Children's PLAY Plan

5 Year Review and Update

City of Ryde
Adopted - June 2019

AECOM

City of Ryde
Lifestyle and opportunity @ your doorstep

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Quality Information

Children's Play Plan - 5 Year Review and Update

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Prepared for CITY OF RYDE

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Executive Summary

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

This 5 Year Review and Update (Play Plan Update) was recommended in the 2012 Play Plan to ensure the priorities of the City and community are reviewed at appropriate intervals into the future to ensure recommendations adapt as the needs of the community change. This Play Plan Update focuses on two particular changes in community needs and expectations; the release of the Everyone Can Play (ECP) Guideline by the NSW Government, and the need to address the rapid increase in high density living in the City.

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

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

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

Currently, there are 97 playgrounds within 89 parks scattered across Ryde comprising 23 destination playgrounds and 74 everyday playgrounds. For safety reasons, in 2012, the City closed 11 playgrounds either entirely or partially as the existing play equipment was deemed non-compliant with Australian Standards by an independent report (PlayFix).

Project process

The 2012 Play Plan involved a strategic analysis of demographic profile and distribution, play theory, the development of the Design Framework, multiple consultation sessions with children and adults, an audit of all existing play facilities with the City and a review of the City's annual playground capital works and maintenance budgets.

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

The strategy streams are:

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

As part of the Play Plan Update, all relevant demographic and distribution information was re-analysed, particularly in relation to the location of increased population density. The Design Framework was amended to ensure alignment with the ECP Guideline. All regional and district playgrounds were then evaluated against the Everyone Can Play Guideline to determine compliance and recommendations were developed to improve distribution to both everyday play and inclusive destination play across the City.

Recommendations

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

- **Safety** (condition of playground and equipment)
- **Distribution** (walkability and equitable spread)
- **Inclusive** (for all ages, abilities and cultures)
- **Site suitability** (site opportunities and constraints)
- **Cost efficiencies** (reuse, rationalising, improving maintainability)

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

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

Strategic Framework

The Strategic Framework offers overall recommendations for play provision, taking the five strategy streams into consideration. General recommendations include;

providing for inclusive play, interaction with the natural environment, and the incorporation of unique play opportunities in the design of destination playgrounds.

Recommendations on developing sustainable playgrounds include; providing opportunities for social interaction and community building, creatively incorporating environmental education into playgrounds; and ways to deliver playgrounds in high density areas in collaboration with other public and private organisations to ensure community needs are being met where current availability of open space is low.

Design Framework

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

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

The Design Framework defines a set of design principles for each playground type / level. It provides a benchmark to assess existing playgrounds and a guide for the design of future playgrounds. All playground levels have been amended to align with the ECP Guideline and ensure all new playgrounds are as inclusively designed as possible.

Playground Matrix

The Playground Matrix provides specific recommendations for each playground against one of the following actions:

- Playgrounds to be retained until the end of their current economic life, then removed.
- Playgrounds to be replaced
- Playgrounds that require major adjustments
- Playgrounds that require minor adjustments (including alignment with the ECP Guideline)
- No changes required

The rationale for the above actions has been made considering the walkability catchment, the distribution in relation to the population profile, the appropriate and even distribution of playground levels across the City, and the opportunities and constraints of each playground site. Where multiple playgrounds were closely located, the playground that offered a preferred location, better surveillance opportunities, access, existing features, and facilities has been prioritised for replacement or adjustment.

A key task of the Play Plan was to achieve an equitable distribution of playground levels across the City, that would meet the needs of everyday and destination play for all residents. The aim of the Play Plan Update is to ensure opportunities for inclusive play were considered and an equitable distribution achieved across the City.

Tables 1 and 2 summarise the existing and recommended distribution of playgrounds, respectively.

Implementation

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

- City of Ryde commitment
- Consultation
- Strategic planning
- Design and construct
- Budget and funding

The implementation strategies put forward key actions such as reviewing and amending the City's strategic planning documents; involving the community in the detailed design of site specific playgrounds; and the investigation of alternative funding arrangements to improve cost efficiencies of asset management.
The monitoring of the implementation plan is considered beneficial, and ways in which to assess the success of the Play Plan are outlined, promoting appropriate review

and revision, flexibility to complement developing best practice thinking and an evolving community.

Table 1.   Existing 2019 playground summary

Playground type	Quantity	Playground level	Quantity
Destination	23	Regional	5
		District	18
Everyday	74	Neighbourhood	30
		Local	44
TOTAL	97		97

Table 2.   Recommended playground summary

Playground type	Quantity	Playground level	Quantity
Destination (Inclusive)	23	Regional	5
		District	18
Everyday	76	Neighbourhood	31
		Local	45
TOTAL	99		99

Notes for Tables 1 and 2:

- Blenheim Park contains 3 separate playgrounds however is considered as a single Destination/ Regional Playground
- Three brand new Everyday Playgrounds are proposed in areas where there is a gap in distribution. These are; Helene Park (Local), Ivanhoe Park (Neighbourhood) and Kings Park (Neighbourhood)

Project Aim

To ensure the provision of safe, accessible, sustainable, cost efficient and high quality playgrounds for all residents within the City of Ryde

Play Vision

"Supporting and nurturing child friendly communities through play"

Strategic Analysis

Population Profile and Distribution

Theory
Research and Design Framework

Community Consultation
Children   Adults

Audits

Cost Data

Key Findings

Safety   Accessibility   Play Value   Sustainability

Strategy Streams

Safe play for all

Convenient everyday play

Exciting and challenging destination play

Play is valued as a child's right

Sustainable play for the future

Recommendations

Priorities

Safety	Distribution	Site Suitability	Cost Efficiencies	Inclusion

Strategic Framework   **Design Framework**   **Playground Matrix**

Implementation

Deliver   Monitor

Figure 1.   Summary of the Children's Play Plan development process.

5 YEAR REVIEW AND UPDATE

Inclusion has been added to the priorities to align with the Everyone Can Play guideline.

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City of Ryde

Introduction

1

1.1　Introduction

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

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

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

- Playgrounds earmarked for removal at the end of their economic life
- New playgrounds (expansion)
- Playground replacement
- Major refurbishments
- Minor adjustments

The Play Plan aims to ensure the provision of safe, accessible and sustainable, high quality playgrounds that improve play value in line with international trends, research and the needs of children, young people and their carers. The recommendations of the Play Plan will assist the City with future budget planning and programming for playground improvements, replacements and maintenance, while remaining sensitive to population growth and the potential changes to the needs of the community.

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

Although playgrounds should be designed for all ages, it is important to understand that play experience and value varies greatly depending on the age group involved. In developing a successful Play Plan, it is critical to understand the needs and wants of the four key age groups, namely:

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

1.1.1　Scope of the Play Plan

The Play Plan (including the 2019 Play Plan Update) includes:

- A full audit of all existing play facilities in the City's public spaces (2012)
- A review of all regional and district level playgrounds against the ECP Guideline
- A review of PlayFix audits to determine required safety actions
- A hierarchy of playgrounds assessed against specific criteria
- Actions recommended to progressively retrofit play facilities in line with the proposed park hierarchy, setting types, proximity to high density living, and compliance with the ECP Guideline
- A framework, inventory and notional design for each level of the playground hierarchy that address all age ranges, abilities and cultural backgrounds (aligning directly with key principles of the ECP Guideline)
- Priorities for each playground to inform future funding required to implement the Play Plan

- An indication of annual capital and maintenance budgets required to implement the Play Plan and maintain playgrounds to required standards in a sustainable manner
- Community consultation of adults and children to inform the priorities and values of the Play Plan (2012).

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

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

1.1.2 Play and the City of Ryde

The City supports the provision of play for the community in its IOSP. A Statement of Commitment for the future of the City's open spaces was prepared that envisages a future that meets the community's needs for access to open space, recreation opportunity, social integration and connection with nature:

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

This Play Plan was originally guided by the following planning documents;

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

City of Ryde 2028 Community Strategic Plan

The 2021 Community Strategic Plan was replaced by the 2028 Community Strategic Plan in March 2018. The Community Strategic Plan defines an overall vision, seven key outcomes and captures priorities to ensure the community's aspirations are met over the next 10 years. The Strategy aligns with broader goals and objectives set by the Greater Sydney Commission's Greater Sydney Region Plan and more specifically the draft North District Plan. The Strategy presents a broad range of implementable actions by which the City can monitor success in addressing social and community needs.

The Play Plan contributes to achieving the key objectives under each of the seven key outcomes of:

- Our vibrant and liveable city
- Our active and healthy city
- Our natural and sustainable city
- Our smart and innovative city
- Our connected and accessible city
- Our diverse and inclusive city
- Our open and progressive city

City of Ryde Integrated Open Space Plan 2012

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

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

Play Types:

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

1.1.3 The value of play

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

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

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

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

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

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

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

This Play Plan is underpinned by some key understandings:

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

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

- Children's own culture is created and lived through their play

- Play is not just focused on young children. Young people and the young at heart also benefit from playspaces. So inclusive design needs to consider more than the needs of young children and ensure people of all ages have places to be active and have fun.

Ryde Community Strategic Plan 2028

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

Ryde Community Strategic Plan 2028

7 City Outcomes

Integrated Open Space Plan

| Walking Cycling and Way finding Plan | Acquisition Consolidation and Rationalisation Plan | Open Space Planning and Design Guidelines | Sportsground Allocation and Management B.V.R | Children's Play Implementation Plan | Landscape Character and Visual Management Plan | Public Art Plan |

| Acquisition Consolidation and Rationalisation Plan | Update Generic Plans of Management | Update Service Level Agreements |

Site Specific Master Plans and Plans of Management

Figure 2.   Context of the Play Plan in the City's Strategic Plan

1.1.4 Existing park hierarchy

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

For the purpose of this study, playground hierarchy is informed by the open space hierarchy it sits within which include:

- Regional Parks
- District Parks
- Neighbourhood Parks
- Local Parks

Legend:

- ● Regional
- ● District
- ● Neighbourhood
- ● Local
- ● Playgrounds within 200m of Ryde LGA boundary
- ▨ High density areas

0   0.5   1   2 km
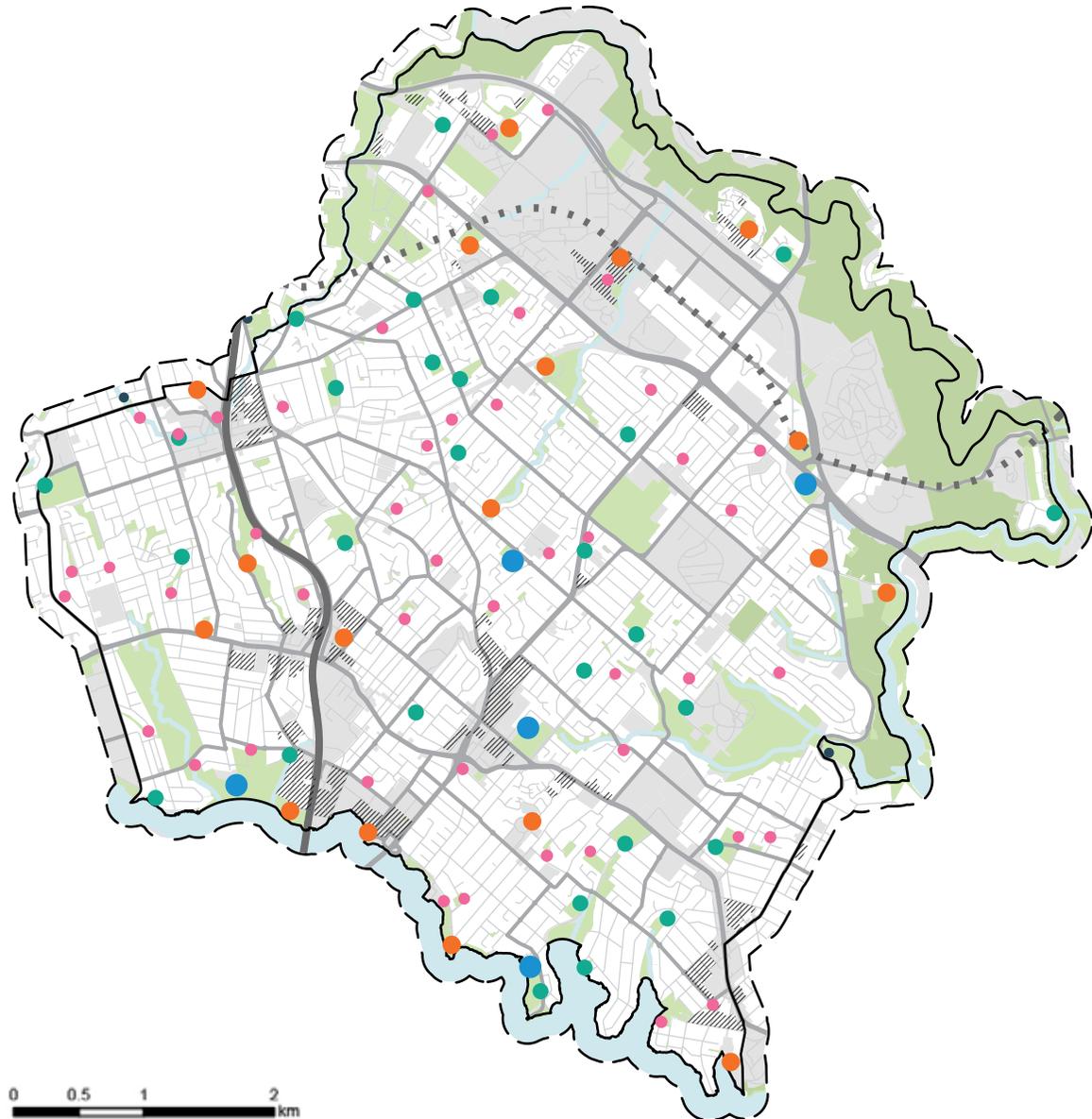
Figure 3.   Existing park and playground hierarchy

1.1.5 Playground hierarchy

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

Destination playgrounds:

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

Everyday playgrounds:

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

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

Level 1
Regional

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

Level 2
District

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

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Level 3
Neighbourhood

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

Level 4
Local

- Everyday playground
- Park size is min. 0.2ha up to 0.5ha
- Max 400m/10 mins walking (200m in high density areas)
- No parking
- Small adjacent kickabout space
- No organised sport
- Paths only to seats/play
- No picnic facilities

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

Vision and Objectives

2

2.1 Vision

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

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

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

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

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

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

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

The following Play Vision has been adopted by the City:

"Supporting and nurturing child and family friendly communities through play".

– City of Ryde: Play Vision

2.2 Objectives

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

- Safety
- Accessibility
- Play Value
- Sustainability.

Safety

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

Accessibility

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

Sustainability

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

Play Value

- Play for play's sake provides playgrounds for fun and enjoyment
- Provide structured and unstructured play opportunities
- Play is enriched by skilled professionals
- Play should promote development through graduated challenge

Figure 5.   Objectives supporting the Play Plan Vision

Analysis

3

3.1 Process

3.1.1 Project process

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

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

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

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

- Safety
- Accessibility
- Play Value
- Sustainability

The comparison and consistency across the key findings led to the development of the strategy streams. From there, strategic recommendations, design criteria and playground specific actions were determined.
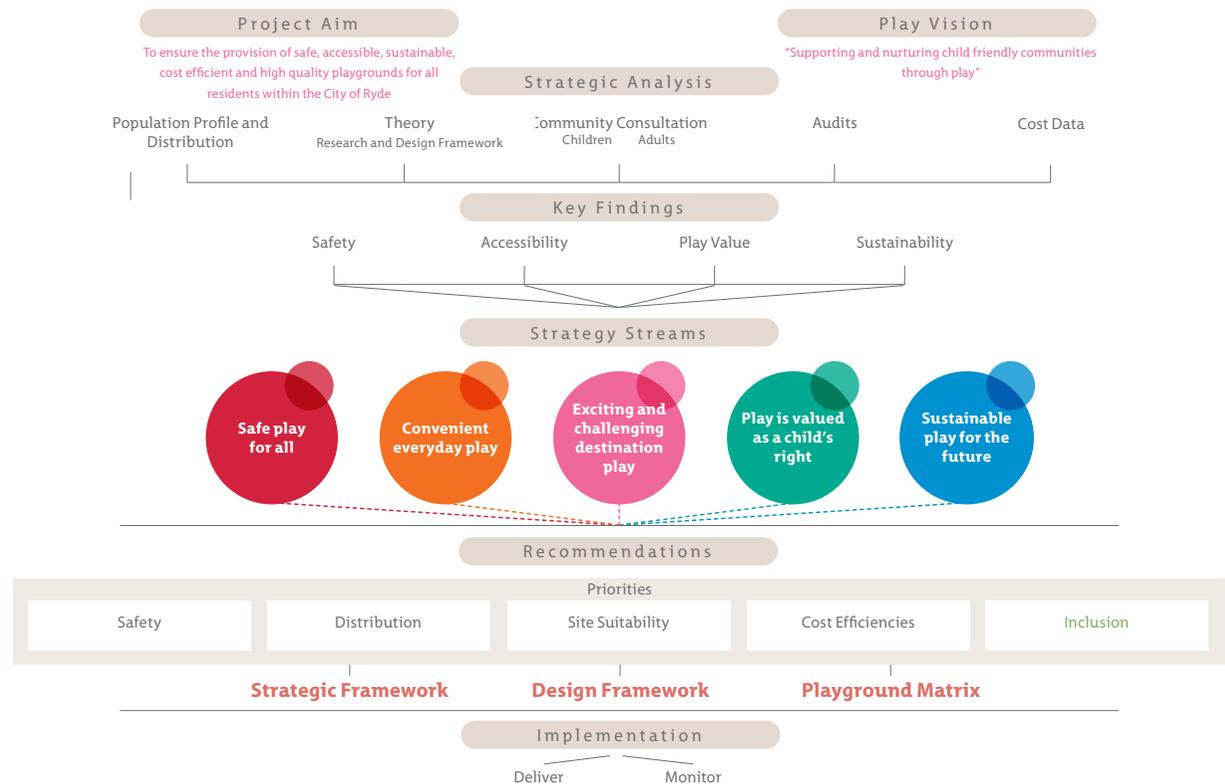
Figure 6.   Summary of the Implementation Plan development process.

3.2 Strategic analysis

3.2.1 Investigations

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

3.2.1.1 Population profile and distribution

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

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

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

- Open space, natural character, population and urban structure mapping from the IOSP
- 2016 Census data from Atlas ID
- GIS Playground location and hierarchy distribution mapping.

3.2.1.2 Play and design theory

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

The context of the Play Plan in the City's current strategic planning framework, and the influence of the IOSP completed in 2012 is also important in addressing the importance of play to both the City and the community.

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

Key source documents included:

- The City of Ryde 2028 Community Strategic Plan
- The City of Ryde Integrated Open Space Plan (2012)
- Design for Play: A guide to creating successful play spaces - Department for Culture, Media and Sport and Department for Children, Schools and Families, Play England
- Built 4 Kids: A good practice guide to creating child-friendly built environments - NSW Commission for children and young people
- Everyone Can Play (ECP) Guideline: NSW Government document outlining best practice for the design and delivery of playgrounds for people of all ages, abilities and backgrounds.

3.2.1.3 Community consultation

The purpose of conducting the community consultation sessions was to:

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

The following consultation sessions were undertaken during the analysis and framework development (2012):

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

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

During two sessions, one Saturday and one mid-week, adult members of the community were encouraged to discuss what attracts and hinders them from using playgrounds and what kinds of playgrounds were most visited and enjoyed. Participants were given the

opportunity to complete a survey which was also made available online on the City's website. This survey provided a valuable insight into the priorities of the Ryde community and how they may be best addressed in the Play Plan.

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

Through the Play Plan update process, consultation has occurred through the Project Control Group (PCG) which included community group representatives, playground design professionals and Council members. The Play Plan update will then be released for public exhibition before being finalised.

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A summary of the Everyone Can Play Guideline alignment evaluations has been included.

3.2.1.4 On-site playground audits

The purpose of conducting a rigorous on-site assessment of all playgrounds within the City in 2012 was to determine the current level of provision. From this process we gained valuable statistical data for trend identification, from which opportunities for improvement were identified.

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

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

As part of the Play Plan update, all Regional and District level playgrounds were assessed against the ECP Guideline to determine their level of compliance and to inform the recommendations and improve how inclusive these Destination playgrounds are.

3.2.1.5 Budget data

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

- The capital works budget
- Maintenance budget
- Playfix report

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

To align with the City's available annual budgets, playground recommendations have been assigned a priority of actions to 'roll out' the capital works program over 10 years. The priority of actions are classified as:

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

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

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

3.2.2 Analysis findings

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

3.2.2.1 Population profile and distribution

The City is undergoing population growth. The estimated population forecast for Ryde in 2019 is 131,911 which indicated a 21% increase from 2011.

Cultural diversity

The City has a high proportion of overseas born (46.9%) and non-English speaking residents (8.5%) when compared to Greater Sydney percentages, 36.7% and 6.5% respectively. This has implications for the provision of playgrounds in the City of Ryde. The diverse cultural groups use the public domain in a variety of ways that need to be considered when planning for the provision of appropriately located playgrounds.

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

Household structure

In 2016 the dominant household type in the City was couple families with dependents, which accounted for 34.5% of all households which compared similarly with the overall Sydney region.

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

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

Low income

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

Young people

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

Population Statistics:

- Proportion of the population born overseas (46.9%) is significantly higher than the Sydney region (36.7%)

- Proportion of those 0-17 years old (19.1%) is lower than the overall Sydney region (22.1%). The dominate age group is parents and home builders (35-49 years) at 21%

- Proportion of 85+ years (2.6%) is higher than Sydney region (2%)

- Population growth is forecast at an average annual change of 1.59% over the next 20 years

- 46.9% of the population was born overseas, compared with 36.7% for the Sydney Statistical Division

- 29.2% of households earn a high income, and 15.5% are low income households

- The dominant non-English speaking country of birth was China, where 12.5% of the population were born; other predominant cultural communities present are Indian, South Korean and Filipino

3.2.3 Inclusive Playspace Guidelines

In 2018 the NSW Department of Planning and Environment released the Everyone Can Play Guideline. This document provides best practice recommendations for all playgrounds in metropolitan and regional areas throughout NSW.

The aim of the Everyone Can Play Guideline is to ensure as many people as possible, despite their age, ability or cultural background, feel invited and challenged by playgrounds in their community. It moves beyond the traditional notion of an All Abilities playground, which is largely focused on accessibility compliance and catering specifically for children and adults with disabilities.

The Guideline was informed by the process of Universal Design, the "design of products and environments to be useable by all people, to the greatest extent possible, without the need for adaptation and specialised design". Ron Mace, 1997.

Figure 39-40 provides key extracts from the Guideline, the overarching Framework (Figure 39), and the Design Principles (Figure 40). The Framework assists in understanding what makes a playground inclusive and looks beyond the boundaries of the playground to consider supporting amenities and key network connections.

When determining whether a playground is inclusive, it is important to consider:

- Can I Get There?
- Can I Play?
- Can I Stay?

The Design Principles (Figure 43), adapted from the goals and principles of Universal Design, were also developed to clearly communicate the intent of inclusive playground design in greater detail than previously explored.

The Guideline should be used to inform the playground design brief, concept design and detailed design to ensure inclusive play opportunities are maximised at all levels/types of playgrounds. A set of Best Practice Design Recommendations are also provided in the guideline document "to inspire innovation, challenge existing processes and trigger designers to create inviting playspaces with inclusion top of mind".

For existing playspaces, there is an Evaluation Checklist which can be used to review the current level of inclusive play provision an existing playground provides. This checklist can then be used to determine whether improvements to that particular playground are necessary.

"Play is for everyone. Our playspaces should be too."

- NSW Everyone Can Play Guideline, 2019

5 YEAR REVIEW AND UPDATE

A summary of the Everyone Can Play Guideline key messages and actions has been included.

Can I Get There?

A considered location and layout, adequate signage and wayfinding and accessibility will ensure everyone can find their way to, in and around the playspace.

Can I Play?

The play experience as a whole, including the equipment and surfacing, should enable everyone to experience a variety of challenging and engaging play opportunities in a way that suits them.

Can I Stay?

Sufficient consideration of safety, amenities and the wider environment and landscape will ensure everyone can stay at the playspace for as long as they would like.

Figure 7.   Framework from the Everyone Can Play Guideline, NSW Department of Planning and Environment, 2019.

Design Principles

These six guiding design principles address the intent of inclusive playspace design in greater detail. Established through a review of current theory and research into playground and universal design, the principles are an important reference for inclusive playspace design.

The design principles extend the focus beyond accessibility to include opportunities for play and social interaction for people of all ages, abilities and cultures.

Find

Communicate the purpose and location of play elements, facilities and amenities.

Fit

Provide a range of play opportunities for people of all abilities and sizes.

Choose

Enable exciting individual experiences and social interaction.

Join In

Create opportunities for everyone to connect.

Thrive

Challenge and involve people of all capabilities.

Belong

Create a place that is welcoming and comfortable.

Figure 8.   Design Principles from the Everyone Can Play Guideline, NSW Department of Planning and Environment, 2019.

City of Ryde

Analysis findings

Existing playgrounds: walkability catchments

Figure 9 shows the current level (as defined by the 2013 play plan) of existing playgrounds within the City. The 400m walkability catchment of each playground is shown in the figure, which shows that not all residents of the City live within the 400m walkability catchment of a playground within low and medium density areas and a 200m walkability catchment of a playground within high density areas. This walkability catchment factors in barriers such as roads and rail to create an accurate picture of walkable accessibility to playgrounds in the City.

