



# GLEBE PARK NATURE PLAY CANBERRA

Final Sketch Plan Report  
12th April 2019



Document Information

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Document History & Status

Rev	Date	Description	Prepared By	Reviewed By	Approved By
A	15.03.19	For Issue	IS	IS / KL	KL
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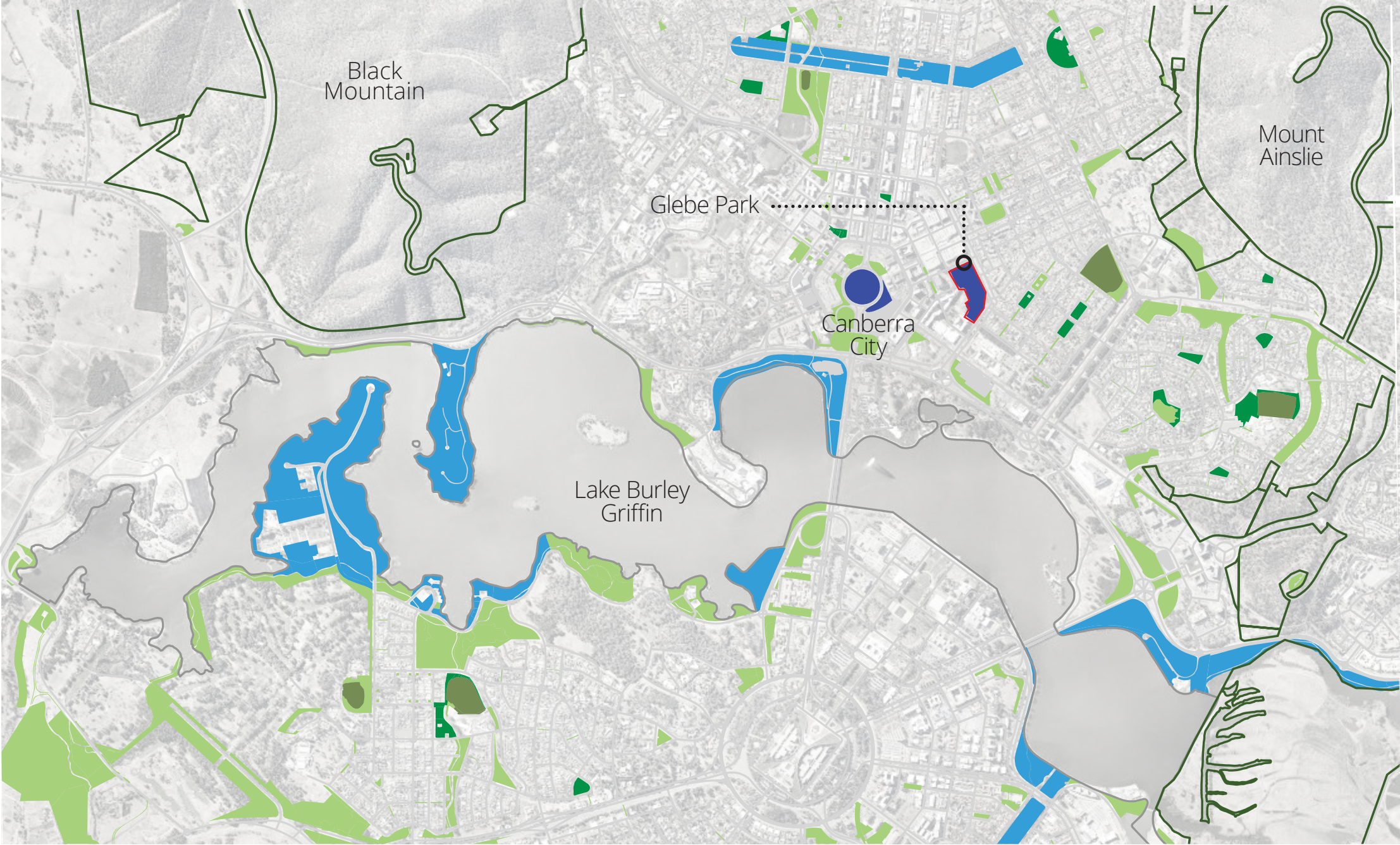
# Site Context

## Open Space in Canberra

Glebe Park is identified as a Town Park in Canberra where there are limited play opportunities (particularly Nature Play) in the city.

