



Playspace Strategy 2017

Adopted 20 September 2017

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IMPLEMENTATION PLAN

EXECUTIVE SUMMARY

The Bass Coast Shire Council Playspace Strategy 2017 (“Strategy”) has been prepared to set out the direction for the development of playspaces in Bass Coast over the next ten years. The term “playspace” refers to the whole environment for play not just the play equipment. Open grassed areas, mounds, sand, water, seats picnic tables, paths, logs, plants etc., all combine to form rich and varied opportunities for play.

This strategy is to follow on from the Playground Plan 2010-2015 (“Plan”), which set the direction for the renewal/upgrade of over 20 playspaces, which were completed over the last five years. This Strategy also sets out principles for playspace development, strategic policy and guidance for the planning, design and management within the Shire of Bass Coast for the next 10-15 years. These principles have been drawn up with the community feedback, playspace location analysis and research into current industry ‘best practice’.

The Playspace principles set out guidelines that include good location layout and access, challenge and interest, diversity of experience, age appropriate and shade

One outcome to emerge during the development of this strategy has been interested in an increased level of quality, range and diversity of facilities at each of the three higher profile playspaces located in Cowes, Wonthaggi and Inverloch. This increased level of service would be in line with the high level of use and demand that occurs at each of these playspaces.

This Strategy classifies playspaces into three main levels; Local, Township and Regional. The Regional category playspaces have been identified for extra development based on higher level of use. These three playspaces are:

- Erehwon Point, Cowes
- Guide Park, Wonthaggi
- Wyeth- McNamara (Rainbow Park), Inverloch

Consultation with users and the community has shaped the formulation of this strategy. Key findings from the extensive community engagement undertaken during the preparation of this Strategy are presented in Section 3 of the Strategy. Methods of consultation used included a survey, ‘pop up’ sessions at events and targeted focus group meetings.

A review of the playspace usage pattern shows:

- 79% of respondents visited several times a week in the summer months
- 81% of respondents visited several times a week during school holidays
- During the summer 85% of respondents visited playspaces every day.
- Even during winter 71% respondents said they visited playspaces at least once week.
- 63% of respondents were travelling up to 3 kilometres to access a playspace
- 35% travelling 1 kilometre or less.
- Only 6% were travelling over 10 kilometres.
- Driving was the most common method of travel to playspaces (75.00% of respondents)

Users were asked to rate what they felt was important and give their level of satisfaction with current playspaces in Bass Coast. Comments received showed the top five areas of importance were:

1. Playspaces for all ages
2. Shade
3. Public amenities
4. Accessible playspaces

5. Fun, variety of features

Features of playspace areas leading to higher levels of satisfaction being expressed were:

- Open parkland for playing ball games
- Picnic facilities
- Car parking

The community were least satisfied with:

- Playspaces for all ages
- Shade

Overall the comments received revealed there are four key areas of improvement needed in Bass Coast's playspaces (in the future) are:

1. Greater variety and diversity is needed as many playspaces look similar and provide the same activities and experiences. Playspaces should offer a point of difference across local areas and townships – quality rather than number of playspaces is more important.
2. The majority of playspaces are judged as suitable for certain age groups and do not provide for broader use by families with children of different ages. Particular attention is needed to provide more opportunities for older children with more challenging play activities.
3. The level of disability access and inclusion for all ages and abilities could be improved. This includes better universal access to playspaces, improved accessible facilities, as well as inclusive play activities within higher level playspaces.
4. Currently the provision for shade and shelter is lacking in many playspaces and this is generally associated with a lack of natural trees to give playspace areas shade. This could be improved by better and more extensive landscaping in parks with playspaces.

Key actions included in the community feedback and the previous Plan review are:

- Continue with current renewal and upgrade program
- Aim to add variety and diversity for all ages at each site (Regional and Township) and across a local area (local) when playspaces are renewed / upgraded
- Improve universal access to and within our larger playspaces (Regional and Township) as Council renew / upgrade
- Add natural shade / shelter on sites through tree planting
- Seek additional Capital Works and external funding opportunities to support improved playspace redevelopments at higher use Regional or Township sites and in particular the three highest profile playspaces.

Through the implementation of this Strategy Council will seek to address these key actions over the next ten years. By continually improving facilities Council will ensure that changing community needs and expectation are met and that a high standard and quality of equitable opportunity for outdoor play and recreation is provided for the future in Bass Coast.

I. INTRODUCTION

1.1 Why use the term Playspace?

A 'playspace' refers to the whole environment for play, not just the play equipment and softfall zone. This may include mounds, open grassed areas, sand, water, seats and picnic tables, paths, logs, rocks, plants and trees etc., all of which combined together to form rich and varied 'open ended' opportunities for play.

The term playspace is currently more commonly used than the term playground and is the term we have adopted for the purpose of this Strategy.

1.2 Glossary

For the purposes of this document the following definitions apply:

Term	Definition
Children	0-12 years
Young People	12 years – Adulthood
Play	Activity undertaken spontaneously for fun and enjoyment. In this context play relates to activities undertaken in a public space by children aged 0-12 years and their parents / carers.
Playspace	Defined, formalised places for play in public open space maintained by Council and / or local organisation on behalf of Council and the community. Also includes playgrounds that are constructed by developers and handed over to Council as part of their obligation to provide open space and community facilities.
Youth Space	Opportunities for play, socialising and recreation for young people (12+ years) including adventure play, skating, scootering, BMX and informal sports (such as basketball, netball, soccer etc.).
Fitness Station	A particular location with outdoor equipment to promote physical activity and fitness in adults. These may be at various intervals along a path trail or circuit or in one concentrated location.
Regional Playspace	Across more than one township or community – may cater for the whole municipality and for visitors to the area.
Township Playspace	A community or town or significant residential area. Most likely to cater for residents and may offer some opportunities for visitors.
Local Playspace	Smaller localised playspaces within residential or rural areas.
Accessibility	Ease of access for children, their parents or carers and families when using playspaces. This may include special surfaces and pathways for wheelchairs, those with ambulant disabilities and prams/strollers or types of activity or detailing that provides play opportunities for a diverse range of abilities.
Social Inclusion	A term that can be used to describe a series of positive actions made to achieve equality of access to services and to assist all individuals to participate in community and society.
Intergenerational (Play and Space)	Designed opportunities for all ages to participate.
BCSC or Council	Bass Coast Shire Council
CoM	Committee of Management

1.3 Council's Future Vision for Playspaces

The following statements outline Council's future vision for playspaces:

- *Our playspaces will be distributed fairly and evenly as possible*
- *Our playspaces will be easy to access for all children, their families and carers*
- *Our playspaces will be diverse and bring together different play opportunities either onsite or within localities*
- *Our playspaces will be places that welcome and support different age groups*
- *Our playspaces will complement their location and where suitable encourage play within the wider environment*
- *Our playspaces will be well designed and maintained*

1.4 Bass Coast Shire Council Achievements – 2010-2015

Since the previous Plan was developed Bass Coast Shire Council has successfully built and renewed over 20 playspaces. The list below outlines these achievements:

Capital Projects:

Shearwater Reserve, Cowes (Developer)
Whyte Sands Park, Cowes (Developer)
Wallace Avenue Community Park, Inverloch

Renewals / Upgrades:

Allan Birt Reserve, Cape Paterson
Bass Reserve, Bass (Stolen Equipment Replacement)
Causen Reserve, Wonthaggi
Cutty Sark Road Reserve, Coronet Bay
Daisy Avenue Reserve, Pioneer Bay
Erehwon Point Reserve, Cowes
Evergreen Avenue Reserve, Inverloch
Foreshore Reserve, Rhyll
Glen Forbes Reserve, Glen Forbes
Guide Park, Wonthaggi
Inverloch Fitness Stations, Inverloch
Jaycee Picnic Reserve, Ventnor
McMahon Reserve, Wonthaggi
Mitchell Reserve, Smiths Beach
Phillip Island Recreation Reserve, Cowes
Wimbledon Heights Reserve, Wimbledon Heights
Wonthaggi Life Saving Club, Cape Paterson
Wyneth – McNamara Reserve (Rainbow Park), Inverloch

2. BACKGROUND & COMMUNITY NEED

2.1 Bass Coast Community

Bass Coast Shire is situated 130 kilometres south-east of Melbourne along the coast of Westernport Bay and Bass Strait and in 2015 the population was 32,321. It includes Phillip Island (Cowes), Wonthaggi and Inverloch as its major population centres and attracts significant tourism for the summer season as well as year round for major national and international events.

There are currently over 46 playspaces and 3 fitness station sites across the Bass Coast. These are distributed throughout the major towns and smaller communities.

2.2 Bass Coast Playspace Context

Feedback from the community has suggested that presently the current provision of playspaces across Bass Coast is limited in catering across the 0-12 age group, in particular under 10 years old. As such a directive of this Strategy is to create greater diversity to broaden the appeal and use of playspaces to people of all ages. This will be focussed around the higher level Township and Regional playspaces.

2.3 Community Engagement

Extensive community engagement has been undertaken as part of this project. The following list outlines the forums at which the community were asked to contribute feedback on Council's current playspace provision and what they'd like to see for the future:

Pop Up Stall at Wonthaggi Show – 9 January 2016 (75 responses received)

On-Line Survey – 8 January – 14 February 2016 (124 responses received)

Council Staff Focus Group

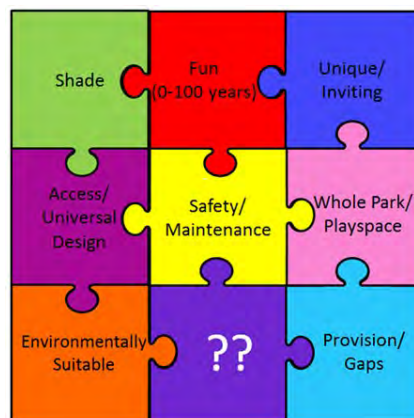
Pop-Up Consultations in Parks Over Summer on 12, 19, 20 and 21 January

Individual Meetings with Committees of Management

Meeting with Access and Inclusion Committee

2.4 The Playspace Jigsaw

As a visual framework for this project Council developed 'The Playspace Jigsaw' with the Playspace Strategy Focus Group. This was to clearly represent the 'Many Interconnecting Pieces' of providing for play in Bass Coast.



2.5 Community Feedback on Playspaces

Feedback from the community has been received. Of particular interest is the survey, which asked several questions about what the community thought of the current provision of Bass Coast Playspaces and what they'd like to see in the future. The survey can be found in *Appendix 1* and a summary of feedback in *Appendix 2* in section 15 of this report.

The following summarises the **key features** that the Bass Coast community see as being **most important** in the future development of playspaces:

What makes a
playspace great?



3. STRATEGIC FRAMEWORK

3.1 Council Context

The following outlines the key strategic Council documents that influence and are influenced by this Strategy:



3.2 Committees of Management

There are several Committees of Management within Bass Coast. These bodies are made up of local community members appointed to oversee the management (in particular of beach foreshore areas) deemed Crown Land (*owned and managed by State Government. It includes lands held under lease, licence or permit. community managed reserves, lands retained in public ownership for environmental purposes*). Note: Council is responsible for the management of a number of playspaces on Crown Land.

The following playspaces are currently managed by Committees of Management:

- Marine Parade Reserve, San Remo (DELWP - CoM)
- Lions Park, San Remo (DELWP – CoM)
- Kernot Community Centre, Kernot
- George Bass Memorial Park, Bass
- Grantville Recreation Reserve, Grantville (DELWP – CoM)
- Glen Forbes Reserve, Glen Forbes
- Daisy Avenue Reserve, Pioneer Bay

It is important to note that whilst Committees of Management are responsible for these, they do form part of the entire community network of public playspaces in Bass Coast and as such need to be considered strategically alongside Council's playspaces.

3.3 *Developer Contributions*

The checklist in Section 5.3 provides guidance to developers on appropriate standards, and developers are required to seek Council approval for new playspaces, and they are encouraged to talk to Council's recreation and open space planner early in their design process.

Council will only accept land if it meets the requirements of the open space Strategy (1ha). If making a cash contribution, Council will require a minimum of 5% of the land value. This money will be allocated to the continued delivery of quality open space (both passive and active) throughout the municipality to meet the needs of future residents and visitors of the municipality.

Council has prepared a number of important strategic documents including its Open Space Strategy, Structure Plans for all settlements in the municipality, Playspace Strategy, Aquatics Strategy, Master Plans for recreation reserves etc. that will inform the provision of open space.

4. CONTEXT – PLAY & PLAYSPACES

4.1 What is Play?

Play is experienced through doing and being.