Regional

District

Neighbourhood

Local

Playground within 200m of Ryde LGA Boundary

Current and anticipated high density areas

Playground Provision within a 400m walking distance (200m in high density areas)

none   Low   Med   High

0   0.5   1   2
km
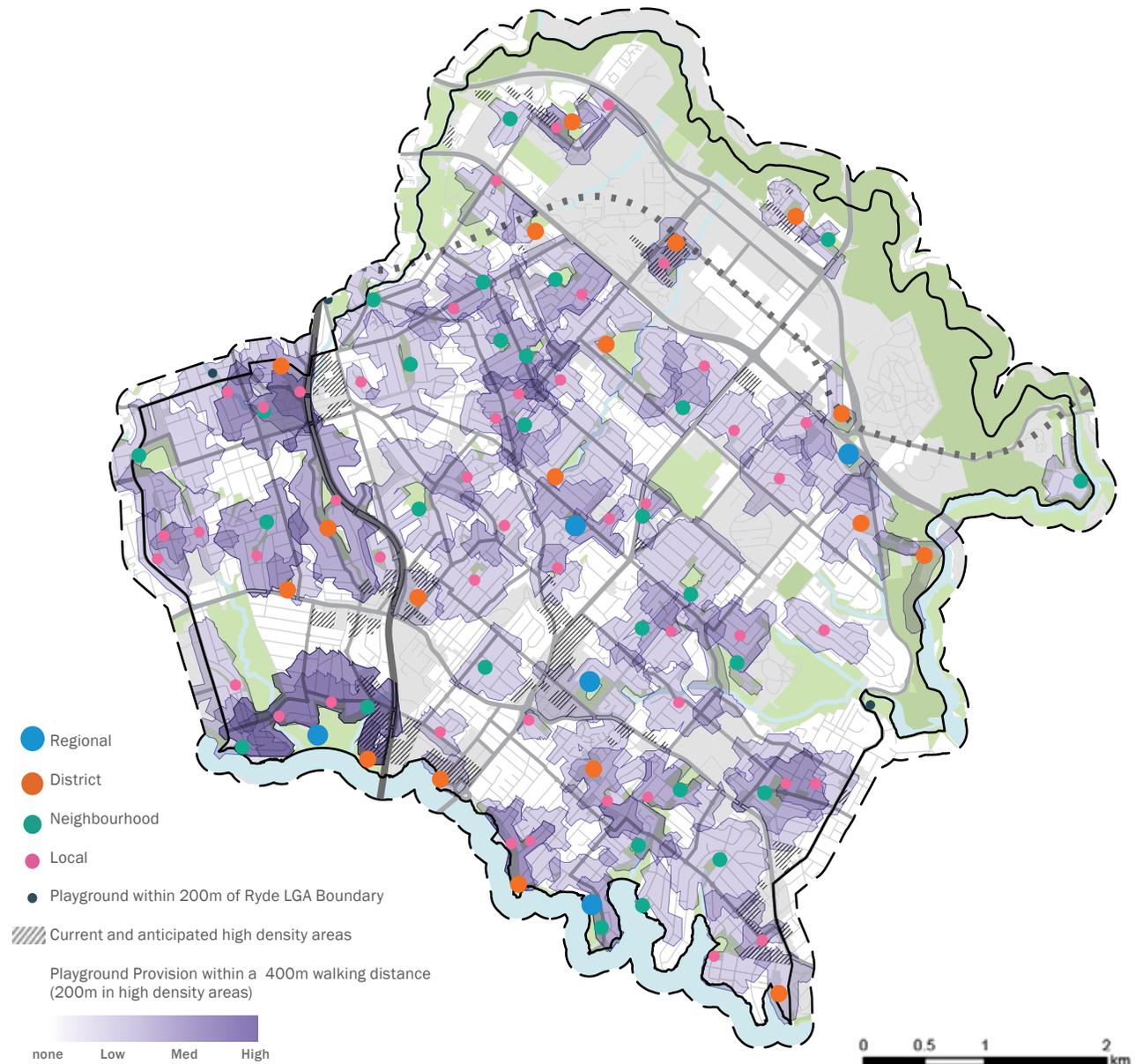
Figure 9.   Location of existing playgrounds with 400m walkability catchments

Analysis findings

Existing playgrounds: playground level distribution

Figure 10, Figure 11, Figure 12 and Figure 13 show the distribution of playgrounds throughout the City sorted by level. A high concentration of Regional playgrounds is noted in the south-east of the City. District playgrounds are evenly spaced, as are Neighbourhood playgrounds. Local playgrounds are reasonably evenly spread, with small clusters appearing in the mid-north and west areas of the City.
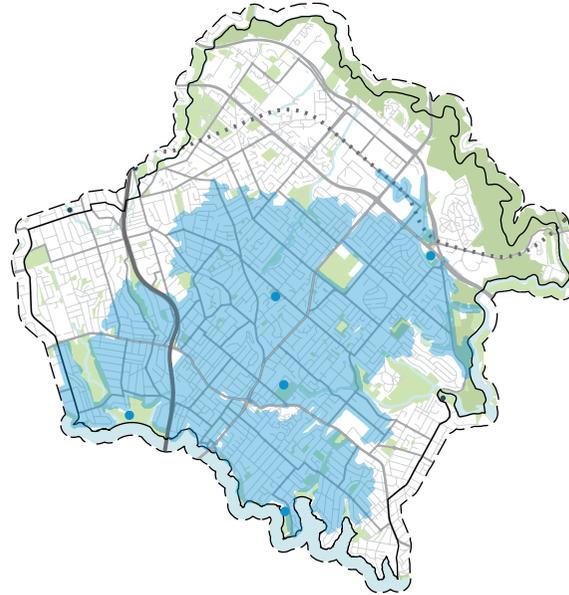
Figure 10. Existing Regional playground distribution (2km walkability catchment)
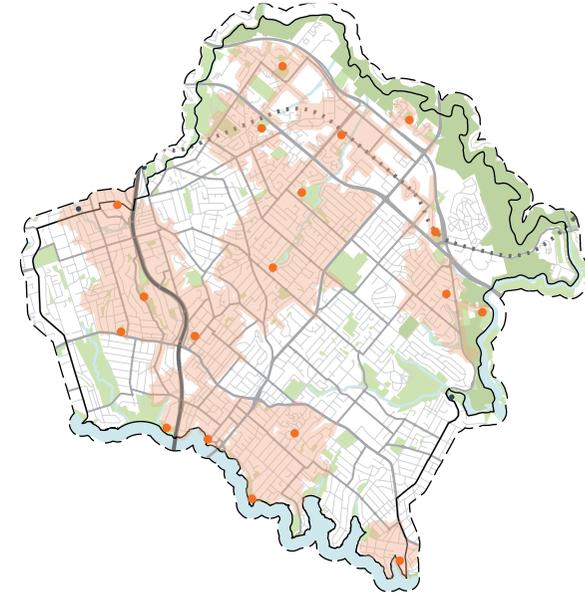
Figure 11. Existing District playground distribution (1km walkability catchment)
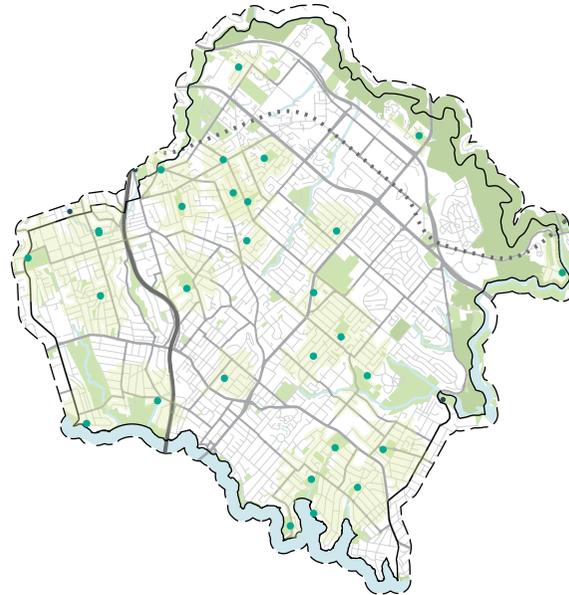
Figure 12. Existing Neighbourhood playground distribution (600m walkability catchment)
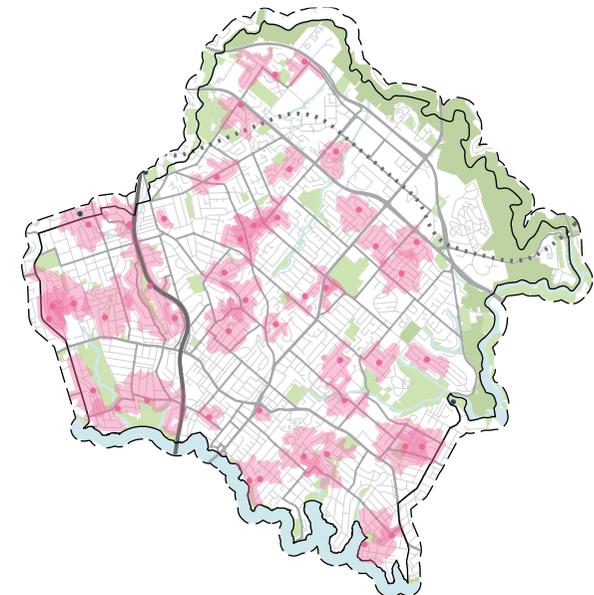
Figure 13. Existing Local playground distribution (200m in high density areas & 400m in low density areas walkability catchment)

City of Ryde

Opportunity mapping

Figure 14 shows opportunity mapping, with information adapted from the IOSP. It shows a concentration of local parks in the central northern area of the City, with a number of gaps in open space distribution in the south west and north east. The City is bounded on two sides by the Lane Cove River National Park and Parramatta Rivers, which provides opportunities for interaction with natural communities within the landscape. Steep topography associated with drainage corridors precludes the placement of playgrounds within these reserves.

Concentration of local parks and small reserves

Local open space gap in distribution

Major town / commercial / employment centres

Not well serviced by cycle / bus routes, well serviced by walking tracks

Drainage line with associated open space

Limited access to open space (major road barriers, steep topography, etc). From IOSP (Clouston Associates, 2012)

Lane Cove National Park (natural interaction opportunity)

Lane Cove River / Parramatta River (natural interaction opportunity)

Existing playgrounds

Above Ground Rail

Below Ground Rail

Main roads

0   0.5   1   2 km

Figure 14. Open space opportunity mapping

Demographic opportunity

Figure 15 illustrates the demographic distribution across the City. A high concentration of young people around the western and south western edges suggest opportunities for young people focused playgrounds should be investigated in these areas. Lower income concentrations scattered throughout the City suggest a reliance on public transport and therefore the importance of walkability and easy access to play opportunities in these areas. The cultural diversity distribution should be noted and facilities planned to cater for large group gatherings (analysis research findings) that encourage social interaction.

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

0   0.5   1   2
km
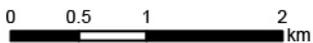
Figure 15. Demographic opportunity mapping

City of Ryde

3.2.2.2   Play and design theory

Children's right to play

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

Article 31 states:

- States Parties recognise the right of the child to rest and leisure, to engage in play and recreational activities appropriate to the age of the child and to participate freely in cultural life and the arts.

- States Parties shall respect and promote the right of the child to participate fully in cultural and artistic life and shall encourage the provision of appropriate and equal opportunities for cultural, artistic, recreational and leisure activity.

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

Play can be divided into two types of provision:

- Permanent play

- Play programs

Permanent play provision

- Playgrounds (hierarchies) in parks

- Unique playgrounds/destination play facilities

- Playable spaces

- Spaces for young people

- Shared school play areas

- Activities not based on equipment

- Hybrid play areas

- Bike parks

Play programs

- Play streets

- Play buses

- Play groups in parks

- Play rangers

- Play days

- Community play programs

- Youth programs

- Play pods

- Environmental play/discovery

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

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

- Play provision is to provide outdoor play areas and/or programs that promote the idea of children and young people having fun, and enjoying themselves as the primary outcome of playing

- Play is essential to the healthy development of all children and young people: irrespective of age, background, ability or gender

- Children and young people all enjoy a social setting for play experiences: between children, and between children and adults

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

- Community consultation response

- Children and young people need as many opportunities as possible to interact with natural systems, be that plants, animals or materials

- Children and young people have the right to use and enjoy public spaces, and should be able to do so safely.

- Skillful adult support can enrich children's play, and extend and broaden the offer of play across the local government area. Skilled professionals know just how to extend the play repertoire of a child, without compromising safety.

- Involve children and young people in the planning and organisation of their play activities. They need to express their views, and for that process to be authentic.

- Play provision needs to be allocated according to carefully costed budgets and programs, which are monitored over time, and regularly reviewed and updated as work takes place.

- Children are particularly sensitive to quality play provision and the ongoing maintenance of playground equipment. Demonstrate the City's commitment to the provision of quality playgrounds and the social benefits they offer through a balanced approach to either maintain or develop playgrounds to ensure optimal play provision.

3.2.2.3   Community consultation

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

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

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

They want an engaging environment for social interaction, and some requested equipment that facilitated social interaction. High school students appear to be seeking a safe, peaceful and pleasant environment and are more demanding about park amenities, cleanliness and maintenance.

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

Figure 16.   Community consultation at Eastwood Public School

Community Consultation Results: Everyday playgrounds

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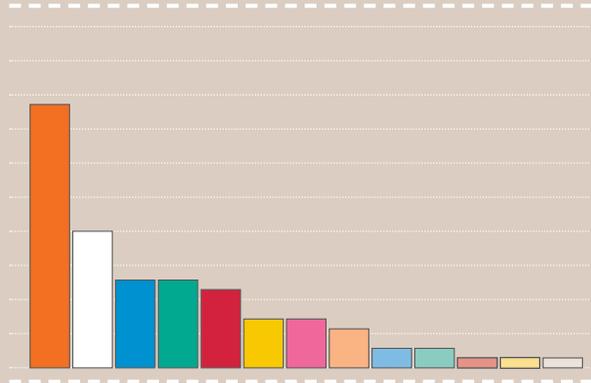
- 77.1% close to home
- 40% easy to access
- 25.7% convenient
- 25.7% diversity of play experience
- 22.9% other
- 14.3% attractive and beautiful
- 14.3% bike and scooter paths
- 11.4% swings
- 5.7% challenging and adventure play
- 5.7% safe and defensible
- 2.9% nature play and experience nature
- 2.9%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

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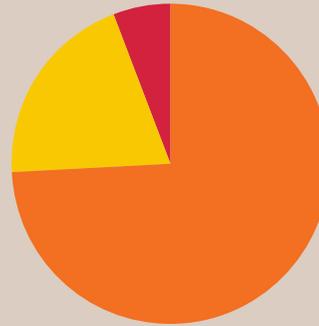
- 74.3% walk
- 20% drive
- 5.7% bike

Bar Graph*

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

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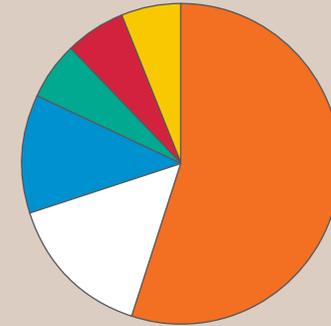
- 55% my children
- 15% my partner and children
- 12% my children and other children
- 6% extended family
- 6% my partner
- 6% partner
- 0% other, friends, grandparents, siblings, alone

Pie Chart

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

Community Consultation Results: Destination 'favourite' playgrounds

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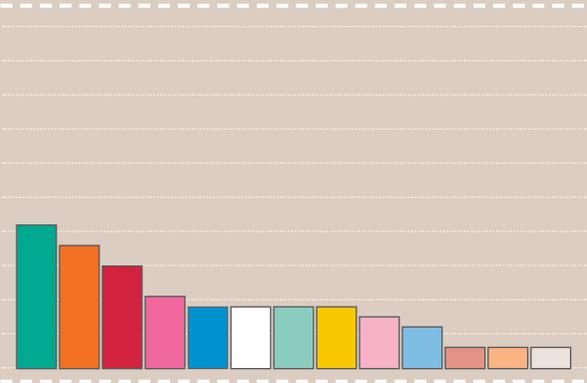
- 41.2% diversity of play
- 35.3% close to home
- 29.4% other
- 20.6% bike and scooter paths
- 17.6% convenient
- 17.6% easy to access
- 17.6% safe and defensible
- 17.6% attractive and beautiful
- 14.7% water play options
- 11.8% challenging and adventure play
- 5.9% nature play and experience nature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

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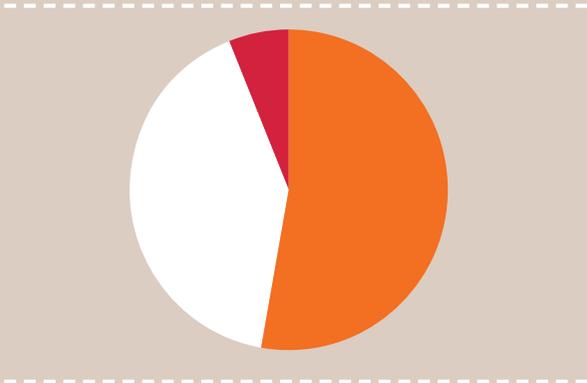
- 52.9% car
- 41.2% walk
- 5.9% bike
- 0% bus, train, ferry

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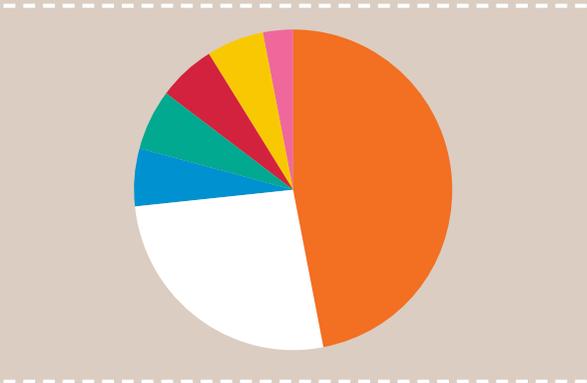
- 47.1% my children
- 26.4% my partner and children
- 5.9% my children and other children
- 5.9% friends
- 5.9% my partner
- 5.9% other
- 2.9% extended family
- 0% grandparents, siblings, alone

3.2.2.4 On-site playground audits

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

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

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

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

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

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

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

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

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

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

Playgrounds coming to the end of their economic life

Multiple playgrounds within the City are nearing the end of their economic life. Previously, these playgrounds may have been proposed for closure to re-allocate funding to nearby playgrounds and more efficiently manage ongoing maintenance issues. However, it is important to acknowledge the important role these playgrounds play, particularly to the neighbouring residences. A holistic analysis of the importance of the playgrounds vs. their ongoing maintenance costs has been undertaken and it has been determined by the City to maintain them in their current state until it becomes economically unviable to do so.

It is proposed that the following playgrounds are to be maintained at their current state until the end of their economically useful life:

- Acacia Park
- Booral Reserve
- Cleves Park
- Darvall Park North
- Glen Reserve North
- Trafalgar Reserve
- Westminster Park
- West Denistone Park South

3.3   Key findings

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

Safe Play for All

Safety

Table 3.   Key findings: Safety

Finding		Source
3.1.	Children should be able to play freely in their local area	Play & Design theory
3.2.	Children often feel safer in staffed play provision, and have the choice to come and go as they please	Play & Design theory
3.3.	Maintenance is vital to providing a clean and safe environment in which to play	Community Consultation
3.4.	Fencing is desired where risk is perceived	Community Consultation
3.5.	Parents and carers favour playgrounds that provide good opportunities for surveillance of children playing	Community Consultation
3.6.	'Feels unsafe' is the main thing that stops parents and carers from taking their children to a playground	Community Consultation
3.7.	'Untidy or poorly maintained' is the second main reason why parents or carers don't take their children to a playground	Community Consultation
3.8.	Bark chip as a play surface is susceptible to erosion	2013 On-site Audit
3.9.	There was a direct link between the ability of a playground to be viewed from the road and vandalism	2013 On-site Audit
3.10.	74% of playgrounds demonstrate satisfactory opportunity for parental supervision (available seating and sight lines to play areas)	2013 On-site Audit
3.11.	84% of playgrounds demonstrate satisfactory opportunity for passive surveillance (can be viewed from the road and adjacent properties)	2013 On-site Audit
3.12.	64% of playgrounds demonstrate a satisfactory level of maintenance (audit conducted immediately following inclement weather)	2013 On-site Audit
3.13.	45% of playgrounds demonstrate satisfactory drainage conditions (audit conducted immediately following inclement weather)	2013 On-site Audit
3.14.	14% of playgrounds have no safety surfacing evident under/around the play equipment	2013 On-site Audit

City of Ryde

Convenient everyday play

Accessibility

Table 4.   Key findings: Accessibility

Finding		Source
4.1.	Not all Ryde residents are within the 400m walkability catchment in low and medium density areas or within a 200m walkability catchment in high density areas of existing playgrounds (refer Figure 9)	Population Profile
4.2.	Children 0-4 years – even distribution across the LGA, there is an average lower concentration of 0-4 years north of Epping Road	Population Profile
4.3.	Children 5-11 years – even distribution across the LGA, there are small pockets of lower concentration at town centres and north of Epping Road	Population Profile
4.4.	Children 12- 17 years – even distribution across the LGA, with higher concentration along the Putney foreshore and west of Blaxland Road (Eastwood and Denistone). Lower concentrations in town centres, particularly at West Ryde adjacent to the rail line	Population Profile
4.5.	Low income households – evenly distributed throughout the LGA – higher concentrations at Eastwood and Marsfield	Population Profile
4.6.	A concentration of higher household sizes (2.22-2.89 people per household) occur west of Lane Cove Road	Population Profile
4.7.	Concentrations of smaller household sizes occur at transport hubs and town centres (1.45-2.22 people per household)	Population Profile
4.8.	Concentrations of major residential development south of Victoria Road, at Melrose Park in particular	Population Profile
4.9.	Low population density (0-41 persons per hectare) evenly distributed across LGA with concentrations of medium to high at town centres	Population Profile
4.10.	Children should be able to play freely in their local area	Play & design theory
4.11.	Every child needs play	Play & design theory
4.12.	There is currently a perception of inadequate provision of age appropriate equipment for young people	Community Consultation
4.13.	Playgrounds closest to home and convenient to walk to are most regularly used	Community Consultation
4.14.	Parents and carers preferred playgrounds that considered the adult experience e.g. comfortable seating and coffee/cafe	Community Consultation

Finding		Source
4.15.	Everyday parks require easy walking distance, simple equipment and amenity	Community Consultation
4.16.	Currently, 74.3% of people surveyed walk to their most regularly visited playground and 20% drive	Community Consultation
4.17.	Currently, 41.2% of people surveyed walk to their favourite playground and 52.9% drive	Community Consultation
4.18.	Only 2 respondents selected bicycle to access their most regularly visited or favourite playground and none selected public transport	Community Consultation
4.19.	'Hard to access' was the fourth main reason that stopped parents from taking their children to a playground	Community Consultation
4.20.	Raised timber edges are problematic for accessibility	2013 On-site Audit
4.21.	62% of playgrounds have timber edging surrounding the play equipment, containing the safety surface	2013 On-site Audit
4.22.	66% of playgrounds demonstrated opportunity to improve the footpath access from park entry points	2013 On-site Audit
4.23.	47% of Regional and District playgrounds are fully compliant with ECP Guideline	2018 On-site Audit

Sustainability

Table 5.   Key findings: Sustainability

Finding		Source
Social/Cultural Sustainability		
5.1.	There is a high proportion of City of Ryde residents born overseas (37.61%), higher than the Sydney average (31.74%)	Population Profile
5.2.	The dominant non-English speaking country of birth is China (6.8%). Other cultural communities present are Indian, South Korean and Armenian	Population Profile
5.3.	Concentrations of residents born overseas are located in the north west of the LGA. Parts of Eastwood, Macquarie Park, West Ryde and Ryde have up to 61% of persons born overseas	Population Profile
5.4.	Generally 1-10% of the population are recent arrivals in the LGA, with higher concentrations in Marsfield, Eastwood and West Ryde	Population Profile
5.5.	Couple families with children under 15 made up a high proportion of the City and were evenly distributed throughout the LGA	Population Profile
5.6.	Eastern LGA displays lower concentrations of non-english speaking residents	Population Profile
5.7.	One parent families were located across the City with higher proportions located in centres	Population Profile
5.8.	Annual City of Ryde population growth is forecast at 0.63% over the next 20 years	Population Profile
5.9.	Play is a social experience	Play & Design Theory
5.10.	Play is to reflect cultural values of places	Play & Design Theory
5.11.	Low income areas are a higher risk for play deprivation and a greater provision of playgrounds should be provided in these areas	Play & Design Theory
5.12.	Supporting facilities promote interaction	Community Consultation
5.13.	Parents and carers favoured playgrounds that provided the opportunity to socialise and meet new people	Community Consultation
5.14.	42% of playgrounds have satisfactory levels of opportunity for social activity	2013 On-site Audit
5.15.	25% of playgrounds displayed a satisfactory level of community ownership	2013 On-site Audit
5.16.	16% of playgrounds demonstrate a satisfactory level of heritage integration	2013 On-site Audit

Finding		Source
5.17.	73% of Regional and District Playgrounds have sufficient level of graduated challenge and play diversity for multiple age groups	Play & Design Theory
5.18.	Opportunities for Intergenerational Play leads to a more understanding and resilient community	Play & Design Theory
Economic Sustainability		
5.19.	Efficiency of maintenance, lifecycle, product selection and recycling is key to economic sustainability	Play & Design Theory
5.20.	Economic sustainability recommendations must be based on sound economic principles	Play & Design Theory
5.21.	64% of playgrounds display environmental efficiencies (e.g. energy efficient products)	2013 On-site Audit
5.22.	Budget of $XX million per year total (maintenance and upgrades)	Budget Data
5.23.	16% of budget to be allocated for playground maintenance	Budget Data
5.24.	Current annual budget of $X million (excludes maintenance) allows for 1 Regional (co-funding) or 2 District or 4-5 Neighbourhood or 15 Local	Budget Data
Environmental Sustainability		
5.25.	Contact with nature is essential to children	Play & Design Theory
5.26.	Children want play in a natural setting	Community Consultation
5.27.	49% of playgrounds used recycled products and/or contained recycling bins	2013 On-site Audit
5.28.	Some playgrounds are in creekline corridors on sloped sites with bark mulch which impacts on water quality downstream	2013 On-site Audit

Play is valued as a child's right

Play Value

Table 6.   Key findings: Play Value

Finding	Source
6.1. Children's right to play (UN Charter)	Play & design theory
6.2. Play is a key part of children's development	Play & design theory
6.3. Play is enriched by skilled professionals	Play & design theory
6.4. Engaging children results in better play outcomes	Play & design theory
6.5. All children in Ryde want availability of age appropriate equipment = highest priority are swings, flying fox and climbing nets/walls	Community Consultation
6.6. Primary schools kids want: • Water play • Exploratory environments • Younger – wonder and sand • Older – nature and swinging	Community Consultation
6.7. High school kids want: • More equipment (play and exercise) • Age appropriate playgrounds • Challenge / intense experiences	Community Consultation
6.8. Parents and carers' favourite playgrounds included a unique, special or occasional experience	Community Consultation
6.9. 11% playgrounds have play equipment for young people	2013 On-site Audit

Finding	Source
6.10. 70% of playgrounds have play equipment for toddlers (0-5 years)	2013 On-site Audit
6.11. 89% of playgrounds have equipment for young children	2013 On-site Audit
6.12. 58% of playgrounds have play equipment for older children	2013 On-site Audit
6.13. Containment of play equipment within existing timber edged regular shapes limits landscape integration and opportunities for nature play	2013 On-site Audit
6.14. 64% of playgrounds demonstrate satisfactory swinging experience	2013 On-site Audit
6.15. 77% of playgrounds demonstrate satisfactory slide experience	2013 On-site Audit
6.16. 11% of playgrounds demonstrate satisfactory nature play	2013 On-site Audit
6.17. 14% of playgrounds demonstrate satisfactory informal play experience	2013 On-site Audit
6.18. 73% of playgrounds demonstrate satisfactory balance play	2013 On-site Audit
6.19. 20% of playgrounds display a satisfactory level of flexibility (accommodates a variety of equipment and non-equipment based play)	2013 On-site Audit
6.20. 21% of playgrounds demonstrate satisfactory imaginative play opportunities	2013 On-site Audit
6.21. 19% of playgrounds demonstrate satisfactory originality in design and play opportunity	2013 On-site Audit
6.22. 19% of playgrounds demonstrate a satisfactory level of landscape integration	2013 On-site Audit
6.23. 48% of playgrounds demonstrate satisfactory park integration (location of playground within park)	2013 On-site Audit
6.24. 28% of playgrounds demonstrate satisfactory levels of planting integration	2013 On-site Audit
6.25. 44% of playgrounds are immediately adjacent to recreational facilities	2013 On-site Audit
6.26. 25% of playgrounds demonstrate best practice design standards	2013 On-site Audit

3.4   Strategy Streams

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

- Safety
- Accessibility
- Play value
- Sustainability

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

The five strategy streams are:

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

Safe play for all

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

Convenient everyday play

- Provide easily accessible playgrounds to all residents
- Provide easily accessible playgrounds to residents in high density areas
- Provide simple everyday playgrounds which promote interaction with nature
- Investigate alternative delivery relationships where public open space is not available to increase provision where recommended

Exciting & challenging destination play

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

Play is valued as a child's right

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

Sustainable play for the future

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

Recommendations

4

4.1　Introduction

The recommendations outlined in this chapter provide broad and specific actions for findings presented in Chapter 3. Recommendations are captured under the following headings:

- **Strategic Framework**
  - Strategic recommendations
  - Section 4.2
- **Design Framework**
  - Design-based recommendations
  - Section 4.3
- **Playground Matrix**
  - Playground specific recommendations
  - Section 4.4

The recommendations address both the distribution and design of playgrounds across the City.

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

- Community consultation response

4.1.1　Priorities

The recommendations considered the following priorities:

- **Safety** (condition of playground, play equipment and supporting amenities)
- **Distribution**
  - 200m walkability catchment (high density areas) and ability to meet the needs of the population
  - 400m walkability catchment (low/medium density areas) and ability to meet the needs of the population
  - Equitable distribution across council Wards and Suburbs were possible, in line with the Play Plan Implementation Strategy
- **Site Suitability** (location, slope, drainage, access and surveillance opportunities and constraints)
- **Cost Efficiencies** (using as many existing playground sites as possible, rationalising playgrounds, ensuring the new and upgraded playgrounds are located and designed so that maintenance is cost effective).
- **Inclusive Design** ensuring as many people as possible (children and adults) feel welcome and able to participate

5 YEAR REVIEW AND UPDATE

An analysis of a 200m catchment in high density areas has been undertaken.

4.2 Strategic framework

4.2.1 Strategic framework recommendations

As previously discussed, there are five Strategy Streams covering the key aspects of playground provision. General recommendations and key actions are provided for play provision improvement under each of the strategy streams:

- **Safe play for all**
  - Refer 4.2.1.1 and Table 7
- **Convenient everyday play**
  - Refer 4.2.1.2 and Table 8
- **Exciting and challenging destination play**
  - Refer 4.2.1.3 and Table 9
- **Play valued as a child's right**
  - Refer 4.2.1.4 and Table 10
- **Sustainable play for the future**
  - Refer 4.2.1.5 and Table 11

The recommendations on the following pages apply to all types of playgrounds, everyday and destination.

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

Examples of unique play facilities:

- Supervised adventure playgrounds
- Water play/splash pads
- All abilities playgrounds
- Bespoke play elements
- Electronic play areas
- Parkour play areas
- Skate parks/BMX tracks/other bike tracks
- Unique landscape features
- Storytime/Rhymetime outdoor learning

Opportunities for play collaboration:

- Schools through NSW Open Schools program
- Publicly accessible private developments
- Publicly accessible, privately managed recreation facilities

5 YEAR REVIEW AND UPDATE

Alignment of recommendations with the Everyone Can Play Guideline and increased emphasis on high density living

4.2.1.1 Safe play for all

- Provide inclusive playgrounds and programs to cater for the needs of all children, young people and carers in line with assigned budgets.

- Whenever and wherever possible, ensure that children and young people can use parks, bushland areas, local streets, civic spaces, and public open spaces for free play and informal recreation.

- Regularly inspect play facilities in accordance with Australian Standards. Coordinate and train playground and park maintenance teams so that they are equipped to maintain playgrounds with integrated landscape elements.

- Identify playgrounds that, due to over-provision or key siting flaws, have the potential to be removed at the end of their economic life. Such sites should be located in areas that are already adequately provided for in terms of play or sites that are unsafe for the future provision of play due to surveillance and site constraints.

- Consider upgrading existing playgrounds to mitigate risk of injury, predation and opportunity for vandalism or anti-social behaviour (including bullying).

- Consider upgrading District and Neighbourhood playgrounds which do not currently provide an accessible path connection. Prioritise playgrounds which could be easily upgraded (i.e. suitable topography, infrastructure network connections, easily trafficable play safety surfaces with flush edges).

