

DRAFT



# EDDISON PARK

## Nature Play Space

PLACE  
LABORATORY



**ACT**  
Government



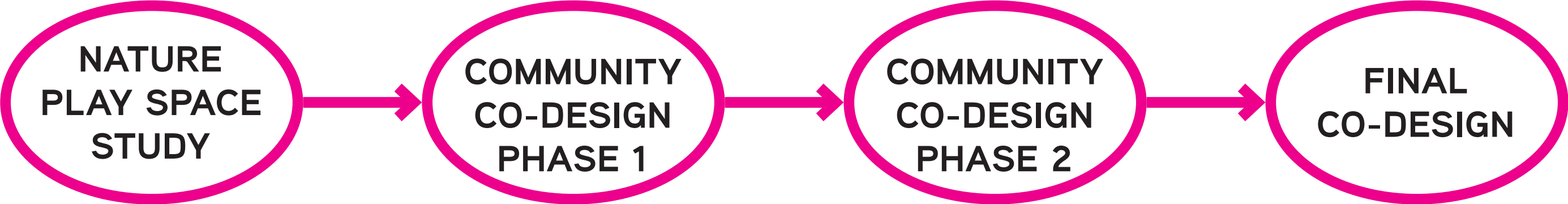
# LOCATION PLAN





# COMMUNITY CONSULTATION PROCESS

## COMMUNITY CO-DESIGN



### CANBERRA NATURE PLAY SPACE STUDY

On-site user experience survey of Canberra's four current nature play spaces:

- Telopea Park, Barton (23 respondents)
- Giralang, Giralang Primary School (20 respondents)
- Tuggeranong Town Park (16 respondents)
- Finn Street O'Connor (7 respondents)

Also online survey of nature play and loose parts play groups users (8)

Main outcomes:

- Nature play has multiple perceived benefits
- Kids like climbing; hiding and surprise; playing with loose natural elements; imaginative play
- Current parks are only for limited age group – need more challenge for older age groups
- Users want more nature play parks in Canberra
- Users want them co-located with other playgrounds/amenities
- Users want water play and more challenge

### COMMUNITY CO-DESIGN PHASE 1

Purpose of Phase 1:

1. Identify preferred play elements
2. Identify preferred location of nature play space in Eddison Park
3. Seek community comments, insights and inspiration for nature play space
4. Seek community feedback on inclusion and access

#### COMMUNITY CONSULTATIONS

Woden Mall Pop-Up Workshop  
60 community members

St Peter and Paul Primary School  
28 (aged 10-13)

Malkara Primary School x 2  
Group 1 (5-6); Group 2 (11-12)

Imagine More Disability Advocacy Group  
4 adult members and one 12 year old boy

Phase 1 Co-design workshop focused on:

1. Preferred location of nature play space in Eddison Park
2. Preferred play elements
3. Ideas, comments and insights about nature play spaces and site
4. Children's play space design

### COMMUNITY CO-DESIGN PHASE 2

Purpose of Phase 2: to seek community feedback on two proposed design concepts

Phase 2 Co-design workshop focused on:

1. Preferred location of nature play space in Eddison Park
2. Preferred play elements
3. Ideas, comments and insights about nature play spaces and site

#### COMMUNITY CONSULTATIONS

Southside Markets Pop-Up Workshop  
100 community members

Woden Early Childhood Centre  
2 childcare workers

### FINAL CO-DESIGN SESSION

Purpose of Final Co-design Session: presentation back to the community to show how input had developed 2 two concept plans and to seek input to assist finalisation of the plans.

Final Co-Design Session focused on:

Learning:

- What the community had asked for in the initial co-design sessions
- How these elements had been incorporated into two design concepts
- An overview of the two design concepts, including the elements of play, the flow of play and inclusive play opportunities

Co-design input into final decisions

- Community preference between Plan A and Plan B
- Community preference between the four most high budget play elements, to support cost decision making should the budget not cover all four elements
- Any additional comments on the designs.

