

The background is a vibrant blue, decorated with various abstract shapes in yellow, green, orange, pink, and light blue. These include thick outlines of circles, ovals, and irregular shapes, some of which are partially cut off by the edges of the page. The shapes are scattered across the page, creating a dynamic and playful visual field.

spiire

PLAYSPACE  
STRATEGY

**GREATER SHEPPARTON CITY COUNCIL**  
PLAY SPACE STRATEGY | 2020 - 2030

## Traditional Owners

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

## Climate Change

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

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

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

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## 01.

# GLOSSARY

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







## 02.

# EXECUTIVE SUMMARY

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

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

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

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

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

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

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

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

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

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

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

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

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

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







## INTRODUCTION

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

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

The number of play spaces spread across Greater Shepparton has increased in the last 15 years from 64 to 90. With the population of Shepparton expected to increase by an additional 25,000 people over the next 15 years it is assumed that this number will continue to increase. The existence of a comprehensive strategic document such as this Play Space Strategy to guide policy, priorities and future capital works projects related to play space provision is essential. The Strategy will also help to guide the development of these assets and enable Council to ensure equitable distribution of well-designed spaces and opportunities for play throughout Greater Shepparton over the long term.

# DOCUMENT INTRODUCTION

## PURPOSE AND SCOPE

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

The primary objectives of the Play Space Strategy are to:

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

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

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

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

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

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



04.

## WHAT IS PLAY?

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

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

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

**Play is instinctive, voluntary, and spontaneous.**

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

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

-International Play Association









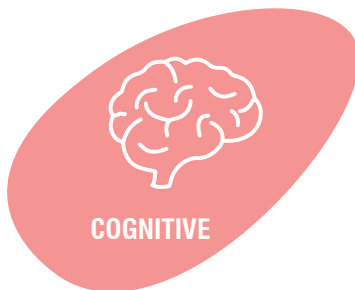
## 05.

# THE IMPORTANCE OF PLAY

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

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

## TYPES OF PLAY



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

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



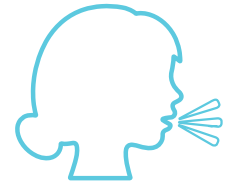
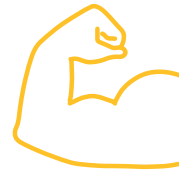
Physical development is achieved through movement, supporting the development of both fine motor skills – smaller movements like picking things up and gross motor skills – large movements like running and climbing as well as hand eye coordination, agility and balance. Physical movement also utilises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

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



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

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



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

Figure 1. Table showing play value of common play features

## AGE SPECIFIC DEVELOPMENT

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

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

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

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

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



06.

## PLAY IN SHEPPARTON

To establish a comprehensive picture of the provision of play within Greater Shepparton 90 existing play spaces were assessed for quality of play experiences, age groups catered for, access and improvement opportunities. To facilitate a logical sequence of inspections the play spaces were mapped in three distinct precincts: North, South and Mooroopna. Play spaces in the smaller towns, as shown in Figure 2 were also assessed although recommendations for these towns are treated separately. The location of play spaces within Shepparton and Mooroopna are shown in Figure 4. The results of the play space audits are summarised in Appendix 1.

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

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

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

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

**-Cities alive designing for urban childhoods ARUP 2017.**

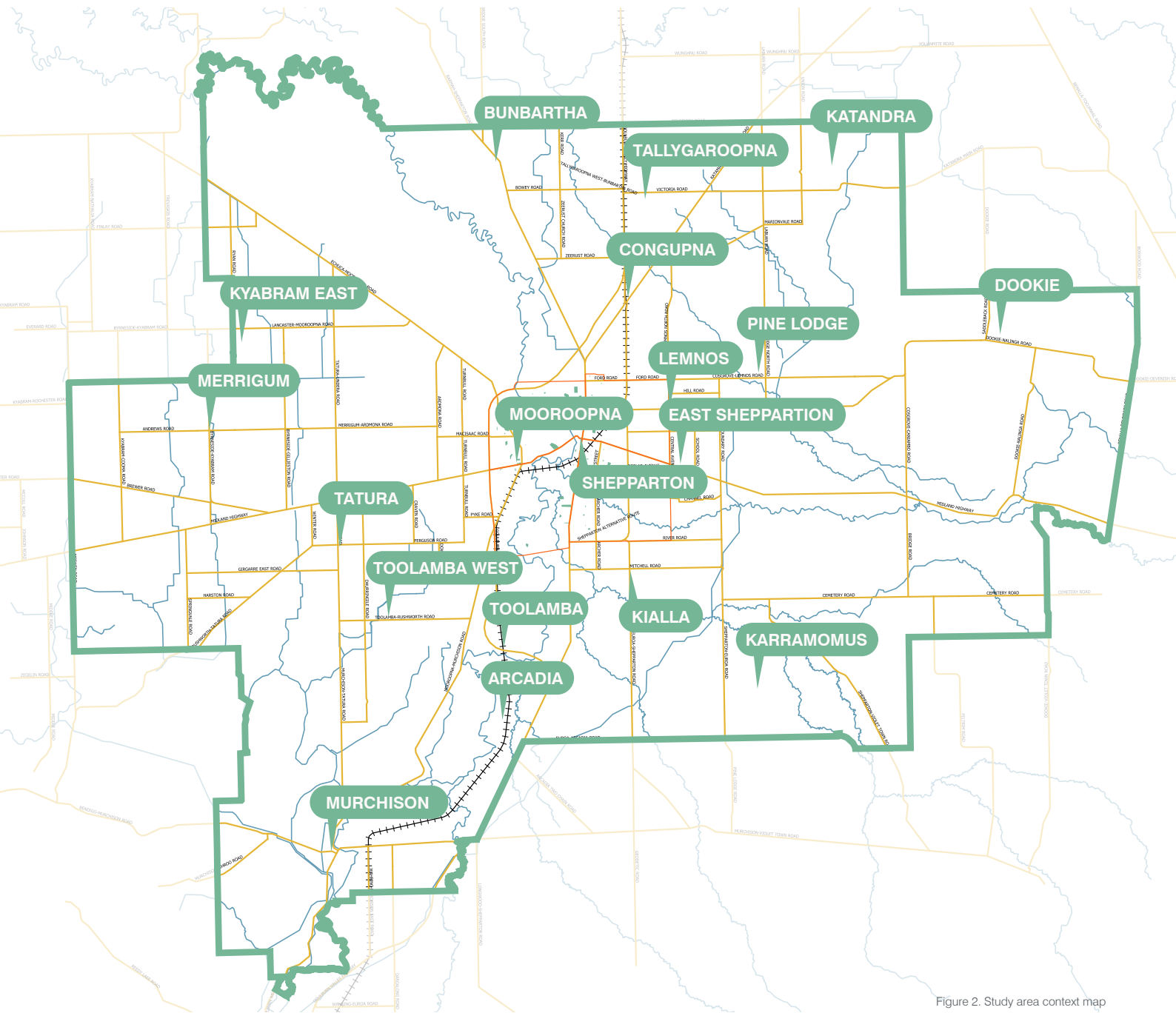


Figure 2. Study area context map



07.

# PLAY SPACE HIERARCHY

## WHAT IS PLAY SPACE HIERARCHY?

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

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

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



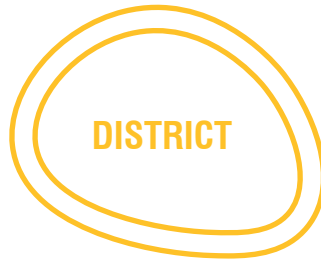




## SHEPPARTON'S HIERARCHIES



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



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



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





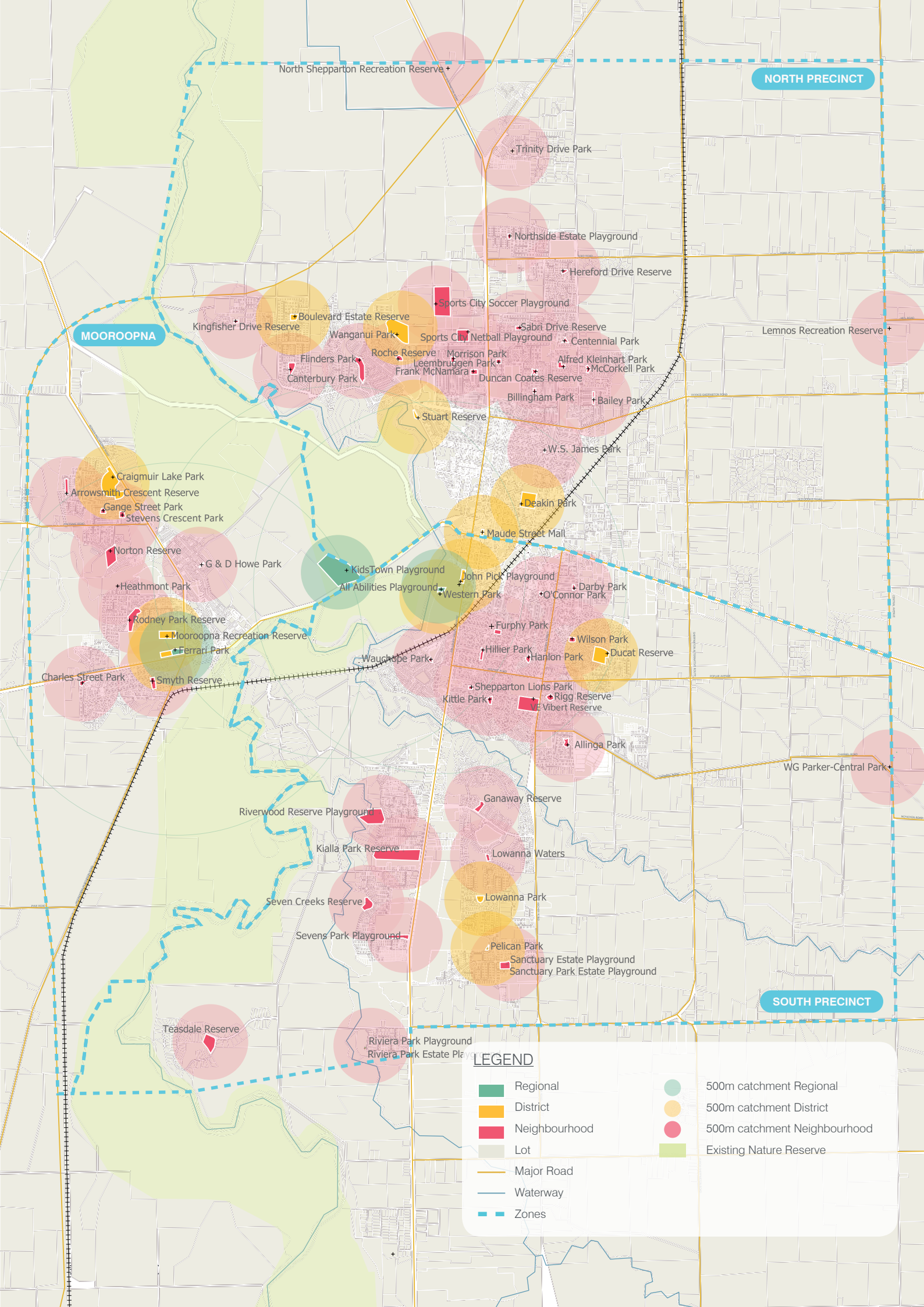
Feature	Regional	District	Neighbourhood
Play provision for younger children	+++	+++	+++
Play provision for older children	+++	+++	
Play provision for adults			
Proximity/ Surveillance lighting			
Lighting			
Toilets and changing station	+++		
Shade (Trees)	+++	+++	+++
Shade (Shelter)**	+++		
Drinking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