Table 7. Recommendations: safe play for all

Strategy		Action
7.1.	All users are to feel safe in their local area at all times of day	• Consider public safety at all times of day in the planning and design of playgrounds, including methods of transport to the parks, lighting and surveillance.
7.2.	Site and design playgrounds to ensure passive and active surveillance	• Ensure Safety in Design and CPTED (Crime Prevention Through Environmental Design) principles are considered in the planning and design of playgrounds. Locate playgrounds away from busy roads, while avoiding isolated locations.
7.3.	Parents and carers are to feel confident of children playing on equipment	• Ensure all playground equipment is installed and designed to relevant Australian Standards. Ensure equipment is appropriately sited within the playground.
7.4.	Provide clean playgrounds and supporting facilities	• Ensure appropriate levels of maintenance and cleanliness are achieved through best practice maintenance plans, sufficient budgets and appropriate installation/upgrade/distribution of facilities.
7.5.	Provide young people with easily accessible playgrounds in visible locations	• Ensure playgrounds providing opportunities for youth are easily accessible by public transport, bicycle and walking. Ensure playgrounds are sited with good passive surveillance and preferably near recreational and sporting hubs, schools or town centres.
7.6.	Provide equitable distribution of playgrounds	• Identify appropriate locations for additional playgrounds where gaps have been identified in walkability and hierarchy distribution.
7.7.	Provide appropriate protection from weather (sun, wind, rain etc.)	• Ensure sufficient shade (through structures or tree planting) is provided to play and seating areas. Ensure sufficient protection from wind and rain through structures and windbreak planting.
7.8.	Provide appropriate boundary enclosure	• All inclusive regional playgrounds to be fully fenced. Playgrounds within 30m of a road/hazard require partial formal boundary enclosure. Playgrounds within 30m of a ≥60km/h speed limited road require full formal boundary enclosure.

4.2.1.2   Convenient everyday play

The Play Plan suggests a two-tiered approach to play provision; permanent play and play programs.

Permanent play provision involves the construction of permanent playgrounds and facilities (hard infrastructure), while play programs involve the provision of people and programs which facilitate play (soft infrastructure). The first is always available, and the second is time tabled according to a number of variables such as seasons, days of the week, and time of day.

In regard to permanent play provision, the spatial assessment of the location of the existing playgrounds should at least retain and look for opportunities to maximise the number of residents who are within 400m of a playground by foot in medium to low density areas, and 200m in high density areas.

Figure 9 demonstrates that most of the residential areas are within 400m walkability of a playground.

Re-classification of some playgrounds has been proposed in order to provide an even and strategic provision of play experience to meet the needs of the community. Overall, there was minimal distinction between 'Local' and 'Neighbourhood' playgrounds with playgrounds in the west of the LGA predominantly being 'Neighbourhood' and those in the east 'Local'. Many of these playgrounds have been reclassified in order to ensure that an even distribution of play provision is achieved and that there is not an oversupply particularly of 'Neighbourhood' playgrounds.

Play programs are currently under-utilised in the City: however, there are various opportunities to increase the diversity of everyday play experiences and promote social interaction without the need to construct or adapt permanent play facilities.

Different types of play programs may be employed across the City playgrounds and open spaces and should be considered on a strategic and site specific basis. There is an opportunity to consider several types of permanent and programmed play in order to provide appropriate provision while promoting social interaction and sustainable use of open space.

Utilisation of school playgrounds and semi-private playgrounds in multi-housing developments should also be explored. This is critical in distribution gaps identified where there is no public open space available to utilise for play.

Table 8.   Recommendations: convenient everyday play (Neighbourhood and Local)

Strategy		Action
8.1.	Provide easily accessible playgrounds to all residents	• Ensure all residents are within 400m of an everyday playground in low to medium density areas and 200m in high density areas, by installing additional playgrounds in identified gaps (refer Figure 22).
8.2.	Provide easily accessible playgrounds to residents in high density	• Through planning guidelines and working collaboratively with developers, ensure all new medium to high density developments include appropriate play provision for residents. Critical where there is limited public open space available.
8.3.	Provide everyday playgrounds which promote interaction with nature	• Ensure a good mix of nature play and natural elements are included in the design of all everyday playgrounds, complementing the park and surrounding neighbourhood character (refer Figures 17, 25 and 27) where appropriate.
8.4.	Provide inclusive play opportunities at everyday locations	• Ensure all new or upgraded everyday playgrounds implement the Everyone Can Play Guideline to maximise local access to inclusive play provision for as many people as possible.

4.2.1.3   Exciting and challenging destination play

A unique play experience is best suited to Destination Playgrounds (Regional and District) which allow for sufficient space, budget, and a critical mass of users to ensure maximum play value is being gained from the specially designed facility.

The Design Framework (refer 4.3) proposes the appropriate inclusion of these play types in the varying playground hierarchy levels.

Table 9.   Recommendations: exciting and challenging destination play (District and Regional)

Strategy		Action
9.1.	Provide a diversity of play experience that is unique and special	• Ensure equipment selection is varied in intent and design, integrated into the surrounding landscape and has a unique character (refer Figures 18, 24, 26 and 27). Feature elements such as artwork and sculpture should be considered.
9.2.	Provide all residents with easily accessible destination play	• Ensure all destination playgrounds have easy access to public transport, bicycle paths, and pedestrian paths. In addition, ensure sufficient facilities for people arriving by car are provided adjacent to the playgrounds. Refer to the Design Framework for detailed recommendations.
9.3.	Provide a diversity of play experience and increased access to play opportunity	• Consider play programs through mobile play or pop-up play to enhance the play experience to destination playgrounds, schools and parks. Look to collaborate with commercial recreation providers such as ropes courses to provide unique and challenging play opportunities.
9.4.	Provide challenging yet accessible play provision for all ages, abilities and cultures	• Ensure all regional and district playgrounds implement the NSW Everyone Can Play Guidelines to ensure exciting and challenging play opportunities for a wide variety of children and carers alike. Consider appropriate level of graduated challenge in play provision.
9.5.	Provide suitable and challenging play opportunities for young people	• Where possible, incorporate challenging play opportunities and equipment pieces into playgrounds. Where appropriate, look to co-locate playgrounds with sports and recreational facilities such as skate parks, half courts etc.

4.2.1.4   Play is valued as a child's right

The hierarchy of playground levels has been reassessed in order to provide a more even distribution of typologies while reflecting the opportunities and constraints that siting allows. The redistribution of playground levels with many 'Neighbourhood' playgrounds being re-classified will ensure that there is not an over-provision of medium-sized playgrounds where more suitable provision could be provided.

As indicated by the Census 2016 data, low income areas are at a higher risk for play deprivation and a greater provision of playgrounds should be provided in these areas. Playgrounds located around the centres should be classified as a priority to cater to low income households.

The significant increase in high density living in the City over the last five years has also led to greater emphasis on ensuring adequate and appropriate play provision for children and their carers residing in these areas.

A method of demonstrating an understanding of the importance of a child's right to play is to promote their involvement in the decision making process for their play provision. Therefore it would be beneficial to underpin all play provision for children and young people with a consistent consultative process.

Table 10.   Recommendations: play is valued as a child's right

Strategy		Action
10.1.	Provide play for every child in accordance with the UN Rights of the Child	• Ensure every child has access to a fit for purpose play provision. Refer to the Everyone Can Play Guideline for recommendations on maximising play opportunities for everyone. • Campaign for spaces and programs that celebrate that play is sufficient as a valuable outcome, and other benefits are additional.
10.2.	Provide playgrounds as a key part of children's mental, physical and social development	• Ensure the design of playgrounds considers developing levels of ability, challenge and risk awareness in children.
10.3.	Provide playgrounds that enhance health and social benefits of children	• Ensure playgrounds combine active and passive play opportunities • Provide settings which maximise social outcomes through sensitive design as well as through supportive features such as seating, BBQs etc (refer Figure 19).
10.4.	Provide challenge and play value for a variety of age groups in every playground	• Ensure the equipment chosen is appropriate to the intended user group. Consider the interaction of different age groups in the design of the playgrounds to ensure a cohesive and safe play experience.
10.5.	Provide opportunities for child engagement in the design process	• Involve children, parents and carers (end user groups) in the planning and design process of the playgrounds through facilitated community consultation sessions (refer Figure 20).
10.6.	Provide opportunity for skilled professionals in play and playground design	• Consider engaging play professionals in the development and activation of play programs. • Ensure that there is a variety of free play programs offered in a variety of settings, by trained play professionals. Provide training for those who plan, manage, and supervise public space play programs.

4.2.1.5   Sustainable play for the future

Social

An important enabler for the delivery of sustainable communities is promoting social interaction. Playgrounds provide various opportunities for this, be it between children, adults and across generations. Considering the demographic profile of the City, with a significant presence of overseas born residents, the cultural diversity of the community should be celebrated and enhanced through appropriate play provision and supporting facilities.

Consideration has been given to the level of playground provision in areas with a more culturally diverse population (i.e. Destination rather than Everyday) in order to cater for more meaningful opportunities for social interaction both inside and adjacent to the playground.

Playground outcomes can also draw on the diverse cultures represented in the City, starting with the traditional land owners (the Dharug).

Table 11.   Recommendations: sustainable play for the future

Strategy	Action
Social	
11.1. Provide opportunity for social interaction, meeting friends and new people in playground settings	• Ensure supporting facilities in playgrounds are designed to encourage social interaction (e.g. appropriate seating types and layouts to promote conversation, picnic tables, BBQs). Ideally locate playgrounds adjacent to supporting facilities such as cafes and recreational facilities where appropriate.
11.2. Provide playgrounds which promote cultural diversity	• Ensure playground distribution and design reflects cultural values of people and place through equality of distribution, diversity and quality of design.
11.3. Provide opportunities for inter-generational play	• Ensure playground design and equipment selection maximises opportunities for interaction and play between different ages groups of children and adults, promoting common inter-generational play experiences and promoting a connected community.

Environmental

Education is an important aspect in maintaining an environmentally sustainable community. Through awareness of climate resilience, urban habitat and promoting high levels of interaction with nature, the community will gain a sense of respect and ownership for the environment. In addition, many parks have unique natural features, memorable to everyone, which can underpin the play provision process.

The procurement of environmentally responsible products and materials can contribute to the environmental sustainability of playgrounds. Considering products with an assurance of cradle to cradle sustainability (where the environmental impact of the entire life cycle of an item is considered), is an emerging trend in increasing the commitment to sustainable practices.

Installing a sense of responsibility and care for the natural environment through the interaction with nature and experimenting with natural process is critical to developing an awareness of environmental sustainability in children. Look to include the community in the design and construction of playgrounds through strong community engagement in the design process, and community assistance in the planting of playground landscapes to foster a sense of ownership and contribution.

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

Strategy	Action
Environmental	
11.4. Provide playgrounds with minimal impact on the surrounding natural environment	• Site and design playgrounds so that they do not impact on water quality (refer Figure 24).
11.5. Provide environmentally responsible play provision	• Consider the lifecycle of the play provision of new or upgraded playgrounds and the long term impacts of a playground in the selection of suppliers, equipment, and materials (e.g. selective use of rubber softfall).
11.6. Provide playgrounds which maximise year-round thermal comfort	• Carefully consider placement and types of trees and shade structures to maximise thermal comfort (both time-of-day and seasonal) to create a consistent micro-climate, therefore maximising playground patronage.
11.7. Encourage play within existing natural environments	• Consider implementation of an interpretive play and educational signage strategy within playgrounds adjacent to National Parks and reserves, as well as those with a distinct environmental theme (including small playgrounds).
11.8. Maximise opportunity for Nature Play	• Include Nature Play (play experiences created using natural materials, mimicking natural processes, and inviting children to experiment with found objects) promoting and appreciating the natural environment and instilling a sense of responsibility for it.
11.9. Optimising micro-climate through vegetation	• Planting proposed within and around the playground should be primarily native and fast growing. Trees required to provide adequate shade to playground activity zones and seating should be evergreen, with a broad canopy and be fast growing to minimise delay in shade being provided. Shrub planting should provide wind buffering and a sense of enclosure while maintaining site lines and key views.

Economic

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

Some playgrounds have been recommended for minor or major renewal in the same location or in a more optimal site within a park to meet safety, surveillance and design objectives.

Efficient monitoring of open space and playground assets can provide economic efficiencies and lead to long term financial sustainability of playground assets. Smart technologies can enhance monitoring and management through:

- Understanding time-of-day use patterns
- Confirm patronage numbers and therefore better anticipate required maintenance works
- Provide real-time reporting on play and supporting infrastructure condition in order to predict and prevent asset deterioration and safety compliance issues, thereby reducing long-term costs.
- Centralise recording of expenditure in the one place and assist in revisiting life cycle costing regularly to ensure efficiency in planning and management of costs and assets

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

Strategy	Action
Economic	
11.10. Provide an efficient and holistic approach to budgeting for works	• Appropriately consider and review life cycle, capital works and maintenance costs during the implementation process. Review periodically against priorities.
11.11. Provide adequate funding for playgrounds	• Allocate realistic budgets for the ongoing provision of new and existing playgrounds to meet demand and maintenance. Note existing playgrounds assets are significant.
11.12. Provide flexible and cost effective options to meet funding targets	• Consider mobile play programs or collaborations with commercial play/ recreational operations as a cost effective way to provide a diversity of play experience to all.
11.13. Achieve a greater level of cost efficiency across playground infrastructure	• Consider the rationalisation and re-distribution of existing play provision. Reassessment of the playgrounds level should be considered to ensure the correct funding strategy and design provision is applied.
11.14. Provide balance between budget and play provision	• Consider the removal of playgrounds which have reached the end of their economic life, are unsafe, inappropriately located, or redundant in purpose.
11.15. Alternative equipment procurement and management options	• Investigate leasing play equipment from qualified playground manufacturers. May be tied into contract for period of time, remit for supply, install, maintenance and eventual removal.
11.16. Valuing play	• The City to consider creating separate budget for playground assets. This re-instates the value placed on play by the City to the community.
11.17. Alternative funding options	• Investigate funding partnerships for new regional playgrounds, such as private contributors (e.g. Touched By Olivia Foundation, new developments).
11.18. Investigate installation of Smart Technologies	• Where appropriate, consider the installation of Smart technologies (as part of a city-wide network) allowing for more accurate cost planning, monitoring and asset management.

Sustainable play for the future

Figure 17.   Interaction with nature and education on environmental process.

Figure 18.   Play in a natural setting, using natural materials, promoting social play.

Figure 19.   Parental/carer seating and adjacent active / social play opportunities.

Play is valued as a child's right

Figure 20.   Understanding children's priorities and needs through consultation.

Figure 21.   A safe and well supported playground in a natural setting promoting inter-generation interaction and a diverse play experience.

Safe play for all

Figure 22.   Close to home play provision

Figure 23.   Inclusive playground elements featuring active and passive surveillance opportunities

Figure 24.   Challenging and unique playground incorporating art and environmental education (through ephemeral creekline)

Convenient everyday play

Figure 25.   Good access to playground, with informal seating, incorporating existing vegetation

Figure 26.   Exciting and unique feature play provision worked into natural landform.

Exciting & challenging destination play

Figure 27.   Contemporary challenging equipment

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4.2.2 Playground level distribution

4.2.2.1 Playground hierarchy

As outlined in Chapter 1 Introduction, the IOSP defines four park levels within the City.

Similarly, a playground hierarchy is proposed which communicates the key characteristics of the four levels of playgrounds, namely;

• Regional
• District
• Neighbourhood
• Local playgrounds

Generally, the playground level matches the park level. However, there may be some instances where a district park includes a neighbourhood playground.

The below diagram (Figure 28) outlines the key parameters in determining the level of a playground. These parameters were also used to develop the Design Framework (section 4.3). The number of children and carers represents the average at any one time for that level of playground.

Ensuring destination playgrounds are as inclusive as possible means that providing playgrounds for specific age groups should be carefully considered to ensure users are not excluded from participating.

	Everyday playgrounds		Destination playgrounds	
	Local	**Neighbourhood**	**District**	**Regional**
	Playground Hierarchy			
Primary Age Group	0-5	0-12	All ages	All ages
No. of Children	3 to 7	8 to 25	30 to 65	85 to 150 or more
No. of Carers	2-4	4-12	15-30	30-50
Approximate Size	90-210m²	240-750m²	900-1950m²	2500 to 4500m²
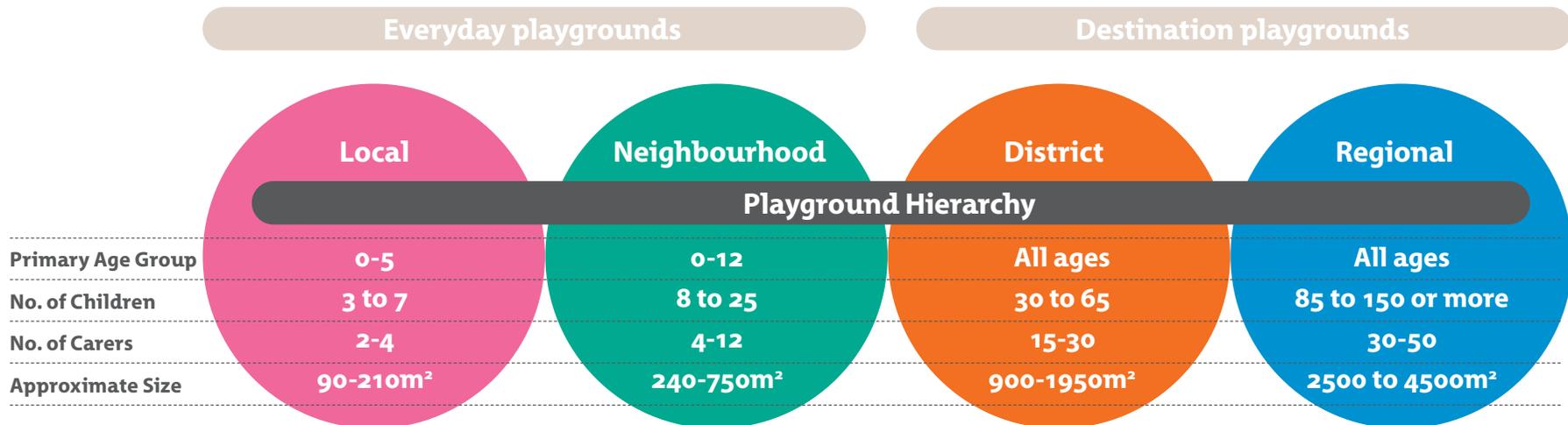
Figure 28. Playground hierarchy

Note: Stated age groups are indicative primary users only. Every effort should be made to include play opportunities for a variety of age groups.

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4.2.2.2 Playground distribution recommendations

Strategic recommendations for the distribution of different playground levels is illustrated in Figures 29 to 31.

Figure 29 shows the existing distribution of playgrounds with a 200/400m, 600m 1km & 2km walking catchment for local, neighbourhood, district and regional playgrounds respectively.

Legend:
- Regional
- District
- Neighbourhood
- Local
- Playground within 200m of Ryde LGA Boundary
- 200m/400m/600m/1km/2km walkability catchment
- Current and anticipated high density areas
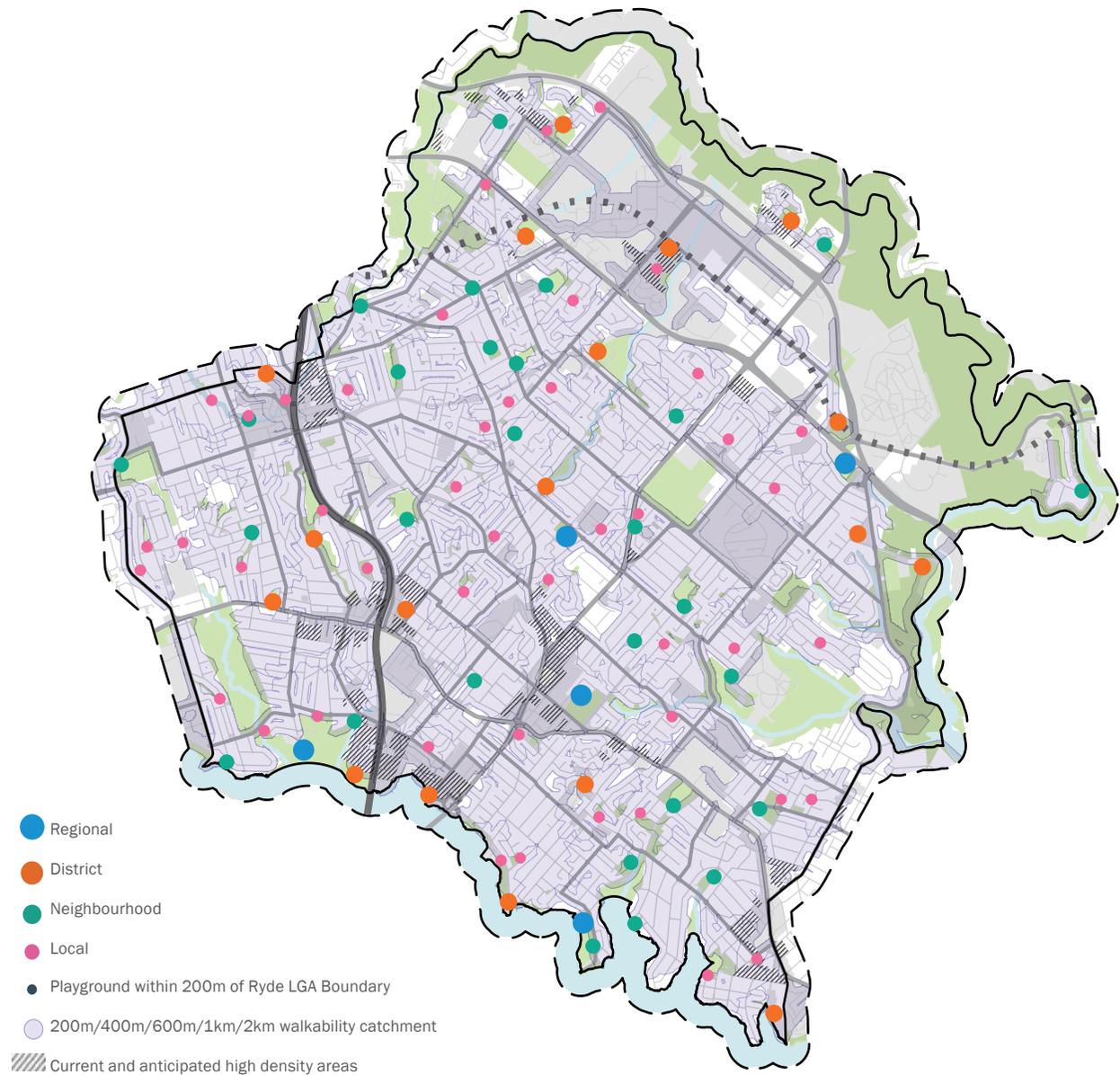
Figure 29. Existing playground levels with their respective walking catchment for each playground level.

Figure 30 shows the proposed distribution of
playgrounds with a 200m, 400m, 600m, 1km & 2km
walking & driving catchment for local, neighbourhood,
district and regional playgrounds respectively. This map
indicates the range of playground provision from ranging
form high provision to no playground provision.

Regional

District

Neighbourhood

Local

Playground within 200m of Ryde LGA Boundary

Current and anticipated high density areas

Playground Provision within relevant
200m/400m/600m/1k/2km catchments

none   Low   Med   High
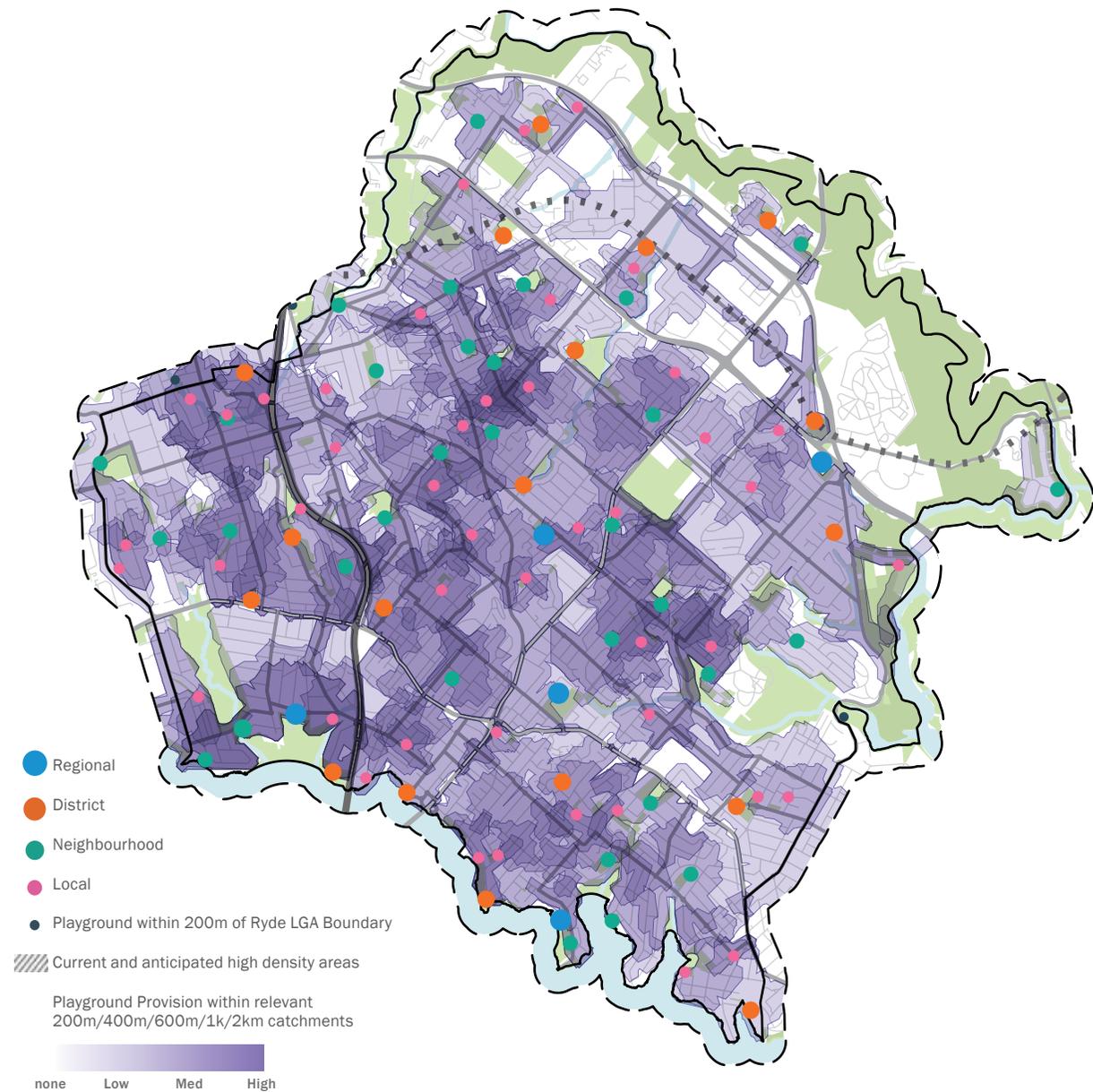
Figure 30.   Recommended playground levels with their respective walking catchment for each playground level.

Figure 31 shows the analysis and recommended playground levels within the City. Three new playgrounds are recommended to be located within the City to address gaps within the walkability catchments in areas marked. Playground level distribution was rationalised based on a review of the distribution, diversity and accessibility of the varying playground levels, and audit results, to meet the needs of existing community and future generations.

New Neighbourhood playground at Ivanhoe Park

New Neighbourhood playground at Kings Park

- - - 200m boundary beyond Ryde LGA area

⬤ Existing Regional

⬤ Existing District

⬤ Existing Neighbourhood

⬤ Existing Local

◯ Recommended playground level

• Playground within 200m of Ryde LGA Boundary

◯ Playground accessibility (Local, Neighborhood, District & Regional)

◯ Extended Playground accessibility with proposed playground level recommendations

▨ Inclusive Play accessibility (Regional & Districts)

◯ Proposed areas within which a new future playground should be located. Based on gaps present on the 400m walkability catchments from all playgrounds (Figure 9).

▨ Current and anticipated high density areas

Upgrade Janet to an inclusive Neighbourhood to fill walkability and inclusive play gap

Upgrade Miriam Park to increase play value for the West Ryde High Density Area

Lower Magdala to Local due to low reach it has on distribution.

Upgrading Heatley Reserve to an Inclusive Neighbourhood Park will assist in filling walkability and inclusive play gap to the east.

Upgrading Monash to District will fill the walkability and inclusive play gap to the north and east.

Meadowbank Park playground to be consolidated with a Regional Playground at Constitution Road, Neighbourhood playground at Andrew street and a Local playground at Ross Smith Avenue

New Local playground at Helene Park

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0   0.5   1   2 km

Figure 31.   Recommended playground levels and analysis

City of Ryde

Figures 32 - 36 illustrates the recommended distribution of playgrounds throughout the City by proposed level and their associated walkability catchment boundaries.