#### COMMUNITY CONSULTATIONS

Southside Market Pop-Up  
60 community members

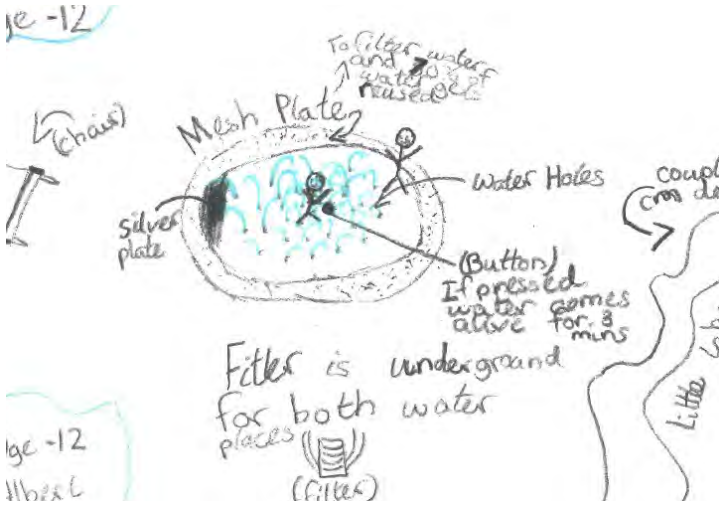
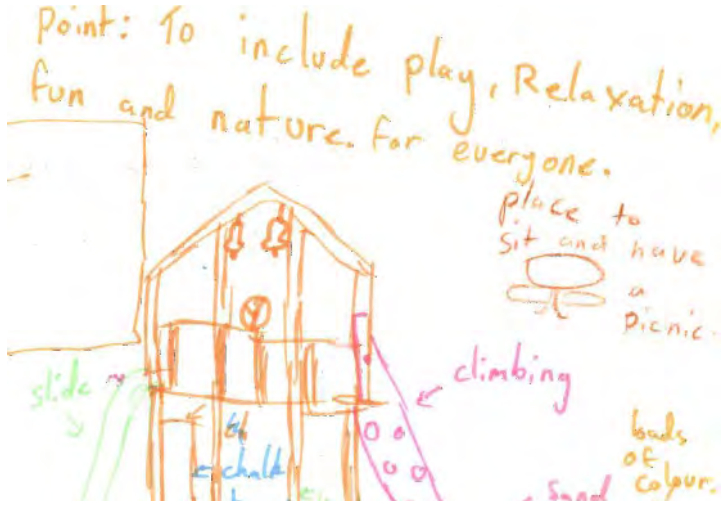
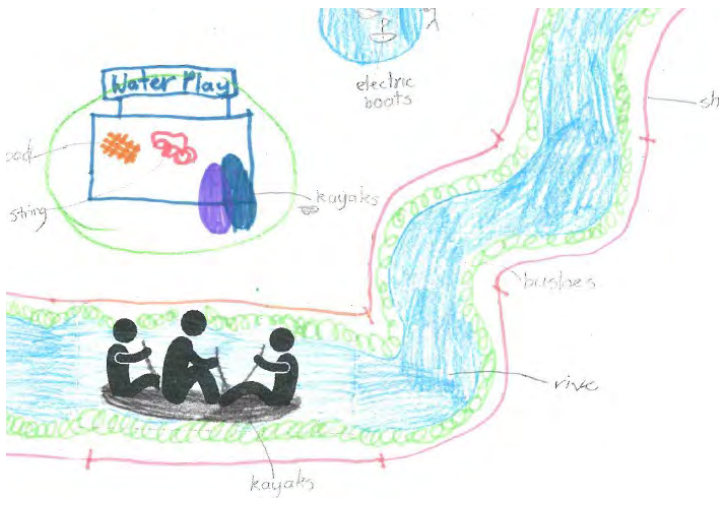
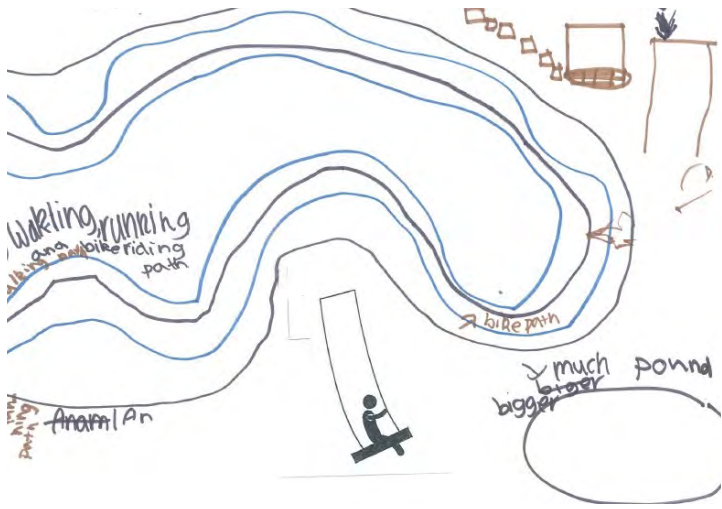
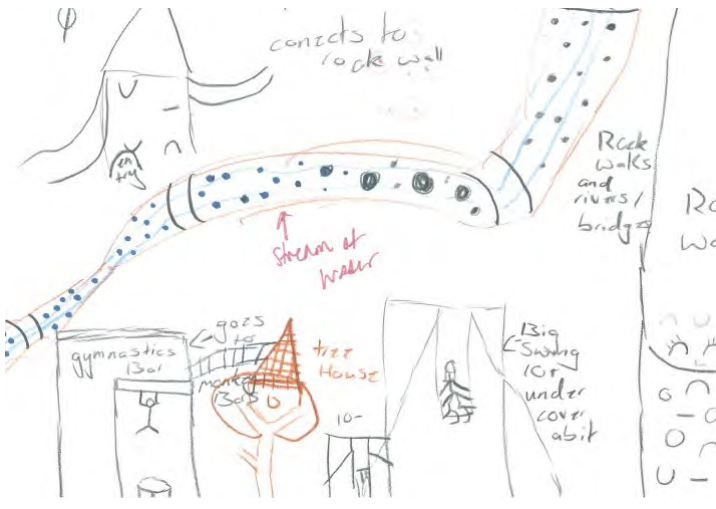
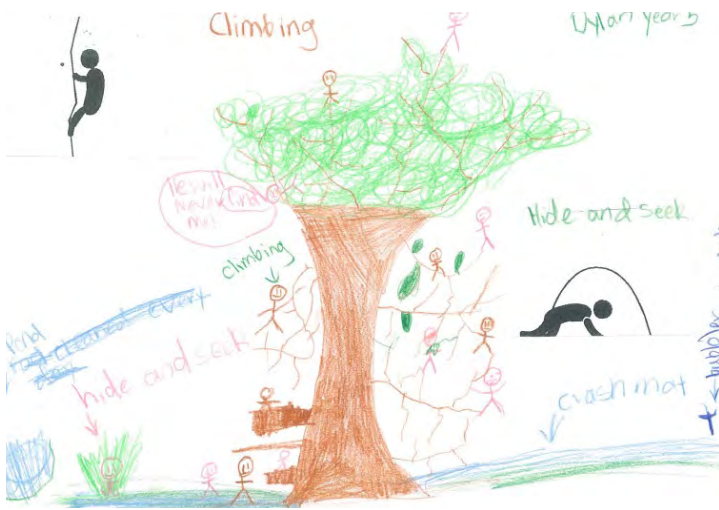
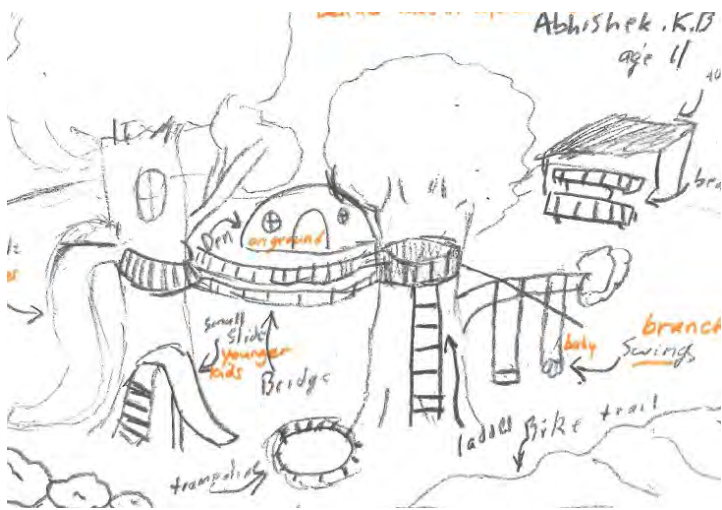
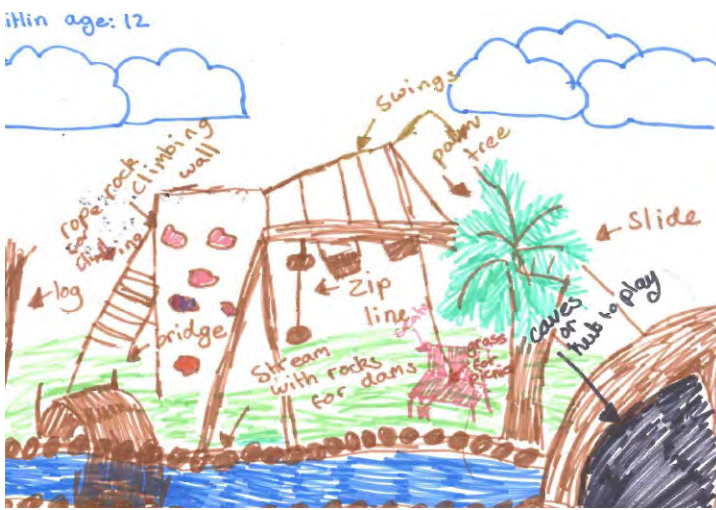
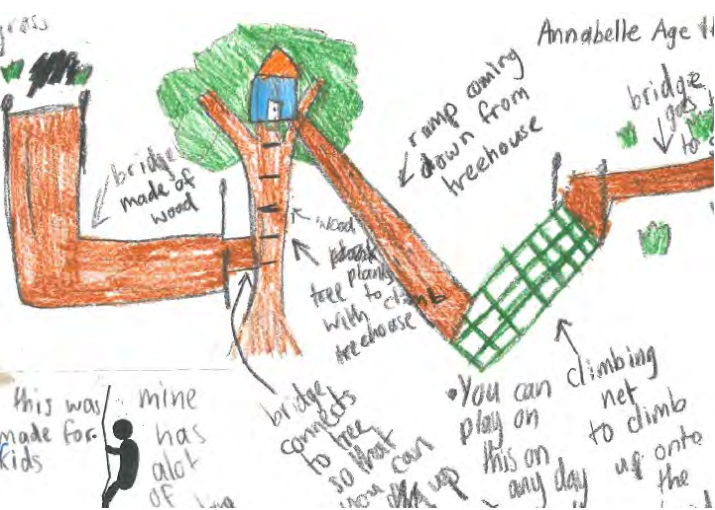
Onsite workshop St Peter and Paul Primary School  
50 Participants



