

ALL ABILITIES PLAYGROUND CONCEPT PLAN ROSS RESERVE



THE PROJECT:

All Abilities Playground, Ross Reserve

Council, in partnership with the Victorian Government, will be building a premier all abilities playground in Ross Reserve, Noble Park in early 2020. The playground will be located between the Noble Park Community Centre and the Noble Park Aquatic Centre (NPAC). It will offer an inclusive and diverse range of experiences for children, youth and adults of all abilities where they can participate and play alongside friends and family in a relaxing and enjoyable environment.

WHAT THE COMMUNITY TOLD US:

The final design of the playground has been strongly informed by what the community and stakeholders has told us during the two phases of community engagement undertaken between February and May 2019. The engagement process was positive and constructive and showed a high level of support and enthusiasm for the project.

What the community told us:

The variety of play spaces is the most important aspect of an all abilities playground. Variety ensures that there is something for everyone.

Easy access, sightlines and safety should be a major consideration in the playground design to allow parents to monitor children within the play space.

Fencing or limiting access points may be used to contain play without making the playground appear as if it is sectioned from the rest of the reserve.

Active play was raised as one of the most desirable types of play. It is important that the play equipment included offers interaction for different levels of ability so that everyone can take part.

Whilst provision of 'quiet' spaces did not generate high responses, it was noted that these are a necessity in the playground to allow children to have respite from activity and stimuli.

Equipment pieces such as ropes, monkey bars, slides, swings that allowed for movement were chosen as the most popular type of equipment to include.

Social equipment such as seesaws, large swings, variety of grouped seats, as well as sensory (visual and tactile) equipment was also a popular choice.

Shelters/ shade, seating, BBQs and toilet facilities were identified as important to co-locate with the playground.

Separating equipment and spaces by ability or need is one of the biggest mistakes the design of an all abilities playground can make. Instead the playground design must integrate the play elements so that those with different needs and abilities can play together.

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FINAL DESIGN OF THE ALL ABILITIES PLAYGROUND:

As it is important for the play space to respond to the environment of Noble Park, the 'Red Gum Ecology' evolved as the overarching landscape character to connect the seven distinct play areas.



LEGEND

	Existing trees		Soft Fall - Rubber
	Proposed trees		Paths
	Medium shrubs and tufts		Deck
	Mulched and planted garden bed and rocks		Soft Fall - Sand Play
	Lawn		New Equipment
	Soft Fall - Mulch		Seats
	Gravel		Shelters

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CREEK ENVIRONMENT

This area has play activities involving 'movement' such as a flying fox, as well as providing a 'flow' path connection between the two home bases.

WETLAND ENVIRONMENT

This is the backdrop for nature play, quiet spaces, imaginative play, sand play, and a water play element.

BILLABONG/ ISLAND ENVIRONMENT

With an accessible Red Gum lookout as its centrepiece, this environment will include various play elements such as tunnels, slides, nets, scramble rocks and decks.

GRASSLAND ENVIRONMENT

This describes the open grass and kick about space of the adjoining southern lawn located outside the playground.

URBAN ENVIRONMENT

As the 'Home Bases' these areas are where the main amenities such as shelters/BBQs/tables and seats will be located.

RANGES ENVIRONMENT

This area already has an existing high embankment and becomes the high point for a tower and climbing elements.

WOODLAND ENVIRONMENT

This ecology under pins the character of the area where sensory play (see, hear, touch) and exploration occurs, including tactile elements, musical play and exploration trails.