The new playground level distribution achieves a more even and equitable distribution and minimises clusters of the same playground provision.
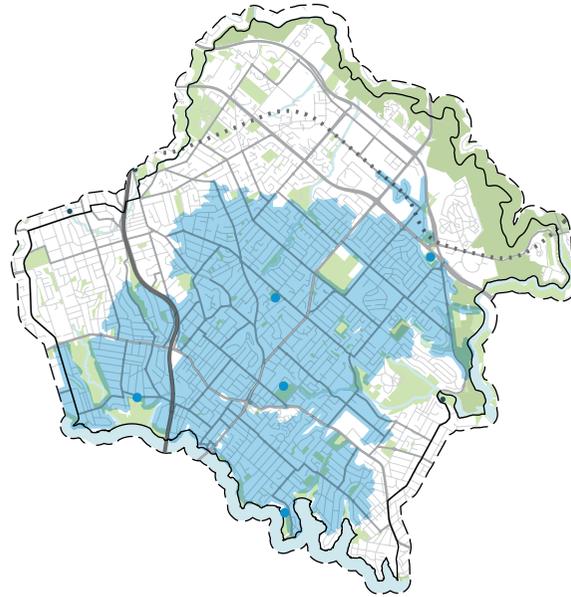
Figure 32.   Proposed Regional playground distribution (2km walkability catchment)
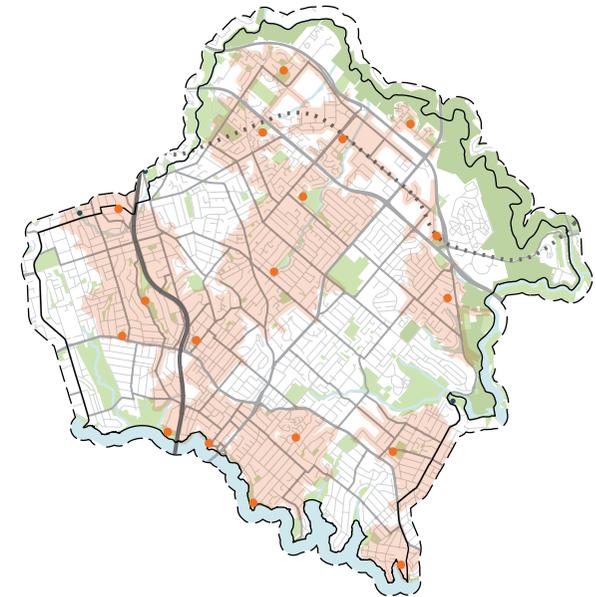
Figure 33.   Proposed District playground distribution (1km walkability catchment)

Figure 34.   Proposed Neighbourhood playground distribution (600m walkability catchment)
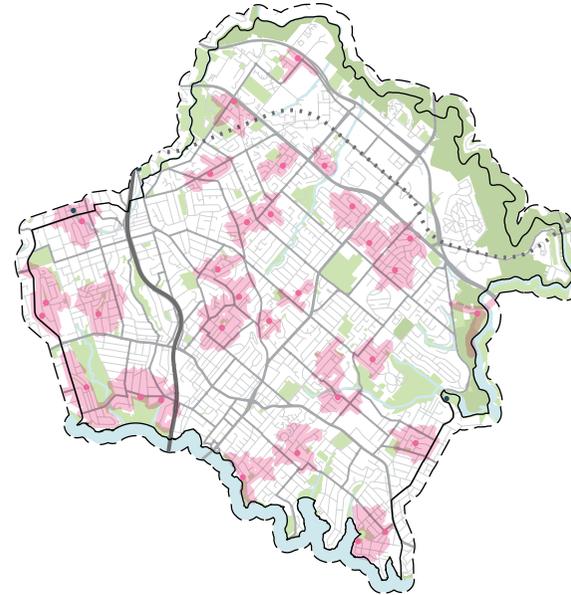
Figure 35.   Proposed Local playground distribution (400m walkability catchment)
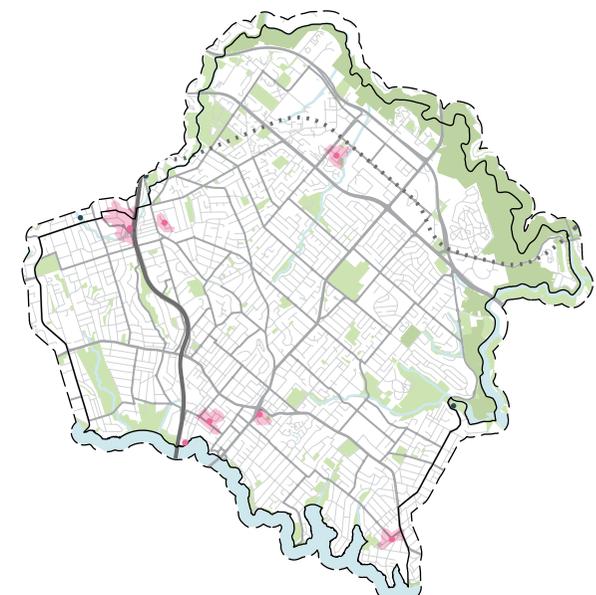
Figure 36.   Proposed Local playground distribution (200m walkability catchment)

4.2.2.3 Playground distribution and public transport

Although reliance on public transport to access play facilities was found to be low in the community consultations, it may only be an indication that the voice of public transport users were not captured (e.g. grandparents and non-english speaking residents).

Figure 37 illustrates the distribution of playgrounds throughout the City in relation to the public transport network, and demonstrates that playgrounds are accessible and well catered for by public transport. This information provides a level of understanding for future planning for playgrounds.

An important consideration however, is the paths of travel from public transport to the playground, ensuring a safe and legible network of footpaths, road crossing points and open space entry points.

- Proposed Regional
- Proposed District
- Proposed Neighbourhood
- Proposed Local
- Playground within 200m of Ryde LGA Boundary
- Public transport accessibility (200m / 400m)
- Railway station
- Bus stop
- Current and anticipated high density precincts

Figure 37.   Recommended playground levels with access to public transport

4.2.2.4 Inclusive Playground assessment

As part of the 5 Year Review and Update of the Play Plan, all regional and district playgrounds within the Ryde LGA (identified in Section 3 Analysis) were reviewed using the NSW Everyone Can Play Evaluation Checklist. The findings of these assessments have been included in Section 4.4.4 Suburb Collector Recommendations.

The following common improvement opportunities for inclusive play were identified across multiple destination playgrounds:

• No all abilities play equipment

• Poor sight lines to, in and through the playground due to height of planting

• Play equipment not easily accessible to people of limited mobility due to exclusively mulched surfaces

• Path network missing key connections to supporting amenities, picnic facilities and seating

• Variety of play experiences could be improved

• Lack of challenging play opportunities for children 12+ years

• Lack of formal boundary enclosure (Yamble Reserve was the only destination playground fully fenced)

• Inadequate shade, particularly to seating

• Issue with proximity of toilet and accessible parking to playgrounds
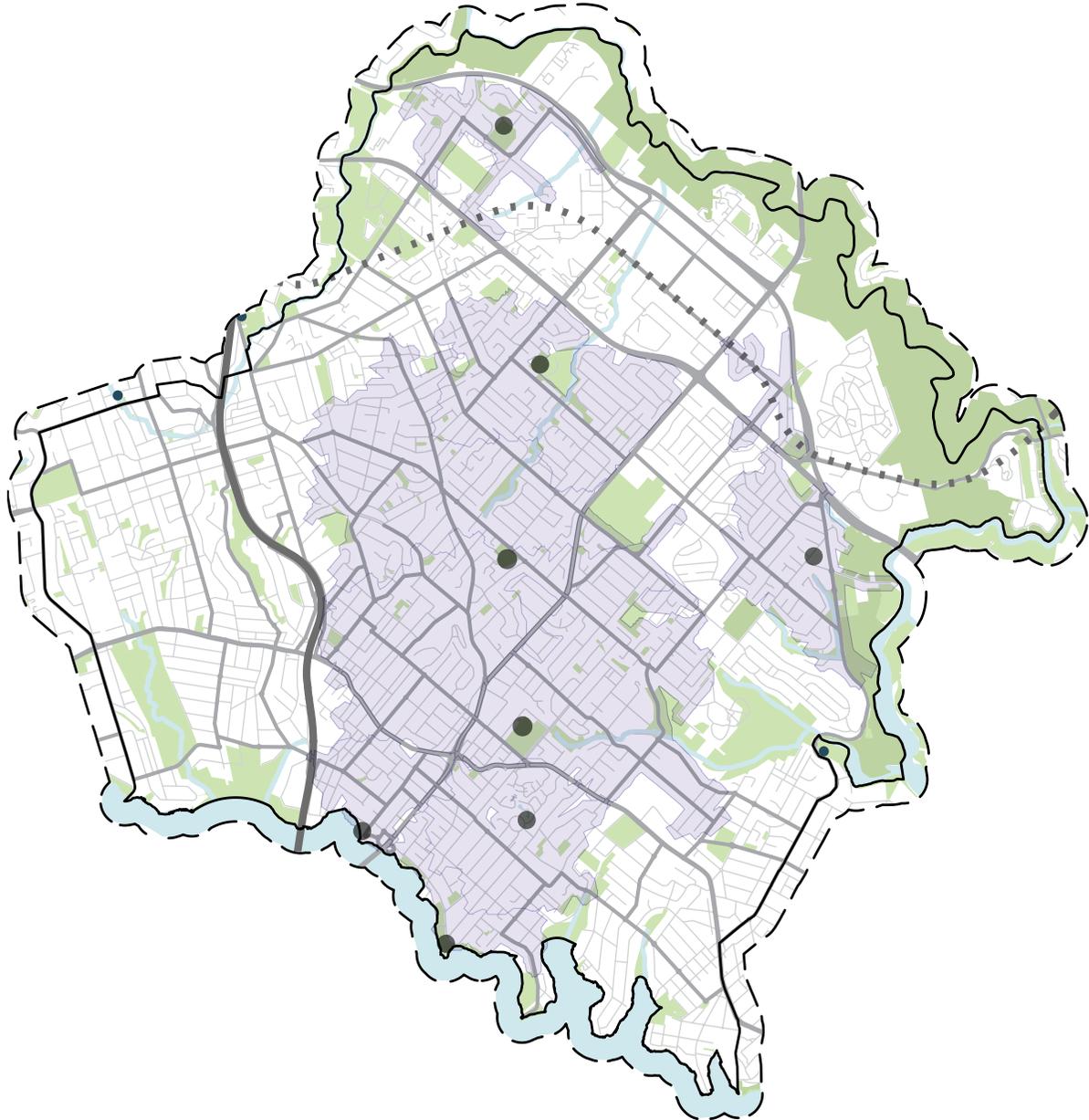
Figure 38. Distribution of existing Inclusive Playgrounds (Regional and District only)

To ensure the City of Ryde is advocating for change, displaying commitment to implementing the NSW Everyone Can Play Guideline and meeting community expectations, it is recommended that the following playgrounds undergo some adjustment to ensure inclusive opportunities are maximised equally across the community:

- Eastwood Park – North
- Darvall Park – South
- Lions Park
- Memorial Park
- ANZAC Park
- Santa Rosa Park
- Pioneer Park
- Elouera Reserve
- Fontenoy Park
- Lachlan's Line
- Blenheim Reserve
- Heatley Reserve
- Janet Park
- Monash Park
- Banjo Paterson Reserve
- Putney Park North
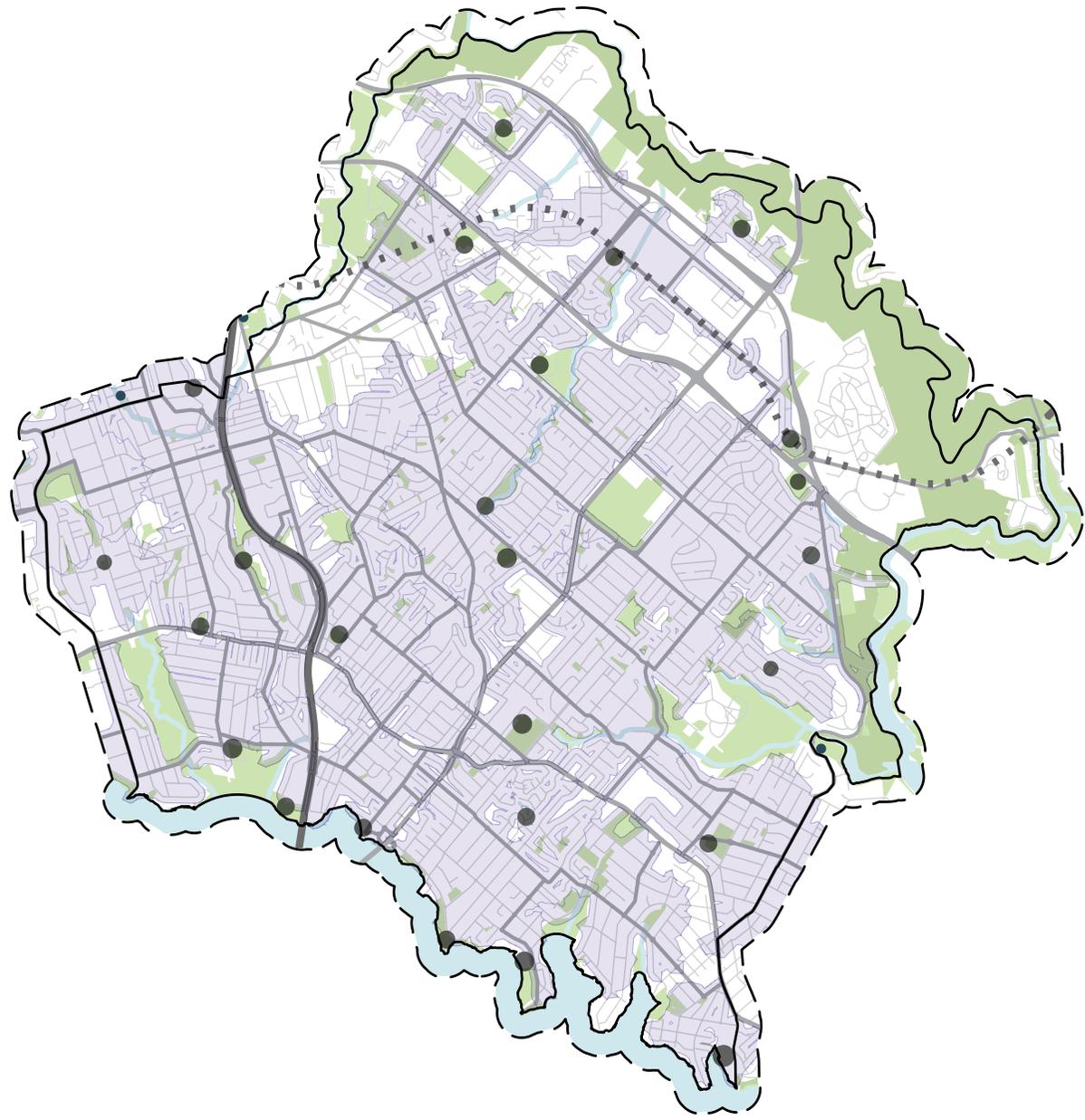
Figure 39. Distribution of proposed Inclusive Playgrounds (Regional, District and selected Neighbourhood playgrounds)

City of Ryde

4.2.2.5 Play provision for young people

Play opportunities for young people are few in the City. Key playgrounds incorporating youth opportunities have been identified which allow for passive surveillance and connection to a diversity of community groups and activities (refer Figure 40).

Engaging play opportunities to be explored for future youth play opportunities could include obstacle courses, tree top adventures, large social play elements (e.g. 5-way swings and 360 degree swings) and hang out spaces which are well lit and with wi-fi provided.

It should be noted however, that many young people place a greater focus on recreational and sports facilities (such as multi-purpose half courts, skate parks, outdoor gyms etc) than traditional playgrounds.

As activities for young people should be considered more broadly within open space, it is recommended that a detailed Youth Spaces Strategy is developed. This study should cover a variety of open space types (parks, plazas, playgrounds, skate parks, sports facilities etc.) and provide recommendations for the integration of youth spaces across the City for young people of all ages, abilities and backgrounds.

Considering cultural differences in open space activity preferences is also critical in achieving successful youth spaces.

- ● Existing play provision for young people
- ▨ Catchment corresponds to playground hierarchy
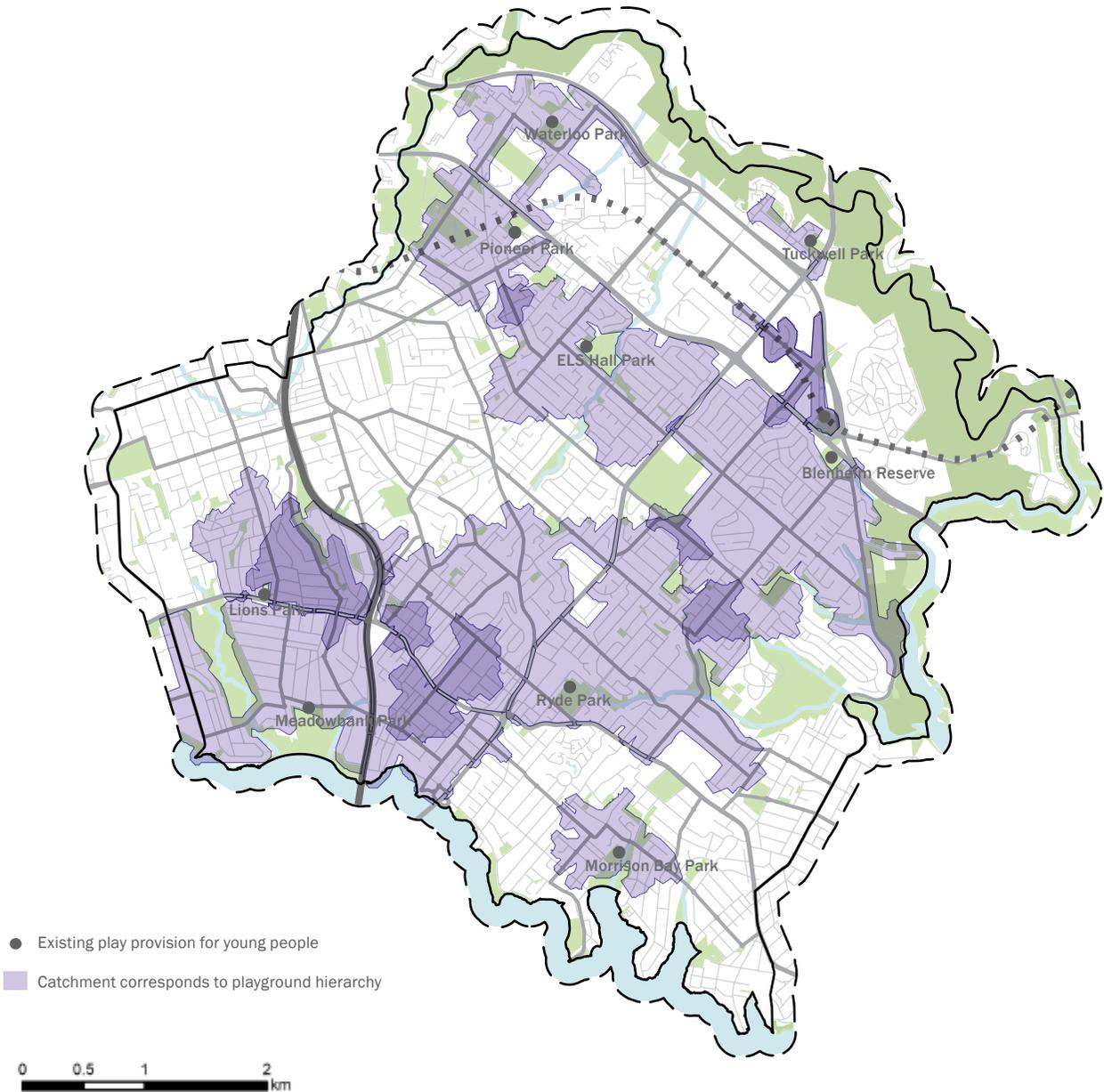
Figure 40.   Proposed playgrounds for young people

4.3   Design Framework

Regardless of age, children and their carers want to have access to more opportunities for play and social interaction in a natural setting.

The vision and objectives defined previously, establish a direction for the provision of a 'positive play offer' for children and young people that underpins the Design Framework proposed. This section specifically addresses the design principles for permanent playgrounds in parks (hard infrastructure) non play programs (soft infrastructure).

The intent of the Design Framework is to explain the need for play diversity, define each playground typology (and level) and develop a set of design principles for each. This Design Framework provided a benchmark to:

- Assess existing playgrounds across the City
- Inform the recommendations (both general and site specific)
- Provide a best practice reference for the design of future playgrounds
- Maximise access to Inclusive Play provision throughout the City through alignment with the Everyone Can Play Guideline

4.3.1 Playground diversity

A diverse range of playgrounds are vital to the health, physical, emotional and social development of children and young people. A range of playground types will ensure the community has choice and access to different play experiences and supporting play infrastructure. Important to this diversity is the equal distribution of Inclusive Play provision across the LGA.

4.3.2 Playground types and levels

Within the context of this report, the range of playground types have been grouped under the following headings:

- Destination playgrounds,
  – Which draw residents from the broader City catchment and visitors to the City often by car or public transport, and
  – Offer diverse play facilities and greater supporting infrastructure such as car parking and toilets; and
- Everyday playgrounds,
  – Which are easily accessible, and
  – Within walking distance of local residences.

Four playground levels are grouped under these two types (to align with the IOSP), as follows;

- Destination playgrounds
  – Regional
  – District
- Everyday playgrounds
  – Neighbourhood, and
  – Local playgrounds.

The hierarchy of playgrounds is based on a model of play provision which gets more diverse, complex and supported as the playground size gets larger (refer Figure 28). The Design Framework further develops the characteristics shown in Figure 28 into a set of best practice design recommendations.

4.3.3 Playground design principles

The consultation undertaken for this project reinforced the notion that playground design needs to extend beyond the provision of play equipment and safety surfacing. A holistic approach is required where the design of the playground experience (specifics) and associated playground facilities (support) are considered equally to ensure the needs of play participants and carers are met. To achieve diversity of play opportunity, the design criteria for each playground typology will varying according to:

- Access
- Primary age group
- Approximate size
- Approximate number of children/hr.
- Playground experience (specifics)
- Playground facilities (support)
- Duration of stay
- Park type/level (as per IOSP)
- Inclusive / Universal Design

A Design Framework for each playground type/level is presented in the following pages that can be used to assess the existing playgrounds across the City, inform the recommendations (both general and site specific) and provide a reference for the design of future playgrounds.

This Framework is consistent with the key design considerations outlined in the Everyone Can Play Guideline.

Quantitative and qualitative aspects are to be considered when assessing or designing playgrounds. Site context, physical layout and 'sense of place' are all important factors.

The following will be defined for each playground level:

- Playground profile
- Key design considerations
- Typical playground layout
- Playground design criteria

The spatial arrangement of playground elements and supporting infrastructure impact the way in which playgrounds are used, intended or not. Successful play provision must consider the functional relationship between elements and also the spaces between in terms of how children and carers will move around, play and use the area. Integrated elements are encouraged, such as low walls that spatially divide play areas and act as seating for carers or a balance beam for kids.

4.3.4 Gender play experience guidelines

For younger children age groups there is minimal consideration required for any difference in play type between genders. Although differences occur in how the genders interact with equipment and play experiences, the amenity requirements themselves should simply be adaptable and flexible for use in different ways.

It is important to consider gender preferences in planning spaces particularly for young people. Although there are developmental differences between boys and girls, particularly before age 8, preferences of boys and girls were clearly expressed through the community consultation process. They resulted in preferences for the availability of open space, tracks and facilities (e.g. basketball courts) for boys to engage in sport, exercise and social interaction through intense action.

For girls, plan separate areas suitable for socialising either on play equipment, picnic/BBQ facilities or just quiet areas for 'deep and meaningful' conversations that feel safe and clean.

4.3.5 Age groups (children)

Consultation revealed that the availability of age appropriate play equipment was the highest priority for all children. Playgrounds should engage all children and be designed to consider the developmental stages, without exclusively catering for a single age group. The age groups for the purpose of the Plan have been grouped as follows;

- Early childhood:
  - 0-5 (infant: 0-1 /toddler: 1-3/ preschool: 3-5)
- Middle childhood:
  - 5-12 (primary school)
- Young people:
  - 12-17 (high school).

A summary of the desired experiences in playgrounds and parks is defined below. Swings appeal to all ages. These preferences were strongly expressed in the community consultation sessions.

Early childhood:

- Sand play
- All play experiences listed under middle child

Middle childhood:

- Water play
- Climbing (nets/walls)
- Swinging/flying (on swings or flying fox)
- Spinning
- Sliding
- Games
- Imaginative play
- Nature play
- Exploratory environment

Young people:

- More play equipment in general
- Larger, challenging equipment that offers a more intense experience (height + speed)
- Play equipment that facilitates social interaction
- Toilets and drinking water in clean and working condition
- Suitable facilities for social interaction with friends, e.g. picnics, study, rehearsals, electronic access for social media
- Picnic and BBQ facilities with enough tables, seating and shelter from rain and sun (accessible)

- Personal safety in terms of assault prevention (e.g. lighting) and injury management (e.g. first aid kits)
- Management of garbage removal and graffiti
- Multi-purpose facilities for ball games (e.g. Basketball)
- Natural features such as trees, bush, plants, water features
- Equipment and pathways in areas designated for perching, exercise, walking and cycling
- Opportunities for community interaction at public events, (e.g. movies in the park and communal activities such as vegetable gardens).

"Girls develop social and complex play earlier than boys, but boys catch up"

- Barbu et al 2011

4.3.6 Age groups (carers)

The age of playground carers (parents/grandparents/guardians/educators) should also be considered when designing playground facilities. Opportunities for inter-generational play, and appropriate supporting amenities, should be considered when designing playgrounds at all hierarchy levels.

Carer needs and experiences at playgrounds differ greatly. The design of playgrounds and their supporting amenities should be as flexible and adaptable as possible to cater for the broadest spectrum of the carer community. This also includes considering gathering spaces for groups of adults and children. In general, carers can be considered in three groups, young people, adults and seniors.

- Young adults - 18-25
- Adults - 25-65
- Seniors - 65+

A summary of the desired experiences and amenities in playgrounds and parks for carers is defined below:

- Shade and appropriate seating
- Access to water (via tap or bubbler)
- Cafe/kiosk in close proximity
- Easily trafficable surfacing

- An area within the playground from which you can view the majority of the playground and supervise those in your care
- Equipment adults can fit on either individually or with children
- Include equipment, play experiences and amenities relevant for everyone over the age of 12 (young people, adults and seniors)
- Consider including educational elements that promote learning (literacy, numeracy, signage, games, language and culture) and promote shared learning experiences between children and adults.

Key benefits of inter-generational play

- Promotes benefits in physical and mental wellbeing and development in children, adults and seniors through physical, social, cognitive and emotional activity.
- Builds family and community bonds through shared experiences
- Promotes healthy adult and senior role models
- Teaching/learning family, cultural and community values
- Peer support for adults and seniors through shared experiences and social interaction

"Perhaps the greatest test as we get older is to continue to seek out opportunities to do new things, to be playful, taking new risks to challenge our preconceptions..."

- Perry Else - The Value of Play (2009)

5 YEAR REVIEW AND UPDATE

Greater emphasis is placed on the needs and wants of the carers to ensure everyone is considered equally.

4.3.7 Sustainable Playgrounds

Social

An important enabler for the delivery of sustainable communities is promoting social interaction. Playgrounds provide various opportunities for this, be it between children, adults and across generations. Considering the demographic profile of the City, with a significant presence of overseas born residents, the cultural diversity of the community should be celebrated and enhanced through appropriate play provision and supporting facilities.

Regional and District level playgrounds are of particular importance in areas with a more culturally diverse population as, due to their setting, size and diversity of play types and supporting amenities, are able to provide more meaningful opportunities for social interaction both inside and adjacent to the playground.

Environmental

Education is an important aspect in maintaining an environmentally sustainable community. Through awareness of climate resilience, urban habitat and promoting high levels of interaction with nature, the community will gain a sense of respect and ownership for the environment. In addition, many parks have unique natural features, memorable to everyone, which can underpin the play provision process.

The procurement of environmentally responsible products and materials can contribute to the environmental sustainability of playgrounds. Considering products with an assurance of cradle to cradle sustainability (where the environmental impact of the entire life cycle of an item is considered), is an emerging trend in increasing the commitment to sustainable practices.

Look to include the community in the design and construction of playgrounds through strong community engagement in the design process, and community assistance in the planting of playground landscapes to foster a sense of ownership and contribution.

Economic

The economic sustainability of a particular playground is largely reliant on a holistic approach to the management of all playgrounds across the City. Efficient management of playground assets is the primary method of economic sustainability. The City should investigate ways in which to reduce operational expenditure through changes to monitoring, programming and procurement of product, materials and services.

Efficient monitoring of open space and playground assets can provide economic efficiencies and lead to long term financial sustainability of playground assets. Smart technologies can enhance monitoring and management through:

- Understanding time-of-day use patterns
- Confirm patronage numbers and therefore better anticipate required maintenance works
- Provide real-time reporting on play and supporting infrastructure condition in order to predict and prevent asset deterioration and safety compliance issues, thereby reducing long-term costs.
- Centralise recording of expenditure in the one place and assist in revisiting life cycle costing regularly to ensure efficiency in planning and management of costs and assets

4.3.8 Playground Design Frameworks

4.3.8.1 Regional Playground Design Framework

Type: Destination

Level 1: Regional

Definition: A unique, destination playground that caters for all ages and abilities between 30–90 minutes travel by car or public transport.

Primary age group: all ages (including Inter-generational considerations)

Approximate size: 2500- 4500m2

Approximate number of children/hr.: 85-150

Approximate number of carers/hr.: 30-50

Approximate time spent: day

Inclusive Play: Regional playgrounds should conform to the NSW Everyone Can Play Guideline and include various All Abilities play equipment pieces and experiences.

Fencing: Refer to ACT Design Standards for Urban Infrastructure" in conjunction with Australian Standards for location and design recommendations.