- Town Park
- District Park
- Neighbourhood park
- Other urban open space
- Sport Facilities
- Nature Reserve

\*Information sourced from Glebe Park Masterplan Report







NTS



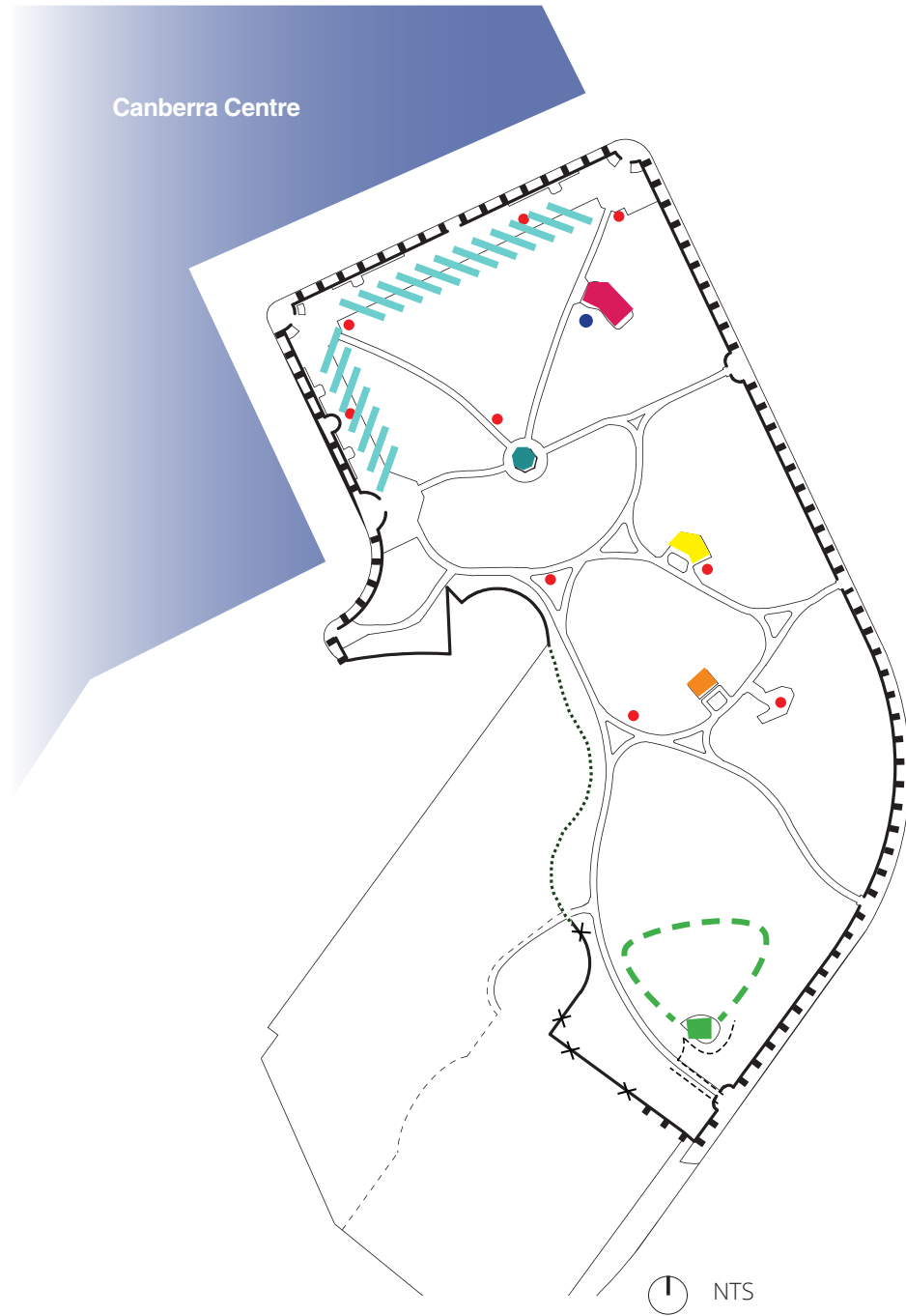
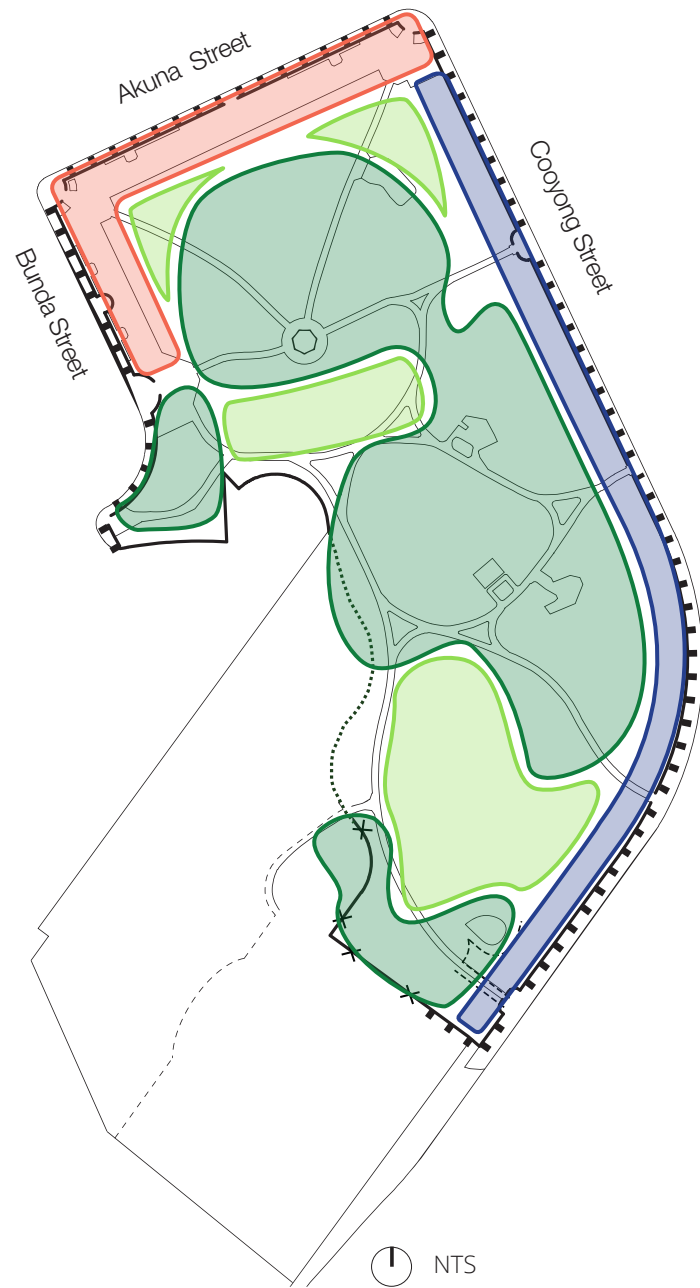
# Site Appreciation