Play is participation and exploration, the opportunity to test boundaries and learn new skills, thus developing confidence in our own abilities and judgement. Play can be about interaction with others, learning to communicate, negotiate and compromise.

Play can be physical, social, cognitive (learning new information), imaginative and creative – sometimes all at once. Therefore play has no set timeframes and can be over in the blink of an eye or alternatively continue for months. It can be spontaneous, fluid or highly organised and complex.

Council recognises that play is something that can be beneficial to people of all ages, not just children and above all else fun!



4.2 Why is Play Important?

Play is the way that children learn about our world and their role in it. To the adult eye play may seem frivolous, disorganised, inane or even meaningless. The value of rich play opportunities (particularly in early childhood) to the acquisition of skills, knowledge and self-awareness is immeasurable.

Children and young people's lives are being constrained to structured activity and more adult supervision. Restricted independent mobility around local neighbourhoods leave children and young people with very little free time to explore and just 'be'.

Council recognises that a local park and playspace therefore has an increasingly important role to play in providing quality opportunities for play and a sense of freedom within easy access of home.

4.3 Adults & Children's Thinking About Playspaces

Children and young people have differing values to adults when it comes to what is important in play and a playspace. More consideration needs to be taken of what children and young think and where possible children and young people should be genuinely included in Council planning around their local playspace.

The following table provides examples of these differences in thinking:

Play Features Children & Young People Often Say Are Important:	Play Features Adults Often Say Are Important:
Swings as they don't have them at school	Large, prominent and colourful play equipment
Big slides	Safe structures to eliminate injury
Monkey bars and climbing frames	Rubber surfacing as its cleaner than mulch and easier to walk on
Room to run around and play chasey	Fencing (for ease of supervision)
Moving, spinning equipment	A variety of equipment (looks like there is lots to do!)
Logs or beams or stepping stones to balance on	A clean and neat playground
Tunnels, cubbies and places to hide (including shrubs)	Shade structures
Found objects or 'treasures'	Comfortable seating under trees
Trees to climb	
Loose parts and messy materials (such as sand and dirt)	

4.4 Planning for Children

Children need the opportunity to participate in a wide range of activities that challenge them and enable them to master new skills, explore, imagine, interact and have fun.

Council recognises that open space settings offer many different opportunities for children, some of which are listed for consideration below:

- Open areas (grassed or otherwise)
- Natural landscapes with rocks, logs, grass and small fauna or insects
- A variety of surface types (across one setting)
- Flexible and loose materials that can be moved or manipulated
- Elevated spaces – to view out
- Quiet spaces – to watch out and rest away from the action
- Cubbies that can be used for imaginative play (these can be quite diverse)
- Path circuits
- Structures to climb
- Activities that allow them to participate with friends (i.e. basket swing)
- Undulations or level changes

4.5 Planning for Young People

It is a common perception that skating and BMX cover the full provision requirements for young people in public open space. Young people enjoy the opportunity to participate in a wide range of activities including informal sports, socialising and more rigorous, challenging play.

Council recognises that open space settings offer many different opportunities for young people, some of which are listed for consideration below:

- Settings to gather, socialise, participate and observe (i.e. seating, mounds)
- Activities that allow them to participate with friends (i.e. basket swing)
- Challenging, risky play opportunities (i.e. a ropes course or climbing wall)
- More informal elements informal structural elements to practice sporting and physical skills (i.e. a half basketball / netball court, hit-up walls and incidental opportunities for skating etc.)
- Flexible spaces that allow for social and cultural events (i.e. stage areas, picnic facilities)
- Opportunity to engage with technology

4.6 Intergenerational Spaces for the Whole Community

A simple definition of 'intergenerational' is different generations (children, young people, parents, carers and older adults) considered together. So an intergenerational space is one that provides genuine and relevant opportunities for people of all ages to participate.

Intergenerational design of parks and playspaces does not imply that all ages will be using the same space at the same time. Council recognises however that different community dynamics can produce additional benefits for wellbeing when different age groups come together to recreate and play.

4.7 Lifespan Development Needs

There are 5 key areas of development across a person's lifespan (birth to old age); cognitive, sensory, physical social, and emotional. Design and planning of a physical environment (such as a playspace) should consider catering for changing needs within each of these areas as a person ages to create more inclusive spaces.

Area of lifespan development	Factors for consideration when planning
Cognitive	Involves changes in an individual's mental abilities, such as perception, thinking, learning, memory, language, moral reasoning, problem solving and decision making.
Sensory	Involves processes through which the human senses develop, they include sight, sound, touch and texture, smell and taste and body position (kinaesthetic) sense
Physical	Involves changes in the body and its various systems, such as the development of the brain and nervous system, bones and muscles, motor skills (movement and perception)
Social	Involves changes in an individual's relationships with other people and the development of their skills in interacting with others
Emotional	Involves changes in how an individual experiences different feelings and how these feelings are expressed, interpreted and dealt with

4.8 Implementing Intergenerational Design

Effective intergenerational design considers the different needs of a community and genuinely attempts to create both opportunities for different ages to interact and ergonomically considered elements that allow for different uses. Council recognises this as a socially sustainable practice for a playspace and its open space setting.

For example a wide set of steps may:

- form a seat with support for an older person;
- a small amphitheatre for a group of adults;
- a fitness training area for a young person;
- and the location for a counting game for a child.

What is critical to making it work are the dimensions, orientation and location of the element.

5. DEVELOPMENT STANDARDS

5.1 Development Standards for Playspaces

The development standards below provide a guide for planning and design when developing new or renewing existing playspaces:

Component / Consideration	Regional	Township	Local
Estimated Budget to develop	\$500K+	\$80-\$150K	\$40-80K
Age Range	0-14 years and youth	0-14 years	0-8 years
Shade – Natural	✓	✓	✓
Shade - Structure	Might have	X	X
Shelter (Seating / BBQ)	✓	Might have	Might have
Landscape	Integrated opportunities for nature play included	Appropriate to park setting only	Appropriate to park setting only
Picnic Tables	May have 4+ tables	May have 2-3 tables	Minimum 1 table
Bins	✓	✓	✓
Public Toilets	✓	May already have	No unless it already has
BBQs	✓	May already have	No unless it already has
Access to Water	✓	✓	No unless it already has
Car Parking	✓	May have	Only on street
Seating (Bench Seats with Back)	May have 4+ seats	May have 2-3 seats	At least 1 seat facing playspace
Accessible Play Equipment	✓	Swing at a minimum	May have
Accessible Paths	✓	If possible to playspace	If possible to playspace
Theme / Attractor	✓	If setting allows	If setting allows
Sandplay	May have	X	X
Public Art	May have	May have	X
Lighting	Security only	X	X
Fencing / Barrier	If necessary, but transparent barrier	May be considered – only if issue	Landscape features and planting preferred
Bike Racks	✓	✓	Might have
Signage	✓	✓	✓
Fitness Stations	May have	May have	X
Playspace detailed design	✓	✓	✓

5.2 Principles of Good Playspace and Universal Design

Design and placement need to be considered when building new or upgrading / renewing existing playspaces. The following issues should be considered before commencing any project:

Risk Benefit Assessment

- Have the playspaces risks been identified and considered as good risks (with play value) or bad risks (potential hazards)?
- What steps have been put in place to monitor any risks retained or included for play value?

Good Location, Layout & Access

- Is the playspace set back from the road or a nearby water body (such as lake, pond, river or beach)?
- If there are two combination units (for junior and senior) are they within supervising distance of each other?
- Is there a path leading to the playspace from the main entrance or path? (Township & Regional Playspaces only) Is that path at minimum 1.5m wide In compliance with the Australian Standards for Mobility & Access AS:1428?
- Is the playspace above ground, in-ground or partially in-ground? What is the most suitable setting for this playspace based on its level of use and accessibility for play? Do changes need to be made?
- Is there a detailed design showing fall-zones etc?

Universal Design & Inclusion

- Are there some (Local Playspaces) to a lot (Regional Playspaces) of equitable use facilities and play equipment provided?
- Is the Playspace designed with flexible and intuitive use in mind?
- Is information provided on signs at the playspace perceptible by all (this includes sign height and text size and colour)?
- Are there tolerances for error when using any accessible play equipment or features?
- Is there a combination of activity with low physical effort and some providing a greater degree of physical challenge?
- Do all accessible activities have suitable space for approach and use and are they set at an appropriate height for the most common users?

Diversity of Experience

- Does this playspace provide a range of different play experience to the other local playspaces?
- Does it meet the recommended Development Standards for its hierarchy?
- Does it provide a unique site character or setting, different to other local playspaces?
- Does it reflect the local context in its character (i.e. beach foreshore)?

Age-Appropriate Design

- Who is this particular playspace for?
- What age group are the users mostly going to be?
- How will that change over the next 10 years?
- Do the combination and complexity reflect the age-groups using the playspace?
- Is the layout mindful of possible conflicts and synergies that may occur between different age-groups?
- Are age-groups not catered for in this playspace, catered for in adjacent local playspaces? Is there a gap in provision?

Providing Challenge and Interest

- Does this playspace provide a range of activities across different types of play?
- Does this playspace use its landscape context for play or is it restricted to just play equipment?
- If the playspace has a combination unit structure, does it make maximum use of both upper and under deck areas?
- Does the playspace provide for graduated challenge between age-groups?

Minimizing Conflict Between Activities

- Are there potential conflicts between activities (i.e. swings or slide exits onto thoroughfares)?

Shade / Shelter

- Is natural shade provided for on the north or west facing aspect of play equipment, picnic tables and seats?
- Where BBQs and picnic facilities are provided is there adequate shelter?

Compliance with Australian Standards

- Does the playground need to be audited or the design signed-off in compliance with Australian Standards for Play Equipment AS: 4685; Parts 1-11 (2014) and Australian/New Zealand Standards for Playground Undersurfacing AS/NZS: 4422 (1996)
- Has the finished playspace been inspected and signed off by the playground supplier in compliance with the above standards?

5.3 Checklist for Development of Playspaces

The following checklist applies to the development and/or upgrade of playgrounds by developers and community organisations:

☐	The minimum size for parks/open space will be met, according to Open Space Strategy (1 ha)
☐	Playspaces to match level of hierarchy as defined; Regional, Township and Local
☐	Location of playspace to be in highly visible open space, near road frontage with setback to consider proximity of traffic on street to children playing
☐	Recreation & Open Space Planner to be contacted to agree on level in hierarchy and location
☐	Playground Development Standards to be applied to the design of the playspace
☐	Ensure that pedestrian / shared pathway access to the playspace is well catered for
☐	Ensure that universal design has been considered and accessible paths of travel to and through the playspace are created
☐	Contact Council's Recreation & Open Space Planner to check preferred softfall material, edging profile etc.
☐	Give consideration to the park setting that the playspace is located in and the need to create attractive open space parkland
☐	Develop a plan to plant trees for shade over playspace, using appropriate trees species
☐	All playground equipment must comply with Australian Standards for Playspaces

If the project involves upgrade of a playspace, priority will be given to:

☐	Old and outdated equipment – greater than 15 years old (renewal)
☐	Playground components that are identified as non-compliant with Australian Standards in playground audit (renewal)
☐	Playgrounds that lack variety and play value
☐	The need for additional equipment etc. to meet increasing community demand

Once complete:

☐	Playground must be audited by an independent risk auditor. Evidence of this audit and compliance certificates must be provided in writing to Council at handover
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6. POLICY

6.1 Playspace Site Planning

6.1.1 Structured vs. Unstructured or Free Play

Play experience generally falls into two categories, structured and unstructured. Council recognises that whilst structured play occurs in public parks, the purpose of playspaces generally is to provide for unstructured play.

Structured play refers to activities that occur with a programmed or organised setting. This could mean anything from sports activities run through a local club to outdoor activity in a pre-school. What defines it as structured is a set timeframe and the notion of adult-directed or programmed activity.

Unstructured or free play refers to incidentally within an environment and is generally child-directed. This type of play may have any length of timeframe depending on the participant's interest and engagement. This type of play may use both equipment and environment and may occur anywhere, not necessarily just playspaces.

6.1.2 Age-Appropriate Play

Council recognises that providing enough diversity of play experience for different age-ranges of children and young people within a playspace or local area is important to the community.

The following age groups are most commonly referred to regarding play equipment and settings:

Junior (0-4 years)

Intermediate (5-8 years)

Senior (9-12 years)

Youth (12+ years)

6.1.3 Graduated Challenge

Graduated challenge refers to the wide range of physical experiences across a playspace setting that allows for continuous development or 'challenge' as a child or young person ages. Playspaces that are 'too-easy' or 'too-difficult' present issues of inappropriate use particularly of play equipment that may cause harm.

Australian Standards AS: 4685 (2014) dictates parameters around 'accessible' and 'not easily accessible' equipment to establish appropriate age and skill use.