Key design considerations:

- Playground should connect to a pedestrian/bike path, with an accessible path to, around and through the playground provided
- Provide a gateway/sense of welcome, creating a pause point on arrival, and including entry signage for wayfinding and place recognition. Signage could include a playful map communicating the playground's layout and activities and should be made available online. Consider proximity to any hazards when locating the primary entry point
- A combination of safety surfacing may be used to provide interest and diversity, and distinguish between activity and circulation zones. Easily trafficable surfacing to All Abilities play pieces/experiences to be provided
- The playground should be integrated into the landscape setting, considering existing vegetation, key views etc.
- Landscaping to create a natural feel, including changes in levels, should be utilised
- Shade sails, structures and evergreen trees should provide shade to all sand play, rubber softfall, slides, seating and passive play areas at a minimum 50% of the playground area
- A series of `play pods' should be designed to provide for all types of play and all ages
- The subtle separation of areas for younger and older children may provide interesting and safe play opportunities, without defined segregation
- Flexible, imaginative and original playgrounds should be designed (not just equipment) which provide challenging opportunities for group play and individual play
- Playground and equipment should conform to Australian Standards
- Provision of varied scales and types of gathering spaces/picnic shelters/BBQs within and adjacent to playground is recommended, which includes accessible furniture
- A variety of seating options for parents and carers in the vicinity of the play equipment is required, with sufficient hard surface adjacent for pram/wheelchair parking. Preferably provide a single gathering point from which the majority of the playground can be viewed which includes seating and shade for carers
- Bike racks and bins in a convenient location at each access point is recommended
- Car parking including accessible parking, minibus parking, and a bus bay is recommended
- Toilet facilities with child and adult changing facilities, and a cafe/kiosk is recommended
- A suitable planting type and location to maximise thermal comfort (daily and seasonally)
- Ensure any playground theming is appropriate to local context and celebrates significant natural or cultural features of the surrounding area

5 YEAR REVIEW AND UPDATE

- Addition of formal and informal boundary enclosures
- Addition of quiet pods with seating
- Addition of accessible seating options
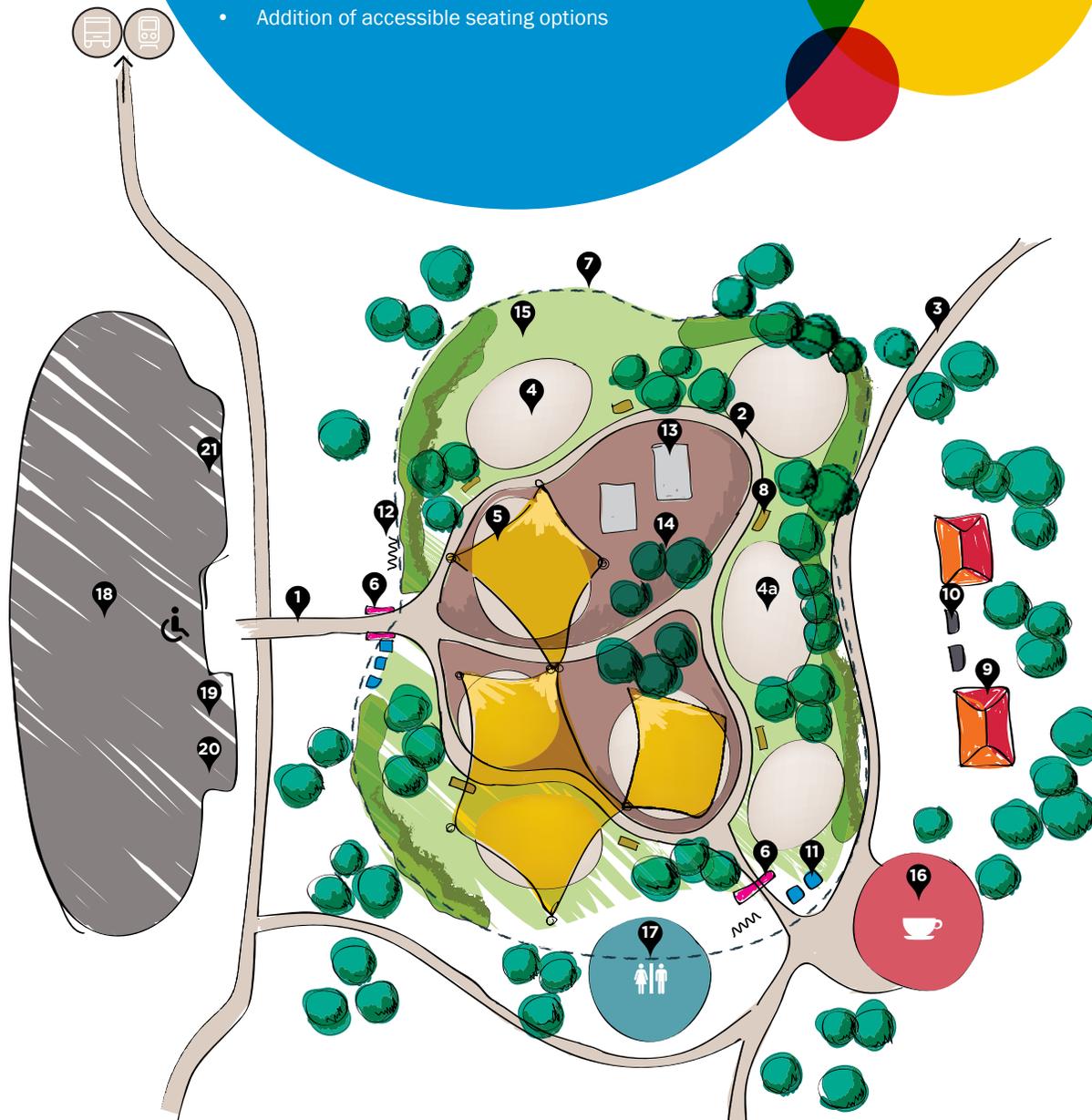
Figure 41. Indicative functional layout - regional playground (Not to scale)

NOTE: Indicative functional layout only. The layout communicates broad intent, not a detailed design solution. Individual design process is to be undertaken on a site specific basis.

Access

1 Access path (concrete - preferably accessible)

2 Bike loop/circuit path (concrete)

3 Regional bike path link

Play experience

4 Play pods

4a Quiet pod (with informal or formal seating and shade)

Shade

5 Shade (to minimum 50% of playground area prioritising sand/rubber softfall/slide).

Boundary and gateway

6 Gateway 'sense of welcome' with pause point

7 Boundary enclosure - formal supported by informal (e.g. fencing softened by mounds, boulders, trees, planting)

Furniture

8 Seating (with back and arm rests)

9 Picnic shelter (with accessible furniture)

10 BBQ

11 Bins

12 Bike racks

13 Gathering spaces/shelters/lights

Landscape

14 Integrated landscape layer (trees, shrubs, creek/boulders = play)

15 Grassy space - kick about

Facilities

16 Cafe

17 Toilet (accessible with varied change facilities)

18 Car park

19 Accessible parking

20 Mini bus parking

21 Bus bay

Table 12.   Design Framework for Regional Playgrounds

Playground Profile	Destination Playgrounds Regional
Age group	**All ages** (children and adults)
Number of children	**85 to 150 or more**
Number of carers	**30 to 50**
Approximate size	**2500 to 4500m²**

Quantitative Criteria	
Playground Experience	
Play Experience	
1. All Abilities	●●●
2. Dynamic play	
– Balance	●●●
– Climb	●●●
– Rocking	●●●
– Slide (orientate south if possible)	●●●
– Swing	●●●
– Spin	●●●
3. Informal Imaginative play	●●●
4. Landscape/Nature play	●●●
5. Educational/learning/art	●●●
6. Water play	●●●
7. Technology play	●●
8. Kick about (open space)	●●●
9. Bike path with play features	●●●
Access*	

	Destination Playgrounds Regional
1. Accessible path to playground	●●●
2. Path around playground (accessible)	●●●
3. Pram / wheelchair parking adjacent seating	●●●
Edging to Play Surface**	Combination (as appropriate)
1. Boulders	●●
2. Timber (flush)	●●●
3. Concrete edge/path (flush)	●●●
Play Surface (Safety Surface)	Choose all (as appropriate)
1. Mulch	●●●
2. Sand	●●●
3. Softfall	●●●
4. Artificial turf	●●
5. Variation activity vs. circulation #	●●
Boundary Enclosure***	
1. Defined enclosure	●●●
2. Fence/wall and gate (formal) #	●●●
3. Open	*NP*
Shade (min. 50% of playground)	
1. Shade sail (prioritise play pods)	●●●
2. Tree canopy	●●●

How to use: These playground design criteria are intended as a best practice design brief for future playgrounds. They are a checklist of recommended playground elements which could be included in a playground of that level. Design inclusions should be appropriate to site specific characteristics, budget and design aspiration and aim to maximise inclusive play opportunities.

Priority Rating   *NP* = No Provision required   P = If Possible   ● low priority   ●● medium priority   ●●● high priority

*Path widths to accommodate strollers and wheelchairs   **Ensure one section of edging is flush for equal access into playground   ***Fence + gate to be provided. Full enclosure required if playground within 30m of ≥60km/h road

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Playground Facilities (Support)	Destination Playgrounds Regional
Furniture	
1. Seat (backed and armrest)	●●●
2. Picnic table (accessible) #	●●●
3. Platform seat	●●○
4. Bin (trash and recycle)	●●●
5. Bubbler	●●●
6. BBQ	●●●
7. Lighting (paths and playground) #	●●○
8. Bike rack^	●●○
9. Playground signage	●●○
Shade	
1. Solid structure (picnic area)	●●●
Infrastructure	
1. Toilet (accessible with change facilities)	●●●
2. Car park	●●●
3. Accessible parking^^	●●●
4. Special vehicle stop (e.g. mini-bus) #	●●○
4. Cafe/Coffee Cart #	●●○

Qualitative Criteria	Destination Playgrounds Regional
General Experience	
1. Appeal	●●●
2. Legible layout	●●●
3. Flexibility	●●●
4. Imaginative	●●●
5. Originality	●●●
Safety (CPTED)	
1. Adult supervision (central location) #	●●●
2. Layout (drops/blind corners)	●●●
3. Maintained	●●●
4. Passive surveillance	●○○
5. Play equipment/fall zones	●●●
Landscape Integration	
1. Park integration	●●●
2. Planting	●●●
3. Microclimate (wind/shade)	●●●
4. Material finishes quality	●●●
5. Independent Designer and Design	●●●
Social Sustainability	
Interaction - grouped seating	●●●

Priority Rating

NP = No Provision required P = If Possible   ● low priority   ●● medium priority   ●●● high priority

^If playground sits adjacent to a bike track, a bikerack is to be provided   ^^ Any designated all abilities playground to provide accessible parking   # Alignment with Everyone Can Play Guideline

City of Ryde

4.3.8.2   District Playground Design Framework

Type: Destination

Level 2: District

Definition: A large destination playground that caters for all ages and abilities within 5km or 10-15min drive from all residents and readily accessed by public transport.

Focus age group: all ages

Approximate size: 900-1950m2

Approximate number of children/hr.: 30-65

Approximate number of carers/hr.: 15-30

Approximate time spent: 2-4 hours

Inclusive Play: District playgrounds should conform to the Everyone Can Play Guideline and include a minimum of three All Abilities play equipment pieces and experiences.

Fencing: Refer to ACT Design Standards for Urban Infrastructure" in conjunction with Australian Standards for location and design recommendations.

Key design considerations:

- Playground should connect to a pedestrian/bike path, with an accessible path to, around and through the playground provided
- A gateway / sense of welcome to the playground should be provided, creating a pause point on arrival, and including entry signage for wayfinding and place recognition
- A combination of safety surfacing may be used to provide interest and diversity, and distinguish between activity and circulation zones. Easily trafficable surfacing to All Abilities play pieces/experiences to be provided
- The playground should be integrated into the landscape setting, considering existing vegetation, key views etc.
- Landscaping to create a natural feel, including changes in levels, should be utilised. Shade sails, structures and evergreen trees should provide shade to all sand play, rubber softfall, slides, seating and passive play areas at a minimum 50% of the playground area
- A series of `play pods' should be designed to provide for all types of play (dynamic/landscape/sensory/informal/ water/technology/kick about/bike loop) and for all ages
- The subtle separation of areas for younger and older children may provide interesting and safe play opportunities, without defined segregation. Preferably provide fencing/formal enclosure to parkland rather than playground
- Flexible, imaginative and original playgrounds should be designed (not just equipment) which provide challenging opportunities for group play and individual play
- Playground and equipment should conform to Australian Standards
- Provision of varied scales and types of gathering spaces and picnic shelters within and adjacent to playground is recommended, which include accessible furniture
- A variety of seating options for parents and carers in the vicinity of the play equipment is required, with sufficient hard surface adjacent for pram/wheelchair parking. Preferably provide a single gathering point from which the majority of the playground can be viewed which includes seating and shade for carers
- Provision of bike racks and bins in a convenient location at each access point is recommended
- Close proximity to car parking and accessible toilets with child and adult change facilities is recommended
- Suitable planting type and location to maximise thermal comfort (daily and seasonally)
- Ensure any playground theming is appropriate to local context and celebrates significant natural or cultural features of the surrounding area

5 YEAR REVIEW AND UPDATE -

- Addition of formal boundary enclosure to roadside at a minimum
- Increased informal boundary enclosure to park-side
- Addition of quiet pod for respite and quiet reflection
- Additional shade sail to play pods (sand, seating and slides priority)
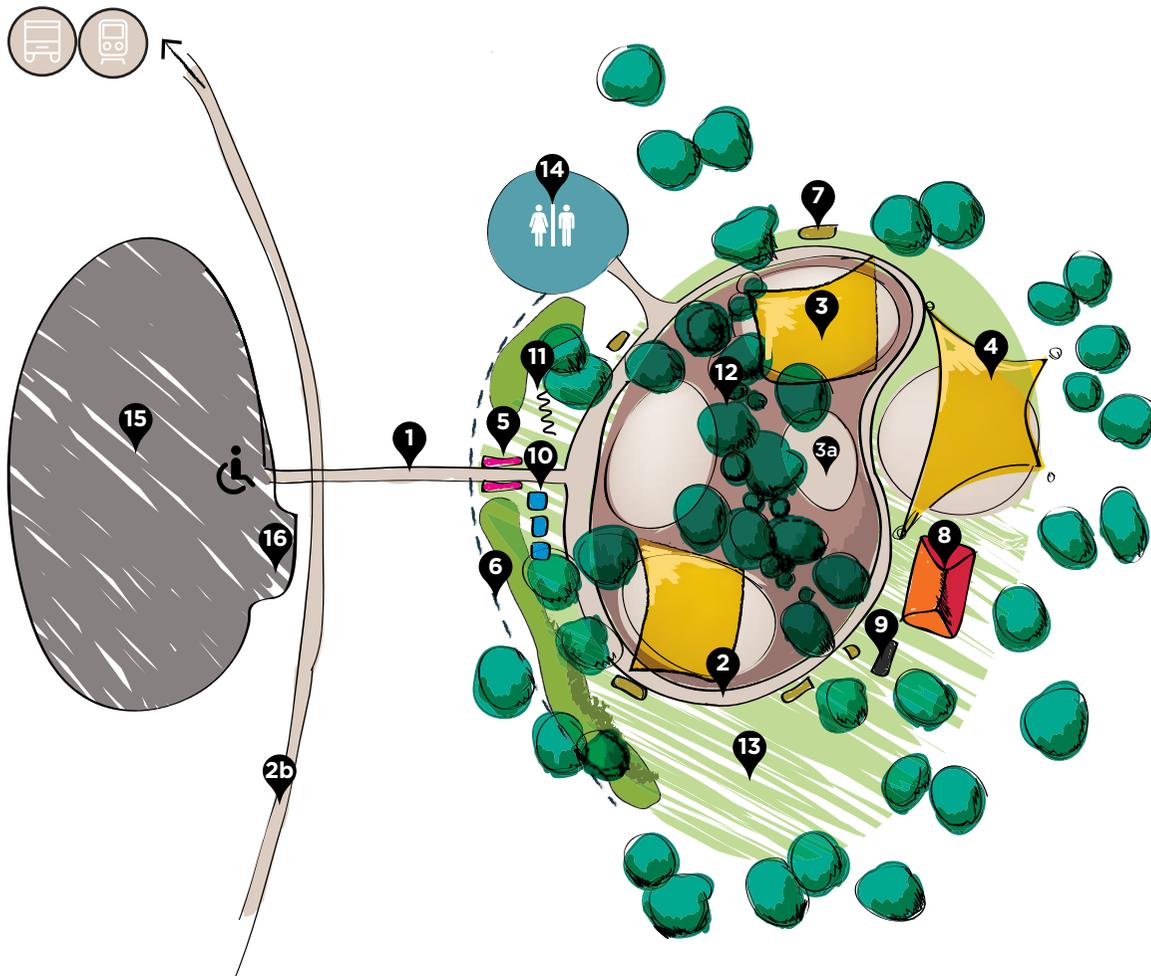
Figure 42.   Indicative functional layout - district playground (Not to scale)

NOTE: Indicative functional layout only. The layout communicates broad intent, not a detailed design solution. Individual design process is to be undertaken on a site specific basis.

Access

1 Access path (concrete - accessible)

2 Bike loop/circuit path (concrete)

2b Regional bike path link and link to street footpath network

Play experience

3 Play pods

3a Quiet pod

Shade

4 Shade (prioritising coverage of sand/rubber softfall/slide). 50% playground to be covered by shade from trees.

Boundary and gateway

5 Gateway 'sense of welcome' with pause point

6 Boundary enclosure - combination of formal and informal (e.g. fencing, mounds, boulders, trees, planting). Full enclosure if playground within 30m of ≥60km/h road.

Furniture

7

8 Seating (with back and arm rests)

9 Picnic shelter (with accessible picnic furniture)

10 BBQ

11 Bins

Bike racks

Landscape

12 Integrated landscape layer (trees, shrubs, creek/boulders = play)

13 Grassy space - kick about

Facilities

14

15 Toilet (accessible with varied change facilities)

16 Car park

Accessible parking

City of Ryde

Table 13.   Design Framework for District Playgrounds

Playground Profile	Destination Playgrounds District
Age group	**All ages**
Number of children	**30 to 65**
Number of carers	**15 to 30**
Approximate size	**900 - 1950m²**

Quantitative Criteria	Destination Playgrounds District
Playground Experience (Specifics)	
Play Experience	
1.All Abilities	●●
2. Dynamic play	
– Balance	●●
– Climb	●●
– Rocking	●●
– Slide (orientate south if possible)	●●
– Swing	●●
– Spin	●●
3. Informal Imaginative play	●●
4. Landscape/Nature play	●●●
5. Educational/learning/art	●●
6. Water play	●●
7. Technology play	●
8. Kick about (open space)	●●
9. Bike path	●●
Access*	
1. Path to playground	●●●
2. Path around playground #	●●●
3. Pram / wheelchair parking #	●●●
Edging to Play Surface**	Combination (as appropriate)
1. Boulders	●●
2. Timber (flush)	●●●
3. Concrete edge/path (flush)	●●●
Play Surface	Choose two (as appropriate)
1. Mulch	●●
2. Sand	●●
3. Softfall	●●
4. Artificial turf	●
5. Variation activity vs. circulation	●
Boundary Enclosure***	
1. Defined edge #	●●
2. Fence/wall #	●●
3. Open	●
Shade (min. 50% of playground)	
1. Shade sail (prioritise play pods)	●●●
2. Tree canopy (min. 50% playground)	●●●

How to use: These playground design criteria are intended as a best practice design brief for future playgrounds. They are a checklist of recommended playground elements which could be included in a playground of that level. Design inclusions should be appropriate to site specific characteristics, budget and design aspiration and aim to maximise inclusive play opportunities.

Priority Rating   *NP* = No Provision required   P = If Possible   ● low priority   ●● medium priority   ●●● high priority

*Path widths to accommodate strollers and wheelchairs   **Ensure one section of edging is flush for equal access into playground   ***Fence + gate to be provided. Full enclosure required if playground within 30m of ≥60km/h road)

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Destination Playgrounds — District

Playground Facilities (Support)

Furniture	District
1. Seat (backed and armrest) #	●●●
2. Picnic table (accessible)	●●
3. Platform seat	●
4. Bin (trash and recycle)	●●●
5. Bubbler	●
6. BBQ	●
7. Lighting (paths only) #	●●
8. Bike rack^	●●
9. Playground signage	●

Shade	District
1. Solid structure (picnic area)	●●

Infrastructure	District
1. Toilet (accessible & change facility) #	●●
2. Car park	●●
3. Accessible parking^^ #	●●
4. Cafe/Coffee Cart	●

Qualitative Criteria

General Experience	District
1. Appeal	●●●

	District
2. Legible layout	●●●
3. Flexibility	●●●
4. Imaginative	●●●
5. Originality	●●●

Safety (CPTED)	District
1. Adult supervision (central location)	●●●
2. Layout (drops/blind corners)	●●●
3. Maintained	●●●
4. Passive surveillance	●●
5. Play equipment/fall zones	●●●

Landscape Integration	District
1. Park integration	●●●
2. Planting	●●●
3. Microclimate (wind/shade)	●●●
4. Material finishes	●●●
5. Designer and Design	●●●

Social Sustainability	District
Interaction - grouped seating	●●

Priority Rating

NP = No Provision required   P = If Possible   ○ low priority   ●● medium priority   ●●● high priority

^If playground sits adjacent to a bike track, a bikerack is to be provided   ^^ Any designated all abilities playground to provide accessible parking   # Alignment with Everyone Can Play Guideline

City of Ryde

4.3.8.3 Neighbourhood Playground Design Framework

Type: Everyday

Level 3: Neighbourhood

Definition: A medium sized play area within walking distance (1km) for adults with young children and reached safely by children beginning to travel independently and with friends without accompanying adults. Neighbourhood playgrounds are primarily for children 0-12 and their carers; however, young people may also use this space.

Primary age group: 0-12 (early and middle childhood) however, consider varied experiences for young people, adults and seniors through specific or inter-generational play opportunities.

Approximate size: 240 – 750m^2

Approximate number of children/hr.: 8-25

Approximate number of carers/hr.: 4-12

Approximate time spent: 1-2hrs

Key design considerations:

- An accessible path to the playground should be provided, as well as seating (4 min.) within the vicinity of the play equipment, adjacent path, with ample room for pram/wheelchair parking adjacent
- One side of playground edge should be flush with the pathway to ensure easy accessibility (prams + wheelchairs)
- One type of accessible safety surfacing (e.g. playground mulch or softfall) could be used. Should mulch be installed, ensure any Inclusive play equipment has access via an easily trafficable surface (not mulch) which conforms to that equipment's fall zone and safety surface requirements
- An organic and varied edge to the playground should be designed to respond to the landscape (limiting the use of 'square box' playgrounds)
- The playground should be integrated into the landscape setting, considering existing vegetation, key views etc.
- Trees for shade should be incorporated into the playground design and the playground and equipment orientated appropriately to maximise year-round thermal comfort (e.g. face slides south to minimise direct sun)
- 3-4 (min.) dynamic play elements should be incorporated
- Include landscape (e.g. boulders) and sensory play (e.g. musical instruments, varied textures, scented planting).
- A grassy kick about space should be incorporated or be in adjacent open space
- Flexible and imaginative playgrounds should be developed (not just equipment)
- Playground and equipment should conform to Australian Standards
- Ensure access to water within open space via a tap or bubbler
- Ensure All Abilities or Inter-generational play experiences can be accessed by an easily trafficable surface (rubber softfall, turf, gravel) conforming to required safety surfacing requirements
- Ensure any playground theming is appropriate to local context and celebrates significant natural or cultural features of the surrounding area

5 YEAR REVIEW AND UPDATE

- Addition of formal and informal boundary enclosures
- Addition of shade to play pods
- Addition of easily trafficable surface (not mulch) to key play experiences
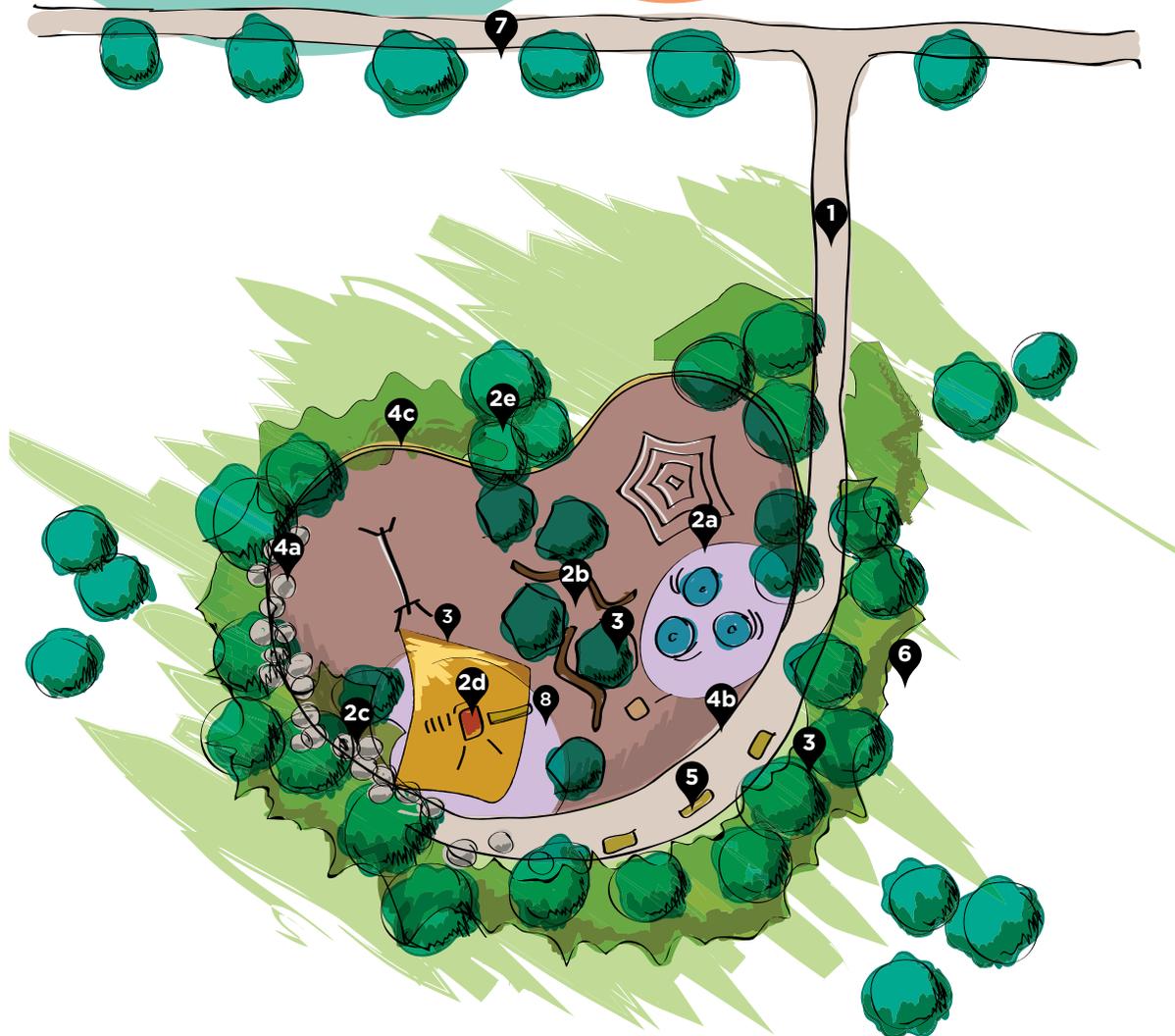
Access

1. Access path (concrete - linking to street footpath network)

Play experience

2a Dynamic play

2b Landscape/nature play

2c Sensory play

2d Informal play

2e Picnic shelter

Shade

3. Min. 50% shade to play pod area (prioritising sand, slide and seating) / informal (e.g. trees) to minimum 50% of the general playground area

Boundary enclosure

4a Formal enclosure adjacent street/hazard if playground is within 30m of road (full enclosure if playground within 30m of ≥60km/h road).

4b Option to vary -
Boulders, mounding and planting / Path (flush) / Timber (flush)

Furniture

5. Seating (min. 50% of all seating to have back and arm rests)

Landscape

6. Integrated landscape

Safety

7. Passive surveillance

8. Surface to include easily trafficable material to all Inclusive or All Abilities play experiences

Figure 43.   Indicative functional layout - neighbourhood playground (Not to scale)

NOTE: Indicative functional layout only. The layout communicates broad intent, not a detailed design solution. Individual design process is to be undertaken on a site specific basis.

Table 14.   Design Framework for Neighbourhood Playgrounds

Playground Profile	Everyday Playgrounds Neighbourhood
Age group	0-12
Number of children	8 to 25
Number of carers	4 to 12
Approximate size	240 - 750m²

Quantitative Criteria	
Playground Experience (Specifics)	
Play Experience	
1. All Abilities #	●● (medium priority)
2. Dynamic play	
– Balance	● (low priority)
– Climb	● (low priority)
– Rocking	● (low priority)
– Slide (orientate south if possible)	● (low priority)
– Swing	● (low priority)
– Spin	● (low priority)
3. Informal Imaginative play	● (low priority)
4. Landscape/Nature play	●● (medium priority)
5. Sensory play (5)	●●● (high priority)
6. Water play	NP
7. Technology play	NP
8. Kick about (open space)	● (low priority)
9. Bike path	● (low priority)
Access*	
1. Path to playground	●●● (high priority)

	Everyday Playgrounds Neighbourhood
2. Path around playground (concrete) #	●● (medium priority)
3. Pram / Wheelchair parking #	●● (medium priority)
Edging to play surface**	Combination (as appropriate)
1. Boulders	●● (medium priority)
2. Timber (30% flush) #	●● (medium priority)
3. Concrete edge/path (30% flush) #	●● (medium priority)
Play surface	Choose one (as appropriate)
1. Mulch	● (low priority)
2. Sand	● (low priority)
3. Softfall	● (low priority)
4. Artificial turf	● (low priority)
Boundary Enclosure***	
1. Defined edge	● (low priority)
2. Fence and gate (full enclosure if playground within 30m of ≥60km/h road)	● (low priority)
3. Open	● (low priority)
Shade (min. 50% of playground)	
1. Shade sail (prioritise play pods) #	● (low priority)
2. Tree canopy (min. 50% playground) #	●●● (high priority)

How to use: These playground design criteria are intended as a best practice design brief for future playgrounds. They are a checklist of recommended playground elements which could be included in a playground of that level.