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WETLAND ENVIRONMENT



BILLABONG/ ISLAND ENVIRONMENT



GRASSLAND ENVIRONMENT



URBAN ENVIRONMENT



RANGES ENVIRONMENT

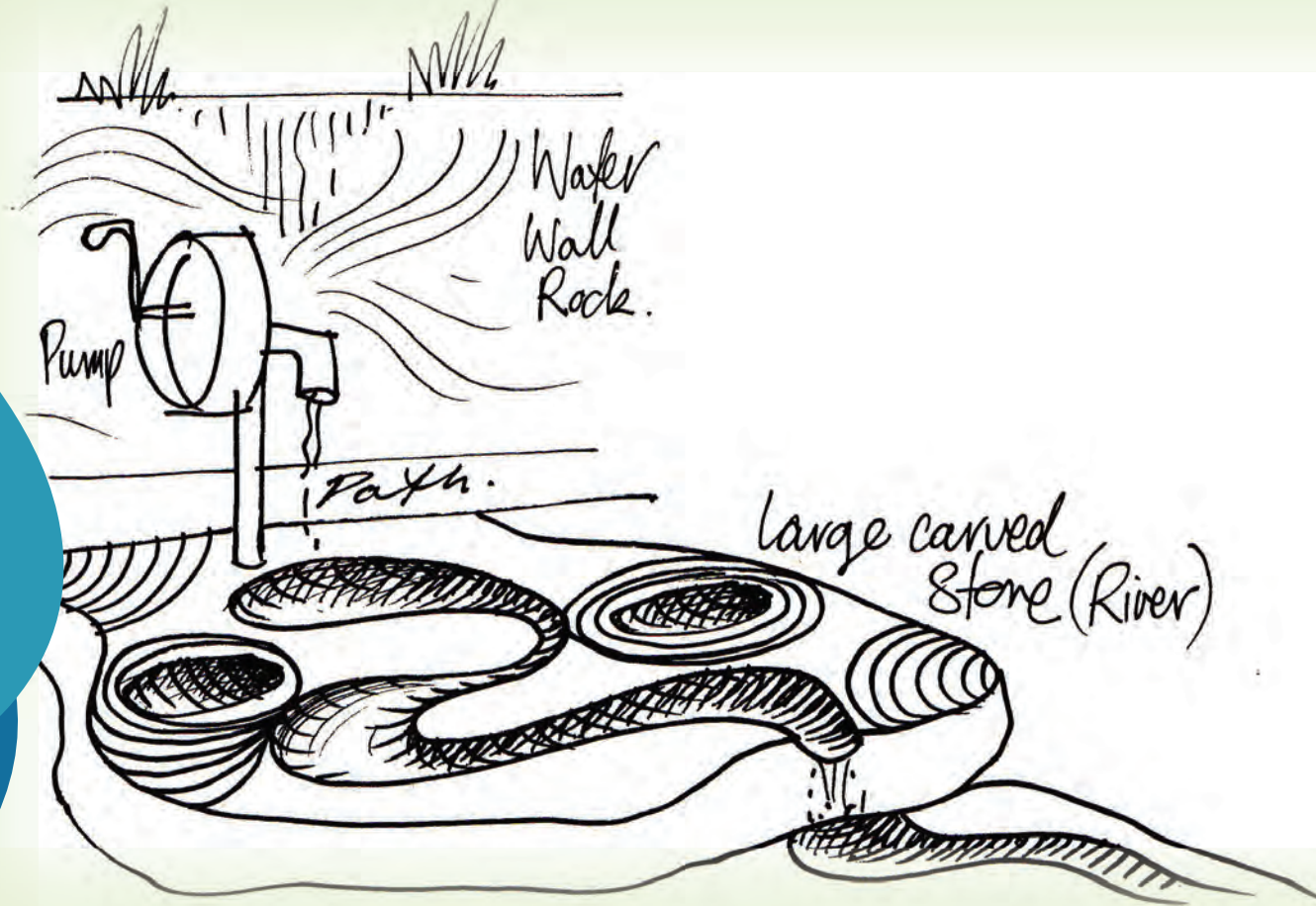


WOODLAND ENVIRONMENT

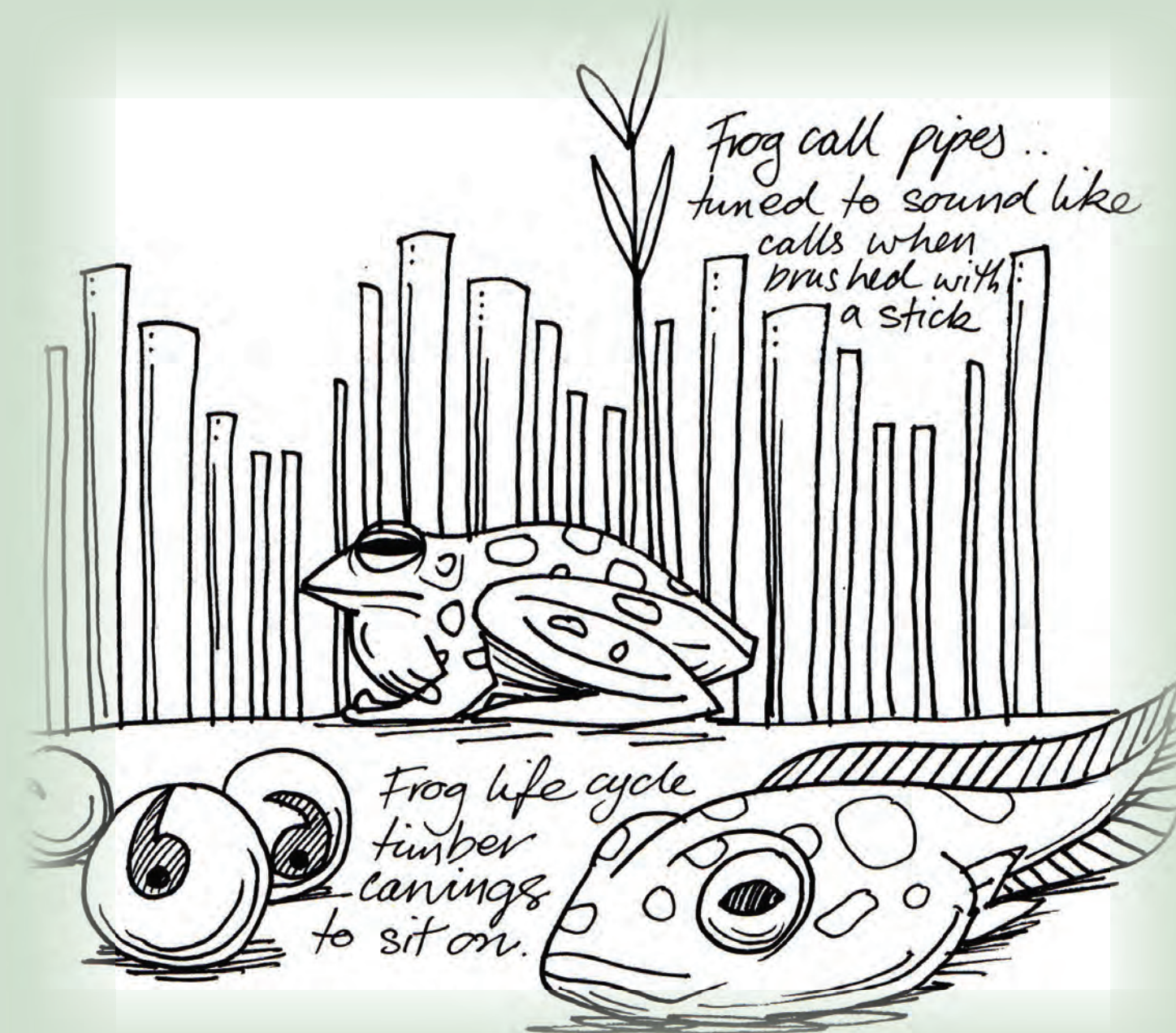


