

Let's All Play

Strategy 2019
City of Canada Bay



City of
Canada Bay



Acknowledgements

This strategy was prepared under the guidance of the Let's All Play Committee. The Committee contributed invaluable information, experience, perspectives and hours to make a difference to our local community.

Membership of the Committee was:

- Bec Ho, Community Representative and Playground Expert.
- Dympna Kennedy, Community Representative and Early Childhood Advisor.
- Maria Kotsiaris, Community Representative.
- Mayor Angelo Tsirekas, City of Canada Bay.
- Councillor Julia Little, City of Canada Bay.
- Petrina Nelson, Open Space Planning Coordinator.
- Robert Marshall, Parks Planner.
- Wendy Wright, Landscape Architect.

Foreword from the Mayor



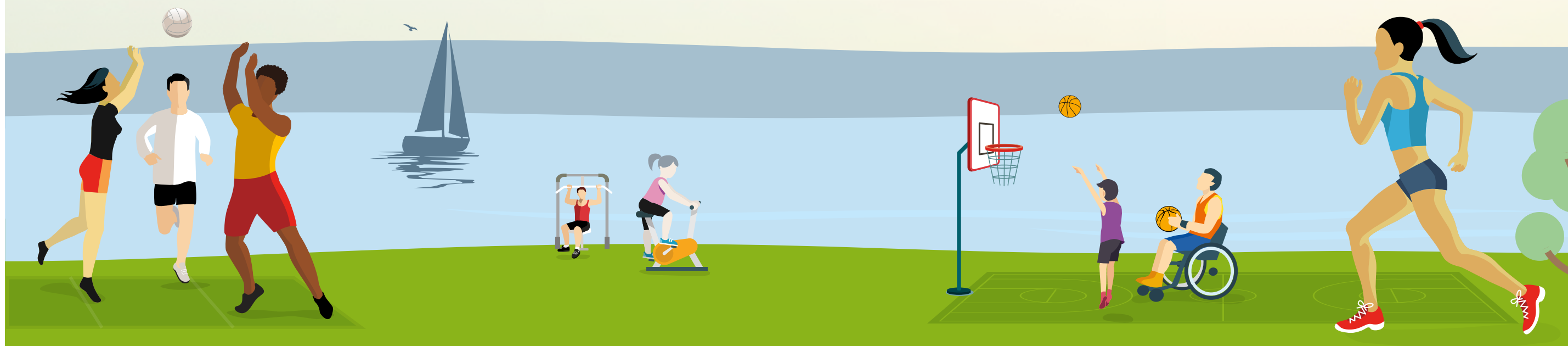
I have great pleasure in presenting the Let's All Play Strategy.

Since the adoption of the Let's Play Strategy in 2007 we have invested \$5.8 million and successfully delivered 32 playground renewals and seven new playgrounds. Our play spaces have also been recognised in several prestigious award programs throughout the implementation of the strategy.

A review of Let's Play was required to ensure we continued to meet the play expectations of our changing community and maximise value for money as we renew and create new play spaces. We currently have 46 Council playgrounds throughout the City of Canada Bay, with additional playgrounds to be completed in the near future including Wangal Reserve in Mortlake.

Through our new strategy, Let's All Play, we are making a commitment to ensure the play spaces in the City of Canada Bay are more inclusive. By doing so we are inviting people of all ages, abilities and cultures to come together and enjoy our wonderful open spaces.

Thank you to everyone who collaborated with Council as we developed our strategy. An extensive community engagement process saw over 800 stakeholders and community members help shape the strategic direction of Let's All Play. I would also like to thank the Let's All Play Committee members for their significant contribution throughout the development of this strategy.



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Summary of principles

Below is a summary of the principles detailed throughout this strategy.



Create inclusive play spaces to be shared and enjoyed

- 1 We will refer to the Everyone Can Play Guideline in order to create inclusive play spaces.



Provide opportunities for intergenerational play

- 2 We will endeavour to create inclusive play spaces that encourage intergenerational play by including features that make it easier for people at all stages of life to participate.



Spaces that connect and engage the community

- 3 Opportunities for the provision of social interaction should be explored as part of the design process for any public space. Examples of designing for social interaction are discussed in the strategy on page 45.



Community involvement in pursuing play design

- 4 The planning and design of all upgrades, relocations and new playgrounds will be done in consultation with the community.



Enhance existing and new play environments

- 5 Surface treatment will be considered on a site by site basis.
- 6 In a playground setting where the design cannot make use of natural shade, a shade sail will be provided, as budgets allow.
- 7 Full or part fencing may be appropriate or necessary for some playgrounds if criteria are met. Refer to page 51.



Celebrate, support and promote our play spaces

- 8 We will pursue a variety of marketing and promotional methods to celebrate, support and promote our play spaces.



Experience a wide range of different play spaces

- 9 We will investigate opportunities to incorporate nature play into future play spaces where the site conditions are conducive.
- 10 We will acknowledge the growing demand for outdoor exercise equipment by installing new equipment at various locations in the City of Canada Bay.
- 11 Water play opportunities will be a consideration when preparing project briefs for upgrades, relocations and new playgrounds.
- 12 Feedback from community consultation as to the most popular type of play and outdoor equipment will help us to prepare future project briefs.
- 13 Respondents are largely in support of play equipment which is traditional and which also offers a level of challenge. This information will help us to prepare future project briefs.
- 14 If in the future we encourage initiatives that combine digital and physical activities we will firstly begin by undertaking trials and seeking community feedback. Where opportunities exist to improve designs or promote sustainability through the use of smart technology we will investigate the feasibility of doing so.



1 Background

The City of Canada Bay is renowned for its open spaces and recreational opportunities. There is currently 348ha of open space in the Local Government Area which includes Council, privately owned land and golf courses. This equates to 17 per cent of the total land area. There are currently 46 Council playgrounds in our City. The City of Canada Bay is also renowned for the beauty of its open spaces which are enhanced by our unique landscape. There are over 35km of foreshore along the Parramatta River and Iron Cove offering waterfront views and a selection of swimming sites.

In 2007 the City of Canada Bay undertook research and consultation with the community and relevant stakeholders to develop a strategy (Let's Play) that would guide the strategic direction for the future provision and management of playgrounds across the City of Canada Bay. Recommendations were made that would govern the design, maintenance and promotion of the City's playgrounds and these recommendations were largely implemented.

Let's Play recognised the importance of playgrounds as a community meeting place, providing children, families and friends opportunities to socialise, learn and have fun. It focused on four outcomes:

1. Well planned playgrounds that are within reach of everyone in the community
2. Challenging, inviting and well maintained playgrounds for children and families
3. Sustainable playgrounds through good design, appropriate funding and partnerships
4. Meeting places that provide a variety of opportunities – promoting community connections and interactions.

Significant funding and support by Council, developers, business, community organisations and government has ensured the successful delivery of Let's Play.

Over the past ten years until June 2018, the \$5.8 million implementation of Let's Play has successfully delivered the following community outcomes based on innovative design, shifting community needs and community engagement while also minimising maintenance burden:

- 32 playground renewals
- 7 new playgrounds beyond what was originally envisaged. Most of these are located in Rhodes to cater for the significant increase in population and high-density dwellings.

Award winning play spaces

Council's playground achievements have been recognised in prestigious award programs during the period since Let's Play was adopted.

Our awards include:

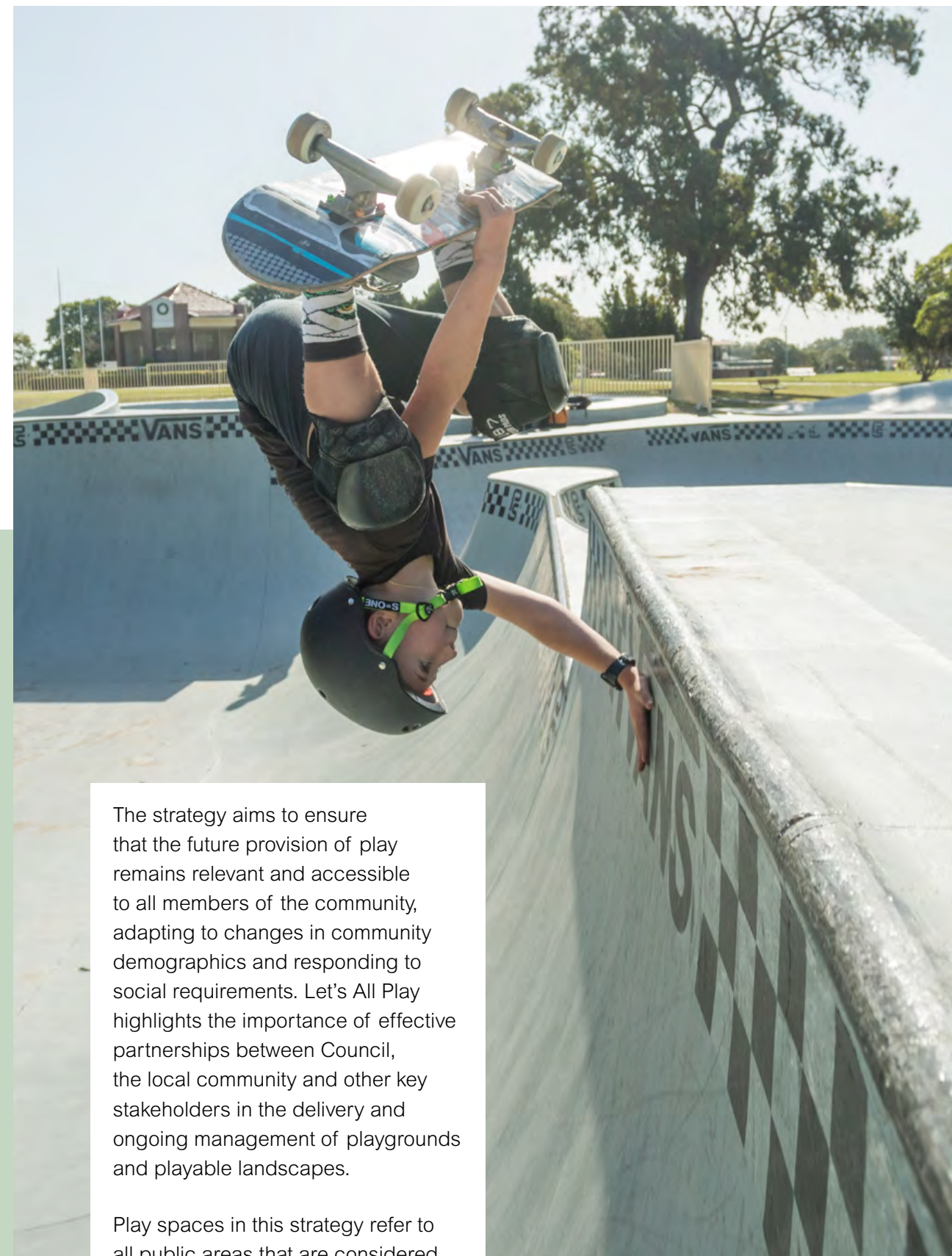
- Best Public Playspace in NSW – Parks and Leisure Australia
- Best Public Playspace in Australia – Parks and Leisure Australia
- Community Contribution – Inner West Business Awards
- Institute of Public Works Engineering Australasia Award for Best Community Facility
- World Leisure Organisation – International Innovation Award
- Article 31 – Promotion of Play in Community
- Asset Management and Infrastructure Initiatives Projects under \$1.5 million

This document is the first revision of the Let's Play Strategy. It demonstrates Council's commitment to continue to enhance and celebrate the open spaces for which the City of Canada Bay is renowned.



2 Purpose of Let's All Play

Let's All Play has been prepared to assist Council in increasing the potential of its playgrounds and play spaces. It provides direction to ensure play opportunities for everyone in our community are considered in strategic planning, regardless of age or ability. It recognises that the provision and maintenance of the City's physical assets must be balanced with the needs of the people that use these spaces. It also acknowledges the importance of play in promoting community wellbeing and maximising opportunities for social interaction.



The strategy aims to ensure that the future provision of play remains relevant and accessible to all members of the community, adapting to changes in community demographics and responding to social requirements. Let's All Play highlights the importance of effective partnerships between Council, the local community and other key stakeholders in the delivery and ongoing management of playgrounds and playable landscapes.

Play spaces in this strategy refer to all public areas that are considered playable or with the potential to be used as a place in which play takes place. Staff will adhere to the principles in this document when undertaking playground upgrades and creating new play facilities.

3 How Let's All Play was prepared

February 2018: Council's Let's Play Strategy was discussed during a Council workshop. Ten years had passed since its adoption and a need to undertake a review was identified.