Design inclusions should be appropriate to site specific characteristics, budget and design aspiration and aim to maximise inclusive play opportunities.

Priority Rating   NP = No Provision required   P = If Possible   ○ low priority   ●● medium priority   ●●● high priority

*Path widths to accommodate strollers and wheelchairs   **Ensure one section of edging is flush for equal access into playground   ***Fence + gate to be provided. Full enclosure required if playground within 30m of ≥60km/h road

Children's PLAY Plan + City of Ryde

Playground Facilities (Support)	Everyday Playgrounds Neighbourhood
Furniture	
1. Seat (backed + armrest)	●
2. Picnic table (accessible)	●
3. Platform seat	*NP*
4. Bin (trash + recycle)	●
5. Bubbler or tap #	●●
6. BBQ	●
7. Lighting	*NP*
8. Bike rack^	●
9. Playground signage	*NP*
Shade	
1. Solid structure (picnic area) #	●
Infrastructure	
1. Toilet	*NP*
2. Car park	*NP*
3. Accessible parking^^	*NP*
4. Cafe/Coffee Cart	*NP*

Qualitative Criteria	Everyday Playgrounds Neighbourhood
General Experience	
1. Appeal	●●●
2. Legible layout	●●●
3. Flexibility	●●●
4. Imaginative	●●●
5. Originality	●●●
Safety (CPTED)	
1. Adult supervision	●●
2. Layout (drops/blind corners)	●●●
3. Maintained	●●●
4. Passive surveillance	●●
5. Play equipment/fall zones	●●●
Landscape Integration	
1. Park integration	●●●
2. Planting	●●
3. Microclimate (wind/shade)	●●●
4. Material finishes	●●
5. Designer + Design	●●●
Social Sustainability	
Interaction - Grouped seating	●

Priority Rating

NP = No Provision P = If Possible ● low priority ●● medium priority ●●● high priority

^If playground sits adjacent to a bike track, a bikerack is to be provided ^^ Any designated all abilities playground to provide accessible parking # Alignment with Everyone Can Play Guideline

City of Ryde

4.3.8.4   Local Playground Design Framework

Type: Everyday

Level 4: Local

Definition: A small play area within easy walking distance (400m in low/medium density areas and 200m in high density areas) from home for children to feel safe and able to interact with their community. Local playgrounds are primarily for young children and carers; however, older children and young people may also use this space.

Focus age group: 0-5 (early childhood) although not absolute

Approximate size: 90 – 210m^2

Approximate number of children/hr.: 3 – 7

Approximate number of carers/hr.: 2 – 4

Approximate time spent: 1hr

Key design considerations:

- Provide an access path to the playground, as well as a seat with back and armrest within the vicinity of the play equipment
- One side of playground edge should be flush with the pathway to ensure easy accessibility (prams + wheelchairs)
- One type of accessible safety surfacing (e.g. playground mulch or softfall) could be used. Should mulch be installed, ensure any inclusive play equipment has access via an easily trafficable surface (not mulch) which conforms to that equipment's fall zone and safety surface requirements
- An organic and varied edge to playground should be designed to respond to the landscape (limiting the use of 'square box' playgrounds)
- The playground should be integrated into landscape setting
- Trees for shade should be incorporated into the playground design and the playground orientated appropriately
- 1-2 (min.) dynamic play elements should be incorporated
- Landscape and sensory play, and a grassy kick about space should be incorporated
- Flexible and imaginative playgrounds should be developed (not just equipment)
- Ensure access to water within open space via a tap or bubbler
- Playground and equipment should conform to Australian Standards
- Ensure any playground theming is appropriate to local context and celebrates significant natural or cultural features of the surrounding area

PLAYGROUND IN HIGH DENSITY AREA

- Consider disbursing play opportunities throughout parks in high density areas rather than centralising playgrounds
- Work with developers and other private organisations to ensure playgrounds under their development and management implement the criteria and principles of this Plan

5 YEAR REVIEW AND UPDATE

- Addition of formal and informal boundary enclosures
- Addition of shade to play pods
- Addition of easily trafficable surface (not mulch) to key play experiences
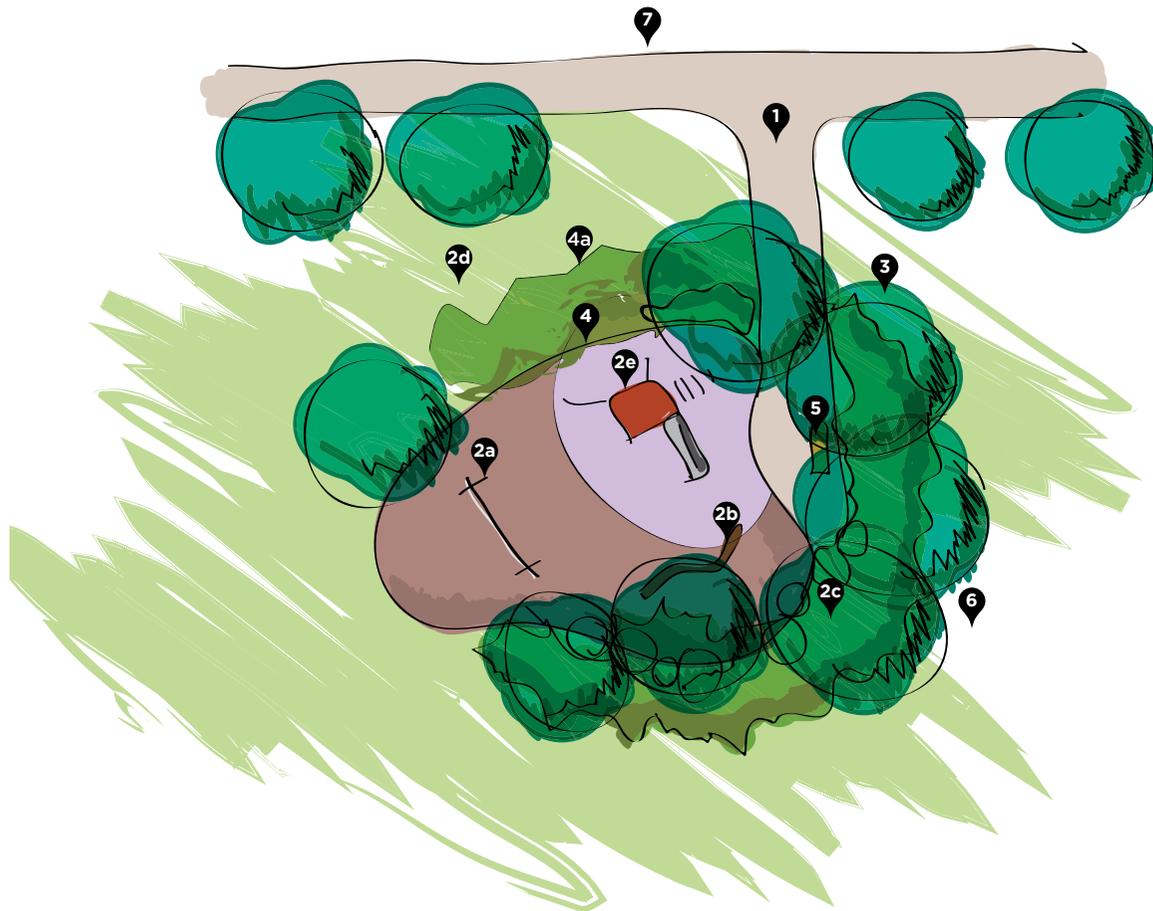
Access

① Access path (concrete)

Play experience

② a Dynamic play

② b Landscape/nature play

② c Sensory play

② d Kick about

② e Informal/Imaginative

Shade

③ Trees (minimum. 50% of playground coverage, prioritising sand, slides and seating)

Boundary enclosure

④ Formal enclosure adjacent street/hazard if playground is within 30m of road (full enclosure if playground within 30m of ≥60km/h road.

④ a Informal enclosure preferred to remainder of playground

Defined edge to activity zone
NB: Ensure one side flush accessible

⑤ **Furniture**

Seating (preferably with back and arm rests)

⑥ **Landscape**

Park integration

⑦ **Safety**

Passive surveillance

Figure 44.   Indicative functional layout - local playground (Not to scale)

NOTE: Indicative functional layout only. The layout communicates broad intent, not a detailed design solution. Individual design process is to be undertaken on a site specific basis.

City of Ryde

Table 15.   Design Framework for Local Playgrounds

	Everyday Playgrounds Local		Everyday Playgrounds Local
Playground Profile		2. Path around playground #	low priority
Primary Age group focus	**0-8**	3. Pram / Wheelchair parking #	low priority
Number of children	**3 to 7**	Edging to play surface**	Combination (as appropriate)
Number of carers	**2 to 4**	1. Boulders/stones	medium priority
Approximate size	**90 - 210m²**	2. Timber (flush)	medium priority
		3. Concrete edge/path (flush)	medium priority
Quantitative Criteria		Play surface	Choose two (as appropriate)
Playground Experience (Specifics)		1. Mulch	low priority
Play Experience		2. Sand	low priority
1. All Abilities	low priority	3. Softfall	low priority
2. Dynamic play		4. Artificial turf	
– Balance	low priority	Boundary Enclosure***	
– Climb	P	1. Defined edge (informal) #	low priority
– Rocking	low priority	2. Fence (or safety only) #	NP
– Slide (orientate south if possible)	low priority	3. Open	low priority
– Swing	low priority	Shade (min. 50% of playground)	
– Spin	low priority	1. Shade sail	NP
3. Informal Imaginative play	low priority	2. Trees (min. 50% playground) #	high priority
4. Landscape/Nature play	medium priority		
5. Sensory play (5) #	high priority		
6. Water play	NP		
7. Technology play	NP		
8. Kick about (open space)	low priority		
9. Bike path	NP		
Access*			
1. Path to playground (concrete) #	high priority		

How to use: These playground design criteria are intended as a best practice design brief for future playgrounds. They are a checklist of recommended playground elements which could be included in a playground of that level.

Design inclusions should be appropriate to site specific characteristics, budget and design aspiration and aim to maximise inclusive play opportunities.

Priority Rating   *NP* = No Provision required   P = If Possible   ○ low priority   ○○ medium priority   ●●● high priority

*Path widths to accommodate strollers and wheelchairs   **Ensure one section of edging is flush for equal access into playground   ***Fence + gate to be provided. Full enclosure required if playground within 30m of ≥60km/h road)

Children's PLAY Plan + City of Ryde

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

General Experience	Everyday Playgrounds **Local**
1. Appeal	●●●
2. Legible layout	●●●
3. Flexibility	●●●
4. Imaginative	●●●
5. Originality	●●●
Safety (CPTED)	
1. Adult supervision	●●
2. Layout (drops/blind corners)	●●●
3. Maintained	●●●
4. Passive surveillance	●●●
5. Play equipment/fall zones	●●●
Landscape Integration	
1. Park integration	●●●
2. Planting	●●
3. Microclimate (wind/shade)	●●●
4. Material finishes	●●
5. Designer + Design	●●●
Social Sustainability	
Interaction - Grouped seating #	●

Priority Rating

NP = No Provision required   P = If Possible   ● low priority   ●● medium priority   ●●● high priority

^If playground sits adjacent to a bike track, a bikerack is to be provided   ^^ Any designated all abilities playground to provide accessible parking   # Alignment with Everyone Can Play Guideline

City of Ryde

4.4   Playground Matrix

4.4.1 Suburb collectors

The City comprises the following 16 suburbs:

1. Chatswood West (adjoins Willoughby)
2. Denistone
3. Denistone East
4. Denistone West
5. East Ryde
6. Eastwood (adjoins Hornsby)
7. Gladesville (adjoins Hunters Hill)
8. Macquarie Park
9. Marsfield
10. Meadowbank
11. Melrose Park (adjoins Parramatta)
12. North Ryde
13. Putney
14. Ryde
15. Tennyson Point
16. West Ryde

To align with the Integrated Open Space Plan (IOSP) reporting, the 16 suburbs have been aggregated to form the following 13 suburb collectors:

1. Denistone East and West
2. Eastwood
3. Gladesville/Tennyson Point
4. Macquarie Park
5. Marsfield
6. Melrose Park/Meadowbank
7. North Ryde
8. Putney
9. Field of Mars
10. Santa Rosa
11. Ryde South
12. Top Ryde
13. West Ryde

Detailed recommendations for each playground are provided in the playground matrix (section 4.3.4 Suburb collector recommendations) and grouped within the suburb collector within which the playgrounds are located. Detailed mapping over an aerial base illustrates the recommended playground distribution, level and walkability within each suburb, enabling the site context to be read. The recommendations are presented in the playground matrix under the following headings:

- Park Level
- Audited Playground Level
- Recommended Playground Level
- Action
- Action Comments
- Playground Priority

Suburb Collectors and Wards

The 16 suburbs of the City have been aggregated the into 13 suburb collectors (refer Figure 49) to align with the IOSP. The recommended actions presented in the Playground Matrix are grouped under suburb collector.

The administration of Council provided services is organised across its suburbs in three wards: East Ward, Central Ward and West Ward. Figure 45 shows the relationship between the Wards and the suburb collectors.

● West Ward Playgrounds
● Central Ward Playgrounds
● East Ward Playgrounds
— Suburb collector boundaries
━ Ward Boundaries
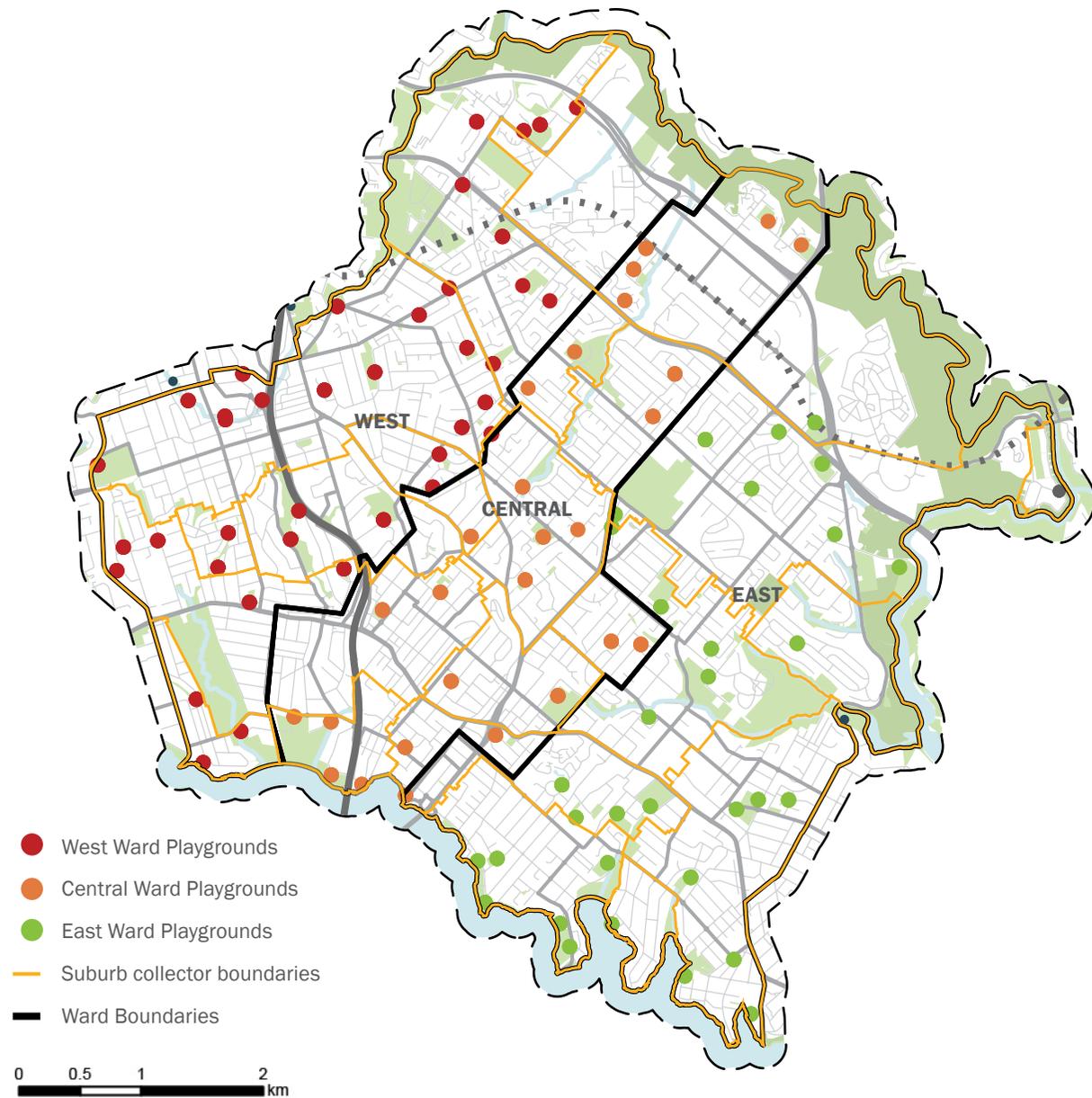
Figure 45.   Playgrounds throughout the suburb collectors and Wards of the City

4.4.2 Action

The Audited Playground Level was determined on site, and refers to the provision of play within the boundary and immediate vicinity of the playground as it existed at the time of the audit, using the Design Framework as a guide.

The Recommended Playground Level was determined using the audit results coupled with local and regional planning context.

The Action refers to the amount of work which is recommended for each playground (refer Table 16).

Table 16.   Action name descriptions

Action	Description
Expansion	New playground positioned in a location where no playground currently exists.
Replace	Installation of a new playground and landscaping in a park where a playground currently exists. New playground to be sited within the park based on a detailed site assessment to be undertaken at the time of upgrade.
Major adjustments	Major upgrade of playground, utilising existing playground structure and equipment.
Minor adjustments	Minor upgrade of the existing playground.
No changes	No changes to existing playground.

4.4.3 Playground priority

4.4.3.1   Priority decision making

Each recommended action for playgrounds within the City has been given a priority level of 'high', 'medium' or 'low'. The priority levels were given after a consideration of the following:

- **Safety** (condition of playground and play equipment)
- **Distribution**
  - 200m (high density) and 400m (medium and low density) walkability catchment and ability to meet the needs of the population
  - Equitable distribution across council Wards and Suburbs were possible, in line with the Play Plan Implementation Strategy
- **Site suitability** (location, slope, drainage, access and surveillance opportunities and constraints)
- **Cost efficiencies** (using as many existing playground sites as possible, rationalising playgrounds, ensuring the new and upgraded playgrounds are located and designed so that maintenance is cost effective)

All priorities were to be achieved where possible, with safety taking precedence as the determination for a 'high' priority.

Other upgrades, either minor or major that do not pose an immediate safety issue and are considered imperative to achieving the aim and vision of the Play Plan were given a 'medium' priority. There are many examples of quality new playgrounds within Ryde; however, most recommendations have been given a 'medium' priority as many playgrounds within Ryde have ageing equipment or are inappropriately located on constrained sites, steep slopes and often within drainage lines thus requiring expensive maintenance.

Playground upgrades that are required to serve future play demand in areas that are currently well catered or have more pressing playground upgrades were given a 'low' priority. Proposed 'low' priority playgrounds were also given where the condition and function of a playground may be satisfactory at present but its upgrade to a larger playground level would be required in the longer term to meet future demand for play to meet the population's needs.

Where there were clusters of playgrounds with overlapping walkability catchments, the playgrounds that presented the best siting, size and surveillance opportunities were selected for retention over the more constrained playgrounds. The constrained playgrounds do not present good site opportunities for the provision of future play due to safety and surveillance constraints or the cost of playground upgrades due to topography, drainage and access constraints and should be listed for removal at the end of their economic life.

Three areas for new local playgrounds have been proposed in areas (two in existing parks and one potential land acquisition) where a significant gap existed in the 400 m walkability catchment for residents.

4.4.3.2 Priority implementation

To align with the City's available annual budgets, playground recommendations have been assigned a priority of actions to 'roll out' the capital works program over the next 10 years. The priority of actions are classified as:

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

"I want a place that is close to home and safe for the kids to play".

- Community consultation response

City of Ryde

4.4.4 Playground Recommendations Summary

The following pages summarise all recommended playground works, in alphabetical order, to clearly articulate the extent of works proposed, and set up the framework for prioritisation.

Table 17.   Recommendations for playgrounds in the City of Ryde

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
ACACIA PARK	West	Eastwood	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
ADVENTURE PARK	Central	Ryde - Santa Rosa	Local	Replace	This playground currently does not meet the Design Framework for a local playground. This playground should be replaced and redesigned to improve safety and surveillance with new play equipment, seating, shade and inclusive access.	Low
ANDERSON PARK	Central	Ryde South	District	Minor adjustments	This playground is mostly aligned with ECP Guideline however is lacking an all abilities play piece and accessible parking spot in the adjacent car park. The playground meets the Design Framework for a district level playground. Consider installing lighting to extend time of day use.	High
ANN THORN PARK	Central	Ryde South	Local	Replace	This playground currently does not meet the Design Framework for a local playground. Install new equipment and landscape play opportunities. Ensure playground has an accessible path, shaded seating with back and arm rests and flush edge to play pieces.	Low
ANZAC PARK	West	West Ryde	District	Replacement	Concept plan completed at time of review.	High
AUSTRALIA II PARK	West	Marsfield	Local	Minor adjustments	This playground meets the Design Framework for a local playground however a seat with back and arm rest is required.	High
BANJO PATERSON RESERVE	East	Gladesville - Tennyson Point	District	Major refurbishment	This playground does not align with the ECP Guideline due to a lack of accessible surfacing and an all abilities play piece. This playground does meet the Design Framework for a district level playground. It is recommended a path is installed from Punt Road footpath to the park path network, provide an accessible parking space in the existing car park, install and accessible play piece with accessible surfacing and increase seating opportunities with back and arm rests.	Medium

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
BEATTIE PARK	Central	Denistone East and West	Local	Minor adjustments	This playground does meet the Design Framework for a local playground with the exception of adequate shade. Increase tree canopy cover.	High
BELL PARK	West	West Ryde	Local	Minor adjustments	This playground does not meet the Design Framework for a local playground due to lack of shade, an access path to playground and a flush edge from path to play surface. Adjust playground to meet local level Design Framework.	Medium
BENNELONG PARK	East	Putney	Local	No changes	This playground does not meet Design Framework for a local playground. No changes required as it is assumed Kissing Point Park is in very close proximity and compensates for the gap in play distribution.	N/A
BIDGEE PARK	Central	Ryde Field of Mars	Local	Replace	This playground does not meet the Design Framework for a local playground. Replace and redesign playground to meet local level Design Framework paired with community use facilities (e.g. a community garden).	Low
BLAMEY PARK	East	North Ryde	Local	Replace	This playground does not meet the Design Framework for a local playground due to lack of access path and a flush edge to play surface. Consider installing provision for landscape play.	Low
BLENHEIM PARK	East	North Ryde	Regional	Major refurbishment	This playground does not align with the ECP Guideline and does not meet the Design Framework for a regional playground. Playground has circulation and accessibility issues due to lack of accessible surfacing under key play pieces, poor path connection from play and seating areas to the path network and a lack of all abilities play pieces. Sight lines to be reviewed and consider installing a playground map at the main seating area. Fencing of playground required.	High
BOORAL RESERVE	Central	North Ryde	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
BOYLA RESERVE	East	Gladesville - Tennyson Point	Local	Minor adjustments	This playground does not meet the Design Framework for a local playground due to lack of access path to playground, arm rests on seats and landscape play.	Medium
BRAEMAR PARK	West	Eastwood	Local	Replace	This playground does not meet the Design Framework for a local playground. Integrate landscape and nature play with unique landscape setting of the park. Install accessible seating with back and arm rests and provide an accessible path to playspace.	Low
BRIGADE PARK	Central	Ryde Field of Mars	Neighbourhood	Minor adjustments	This playground does meet the Design Framework for a local playground with the exception of adequate shade. Increase tree canopy cover.	High
BRUSH FARM PARK	West	Eastwood	Neighbourhood	Replace	This playground although at neighbourhood level should be designed to meet the ECP Guideline in order to fill a gap in the inclusive play distribution across the LGA. The playground does not currently meet the ECP Guideline or the Design Framework for a neighbourhood playground. Relocate and redesign new playground to meet the neighbourhood level Design Framework and align with the ECP Guideline.	High
BYRON PARK	East	Ryde Field of Mars	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for Neighbourhood playground.	Medium
CARARA RESERVE	West	West Ryde	Local	No changes	Playground aligns with Design Framework.	N/A
CHARITY CREEK CASCADES	East	West Ryde	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
CLEVES PARK	East	Putney	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
COMMUNITY PARK	West	Denistone East and West	Local	Minor adjustments	This playground meets the Design Framework for a local playground however a seat with back and arm rest is required.	High

Playground		Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
DARVALL PARK	North	West	Denistone East and West	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
	South	West	Denistone East and West	District	Minor adjustments	This playground does not align with the ECP Guideline and does not meet the Design Framework for a district playground. Recommended to connect rubber softfall under play equipment to the path network. Connect the shelters to the path network. Consider installing 1-2 all abilities play pieces on accessible surfacing to align with the Everyone Can Play Guideline.	High
DENISTONE PARK		West	Denistone East and West	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for Neighbourhood playground. Location of playground to be determined through a detailed site assessment.	Medium
DUNBAR PARK		West	Marsfield	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
EASTWOOD PARK	Northern (upper) playground	West	Eastwood	District	Minor adjustments	This playground does not align with the ECP Guideline and does not meet the Design Framework for a district playground. Extend and connect rubber softfall under play pieces to the path network to provide accessible connection and install all abilities play pieces.	High
	Southern (lower) toddler playground	West	Eastwood	Local	Minor adjustments	This playground does meet the Design Framework for a local playground. The future master plan for the park should address the poor path legibility around the park and linking the two playgrounds. As the southern local scale playground is very popular due to its proximity to the railway station the master plan should address drawing users to the northern District level playground.	High

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
ELOUERA PARK	Central	Macquarie Park	District	Minor adjustments	This playground does not align with the ECP Guideline due to a lack of an all abilities play piece on an accessible surface. Consider installing accessible surfacing under hammock, reconfigure the carousel to be under rubber softfall with flush edging and clear accessible rubber softfall access route to path. Replace a swing seat to be an inclusive basket or hammock seat. This playground does meet the Design Framework for a district park assuming the lack of supporting facilities in the park such as car parking and amenities can be offset due to close proximity with Macquarie Shopping Center.	High
ELS HALL	Central	Marsfield	District	Minor adjustments	This playground aligns with the ECP Guideline and the Design Framework for a district playground. However it is recommended that a seating with back and arm rests that are associated with the playground rather than the sports field is required. Future park design could consider installing learn to ride adjacent to playground.	High
FONTENOY PARK	Central	Macquarie Park	District	Minor adjustments	This playground does not align with the ECP Guideline due to a lack of accessible surfacing and an all abilities play piece. It is recommended that an all abilities play piece is installed with accessible surfacing and a formalised path from the accessible parking bay in the adjacent car park to the footpath is provided. Install informal play / nature play elements and social infrastructure such as picnic tables and BBQs to assist in meeting the Design Framework for a district playground.	Medium
FORRESTER PARK	West	Eastwood	Neighbourhood	Minor adjustments	This playground does not meet the Design Framework for a neighbourhood playground. Increased play provision is required such as nature play and informal play opportunities. Provide arm rests on some seating.	High

Playground		Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
GANNAN PARK		East	Ryde Field of Mars	Neighbourhood	Minor adjustments	This playground does meet the Design Framework for a neighbourhood playground however a seat with back and arm rest is required and a combination unit with slide should be considered.	High
GIRRAWEEN RESERVE		West	Eastwood	Local	Minor adjustments	This playground does meet the Design Framework for a local playground. Increasing tree canopy cover could be considered.	High
GLADES BAY PARK		East	Gladesville - Tennyson Point	Local	Replace	This playground does not meet the Design Framework for a local playground. It is recommended that the playground is replaced and redesigned to meet the local playground Design Framework. Connect playspace to path network with a flush edge and provide landscape play.	Low
GLEN RESERVE	Northern playground	West	Eastwood	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
	Southern playground	West	Eastwood	Neighbourhood	Replace	This playground currently does not meet the Design Framework for a neighbourhood playground. Consolidate playgrounds and replace and redesign the southern playground to meet neighborhood level Design Framework. Playground to be incorporated in the Glen St redevelopment.	Medium
GRANNY SMITH MEMORIAL PARK		West	Eastwood	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
HALCYON PARK		East	Gladesville - Tennyson Point	Local	Minor adjustments	This playground does meet the Design Framework for a local playground with the exception adequate shade. Increase tree canopy cover.	High
HARDY PARK		East	Ryde Field of Mars	Local	Minor adjustments	This playground does meet the Design Framework for a local playground. Increase tree canopy cover.	High

