becoming more inquisitive	Consider layout of equipment, young children are less able to forecast consequences. For example, they may move into the path of a swing as they don't understand that it will return
Direct most language to other children	Babies and toddlers learn through sensory exploration and many materials are mouthed. Grass or rubber is therefore a safer surface than bark or mulch and is also safe enough for any 'tumbles' as falls are basically ground level.
Include violence in play	Children start asserting themselves and testing boundaries
Show interest in natural science and how things work	A variety of levels and different ways of getting up and down
Play more fantasy and abstract socio-dramatic play themes	A variety of surfacing materials
Have basic ball skills of throwing, catching and hitting with bat	Small areas for 2 -4 children to play with sensory materials or imaginative play props;
Can participate in group games and activities	Variety of climbing, sliding, swinging equipment on impact absorbing surfaces in a reasonably large area
Prefer co-operative play	Smaller areas for groups of 3-6 children to work together on co-operative play projects and for dramatic play;
More physically poised and controlled	A large grassed area is valuable for free running, ball and other organised games
Like to test out skills and do stunts	Low growing plants which create barriers, pathways and private spaces for small group play
Experience change in physical skills -girls develop precision/boys develop speed and strength	Natural environments to provide play opportunities as well as attracting birds and insects to provide a range of sensory experiences throughout the year
Enjoy fact finding and collating information	

DEVELOPMENTAL STAGE	PLAY REQUIREMENTS
6-8 Years	
Climb confidently, want to master new skills and are prepared to take risks	Climbing equipment
Manage ball games of kicking, batting and catching a ball	Gymnastic type attachments - trapeze swings, horizontal ladders or Roman Rings
Are energetic and active, can run or walk for long periods, find sitting more tiring than running;	Spaces to ride bikes and scooters
Consider peer group important - cliques or clubs often form but prefer own gender	Staging areas for dramatizations and competitions;
Enjoy group activities and are able to play cooperatively	Space for team games;
Have increased interest in the world around them	
9-12 Years	
Increasingly competitive	Challenging climbing equipment
Can be very energetic	Space for team games
Need flexible space to engage in both boisterous activity and quieter small or individual group experiences	Space for quiet activity and for groups to congregate

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