Council playspaces will aim to provide for varying degrees of graduated challenge in the range of activities provided in any one setting. Sometimes due to limited scale in smaller (Local) playspaces this may not be possible and good strategic planning across a local area is needed to provide for a different, but complementary range of play experiences at another playspace within an accessible distance.

6.1.4 Risk Benefit in Playspaces

Council recognises that some 'risk' or 'challenge' in a playspace where children and young people learn to master new skills and develop good judgement, self-efficacy and confidence is important to play.

Risk Benefit Analysis is a practice used by Council to look at a playspace and identify all possible risks. Those risks are then divided up into those which represent good play value

(i.e. such as tree climbing or scrambling over rock boulders) and those that constitute potential hazards (i.e. sharp edges, trip hazards, degraded equipment).

This process enables any identified hazards to be removed or modified and any risks with play value to be retained. In all cases known risks should be monitored over time.

6.1.5 The Role of Australian Standards for Playspaces

Standards are a set of agreed guidelines that guide Council in 'best practice' regarding design, planning, installation, construction and maintenance mostly of play equipment. These standards are produced by a process that is intended to represent the interests of a very wide group of community representatives and stakeholders, including children.

Australian Standards for Playgrounds aim not to make them 'risk-free' rather they are designed to reduce the likelihood and severity of injuries.

In addition to the Standards consideration needs to be given to creating natural environments to complement the more formalised play elements. Design considerations will aim to assist to enhance the amenity of the playspace and also create safe environments.

6.1.6 Loose Materials and Nature Play

A good quality playspace utilises its landscape context for play, recognising that only limited play value will be derived from play equipment alone. Council considers naturally found or established materials and elements such as trees, shrubs, ground-covers, grassed mounds, open grassed areas, rocks and logs provide a diverse range of open-ended opportunities for play.

Natural elements are not necessarily 'prescriptive' in their role in play (i.e. a log on the ground could be for balancing, sitting and socialising, then become a bus or rocket ship for imaginative play, providing much more play value than a play panel on a combination unit).

It is important to note that plants and trees also have the added benefit of seasonal change and sensory delight derived through texture, colour, smell and sound, greatly enriching the quality of the play experience.

Loose materials such as sand, dirt, soft-fall mulch and pea-gravel provide much needed 'currency' to children's play, becoming the props that give meaning to play around the play structures which form the stage for the 'theatre' of play. All having the added benefit of being open-ended for different kinds of use.

For example a shop front counter in a play structure (and there are many of these) has very limited use in a playspace if the undersurfacing is entirely rubberized and as such children will tend to pass it by and focus on the physical activities offered which may have limited interest over time. The same play element in a setting of soft-fall mulch however, with the addition of shrubs or trees providing leaves or gumnuts can be transformed into a very engaging experience. A changing experience in a regularly visited playspace, where participants can add their own interests and thereby sustain the playspace over a much long timeframe is preferable.

6.1.7 Art & Themes in Playspaces

The value of art and themes in public playspaces is significant in terms of engagement and meaning to a local context and community. Any art or theme should be well considered as an integral part of the overall design process, so that the art or theme adds integrated value to the play experience as a whole, rather than acting as an add on.

Art that is considered suitable by Council for playspaces includes:

- Musical elements & features
- Specific treatment of play equipment or furniture to use within the playspace
- Small Individual sculptural elements (i.e. carved animals)
- Murals or paving treatment
- Interactive panels or objects for manipulation (with moving parts)

6.2 Amenity in Playspaces

6.2.1 Site Setting, Playspace Location & Fencing

A critical aspect of successful planning with playspaces is the location of the playspace on site. Sites may vary in size and context, in some cases with larger Regional and Township open space there may be more than one playspace or a combination of playspace and fitness station on one site.

When designing, upgrading or renewing playspaces careful consideration should be given to this aspect, in particular the opportunity to set playspaces back away from any accessible road or water body, so that additional fencing or barriers are not necessarily required.

In situations where site constraints impede a safe distance being created between a playspace and a busy road, Council will consider part fencing or barriers. Council prefers not to fence playspaces entirely, as this is costly and makes the playspace less publically accessible.

6.2.2 Shade & Shelter

The establishment of long-term natural shade, in particular by the strategic planting of open-canopied trees to the northern side of a play structure and any seating or picnic tables is considered to be the best form of long term, sustainable shade provision.

With larger Township and Regional playspaces it is acknowledged that the community may spend longer periods of time at the facility, therefore a picnic shelter over BBQs, tables or seating or shade structures over equipment might also be provided in addition to natural shade.

At Regional playspaces shade structures over part of the playspace will be considered as part of the playspace landscape design process. These will be funded via the Community Shade Grants Program.

6.2.3 Signage

It is important to have signage with each playspace to communicate clear messages to the community about Council's provision for play.

A standard sign was designed as part of the previous Bass Coast Playground Plan. Signs will contain the following information:

- Name and address of park
- A statement about the age groups that the playspace is particularly suitable for
 - Contact phone number (emergency and maintenance)
 - Reminder that 'No dogs are permitted off-leash in this park'
 - Recognition of any CoMs who have responsibility for the playspace

6.2.4 Undersurfacing

Council's preferred undersurfacing is tested, impact-absorbing, soft-fall mulch as it is a natural material, relatively cost-effective with good impact attenuation.

Soft-fall mulch should always be laid to a minimum depth of 250mm to allow for settling over time to maintain a minimum depth of 200mm to comply with Australian and New Zealand Standards for Playground Undersurfacing AS/NZS 4422 (1996).

Rubber undersurfacing and other alternative surfaces may occasionally also be strategically used. This will usually be in combination with softfall mulch and for the purpose of more effective universal access.

6.2.5 Safety & Supervision in Playspaces

Whilst Council will consider effective safety when designing, installing and maintaining playspaces, it maintains that the supervision of children at all times in a public playspace is the role of the adult carer. Fencing or barriers are not substitutes for carer supervision.

6.2.6 Dogs

No dogs are allowed in play equipment areas. Dogs are to be kept on a leash at all times within parks with playspaces.

6.2.7 Smoking

A person should not smoke within 10m of any playspace. Victorian Government *Tobacco Act 1987 (Amendment 2013)*.

6.2.8 Litter Management

Bins for general waste are provided in many public parks with playspaces. In particular parks where picnic facilities and barbecues are located it is anticipated that the community will use these facilities more frequently and for longer periods of time. These bins are collected regularly.

6.2.9 Vandalism & Graffiti

Any vandalism or graffiti of playspaces should be reported to Council as soon as possible so that the site and facility can be managed safely. Council's contact number is listed on playspace signs in parks.

6.2.10 Public Toilets

Public toilets are provided by Council at key parks, some of which have playspaces. These are usually larger parks with Township or Regional playspaces in association with picnic and barbecue facilities or significant recreational activity.

Some local parks historically have BBQ and toilet facilities. This is however above the development standard for local playspaces and will be retained but not provided at new playspaces or other local playspaces that don't already have them.

Ideally where there is a BBQ there will also be a public toilet due to the potential for an increased duration of stay.

6.2.11 Lighting

As playspaces are for day use, Council does not consider it appropriate to light them after daylight hours.

6.2.12 Fitness Stations

Council recognises the value of providing a range of opportunities for different age groups for physical activity and recreation such as Fitness Stations. It is noted that these may be developed in certain locations to complement playspaces and youth facilities.

7. PROMOTION OF PLAYSPACES

Council will seek to promote its playspaces to the Bass Coast Community in the following ways:

- Signage onsite
- Information on Council's website including facilities and map information
- Production of a map available to download online listing all of Bass Coast's playspaces and facilities, including which ones have fencing, accessible play opportunities and picnic / barbecue facilities.

8. MANAGEMENT OF PLAYSPACES

8.1 Lifecycle of Playspaces

It is anticipated that the average lifespan of standards play equipment is 10-15 years before a full upgrade will be required. In certain locations due to the corrosive environment upgrading may be required within 10 years at Council's discretion. Playspaces with custom design and nature play elements will require more regular ongoing maintenance, to maintain a lifespan of 15 years.

8.2 Maintenance Inspections & Auditing

Council inspections are undertaken every 2-6 weeks and are independently audited every 6 months.

8.3 Renewal of Playspaces

Playspace renewal is guided by the planning in this document and the recommendations of the six monthly independent playspace audits undertaken to identify condition and compliance of playspaces. A number of playspaces are renewed each year.

8.4 Upgrading / Downgrading of Playspaces

Planning for playspaces is about equitable distribution of facilities to meet community need. As community need changes over time, sometimes Council is required to adjust the level of provision in particular locations. Sometimes this may involve increasing the variety and range of activities at a playspace, other times this may involve downgrading the facilities, or removing a playspace where provision is already met at other local sites.

8.5 New Playspaces

New playspaces will be proposed where known gaps between provision and community need have been identified and funding is available through open space contributions or community fundraising.

9. PLAYSPACE PROVISION IN BASS COAST

9.1 Playspace Hierarchy

The following categories represent the different levels of playspace provision across Bass Coast:

Classification	Classification Overview
Local	Generally these playspaces: - Relate to the immediate locality and are within walking distance of that locality - Are small and focus play opportunities on younger children - The amenity level is simple - The access level is simple - Includes trees for shade and access to open space where possible - Visitation is regular for very short periods - Use is moderate by smaller numbers
Township	Generally these playspaces: - Relate to a smaller township area or local neighbourhood in a larger town - Offer a variety of play opportunities that focus on younger children, but often provide opportunities for older children - The amenity level is moderate - The access level is moderate - Includes trees for shade and access open space where possible - Visitation is regular for short periods - Use is intensive by smaller numbers
Regional	Generally these playspaces: - Relate to the broader region or district - Offer a wide variety of play opportunities suitable for both younger and older children - Have a diverse range of standard play equipment - Have a high level of amenity - The access level is moderate-high - There is at least one inclusive activity with access to it - Includes trees and a variety of open space access - Visitation is often for longer periods - Use is intensive by larger numbers - Attract visitation from within and outside Bass Coast - Offer custom designed play elements or items of public art - Have a high level of access within the playspace - Have a range of suitable inclusive play activities - Integrate the landscape environment into the playspace, using natural features and elements providing complementary play opportunities

9.2 Playspace Inventory

The following is the current list of playspaces within the communities of Bass Coast, excluding schools, early childhood centres and other children's services. Please note that Youth Facilities including BMX and Skate are also not listed here:

Wonthaggi:

Name	Hierarchy	Land Owner	Responsibility
South Dudley Reserve	Local	BCSC	BCSC
Causen Reserve	Local	BCSC	BCSC
Sussex Court Park	Local	BCSC	BCSC
Rodney Court Reserve	Local	BCSC	BCSC
Wonthaggi Recreation Reserve	Local	Crown	BCSC
Guide Park	Regional	BCSC	BCSC
McMahon Reserve	Local	BCSC	BCSC
Strong's Reserve	Local	BCSC	BCSC

Kilcunda:

Name	Hierarchy	Land Owner	Responsibility
Kilcunda Foreshore Reserve	Local	Crown	BCSC

Dalyston:

No playspace provision currently. Future provision North and South of the Highway to be considered in line with the recreation Reserve Master Plan and developer contributions to the North.

Inverloch:

Name	Hierarchy	Land Owner	Responsibility
Outrigger Estate	Local	BCSC	BCSC
Evergreen Avenue Reserve (Beach Avenue)	Local	BCSC	BCSC
Wyeth-McNamara (Rainbow Park) inc. Fitness Stations	Regional	BCSC	BCSC
Inverloch Community Hub	Local	BCSC	BCSC / CoM
Wallace Avenue Community Park	Local	BCSC	BCSC
Newton Park	Local	BCSC	BCSC

Cape Paterson:

Name	Hierarchy	Land Owner	Responsibility
Park Parade Reserve	Local	Crown	BCSC
Allan Birt Reserve	Local	Crown	BCSC
Wonthaggi Life Saving Club	Local	Crown	BCSC

Phillip Island (inc. Cape Woolamai, Sunset Strip, Smiths Beach, Wimbledon Heights, Ventnor, Cowes, Rhyll and Newhaven):

Name	Hierarchy	Land Owner	Responsibility
Woolamai Park	Local	BCSC	BCSC
Sunset Strip Reserve	Local	BCSC	BCSC
Mitchell Reserve (Smith Beach)	Local	BCSC	BCSC
Wimbledon Heights Reserve	Local	BCSC	BCSC
Jaycee Picnic Reserve (Ventnor)	Local	Crown	BCSC
North Shore Estate Reserve (Cowes)	Local	BCSC	BCSC
McKenzie Views Estate (Cowes)	Local	BCSC	BCSC
Erehwon Point (Playspace and Fitness Station) Cowes	Regional	Crown	BCSC
Cowes Recreation Reserve	Local	Crown	BCSC
Rhyll Park	Local	BCSC	BCSC
Rhyll Foreshore Reserve	Local	Crown	BCSC
Richard Grayden Memorial Reserve (Newhaven)	Township	Crown	BCSC
Whyte Sands Reserve (Cowes)	Local	BCSC	BCSC
Seagrove Park (Cowes)	Local	BCSC	BCSC

Surf Beach/ Sunderland Bay

Work with the Committee of Management to install a new local playspace at Surf Beach Reserve in line with master plan.