# PLAYGROUND DESIGNS

Children were engaged to produce sketches play space design for Eddison Park. Recurring themes were identified and translated into design concepts.

# COMMUNITY CO-DESIGN PHASE 1





# FAVOURITE PLAY ELEMENTS

## FAVOURITE PLAY ELEMENTS

### St Peter and Paul Primary School (28)

- 1 Bike trail (8)
- 2 Water play (7)
- 3 Fun places to hide (7)
- 4 Plants (3)
- 5 Traditional play (1)

### Woden Mall Pop-Up Workshop (60)

- 1 Fun places to hide (6)
- 2 Traditional play (5)
- 3 Bike trail (3)
- =4 Climbing (3)
- =4 Water play (3)
- =4 Plants (3)

Fun places to hide



Bike trail



Water play



Plants



Traditional play



## PREFERRED PLAY ELEMENTS

### St Peter and Paul Primary School

- 1 Water play (19)
- 2 Climbing (14)
- 3 Plants (12)
- 4 Bike trails (7)
- 5 Traditional Play (13)

### Woden Mall Pop-Up Workshop

- 1 Water play (31)
- 2 Traditional play (26)
- 3 Climbing (20)
- 4 Fun places to hide (19)
- 5 Bike trails (13)

### Malkara Primary School

- 1 Water play (14)
- 2 Loose parts (7)
- 3 Fun places to hide (5)
- 4 Traditional play (4)
- =5 Plants (2)
- =5 Balance (2)