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
HEATLEY RESERVE	East	North Ryde	Neighbourhood	Major refurbishment	This playground although at neighbourhood level should be designed to meet the ECP Guideline in order to fill a gap in the inclusive play distribution across the LGA. As the playground is currently a local playground, it does not meet the Design Framework for a neighbourhood playground. Extend play value and install with 1+ all abilities elements to fill the gap in the distribution of inclusive playgrounds. Upgrade should be done in conjunction with community consultation as to not impact on this highly used rest area.	High
HENRI DUNANT RESERVE	Central	Ryde - Santa Rosa	Local	Minor adjustments	This playground meets the Design Framework for a neighbourhood playground however a seat with back and arm rest is required. Increasing tree canopy cover could be considered.	High
HELENE PARK	Central	Melrose Park - Meadowbank	Local	Expansion	New Local playground recommended for Helene Park.	Medium
HOLT PARK	Central	North Ryde	Local	Minor adjustments	This playground meets the Design Framework for a neighbourhood playground however a seat with back and arm rest is required.	High
IRENE PARK	West	Eastwood	Local	No changes	Playground aligns with Design Framework.	N/A
IVANHOE PARK	Central	Macquarie Park	Neighbourhood	Expansion	New playground is proposed within Ivanhoe development at time of review.	N/A
JANET PARK	West	West Ryde	Neigbourhood	Replace	This playground although at neighbourhood level should be designed to meet the ECP Guideline in order to fill a gap in the inclusive play distribution across the LGA. As the playground is currently a local playground, it does not meet the Design Framework for a neighbouhood playground. Extend play value and install with 1+ all abilities elements to fill the gap in the distribution of inclusive playgrounds.	High

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
JENNIFER PARK	West	Melrose Park - Meadowbank	Local	Replace	This playground does not meet the Design Framework for a local playground due to of accessibility issues. Replace and redesign a new playground that meets the Design Framework for a local park with accessible seating, paths and a flush edge to the playspace.	Low
JIM WALSH PARK	West	Eastwood	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
JOHN MILLER PARK	East	Ryde Field of Mars	Local	No changes	Playground aligns with Design Framework.	N/A
JORDAN PARK	Central	Marsfield	Local	Minor adjustments	This playground does meet the Design Framework for a local playground with the exception adequate shade. Provide a shade sail over the sand surfacing.	Low
KATHLEEN RESERVE	East	North Ryde	Local	Replace	This playground does not meet the Design Framework for a local playground. Replace and redesign playground equipment to meet playground Design Framework for local playground.	Low
KINGS PARK	West	Denistone East and West	Neighbourhood	Expansion	New neighbourhood playground as per Kings Park master plan.	High
KISSING POINT PARK	East	Putney	District	No changes	Playground aligns with Design Framework.	N/A
KOTARA PARK	West	Marsfield	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet Design Framework for Neighbourhood playground. Replacement playground currently under construction during the time this report was being written.	High
LACHLAN'S LINE	Central	Macquarie Park	District	No changes	Playground aligns with Design Framework.	N/A
LARDELLI PARK	East	Ryde South	District	No changes	Playground aligns with Design Framework.	N/A

Playground		Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
LIONS PARK		West	West Ryde	District	Minor adjustments	This playground does not align with the ECP Guideline due to a lack of accessible surfacing for inclusive play equipment. It is recommended that accessible surfacing under the basket swing with flush edging to the path and an accessible path. Consider installing shade over the seating and BBQ area. This playground does meet the Design Framework for a district playground.	High
LYNELLE PARK		West	Eastwood	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
MAGDALA PARK		East	North Ryde	Local	Replace	This playground does not meet the Design Framework for a Local playground. Replace and redesign playground equipment to meet playground Design Framework for Local playground. Relocate playground to an appropriate location within the park with a better outlook (subject to master plan).	Low
MARJORIE PARK		West	Eastwood	Local	Replace	This playground does not meet the Design Framework for a Local playground. Replace and redesign playground equipment to meet playground Design Framework for Local playground. New playground to be sited within this park with new siting to be determined by detailed site assessment.	Low
MEADOWBANK PARK	Andrew Street	West	Melrose Park - Meadowbank	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet Design Framework for Neighbourhood playground.	High
	Constitution Road	West	Melrose Park - Meadowbank	Regional	Replace	New regional playground to meet the Design Framework for a regional level playground and to align with the Everyone Can play Guideline. Playground to include waterplay and an outdoor youth and recreation space.	High
	Ross Smith Avenue	West	Melrose Park - Meadowbank	Local	Minor adjustments	Replace shadecloth	High
	Adelaide Street	West	Melrose Park - Meadowbank	N/A	Replace	Replace by consolidating playground with new playground at Constitution Road.	High

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
MELROSE PARK	West	Melrose Park - Meadowbank	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
MEMORIAL PARK	Central	Melrose Park - Meadowbank	District	Minor adjustments	This playground does not align with the ECP Guideline due to a lack of accessible surfacing, poor accessibility and lack of all abilities play. It is recommended the path network is upgraded to connect play areas to shelters. Provide accessible path to both levels of the playground. Replace one swing with hammock/basket swing and install accessible surfacing underneath. Consider increasing accessible seating with back and arm rest on lower level playground area and include an all abilities play piece on accessible surfacing. Consider a small shade sail over the BBQ and picnic setting. This playground does not meet the Design Framework for a district playground due to the same reasons mentioned above.	Medium
MIDGEE RESERVE	West	Marsfield	Neighbourhood	Minor adjustments	This playground meets the Design Framework for a neighbourhood playground however a seat with back and arm rest is required with adequate shade.	High
MIRIAM PARK	West	West Ryde	Neighbourhood	Replace	It is recommended this playground is upgraded from local to neighborhood level to fill a gap in the play distribution in this high density area. This playground does not currently meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for Neighbourhood playground. Include provision for landscape play and formalised access for prams.	High

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
MONASH PARK	East	Gladesville - Tennyson Point	District	Major refurbishment	It is recommended this playground is expanded and upgraded to district level to fill a gap in playground distribution across the LGA. As this playground is currently at Neighbourhood level it does not align with the ECP Guideline nor the Design Frameworks for a district level. It is recommended the playground is refurbished to meet the Design Framework for a district playground level and align with the ECP Guideline including provision for all abilities play.	Medium
MORRISON BAY PARK	East	Putney	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for Neighbourhood playground as per the park master plan.	Medium
MORSHEAD PARK	East	North Ryde	Local	No changes	Playground aligns with Design Framework.	N/A
MULHALL PARK	East	North Ryde	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
NORTH RYDE PARK	East	North Ryde	District	Minor adjustments	This playground aligns with the ECP Guideline and the Design Framework for a district playground. However it is recommended that there is an increased provision for inclusive play by installing 1-2 all abilities play pieces.	Medium
OLYMPIC PARK	East	Ryde South	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for Neighbourhood playground as per park master plan.	Medium
PARRY PARK	East	Ryde South	Local	Replace	This playground does not meet the Design Framework for a local playground due to of access path to playground, arm rests on seats and landscape play.	High
PEEL PARK	East	Gladesville - Tennyson Point	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
PIDDING PARK	East	Ryde Field of Mars	Neighbourhood	Minor adjustments	This playground meets the Design Framework for a neighbourhood playground however a seat with back and arm rest is required.	High
PINDARI PARK	Central	North Ryde	Neighbourhood	Replace	This playground does not meet the Design Framework for a Neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for Neighbourhood playground. Integrate landscape/nature play into playground setting. Provision of play in the area surrounding the park is low, especially to the south-west of the park.	Medium
PIONEER PARK	West	Marsfield	District	Replace	This playground does not align with the ECP Guideline due to a lack of accessible surfacing, poor accessibility due to raised edges and disconnected paths to play areas and lack of all abilities play. This playground does not meet the Design Framework for a district playground.	Medium
PUTNEY PARK	North	East	Putney	Regional	Major refurbishment	This playground does not align with the ECP Guideline due to a poor accessibility, circulation issues, disconnected paths to play areas and lack of all abilities play. This playground does not meet the Design Framework for a regional playground. It is recommended that the playground is extended to increase play value of the playground and to meet the Design Framework for Regional playgrounds. Loop path around bottom playground level to ensure all play pieces and supporting amenities have an accessible flush edge and path connection. Ensure accessibility of both levels of the playground Consider installing 2-3 play pieces with 2 being all abilities and ensure they have accessible surfacing and adequate shade. Replace sand under combination unit with rubber softfall.	High
	South	East	Putney	Neighbourhood	No Changes	Playground aligns with Design Framework.	N/A

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
QUANDONG RESERVE	Central	Macquarie Park	Local	Replace	This playground does not meet the Design Framework for a Local playground. Replace and redesign playground equipment to meet playground Design Framework for Local playground as per park master plan.	Low
RYDE PARK	Central	West Ryde	Regional	Minor adjustments	This playground aligns with the ECP Guideline and the Design Framework for a regional playground. However consider better integrating sandpit and landscape play within the playground. More shade is required over playspaces including the sandpit. Playspace required to be fenced.	Medium
SANTA ROSA PARK	Central	Ryde - Santa Rosa	District	Replace	This playground does not align with the ECP Guideline nor the Design Framework for a district playground. It is recommended that the playground is relocated away from the road further within the park. Include play equipment, picnic shelters, seating, shading and amenity to reflect the District level Design Framework. Refer to park master plan.	High
STEWART PARK	West	Marsfield	Local	Replace	This playground does not meet the Design Framework for a local playground. Replace and redesign playground equipment to meet playground Design Framework for local playground. Opportunity to replace and redesign a new nature playground, install educational signage regarding local plant communities in partnership with local bushcare groups. Opportunity for educational events to be held at playground for kids about bush care or native animals.	Low
TALAVERA RESERVE	Central	Macquarie Park	Local	No changes	Playground aligns with Design Framework.	N/A

Playground	Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
TENNYSON PARK	East	Gladesville - Tennyson Point	Neighbourhood	Replace	This playground does not meet the Design Framework for a neighbourhood playground. Replace and redesign playground equipment to meet playground Design Framework for neighbourhood playground. Park is in a waterfront location providing and opportunity for a themed neighborhood playground. Assess the accessibility from the street as there is a steep incline.	Medium
TRAFALGAR RESERVE	West	Marsfield	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
TUCKWELL PARK	Central	Macquarie Park	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
TYAGARAH PARK	East	Ryde South	Local	No changes	Playground to be retained pending community consultations on levels of use of Tyagarah Park and development of a single strategy on the upgrade of either the Olympic Park or Tyagarah Park playground.	N/A
WANDOO RESERVE	Central	Ryde South	Local	Minor adjustments	This playground meets the Design Framework for a local playground however a seat with back and arm rest is required.	High
WATERLOO PARK	West	Marsfield	District	Major refurbishment	This playground mostly aligns with the ECP Guideline and Design Framework for a district playground however the following recommendations should be considered. Extend playground to cater for the middle childhood age bracket and include an all abilities play piece.	Medium
WATTS PARK	West	Ryde - Santa Rosa	Neighbourhood	Minor adjustments	This playground meets the Design Framework for a neighbourhood playground however a seat with back and arm rest is required.	High
WESTMINSTER PARK	East	Gladesville - Tennyson Point	Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
WENDY PARK	West	West Ryde	Local	No changes	Playground aligns with Design Framework.	N/A

Playground		Ward	Suburb Collector	Recommended Level	Action	Comments	Priority
WEST DENISTONE PARK	North	West	Denistone East and West	Neighbourhood	No changes	Playground aligns with Design Framework.	N/A
	South			Local	No changes	Recommended that playground is retained until the end of functional life.	N/A
YAMBLE RESERVE		Central	Ryde - Santa Rosa	Regional	No changes	Playground aligns with Design Framework.	N/A
Total playgrounds	99						
Total parks	92						

4.4.5 Ward Collector Recommendations

4.4.5.1   West Ward Recommendations

West Ward is well serviced by 42 playgrounds, with a majority of playgrounds located in this ward. Due to the area's steep topography, there remain pockets of the community where access to everyday playgrounds could be improved. There are also a number of playgrounds identified which do not meet the Design Framework recommendations for the hierarchy classification. Improvements to these are recommended to provide the community with the intended level of play opportunity and value.

The West Ward generally includes the most recommended replacements with 14 playgrounds nominated. These are Braemar Park, Brush Farm Park, Denistone Park, Glen Reserve South, Janet Park, Jennifer Park, Kotara Reserve, Marjorie Park, Meadowbank Park (Andrew Street and Constitution Road), Miriam Park, Pioneer Park, Stewart Park and West Denistone Park North. Waterloo park is recommended for Major refurbishment.

There are 14 playgrounds that require no changes and 12 playgrounds recommended for minor works in order to improve their alignment with the Everyone Can Play Guideline and the Design Framework. Works include improved accessibility, increased shade, easily trafficable safety surfacing and sufficient seating for children and carers. The recommendation also includes the expansion of the playground network with a new neighbourhood playground proposed in Kings Park.

Children's PLAY Plan + City of Ryde

Legend

- 🔵 Regional
- 🟠 District
- 🟢 Neighbourhood
- 🟣 Local
- 🟨 Relevant playground walkability catchments (200m, 400m, 600m, 1km, 2km)

Map labels:
Talavera Reserve, Midgee Reserve, Waterloo Park, Trafalgar Reserve, Stewart Park, Pioneer Park, Lynelle Park, Dunbar Park, Australia II Park, Forrester Park, Irene Park, Granny Smith Memorial Park, Kotara Park, Eastwood Park North, Jim Walsh Park, Braemar Park, Girraween Reserve, Marjorie Park, Glen Reserve North and South, Eastwood Park South, Acacia Park, Watts Park, Brush Farm Park, Kings Park, Community Park, Darvall Park North, West Denistone Park North, Denistone Park, Janet Park, Darvall Park South, Bell Park, West Denistone Park South, Miriam Park, Wendy Park, Lions park, Jennifer Park, Meadowbank Park - Andrew Street, Melrose Park

4.4.5.2 Central Ward Recommendations

Central Ward is the smallest ward with 25 playgrounds. The ward is well serviced by a variety of sizes and types of playgrounds. The majority of playgrounds are currently meeting the Design Framework recommendations for the hierarchy classification. Primarily, recommendations are focused on minor adjustments to district playgrounds to improve accessibility, seating and shade in line with the Everyone Can Play Guideline.

There are 6 playgrounds recommended for replacement to ensure they meet the requirements of the Design Framework, improve playground distribution, address accessibility issues and support changes to nearby playgrounds to maintain or improve play amenity. These are at Adventure Park, Ann Thorn Park; Bidgee Park; Pindari Park, Quandong Reserve and Santa Rosa Park.

There are 4 playground that require no changes and 12 playgrounds recommended for minor works in order to improve their alignment with the Everyone Can Play Guideline and ensure they are meeting the Design Framework recommendations. Works include improved accessibility, increased shade, easily trafficable safety surfacing and sufficient seating for children and carers.

The recommendation also includes the expansion of the playground network with 2 new local playgrounds recommend in Helene Park and Ivanhoe Park.

Fontenoy Park
Tuckwell Park
Elouera Park
Quandong Reserve
Ivanhoe Park
ELS Hall Park
Holt Park
Jordan Park
Pindari Park
Santa Rosa Park
Yamble Reserve
Beattie Park
Henri Dunant Reserve
Adventure Park
Carara Reserve
ANZAC Park
Brigade Park
Bidgee Park
Charity Creek Reserve
Ryde Park
Meadowbank Park - Constitution Rd
Meadowbank Park - Ross Smith Ave
Wandoo Reserve
Ann Thorn Park
Memorial Park
Helene Park
Anderson Park

Legend

Regional
District
Neighbourhood
Local
Relevant playground walkability catchments (200m, 400m, 600m, 1km, 2km)

4.4.5.3 East Ward Recommendations

East Ward is generally well serviced by a variety of playground sizes and types. However, a gap in inclusive play opportunities was identified, and several playgrounds are not currently meeting the Design Framework recommendations for their hierarchy classification.

There are 5 playgrounds require major upgrades in this ward to ensure they meet the requirements of the Design Framework and align with the Everyone Can Play Guideline. These include Banjo Paterson, Blenheim Park, Heatley Reserve, Monash Park and Putney Park North. Works include improved accessibility, increased shade, easily trafficable safety surfacing and sufficient seating for children and carers.

There are 8 playgrounds recommended for replacement to ensure they meet the requirements of the Design Framework, address accessibility issues and support changes to nearby playgrounds to maintain or improve play amenity. These are at Blamey Park, Byron Park, Glades Bay Park, Kathleen Park, Magdala Park, Morrison Bay Park, Olympic Park and Tennyson Park.

There are 12 playground that require no changes and 7 playgrounds recommended for minor works in order to improve their alignment with the Everyone Can Play Guideline and ensure they are meeting the Design Framework recommendations.

Children's PLAY Plan + City of Ryde

Moreshead Park
Lachlans Line
Kathleen Reserve
Blenheim Park
Mulhall Park
Blamey Park
Booral Reserve
Byron Park
North Ryde Park
Magdala Park
Gannan Park
Heatley Reserve
John Miller Park
Pidding Park
Hardy Park
Lardelli Park
Westminster Park
Olympic Park
Halycon Park
Parry Park
Monash Park
Tyagarah Park
Bennelong Park
Cleves Park
Morrison Bay Park
Peel Park
Kissing Point Park
Putney Park North
Tennyson Park
Boyla Reserve
Putney Park South
Glades Bay Park
Banjo Patterson Reserve

Legend

● Regional
● District
● Neighbourhood
● Local
▢ Relevant playground walkability catchments (200m, 400m, 600m, 1km, 2km)

4.4.6 Summary of action priorities

Figures 46-50, and Table 18 show a summary of the
recommended action priorities for playgrounds, and their
distribution over the wards within the City.

Ward boundaries

Suburb collector boundaries

High priority   (1 - 3 years)

Medium priority   (4 - 7 years)

Low priority   (8 - 10 years)

No changes

0   0.5   1   2
                            km
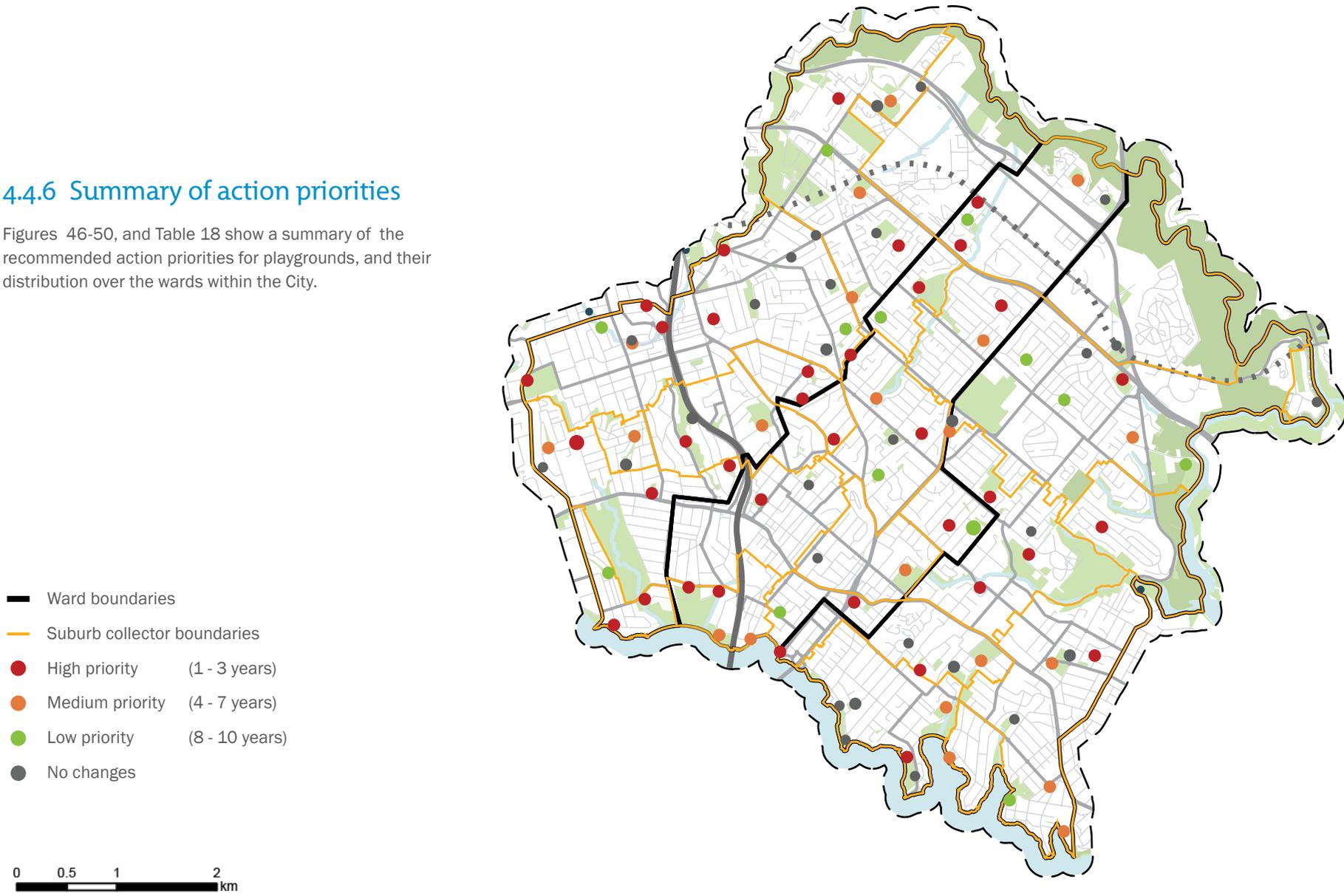
Figure 46.   Implementation - action priority of playgrounds

City of Ryde

Action priorities

Figures 47, 48, 49 and 50 illustrate the distribution of action priorities across the City Wards. Overall the action priorities were evenly spaced throughout the City according to Ward size.
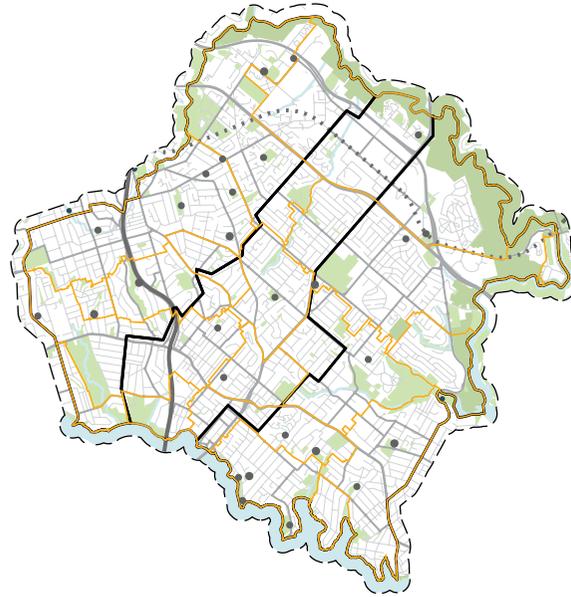
Figure 47.   Playgrounds with no changes recommended
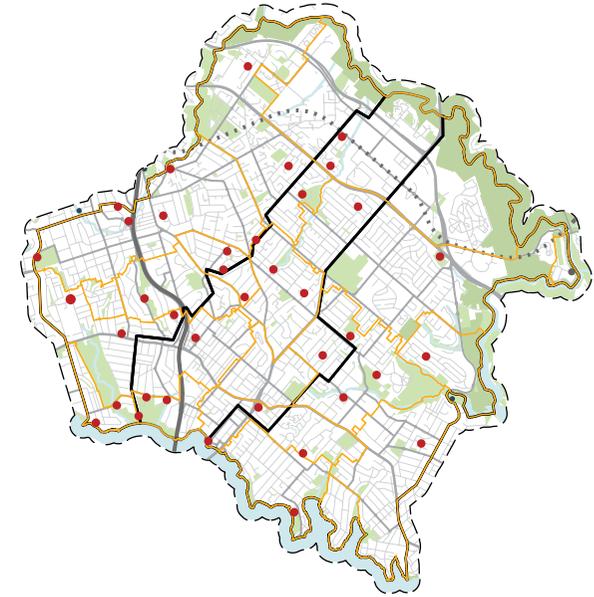
Figure 48.   Distribution of playgrounds with a high priority recommended action

West boundaries

Suburb collector boundaries

● High priority   (1 - 3 years)

● Medium priority   (4 - 7 years)

● Low priority   (8 - 10 years)

● No changes
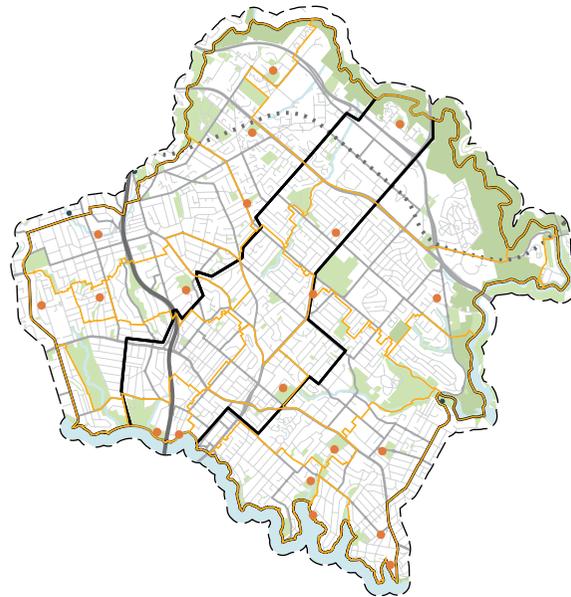
Figure 49.   Distribution of playgrounds with a medium priority recommended action
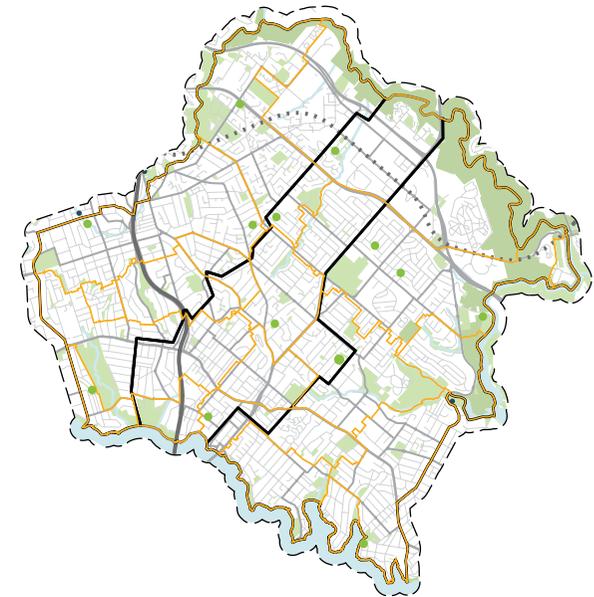
Figure 50.   Distribution of playgrounds with a low priority recommended action

Table 18.   Summary of recommended actions and action priorities per Ward.

| Ward	Action	Description	High priority	Medium priority	Low priority
Central	Expansion	New playground positioned in a location where no playground currently exists	1	1	
Central	Replace	Provide a new playground and landscaping where a playground currently exists, playground may be sited in a new location within the park (subject to detailed site assessment)	1	1	3
Central	Major refurbishment	Major upgrade of playground utilising existing playground structure and equipment		-	
Central	Minor adjustments	Minor upgrade of existing playground	8	3	1
Central	No change	No change		-	
East	Expansion	New playground positioned in a location where no playground currently exists		-	
East	Replace	Major upgrade (new siting and equipment) of existing playground		4	4
East	Major refurbishment	Major upgrade of playground utilising existing playground structure and equipment	3	2	
East	Minor upgrade	Minor upgrade of existing playground	5	2	
East	No change	No change		-	
West	Expansion	New playground positioned in a location where no playground currently exists	1		
West	Replace	Major upgrade (new siting and equipment) of existing playground	7	4	3
West	Major refurbishment	Major upgrade of playground utilising existing playground structure and equipment		1	
West	Minor adjustments	Minor upgrade of existing playground	11	1	
West	No change	No change		-	

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Implementation

5

5.1   Delivering the Play Plan

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5.1.1 City of Ryde Commitment

The City is committed to ensuring that there are sufficient and suitable spaces and facilities for children and carers of all ages, abilities and backgrounds, to play freely and provide opportunities for the community to engage socially to strengthen community bonds.

In July 2018, Mayor Laxale issued a Mayoral Minute and associated resolutions to improve the inclusiveness and quality of playgrounds within the City. The following resolutions will drive implementation of the Play Plan Update in ensuring community expectations are met:

- Modifications be made to existing playgrounds to incorporate some inclusive play elements into existing regional and district level playgrounds
- All future regional playgrounds be all inclusive and that district playgrounds have inclusive elements (including through major upgrades to existing playgrounds)

5.1.2 Consultation

Consultation with the community is critical in understanding their expectations, priorities and needs. Consultation, particularly through the design process, provides the community with a sense of ownership over the playground and can be a community-building experience for all involved.

Given the diversity of the community within the City, and the priority given in the Play Plan Update to inclusive play and ensuring the needs of high density communities are being met, it is recommended the City build on the strong engagement process already in place and ensure ongoing strategic, precinct and playground-specific consultation with the following key groups:

- Multicultural Advisory Committee (CALD representatives)
- Youth Advisory Group and Committee
- Disability Advisory Group
- Children, carers and teachers through schools and pre-schools, and community action groups including Ryde District Mums
- Neighbours of playgrounds being addressed in the Play Plan Update

5.1.3 Strategic Planning

The Play Plan will require amendments to master plans, plans of management, service level agreements, development control plans and will influence Section 7.11 Requirements and Voluntary Planning Agreements with developers within the City.