San Remo:

Name	Hierarchy	Land Owner	Responsibility
Marine Parade Reserve	Township	Crown / Vic Roads	CoM / BCSC
Lions Park	Local	Crown	CoM / BCSC

Waterline (inc. Bass, Coronet Bay, Corinella, Glen Forbes, Grantville, Kernot, Pioneer Bay

Name	Hierarchy	Land Owner	Responsibility
Coronet Bay Recreation Reserve	Local	BCSC	BCSC
Cutty Sark Road Reserve (Coronet Bay)	Local	Crown	BCSC
Daisy Avenue Reserve (Playspace and Fitness Station)	Local	BCSC	BCSC
George Bass Memorial Park	Local	Crown	BCSC
Glen Forbes Reserve	Local	BCSC	BCSC / CoM
Grantville Memorial Park	Local	Crown	BCSC
Grantville Recreation Reserve	Local	Crown	CoM
Harold Hughes Reserve (Corinella)	Township	BCSC	BCSC
Kernot Community Centre	Local	BCSC	BCSC / CoM

9.3 Variety within a Precinct

Planning strategically for variety within a local precinct is important for Council to achieve an equitable balance of provision and meet each community's needs. Bulk rollouts of playspace renewal can lead to too much of the same type of playspace being installed. A local area should have playspaces with different equipment for a variety of ages and levels of challenge within different landscape settings, that allows for complementary play between sites.

It is also important to consider a community's mobility in this instance. Whilst regional playspaces may provide a wide range of activity and opportunities for play, they may be difficult to get to for someone with limited access or without a car. It is therefore assumed that local playspaces (those within walking distance of home) will provide play opportunities for the toddler and junior age group mostly, as older children and young people are likely to be more independently mobile.

Setting and size of open space will also determine provision, as will proximity to other community facilities such as schools, pre-schools and shopping precincts.

9.4 Examples of similar provision to each level of the Playspace Hierarchy

Local Playspace \$40-80k



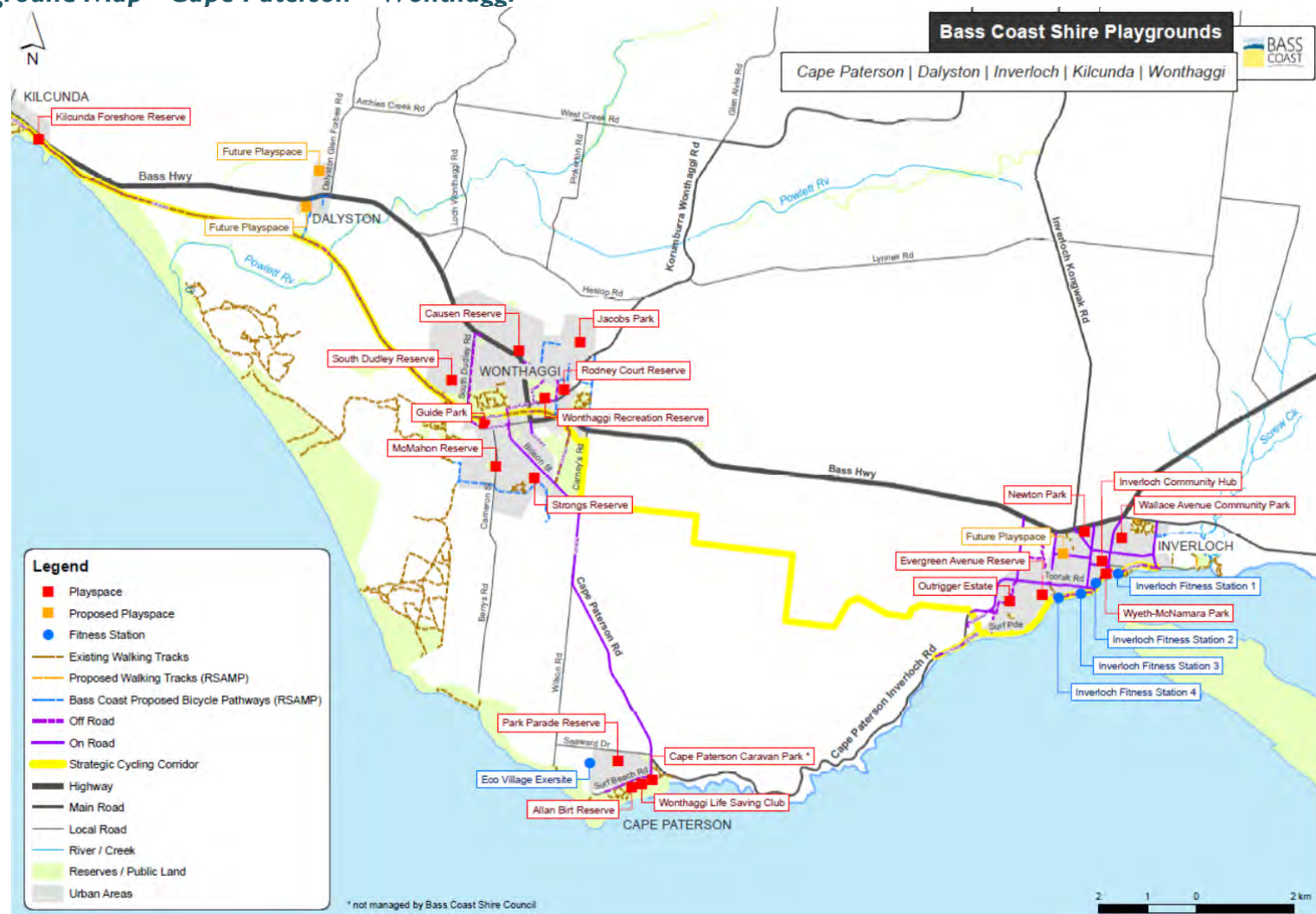
Township Playspace \$80-150k



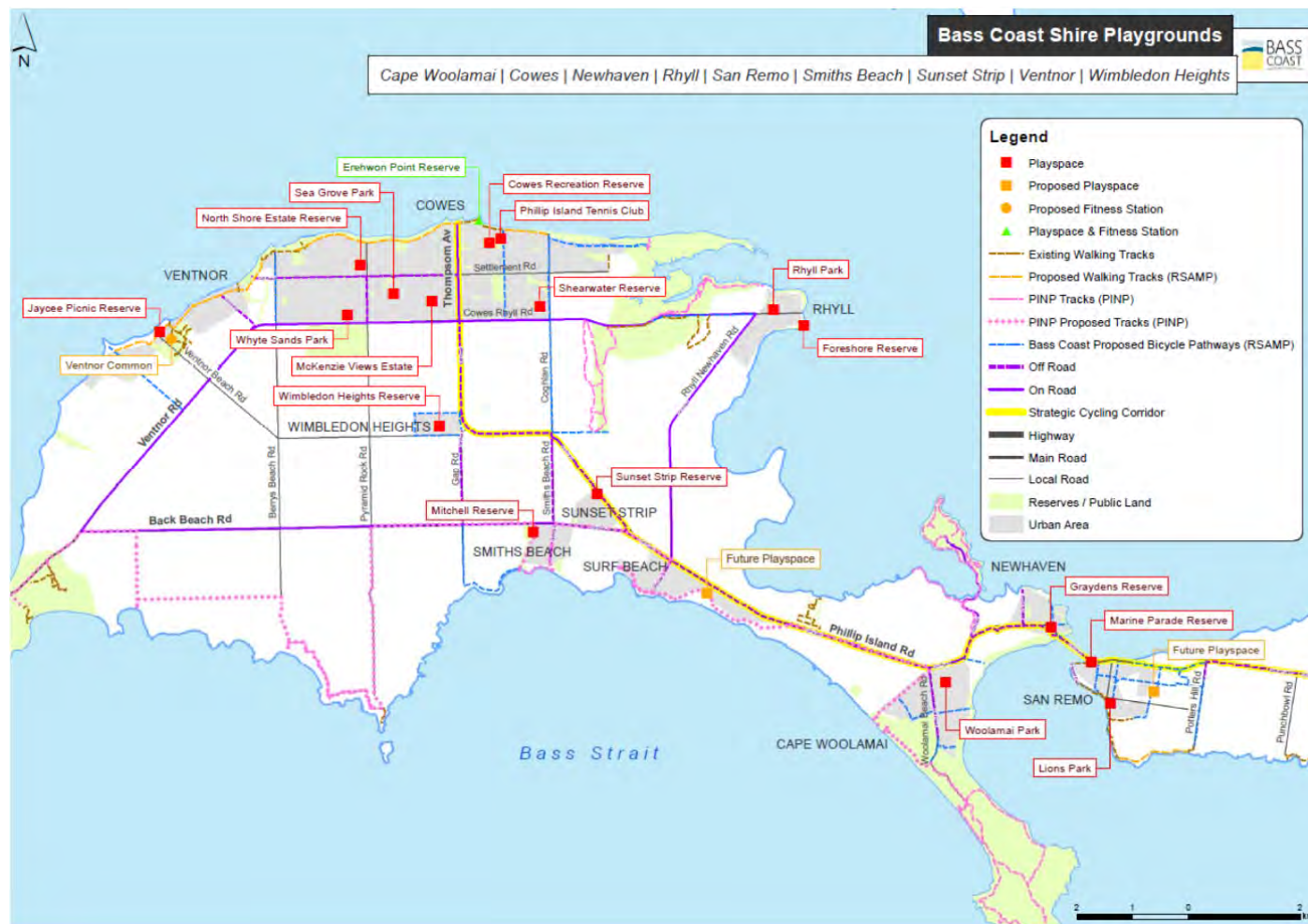
Regional Playspace \$500k +



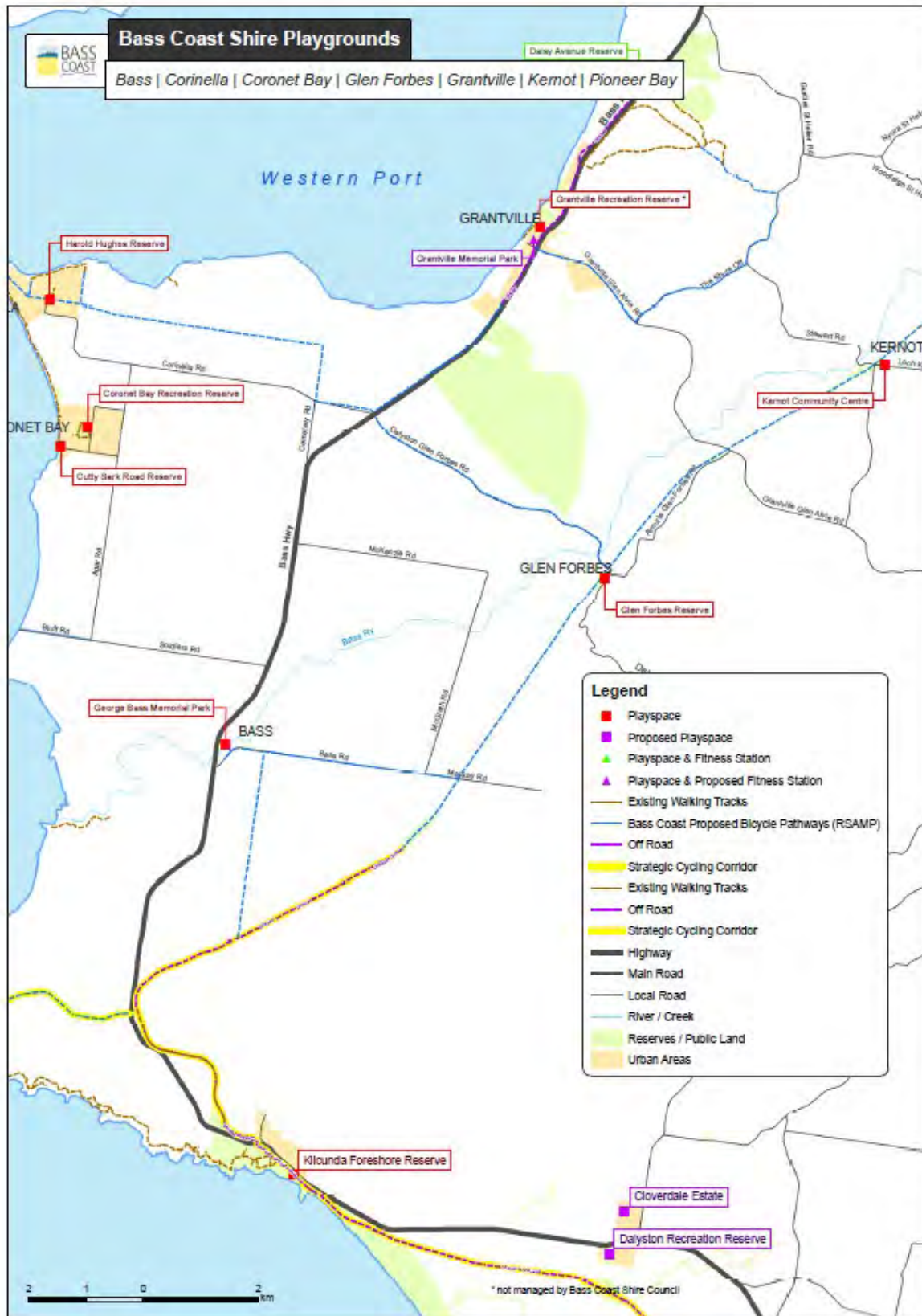
9.5 Playground Map - Cape Paterson – Wonthaggi



9.6 Playground Map - Phillip Island



9.7 Playground Map - Bass – Pioneer Bay



10. MUNICIPAL SUMMARY

Bass Coast Shire Council recognises that playspaces are important community facilities and as such seeks to acknowledge and address the following:

10.1 *Municipal Strengths*

High level of maintenance of playspaces

Goal: Council to continue to provide a high level of maintenance at playspace sites.