+++ Must include

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

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

\*\* Provision of retrospective shade shelters will be considered annually dependent on budget allocations.



**NORTH PRECINCT**

**MOOROOPNA**

**SOUTH PRECINCT**

**LEGEND**

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

# MAPPING EXISTING PLAY SPACES

## LOCATION, HIERARCHY DISTRIBUTION

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

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

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

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



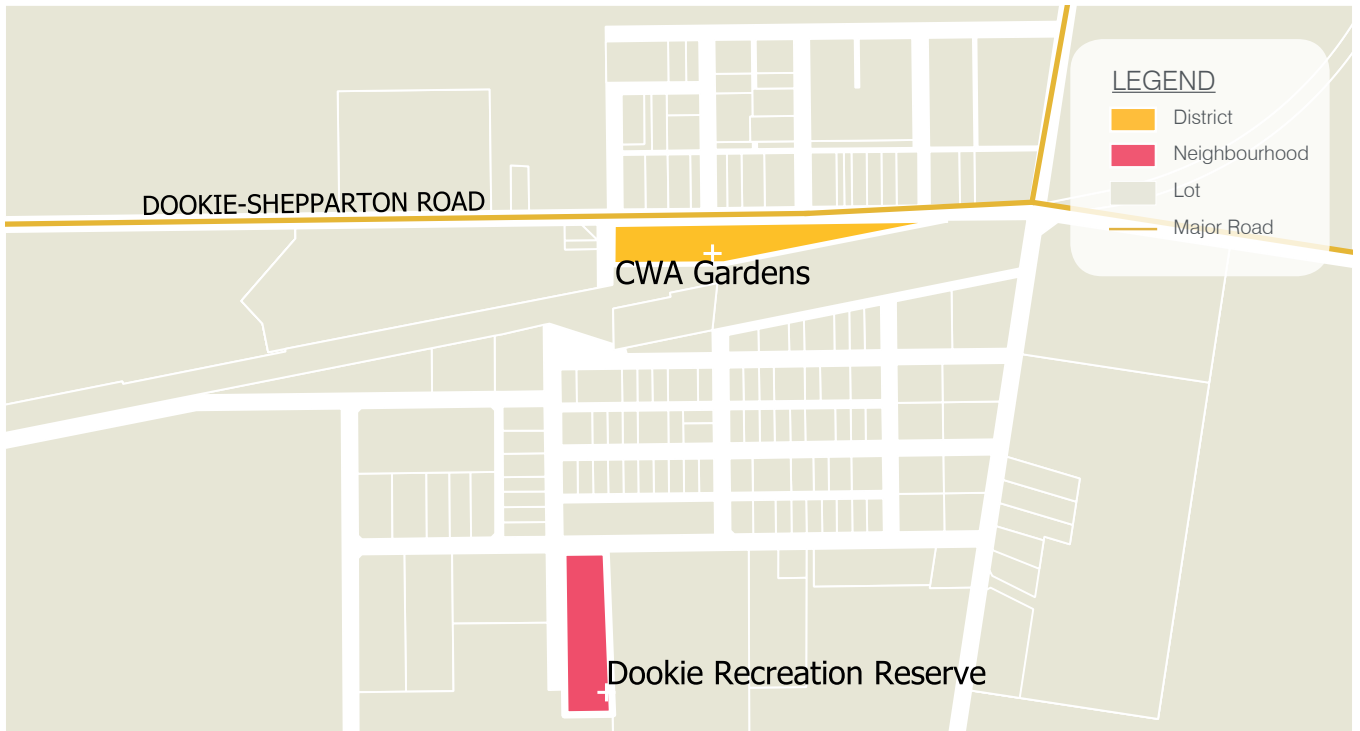


Figure 5. Distribution of play spaces in Dookie

**DOOKIE** 1:10,000 @A4

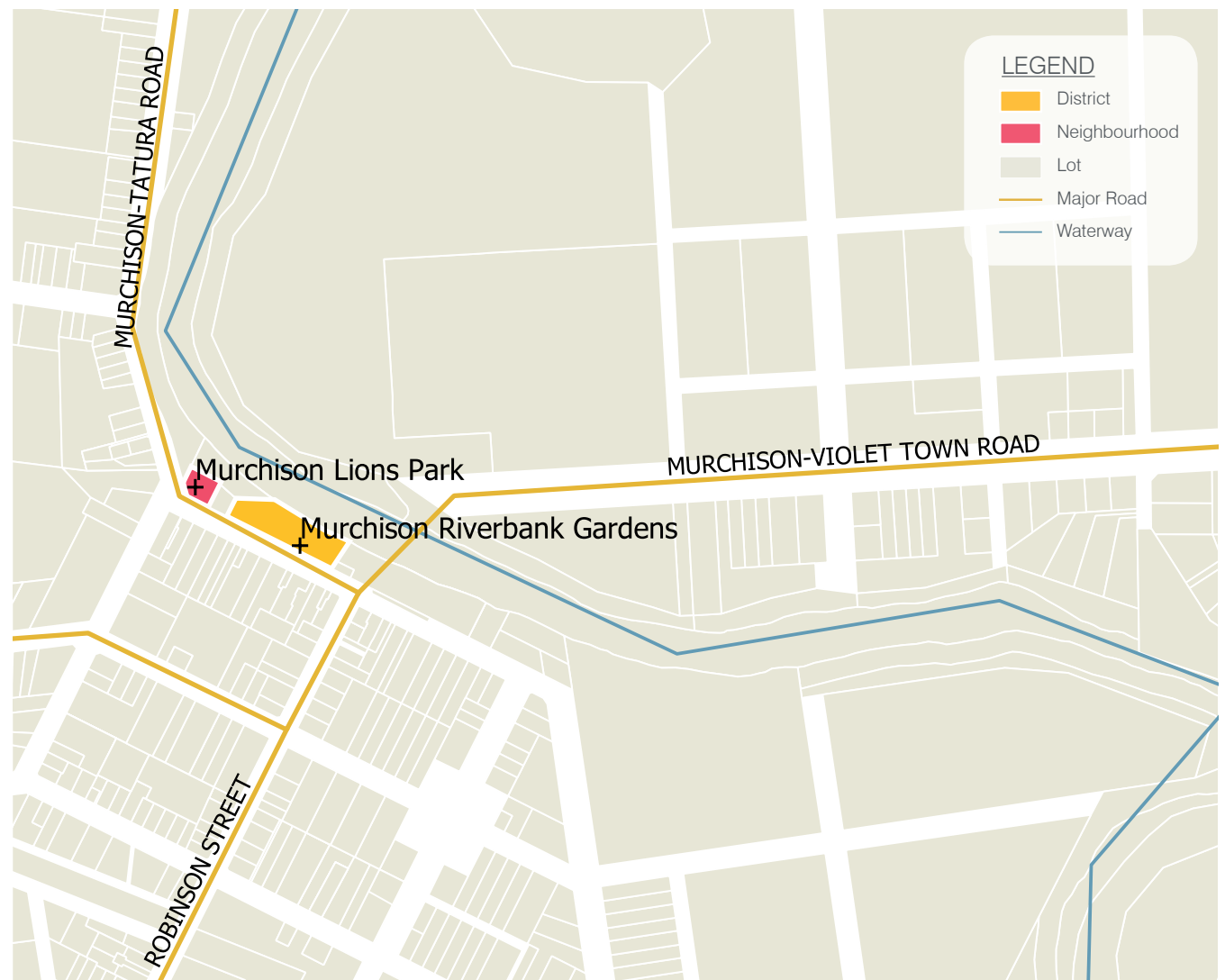
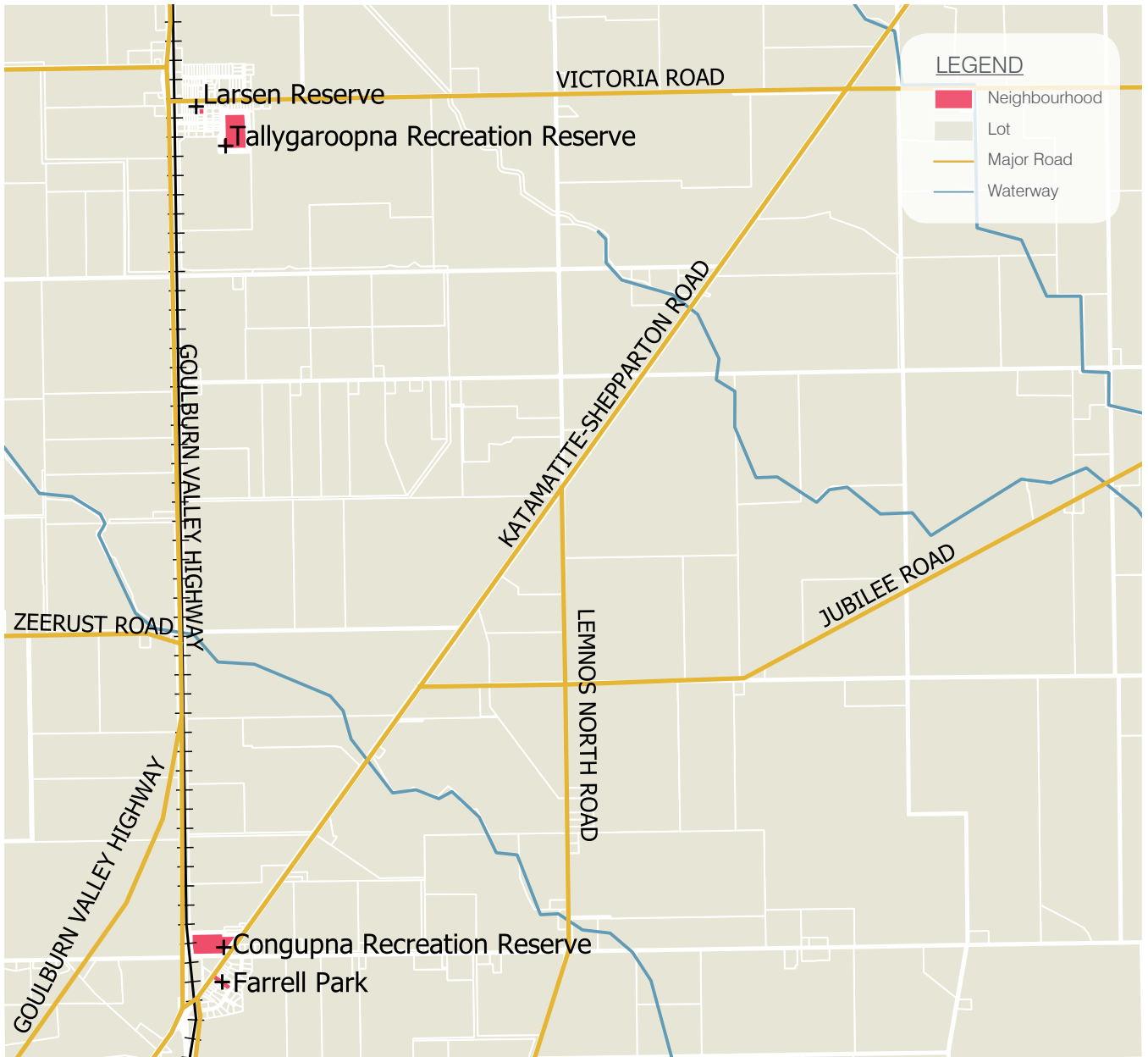