The Play Plan forms an important part of the community's vision for the City as outlined in the Ryde Community Strategic Plan 2028 and should be upheld and referred to in any future planning documents where relevant.

The Play Plan is intrinsically linked to several other strategic planning documents prepared by the City. Alignment of goals and actions across these strategies is critical in delivering efficient, sustainable and resilient community assets. The below list underscores key alignments with the:

- Ryde Community Strategic Plan 2028
- IOSP (noting it requires updating)
- Sports and Recreation Strategy 2016-2026
- Youth Strategy 2018-2022
- Disability Inclusion Action Plan
- Greater Sydney Commission North District Plan

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

- Development Control Plans
- Plans of Management
- Service Level Agreements
- Playground Asset Management Plan
- Future park and open space plans
- Precinct Master Plans
- Community Engagement Plans where they relate to play

In particular, any update to the IOSP should address the broader issue of open space provision in high density areas, to maximise opportunity for play within those spaces.

The Play Plan Update provides a review of current playground distribution in line with available population and density projections at 2019. As these projections are constantly being influenced by shifting City and State priorities and community-driven demographic changes, it is of critical importance to review the distribution, capacity and quality of the City's playgrounds in relation to:

- Changes in population density and distribution
- Changes in housing density

- Changes in community demographic profile
- Expectations of inclusive play opportunities.

Key to the effective delivery of the Play Plan Update is addressing the reduced capacity of those playgrounds nearing the end of their functional life by ensuring nearby playgrounds are being appropriately renewed or replaced. This will ensure there is no gap in the distribution of playgrounds in these areas once end of life cycle actions need to be taken.

In delivering the Play Plan Update, the City's departments will communicate and work together to ensure that the objectives and recommendations are being applied consistently. In order to achieve this, a specific playground maintenance team or training of the existing maintenance team should be coordinated to ensure the consistent and appropriate maintenance standards of the playgrounds.

5.1.4 Design and construct

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

Playground delivery process
- Identify values and benefits (social benefits of playgrounds to the community)
- Allow a realistic budget
- Engage a landscape architect/play design specialist
- Undertake community consultation
- Refine design brief in response to community engagement
- Design response to brief and site
- Design to Australian Standards/BCA requirements/ Civil Liberties Act
- Construct
- Celebrate with the community
- Maintain playground asset

Collaborative delivery solutions

A strategy should be developed and facilitated by the City to promote collaboration between Council, State Government departments and private developers and organisations to deliver an equitable network of playgrounds, particularly where there is a current deficiency in open space provision. Collaboration should seek to address play opportunities in the following scenarios:

- Schools and education precincts (via the NSW Open Schools program or changes to the location and function of existing education campuses). It should be noted that engagement with these institutions may lead to adjustments to the Play Plan Update recommendations, should alternative opportunities or locations for playgrounds be proposed
- Developers (providing publicly accessible and welcoming playgrounds, particularly in high density communities)
- Private recreation providers such as Play Buses, temporary obstacle course providers etc.

The above are critically important where there is currently no Council owned and managed land available for additional play opportunities.

5.1.5 Budget and funding

Playgrounds are environments of enormous social value to the community. It is essential that the City allocates appropriate budgets for their design, construction and long term maintenance. Given their importance, 'good' design is critical and requires the expertise of a landscape architect or play design specialist to ensure the provision of safe, accessible, sustainable and high quality playgrounds for all residents. In particular, appropriate budgets should be allowed for engaging play design specialists in the planning and design of new destination playgrounds.

The City should aim to review cost budgets annually in line with the City's financial programming.

Recommended budgets should be maintained or increased during the 10 year implementation period to ensure the agreed level of best practice is met and consistency of play provision is achieved.

There are many opportunities for alternative funding arrangements to aid the City in achieving the desired level of provision and best practice design.

These funding opportunities include the following:

- "Design, operate and manage contract". Play equipment manufactures and suppliers may consider leasing arrangements as an alternative to traditional procurement processes. The responsibility for installation, maintenance, and eventual removal is of the supplier/manufacturer rather than the City.

- Co-funding with child-focused organisations to deliver unique and specialised play provision, (Yamble reserve All Inclusive playground is a successful example of the City's partnership with the Touched By Olivia Foundation).

- Cooperation between the City and the NSW Department of Education for providing appropriate play provision in schools (hard and soft play infrastructure) which could be publicly accessible (at agreed times). This option could also be explored in relation to All Inclusive play provision currently provided in government or privately run special schools.

- Partnership with land developers to promote the inclusion of publicly accessible playgrounds in new development.

- Application for various streams of State Government funding such as the Open Spaces and Greener Sydney program, and ongoing funding opportunities

through the implementation of the Everyone Can Play Guideline (either funding for replacement or major renewal of single playgrounds, or potentially for network-wide inclusive element upgrades to regional and district playgrounds such as boundary enclosure fencing).

5.2   Monitoring the Play Plan

As Enrique Penalosa, Mayor of Bogata said: "If we can build a successful city for children, we will have a successful city for everyone". A sustainable community can be measured by the inclusion of children and young people in that community.

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

Regular review of the Implementation Plan should be conducted. An annual review and amendments may be relevant for certain implementation strategies, with a broader review and update undertaken every five years.

It is further recommended that a major review is undertaken every 10 to 20 years to reconsider the overall Play Plan in addressing new and emerging technological, cultural and environmental considerations.

The ability to adapt the Play Plan to potential paradigm shifts in the community's priorities, expectations and needs, when required, ensures flexibility and responsiveness to community feedback and an evolving community profile, maintaining community confidence in the City's strategic direction.

These reviews will be required due to:

- Population increase beyond current projections
- Changes to the location of housing density increase
- Changes in community demographic profile (therefore shifting priorities, expectations and needs).
- Changing Council or community circumstances
- Changing Council or community priorities
- Changing play industry technology or thought leadership.

Of particular note, and directly related to the alignment with the Everyone Can Play Guideline, is the forecast escalation of the "baby boomer" population and the increasing role this group are playing in the everyday care of their grandchildren. This highlights the need to provide inclusive playgrounds close to their homes which are suitable not only for children, but just as importantly, for the varied needs of carers.

Appropriate key performance indicators (KPIs) may be developed to better assess the ongoing success of the Plan. These should align with the Strategy Streams and Design Framework recommendations which form the basis of the current costing projections.

As with all strategic plans, ongoing engagement and consultation with the community will ensure the success of the strategy and is key to understanding constant changes within the community. Providing the community with a sense of ownership and contribution to the direction of their community assets leads to a strong and resilient community.

Appendices

6

6.1 Abbreviations and definitions

6.1.1 Abbreviations

Abbreviations

The City: City of Ryde

IOSP: Integrated Open Space Plan

AS/NZS: Australian / New Zealand Standards

LGA: Local Government Area

DCMS: Department for Culture, Media and Sport, UK

CPTED: Crime Prevention Through Environmental Design

BCA: Building Code of Australia

6.1.2 Definitions

Activities not based on equipment

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

Adventure playground

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

Bike parks

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

Community play programs

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

Designated play space

A playable space specifically designed for play and informal recreation.

Destination Playground

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

District Playground

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

Everyday Playground

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

Environmental play/discovery

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

Geo-caching

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

Hybrid play areas

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

Informal recreation

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

Local Playground

A small sized playground generally within 400m of residents in low / medium density areas and 200m of residents in high density areas which caters for young children with a limited diversity of play equipment.

Neighbourhood Playground

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

Non-designated play space

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

Permanent Play Provision

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

Play

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

Playable space

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

Playground

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

Playgroups in the park

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

Play buses

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

Play days

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

Play equipment

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

Play pods

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

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

Play program

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

Play provision

The provision of different types of playable space.

Play rangers

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

Play streets

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

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

Regional Playground

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

Shared school play areas

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

Spaces for young people

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

Supporting facility

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

Unique playgrounds/destination play facilities

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

Youth programs

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

6.2 Supporting Information

6.2.1 Playground design criteria

Table 19. Playground design criteria

	Everyday Playgrounds		Destination Playgrounds	
	Local	**Neighbourhood**	**District**	**Regional**
Playground Profile				
Primary Age group focus	**0-5**	**0-12**	**All ages** (children and adults)	**All ages** (children and adults)
Number of children	**3 to 7**	**8 to 25**	**30 to 65**	**85 to 150 or more**
Number of carers	**2 to 4**	**4 to 12**	**15 to 30**	**30 to 50**
Approximate size	**90 - 210m²**	**240 - 750m²**	**900 - 1950m²**	**2550 to 4500m²**
Quantitative Criteria				
Playground Experience (Specifics)				
Play Experience				
1. Inclusive play	●	●●	●●	●●●
2. Dynamic play				
– Balance	●	●	●●	●●●
– Climb	P	●	●●	●●●
– Rocking	●	●	●●	●●●
– Slide (preferably facing south)	●	●	●●	●●●
– Swing	●	●	●●	●●●
– Spin	●	●	●●	●●●
3. Informal Imaginative play	●	●	●●	●●●
4. Landscape/Nature play	●●	●●	●●●	●●●
5. Educational/learning/art	●●●	●●●	●●	●●●

Priority Rating   *NP* = No Provision   P = If Possible   ● minimum provision   ●● medium provision   ●●● maximum provision

*Waterplay could include: water rills / taps / splash pads   ** Technology Play could include: electronic facilities / QR codes

	Everyday Playgrounds		Destination Playgrounds	
	Local	**Neighbourhood**	**District**	**Regional**
6. Water play *	NP	NP	●●	●●●
7. Technology play **	NP	NP	●	●●
8. Kick about (open space)	●	●	●●	●●●
9. Bike path	NP	●	●●	●●● with play features
Access				
1. Path to playground*	●●●	●●●	●●● (Accessible)	●●● (Accessible)
2. Path around playground*	●	●●	●●●	●●●
3. Pram / Wheelchair parking adjacent seating	●	●●	●●●	●●●
Edging to play surface**	Combination (as appropriate)	Combination (as appropriate)	Combination (as appropriate)	Combination (as appropriate)
1. Boulders/stones	●●	●●	●●	●●
2. Timber (flush)	●●	●● (30% flush min.)	●●●	●●●
3. Concrete edge/path (flush)	●●	●● (30% flush min.)	●●●	●●●
Play surface	Choose one (as appropriate)	Choose one (as appropriate)	Choose two (as appropriate)	Choose all (as appropriate)
1. Mulch	●	●	●●	●●●
2. Sand	●	●	●●	●●●
3. Softfall	●	●	●●	●●●
4. Artificial turf	●	●	●	●●
5. Variation activity vs. circulation	NP	NP	●	●●
Boundary Enclosure				
1. Defined edge	●	●	●●	●●●
2. Fence/wall and gate	NP (30% flush min.)	NP	●●	●●●
3. Open	●	●	●	NP
Shade (min. 50% of playground)				
1. Shade sail (prioritise play pods)	NP	●	●●●	●●●
2. Tree canopy	●●	●●●	●●●	●●●

Priority Rating   NP = No Provision   P = If Possible   ● minimum provision   ●● medium provision   ●●● maximum provision

	Everyday Playgrounds		Destination Playgrounds	
	Local	**Neighbourhood**	**District**	**Regional**
Drainage	●	●	●●	●●●
Playground Facilities (Support)				
Furniture				
1. Seat (backed + armrest)	●●●	●	●●●	●●●
2. Picnic table (accessible)	●	●	●●	●●●
3. Platform seat	NP	NP	●	●●
4. Bin (trash + recycle)	●	●	●●●	●●●
5. Bubbler	●	●●	●	●●●
6. BBQ	NP	●	●	●●●
7. Lighting	NP	NP	●● (paths only)	●● (paths and playground)
8. Bike rack*	●	●	●●	●●
9. Playground signage	NP	NP	●	●●
Shade				
1. Solid structure (picnic area)	NP	●	●●	●●●
Infrastructure				
1. Toilet (accessible with change facilities)	NP	NP	●●	●●●
2. Car park	NP	NP	●●	●●●
3. Accessible parking**	NP	NP	●●	●●●
4. Special vehicle stop (e.g. mini-bus)	NP		●	●●
5. Cafe/Coffee Cart	NP	NP	P	●●
Qualitative Criteria				
General Experience				
1. Appeal	●●●	●●●	●●●	●●●
2. Legible layout	●●●	●●●	●●●	●●●

Priority Rating   NP = No Provision   P = If Possible   ● minimum provision   ●● medium provision   ●●● maximum provision

*If playground sits adjacent to a bike track, a bikerack is to be provided   ** Any designated all abilities playground to provide accessible parking

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	Everyday Playgrounds		Destination Playgrounds	
	Local	**Neighbourhood**	**District**	**Regional**
3. Flexibility	●●●	●●●	●●●	●●●
4. Imaginative	●●●	●●●	●●●	●●●
5. Originality	●●●	●●●	●●●	●●●
Safety (CPTED)*				
1. Adult supervision (central location)	●●	●●	●●●	●●●
2. Layout (drops/blind corners)	●●●	●●●	●●●	●●●
3. Maintained	●●●	●●●	●●●	●●●
4. Passive surveillance	●●●	●●	●●	●
5. Play equipment/fall zones	●●●	●●●	●●●	●●●
Landscape Integration				
1. Park integration	●●●	●●●	●●●	●●●
2. Planting	●●	●●	●●●	●●●
3. Microclimate (wind/shade)	●●●	●●●	●●●	●●●
4. Material finishes	●●	●●	●●●	●●●
5. Designer + Design	●●●	●●●	●●●	●●●
Social Sustainability				
Interaction - Grouped seating	●	●	●●	●●●

How to use: These playground design criteria are intended as a best practice design brief for future playgrounds. They are a checklist of recommended playground elements which could be included in a playground of that level.

Design inclusions should be appropriate to site specific characteristics, budget and design aspiration and aim to maximise inclusive play opportunities.

Priority Rating   *NP* = No Provision   P = If Possible   ● minimum provision   ●● medium provision   ●●● maximum provision

*CPTED = Crime Prevention Through Environmental Design

6.2.2 Playground audit criteria

How were the criteria developed?

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

How were the criteria assessed?

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

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

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

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

Audit Criteria

Quantity

- Access
- Shade
- Furniture
- Play surface.

Quality

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

Table 20.   Audit criteria details

Criteria	Observation	Description
Access		
Parking	On site/off site/satisfactory	• Does the existing number and location of parking spaces sufficiently service the playground?
External paths	Existing/satisfactory	• Is there an access path present from the surrounding park facilities to the entrance of the playground? Does this path provide satisfactory access to the playground?
Internal paths	Existing/satisfactory	• Is there an internal circulation path within the playground boundary? Does this path provide satisfactory methods of movement throughout the playground?
Adjacent recreation facility	Comment	• Are there any significant adjacent recreation facilities that may provide additional amenity to the playground, or which may draw people to the playground?
Shade		
Solid structure	Existing/satisfactory/upgrade/add	• Are there solid shade structures present and, if present, do they provide satisfactory shade to the playground?
Sail	Existing/satisfactory/upgrade/add	• Are there shade sails present and, if present, do they provide satisfactory shade to the playground?
Tree canopy	Existing/satisfactory/add	• Are there trees present which create a shade canopy over the playground? Is the shade created satisfactory for the playground?

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

Criteria	Observation	Description
Drainage		
	Satisfactory/upgrade	• Is there evidence of unsatisfactory drainage design? Is there evidence of erosion? Is there an excess of surface water in the playground?
Design		
	Satisfactory/not satisfactory	– Does the playground meet best practice design guidelines? Refer to Design Framework of appropriate design quality and key design elements.
General experience		
Appeal	Satisfactory/not satisfactory	• Does the playground come across as an appealing and inviting environment for children and adults?
Clear structure	Satisfactory/not satisfactory	• Is a structure, zones of use, paths of movement, entry and exits points legible to children and adults?
Flexibility	Satisfactory/not satisfactory	• Are there opportunities for varying uses and types of play or is the playground generally quite prescriptive in nature? Does the playground and its amenities provide flexible opportunities for gathering for example?
Imaginative	Satisfactory/not satisfactory	• Are the pieces of equipment or play opportunities limiting in nature? Does the playground provide opportunities for re-interpretation?
Originality	Satisfactory/not satisfactory	• Does the playground have a theme? Does the playground display qualities of its immediate surroundings? Is the equipment limited to basic off-the-shelf items in a traditional arrangement?

Criteria	Observation	Description
Safety		
Adult supervision	Present/satisfactory/not satisfactory	• Are there sufficient sight lines and viewing points for adult supervision of the whole playground?
Evidence of use	Present/satisfactory/not satisfactory	• Is there evidence that the play equipment and associated amenities are being used? Is wear and tear present?
Layout	Present/satisfactory/not satisfactory	• Are there any threats present within the playground zone in terms of heights of walls, materials used and sight lines?
Maintained	Present/satisfactory/not satisfactory	• Is the level of maintenance satisfactory?
Passive surveillance	Present/satisfactory/not satisfactory	• Is there opportunity for passive surveillance both from within the park and from adjacent land uses or roads?
Landscape integration		
Landscape play	Satisfactory/not satisfactory	• Are there play elements within the playground constructed from raw materials, or imitating natural environments? (E.g. ephemeral creeklines, earth mounding, boulders and planting)?
Park	Satisfactory/not satisfactory	• Does the playground sit well within the overall park? Are there elements of design and amenity in the park that continue into the playground creating a consistent character?
Planting	Satisfactory/not satisfactory	• Are there well established planting beds within the playground?

Criteria	Observation	Description
Microclimate		
	Satisfactory/Not satisfactory	• Do climatic factors such as aspect, prevailing winds, tree canopy etc create a comfortable microclimate within the playground?
Enclosure		
Defined edge	Present/satisfactory/not satisfactory	• Are there retaining walls, dense planting, mounding etc that create an enclosure around the playground?
Fence and gate	Present/satisfactory/not satisfactory	• Is the playground or zones within the playground enclosed by a fence? Does that fence structure include a gate?
Open	Present/satisfactory/not satisfactory	• Are there no barriers to the playground perimeter? Is this acceptable considering the context of the playground?
Age group		
• All ages • Child - young • Child - older • Teenager • Toddler	Satisfactory/not satisfactory	• Are the equipment and supporting facilities satisfactory for the intended user age group?

Criteria	Observation	Description
Play experience		
• Accessible • Balance • Climb • Informal • Kick about • Nature play • Ride bike path • Sand • Water • Senses • Slide • Spin • Swing • Technology	Present/satisfactory/not satisfactory	• Refer to the Design Framework for detail on the playground level requirements. Are the below types of play present in the playground? Is the inclusion/exclusion of these experiences satisfactory?
Social sustainability		
Activity	Present/satisfactory	• Does the playground and supporting amenities provide opportunities for organised group activities? Does the playground promote a suitable level of activity?
Interaction	Present/satisfactory	• Does the playground provide opportunities for social and community interaction? Examples include grouped seating and gathering spaces for varying group sizes.
Ownership	Present/satisfactory	• Is there evidence of a sense of ownership by the community over the playground? This may include building of informal structures, informal signage by residents, improvised changes.

Criteria	Observation	Description
Cultural sustainability		
Art	Present/satisfactory	• Does the playground include any art pieces such as murals and sculptures?
Diversity	Present/satisfactory	• Does the playground provide facilities and amenities for varying cultures, ages and genders?
Heritage	Present/satisfactory	• Does the playground include features or structures clearly connecting it to the history of the site or surrounds? This may include interpretive signage, theming, preservation of heritage structures or landforms.
Environmental sustainability		
Adaptation	Present/satisfactory	• Does the playground include initiatives to adapt to climate change?
Education	Present/satisfactory	• Does the playground include signage, structures etc that educate the community about sustainability and climate change?
Mitigation	Present/satisfactory	• Does the playground include initiatives to mitigate climate change and other environmental impacts?
Economic sustainability		
Efficiency	Present/satisfactory	• Does the playground include water and energy efficient facilities and amenities? Do they require minimal maintenance due to solid construction methods and suitable product selection?
Recycling	Present/satisfactory	• Does the playground promote waste recycling? Does the playground use recycled materials in the construction of facilities and amenities?
Revenue	Present/satisfactory	• Does the playground provide opportunity for the City to increase revenue, either by a reduction in costs, or by holding revenue-generating events within or immediately adjacent the playground?

6.3   Community Consultation (2012 only)

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

6.3.1 Introduction

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

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

6.3.2 Community consultation workshops

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

Exercises performed at the workshop included:

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

Interactive panel question boards

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

Community survey

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

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

6.3.2.1   Saturday workshop

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

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

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

6.3.2.2   Wednesday workshop

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

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

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

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

Community Consultation Key Findings:

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

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

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

Table 21.   Responses on the Saturday workshop interactive panel question boards

Question	Answer
What attracts you to a playground/ play space	Participants were asked to name elements and features that attracted them to a playground/play space. Participants were more attracted to playgrounds/play spaces that were safe in terms of surveillance, fencing and the structural condition of play equipment. Respondents also wanted a place that was close to home and easy for their children to walk/ride to. They also wanted places that offered a variety of play experiences and opportunities exploration for their kids. A park where the pre-schoolers can ride their trikes, scooters, etc. on an interesting and varied pathway that is in full view at all times from a central location. • A tricycle pathway through Midgee Reserve and Ryde Park would be great. • The tricycle path in Blenheim Park should be re-constructed – it should be more interacting and intertwining • Easy to get to and within a suitable walking distance for toddlers e.g. a couple of blocks/250 metres from home • A safe place for littlies that includes enclosed play spaces, stairs that little legs can independently climb up through the use of handles/ poles etc., toddler swings with safety belts so they can't fall forward/tip backward • Enclosed off-leash dog parks that are safe to play and socialise • A quiet place that also has an exercise bay e.g. Wandoo Reserve • A place that is close to home and safe for kids to play • A play space that offers a variety of equipment to play • Coffee shop close by • Swings, slides, fencing around the playground for safety, close to home • More lights – to stay later at the playground

Question	Answer
What are the reasons you wouldn't got to a playground/play space?	Participants shared similar desires, with accessibility, cleanliness and maintenance, places for adults to sit, safety and crowding being common responses.

- Cycleways that are not visible from one central point i.e. tricycle and scooters (i.e. should go behind bushes as they do with Blenheim Park)
- No toilet facilities
- No seats for adults
- Too far from home
- Unsafe e.g. kids can run off onto roads, or ovals where sport is underway
- Nowhere to sit for adults and nowhere to tie dog whilst kids play
- Long distance to access and lack of maintenance
- Untidy/dirty facilities
- Overcrowded
- Needs to be well lit
- Crowding – because of additional buildings

Question	Answer
Describe the types of play experiences that you and your children enjoy	A variety of responses were provided by participants, which included verbs such as climbing, swinging and sliding. Two participants cited the ability for their kids to socialise at the playground as being a play experience they enjoy. The need for play experiences and equipment that were suitable and safe for toddlers was a frequent response, particularly with respect to climbing and other high up equipment (e.g. slides).

- Water play
- Nature
- Imaginative
- To meet friends – this is very important
- Slippery dips that are not too steep, with sides and soft landing for toddlers
- Swings
- Climbing – not high, but high enough to provide child with a sense of achievement
- We enjoy taking the dog with us, so places to either tie her up and sit with her while kids play, or enclosed safe spaces (for dog or for littlies are great
- Interactive play, for example sand pits, things that move, things that click together, colourful
- I come with my kids to the park, they enjoy water play and swinging
- Sandpit, swing, climbing, sliding and water play with friends
- Climbing – play equipment that is age appropriate for a toddler (not enough toddlers)
- Parents love being able to get a coffee!

Table 22.   Responses on the Wednesday workshop interactive panel question boards

Question	Answer
What attracts you to a playground/ play space	There were many reasons why participants were attracted to parks, ranging from the variety of equipment and play experiences available, to convenience and accessibility, to the experience of walking to and within a park. Participants liked both basic and interesting play equipment that allowed kids to create their own experiences or challenge themselves alone and/or with friends during play. Other physical elements such as shading, fibre glass slides and bike paths were mentioned amongst participants.

- Shading
- Pushing a pram
- Being able to walk to a park – this is important
- It is nice to be able to walk to a park – our local park, Rolly Polly Park (Denistone Park) have to cross Blaxland Park
- Walk to Community Park
- The armory – no slide!
- Windy in winter
- The metal slides are hot, fibre glass is great
- Interesting equipment – a bit of a challenge, my kids love swings and climbing, things they can manipulate
- Kids don't ask for much
- Get out in the open air, chase things, grass, uneven ground to walk on, basic stuff
- Your mates help you climb, push you
- National parks, catching tadpoles
- They can be very basic
- Somewhere to ride bikes and scooters
- Can't push bikes in every park
- People put bikes in the car
- Convenience – go to the park next to pre-school – attracted by proximity
- Can't put toilets in every park i.e. local park, they go home. Hierarchy

Question	Answer
What are the reasons you wouldn't got to a playground/play space?	Safety was a key deterrent discussed amongst participants of the workshop, which was related to both proximity to roads and perception of safety. Parking was another reason which was discussed in terms of the availability of parking spaces and parking limits. Cleanliness and maintenance and the safety of play equipment were also mentioned during the workshop. • A lot of traffic, very noisy, close to a main road, pollution • Park at Rhodes – playground next to Concord Road • Regional parks where parking isn't available • Some 2 hour zones can be a problem as it can be hard to get kids away from the playground. Three hours could make a difference, however this would depend on what you do. • Resident stickers i.e. Pittwater could work • Poorly maintained BBQs and areas that aren't regularly cleaned • Regional parks need toilet facilities – not clean, open or present • Unsafe equipment • Certain equipment may be a bit scary and/or difficult – but don't remove it • Parks that are very secluded and feel unsafe • Feel safer if you are with your kids than alone – illogical – felt vulnerable • Can be both too close and to too far from a road • Some things that make you feel vulnerable – how long will it take to run to my car? • Surveillance must be good – who is overlooking – neighbours are overlooking has a powerful effect on how people feel (Fiona)
Describe the types of play experiences that you and your children enjoy	Participants listed a variety of play experiences that they and their children enjoy. Play experiences included: • Water • Swings • They enjoy everything • Slides • See-saws • Riding bikes and scooters • Supernova (circle) • Flying foxes • Four swings – hard to get the right combination • Ball games – kick-around area • Picking up sticks (community park) • Interacting with nature, finding, learning

6.3.2.3 Specific findings of community workshops

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

Community Park

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

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

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

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

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

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

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

Yamble Reserve

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

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

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

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

Ryde Park

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

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

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

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

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

Putney Park

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

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

Holt Park

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

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

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

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

Pindari Park

Pindari Park was seen to be too dark and busy.

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

Denistone East

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

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

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

Other issues

Signage

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

Rubbish bins and recycle bins

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

Figure 51.   Community Consultation Session in Anderson Park, May 2012 Photo: AECOM

6.3.3 Community Survey

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

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

Table 23.   Survey questions and results

Question 1
Which playground/park play space do you visit most regularly for play in the Ryde local government area?

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

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

Question 2	
Why? (Respondents could choose up to 3)	
Close to home	77.1%
Easy to access (easy to walk there, good parking, cycle paths, public transport services)	40.0%
Convenient (close to shops, school, additional destinations)	25.7%
Diversity of play experiences available	25.7%
Other	22.9%
Attractive and beautiful	14.3%
Bike and scooter paths	14.3%
Swings	11.4%
Challenging and adventure play options	5.7%
Safe and defensible	5.7%
Nature play and opportunities to experience nature	2.9%
Good for climbing	2.9%
Good for picnicking	2.9%
Water play options	0.0%
Good for spinning	0.0%

Question 3

How do you normally get there?

Walk	74.3%
Car	20.0%
Bike	5.7%
Bus	0.0%
Train	0.0%
Ferry	0.0%

Question 4

Who do you normally go with?

My children	54.3%
My partner and children	14.3%
My children and other children	11.4%
Extended family	5.7%
My partner	5.7%
Other	5.7%
Friends	2.9%
Grandparents	0.0%
My sibling/s	0.0%
Alone	0.0%

Question 5

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

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

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

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

Question 6

Why? (Respondents could choose up to 3)

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

Question 7

How do you normally get there?

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

Question 8

Who do you normally go with?

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

Question 9

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

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

6.3.3.1   Community survey key findings

- 77.1% cited 'Close to home' a reason that they visited their most regularly attended playground, other reasons were 'Easy to access' (40.0%) and convenient (41.2%)

- 43.8% cited 'Diversity of play experiences available (41.2%), 'Close to home' (35.3%), 'Bike and scooter paths '(20.6%), 'Easy to access' (17.6%), 'Attractive and beautiful' (17.6%), 'Convenient' (17.6) and 'Safe and defensible' (17.6%) were also stated. This shows that the destination playgrounds are offering a diversity of play experiences, access, proximity and safety are key priorities for parents and carers when travelling to a destination playground

- 74.3% of survey respondents walk to their most regularly visited playground and 20.0% drive

- 41.2% of survey respondents walk to their favourite playground and 52.9% drive

- These transport results indicate that most people are walking to the park closest to them, although it appears that a lot of people are walking for destination play

- Only two respondents selected 'bike' as the main form of transport and none selected public transport at all

- The main barriers to play were: 'Feels unsafe' (47.1%), 'Untidy and poorly maintained (35.3%), 'Uncomfortable (little or no shade, poor or inadequate seating, no pram access) (32.4%), 'Hard to access' (29.4%) and 'Aging and damaged equipment' (26.5%).

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