High level of amenity in playspaces (i.e. picnic facilities, barbecues and seating)

Goal: Council to continue with current program with reference to development standards set in this report for amenity provision at playspace sites.

10.2 *Municipal Challenges*

Integration with the existing landscape and natural shade and shelter is poor in many playspaces

Goal: Council to develop complementary tree-planting program and to review siting and integration of playspace with existing landscape when renewing or upgrading. This will also include budgets for establishment and required ongoing maintenance.

Many playspaces lack variety in appearance and activities

Goal: Council to request that playground suppliers also review other playspaces in local area before submitting designs for renewal. Larger playspaces will be designed, with landscaping included.

Many playspaces don't adequately meet the needs of a range of age-groups

Goal: Council to review local areas during playspace renewal process to avoid duplication and ensure that playspaces for different age-groups are provided. Council to develop a map with information for the community to highlight different features across playspaces.

Universal access at playspace sites is improving, but needs more work to meet community needs

Goal: Council to aim to meet appropriate development standards when renewing or upgrading playspaces and will budget for the provision of improved access at identified sites.

Existing playspace provision doesn't cater adequately for the influx of visitors over the summer months

Goal: Council to address provision in key locations for visitation when renewing or upgrading

10.3 *Gaps in Provision*

Existing Regional playspaces don't meet hierarchy development standards

Goal: Council to improve provision at Regional playspaces and adjust development standards accordingly.

Some towns / areas are not adequately serviced

Goal: Council to assess need and locations for future development of new playspaces aligned with other council strategic planning.

II. STRATEGY IMPLEMENTATION & REVIEW

Implementation of this Strategy will require a commitment of resources from Council over the next 10- 15 years. It is important that appropriate budget allocations be made each year in both capital and operational programs to maintain progress in improving and maintaining Bass Coast playspaces.

The Council departments responsible for implementing the tasks listed in the action plan which is an internal Council document.

Progress on the implementation of this Strategy will be monitored and reported regularly to Council and the Bass Coast Community. At the end of its lifecycle this Strategy and the associated action plan will be assessed based on its effectiveness to provide information for the future planning of playspaces.

12. REFERENCES

Bass Coast Council Plan incorporating Municipal Health & Wellbeing Plan Bass Coast Disability Action Plan

Bass Coast Municipal Early Years Plan

Bass Coast Municipal Recreation Plan 2009-2014)

Bass Coast Youth Action Plan (2016-2020)

Bass Coast Playground Plan (2010-2015)

Getting The Balance Right – Risk Management for Play (Play Australia 2015)

City of Whitehorse Playspace Strategy (2011)

City of Moonee Valley Playspace Plan (2013-2023)

Mornington Peninsula Shire Playspace Strategy (2015-2020)

13. APPENDICES

Appendix 1: Community Engagement Survey

Appendix 2: Collated Data on Community Responses from Survey

Appendix 3: Graphic Representation of Open-Ended Survey responses

Appendix I: Community Engagement Survey

Bass Coast Shire Council

Playspace Plan – Survey



SECTION 1: USE OF PLAYSPACES

1.1 How often do you or members of your family use playspaces in Bass Coast Shire?

	Summer	Winter	School Holidays		Summer	Winter	School Holidays
Everyday	☐	☐	☐	Once a month	☐	☐	☐
Few times a week	☐	☐	☐	Few times a year	☐	☐	☐
Once a week	☐	☐	☐	Never visited before	☐	☐	☐
Once a fortnight	☐	☐	☐				

1.2 How do you travel there?

Walk ☐ Ride ☐ Drive ☐ Walk the dog ☐ Other _____

1.3 How far do you travel?

0- 1 km ☐ 1-3 km ☐ 3-5 km ☐ 5- 10 km ☐ Over 10km ☐ Other _____

1.4 Please indicate the reasons why you choose the playspaces that you visit.

(Please circle up to three of the numbers in the shaded column)

1	Close to home	8	Safe park
2	Good range of play equipment	9	Good park to meet friends/ other people
3	Close to shops or other activities	10	Good park amenities (seating, drinking fountains, toilets)
4	Large open space areas	11	I have no other choice
5	Clean, well maintained park	12	Other, please explain:
6	Pleasant environment		_____
7	Landscape, trees etc.		_____

SECTION 2: PARKS AND PLAYSPACES IN BASS COAST

2.1 What makes a playspace great?

- _____
- _____
- _____

2.2 What don't you like about playspaces?

- _____
- _____
- _____

2.3 For each park component listed in the following table, please indicate how important you think they are in the parks you use, then how satisfied you are with the current level of service / provision. (Please circle the number that best describes your response for each park component)

	Playground Component	IMPORTANCE How important to you is each of the components listed?			SATISFACTION How satisfied are you with each component listed as they are currently provided in Bass Coast?		
		Very Important	Important	Not Important	Very Satisfied	Satisfied	Not Satisfied
	Example: Seating	1	2	3	1	2	3
1	Playspaces for all ages	1	2	3	1	2	3
2	Fun and variety of features	1	2	3	1	2	3
3	Accessible playgrounds	1	2	3	1	2	3
4	Trees and landscaped areas	1	2	3	1	2	3
5	Open parkland for playing ball games	1	2	3	1	2	3
6	Shelters	1	2	3	1	2	3
7	Shade Structures	1	2	3	1	2	3
8	Seating	1	2	3	1	2	3
9	Picnic facilities	1	2	3	1	2	3
10	Drinking fountains	1	2	3	1	2	3
11	BBQ's	1	2	3	1	2	3
12	Public Toilets	1	2	3	1	2	3
13	Pathways	1	2	3	1	2	3
14	Fitness Stations	1	2	3	1	2	3
15	Half Court or sports play area	1	2	3	1	2	3
16	Car Parking	1	2	3	1	2	3
	Other – please explain: _____	1	2	3	1	2	3

2.4 In Bass Coast I would prefer (please tick 1)-

1. larger, centralised playspaces ☐ **or** 2. more smaller playspaces ☐

2.5 What things would encourage you to make more use of playspaces?

2.6 What is the best playspace you have ever visited? _____

Why?

2.7 The following list of statements is about the provision of playspace facilities and services in Bass Coast. Please consider these statements and indicate whether you agree or disagree with them. (Please circle the number that best describes your response for each statement)

	Statement	Strongly Agree	Agree	Neither Agree nor Disagree	Disagree	Strongly Disagree	Not sure
1	I am very happy with the range and condition of playspaces.	1	2	3	4	5	6
2	People with disabilities are well catered for with the number and quality of accessible playspaces.	1	2	3	4	5	6
3	The quality of playspaces is more important than the number of playspaces.	1	2	3	4	5	6
4	On the whole, playspace facilities are well maintained.	1	2	3	4	5	6
5	Parents / carers are well catered for at existing playspaces (i.e. availability of seating, access in and around playgrounds etc.)	1	2	3	4	5	6
6	Playspaces in Bass Coast are easy to get to.	1	2	3	4	5	6
7	Underutilised playground equipment should be removed to enable other nearby parks to be upgraded.	1	2	3	4	5	6
8	Council needs to provide more playground facilities for toddlers and pre-school aged children (aged 0 to 4 years).	1	2	3	4	5	6
9	Council needs to provide more play and recreation facilities for teenagers / young people.	1	2	3	4	5	6
10	It is important for Council to provide playspaces for visitors to Bass Coast as well as residents.	1	2	3	4	5	6
11	I feel safe using playspace facilities in Bass Coast.	1	2	3	4	5	6
12	More information is needed about the range of playspace facilities that are available in Bass Coast.	1	2	3	4	5	6

SECTION 3: ABOUT YOU AND YOUR HOUSEHOLD

3.1 Where do you live? Town: _____

3.2 Which best describes you?

Young person ☐ Parent/ Carer ☐ Grandparent ☐ Person with no Children ☐

3.3 Who do you visit playspaces with?

On my own ☐ With my family ☐ With friends ☐ As a group- Mother group, school ☐

THANK YOU FOR YOUR TIME

If you would like to stay informed about this project, please provide your details below.

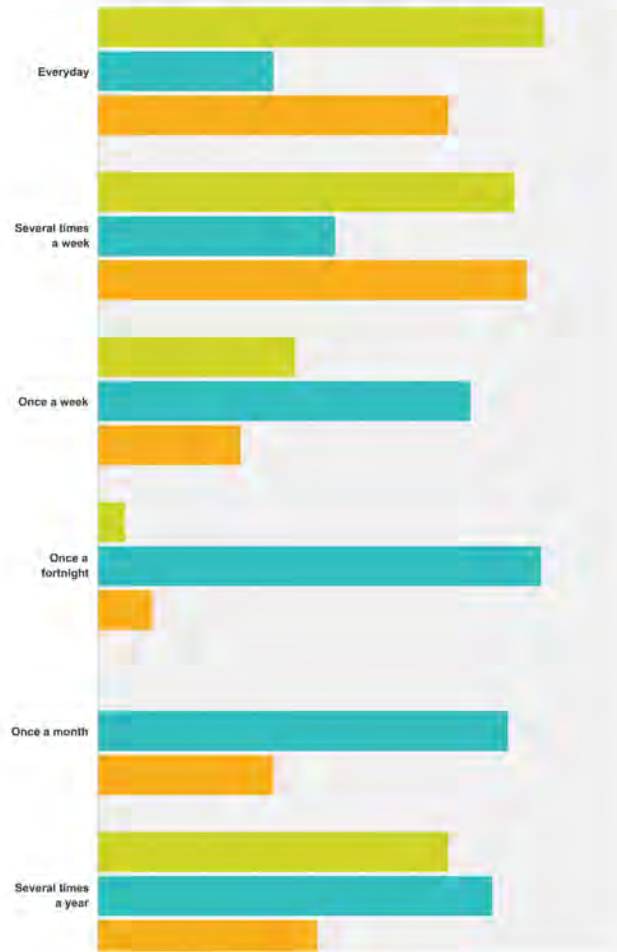
First name _____ Email _____

Appendix 2: Collated Data on Community Responses from Survey

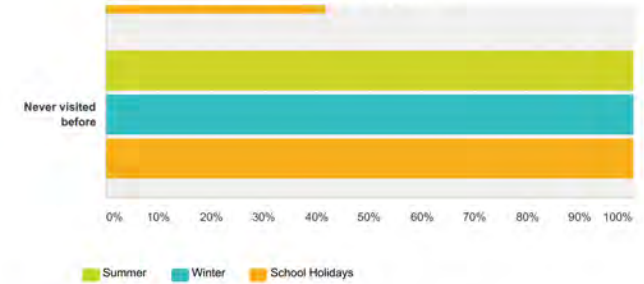
Bass Coast Shire Council Playspace Plan

Q1 How often do you or members of your family use playspaces in Bass Coast Shire? Please select one or multiple options from list below