Figure 6. Distribution of play spaces in Murchison

**MURCHISON** 1:10,000 @A4

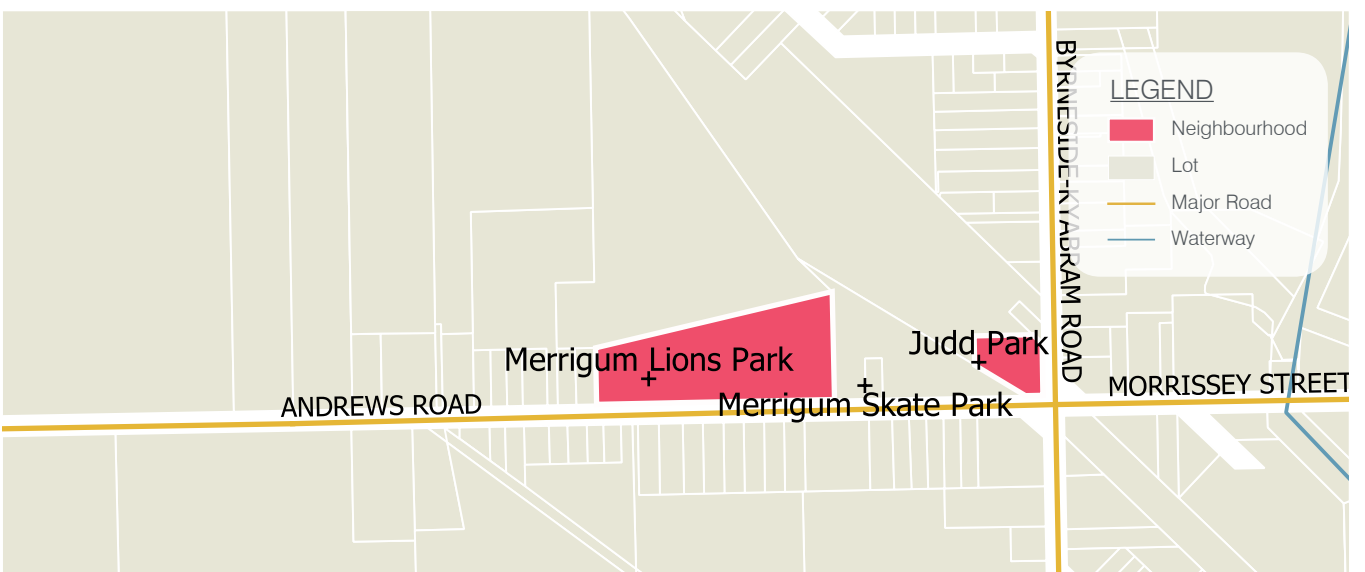




CONGUPNA & TALLYGAROPNA

1:50,000 @A4

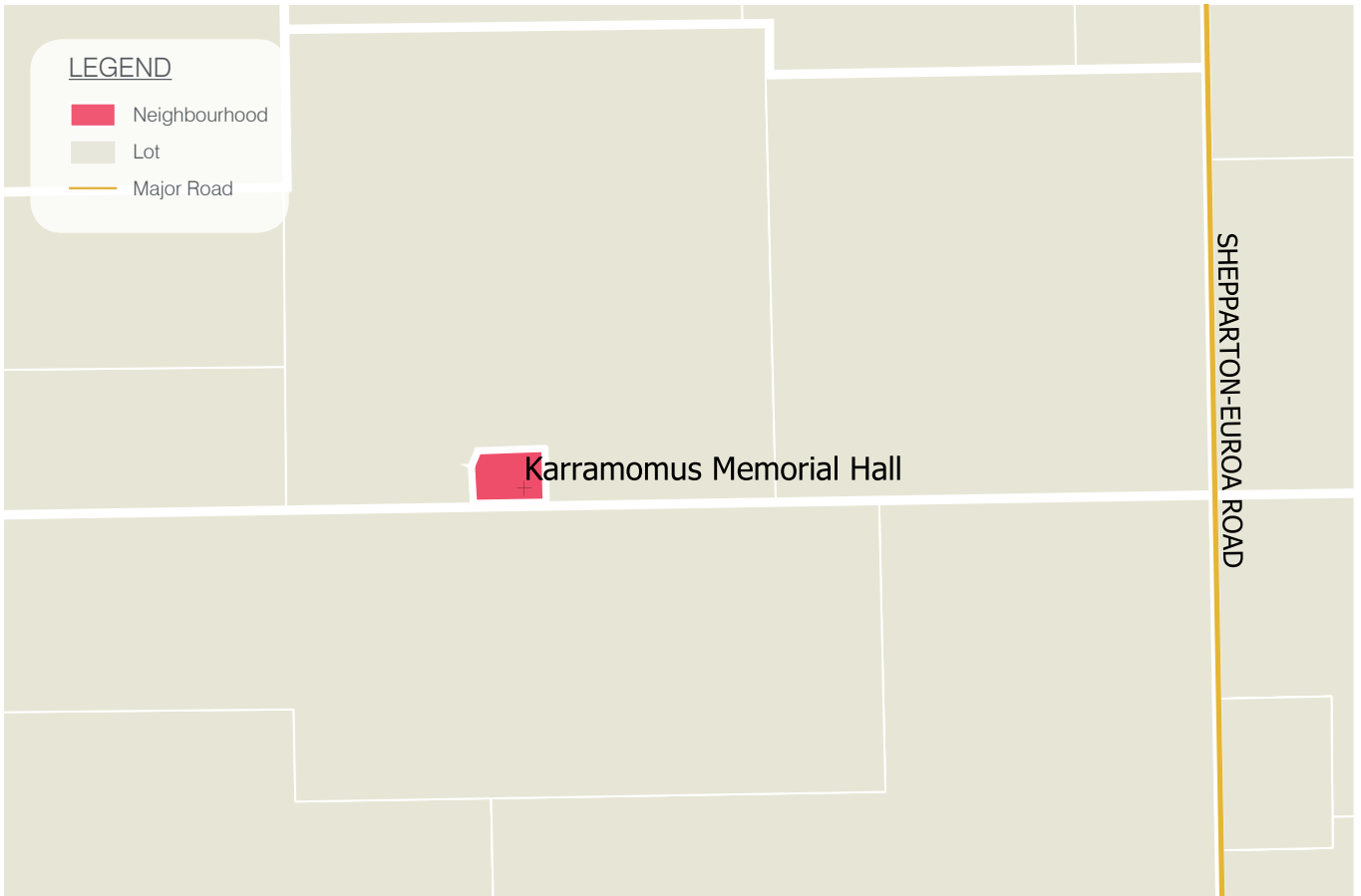
Figure 7. Distribution of play spaces in Congupna and Tallygaroopna



