

5.1 Overview

5.1.1 Purpose

Chapter 5 outlines the initial 100% urban and landscape detailed design and demonstrates appreciation and application of the Urban Design Vision, urban design principles and key performance indicators.

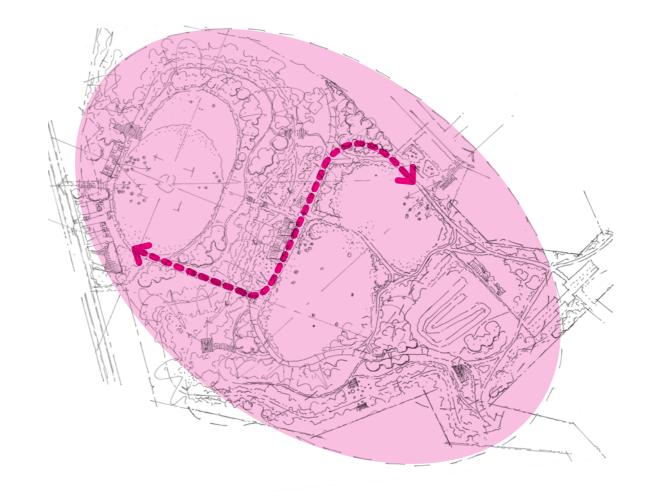
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5.1.2 Concept

'One Park' uses the strong visual connection between the western park arrival, Darebin Creek, and the Sycamore Reserve Park Entry (the parks two highest points) and connects the two via a new amenity 'spine' and cross community connection.

The focus of the 'One Park' is in defining the park as single place through the design of a safe 'cross park' connection route with amenity distributed along its length.

The design provides safe, legible and immediate access to the parks primary natural assets and distributes the amenity where access between the Darebin Creek Trail and the waters edge is most easily traversed safely.



Legend

Darebin Creek Trail (existing)

Secondary paths (existing)

Proposed sealed paths

Proposed unsealed trail

Pathway with lighting

IIIII Bridge or elevated boardwalk

Amenity (shelter, BBQ, Tables)

Play space

Buildings (child care/ pavillion)