Answers: 128 Skipped: 0



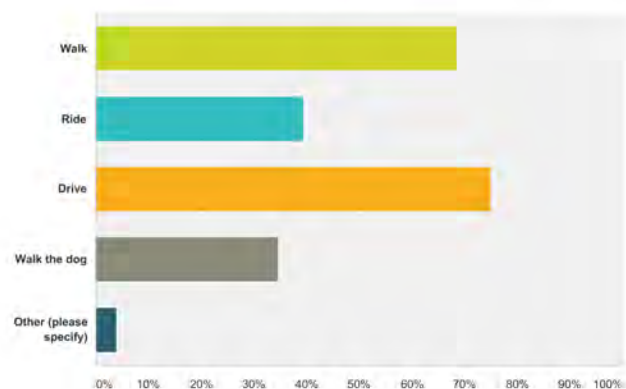
Bass Coast Shire Council Playspace Plan



	Summer	Winter	School Holidays	Total Respondents
Everyday	84.85% 28	33.33% 11	66.67% 22	33
Several times a week	79.12% 72	45.05% 41	81.32% 74	91
Once a week	37.50% 18	70.83% 34	27.08% 13	48
Once a fortnight	5.26% 1	84.21% 16	10.53% 2	19
Once a month	0.00% 0	77.78% 7	33.33% 3	9
Several times a year	66.67% 8	75.00% 9	41.67% 5	12
Never visited before	100.00% 3	100.00% 3	100.00% 3	3

Q2 How do you travel to use a Bass Coast playspace? Please select one or multiple options from list below

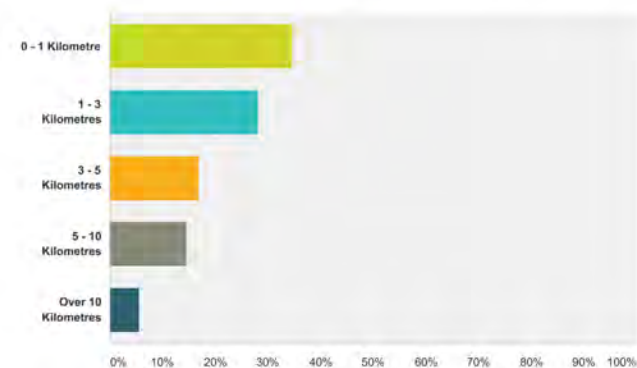
Answered: 124 Skipped: 0



Answer Choices	Responses	
Walk	68.55%	85
Ride	39.52%	49
Drive	75.00%	93
Walk the dog	34.68%	43
Other (please specify)	4.03%	5
Total Respondents: 124		

Q3 How far do you need to travel to use a Bass Coast playspace? Please select distance in drop down list below.

Answered: 124 Skipped: 0

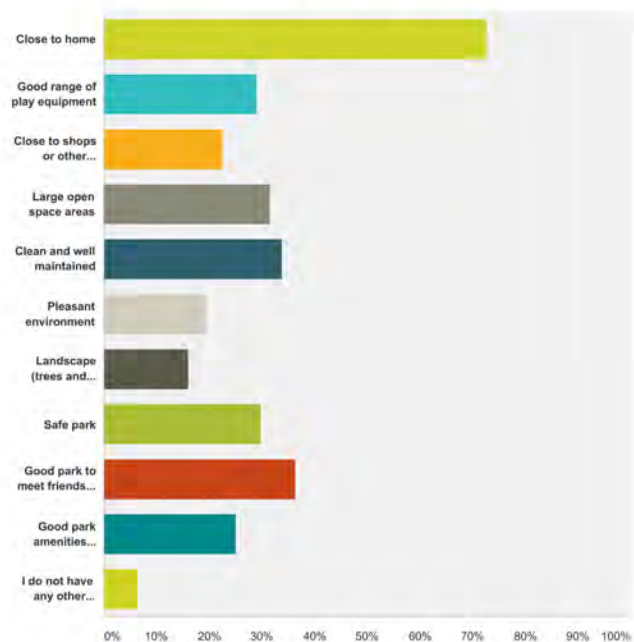


Answer Choices	Responses	
0 - 1 Kilometre	34.68%	43
1 - 3 Kilometres	28.23%	35
3 - 5 Kilometres	16.94%	21
5 - 10 Kilometres	14.52%	18
Over 10 Kilometres	5.65%	7
Total		124

Bass Coast Shire Council Playspace Plan

Q4 Please indicate the reason why you chose the Bass Coast playspaces that you visit. Please select up to three of the list below

Answered: 124 Skipped: 0



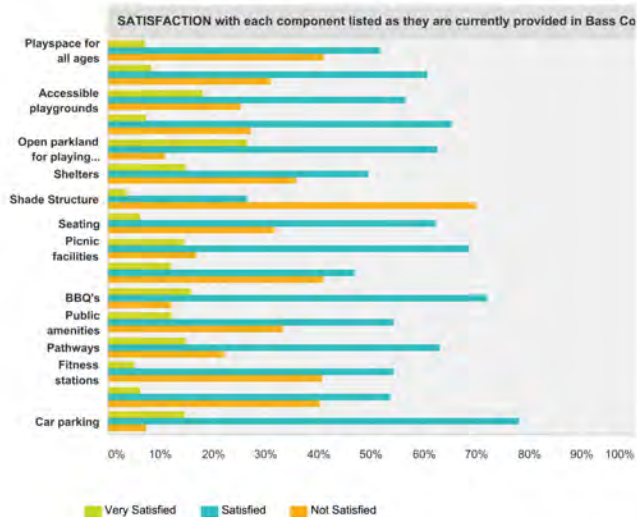
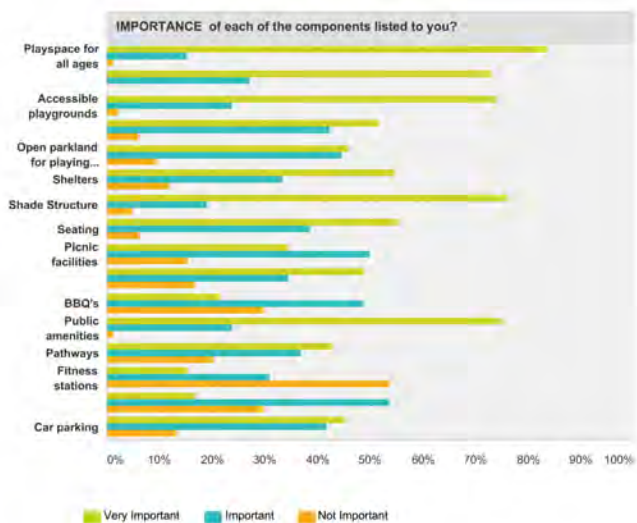
Answer Choices	Responses
Close to home	72.58% 90
Good range of play equipment	29.03% 36
Close to shops or other activities	22.58% 28
Large open space areas	31.45% 39
Clean and well maintained	33.87% 42
Pleasant environment	19.35% 24
Landscape (trees and gardens etc.)	16.13% 20

Bass Coast Shire Council Playspace Plan

Safe park	29.84%	37
Good park to meet friends / other people	36.29%	45
Good park amenities (seating, drinking fountains, toilets etc.)	25.00%	31
I do not have any other option	6.45%	8
Total Respondents: 124		

Q7 For each playspace component listed in the below table, please: Indicate how important you think that they are in the playspace/s you use? How satisfied are you with the current level of service / provision in the playspace/s you use?

Answered: 85 Skipped: 39



IMPORTANCE of each of the components listed to you?				
	Very Important	Important	Not Important	Total
Playspace for all ages	83.53% 71	15.29% 13	1.18% 1	85
Fun variety of features	72.94% 62	27.06% 23	0.00% 0	85
Accessible playgrounds	73.81% 62	23.81% 20	2.38% 2	84
Trees and landscape areas	51.76% 44	42.35% 36	5.88% 5	85
Open parkland for playing ball games	45.88% 39	44.71% 38	9.41% 8	85
Shelters	54.76% 46	33.33% 28	11.90% 10	84
Shade Structure	76.19% 64	19.05% 16	4.76% 4	84
Seating	55.42% 46	38.55% 32	6.02% 5	83
Picnic facilities	34.52% 29	50.00% 42	15.48% 13	84
Drinking fountains	48.81% 41	34.52% 29	16.67% 14	84
BBQ's	21.43% 18	48.81% 41	29.76% 25	84

Bass Coast Shire Council Playspace Plan

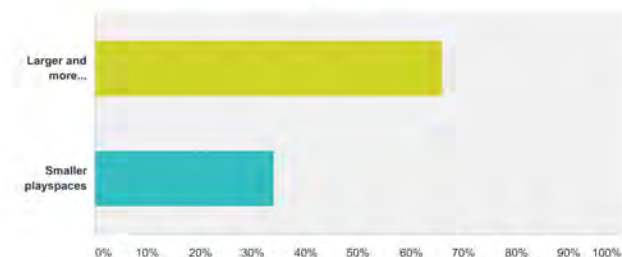
Public amenities	75.00%	23.81%	1.19%	84
Pathways	42.86%	36.90%	20.24%	84
Fitness stations	15.48%	30.95%	53.57%	84
Half court sports play area	16.67%	53.57%	29.76%	84
Car parking	45.24%	41.67%	13.10%	84

SATISFACTION with each component listed as they are currently provided in Bass Coast?				
	Very Satisfied	Satisfied	Not Satisfied	Total
Playspace for all ages	7.06%	51.76%	41.18%	85
Fun variety of features	8.33%	60.71%	30.95%	84
Accessible playgrounds	18.07%	56.63%	25.30%	83
Trees and landscape areas	7.41%	65.43%	27.16%	81
Open parkland for playing ball games	26.51%	62.65%	10.84%	83
Shelters	14.81%	49.38%	35.80%	81
Shade Structure	3.61%	26.51%	69.88%	83
Seating	6.10%	62.20%	31.71%	82
Picnic facilities	14.46%	68.67%	16.87%	83
Drinking fountains	12.05%	46.99%	40.96%	83
BBQ's	15.85%	71.95%	12.20%	82
Public amenities	12.35%	54.32%	33.33%	81
Pathways	14.81%	62.96%	22.22%	81
Fitness stations	4.94%	54.32%	40.74%	81
Half court sports play area	6.10%	53.66%	40.24%	82
Car parking	14.63%	78.05%	7.32%	82