May 2018: A report went to a Council meeting discussing how the Let's Play Strategy had been implemented since its adoption. Council formally resolved to undertake a review of the strategy and to form a committee to oversee the process. The opportunity to place an emphasis on inclusive design was noted and it was suggested that the revised strategy be named Let's All Play to reflect this approach.

June – November 2018: Council sought expression of interests from community members to join the committee. Two community members were appointed as well as a playground expert from within the community. They joined the Mayor, a Councillor and staff members in forming a committee. The first committee meeting was held in November 2018. Preparation then began for extensive community consultation in early 2019.

During 2018: the NSW Government was preparing the Everyone Can Play Guideline. Given Council's commitment to inclusive play spaces, we identified a desire to ensure our project timeline allowed the final guideline to influence our strategy.

February 2019: From 1 – 28 February, Council provided diverse opportunities for stakeholders and community members to contribute. A total of 795 stakeholders and community members participated and their input is captured within the Let's All Play Community Engagement Outcomes Report.

March – July 2019: A draft Let's All Play Strategy was prepared with guidance from the committee and the community consultation.

August 2019: A youth forum with the Mayor was held to assist Council in further understanding the needs and aspirations of our youth, and to inform the strategy.

September 2019: Council passed a resolution for the draft Let's All Play Strategy to be placed on public exhibition. The public exhibition period occurred during October and November.

December 2019: Council adopted the Let's All Play Strategy.



4 What is play?

Play is vital to the development of children. It evokes feelings as varied as curiosity, pleasure, seriousness and creativity. It can be spontaneous and random, with children afforded the freedom to determine their own behaviour which assists in their physical, mental, emotional and social development. Children can express themselves freely without being concerned by rules or an end goal. Through play, children can challenge themselves and gain a sense of satisfaction by exploring the environment individually or by interacting with others.

This strategy also considers the importance of play to youth, adults and senior residents. Play spaces create opportunities which benefit all such as encouraging intergenerational play, promoting social inclusion, releasing stress and assisting with physical and mental wellbeing.

The types of play shown on page 15 are a classification of children's participation in play that was developed by Mildred Parten Newhall in her 1929 dissertation and continues to be referred to by modern scholars. As children engage in the six types of play they benefit in many ways, including:

- Developing motor skills, coordination and spatial perception
- Developing mental skills, strategy and exploring their imagination
- Learning how to communicate and interact with others
- Learning how to problem solve
- Having opportunities for self-reflection, self-reliance and developing an identity
- Having opportunities to explore and understand their environment.

Preferred types of play may change with age and development. A theme throughout this strategy is to cater for everyone, including catering to the preferred types of play for youth, adults and senior residents.

Types of play

Public spaces, in particular playgrounds, provide the physical setting for play. While not possible to cater for each play type, age or ability at every playground or within every public space across the City, Council aims to provide a variety of facilities appropriately distributed across the Local Government Area that support the following:



Unoccupied Play

When the child is not playing, just observing. A child may be standing in one spot or performing random movements.



Parallel Play

When the child plays separately from others but close to them and mimicking their actions. This type of play is seen as a transitory stage from a socially immature solitary and onlooker type of play, to a more socially mature associative and cooperative type of play.



Solitary Play

When the child is alone and maintains focus on its activity. Such a child is uninterested in or is unaware of what others are doing. More common in younger children as opposed to older ones.



Associative Play

When the child is interested in the people playing but not in coordinating their activities with those people, or when there is no organized activity at all. There is a substantial amount of interaction involved, but the activities are not in sync.



Onlooker Play

When the child watches others at play but does not engage in it. The child may engage in forms of social interaction, such as a conversation about the play, without actually joining in the activity.



Co-operative Play

When a child is interested both in the people playing and in the activity they are doing. In cooperative play, the activity is organized, and participants have assigned roles. There is also increased self-identification with a group, and a group identity may emerge.

5 Local Government context

The City of Canada Bay, through the Local Government Act (1993), is the custodian of the community's physical assets and is required to "promote...provide and plan for the needs of children, and to have regards to the long term and cumulative effects of its decisions."

The provision of playgrounds is done within Council's overall planning framework. There are numerous other strategic documents that have informed the Let's All Play Strategy. These key planning documents with outcomes as they relate to playgrounds are set out below.

Canada Bay Local Environmental Plan (2013)

(A Local Environment Plan(2020) is currently being prepared)

Zoning of all land across the City. Public spaces are typically zoned RE1 – Public Recreation and RE2 – Private Recreation, with the general objective of these zones being to enable land to be used for public/private open space and recreational purposes, and to protect and enhance the natural environment.

YOUR future 2030 (2018)

Sets out the strategic path for the City of Canada Bay and identifies five key themes:

- Inclusive, involved and prosperous
- Environmentally responsible
- Easy to get around
- Engaged and future focussed
- Visionary, smart and accountable.

Community Safety and Crime Prevention Plan (2014-2018)

Sets out strategies to promote a safe community, in particular through careful design of public spaces.

Local Planning Strategy 2010-2031

Provides a framework for future land use planning. It considers current and future demand in relation to parklands, bushland and foreshore areas, identifying the need for the provision of additional open space, while ensuring existing areas are protected and conserved. Provision of community facilities needs to be considered as part of public and private developments.

Generic Plan of Management (2007)

Provides the basis for the long-term management of the City's parks, reserves and community land to meet the requirements of the Local Government Act (1993). The Act requires that Council prepare plans of management for all community land to ensure effective planning and governance.

Cultural Plan (2014)

Sets out the strategic direction and outcomes for cultural and art developments in the City, including the provision of art in public spaces and the involvement of the community in cultural development initiatives.

Disability Inclusion Action Plan (2017-2021)

The plan outlines the strategies and actions Council will undertake to remove the barriers that people with disability experience in their day-to-day lives.

Social Infrastructure (Open Space and Recreation) Strategy (Draft) 2019

To provide the strategic direction for the delivery of open space and recreation facilities, programs and services over the next 20 years. This includes sections on outdoor fitness, play spaces, multipurpose courts and youth recreation spaces and the benchmarks that Council will apply. This strategy also provides an analysis of future play space needs to meet forecasted populations.

Dogs in Public Places Strategy (Draft) 2019

This strategy will identify opportunities for our dogs to play in public places whilst complying with legislative requirements. Implementation of this strategy will benefit both dog owners and non-dog owners using public places in the City of Canada Bay.

Pedestrian Accessibility and Mobility Program (PAMP) 2019

(To be developed)

A Council budget has been allocated to prepare a PAMP in 2019/20. This is an opportunity to consider improved path links to play spaces and to support inclusive play. It will also inform funding applications made by Council to the State Government.



6 Snapshot of our playgrounds

As of December 2019, the City of Canada Bay has 46 playgrounds that are managed and maintained by Council. This number is frequently changing to meet demand. For example, a new playground has recently been opened at Murphy Reserve and another is currently being planned at Wangal Reserve.

Suburb and Playground name	Grid Reference on page 20	Shade	Surface treatment	Year built/ upgraded	Adjacent to playing fields?	Toilets?	Seating or picnic tables?	Drinking fountain?	Barbecue?
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Abbotsford

Allison Park	L7	Shade sail	Bark mulch	2015/16	Yes (Campbell Park)	No (250m to Campbell Park toilets)	Yes	Yes	No
Battersea Park	J6	Shade sail	Softfall and bark mulch	2015/16	No	Yes	Yes	No	Yes
Henry Lawson Park	J7	Shade sail	Softfall and bark mulch	2008	No	No	Yes	Yes	Yes
Werrell Reserve	K5	Future	Bark mulch	2012 (partial)	No	Yes	Yes	Yes	Yes

Cabarita

Cabarita Park	I5	Natural	Bark mulch	1987 and 2001	No	Yes	Yes	No	Nearby
Cabarita Park (new)	I5	Shade sail	Sand and softfall	2014/15	No	Yes	Yes	Yes	Nearby
Kendall Reserve	H6	Shade sail	Softfall	2008/09 (and 2018 improvements)	No	No	Yes	Yes	No
Prince Edward Park	I7	Future	Softfall, sand and bark mulch	2014	No	Yes	Yes	Yes	Yes

Chiswick

Chiswick Park	M7	Future	Bark mulch	2004	No	No	Yes	No	No
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Concord

Bayview Park	I9	Shade sail	Sand	2013/14	No	Yes	Yes	Yes	Yes
Central Park	E8	Natural	Bark mulch	2006 (partial)	Yes	No	Yes	No	No
Corby Reserve	G10	Future	Bark mulch	2017/18	No	No	Yes	No	No
Edwards Park	G8	Shade sail	Synthetic grass	2016/17	Yes	Yes	Yes	Yes	No
Goddard Park	F10	Natural	Bark mulch	2013	Yes	Yes	Yes	No	No
Henley Park	E9	Natural	Bark mulch	2009 (partial)	No	No	Yes	No	No
Howse Park	F6	Natural	Bark mulch	2007	No	No	Yes	No	No
Majors Bay Reserve	F6	Future	Bark mulch	2016/17	Yes	Yes	No	No	No
Queen Elizabeth Park	F10	Future	Softfall and bark mulch	2006	Yes	Yes	Yes	No	Yes

Concord West

Rhodes Park (5 Senses)	D4	Natural	Shade and bark mulch	2019	No	Yes	Yes	Yes	Yes
Warbrick Park	D7	Natural	Softfall	2009	No	Yes	Yes	No	No

Suburb and Playground name	Grid Reference on page 20	Shade	Surface treatment	Year built/ upgraded	Adjacent to playing fields?	Toilets?	Seating or picnic tables?	Drinking fountain?	Barbecue?
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Drummoyne

Alexandra Reserve	P7	Natural	Sand	2012	No	No	Yes	No	No
Brett Park	P8	Shade sail	Softfall and bark mulch	2000 (2008/09 softfall)	No	Yes	Yes	No	Yes
Salton Reserve	Q8	Shade sail	Sand	2019	No	No	Yes	No	No
Montague Park	O9	Natural	Bark mulch	2008	No	No	Yes	No	No
Russell Park	N8	Shade sail	Bark mulch	2017/18	Yes	Yes	Yes	No	No
Taplin Park	N7	Shade sail	Softfall and Bark mulch	2015/16	Yes	Yes	Yes	Yes	No
Drummoyne Park	O7	Shade sail	Bark mulch	2014	No	No	Yes	No	No

Five Dock

Croker Park	L12	Future	Bark mulch	2008 (partial)	No	No	Yes	No	No
Five Dock Early Childhood Health	L11	Shade sail	Softfall	1996	Yes	Yes	Yes	Yes	Yes
Fred Kelly Place	K11	Shade sail	Bark mulch	1999	No	Yes	Yes	No	No
Halliday Park	K10	Shade sail	Bark mulch	2014 (partial)	No	Yes	Yes	No	No
Kings Park	I11	Shade sail	Bark mulch	2014/15	No	Yes	Yes	No	Yes
Maple Close Reserve	I10	Natural	Bark mulch	1997	No	No	Yes	No	No
Roberts Reserve	M10	Shade sail	Softfall and bark mulch	2019	No	No	Yes	Yes	No
Livvi's Place All Abilities (Timbrell Park)	L11	Shade sail	Softfall, sand and bark mulch	2016/17 (partial)	Yes	Yes	Yes	Yes	Yes

North Strathfield

W.A. McInnes Reserve	C7	Natural	Sand and bark mulch	2000	No	No	Yes	No	No
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Rhodes

Phoenix Park	C2	Shade sail	Softfall and bark mulch	2016	No	Yes	Yes	Yes	Yes
McIlwaine Park	D3	Shade sail	Softfall and sand	2009	No	Yes	Yes	Yes	Yes
Mill Park	C1	Future	Softfall	2012	No	Yes	Yes	Yes	Yes
Peg Paterson Park	C3	Shade sail	Softfall	2008	No	No	Yes	No	No
Hoskins Reserve	C2	Shade sail	Softfall, bark mulch and sand	2015	No	No	Yes	Yes	No
Foreshore Park	B2	Shade sail	Softfall, synthetic grass, grass and bark mulch	2018	No	Yes	Yes	Yes	No

Rodd Point

Nield Park	N10	Natural	Soft fall	2017	Yes	Yes	Yes	No	No
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Russell Lea

