



IN CONVERSATION... PLANNING FOR PLAY

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WHY PLAN FOR PLAY?



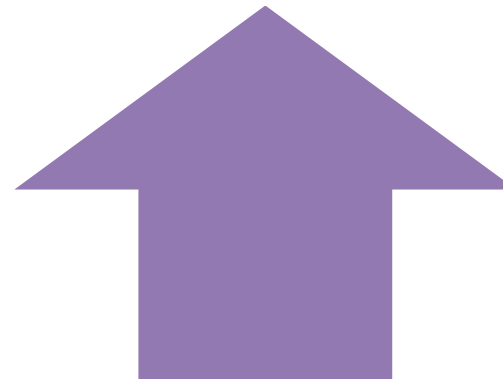
Pro-active

- Awareness and response to whole municipal needs in advance
- Program considered and finances meet community needs and are spent equitably

VS

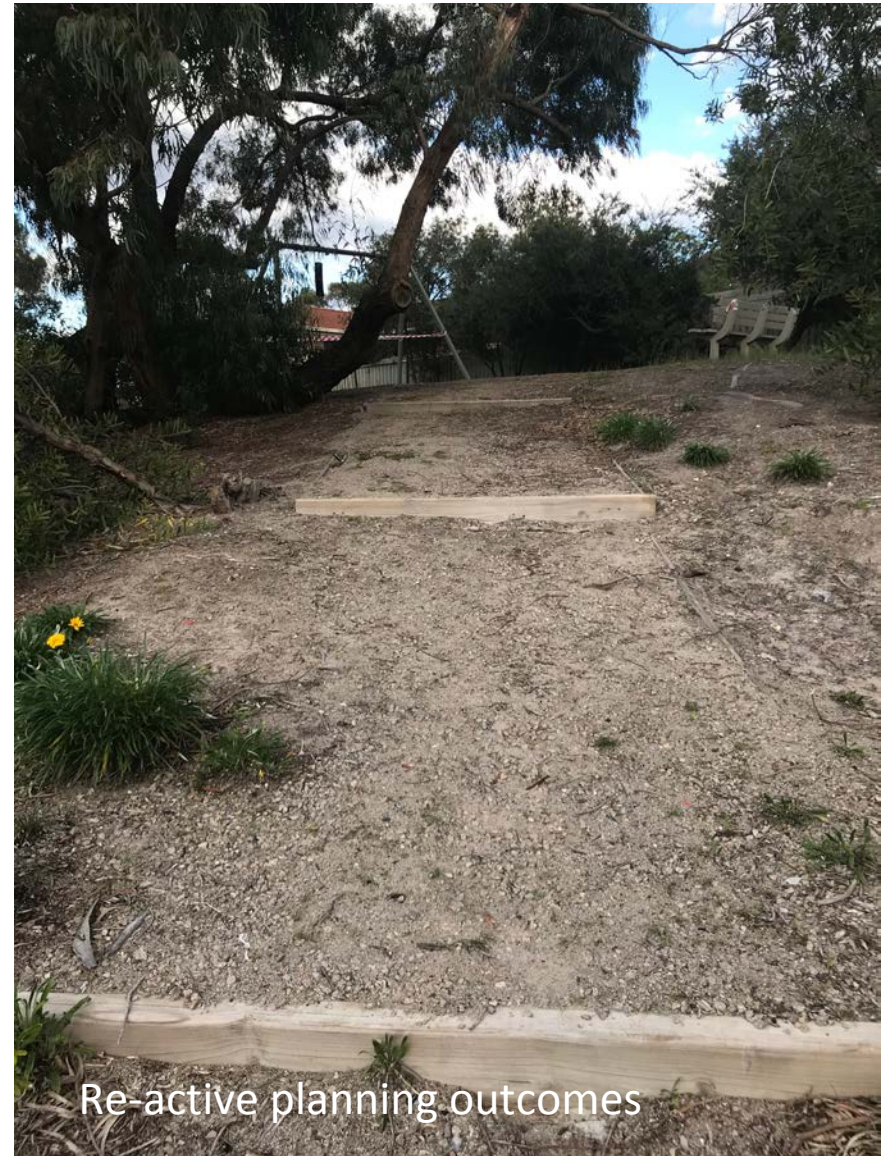
Re-active

- Response only as needs arise with decisions made in isolation and sometimes 'on the hop'
- No opportunity for presenting a realistic and forward thinking business case, always 'making do' with available, often 'out of date' finances