MERRIGUM

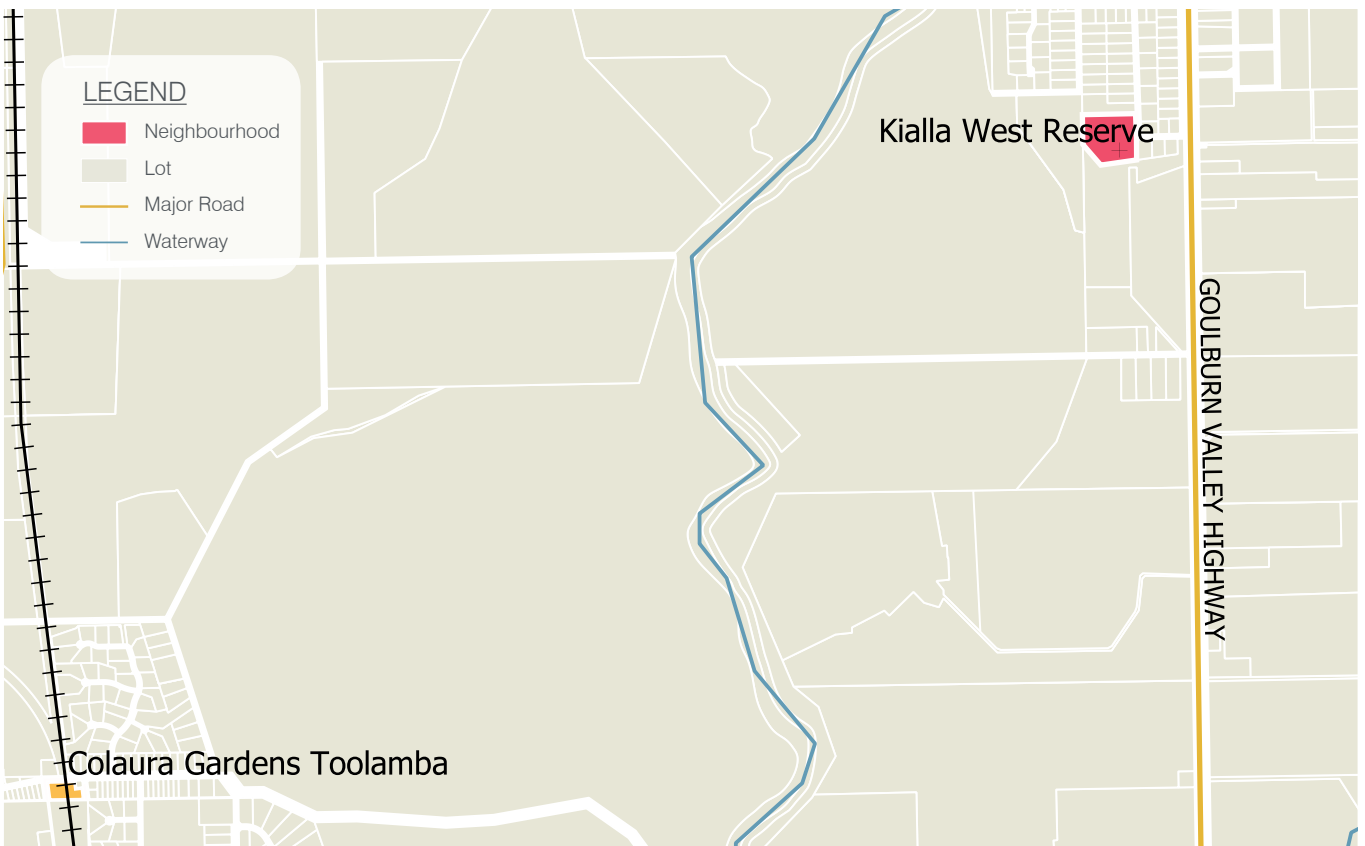
1:7,500 @A4

Figure 8. Distribution of play spaces in Merrigum



**KARRAMOMUS** 1:20000@A4

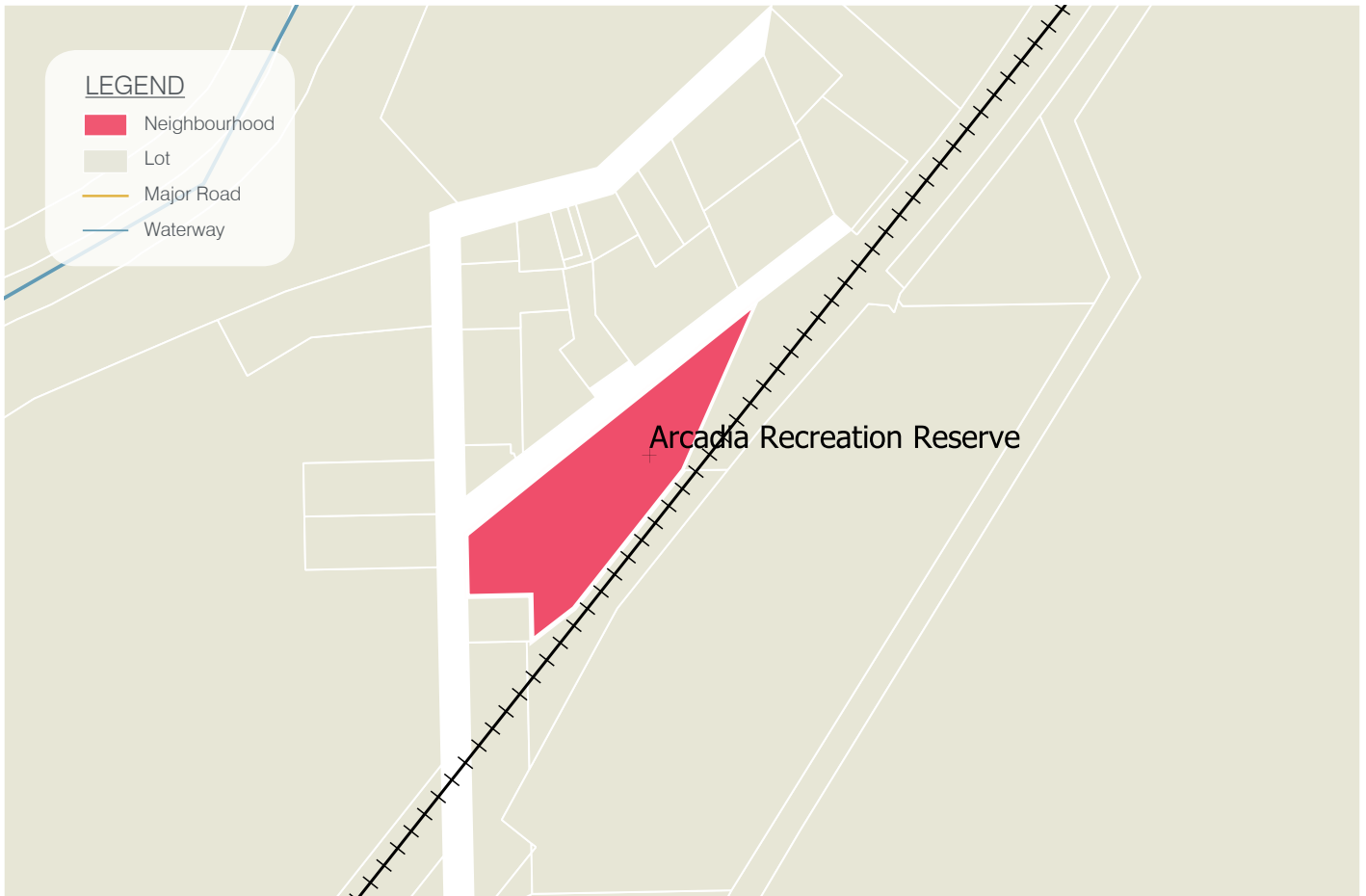
Figure 9. Distribution of play spaces in Karramomus



**TOOLAMBA & KIALLA WEST** 1:30000@A4

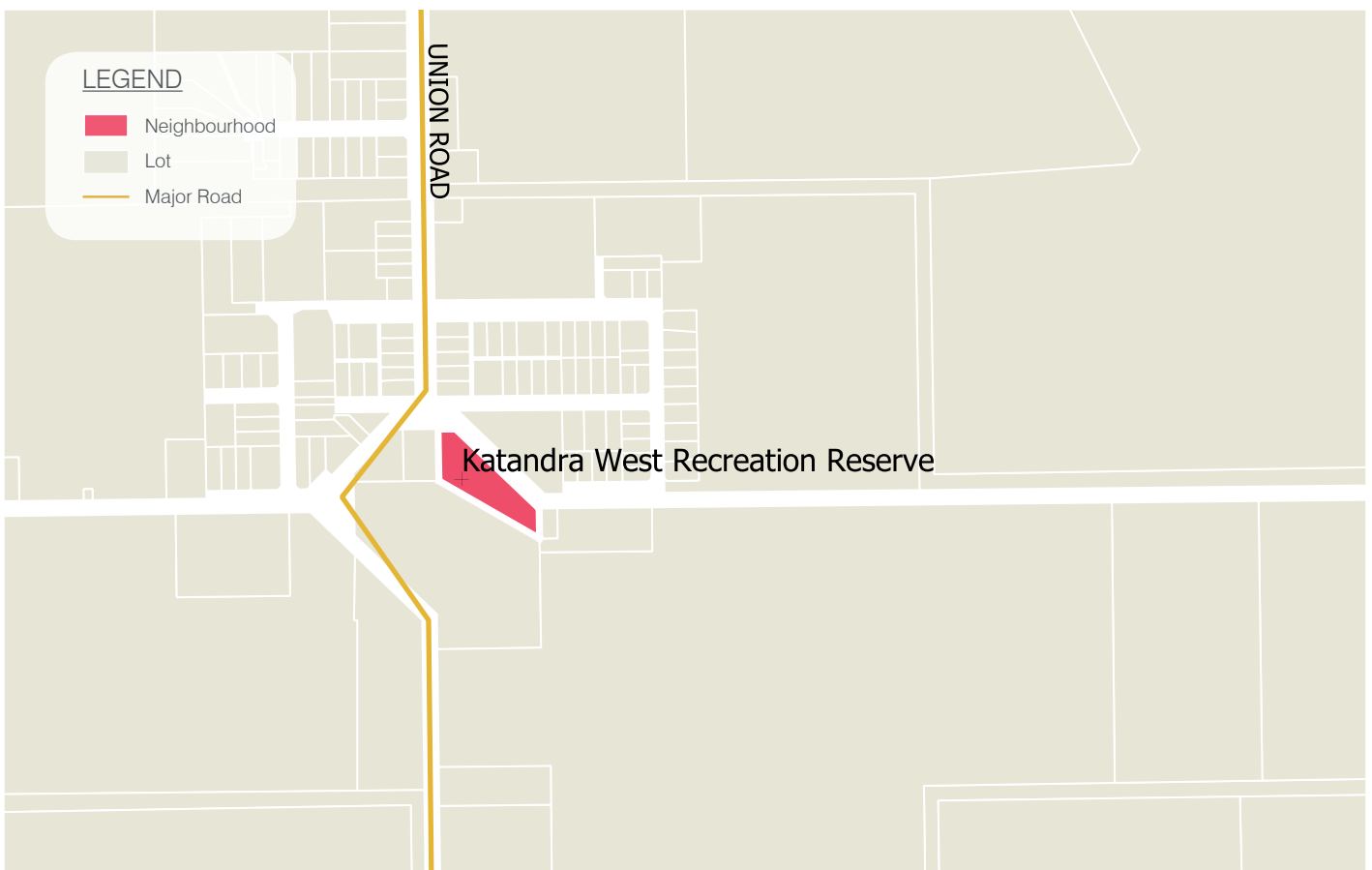
Figure 10. Distribution of play spaces in Toolamba & Kialla