Bass Coast Shire Council Playspace Plan

Q8 In Bass Coast I would prefer? Please select one option only

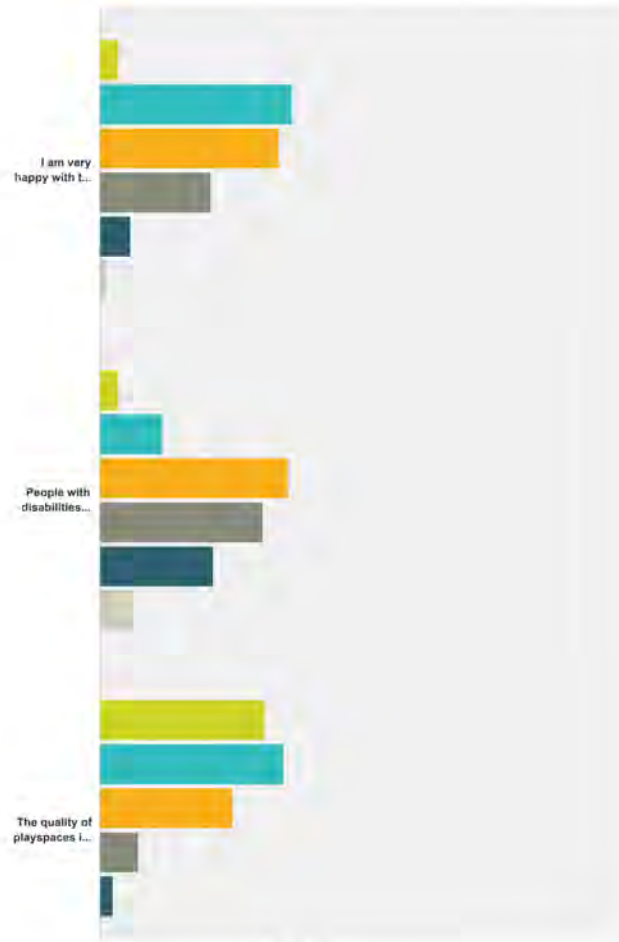
Answered: 85 Skipped: 39



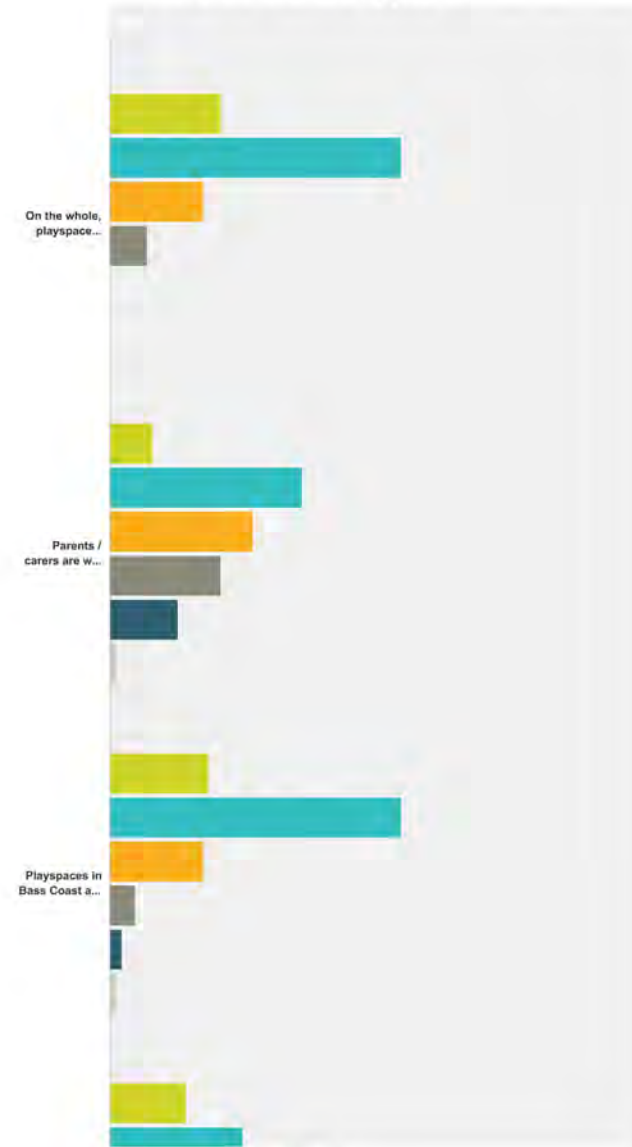
Answer Choices	Responses
Larger and more centralised playspaces	65.88% 56
Smaller playspaces	34.12% 29
Total	85

Q11 The following statements describes the provision of playspace facilities and services in Bass Coast. Please consider these statements and indicate whether you agree or disagree with these statements.

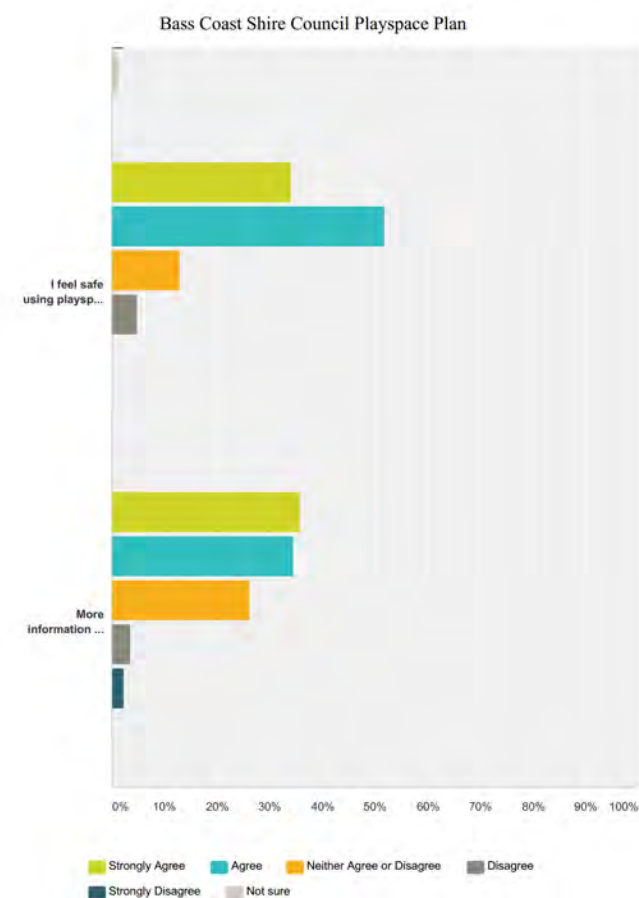
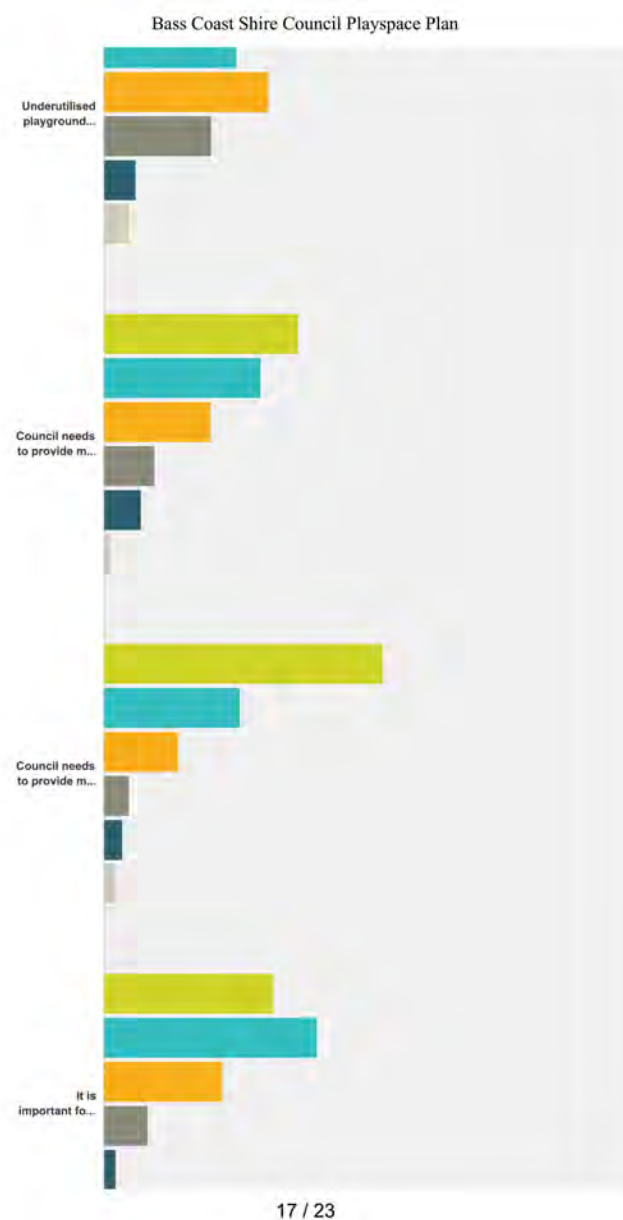
Answered: 85 Skipped: 39



15 / 23



16 / 23



	Strongly Agree	Agree	Neither Agree or Disagree	Disagree	Strongly Disagree	Not sure	Total Respondents
I am very happy with the range and condition of playspaces	3.53% 3	36.47% 31	34.12% 29	21.18% 18	5.88% 5	1.18% 1	85
People with disabilities are well catered for with the number and quality of accessible playspaces	3.57% 3	11.90% 10	35.71% 30	30.95% 26	21.43% 18	5.95% 5	84
The quality of playspaces is more important than the number of playspaces	31.33% 26	34.94% 29	25.30% 21	7.23% 6	2.41% 2	0.00% 0	83
On the whole, playspace facilities are well maintained	21.18% 18	55.29% 47	17.65% 15	7.06% 6	0.00% 0	0.00% 0	85

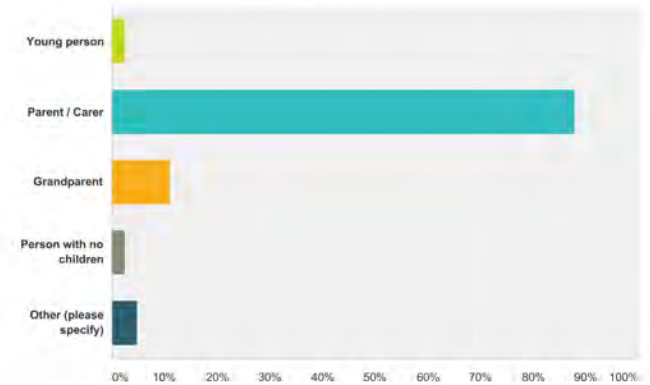
Bass Coast Shire Council Playspace Plan

Parents / carers are well catered for at existing playspaces (i.e. availability of seating, access in and around playgrounds etc.)	8.24%	36.47%	27.06%	21.18%	12.94%	1.18%	85
	7	31	23	18	11	1	
Playspaces in Bass Coast are easy to get to	18.82%	55.29%	17.65%	4.71%	2.35%	1.18%	85
	16	47	15	4	2	1	
Underutilised playground equipment should be removed to enable other nearby parks to be upgraded	14.46%	25.30%	31.33%	20.48%	6.02%	4.82%	83
	12	21	26	17	5	4	
Council needs to provide more playground facilities for toddlers and preschool aged children (aged 0 - 4 years)	36.90%	29.76%	20.24%	9.52%	7.14%	1.19%	84
	31	25	17	8	6	1	
Council needs to provide more play and recreation facilities for teenagers and young people	52.94%	25.88%	14.12%	4.71%	3.53%	2.35%	85
	45	22	12	4	3	2	
It is important for Council to provide playspaces for visitors to Bass Coast as well as residents	32.14%	40.48%	22.62%	8.33%	2.38%	1.19%	84
	27	34	19	7	2	1	
I feel safe using playspace facilities in Bass Coast	34.12%	51.76%	12.94%	4.71%	0.00%	0.00%	85
	29	44	11	4	0	0	
More information is needed about the range of playspace facilities that are available in Bass Coast	35.71%	34.52%	26.19%	3.57%	2.38%	0.00%	84
	30	29	22	3	2	0	

Bass Coast Shire Council Playspace Plan

Q13 Which best describes you? Please select one or multiple options from list below

Answered: 82 Skipped: 42

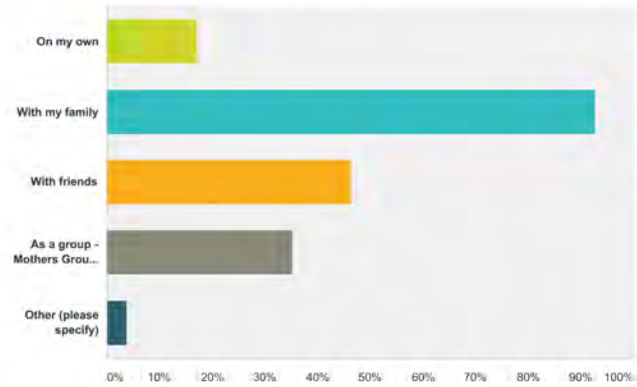


Answer Choices	Responses	
Young person	2.44%	2
Parent / Carer	87.80%	72
Grandparent	10.98%	9
Person with no children	2.44%	2
Other (please specify)	4.88%	4
Total Respondents: 82		

Bass Coast Shire Council Playspace Plan

Q14 Who do you visit Bass Coast playspaces with? Please select one or multiple options from list below

Answered: 82 Skipped: 42



Answer Choices	Responses	
On my own	17.07%	14
With my family	92.68%	76
With friends	46.34%	38
As a group - Mothers Group / School etc.	35.37%	29
Other (please specify)	3.66%	3
Total Respondents: 82		

Appendix 3: Graphic Representation of Open-Ended Survey Responses

Playspace Plan Survey Results



What makes a
playspace great?



What don't you like
about playspaces?



■ No Variety (20%)
 ■ Not enough challenge (20%)
 ■ Lack of shade & shelter (20%)
 ■ For little kids only (20%)
 ■ Old or broken equipment (20%)

What is the best playspace you have ever visited and why?



St Kilda Adventure Park: All Ages



Casey Fields Playspace: Variety

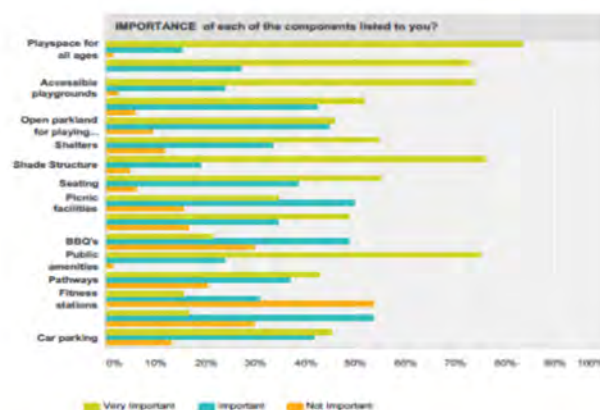


Ian Potter Childrens Garden:
Open Space



East Gippsland All Abilities
Playground: Access

What is important in a playspace?



about the survey



January
2016



online via
Council
website



consultation



199
surveys
returned

Playspace Strategy 2017 Implementation Plan



OVERVIEW

Implementation of the Playspace Strategy 2017 (“Strategy”) will require a commitment of resources from Council over the next 10-15 years. It is important that appropriate budget allocations be made each year in both capital and operational programs to maintain progress in improving and maintaining Bass Coast playspaces. Future budget allocation will be identified in line with the development standards and the playspace hierarchy identified in the strategy.