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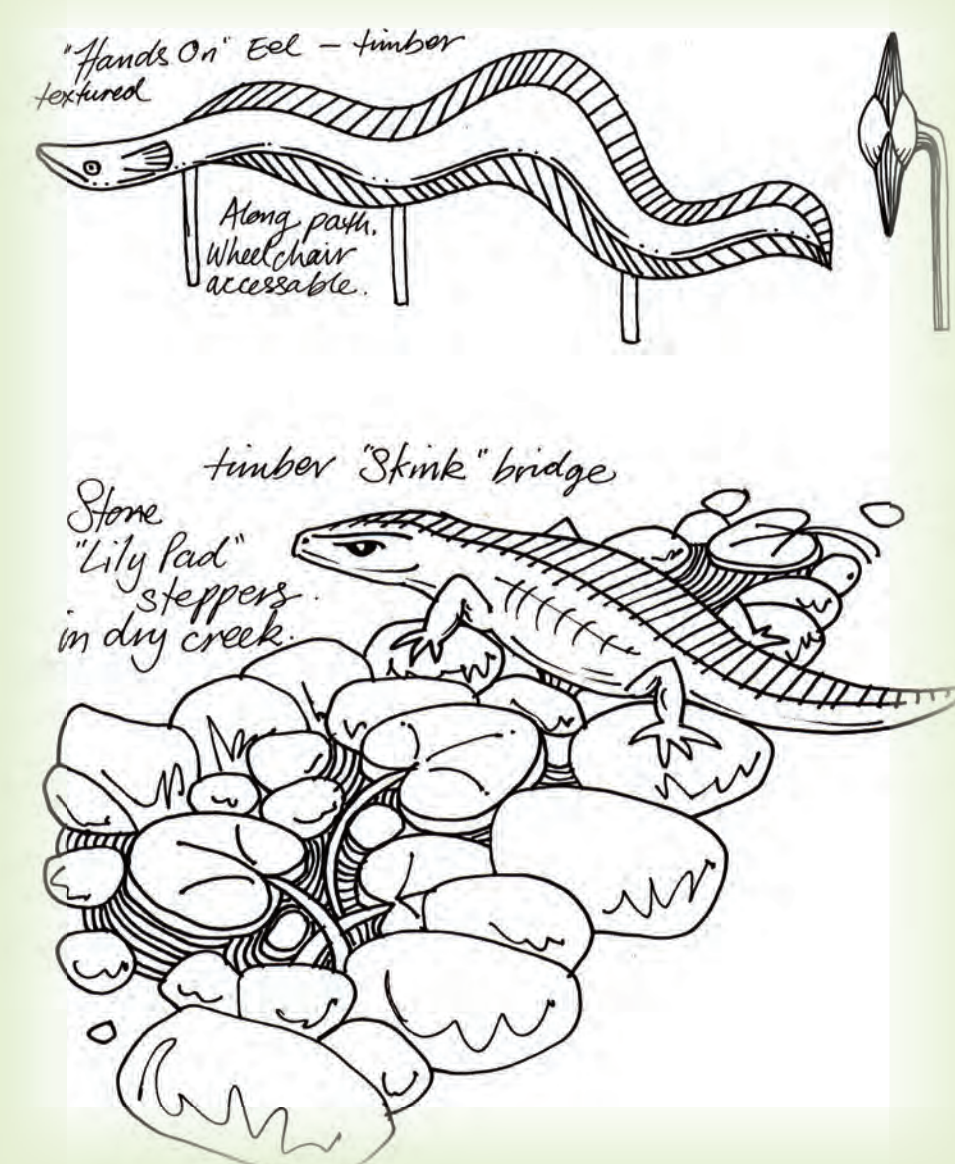
WATER PLAY