**ARCADIA** 1:5000@A4

Figure 11. Distribution of play spaces in Arcadia



**KATANDRA** 1:10000@A4

Figure 12. Distribution of play spaces in Katandra

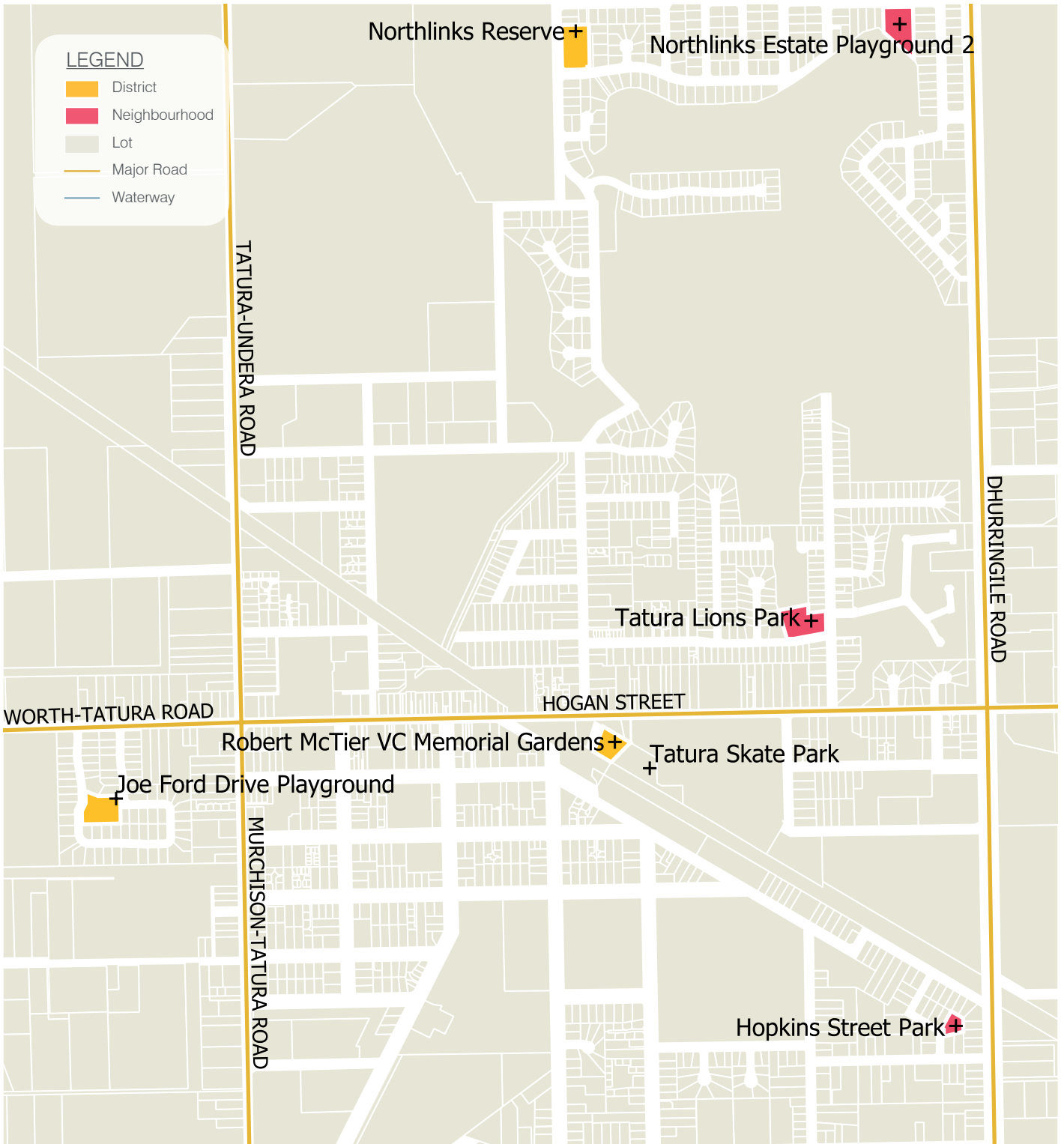


Figure 13. Distribution of play spaces in Tatura

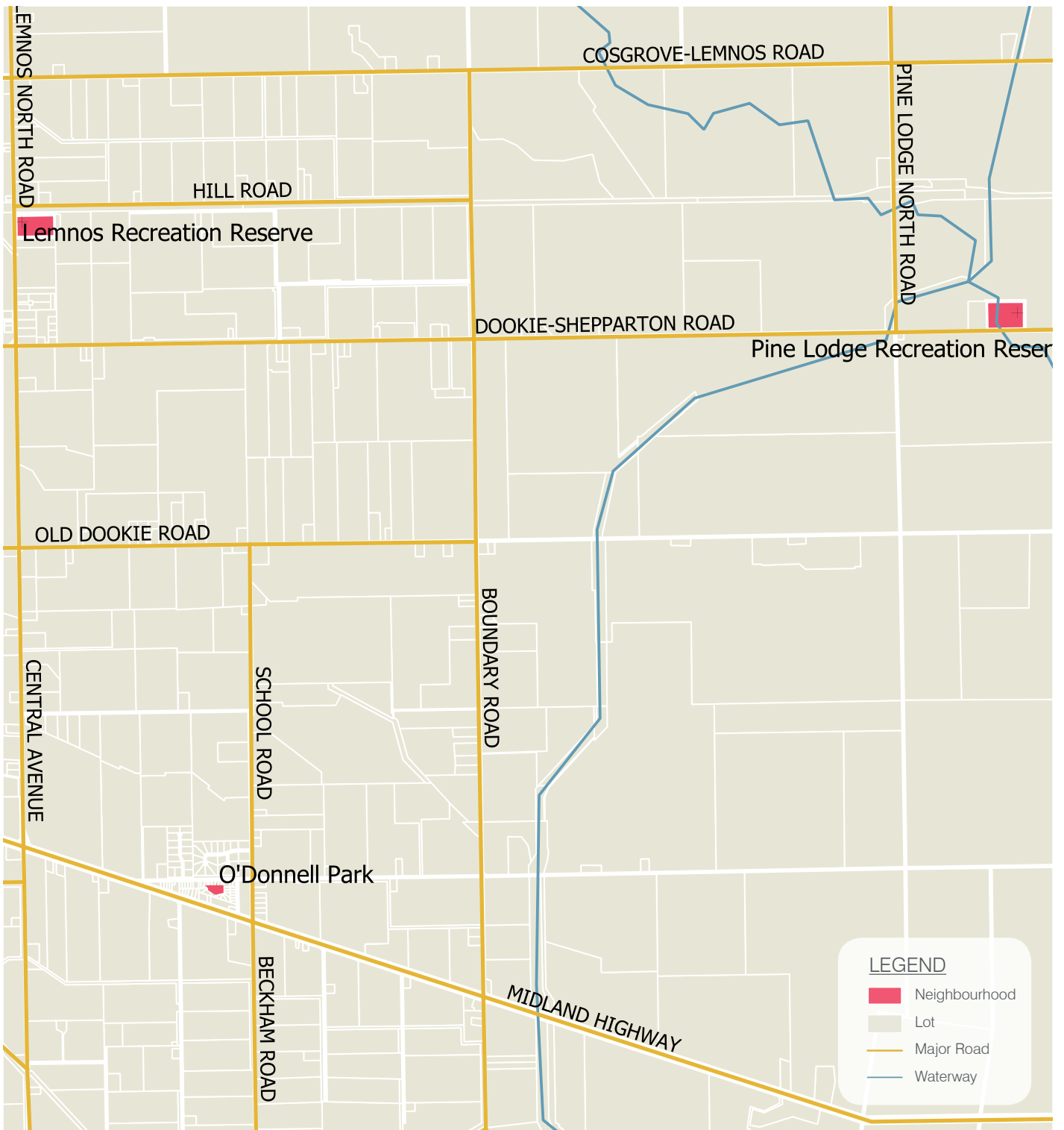
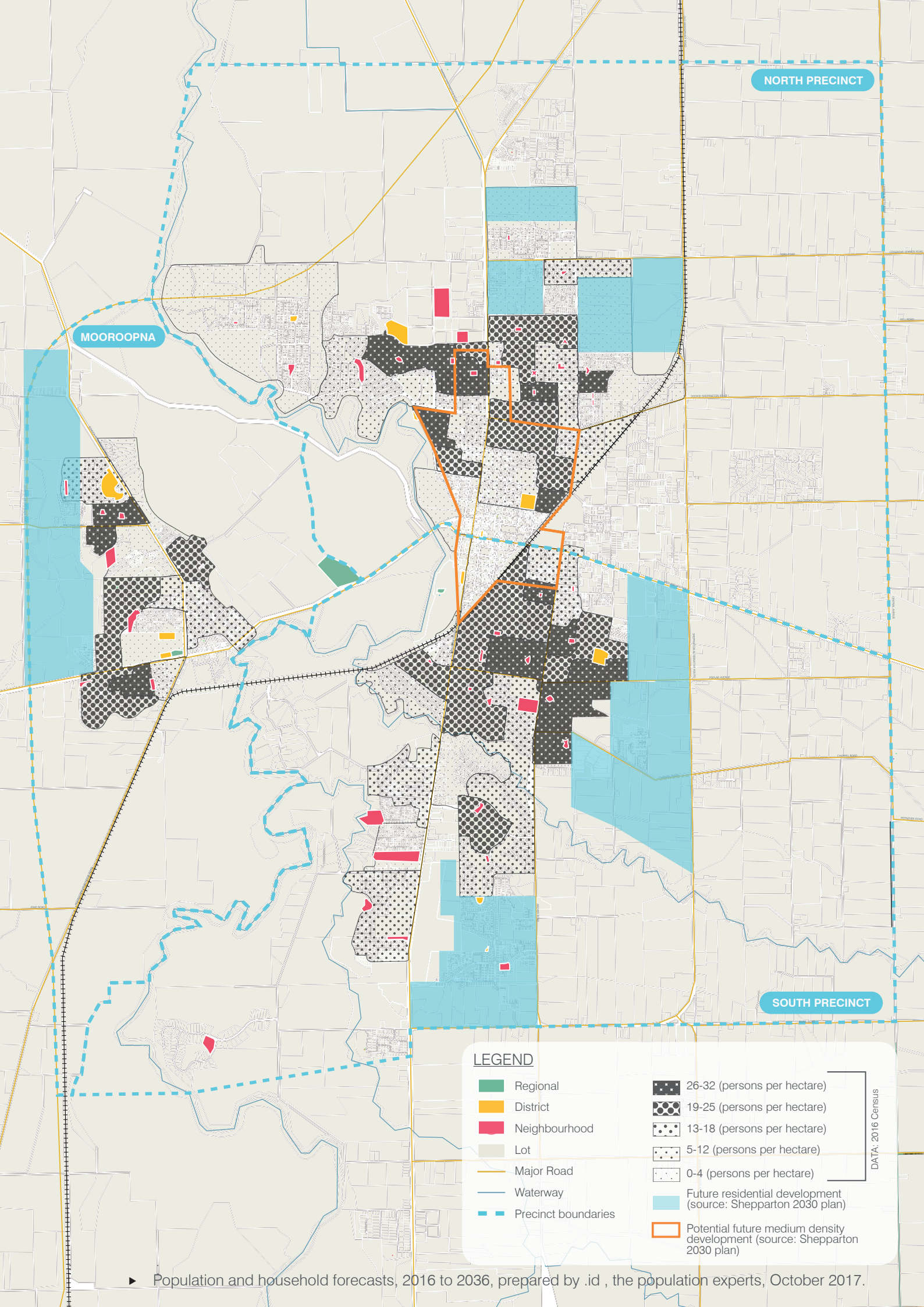