This Implementation Plan (“Plan”) guides the development, renewal and upgrade of playgrounds in Bass Coast for the next 10-15 years. The Plan breaks priorities into High (1-4 years), Medium and (5-7 years) and Low (8 years plus) based on condition, age and policy outlined in the Strategy. A budget amount has been allocated based on the development standards set out in the Strategy. Each year these priorities will be reviewed in order to select appropriate projects for the following year’s budget.

The Council departments responsible for implementing the tasks listed in the following Action Plan are identified in this report. External funding will be sourced where possible to assist Council with playspace developments. Contributions from developers, local committees and funding agencies through grants programs may apply to specific projects.

Progress on this Plan will be monitored and reported regularly to Council and the Bass Coast Community.

At the end of its lifecycle this Plan will be assessed based on its effectiveness to provide information for the future planning of playspaces.

High Priority 1-4 years (Site Specific)								
Playspace name		Location	Hierarchy	Stage	Age of existing facility (years)	Design Principles / relevant plans	Specific elements	Responsibility
1	Guide Park	Wonthaggi	Regional	Design and implementation (over 2 years)	12	Design to include - - Expanded play area - Board range of play opportunities for all ages - Access for all	- Natural shade and landscaping - Seating and shelter for parents/carers	Recreation and Culture (R&C), Infrastructure Delivery (ID)
2	Surf Beach Park	Surf Beach	Local	Design and implementation	New	Refer Surf Beach Park Landscape Plan		Committee of Management (CoM), R&C, ID
3	Inverloch Hub	Inverloch	Local	Renewal	8	Renewal of aging features	New shade structure	Open Space and Building Maintenance Team (OS&BMT), R&C, ID
4	Rodney Court	Wonthaggi	Local	Renewal	15	Renew to a minimum provision (limited catchment)	Swings	R&C, ID
5	Wyeth-McNamara (Rainbow Park)	Inverloch	Regional	Design and implementation (over 2 years)	Stage 1 = 13 Stage 2 = 3	- New landscape design - Consider Sport and Recreation Victoria grants programs	Nature based elements (Retain climbing frame and basket swing)	R&C
6	Harold Hughes Reserve	Corinella	Township	Renewal	14	Renew existing		R&C, ID

High Priority 1-4 years (Site Specific)								
Playspace name		Location	Hierarchy	Stage	Age of existing facility (years)	Design Principles / relevant plans	Specific elements	Responsibility
7	McKenzie Views Estate	Cowes	Local	Renewal	14	Renew existing and investigate equipment for older adults	Accessible path from retirement village	R&C, ID
8	Outrigger Estate	Inverloch	Local	Renewal	14	Renew existing	Provide accessible play element/s ie basket swing	R&C, ID
9	Woolamai Park	Woolamai	Local	Renewal	14	Improve access to the playspace while maintaining safety barrier		R&C, ID
10	Safety Barriers	various	various		various	Provide barriers to improve safety while maintaining seamless access points - Strong's Reserve- Install barrier/fence or landscape barrier along western boundary of existing playspace. - Rhyll Foreshore- Install barrier/fence or landscape barrier between the playspace and the car park. - Grantville Memorial Park- Install partial barrier fence around part of playspace.		R&C, ID, OS&BMT
11	Erehwon Point	Cowes	Regional	Design and implementation (over 2 years)	5	- Undertake new landscape design for the regional playspace. - Cowes Activity Centre Plan Consider Sport and Recreation Victoria and shade grants programs	- Utilise existing natural shade - install a shade structure over part of the playspace	R&C, ID
12	Wonthaggi Recreation Reserve	Wonthaggi	Local	Renewal	9	Improve play provision and extend playspace in line with Reserve Master Plan.	Remove fence or install entrances from north.	R&C, ID

High Priority 1-4 years (Site Specific)								
Playspace name		Location	Hierarchy	Stage	Age of existing facility (years)	Design Principles / relevant plans	Specific elements	Responsibility
13	Grantville Memorial Park	Grantville	Local		8	Continue to cater for the younger demographic	- Utilise existing path network - provide an accessible feature	R&C, ID
14	Kilcunda	Kilcunda	Local	Renewal	9		Consider the corrosive environment when choosing materials	R&C
15	South Dudley Park	South Dudley	Local		11		- Utilise existing path network - Provide accessible play element/s ie basket swing	R&C, ID
16	Strong's Reserve	Wonthaggi	Local	Renewal	11		- natural elements such as logs and rocks - unique play feature ie oversized slide	R&C
17	Fred Gration Reserve	Coronet Bay	Local	Renewal	11	CoM plan	- fitness stations around playground - landscaping	CoM and R&C
18	*Grantville Recreation Reserve	Grantville	Local	Renewal	Stage 1 = 24 Stage 2 = 10	- increase variety of play features - provide feature/s for older children 6-12 (younger demographic catered for at the nearby transaction centre)		CoM and R&C

High Priority 1-4 years (Shire wide)		
1	Develop a shire wide tree planting and landscaping program to improve shade at all playspaces. Include a budget for establishment and ongoing maintenance	R&C OS&BMT
2	Installation of shade trees abutting all playspaces with allowable space to provide natural shade at each playspace (2 trees per location –up to 46 locations)	OS&BMT
3	Apply to Community Shade Grants Program and install Shade structures at Council's 3 Regional Playgrounds- Guide Park, Wyeth-McNamara and Erehwon Point (\$50,000 x 3)	R&C, ID
4	Develop a playspace map that can be viewed and downloaded by the public	R&C, GIS
High Priority Annual / Ongoing (Shire wide)		
1	Install shade trees within playspaces and as part of playspace renewal projects	OS&BMT
2	Review current budget allocations annually against future needs and proposed actions	R&C
3	Inform and assist Committees of Management in playspace provision and maintenance	R&C, OS&BMT
4	Review process for supply of play equipment and requirements to assess diversity in the design of standard equipment	R&C
5	Increase maintenance budget in line with completed Regional playspace upgrades at Guide Park (Wonthaggi), Wyeth-Mcnamara (Rainbow Park, Inverloch) and Erehwon Point (Cowes)	OS&BMT

Medium Priority 5-7 years								
Playspace name		Location	Hierarchy	Stage	Age of existing facility (years)	Design Principles / relevant plans	Specific elements	Responsibility
1	*Marine Parade Reserve	San Remo	Township	Renewal	11	- township level facility - consider universal access, - consider road safety and relocation so not on VicRoads land.		CoM, R&C, ID
2	Richard Grayden Memorial Reserve	Newhaven	Township	Renewal	11	Reclassify to a township level due to close proximity of San Remo Foreshore playground. Ensure any works consider proposed future Vic Roads plans to develop a new round-about at the intersection of Forrest Street and Phillip Island Road		R&C, ID
3	Rhyll Park	Rhyll	Local	Renewal	8	Reclassify to a local level playspace when renewing.		R&C, ID

Medium Priority 5-7 years								
Playspace name		Location	Hierarchy	Stage	Age of existing facility (years)	Design Principles / relevant plans	Specific elements	Responsibility
4	Rhyll Foreshore Reserve	Rhyll	Local	Renewal	7		- Consider the corrosive environment when choosing materials - Consider retaining the boating theme due to close proximity to boat ramp/ angling club.	R&C, ID
5	Cutty Sark Road Reserve	Corinet Bay	Local	Renewal	6		- Consider the corrosive environment when choosing materials - Consider retaining climbing net as no other nets in this area.	R&C, ID
6	Park Parade Reserve	Cape Paterson	Local	Renewal	11	Consider the close proximity to neighbouring house when renewing playspace.		R&C, ID
7	Jaycee Picnic Reserve	Ventnor	Local	Renewal	9		Consider the corrosive environment when choosing materials	R&C, ID

Medium Priority 5-7 years								
Playspace name		Location	Hierarchy	Stage	Age of existing facility (years)	Design Principles / relevant plans	Specific elements	Responsibility
8	Glen Forbes Reserve	Glen Forbes	Local	Renewal	9	Work together and consult with the CoM on this project.		R&C, ID
9	*Lions Park	San Remo	Local	Renewal	20	Downgrade in the hierarchy to a local level. Renew playground to a smaller level of provision.		CoM, R&C, ID
10	Sunset Strip	Sunset Strip	Local	Renewal	8	Renew existing		R&C, ID
11	Mitchell Reserve	Smith's Beach	Local	Renewal	6	Renew existing		R&C, ID
12	Kernot Community Centre	Kernot	Local	Renewal	7	Work together and consult with the CoM on this project.		R&C, ID
13	Wonthaggi Lifesaving Club	Cape Paterson	Local	Design and implementation	12	- Redevelop in line with master plan - Ensure equipment considers the younger age bracket (0-6) due to the local demographic	Consider the corrosive environment when choosing materials	R&C, Environment, ID

Low Priority year 8 onwards								
Playspace name		Location	Hierarchy	Stage	Age of existing facility (years)	Design Principles / relevant plans	Specific elements	Responsibility
1	Pioneer Bay Reserve	Pioneer Bay	Local	Renewal	1	Renew existing	review fitness station provision	R&C, ID
2	Wimbledon Heights Reserve	Wimbledon Heights	Local	Renewal	4	Renew existing	new picnic table at the front of the reserve under trees	R&C, OS&BMT
3	Sussex Court Reserve	Wonthaggi	Local	Renewal	0	Renew existing		R&C, ID
4	Allan Birt Reserve	Cape Paterson	Local	Renewal	3	Renew existing	Consider the corrosive environment when choosing materials	R&C, ID
5	McMahon Reserve	Wonthaggi	Local	Renewal	4	Renew existing		R&C, ID
6	North Shore Estate Reserve	Cowes	Local	Renewal	0	- Renew existing - Consider neighbouring property		R&C, ID
7	Cowes Recreation Reserve	Cowes	Local	Renewal	2	Renew existing		R&C, ID
8	Causen Reserve	Wonthaggi	Local	Renewal	2	Renew existing		R&C, ID

Low Priority year 8 onwards								
Playspace name		Location	Hierarchy	Stage	Age of existing facility (years)	Design Principles / relevant plans	Specific elements	Responsibility
9	Evergreen Avenue Reserve	Inverloch	Local	Renewal	3	Renew existing		R&C, ID
10	Shearwater Estate	Cowes	Local	Renewal	6	Renew existing	- replace climbing net (at end of its life) - consider an accessible feature.	R&C, ID
11	Whyte Sands Reserve	Cowes	Local	Renewal	3	Continue to provide a playspace for older children.	- replace the flying fox (at the end of its life) - consider an accessible feature.	R&C, ID
12	Sea Grove Park	Cowes	Local	Renewal	8	Renew existing		R&C, ID
13	Wallace Avenue	Inverloch	Local	Renewal	2	Renew play sculpture as required		R&C, ID
14	Newton Park	Inverloch	Local	Renewal	9	Renew existing		R&C, ID
15	George Bass Park	Bass	Local	Renewal	2	Renew existing		R&C, ID

**Council will make recommendation to the Committee of Management who is responsible for the playspace.*

Future Priorities								
Playspace name		Location	Hierarchy	Stage	Age of existing facility (years)	Design Principles / relevant plans	Time frame	Responsibility
1	Anderson Street Reserve	San Remo	Local	New		Designate the Anderson St Reserve as a location for a new local playground for the allocation of developer contributions as San Remo is further developed by subdivisions	Medium 5-7 years	Developer
2	Surf Beach / Sunderland Bay	Surf Beach / Sunderland Bay	Local	New		Work with the Committee of Management to install a new local playspace at Surf Beach Reserve in line with master plan.	High 1-4 years	Council & CoM
3	Inverloch West	Inverloch	Local	New		- New local playspace in Inverloch West (site to be determined) as further land is developed. - Work with developers to provide a playspace in this area.	Medium 5-7 years	Developer
4	Dalyston	Dayston	Local	New		- No playspace provision currently. Future provision North and South of the Highway to be considered in line with the Recreation Reserve Master Plan. - Work with developer to provide a playspace to the North.	Medium 5-7 years High 1-4 years	Developer (North) Council & CoM (South)