Water play



Traditional play



Climbing



Fun places to hide



Bike Trail

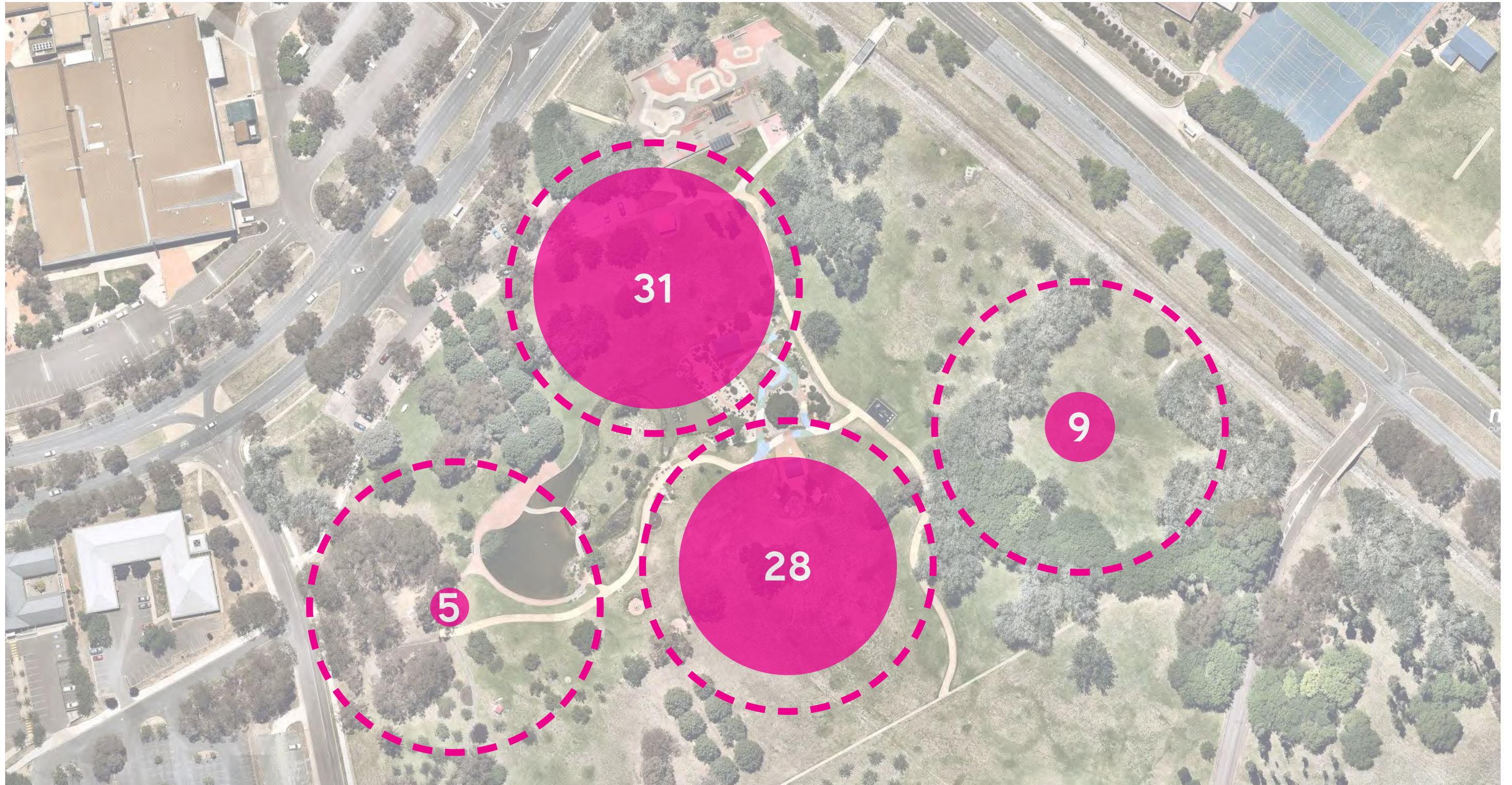




# PREFERRED LOCATION

Community was asked to identify the preferred location of the nature playground.

## COMMUNITY CO-DESIGN PHASE 2





# FEEDBACK ON DESIGN CONCEPTS

A number of design concepts were developed following Community Co-design Phase 1. These concepts were nominally located on site to show potential locations.

The community were asked to identify their favourites. Here are the results.

BALANCE OVER THE LAKE



**27** + **30** = **57**  
children adults total

PUMP TRACK CHALLENGE



**22** + **27** = **49**  
children adults total

ROCKS AND TUNNEL



**22** + **24** = **46**  
children adults total

CREEK AND ROCKS



**21** + **18** = **39**  
children adults total

TROUGHS TO A SANDPIT



**13** + **18** = **31**  
children adults total

# COMMUNITY CO-DESIGN PHASE 2

6. SENSORY PLAY



**8** + **18** = **26**

7. EDDISON FARM



**9** + **14** = **23**

8. LOGS AND ROPES IN GARDEN



**11** + **12** = **23**

9. CLIMB CUBBY



**9** + **9** = **18**

10. CLIMB TREE



**6** + **10** = **16**

11. PODS



**3** + **13** = **16**

12. UMBRELLAS OVER STAGE



**0** + **5** = **15**



# FEEDBACK ON DESIGN CONCEPTS

# FINAL CO-DESIGN

The community were asked to vote between two design options. The play elements in each design were largely the same. The key difference between the two options was the inclusion of play over and around the pond in Option A.

Both Option A and Option B include a large area of fully fenced play including the existing play area with added nature play elements.

## OPTION A



56 Votes



## OPTION B



8 Votes



Participants were asked to number their preferences between the four most high cost elements. To provide guidance on cost making decisions:

ROPE BRIDGE



ROCK TUNNEL WITH SLIDE



BIKE PUMP CHALLENGE



WATER PUMP





# KEY AREAS





# ACCESSIBLE PLAY ELEMENTS





# PRIMARY PLAY CIRCUIT





# ISLAND PLAY

Adventure style play that encourages engagement with the existing lake through a series of interventions.



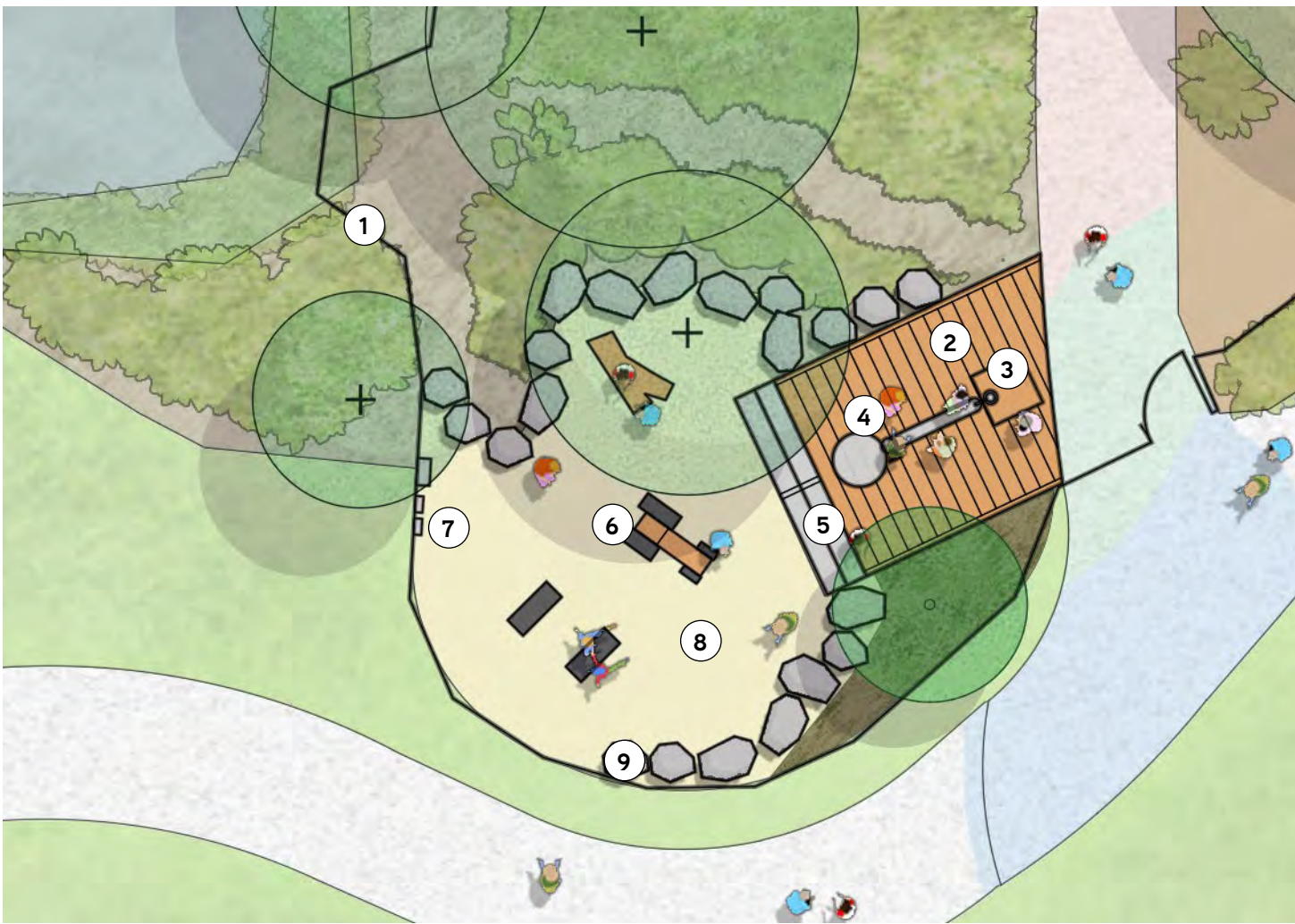
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|---|------------------------------|----|----------------------------|
| 1 | Rope bridge crossing         | 6  | Play Log                   |
| 2 | Log crossing                 | 7  | Talky tubes                |
| 3 | Bird lookout                 | 8  | Boulder steppers           |
| 4 | tunnel with boulder mounding | 9  | Accessible Bridge Crossing |
| 5 | Concrete Slide               | 10 | Abstract log animals       |