Figure 14. Distribution of play spaces in Congupna and Tallygaroopna

PINE LODGE, EAST SHEPP & LEMNOS

1:50,000 @A4



NORTH PRECINCT

MOOROOPNA

SOUTH PRECINCT

**LEGEND**

- Regional
- District
- Neighbourhood
- Lot
- Major Road
- Waterway
- Precinct boundaries

- 26-32 (persons per hectare)
- 19-25 (persons per hectare)
- 13-18 (persons per hectare)
- 5-12 (persons per hectare)
- 0-4 (persons per hectare)
- Future residential development (source: Shepparton 2030 plan)
- Potential future medium density development (source: Shepparton 2030 plan)

DATA: 2016 Census



# MAPPING POPULATION

Whilst there is no commonly accepted ratio of play spaces per head of population a 2014 report utilising data from over 100 metropolitan local government areas across Australia found the average distribution to be 1 play space per 1000 head of population. Using this as a benchmark Greater Shepparton with 90 play spaces and a population of 68,900 is somewhat over prescribed with 1 play space per 765 head of population. Even when looking to the future and taking into account the anticipated population growth to 78,047 by 2030 the Greater Shepparton City Council will remain over prescribed compared to this benchmark with 1 play space per 867 head of population. Whilst this may be relevant to central Shepparton, this benchmark is not necessarily relevant in regional areas with low population density, so should be applied with caution. Development of play spaces in these areas will take many factors into consideration and be at Council's discretion.

In Council's previous Playground Provision Strategy 2006-2018 the accepted minimum playground provision was 1 playground for every 250 children under the age of twelve. Based on 2016 census data there are 10,254 children under the age of 12 in Greater Shepparton. That equates to 1 play space for every 113 children. Based

on the estimated population of Shepparton in 2030 there is expected to be 13,359 children under the age of 12, maintaining the current number of play spaces would equate to 1 play space for every 148 children under 12.

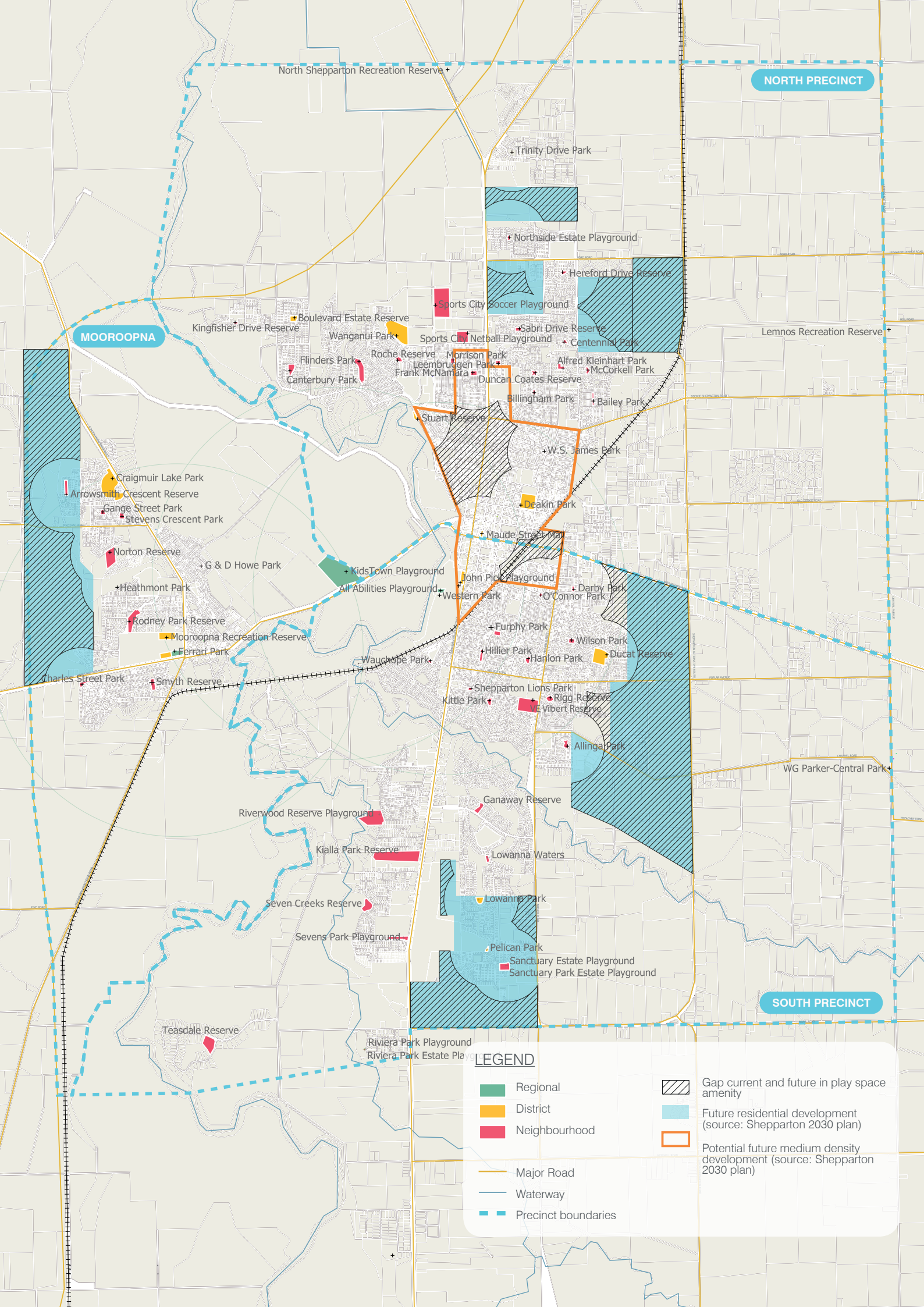
Regardless of which of the aforementioned metrics is employed, Shepparton has more than enough play spaces to service the community in terms of numbers. Consideration should be given to the provision of quality of play rather than quantity.

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

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

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





**NORTH PRECINCT**

**MOOROOPNA**

**SOUTH PRECINCT**

**LEGEND**

- Regional
- District
- Neighbourhood
- Major Road
- Waterway
- Precinct boundaries
- Gap current and future in play space amenity
- Future residential development (source: Shepparton 2030 plan)
- Potential future medium density development (source: Shepparton 2030 plan)