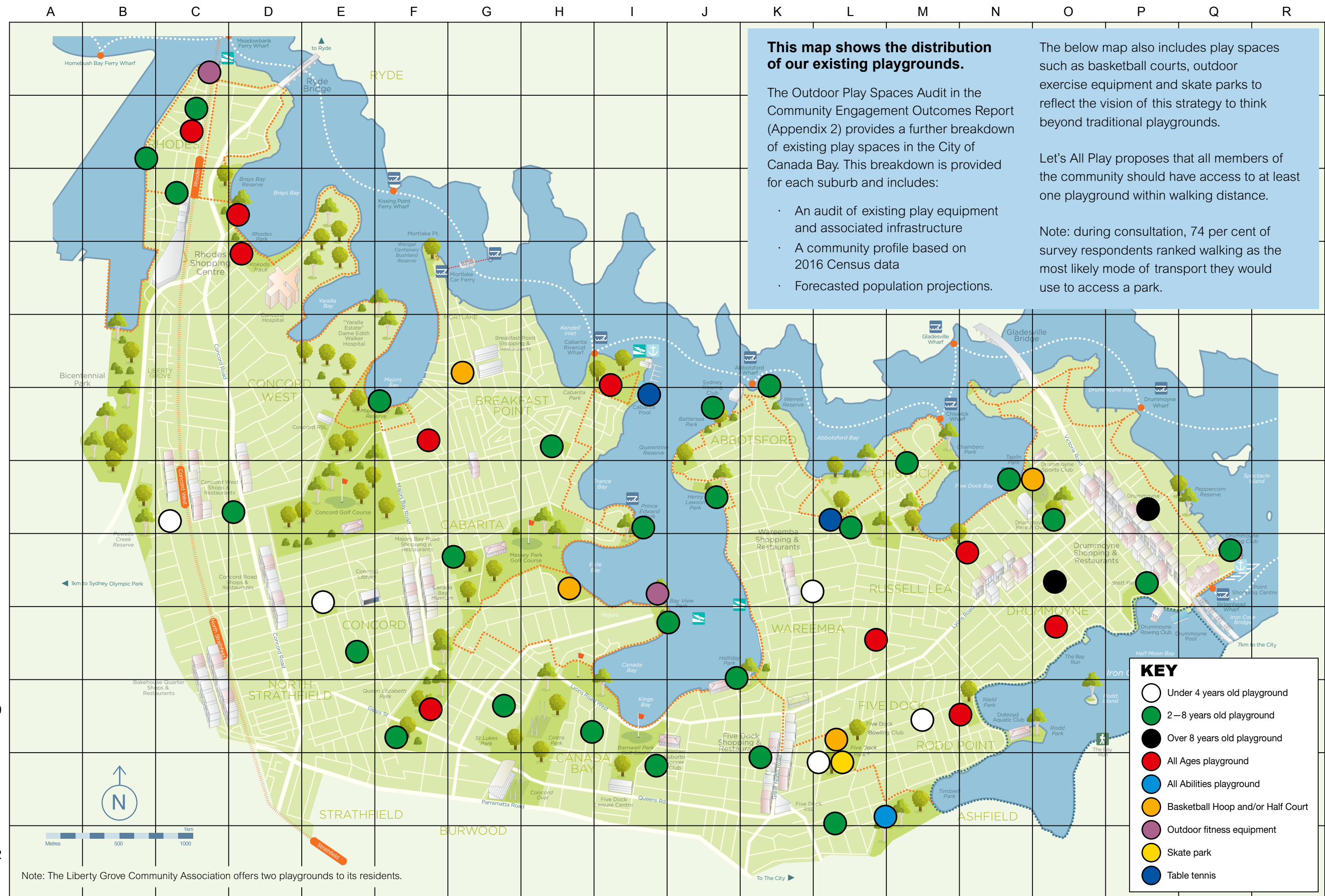
Sibbick Street Reserve	L9	Shade sail	Bark mulch and softfall	2017	No	No	Yes	No	No
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Wareemba

Coralie Reserve	K8	Future	Bark mulch	2006 (partial)	No	No	Yes	Yes	No
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Planned Playgrounds: Mortlake

Murphy Reserve	G5	Opened November 2019							
Wangal Reserve	F4								



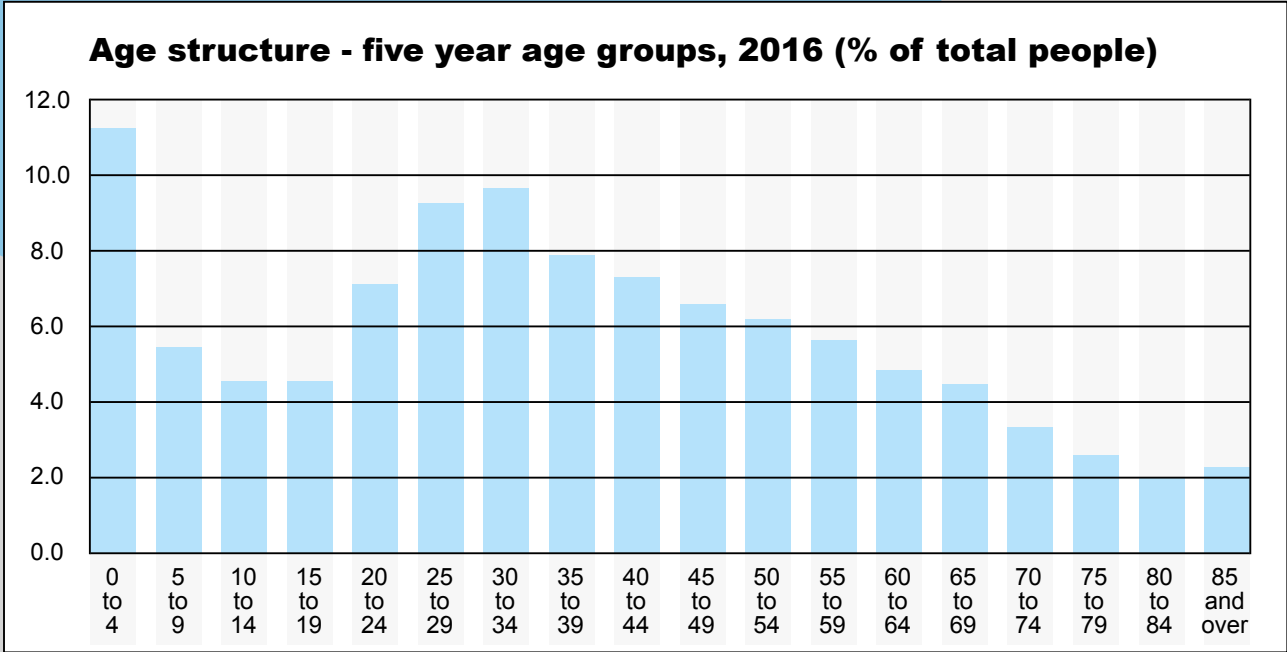
7 Snapshot of our community

A high level snapshot of our community profile is provided below. A more detailed analysis that includes a breakdown of each suburb is provided within Appendix 2.

According to the 2016 Census the resident population of the City of Canada Bay was 88,015 people living in 36,801 dwellings with an average household size of 2.52.

Age structure

The age groups within the City of Canada Bay are shown below. Overall, 16.2 per cent of the population were aged between 0 and 15, and 14.7 per cent were aged 65 years and over.

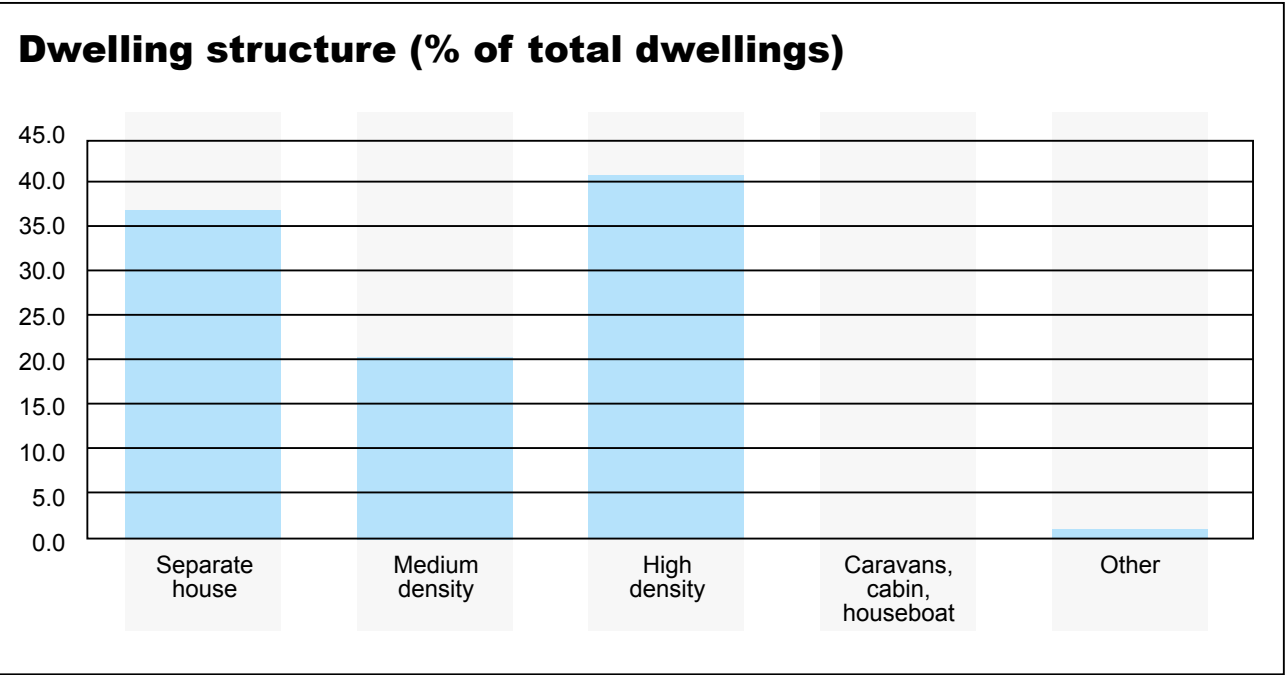


Source: Australian Bureau of Statistics, Census of Population and Housing 2016.



Dwelling structure

In 2016, there were 13,547 separate houses in the area, 7,504 medium density dwellings and 15,160 high density dwellings.



Source: Australian Bureau of Statistics, Census of Population and Housing 2016.

Analysis of the types of dwellings within the City of Canada Bay in 2016 shows that 36.8 per cent of all dwellings were separate houses, 20.4 per cent were medium density dwellings, and 41.2 per cent were high density dwellings.

The total number of dwellings in the City of Canada Bay increased by 4,652 between 2011 and 2016.

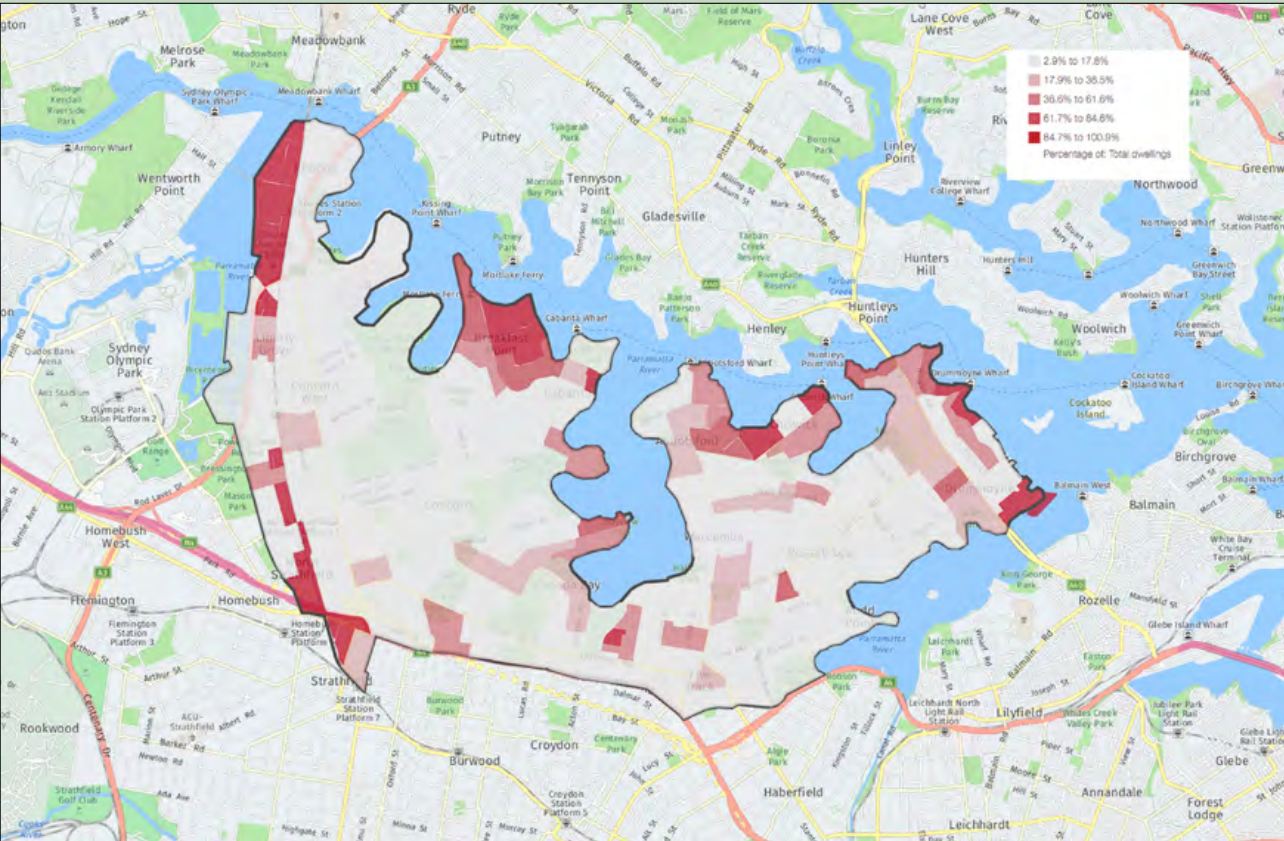
The largest changes in the type of dwellings found in the City of Canada Bay between 2011 and 2016 were:

- High density (+3,605 dwellings)
- Medium density (+1,124 dwellings)
- Separate house (-373 dwellings)
- Other (+201 dwellings)



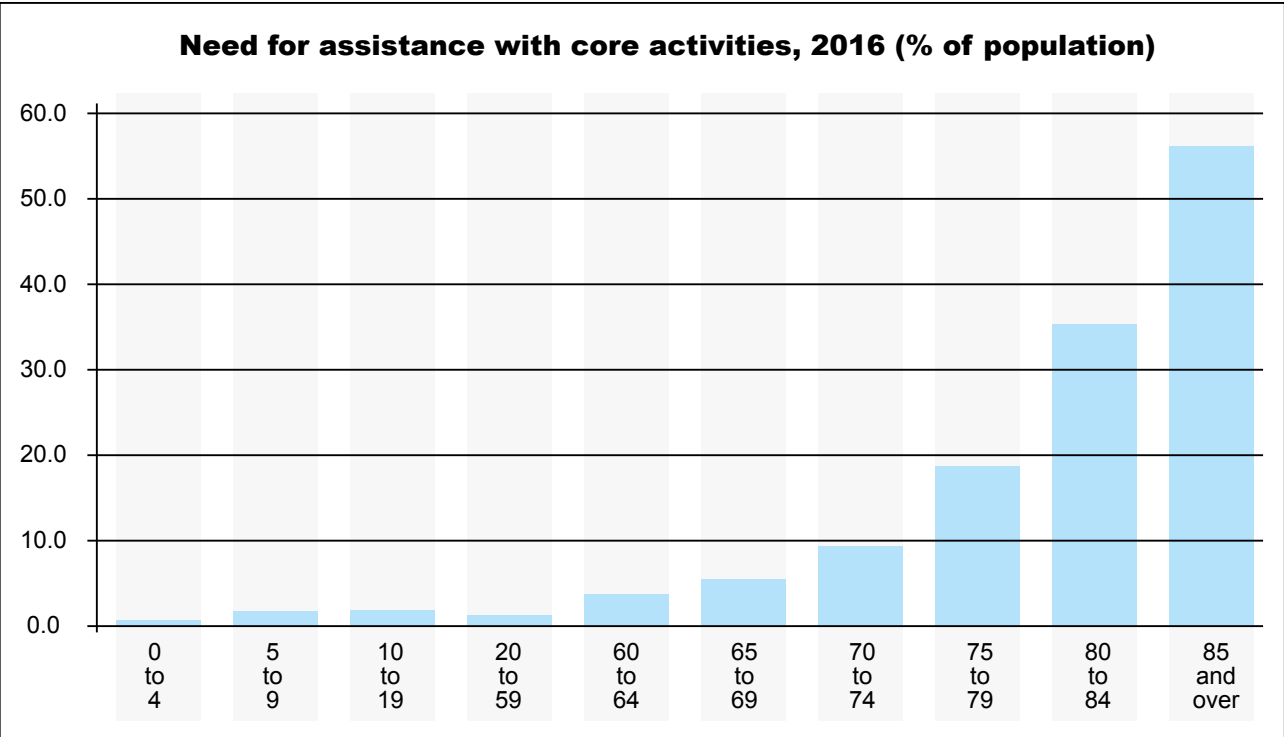
High density suburbs

The below map shows the percentage of high density dwellings (as a percentage to the total number of dwellings) within area units of the City of Canada Bay, as at 2016.



Need for assistance

In 2016 3,675 people or 4.2 per cent of the population in the City of Canada Bay reported needing help in their day-to-day lives due to disability.



Source: Australian Bureau of Statistics, Census of Population and Housing 2016.



Implications for Let's All Play

At present, there is a high percentage of elderly residents in our community. This reiterates the need for play to consider people of all ages and initiatives to promote social inclusion and intergenerational play.

Our community includes a selection of social hubs with high density housing. Residents within these social hubs are highly reliant on public open space to provide them with play opportunities.

Over four per cent of our population needs assistance with core activities. To create play opportunities for everyone in our community we need to incorporate the Everyone Can Play Guideline in our future planning.

8 Population forecasts

The City of Canada Bay continues to attract new residents. Between 2016 and 2036, the estimated resident population for the City of Canada Bay is forecast to increase by 27,476 persons (29.74 per cent), at an average annual change of 1.31 per cent.

Population summary							
City of Canada Bay	Forecast year					Change between 2016 and 2036	
Area	2016	2021	2026	2031	2036	Total change	Avg. annual % change
City of Canada Bay	92,382	98,528	104,336	111,674	119,858	+27,476	+1.31
Abbotsford – Wareemba	7,323	7,311	7,286	7,289	7,325	+1	0
Cabarita	2,138	2,122	2,102	2,098	2,103	-34	-0.08
Chiswick	3,073	3,097	3,053	3,268	3,236	+163	+0.26
Concord	15,073	15,302	15,301	16,607	19,156	+4,083	+1.21
Concord West	6,227	6,456	7,620	8,378	8,454	+2,227	+1.54
Drummoyne	12,559	13,472	13,513	13,555	13,655	+1,096	+0.42
Five Dock – Canada Bay	11,177	11,670	12,673	14,429	16,387	+5,210	+1.93
Liberty Grove	2,373	2,339	2,282	2,250	2,228	-145	-0.31
Mortlake – Breakfast Point	5,495	7,821	8,366	8,717	8,665	+3,170	+2.30
Rhodes	12,515	14,144	15,970	17,813	20,031	+7,516	+2.38
Russell Lea – Rodd Point	6,641	6,651	6,681	6,683	6,702	+61	+0.05
North Strathfield – Strathfield	7,788	8,142	9,490	10,586	11,917	+4,129	+2.15

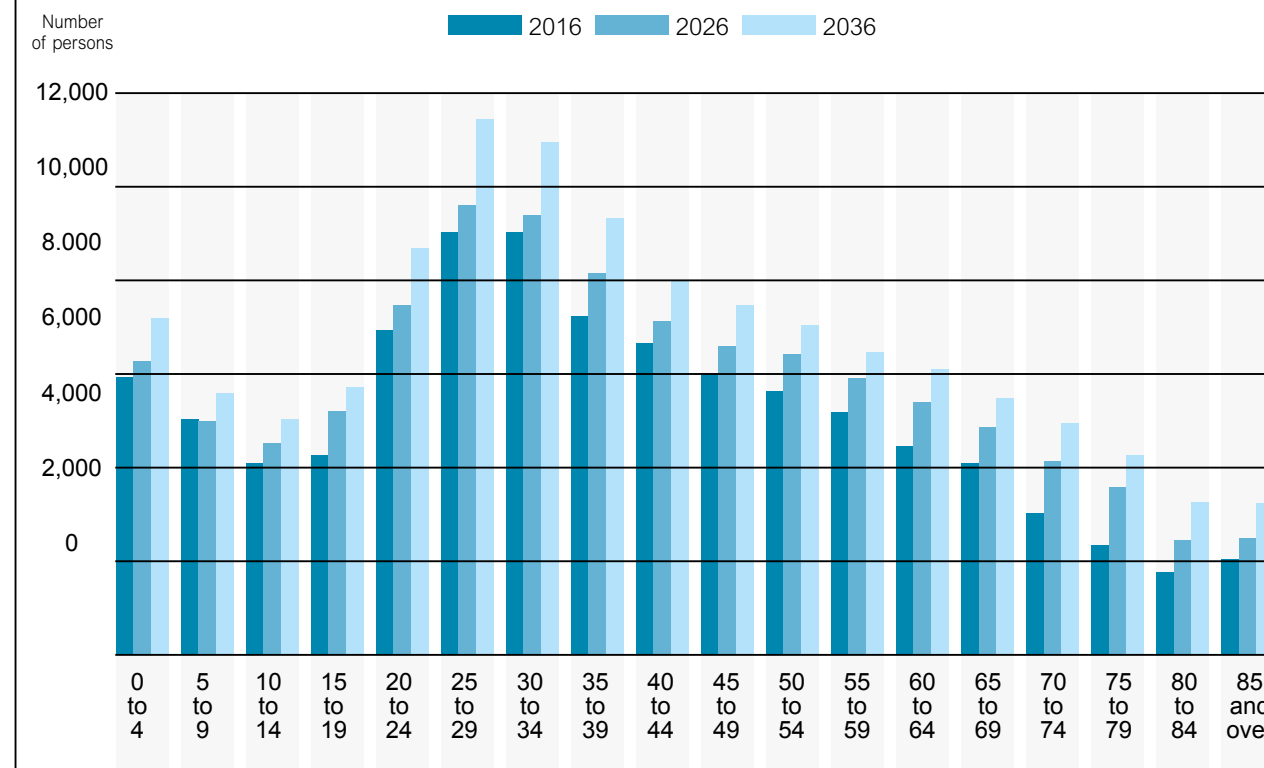
Implications for Let's All Play

The above table shows that some suburbs will experience significant growth during this period (e.g. +7,516 people in Rhodes) while others will actually experience a reduction in population (e.g. -145 people in Liberty Grove). This shows the importance of considering population trends as part of the process of identifying future demand for facilities.

Council's Infrastructure (Open Space and Recreation) Strategy and Action Plan provides an analysis of future play space needs to meet forecasted populations.

Forecast age structure - 5 year age groups

City of Canada Bay - Total persons.



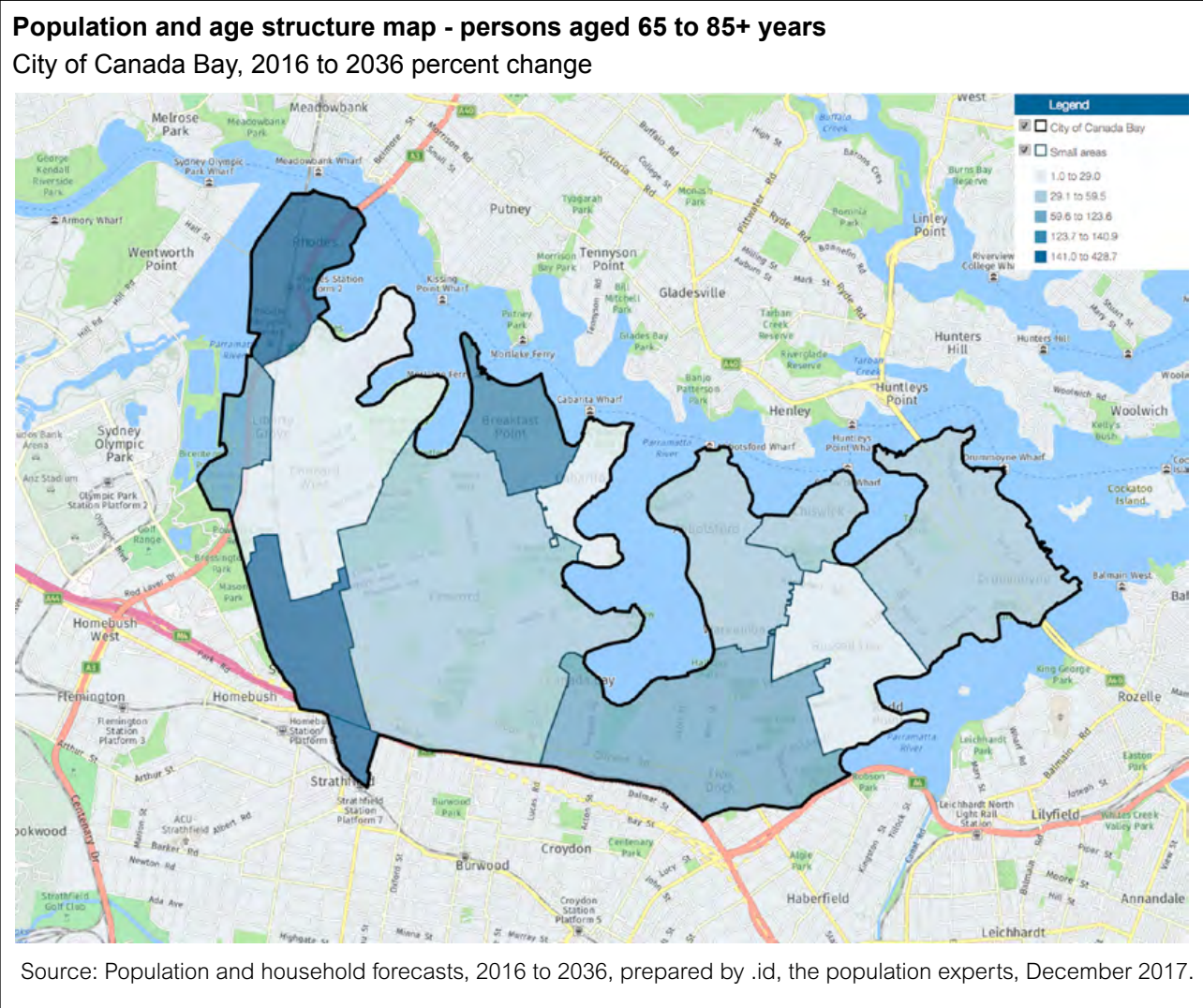
Source: Population and household forecasts, 2016 to 2036, prepared by .id the population experts, December 2017.