# SAND & WATER PLAY

Play for younger users that provides opportunity for all to touch and manipulate the flow of water.

- 1 Playful fence
- 2 Decking
- 3 Accessible water play pump
- 4 Accessible water play troughs
- 5 Concrete steps with waterplay rill
- 6 Bogged tractor play element
- 7 Pots and pans play element
- 8 Tyre Play Element
- 9 Boulder Steppers





# MEETING TREE

Key focal point of park in which the existing tree is highlighted as a key meeting place where social interactions can be fostered



- 1 Tree in corrugated steel planter
- 2 Rock steppers
- 3 Existing tree to be pruned
- 4 Recycled log seating





# SENSORY GARDEN

Sensory journey of discovery; touch, smell, eat, hide, crawl, squeeze, taste.



- 1 Steel frame arbor
- 2 Steel frame tunnel
- 3 Informal clearing
- 4 Sensory planting



# COMPLETING THE LOOP

Paths and play elements that link to complete a circuit of play

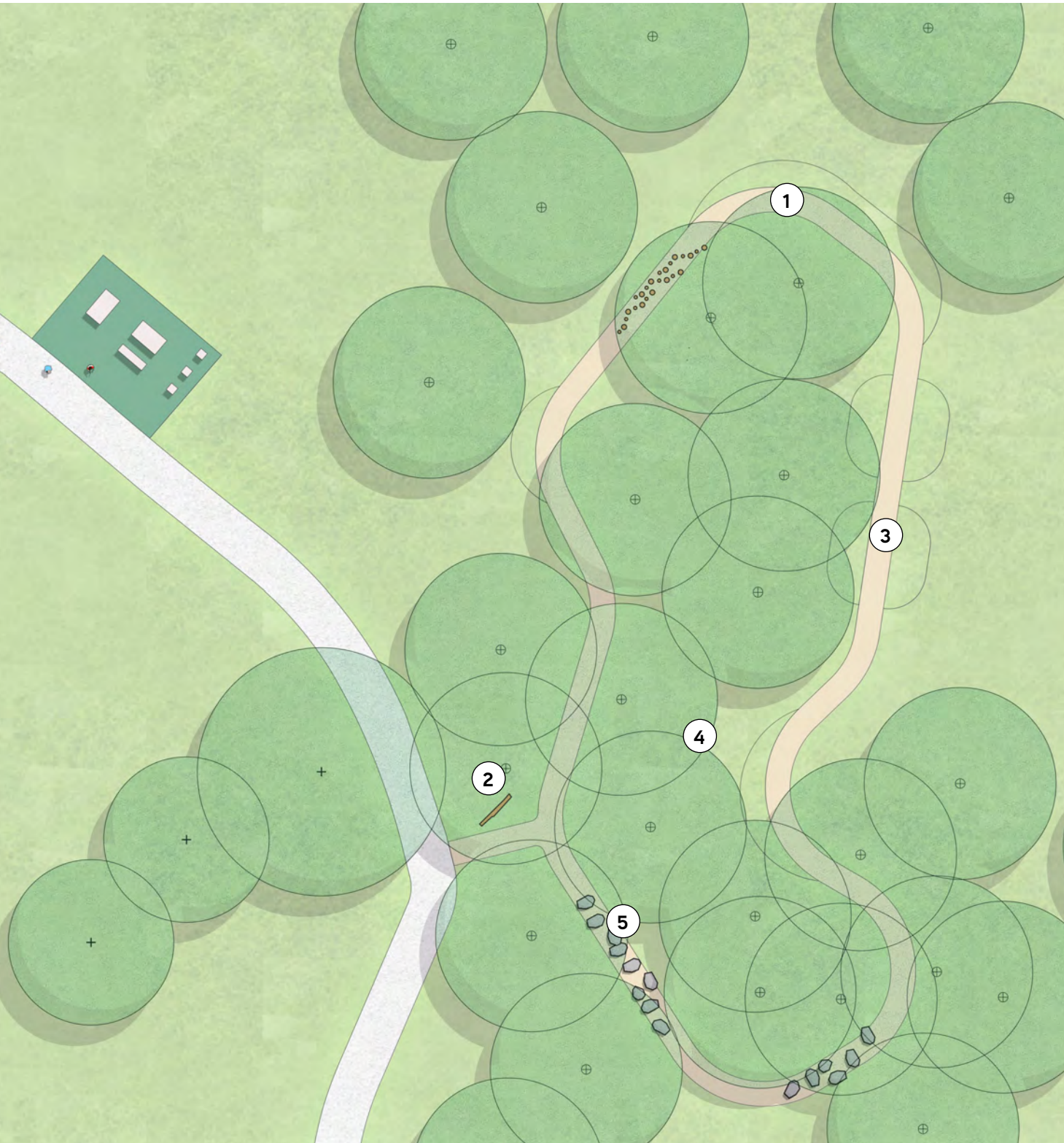


- 1 Gravel Path
- 2 Rural style perimeter fencing
- 3 Picnic deck seats
- 4 Stairs
- 5 Climbing Play
- 6 Music Play