Car Park

Darebin Ck. main channel

Darebin Ck. revegetation

Inline water treatment &

wetlands

Existing vegetation

Proposed vegetation

Darebin Creek experiences

• [A] Lookout entry gateway

• [B] Rock hopping habitat

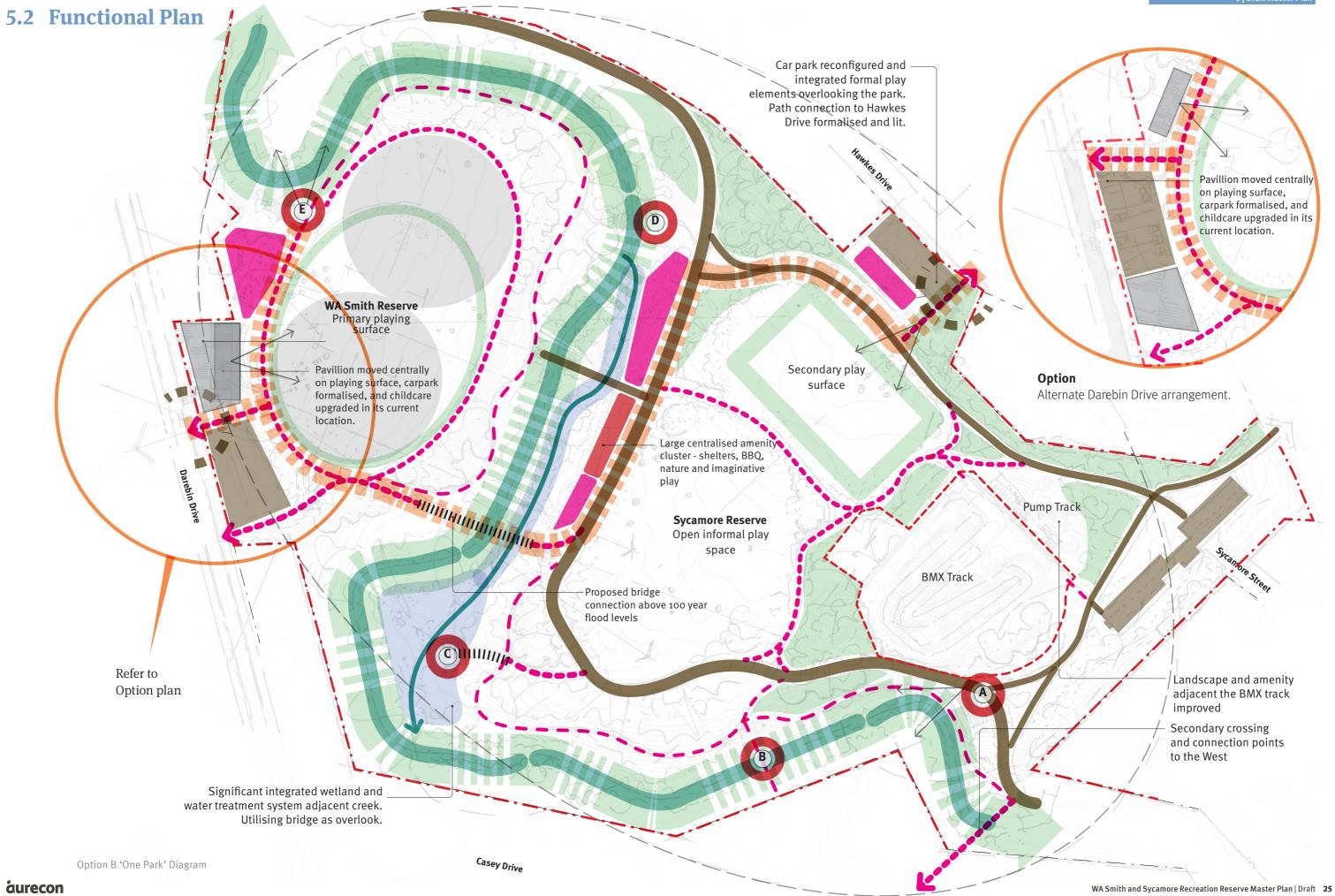
• [C] Wetland boardwalk

• [D] Water touch point

• [E] Bends overlook

Existing cricket ovals





5.3 Master Plan

Legend

Boundary

Extent of work Methane extraction building and BMX track [existing and not a part of this Master

Formal playing fields

Informal park spaces

Creek revegetation

Tree planting

Integrated community building (childcare, pavillion & other community amenity)

Childcare

Bridge

Formal integrated Play

Nature play

Shelter structure and amenity

Creek points of interest

WSUD Intervention (Stormwater)

5B Wetlands

Main entrance

Secondary entrance

Parking

Primary path network [sealed]

Secondary trail network [unsealed]

Cultural experience / feature*

Viewlines beneficial for CPTED

Inset Legend

Formal playing fields

Tree planting

Pavilion

Childcare

WSUD Intervention (Stormwater)

Main entrance

Secondary entrance

Parking

Primary path network

Cultural element*





6.1 Benchmarking

Ballam Park, Frankston VIC



Seabrook Reserve, Broadmeadows VIC Pityarilla / Pelzer Park, Adelaide SA





Royal Park Nature Play, Parkville VIC

















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6.2 Play Experience

Solitary and Parallel Play

Independent play or playing alongside others without active interaction.



WAX Design - Glenelg Foreshore Playspace



Cooperative Play

Group play or play that involves direct cooperation with others.



WAX Design - Glenelg Foreshore Playspace



Swanbury Penglase - Pedare College Mega Sandpit

Functional Play

Repetition of actions and exploring the mechanisms of things.



ASPECT Studios - Harts Mill Playspace



WAX Design - Adelaide Zoo Nature Playspace

Sensory Play

Play that develops the sense; touch, taste, smell, sound and visual.



WAX Design - Suneden Special School



6.2 Play Experience

Constructive Play

Play with objects to construct from their own imagination.



Peter Semple LA - Mukathi Nature Playspace



Cairns Regional Council - Centenary Lakes Nature Playspace

Imaginative and Sociodramatic Play

Make believe play and imaginative play with others



Peter Semple LA - Mukathi Nature Playspace



ASPECT Studios - Felixstow Reserve Playspace

Symbolic Play

Play that uses objects symbolically in place of other objects.