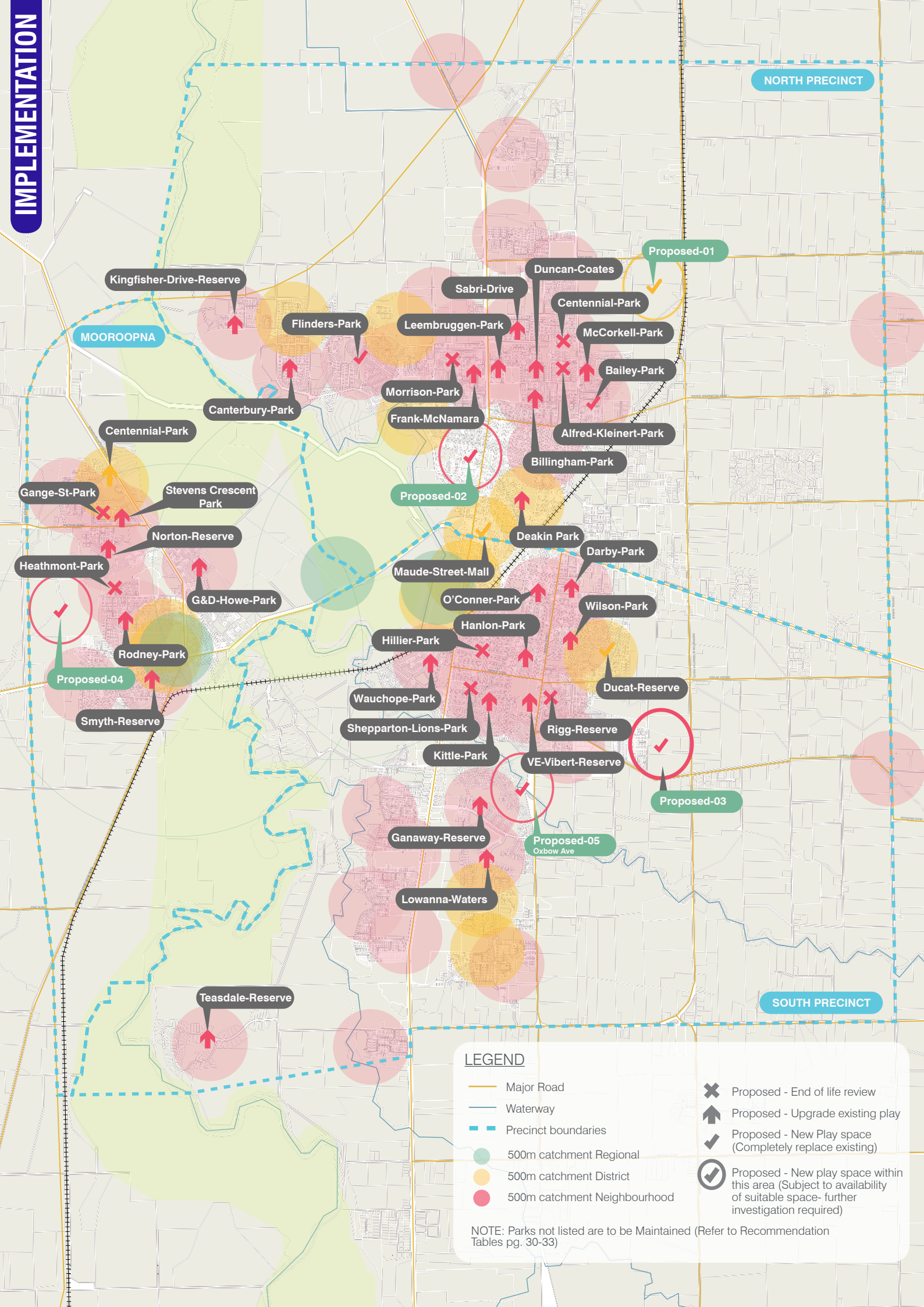
## GAP ANALYSIS

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

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

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

# IMPLEMENTATION



NORTH PRECINCT

SOUTH PRECINCT

MOOROOPNA

## LEGEND

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

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



# RECOMMENDATIONS

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

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

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

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

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

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

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

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

✗ **End of life review** – Play spaces which will be considered for decommission are;

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

**Maintain / Renew** - No changes currently required

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

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

Note: When seating is replaced/upgraded in play spaces, where possible new seating should be placed in the shade.

07.

# RECOMMENDATION TABLES

## SURROUNDING TOWNSHIPS

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

COMPLETION TIMEFRAME

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

R=Regional, D=District, N=Neighbourhood

# NORTH PRECINCT

## RECOMMENDED ACTION

CURRENT HIERARCHY	UPDATE HIERARCHY	NEW PLAY SPACE	UPGRADE EXISTING	RENEW/MAINTAIN	END OF LIFE REVIEW	PRIORITY LEVEL
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## COMPLETION TIMEFRAME

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

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

R=Regional, D=District, N=Neighbourhood



# SOUTH PRECINCT

## RECOMMENDED ACTION

## COMPLETION TIMEFRAME

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

	CURRENT HIERARCHY	UPDATE HIERARCHY	NEW PLAY SPACE	UPGRADE EXISTING	RENEW/MAINTAIN	END OF LIFE REVIEW	PRIORITY LEVEL	
All-Abilities-Playground-PGWF-005	R				X		NA	
Ducat-Reserve-PGWF-026	D		X				HIGH	
John-Pick-Reserve-PGWF-047	R				X		NA	
Lowana-Park-PGWF-062	D				X		NA	
Pelican-Park-PGWF-079	D	N					MED	
Allinga-Park-PGWF-007	N				X		NA	
Darby-Park-PGWF-021	N			X			LOW	
Furphy-Park-PGWF-035	N				X		NA	
Ganaway-Reserve-PGWF-037	N	D		X			MED	
Hanlon-Park-PGWF-040	N			X			MED	
Hillier-Park-PGWF-043	N					X	LOW	
Kialla-Park-Reserve-PGWF-052	N				X		NA	
Kittle-Park-PGWF-056	N			X			MED	
Lowana-Waters-PGWF-063	N			X			LOW	
OConnor-Park-PGWF-075	N			X			LOW	
Rigg-Reserve-PGWF-082	N					X	LOW	Consider re-locating climbing frame
Riverwood-Reserve-Playground-103	N				X		NA	
Sanctuary-Park-PGWF-111	N				X		NA	
Seven-Creeks-Reserve-PGWF-081	N				X		NA	
Sevens-Park-Playground-PGWF-115	N				X		NA	
Shepparton-Lions-Park-PGWF-061	N					X	MED	
Teasdale-Reserve-PGWF-095	N			X			HIGH	
V-E-Vibert-Reserve-PGWF-096	N			X			MED	
Wauchope-Park-PGWF-099	N			X			HIGH	
Wilson-Park-PGWF-100	N			X			LOW	
Proposed-03 (refer to Figure 17) <b>NEW</b>	N		X				MED	
Proposed-05 (refer to Figure 17) <b>NEW</b>	N		X				HIGH	

R=Regional, D=District, N=Neighbourhood

# MOOROOPNA

	CURRENT HIERARCHY	RECOMMENDED ACTION					PRIORITY LEVEL	COMPLETION TIMEFRAME
		UPDATE HIERARCHY	NEW PLAY SPACE	UPGRADE EXISTING	RENEW/MAINTAIN	END OF LIFE REVIEW		
<b>Ferrari-Park-PWG-030 (Mooroopna)</b>	R				X		NA	
<b>Craigmuir-Lake-Park-PGWF-020</b>	D			X			MED	Improve accessibility
<b>Arrowsmith-Crescent-Reserve-PGWF-008</b>	N				X		NA	
<b>Charles-Street-Park Reserve-PGWF-017</b>	N				X		NA	
<b>G&amp;D-Howe-Park-PGWF-036</b>	N			X			LOW	
<b>Gange-Street-Park-PGWF-038</b>	N					X	LOW	
<b>Heathmont-Park-PGWF-041</b>	N					X	LOW	
<b>Norton-Park-PGWF-074</b>	N			X			HIGH	
<b>Rodney-Park-Reserve-PGWF-088</b>	N			X			HIGH	
<b>Smyth-Reserve-PGWF-090</b>	N			X			HIGH	
<b>Stevens Crescent Park-PARKSWP179</b>	N			X			HIGH	
<b>Proposed-04 (refer to Figure 7)</b> <span style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">NEW</span>	N		X				LOW	

R=Regional, D=District, N=Neighbourhood

09.