Between 2016 and 2026, the age structure forecasts for the City of Canada Bay indicate a 4.9 per cent population increase in people under working age, a 32.5 per cent population increase in people of retirement age, and a 10.8 per cent population increase in people of working age.

The largest increase in population between 2016 and 2026 is forecast to be those aged 75 to 79, which is expected to increase by 1,245 and account for 3.4 per cent of the total persons.

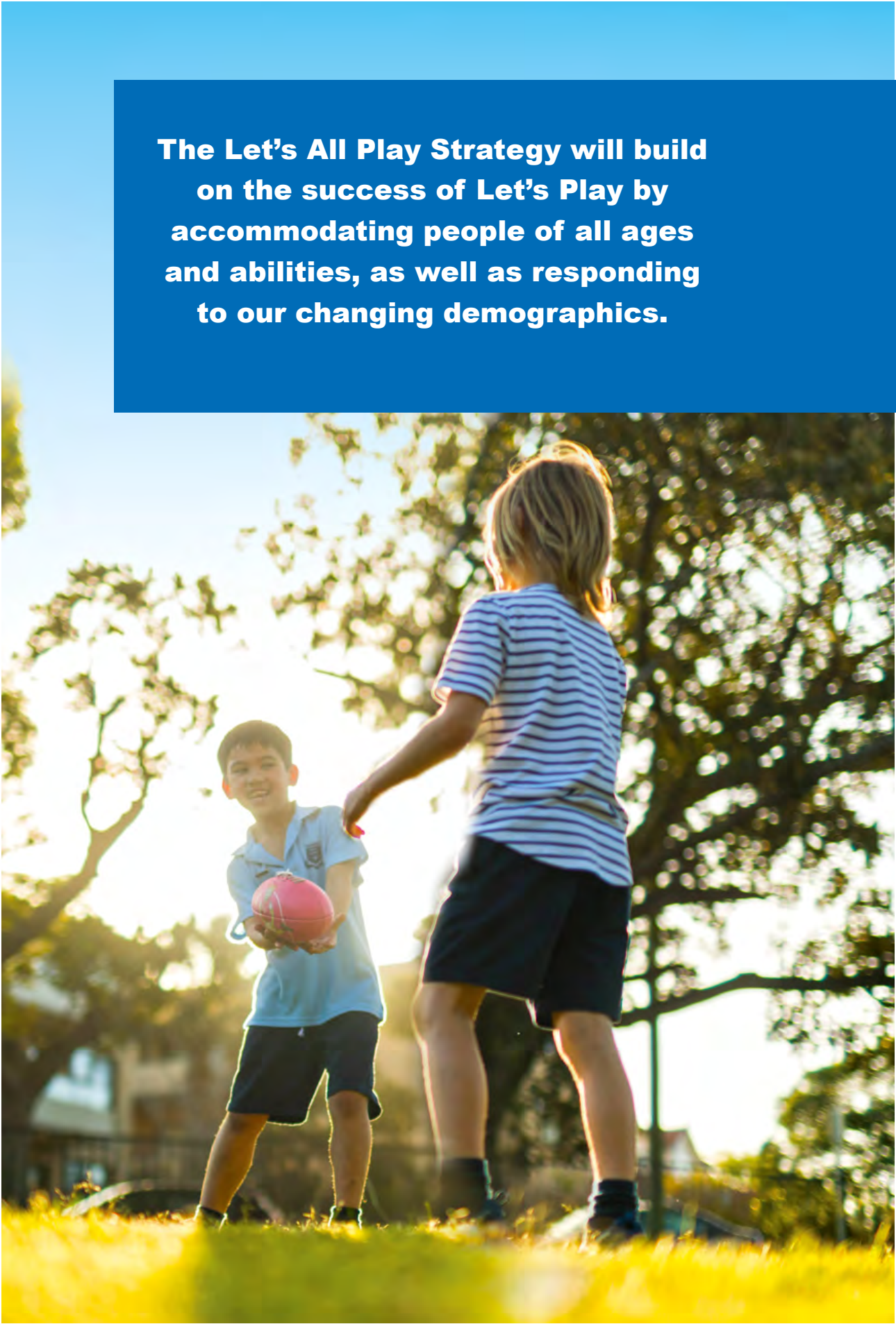
Forecasted percentage increase in persons aged 65 and over (between 2016 – 2036)

The below map shows the forecasted percentage increase in persons aged 65 and over for each suburb. All suburbs are forecasted to have an increase in persons aged 65 and over, ranging from a 14 per cent increase in Cabarita to a 428 per cent increase in Rhodes.



Implications for Let’s All Play

Knowledge of how the age structure of the population is changing is essential for planning age based facilities and services, such as child care, recreation and aged care.



The Let’s All Play Strategy will build on the success of Let’s Play by accommodating people of all ages and abilities, as well as responding to our changing demographics.

9 Community consultation

Community input was sought before this strategy was prepared. An extensive consultation process ran from 1 – 28 February 2019. The engagement program was designed to attract participation from all generations and abilities:

- Adult engagement program
- Youth engagement program
- Young children engagement program
- Seniors workshop
- Inclusive play workshop.



How we promoted the consultation

The community was informed of the opportunity to participate in the engagement period via a variety of channels including:

- Flyers distributed to 42,000 residential properties in addition to The Connection, Five Dock Leisure Centre, Five Dock Library, Concord Library and the City of Canada Bay Civic Centre
- Signage at Five Dock Leisure Centre, Five Dock Library, Concord Library and the City of Canada Bay Civic Centre
- A1 signage distributed across the Local Government Area in parks and on main streets
- Council's website
- Promotion via Council's What's On and Rhodes e-newsletters
- Council's social media
- Mayoral column in the Inner West Courier on Tuesday, 5 February
- Emails to 87 community organisations, child care centres and schools to encourage them to share the engagement opportunity with their communities.

Opportunities for the community to contribute

The engagement period provided diverse opportunities for stakeholders and community members to participate including:

24/7 online engagement portal

The portal (canadabay.engagementhub.com.au) allowed visitors to find out about the project, to post ideas and complete the community survey

Drop in session on the Bay Run, Rodd Park (Sunday, 3 February 2:30 – 4pm)

An opportunity to promote the consultation to Bay Run users and distribute Let's All Play branded lip balms

Pre-schoolers exploratory workshops

These workshops were designed to collaborate with young children on their ideas and aspirations for park play

5 Senses Garden grand opening, Rhodes Park (Friday, 15 February 4 – 6pm)

Opportunity to promote the consultation and engage with attendees

Let's All Play Community Fun Day, St Lukes Park (Sunday, 17 February 9:30am – 12:30pm)

A fun morning of activities and amusement, discussions on play space outcomes and a complimentary bacon and egg roll and coffee for the first 150 visitors

Bespoke stakeholder workshops (Thursday, 21 February and Wednesday, 28 February)

A seniors and an inclusive workshop were undertaken to discuss opportunities directly related to these groups

Additional channels for community members to share their ideas were:

- Direct email: parksupgrade@canadabay.nsw.gov.au
- Facebook and Instagram: sharing and commenting.



How the community participated

Overall Community Engagement Snapshot



28

Day engagement period



3,485

Online engagement page views



841

Unique visitors



15,267

People reached on Facebook



795

Stakeholders and community members participated



199

Surveys completed



20

Suggestions posted on idea walls



297

Ideas wall votes



18

Email submissions



210

Reactions, comments and shares on Facebook



8

Face-to-face consultation opportunities



53

Sketchbook documentation downloaded

What did community members say?

A copy of the Community Engagement Outcomes Report is provided in Appendix 2. A few interesting snippets from this report are provided below.

Adults

Survey respondents visited parks:

- Daily – 28% of respondents
- A few times a week – 51% of respondents
- Once a week – 15% of respondents
- Rarely – 6% of respondents.

The biggest barriers to using parks and recreation spaces that adults identified were:

- Lack of supporting infrastructure – 55% of respondents
- Lack of play equipment for my household/stage of life/gender – 42% of respondents
- Lack of activities in which I'm interested in – 31% of respondents.

Adults stated members of their household were most likely to use (if made available):

- Zip line/flying fox – 79% of respondents
- Ninja obstacle course – 67% of respondents
- Interactive (e.g. sound, art and light) sculptures that allow climbing – 64% of respondents
- Outdoor rock/wall climbing – 59% of respondents
- Basketball hoop/court – 46% of respondents.



Youth

A dedicated online engagement page was created to engage youth aged from 8 to 18 years of age. Online opportunities for youth to contribute their ideas, aspirations and how they currently use parks included:

- A short survey
- An opportunity to post and vote on ideas on the ideas wall. This was incentivised with the people who generated the most popular ideas winning a \$50 Ultimate Teen Gift Card.

The principle reasons survey respondents visited parks and recreation spaces were:

- Spending time with family and friends – 85% of respondents
- Being active – 77% of respondents
- Having time out – 69% of respondents
- Sport – 54% of respondents.

Survey respondents visited parks:

- A few times a week – 46% of respondents
- Once a week – 23% of respondents
- Rarely – 31% of respondents.

Youth stated they were most likely to use:

- Ninja obstacle course – 85% of respondents
- Zip line/flying fox – 85% of respondents
- Table tennis, handball court, outdoor rock/wall climbing, basketball – 77% of respondents.



Note: feedback regarding opportunities to cater for youth recreation was also sought from local police. The provision of an indoor space for youth to socialise and participate in activities such as pool and table tennis was recommended. Alternatively a large rotunda with inward facing seats within a suitable public space (Five Dock Park was recommended) could be provided in the future.

Young children

To engage with young children, two activities with little requirement for literacy or language skills were designed. Each child was rewarded with a lucky dip prize.

Activity one:

Children selected their four favourite experiences when visiting parks, using a sticker sheet which included eight stickers depicting experiences. The eight experiences in order of most popular to least popular were:

1. Kicking a ball with friends
2. Scootering
3. Flying
4. Climbing trees
5. Having picnics with friends
6. Stepping/balance
7. Activities within a picnic shelter
8. Flying a kite.

Activity two:

Using the image of a waterside park (to align with the City of Canada Bay's many waterfront parks), children were encouraged to design a park with their eight most preferred pieces of play equipment (choosing from 16 stickers). The most popular pieces of play equipment were:

1. Swings
2. Modern combo play unit
3. Carousel
4. Water play – water overhead
5. Seesaw
6. Water play – water upwards spray
7. Climbing frame
8. Timber combo unit/fort.

Mayoral Youth Forum

To assist Council in further understanding the outdoor recreation space needs and aspirations of our youth, and to inform the Let's All Play Strategy, Mayor Angelo Tsirekas invited students from our primary and secondary schools to participate in the Let's All Play Mayoral Youth Forum on Thursday, 1 August 2019.

Sixteen students participated in the forum. Their first activity was to complete a worksheet task. Similar to the Youth Engagement Findings in February 2019, outdoor rock/wall climbing, zip line/flying fox and ninja obstacle course were rated as facilities youth were most likely to use. There was also a high level of interest in hedge mazes and large open spaces for informal sporting activities. Park infrastructure such as public toilets, drinking fountains, pathways and public bins were also identified as being very important to participants.