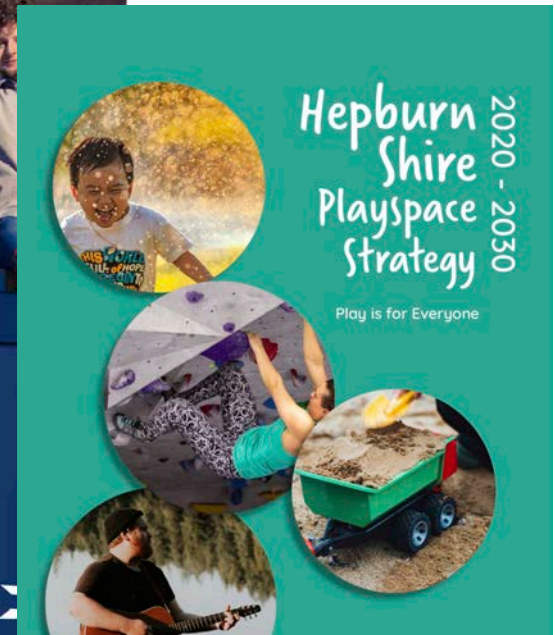
Pro-active planning outcomes



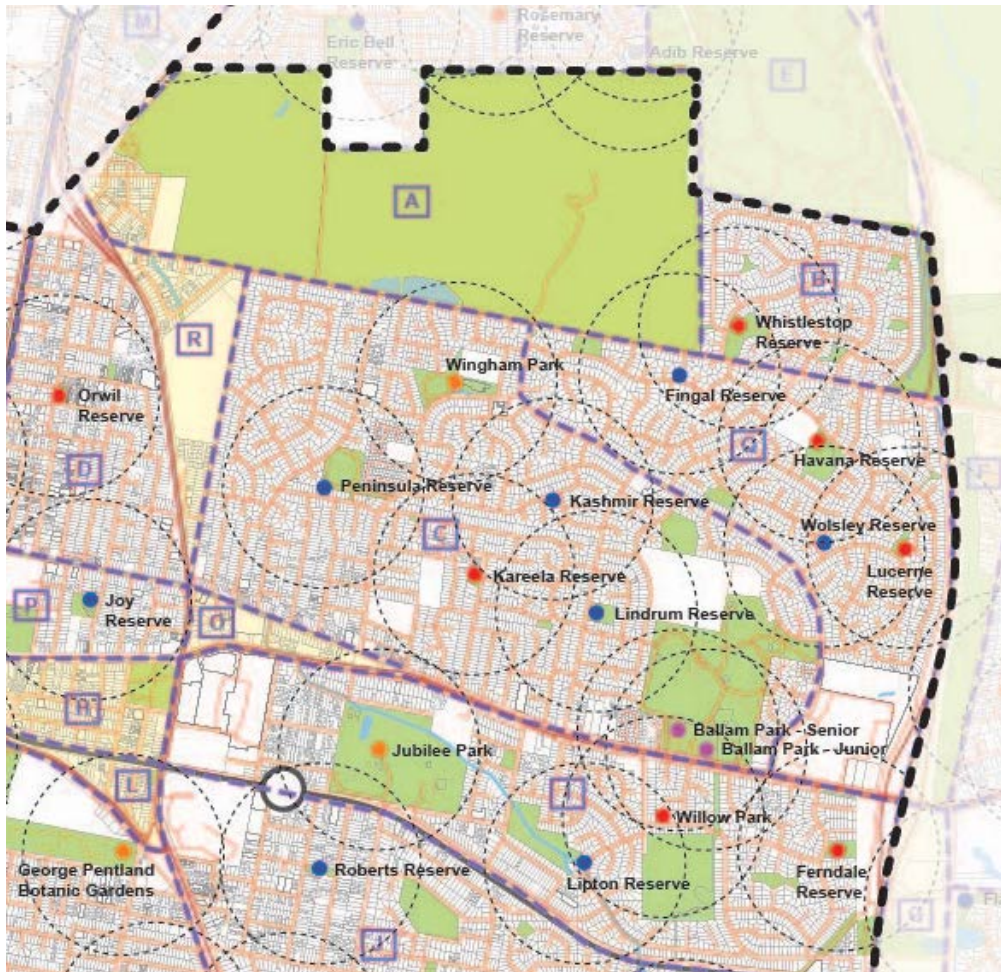
Re-active planning outcomes

KEY BENEFITS OF PLANNING FOR PLAY

- Develop a collective council & community 'vision' on play with guiding strategic principles that sit with other planning



- An opportunity to assess current provision and identify how well it is meeting current and future community needs and address any gaps



Current playspaces were assessed by a scoring system that allocated a rating on each individual category on the assessment and gave an overall score to determine within a range whether a playspace was suitable for its assessed level (requiring minor changes), or medium improvements, or major improvements were required to meet what would be determined as suitable development standards for the assessed level.

The assessed level was based on the level of 'current' provision at each individual site, but in some cases it was also recommended that there was provision to either increase (or decrease) the level of development at particular sites due to catchment need, site context or space. This is discussed further in the next section.