# BIKE COURSE

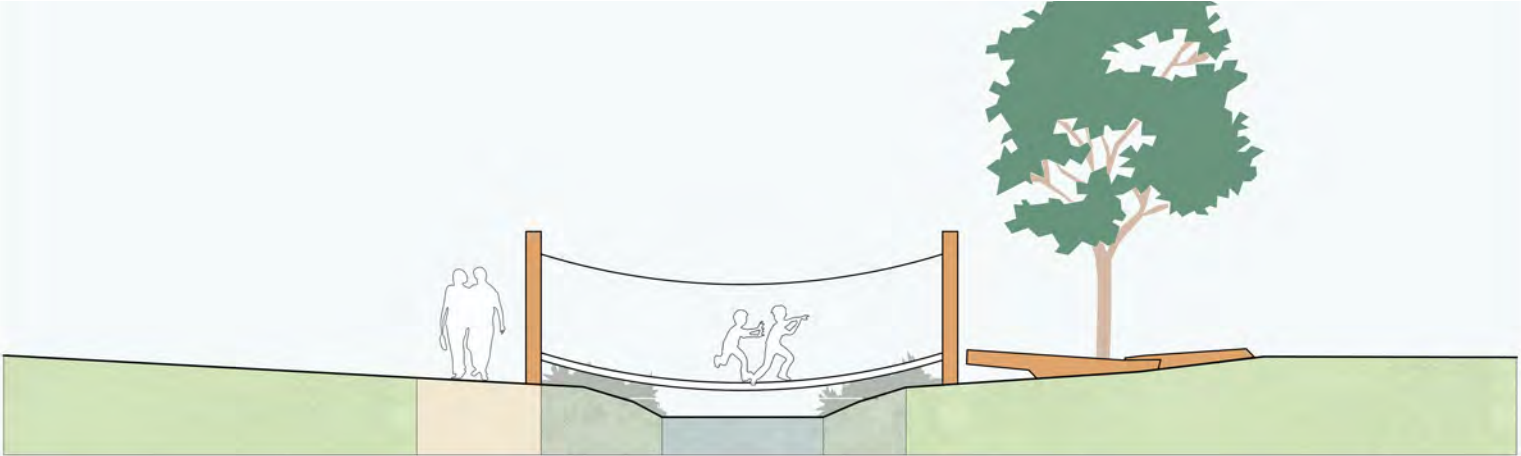
A compacted earth bicycle course that winds through the parks existing trees.



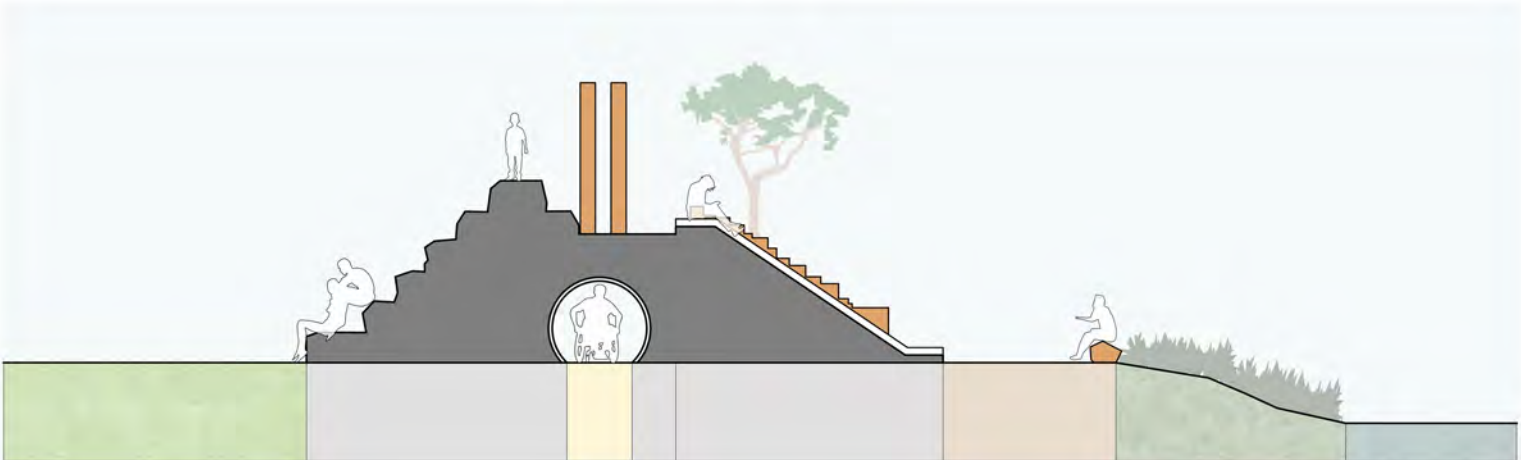
- 1 Earthen bicycle trail
- 2 Log Seating
- 3 Mounds
- 4 Existing trees to be integrated
- 5 Rock boulder surface obstacles