The second task was for students to work together in groups of four to design parks giving consideration to facilities, infrastructure and spatial design. There were some similarities between the final designs, including:

- creating zones for different activities and/or ages/abilities
- utilising scootering/cycle pathways to connect and separate zones
- providing active sports infrastructure
- placing a high value on open space
- providing diverse equipment to provide mental and physical challenges.

A report providing further details of the outcomes of the Mayoral Youth Forum is provided as Appendix 3.

10 NSW Everyone Can Play Guideline

What is it?

The Department of Planning and Environment has made a commitment to make play spaces in NSW more inclusive. They collaborated with a range of stakeholders to create the Everyone Can Play Guideline, a practical toolkit for creating play spaces that are designed to be inclusive of everyone in the community.

The guideline encourages designers to think about the little things that can make a big difference. It might be as simple as including a path for a wheelchair or pram from the carpark to the play space, making sure there's enough shade or even a back on the seat, so a grandparent can comfortably watch their grandchildren learn and explore the world through play.

The guideline was developed through a collaborative process that involved extensive stakeholder engagement and consultation with advocacy and advisory groups representing over 50 stakeholders from Local Government, landscape architects, disability advocates, industry representatives, parents and educators.

How does it apply to our strategy?

Everyone Can Play is a best practice toolkit to assist Council in creating world class play spaces that are designed to be inclusive of everyone. By asking ourselves the following three key questions we will work towards providing more inclusive play facilities:

- Can I get there?
- Can I play?
- Can I stay?



The guideline includes an evaluation checklist that if addressed, will allow us to answer yes to the three key questions above.

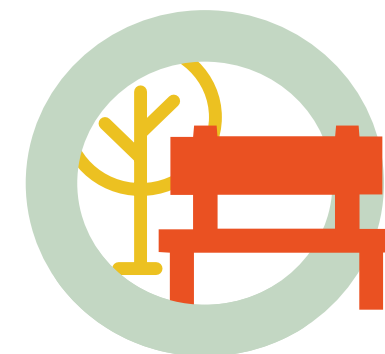
We will ensure external playground designers/providers know that this guideline is important to us by referencing it in our project briefs and informing them that it will be given weight when our panels review playground proposals.

An alternative approach to a hierarchy of playgrounds

It is a common approach for Council's to categorise their playgrounds into a hierarchy. The City of Canada Bay adopted this approach in the 2008 Let's Play Strategy by categorising our playgrounds as iconic, district or neighbourhood. The strategy identified a need for the greatest range of equipment and support infrastructure at iconic playgrounds, followed by district playgrounds.

Following the approach taken in the Everyone Can Play Guideline we have decided to no longer categorise our playgrounds within a hierarchy. Regardless of considerations such as budget, location and usage levels, we will adopt an approach of asking: can I get there, play and stay?

By doing our best to answer yes to these questions, and to achieve the play space goals discussed in the following section of this strategy, we will achieve the best value for money with the available budget.



11 Play space goals



11.1 Create

Create inclusive play spaces to be shared and enjoyed.



What is an inclusive play space?

The Everyone Can Play Guideline provides the following definition of an inclusive play space:

“An inclusive playspace invites people of all ages, abilities and cultures to come together. Inclusive playspaces are easy to access, easy to move around, provide a range of play options and challenges, and have appropriate facilities in a comfortable environment. Inclusive playspaces encourage everyone to stay as long as they choose. A playspace is more than just equipment. It is the entire setting used and enjoyed as part of the play experience. An inclusive playspace utilises principles of inclusive design and accessibility, creating spaces people of all ages and abilities can enjoy.”

What did our community say about inclusive play during consultation?

Adults provided the following definitions of inclusive play:

- A space that can be used by all ages and abilities – 32% of survey respondents
- A range of opportunities for all ages to swing, climb and slide – 23% of survey respondents
- More sport courts/fields for general community use – 10% of survey respondents
- Good accessibility/pathways for prams, wheelchairs and walking frames – 8% of survey respondents
- Outdoor fitness equipment including adjacent to playgrounds – 8% of survey respondents.

Twenty per cent of youth respondents recognised the need for facilities for all abilities and all ages. Forty per cent stated that parks should be designed to support a variety of uses.

Ideas generated/discussed during an inclusive workshop:

- Consider parents/carers who may have accessibility limitations
- Include infrastructure designed to support all people such as tables and barbecues supporting people in wheelchairs
- Proximity to accessible parking
- Sound pathways to access parks and navigate through to activation areas
- Sensory experiences including touch, water, smell and sound
- Private facilities with adult change tables
- Facilities designed to make all users welcome and socialise/integrate with one another
- Facilities which cater to all ages and abilities and may be multigenerational or intergenerational
- Play spaces built to accommodate families with children over a wide age spectrum to enable time together.

Principle 1: Create inclusive play spaces to be shared and enjoyed

The Everyone Can Play Guideline has been developed to provide direction. Council will use this guideline to:

- Inform design briefs
- Address existing play spaces
- Determine what improvements can be made to increase inclusivity
- Influence budget setting for play spaces
- Educate staff on the importance of inclusion in our open spaces
- Form part of Council's Play Delivery Program.

Everyone Can Play is about doing the best we can with the resources we have.



11.2

Opportunities

Provide **opportunities** for intergenerational play.



What is intergenerational play?

Intergenerational play is where adults participate in the play both as a mentor and a player. It challenges the concept of bringing a child to a playground and then sitting on a bench. Intergenerational play is an important principle of inclusive play and is equally attractive to impaired and typically developing children. The provision of intergenerational play requires thought with regards to equipment selected, scale of spaces and programming of activities.

What did our community say about intergenerational play during consultation?

This type of play space was identified as important by the attendees of the inclusive workshop. They discussed the importance of “facilities which cater to all ages and abilities and may be multigenerational or intergenerational.”

In addition, there was a lot of feedback in favour of facilities that cater for a wide range of ages and abilities. This feedback included:

- The importance of play spaces built to accommodate families with children over a wide age spectrum to enable time together
- 42 per cent of the adult survey respondents stated “there is a lack of play equipment for my household and/or my stage of life and/or gender.”

Principle 2: Provide opportunities for intergenerational play

Some play equipment is more suitable for intergenerational play than others, including equipment that allows more than one user at a time.

A variety of features such as walking paths that circle play equipment, exercise equipment mingled with more formal traditional playground structures, community designed murals or sculptures or even integrated community gardens can help to encourage intergenerational play.

Council will endeavour to create inclusive play spaces that encourage intergenerational play by including features that make it easier for everyone to participate. This includes incorporating recreational equipment that is accessible to everyone and considers ages 0 – 100 in play designs.



11.3 Engage

Spaces that connect and engage the community.



What is connecting and engaging the community?

Community connection and engagement is about people forging stronger relationships with others to provide benefits to individuals and to the community as a whole. People need opportunities to meet different people in their communities in order to build relationships and play spaces provide this opportunity.

By increasing opportunities for community connection we can help fight social isolation. Social isolation is a state of complete or near complete lack of contact between an individual and society. Social isolation can lead to feelings of loneliness, fear of others and negative self-esteem.

Let's All Play acknowledges the vital role that play spaces have in our community in creating a sense of belonging and pride in the local area.

What did our community say about connections and engagement during consultation?

During the inclusive workshop there was a discussion about the benefits of play spaces that accommodate a wide age spectrum in terms of bringing people together.

Principle 3: Spaces that connect and engage the community

Opportunities for the provision of social interaction should be explored as part of the design process for any public space. Examples of designing for social interaction could include:

- Arranging street furniture whereby seating elements are directed towards each other
- Formal or informal nodal points along desire lines where people would gather naturally
- Formal playgrounds
- Large flat or mounded grassed areas
- Interactive public art
- Public spaces with loose items. These can be for structured games like park chess or any playable item like toys, buckets, etc. These items generally require a level of management from Council.



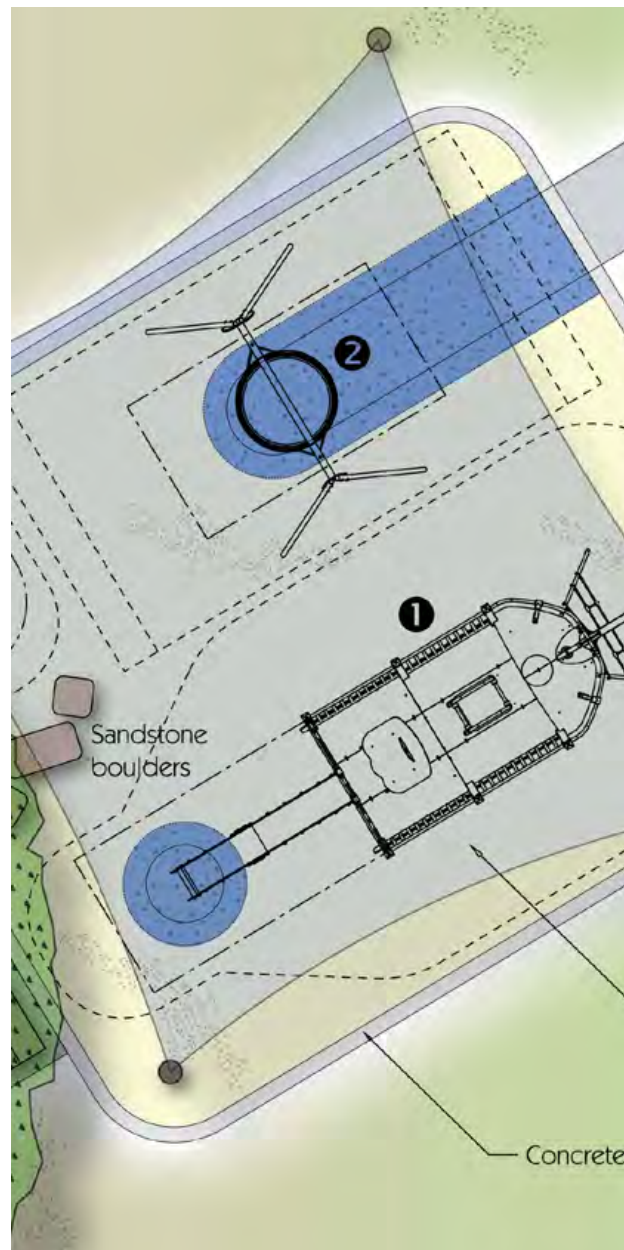
11.4 Design

Community involvement in pursuing play **design**.



Communities evolve, and as such the provision of play facilities and programs that are provided to them must be continually reviewed. Current approaches to playground design focus on the uniqueness of each individual site, its landscape features and the aspirations of the community for the space.

The planning and design of all upgrades, relocation of existing playgrounds and installation of new playgrounds will be done in consultation with the community. One of the key components of this is involving children in the design process.



Principle 4: Community involvement in pursuing play design

The following is an overview of the consultation methods that will occur as a minimum:

Consultation phase one:

- Call for ideas, design and siting suggestions in the form of a mail out to residents within an appropriate radius of the playground
- Notice placed on Council's website seeking comment.

Note:

1. Staff may provide initial concept plans to assist in generating feedback during consultation phase one
2. Community input from phase one will be included in the project brief distributed to playground providers/designers.

Consultation phase two:

- Follow up letterbox drop outlining the proposed design for feedback
- Notice placed on Council's website seeking comment
- Sign located in the playground with indicative equipment images.

Optional: drop in event held onsite for the community to attend and provide feedback.

Works notification

- Letterbox drop outlining the final design and providing notification of when works will be undertaken
- Notice placed on Council's website.

11.5 Enhance

Enhance existing and new play environments.



Taking a consistent and well thought out approach to the following will help us to achieve this play space goal:

- Playground surface treatment (softfall)
- Playground shading
- Play boundaries

We will also enhance play environments through our choice of plantings. Plantings will be considered with all playground upgrades in relation to shade, amenity, aesthetics and biodiversity value. Plantings will be site specific and consideration will be given to indigenous species that contribute to biodiversity.

11.5.1 Playground surface treatment (softfall)

What is playground surface treatment?

This refers to the surface that is under the play equipment. There are a variety of options and some treatments are more suited in specific scenarios than others.