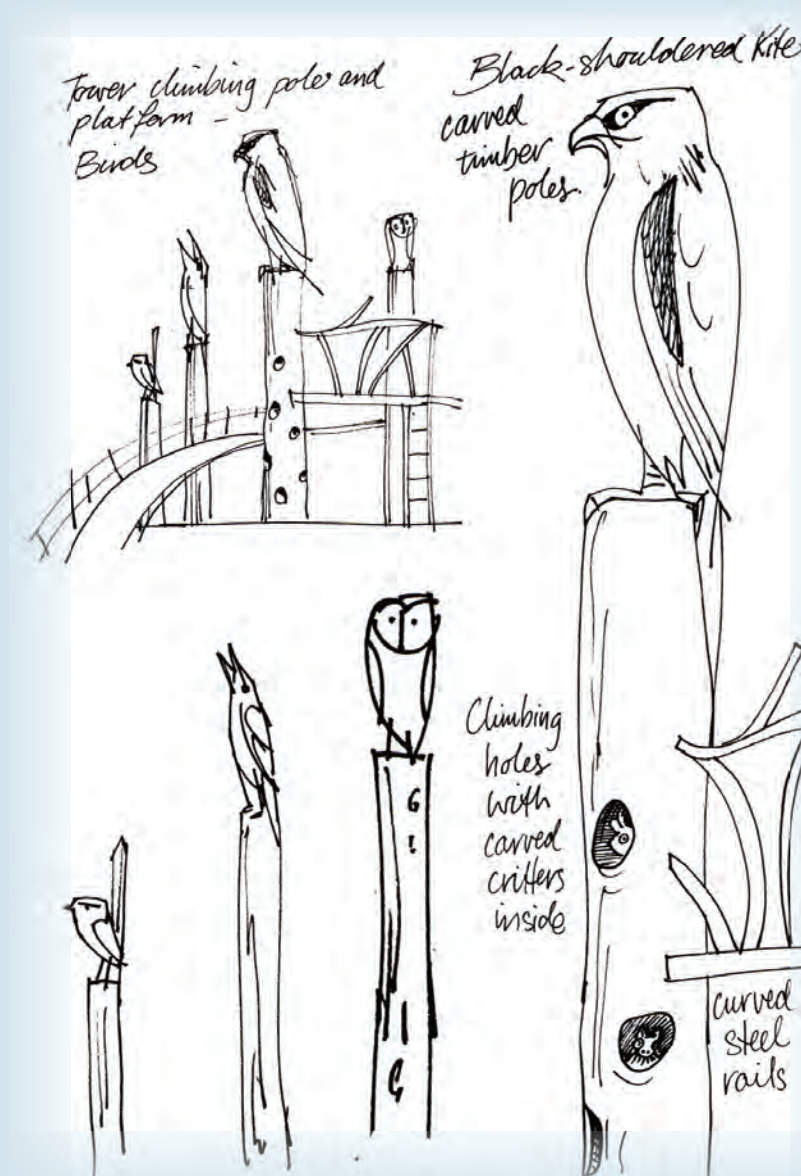
FROG CALL FENCE



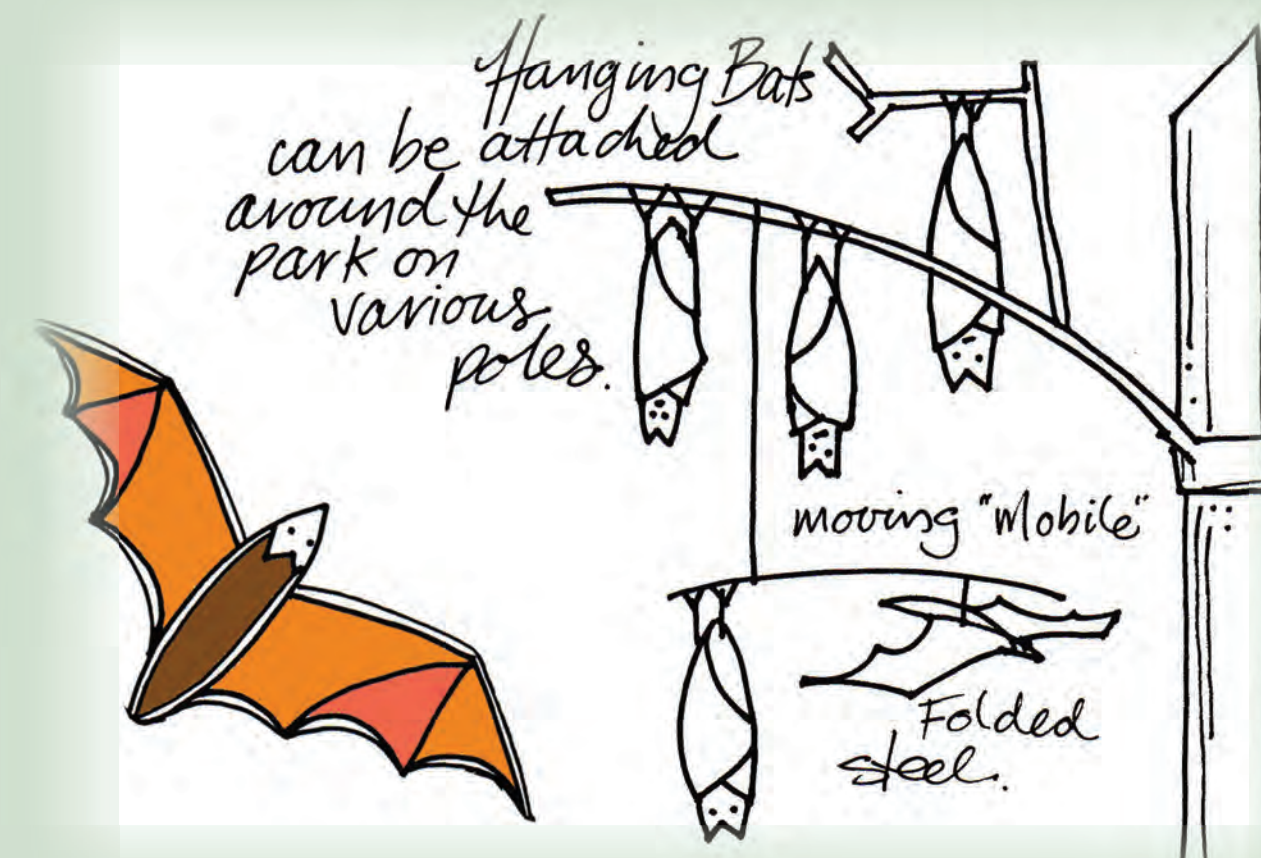
SKINK BRIDGE



RED GUM + BIRD POLES