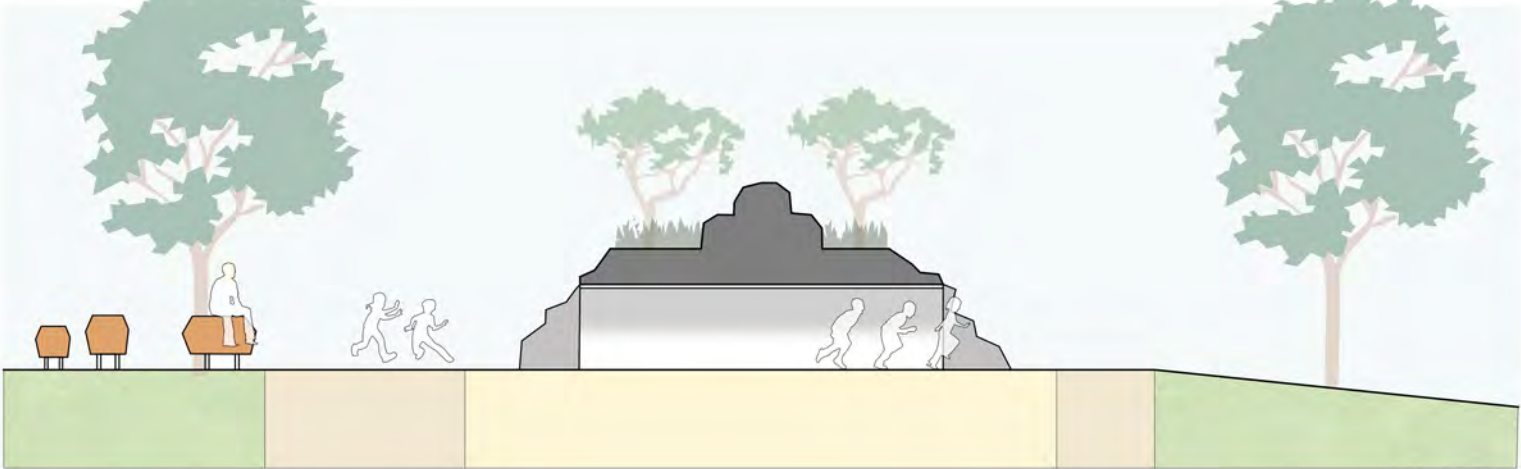
# ISLAND PLAY



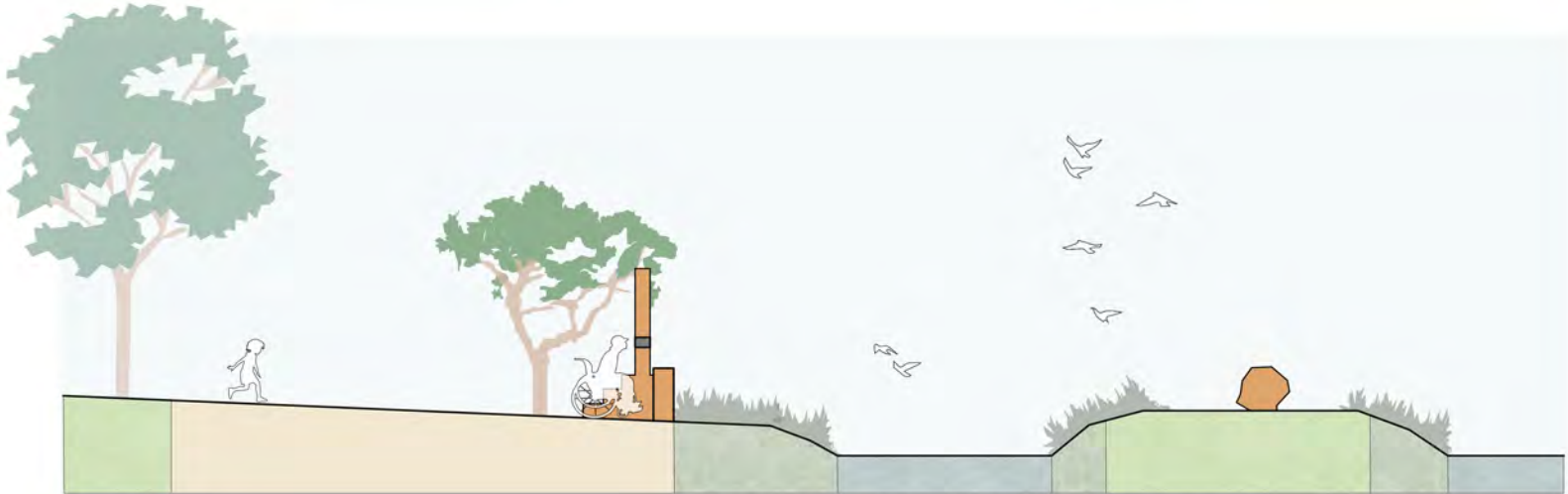
SECTION A



SECTION B



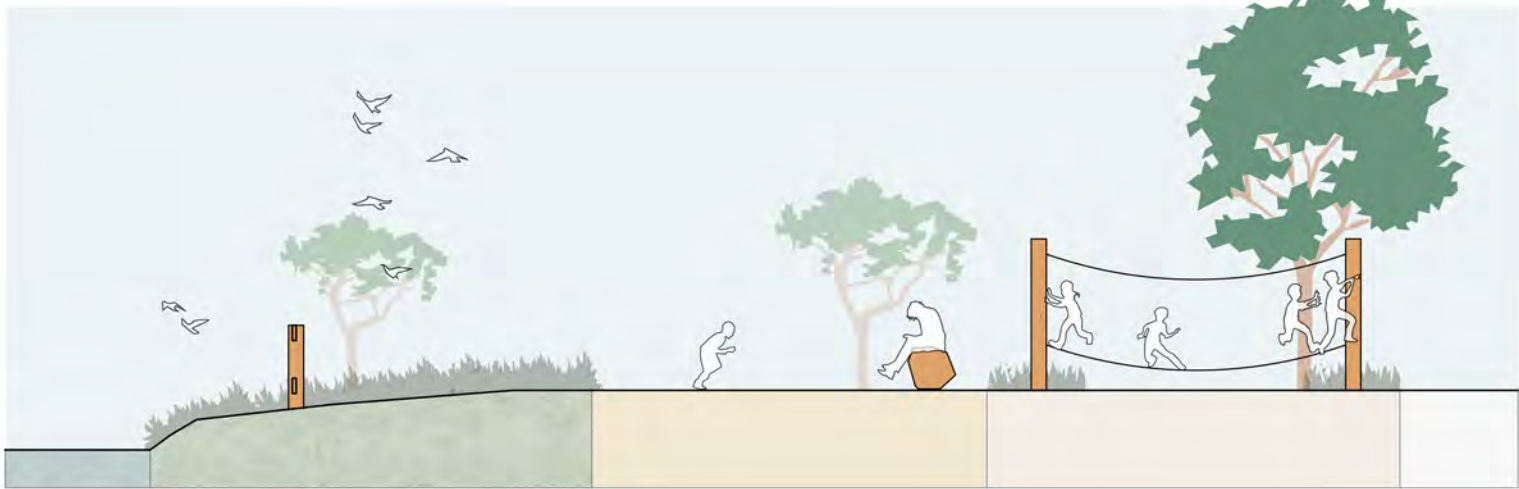
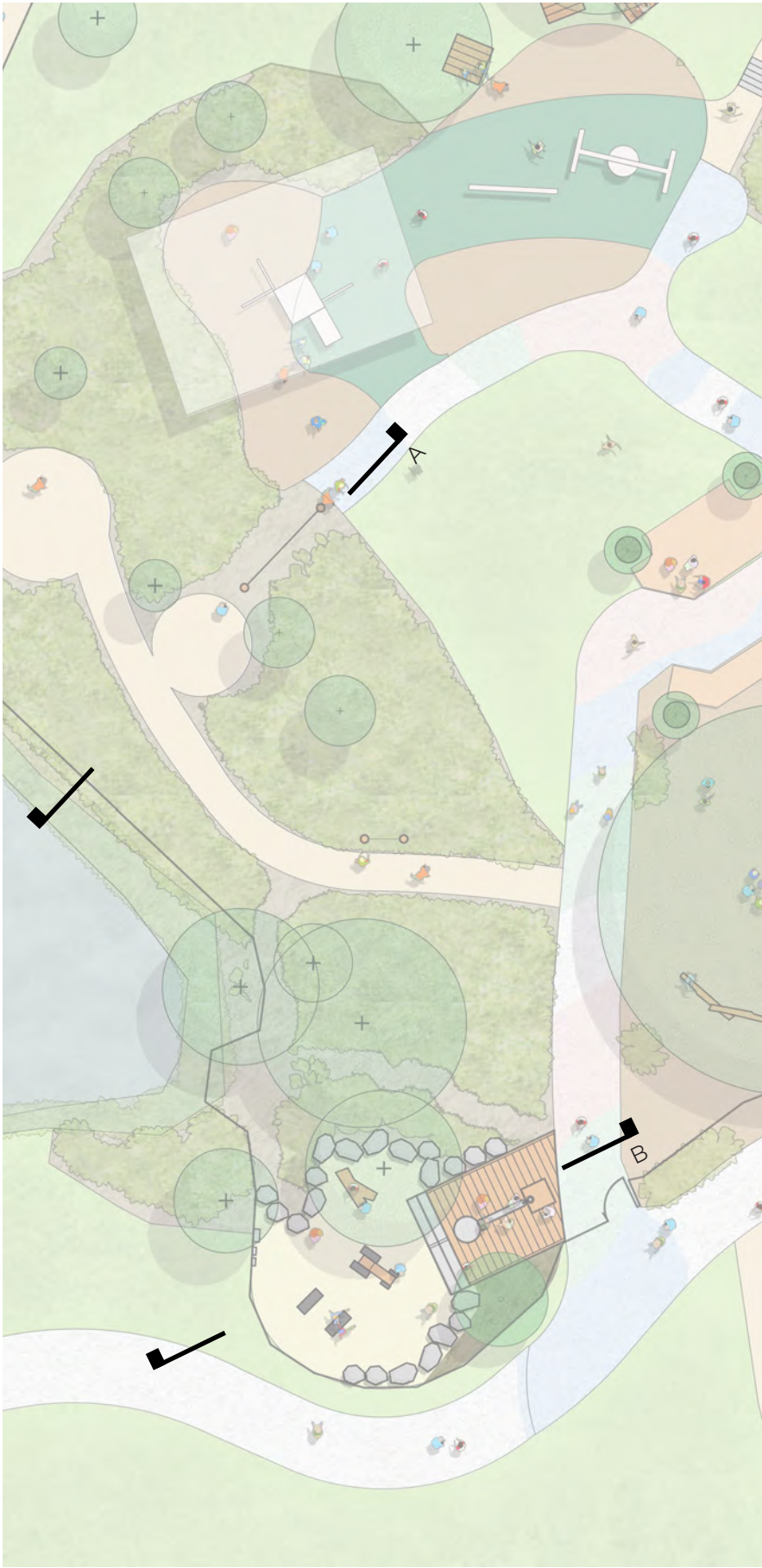