Some of the pros and cons of common surface materials are outlined below:

Surface material	Pros	Cons
Bark mulch	<ul style="list-style-type: none"> - Low initial cost - Spreads easily - Easy to install - Readily available 	<ul style="list-style-type: none"> - Easily displaced (needs frequent maintenance and occasional top-up) - Impact absorption weakened if too shallow, wet, frozen or combined with dirt - May conceal hazardous objects - Not suitable for wheelchair access
Impact-absorbing sand	<ul style="list-style-type: none"> - Low initial cost - Doesn't deteriorate readily with usage - Easy to install - Readily available - Adds play and development value 	<ul style="list-style-type: none"> - May compact (needs frequent raking) - May conceal hazardous objects - Attractive to animals - Easily displaced (can be slippery if on paths) - Not suitable for wheelchair access
Rubber softfall	<ul style="list-style-type: none"> - Durable, low maintenance - Water permeable surface - Environmentally friendly, as uses waste product - Suitable for wheelchair access 	<ul style="list-style-type: none"> - Expensive to install - Can get very hot in summer - Bounce can compound injuries* - Can be slippery when wet - Requires replacement in 7-10 years.

Notes:*

1. According to Professor David Eager, Chairman of the Playground Safety Standards Committee, rubber softfall causes the most fractures in falls as it rebounds the energy of the fall back into the body. Sand and bark are significantly better as they displace the energy. However, there are scenarios whereby rubber can serve a purpose in terms of catering to children in wheelchairs.

2. A 2009 Canadian study (Andrew W. Howard, Colin Macarthur, Linda Rothman, Andrew Willan, Alison K. Macpherson) compared injuries in playgrounds with bark surface material against playgrounds with sand surface material. The findings were that playgrounds surfaced with bark resulted in five times more fractures than those surfaced with sand. These findings are consistent with prior case control studies that provided evidence that compliant impact absorbing surfaces reduced the risk of severe playground injury.

What did our community say about playground surface treatment during consultation?

The community was asked if they supported the following surface treatments at play sites:

- Rubber soft fall – 96% support
- Natural grass – 95% support
- Synthetic grass – 73% support
- Sand – 64% support
- Bark mulch/pine bark chip – 49% support.

Note: for safety reasons there are many instances whereby synthetic grass and natural grass are not suitable surface treatments.

Playground surface treatment is an issue that is important to many people in our community. Council has received complaints about the use of sand in some playgrounds by some community members. As outlined in the earlier table, sand (as well as all surface treatments) is not perfect but it remains an appealing option due to factors such as safety benefits and cost.

Principle 5: Playground surface treatment (softfall)

Surface treatment will be considered on a site by site basis.

If the unique features of a playground site are suited to a specific playground surface treatment this will also be taken into consideration (e.g. a beach themed playground should utilise sand).

11.5.2 Playground shading

What is playground shading?

The provision of shade is a crucial issue for playgrounds due to the weather conditions we experience. The erection of shade covers is not always the most appropriate option, as this is both costly and not always in keeping with the environment in which playgrounds may be located. The provision of shade trees is a straightforward and positive approach that Council can undertake which is consistent with the philosophy of SunSmart and should be a high priority as part of any playground provision. The position, location and proximity of trees (for the provision of shade) must also recognise the potential risks that may arise and as such be located to minimise long term risks.

What did our community say about playground shading during consultation?

This was identified as one of the most important play issues by our community. Ninety five per cent of adults identified natural shade as very important or important in playgrounds and 94 per cent of adults identified shade cloth as very important or important in playgrounds.

Principle 6: Playground shading

In a playground setting where the design cannot make use of natural shade, a shade sail will be provided, as budget allows. Plantings may also occur to offer future shading (and prevent a need for future shade sail renewals). In non-formal play environments existing site shade will be utilised where ever possible.

Shading will also be a priority for seating and picnic tables to assist us in providing spaces that encourage people to stay and to support intergenerational play.

Cancer Council NSW initiatives

As a commitment to children’s health, the Cancer Council has developed the SunSmart program, which aims to ensure all children are protected from skin damage caused by harmful UV rays from the sun. The program recognises the importance of encouraging and supporting communities in their efforts to promote sun protection throughout the year. The program is targeted at early childhood centres, primary and secondary schools. To become accredited, an early childhood centre or school must complete a questionnaire and develop a comprehensive SunSmart policy covering behaviour, curriculum and the environment. SunSmart policies encourage:

- Wearing appropriate hats and clothing outdoors
- Using SPF30+ or higher sunscreen for skin protection
- Seeking shade wherever possible

Cancer Council NSW has also produced ‘Guidelines to Shade – A Practical Guide for Shade Development in New South Wales’. These guidelines are to help individuals and organisations:

- Understand the issues associated with the sun’s ultraviolet (UV) radiation
- Understand the issues associated with shade
- Identify shade needs
- Understand how to conduct a shade audit
- Plan, implement and evaluate a shade project.

NSW Government Skin Cancer Prevention Strategy

This strategy includes the following goals:

- To increase implementation of comprehensive and effective sun protection policies and guidelines
- To improve access to adequate shade
- To increase the adoption of sun protection behaviours.

In providing shade in our play spaces we will contribute to these goals.

11.5.3 Play boundaries

What are play boundaries?

The most common type of play boundary is fencing, although often alternatives such as plantings, landscaped mounds and bollards provide better outcomes.

What did our community say about play boundaries during consultation?

Eighty one percent of adults identified fenced playgrounds as very important or important in playgrounds. We know from previous community feedback that fencing is considered more important at some sites than others, depending on specific site conditions.



Principle 7: Play boundaries

Full or part fencing may be appropriate or necessary for some playgrounds.

In general, playgrounds should be considered for fencing if:

- The playground is located close to a busy road and there is no fence around the reserve
- The playground is close to a busy carpark
- The playground is near a permanent or potential water body (alternatively there could be a barrier around the water body)
- There is a need to separate the playground from other activities, e.g. an active sports field, a nearby off-leash dog exercise area
- There is demand for a dedicated enclosure for children and families, e.g. a playground for toddlers where fencing and the subsequent safety of children is a desired feature.

Alternatives to fencing that should also be considered include:

- Planting to create borders and boundaries
- Landscaped mounds and level changes
- Bollards.

In some instances, a boundary around the exterior of the entire reserve may offer a better outcome than caging the playground.

11.6 Celebrate

Celebrate, support and promote our play spaces.

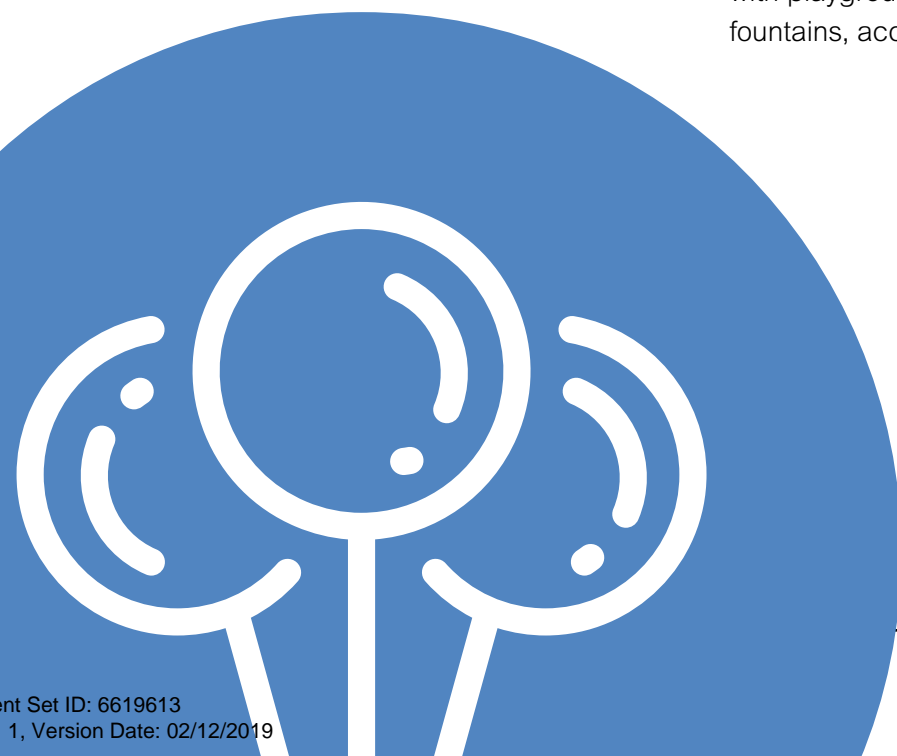


In addition to ensuring an equitable provision of safe, challenging and enjoyable playgrounds across the City of Canada Bay, it is important to raise the awareness of residents to the valuable resources available to them.

Councils can prepare facility guides to ensure that residents are well informed as to the types of facilities available to them. As well as appropriate brochures and online information, signage in parks and reserves should be provided for all playgrounds to assist residents and visitors to find the playground of their choice. These signs should be of high quality and consistent style.

There is sometimes an opportunity to name playgrounds to create a sense of character or recognise the individuality of each playground. This will result in better recollection of individual playgrounds as they become easier to identify and distinguish between. It will also contribute to the marketability of playgrounds. The recently opened 5 Senses Garden in Concord West is a good example.

Appropriate funding needs to be allocated for specific brochures to be produced showing the location of playgrounds, as well as providing additional information on complementary facilities associated with playgrounds such as toilets, drinking fountains, accessibility and shade.



Principle 8: Celebrate, support and promote our play spaces

Marketing and promotion methods Council will pursue include:

- Preparing a playground location and play features brochure for public distribution
- Ensuring high quality consistent signage is provided for all playgrounds to assist residents and visitors to find the playground of their choice
- Include a searchable listing of playgrounds and their features on Council's website
- Name playgrounds to reflect character and individuality
- Provide playground information on Google Maps
- Opening events for new playgrounds and playground upgrades
- Ad hoc promotion on Council's social media platforms.

5 senses garden

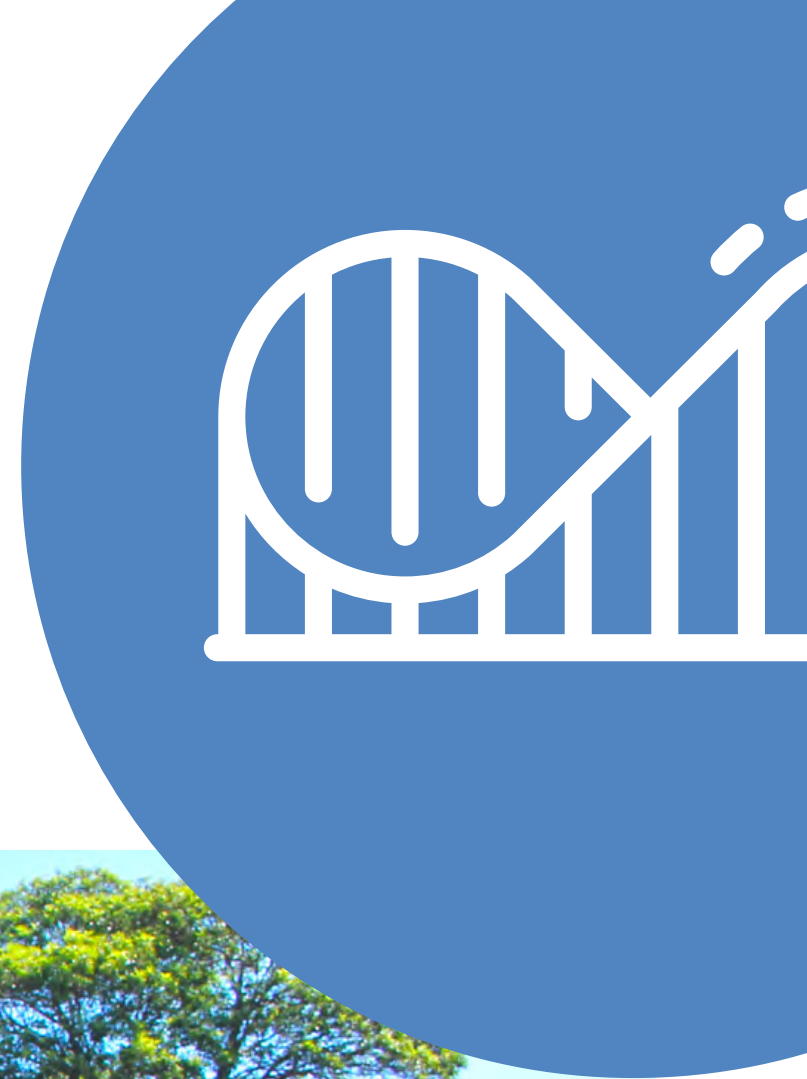
11.7 Experience

Experience a wide range of different play spaces.



This strategy has a broad focus beyond conventional playgrounds. To cater for everyone in our community we will consider a wide range of initiatives in our future planning, including:

- Nature play
- Outdoor exercise equipment
- Water play
- Stationary and dynamic equipment
- Balance between traditional and modern equipment
- Smart playgrounds.



11.7.1 Nature play

What is nature play?