# THE VISION

## THE PLAY SPACE POTENTIAL OF GREATER SHEPPARTON

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

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

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

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

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





**CHALLENGING** FREE

**AL CATER FOR ALL AGES**

RESPOND TO COMMUNITY NEEDS

FROM TO CHALLENGE **CATER TO AUDIENCE**

**E NATURAL MATERIALS**

**CONFIDENCE BUILDING**

**FUN**

**NESS**

MORE THAN JUST A SWING

**TING**

NON-PRESCRIPTIVE PLAY

**ADAPTIBLE**

**EATING IMAGINATION**

MAINTENANCE

**ULT INTERACTION & ENGAGEMENT**

**AGING**

DEVELOP SKILLS

CONSULT COMMUNITY

**DITIONAL**

INCIDENTAL PLAY

**LESS IS MORE**

**PAN**

THINK TO THE FUTURE

AT A CHILD'S SCALE

**ACTIVITY**

**TERIALS**

**SUSTAINABILITY**

**COMMUNITY**

SUITABLE FOR LOCATION

**GRAPHICALLY RELEVANT**

# PLAY SPACE DESIGN GUIDELINES

## A GUIDE TO SUCCESSFUL PLAY SPACE DESIGN

### OVERVIEW

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

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



## PRINCIPLE 01 SAFE, INVITING, WELCOMING

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





## PRINCIPLE 02 ACCESSIBLE, CONNECTED



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



## PRINCIPLE 03 STIMULATING, UNIQUE

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





## PRINCIPLE 04 HOLISTIC, WHOLE OF PARK DESIGN



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



## PRINCIPLE 05 INCLUSIVE

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





## PRINCIPLE 06 SUSTAINABLE



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



## PRINCIPLE 07 COMMUNITY STRENGTHENING

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





# CASE STUDIES

## CASE STUDY 01 ARROWSMITH RESERVE

### DESIGN PRINCIPLE 01:

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

### DESIGN PRINCIPLE 03:

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



### DESIGN PRINCIPLE 03:

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

### DESIGN PRINCIPLE 06:

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



### DESIGN PRINCIPLE 07:

- ▶ Shelter area with seating for community to gather



### DESIGN PRINCIPLE 03:

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



### DESIGN PRINCIPLE 06:

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

### DESIGN PRINCIPLE 02:

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



## CASE STUDY 02 SEVENS PARK PLAY SPACE

### DESIGN PRINCIPLE 03:

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

### DESIGN PRINCIPLE 03:

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



### DESIGN PRINCIPLE 01:

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

### DESIGN PRINCIPLE 02:

- ▶ Surface colour contrasts distinguish play zones from pathways





### DESIGN PRINCIPLE 01:

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



### DESIGN PRINCIPLE 03:

- ▶ Non-prescriptive play zones encourage imaginative play

### DESIGN PRINCIPLE 06:

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



## CASE STUDY 03 WAUCHOPE PARK

### DESIGN PRINCIPLE 01:

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

### DESIGN PRINCIPLE 03:

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



### DESIGN PRINCIPLE 02:

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

### DESIGN PRINCIPLE 03:

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



## CASE STUDY 04 FERRARI PARK

### DESIGN PRINCIPLE 02:

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



### DESIGN PRINCIPLE 01:

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

### DESIGN PRINCIPLE 03:

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



## 10.

# REFERENCES

### Websites:

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

### Council Documents:

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

### Other Documents:

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

# APPENDIX 01

## PLAY SPACE AUDITS



# PLAY SPACE AUDITS

## NORTH PRECINCT

DISTRICT

NEIGHBOURHOOD

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

Play Provision

Accessibility

Swing - Regular	Swing - Toddler	Swing - basket	Slide	Spinner	Rocker	Flying fox - Small	Flying fox - Stand alone	Climbing	Monkey bars	Cubby / Role play	Open run about areas	Hard surfaces - scooters	Basketball ring	Natural play elements	Sand	Accessible paths	Accessible parking	Accessible seating	Accessible play equipment	Connectivity to other recreation	PGWF
Yellow	Yellow	Grey	Yellow	Grey	Grey	Grey	Grey	Yellow	Yellow	Yellow	Yellow	Yellow	Grey	Grey	Grey	Yellow	Yellow	Yellow	Grey	Grey	101
Grey	Grey	Grey	Yellow	Grey	Grey	Grey	Grey	Grey	Yellow	Grey	Yellow	Yellow	Grey	Grey	Grey	Yellow	Yellow	Grey	Grey	Yellow	022
Grey	Grey	Grey	Yellow	Grey	Grey	Grey	Grey	Yellow	Grey	Grey	Grey	Yellow	Grey	Grey	Grey	Yellow	Yellow	Yellow	Grey	Grey	064
Yellow	Yellow	Grey	Yellow	Grey	Yellow	Yellow	Grey	Yellow	Grey	Grey	Yellow	Yellow	Grey	Grey	Grey	Yellow	Yellow	Yellow	Grey	Yellow	091
Yellow	Yellow	Grey	Yellow	Yellow	Yellow	Grey	Grey	Yellow	Yellow	Yellow	Yellow	Yellow	Grey	Yellow	Grey	Yellow	Grey	Yellow	Grey	Yellow	077

Red	Red	Grey	Red	Grey	Red	Grey	Grey	Grey	Red	Grey	Red	Grey	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	004
Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	010
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Red	Red	Red	Red	Red	Grey	Red	Red	Red	Grey	Grey	Grey	011
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Grey	Grey	Red	Red	Grey	Red	Grey	Red	Red	Red	Grey	Grey	013
Red	Red	Grey	Red	Grey	Grey	Red	Grey	Grey	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	014
Red	Red	Grey	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	027
Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	032
Grey	Grey	Grey	Red	Grey	Grey	Grey	Grey	Red	Grey	Red	Red	Red	Grey	Grey	Grey	Red	Grey	Grey	Grey	Grey	033
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	042
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	058
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Red	Grey	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	055
Red	Red	Grey	Red	Grey	Grey	Red	Grey	Red	Red	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	065
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	070
Red	Red	Grey	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Red	Grey	Grey	Grey	Grey	Red	072
Grey	Grey	Red	Red	Grey	Red	Grey	Grey	Red	Red	Red	Red	Red	Grey	Grey	Red	Grey	Grey	Grey	Grey	Grey	110
Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Red	Red	Grey	Red	Red	Red	Grey	Grey	Red	Grey	Grey	Grey	Grey	086
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	089
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Red	Red	Grey	Red	108
Red	Red	Grey	Red	Grey	Red	Grey	Grey	Red	Red	Red	Red	Red	Grey	Grey	Grey	Grey	Red	Grey	Grey	Red	109
Grey	Grey	Red	Grey	Red	Red	Grey	Grey	Grey	Grey	Grey	Red	Red	Red	Red	Grey	Red	Grey	Red	Grey	Grey	-
Red	Red	Grey	Red	Grey	Red	Red	Grey	Red	Grey	Red	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	098



# PLAY SPACE AUDITS SOUTH PRECINCT

Age Provision

Facilities

REGIONAL

	Play space - toddlers	Play space - junior	Play space - teens	Shade - Trees	Shade - Structure	Seating	Drink fountain	BBQ	Rubbish Bins	Toilets	Parking	Accessible paths	Bike racks	Signage
All-Abilities-Playground-PGWF-005	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
John-Pick-Reserve-PGWF-047	Light Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green

DISTRICT

Ducat-Reserve-PGWF-026	Yellow	Yellow	Light Grey	Light Grey	Light Grey	Yellow	Yellow	Light Grey	Yellow	Light Grey	Yellow	Light Grey	Light Grey	Yellow
Lowana-Park-PGWF-062	Light Grey	Yellow	Light Grey	Yellow	Yellow	Yellow	Light Grey	Light Grey	Yellow	Light Grey	Yellow	Yellow	Light Grey	Light Grey
Pelican-Park-PGWF-079	Light Grey	Light Grey	Light Grey	Yellow	Yellow	Yellow	Light Grey	Light Grey	Light Grey	Light Grey	Light Grey	Yellow	Light Grey	Light Grey

NEIGHBOURHOOD

Allinga-Park-PGWF-007	Light Grey	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Central-Park-Rec-Reserve-PGWF-016	Light Red	Light Red	Light Grey	Light Grey	Light Grey	Light Grey	Light Grey	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Grey
Darby-Park-PGWF-021	Light Grey	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Furphy-Park-PGWF-035	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Ganaway-Reserve-PGWF-037	Light Red	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Hanlon-Park-PGWF-040	Light Red	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Hillier-Park-PGWF-043	Light Red	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Kialla-Park-Reserve-PGWF-052	Light Grey	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Red	Light Grey	Light Red
Kittle-Park-PGWF-056	Light Grey	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Lowana-Waters-PGWF-063	Light Red	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
OConnor-Park-PGWF-075	Light Grey	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Rigg-Reserve-PGWF-082	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Riverwood-Reserve-Playground-PGWF-103	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Sanctuary-Park-PGWF-111	Light Grey	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Seven-Creeks-Reserve-PGWF-081	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Sevens-Park-Playground-PGWF-115	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Shepparton-Lions-Park-PGWF-061	Light Grey	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Teasdale-Reserve-PGWF-095	Light Red	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
V-E-Vibert-Reserve-PGWF-096	Light Red	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
Wauchope-Park-PGWF-099	Light Red	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red
WG-Parker-Park-PGWF015	Light Grey	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Red	Light Grey	Light Red
Wilson-Park-PGWF-100	Light Red	Light Red	Light Grey	Light Red	Light Red	Light Red	Light Red	Light Red	Light Red	Light Grey	Light Grey	Light Red	Light Grey	Light Red

Play Provision

Accessibility

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



# PLAY SPACE AUDITS

## MOOROOPNA

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

Play Provision

Accessibility

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

# PLAY SPACE AUDITS

## SURROUNDING TOWNS

DISTRICT	Play space - toddlers	Play space - junior	Play space - senior	Age Provision							Facilities				
				Shade - Trees	Shade - Structures	Seating	Drink fountain	BBQ	Rubbish Bins	Toilets	Parking	Accessible paths	Bike racks	Signage	
Dookie-CWA-Gardens-PGWF-001															
Joe-Ford-Drive-Drainage-Reserve-PGWF-107															
Riverbank-Gardens-PGWF-083															
Robert-Mactier-Memorial-Gardens-PGWF-084															
Tatura-Northlinks-Estate-Playground-PGWF104															
Tatura-Northlinks-Reserve-PGWF-073															
Toolamba-Colaura-Gardens-PGWF-113															
Arcadia-Recreation-Reserve-PGWF-006															
Congupna-Recreation-Reserve-PGWF-019															
Farrell-Park-PGWF-029															
Dookie-Recreation-Reserve-PGWF-025															
Karramomus-Recreation-Reserve-PGWF-049															
Katandra-West-Rec-Reservve-PGWF-051															
Kialla-West-Reserve-PGWF-053															
Judd-Park-PGWF-048															
Merrigum-Lions-Park-PGWF-067															
O'Donnell-Park-PGWF-076															
Pine-Lodge-Reserve-PGWF-080															
Larson-Reserve-PGWF-057															
Lemnos-Recreation-Reserve-PGWF-059															
Tallygaroopna-Recreation-Reserve-PGWF-093															
Bunbartha-Recreation-Reserve-PGWF-012															
Tatura-Hopkins-Street-Park-PGWF-044															
Tatura-Northlinks-Estate-Playground-PGWF104															
Tatura-Lions-Park-PGWF-094															



Play Provision

Accessibility

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

# APPENDIX 02

## DEVELOPMENT BY AGE TABLE

## DEVELOPMENTAL STAGE

## PLAY REQUIREMENTS

### 0-2 Years

#### Becoming upright and mobile

Level spaces clear of trip hazards and obstacles, to run and move

#### Aware of sensory stimuli, sounds and movement

Consider layout of equipment, young children are less able to forecast consequences. For example, they may move into the path of a swing as they don't understand that it will return

#### Begin to sit, crawl, stand up

Babies and toddlers learn through sensory exploration and many materials are mouthed. Grass or rubber is therefore a safer surface than bark or mulch and is also safe enough for any 'tumbles' as falls are basically ground level.

#### Clamber over low objects

#### Imitation, pretend play

#### Climbing in and through

#### Toppling, pushing pulling

#### Filling emptying carrying, collecting things

### 2-3 Years

#### Beginning to establish autonomy

Small swings and slides

Frequent perching areas for adults to sit with children or with small groups for songs, conversations, to discuss a creature found in the garden or simply to be close enough to respond to children's needs without intruding in their play;

#### Engage in parallel play i.e. side by side with another child

#### Developing imitative role play

Alcove areas landscaped into gardens or fences where small groups can play

#### Refining locomotor skills - walking and running

Level, grassy areas where children can crawl in comfort and provides a soft landing for early walkers/runners. Gentle slopes will add to interest and help develop physical skills.

#### Enjoy physical play - climbing, chasing balls, rolling, kicking and throwing, walking up and down steps, and can manage a small slide

Climbing area with soft-fall and movable equipment;

#### Use wheeled toys and pedals

Some smooth pathways with non-abrasive surfacing are needed for wheeled toys.(children will have lots of falls);

#### Enjoy manipulating small objects and filling containers, pouring and filling

Sandpits, water play, loose parts

#### Interested in birds, insects, flowers and animals

Planting to provide sensory experiences such as smell, listening to leaves, feeling different textures of foliage

#### Enjoy games with rules but have difficulty losing



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

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



ALBURY | BENDIGO | CANBERRA | GEELONG | MELBOURNE | SHEPPARTON

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