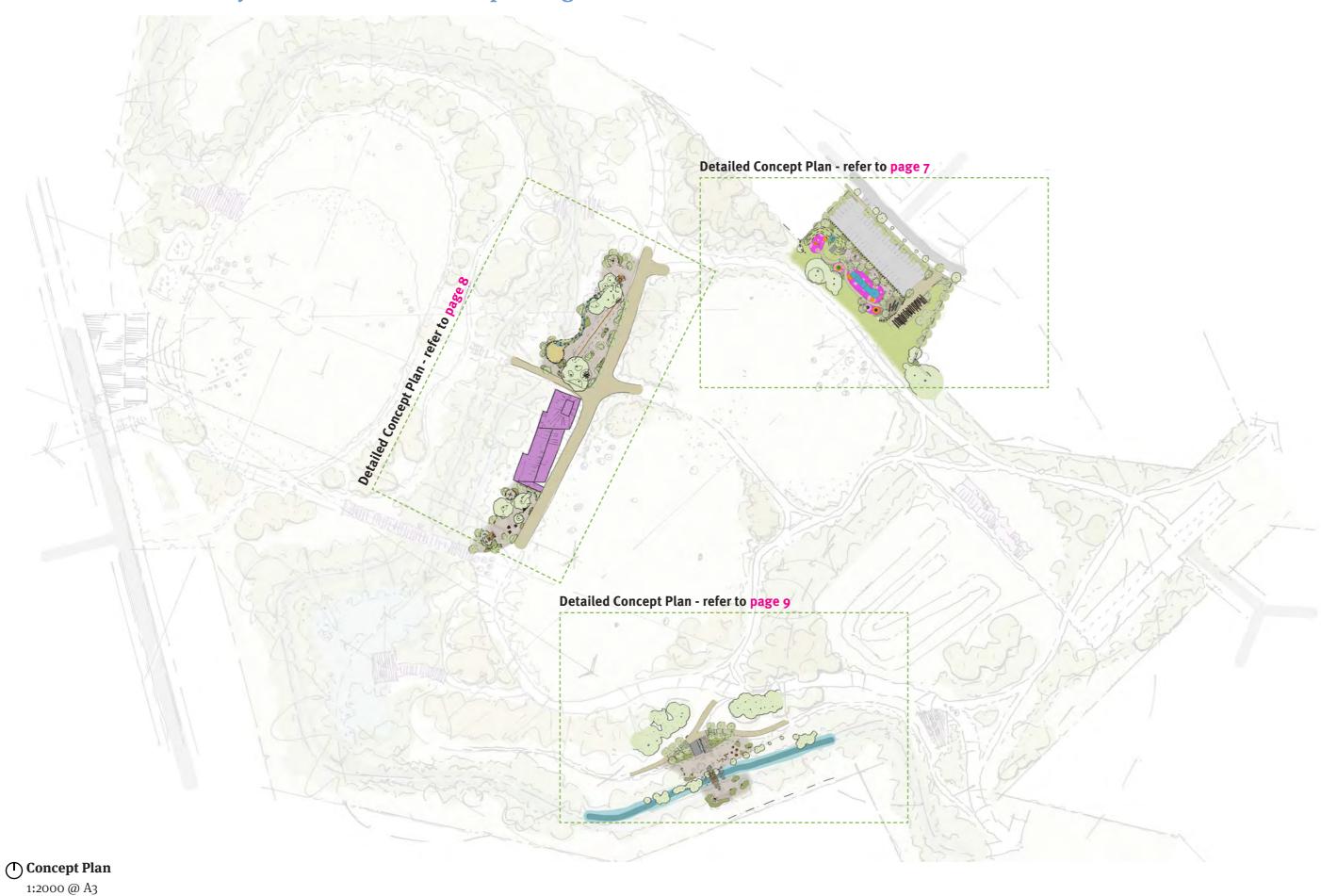
Educational Play

Play that involves literacy, games with rules, block and construction, music, puzzles and manipulation, phonics, fine motor skills and/or science.





6.3 WA Smith and Sycamore - Overall Concept Design



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6.4 WA Smith and Sycamore - Formal Playspace Concept Design



① Detailed Concept Plan 1:500 @ A3

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6.5 WA Smith and Sycamore - Central Nature Playspace Concept Design



① Detailed Concept Plan

1:500 @ A3

6.6 WA Smith and Sycamore - Nature Playspace Concept Design



Detailed Concept Plan 1:500 @ A3

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6.7 WA Smith and Sycamore - Play Elements

Formal Play

Structured play and/or off the shelf elements.



Carousel (inclusive)



Talking tubes (inclusive)



Basket swing (inclusive)



In-ground trampoline (inclusive)



Musical tubes (inclusive and sensory)



Bespoke playboards (inclusive)



Bespoke story telling signage (inclusive)



Digger (inclusive options)



Water pump and channel blocks



Flying fox (inclusive options)



Climbing structure / tower



Embankment slide

6.7 WA Smith and Sycamore - Play Elements

Informal Play

Nature play elements.



Teepee



Climbing logs



Balancing logs



Log steppers



Stone steppers



Bespoke sight sensory element (inclusive)



Sensory garden with quiet space (inclusive)



Surface treatment games (inclusive)



Dry creek bed with bridge crossings



Nature play making/creating space



Climbing structure



Sandpit table