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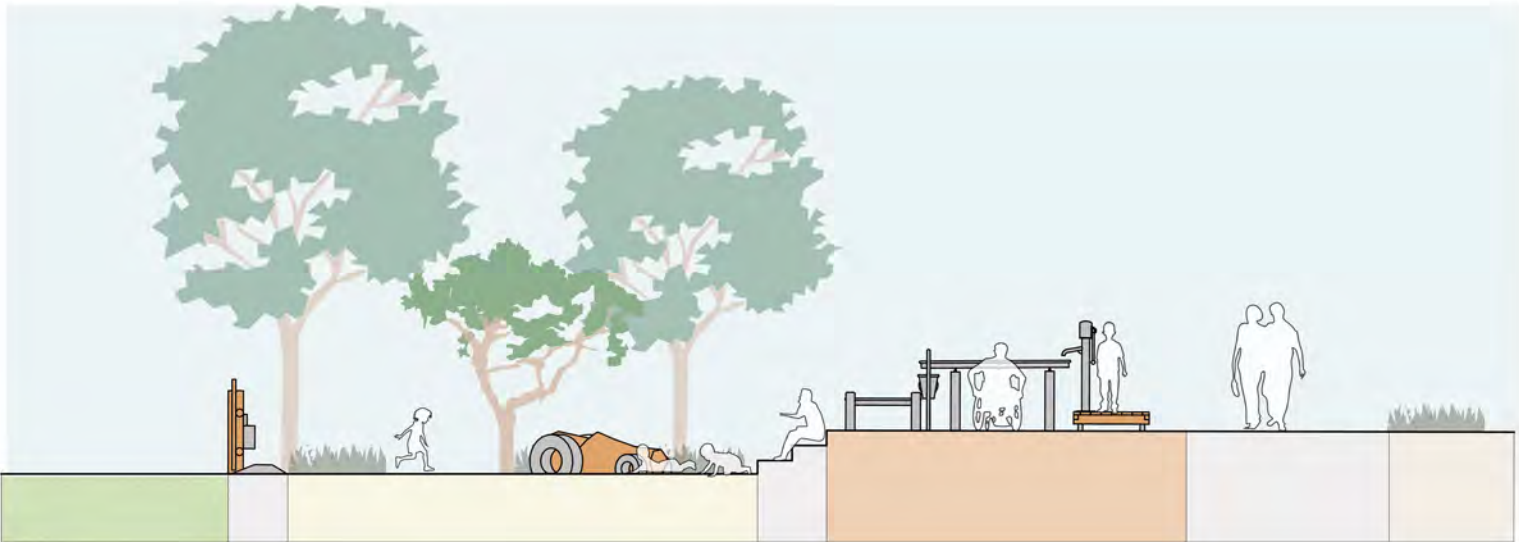
SECTION D



# SAND AND WATER PLAY



SECTION A



SECTION B



# ISLAND PLAY





# CREEK CROSSINGS





# SAND PLAY