The term nature play refers to a play space that provides children with access to a range of opportunities that reflect the natural world such as loose parts (leaves, twigs, and logs), different surfaces and terrain (mounds, slopes), plants (sensory), water, mud, construction opportunities with natural elements (sand, sticks, fabric), areas for reflection (a rock near a pond or under a tree), areas for hiding (grasses, sunflowers), areas for imaginative play such as boats, decks, winding pathways and areas to hide.

Natural areas such as creeks and trees within the City’s reserves and parks provide informal play areas for a variety of abilities.

What did our community say about nature play during consultation?

Eighty nine per cent of adults identified nature play as very important or important. Additionally, a wild nature playground was posted as an idea on the consultation webpage and attracted 17 votes.

Sixty nine per cent of youth stated they were very likely or likely to use parks with nature play. Additionally, a hedge maze was posted as an idea on the consultation webpage and attracted 19 votes.



Principle 9: Nature play

We will investigate opportunities to incorporate nature play into future play spaces where the site conditions are conducive.

Planning and consultation is occurring during 2019 for a new nature play playground in Wangal Reserve. This reserve is an example of a great place for nature play due to factors such as being immersed in nature amongst established trees and beautiful scenery.

11.7.2 Outdoor exercise equipment

What is outdoor exercise equipment?

Outdoor exercise equipment typically includes pieces of fitness exercise equipment grouped together or spread along a trail in a park or public open space. It provides a variety of benefits to both users and the community including:

- Greater level of activity within parks and open space
- Flexibility to exercise
- Improved physical health
- Opportunities to meet new people and socialise
- It’s free.



What did our community say about ‘outdoor exercise equipment’ during consultation?

Seventy per cent of adults identified outdoor fitness centres as very important or important.

The top three outdoor fitness equipment items respondents indicated they would utilise in a park are:

- Sit up bench
- Stepping platform
- Pull up bars.

Forty six percent of youth survey respondents stated they were very likely to use outdoor fitness centres.

Principle 10: Outdoor exercise equipment

We are acknowledging growing demand for outdoor exercise equipment by installing new equipment at different locations in Canada Bay. Through the community consultation undertaken for this strategy we have received feedback as to popular exercise items. This will help us with future planning.

11.7.3 Water Play

What is water play?

Water play gives many opportunities to develop motor skills across age ranges. Children will increase their fine motor skills and hand-eye coordination through actions like pouring, squirting, scrubbing, stirring and squeezing. Water play encourages the use of imagination and develops creative thinking which plays an important role in problem solving.



What did our community say about water play during consultation?

Seventy nine per cent of adults identified water play as very important or important. Seventy one per cent responded that a member of their family would be likely to use water play facilities.

Eighty five per cent of youth survey respondents stated they were very likely to use parks in which water play was included.

Seventy three per cent of young children included one or more stickers depicting water play when participating in an activity to design a playground with their favourite equipment.

Principle 11:
Water play

The community consultation has provided an insight into community views. This information will help us to prepare future project briefs. The community will receive opportunities to provide further input through the process outlined in section 11.4 of this strategy.

11.7.4 Stationary and dynamic equipment

What is stationary and dynamic equipment?

Stationary refers to play equipment that is not intended to be moved. Common stationary equipment in playgrounds includes slides, playhouses and log steppers.

Dynamic refers to play equipment that is capable of being changed. Dynamic equipment creates the motions of swinging, sliding and gliding.

What did our community say about stationary and dynamic equipment during consultation?

Adults: in relation to play equipment, there was a fairly even level of support for static (climbing frames and slides were most popular) and dynamic (swings and flying foxes were most popular) equipment. In relation to outdoor fitness equipment, comments were largely supporting static equipment over dynamic equipment.

Youth: contributions provided by youth were largely in relation to the importance of static equipment including basketball courts, ninja obstacle courses, hand ball courts, netball courts, etc. Popular dynamic equipment included water play and flying foxes.



Young children: four of the five most popular play equipment items selected by children were dynamic:

- Swings – 70% of respondents
- Modern combo unit (static) – 64% of respondents
- Carousel – 57% of respondents
- Water play/falling water – 56% of respondents
- Seesaw – 55% of respondents.

Principle 12:
Stationary and dynamic equipment

The community consultation has provided an insight into the most popular type of play and outdoor fitness equipment for our residents. This information will help us to prepare future project briefs. The community will receive opportunities to provide further input through the process outlined in section 11.4 of this strategy.

11.7.5 Traditional vs modern equipment

What is traditional and modern equipment?

Traditional playgrounds are characterised by large, metal equipment, such as climbers, slides, seesaws and swings on which children can exercise. The design of traditional play structures was developed in the early 20th century and they are still used in playgrounds today. An objective was to produce healthier, better-exercised children.

Over time safety concerns have increased and materials have changed. The surface material of playgrounds has also evolved in order to permit safer falls.

Contemporary playgrounds usually include multi-purpose and linked structures that provide various means of entry and exit, and areas or fixtures that promote dramatic play. Multi-play structures are beneficial for physical and social play. Contemporary playgrounds are generally planned by architects or landscape architects.



What did our community say about traditional and modern equipment during consultation?

Respondents were largely in support of play equipment which is traditional and which also offers a level of challenge:

- Traditional playground design – combination of low risk with more challenging component: 89% stated very important or important
- Modern playground design – reduced risk designed: 73% stated very important or important
- Challenging activities e.g. climbing, balance, monkey bars, ninja courses, hopscotch: 95% stated very important or important.

The four most popular experiences selected by young children were largely traditional:

- Kicking a ball
- Scootering
- A flying sensation
- Climbing trees.

Principle 13:
Traditional and modern equipment

Community consultation has provided an insight into community views. This information will help us to prepare future project briefs. The community will receive opportunities to provide further input through the process outlined in section 11.4 of this strategy.

Whether traditional or modern, we will look to buy Australian products when they can meet our requirements and the price is competitive.

11.7.6 Smart playgrounds

What are smart playgrounds?

It is likely that outdoor play will evolve with technology and there will be increased interest in combining digital and physical activities.

Future initiatives could range from providing charging stations to accommodating game apps that incorporate physical play or using technology for maintenance or suitability initiatives (e.g. sensor lighting and solar panels).

What did our community say about smart playgrounds during consultation?

Thirty two per cent of adults and 62 per cent of youth considered free Wi-Fi to be important within parks.



Principle 14:
Smart playgrounds

If in the future we encourage initiatives that combine digital and physical activities we will firstly begin by undertaking trials and seeking community feedback, acknowledging that such initiatives could induce mixed responses from the community.

Where opportunities exist to improve designs or promote sustainability through the use of smart technology we will investigate the feasibility of doing so.

12 Playground inspections and maintenance

As part of the design process, equipment and materials will be chosen with maintenance in mind. This includes selecting items with standard components that are durable, and parts that are readily available when replacement is required. We will endeavour to support Australian companies and products when they can meet these requirements and offer a competitive price.

Another guiding principle for playground design and construction will be the use of ecologically sustainable materials. Factors to be considered in the selection of materials and types of finishes will be the product's durability, whether it is recycled (where appropriate) and has minimal maintenance requirements.



Implementation of systems to appropriately manage and maintain Council assets

One of the major initiatives of Let's All Play is to implement a standardised system for the inspection, reporting and maintenance of Council's playground assets. This will involve repairs undertaken by Council on a monthly basis by trained staff members who are qualified playground inspectors. The maintenance regime will be undertaken in accordance with best practice and Council's Asset Management Plan.

An external qualified playground inspector will continue to undertake quarterly audits of all playground assets. The quarterly audit reports they produce will assist staff in prioritising the order of repairs. Each piece of equipment within every playground is given a condition rating from one to five.

It is important to have this system in place to prioritise the order of repairs as it guides the expenditure of our annual playground maintenance budget. The system ensures a holistic and prudent approach to maintenance across all playgrounds in our City.

Note: The playground maintenance budget for 2018/19 equated to approximately \$3,000 per playground. This money was used for repairs and playground surface treatment top-ups. Grass mowing and graffiti removal is not paid for from this budget.

Actively reducing vandalism to playground assets

The implementation of a number of strategies will assist in reducing vandalism, such as graffiti, to playground assets. This will include:

Proactive strategies

- Incorporating Crime Prevention through Environmental Design (CPTED) principles
- Involving older children and teenagers in the design of playgrounds through cultural initiatives.

Reactive strategies

- Undertaking repairs quickly to discourage further incidents
- Investigating zoning designated parks as alcohol free.

Recycling and waste management

Recycling bins are not provided at our playgrounds. This service cannot currently be provided due to potential contamination issues. We will encourage a "carry-in, carry-out" approach to recycling through our promotional methods. This is already occurring for playground opening events whereby community members are working in partnership with council by bringing along their reusable drink bottles.

We currently provide waste bins at many of our playgrounds and will look to increase our provision. The City of Canada Bay Litter Strategy identifies a number of initiatives to reduce litter and increase community pride. New standardised bin infrastructure across the city for park bins has been identified as one of these initiatives (funding dependent).



13 Future upgrades schedule

In the 2007 Let's Play Strategy we included a ten year schedule of works. Our playgrounds were listed in a table and given an upgrade priority ranking and an indicative year for renewal.

As time progressed our strategic schedule of works became less aligned with actual on-ground priorities. In some cases this resulted in a need for budgets to be spent on different facilities than those identified in the strategy. The needs of our community are constantly evolving and a variety of factors can influence and rearrange priorities.

With the above in mind, we will take a different approach in this strategy. This revision, Let's All Play, does not include a ten year schedule of works. The order in which play facilities will be upgraded will be decided annually as part of the budget review process. The following factors will be taken into consideration:

- The outcomes of our quarterly playground audits
- Safety and risk management
- Constructing play facilities in areas where a need is indicated but no facilities exist
- External funding opportunities and project specific funds
- Changing demographics and changing needs
- Playground lifecycles
- Ongoing community feedback
- Budget.

Safety audits, community consultation and budget provisions will guide future playground upgrades and renewals.



Appendix 1 – Priorities for project briefs

This is a guide for staff (and for external playground designers) to ensure future play spaces and upgrades are undertaken in accordance with our priorities.

Prior to preparing a project brief:

- Staff will undertake site visits to identify unique features of the site to ensure they are celebrated as part of the design. Considerations will include:
 - ▶ What is here now?
 - ▶ What is close by?
 - ▶ What is special?
 - ▶ What is missing?
 - ▶ How can I get there, play and stay?
- Staff will review historic aerial photos and contaminated land information relating to the site (this may result in requesting contingency rates in contractor proposals)
- Demographics and population forecasts will be considered and will influence the project brief
- Unexpected finds protocols will be requested from playground providers
- Staff may request details regarding site security during works.

Project briefs and playground designs should give consideration to:

- Integrating unique geographic features into design such as:
 - ▶ Maximising the relationship between playground settings and distance views
 - ▶ Establishing visual links to surrounding features.
- Developing site specific themes for playgrounds such as:
 - ▶ Themes relating to natural environment
 - ▶ Themes relating to historic or cultural events/personalities
 - ▶ Themes relating to previous land uses.
- Incorporating natural landforms in the design such as:
 - ▶ Mounds
 - ▶ Drainage channels
 - ▶ Rock outcrops.
- Incorporating opportunities for creative/ exploratory play and collaborative elements and interactive elements

- Establishing links to adjacent open space to provide:
 - ▶ Areas for informal ball games
 - ▶ Running around.
- Design should incorporate Crime Prevention through Environmental Design principles
- Provide facilities for parents/carers
 - ▶ Shade
 - ▶ Seating (consider picnic table plus shelter).
- Including artwork into the design:
 - ▶ To reflect the uniqueness of the site (theme)
 - ▶ To contribute to creative/ explorative play (e.g. huggable sculptures, sound sculptures, etc.).
- Site plantings:
 - ▶ To provide shade for carers and in the area of play activity
 - ▶ To shape and define spaces
 - ▶ With consideration of scent, texture and colour
 - ▶ To attract birds and wildlife
 - ▶ With reference to relevant master plans.
- Supporting amenities such as drinking fountains, bins and seating:
 - ▶ Provide linkages between activities and amenities (these are both physical – pathways and conceptual linkages i.e. a logical connection).

Playground providers wishing to submit proposals are expected to undertake site visits.

We will judge proposals against predetermined criteria that include:

- How closely the proposal aligns with the brief
- Inclusive design considerations/ alignment with the Everyone Can Play Guideline
- Compliance with Australian standards
- Relationship to existing site
- Play opportunities for different ages/abilities, plus intergeneration play opportunities
- Value for money
- Wow factor
- Materials
- Ability to meet required timeframes.

Appendix 2 Community Engagement Outcomes Report (February 2019)

Provided as a separate document.

Appendix 3 Mayoral Youth Forum Report (August 2019)

Provided as a separate document.