The category ranges are listed below:

<u>MUNICIPAL</u>	<u>SCORE RANGE</u>
<i>Suitable for Level / Minor Improvements</i>	131-170
<i>Medium Improvements Needed for Level</i>	101-130
<i>Major Improvements Needed for Level</i>	0-100
<u>LOCAL (HIGH)</u>	
<i>Suitable for Level / Minor Improvements</i>	121-160
<i>Medium Improvements Needed for Level</i>	90-120
<i>Major Improvements Needed for Level</i>	0-90
<u>LOCAL (LOW)</u>	
<i>Suitable for Level / Minor Improvements</i>	71-100
<i>Medium Improvements Needed for Level</i>	41-70
<i>Major Improvements Needed for Level</i>	0-40



Suitable for Level / Minor Improvements means that the existing playspace currently meets classification level development standards and may only need routine minor changes



Medium Improvements means that the existing playspace would benefit from relocation onsite or a small amount of additional equipment or amenity such as paths, seating or shade to meet classification level development



Major Improvements means that the existing playspace may need substantial additions or complete renewal or relocation onsite, plus a range of additional amenity such as paths, seating or shade to meet classification level development

- An opportunity to speak with local community members about their observations, thoughts, ideas and aspirations for ‘play’



- An understanding across multiple levels (municipal / suburb or township and local neighbourhood) of how play needs to be accessible, diverse as well as equitable

PLAYSPACE STRATEGY 2017
Fact Sheet 04

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PLAYSPACES DEVELOPMENT STANDARDS

8.1 WHY HAVE DEVELOPMENT STANDARDS?

Development standards establish benchmarks for development of each classification of playspace across the City of Ballarat. The purpose of these standards are to strategically plan for suitable development for individual sites and equitable development for local communities.

8.2 DEVELOPMENT STANDARDS BASED ON CLASSIFICATION

The following development standards for City of Ballarat playspaces are listed below based on hierarchy:

Development standards for City of Ballarat playspaces

Type of Features	N'hood	District	Regional
PLAYSPACE FOCUS			
Features for younger children	■	■	■
Features for older children	▲	■	■
Features for young people	●	▲	●
PLAY FEATURES			
Play equipment; swings	■	■	■
Play equipment; slide/s	■	■	■
Play equipment; climbing frames/upper body	■	■	■
Play equipment; rocking equipment	■	■	■

- Included at this hierarchy level
- Excluded at this hierarchy level
- ▲ May or may not be included depending on site context and local need

- Planning that considers the whole ‘playspace’ in relation to its open space and community context – incorporating opportunities beyond play equipment for play



- Developed policies that reflect on other council planning and provide a consistent ‘response’ to design and community requests

Appendix 3 continued

Shade

Shade in playspaces can be achieved in two different ways; by establishing natural shade or by erecting shade structures or sails. Again, there are benefits and limitations with each.

Natural Tree Shade

This is the planting of useful species of shade tree to provide northern and western shade. Evergreen trees will suit some circumstances, however to ensure that the playspace gets suitable light in winter deciduous trees might be preferable. Deciduous trees may also provide added seasonal interest as well.

Advantages: Can provide a cooler environment / less expensive and much more cost effective / has added play benefits.

Disadvantages: Can take a long time to establish and shade effectively / is susceptible to disease or damage over time / may need watering for some time when young / may need arboriculture work over time.

Shade Sails or Structures

This is the installation of tensile shade structures with shade cloth or the construction of a built roofed structure for shade generally providing shade in a fixed area.

- **Advantages:** Gives instant shade once established
- **Disadvantages:** Is much more expensive / can be prone to vandalism once built / shade cloth needs replacing periodically / not as flexible as to where it provides shade

It is recommended that natural shade establishment through trees is Council's general shade practice and shade structures or sails are only used in Regional or Municipal playspaces where the volume of use is regularly high.

Fencing

In situations where a playspace is situated within close proximity of a road or water body Council should first consider relocation of the playspace and if this isn't possible consider barriers, planted buffers or fencing. Higher level playspaces with more inclusive play and facilities should always consider fencing, as this kind of formal boundary is useful to assist children to play freely without wandering.

It is important to note that when playspaces are fully fenced that fencing does not just surround the play equipment and softfall zone entirely, but also includes the adjacent landscape environment (i.e. open grassed space, garden area, seating and shade). This will ensure that children have broader access to play and that carers are able to be with children in their care at all times.

Water Play

The popularity of outdoor water or aquatic play has grown over recent years as families seek out a range of play and recreation activities. This may mean a number of different types of play.

A 'Splash Pad' may provide complementary play to existing play spaces or swimming pool facilities. These facilities are built on a drained floor surface (usually concrete) or 'splash pad' and includes activities such as water slides, jets, canons and other interactive features using water. These are usually designed for children under 12, however have much broader community appeal and health and wellbeing benefits. It is important to note that these facilities are expensive to construct and maintain and therefore should only be considered for high-level sites.

Other types of smaller scale water play that can be integrated 'within' a playspace include; sand and water play stations or creek bed channels (ephemeral or with water pumps included). Again, these will require a reasonable amount of ongoing maintenance and as such should only be considered for high-level sites, where maintenance is more frequent.



- The opportunity to build a suitable long-term 'business case' for play and apply accurate and projected future budgets



THE 5 ESSENTIAL PLAY PLANNING TOOLS:

Good planning for play should always provide:

- 1.** Assessments of current provision & recommendations
- 2.** Design guidelines & development standards
- 3.** Accurate budgets
- 4.** Developed processes for community engagement & delivery
- 5.** A 15-20 year lifecycle program of works



TAKEAWAY....

*The very best outcomes in planning for play come about when councils & their community **draw** on their collective knowledge and **work together** to develop a **living strategy** that they **actively own** – rather than just one a consultant has provided for them.*

QUESTIONS?