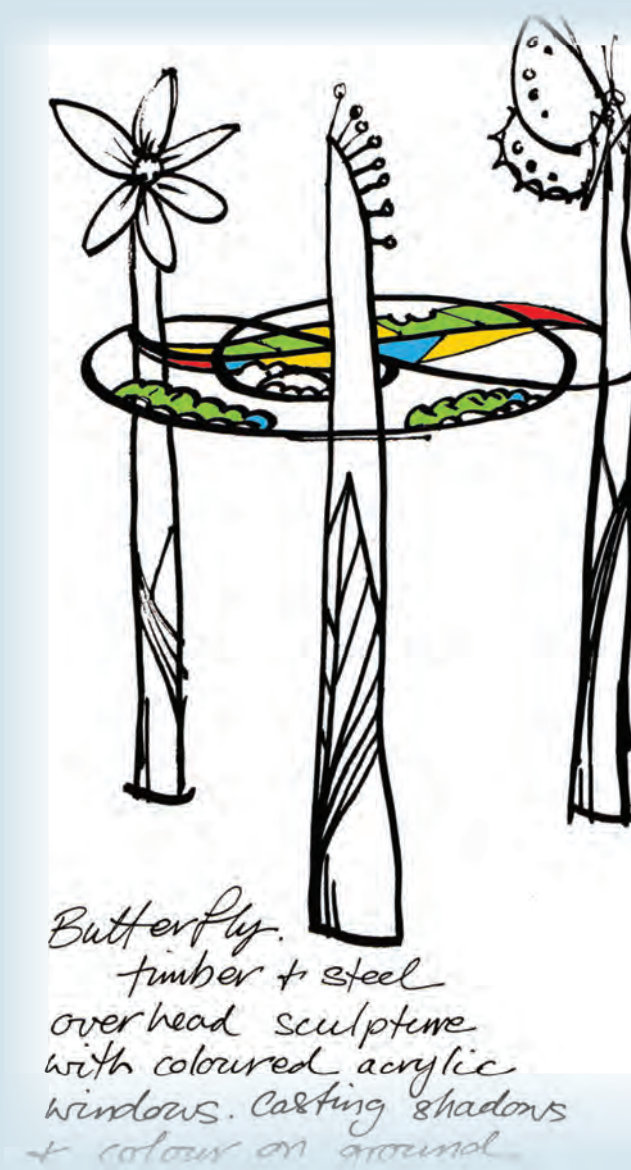
BAT MOBILES



WATER WALL



BUTTERFLY SCULPTURE



BUTTERFLY CHRYSLIS



RAIN STICK