## Character

There are 4 distinct character zones within Glebe Park due to the context and environment within including:

-  Urban Edge  
The urban edge interfaces Canberra Centre and provides paved areas with table and seating opportunities viewing onto the park. The paved areas provide opportunity for temporary markets which spill out onto the open grass areas.
-  Busy street edge  
Cooyong Street is a 4 lane road providing a noisy and busy street edge to Glebe Park.
-  Dense tree canopies  
The exotic deciduous trees are a significant feature of Glebe Park with a mixture of formal tree planting along the street edges and informal tree planting throughout.  
The trees provide seasonal interest throughout the year as well as providing summer shade and winter sun.
-  Open turf area  
The open turf areas are a variety of sizes and are scattered throughout the park. They are used for passive use, informal kick around to viewing the stage.

\*Information sourced from *Glebe Park Masterplan Report*





Access and Circulation

There is an existing path network hierarchy in Glebe Park defining the main routes of travel throughout the space.

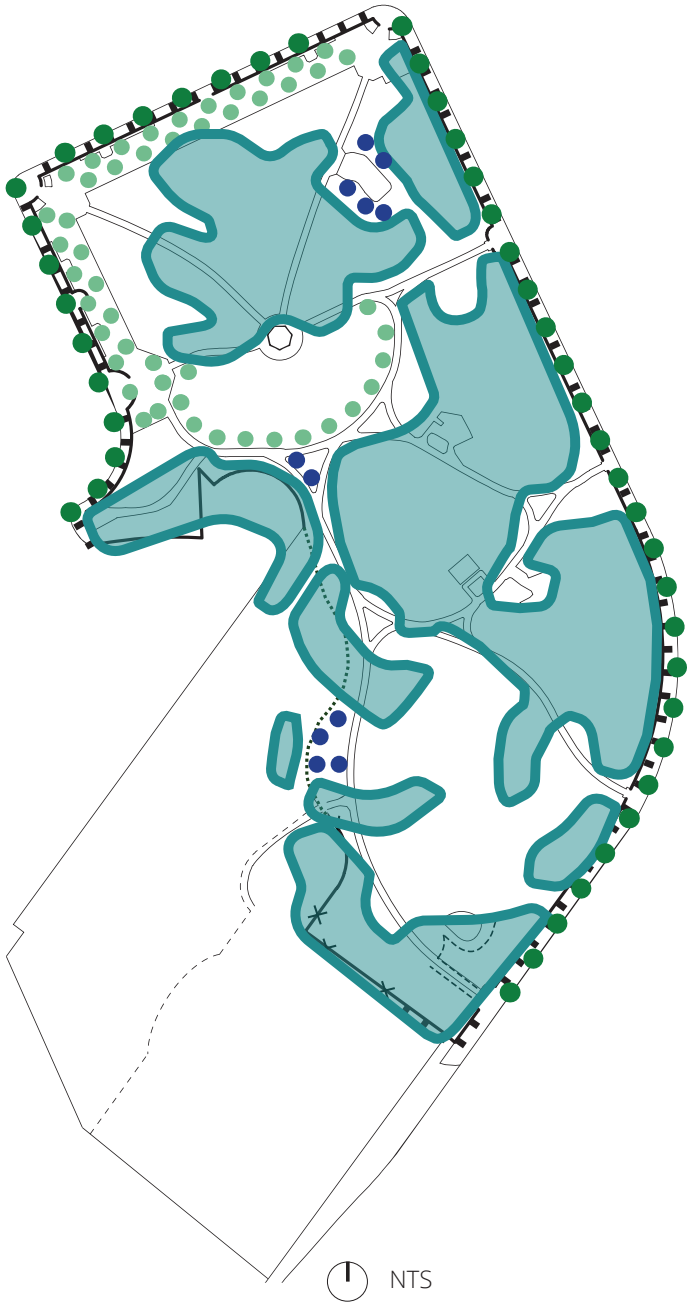
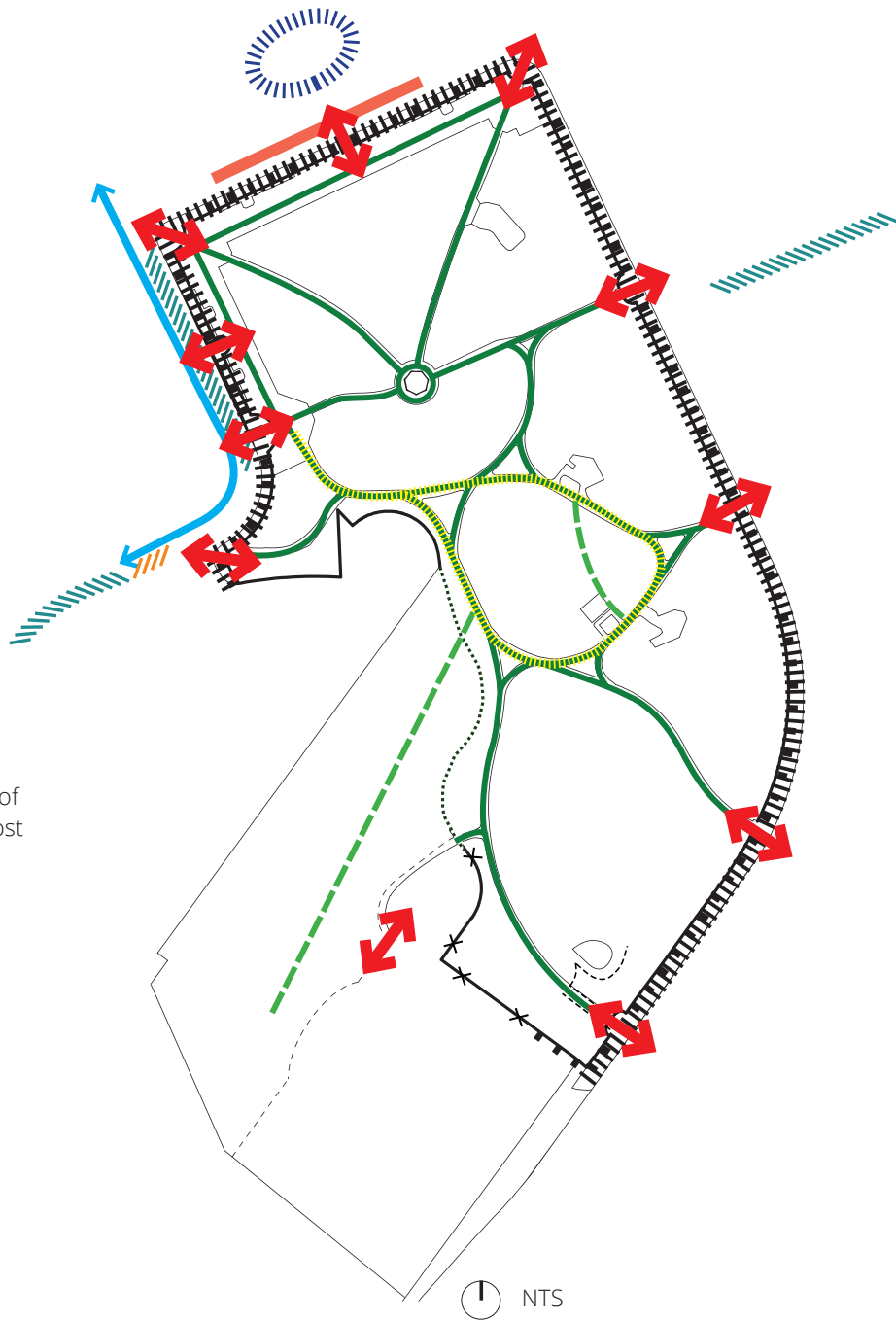
- Park entries
- Cycleway and shareway connections
- Pedestrian route of travel
- Pedestrian desired route of travel
- Fencing
- Service access route
- Bus stop
- Shopping centre parking
- On-street car parking
- On-street disabled car parking

Trees

The existing trees are a significant part of Glebe Park, some of which are protected under the Tree Heritage Act 2005. Almost all trees are exotic species being the English Elm, Oak and Poplar.

- Street trees
- Formal tree setout
- Dense informal tree planting
- Recent tree planting

\*Information sourced from *Glebe Park Masterplan Report*





# Background Documents

## Play Spaces Priorities Framework

The Key Principles were developed by the ‘Have Your Say on City Services for Better Suburbs in Canberra’ Play Spaces Forum in 2018 including:

### Quality

Quality over quantity: getting the right mix that delivers value (value of play, value of investment, leverage value of existing assets etc.)

### Connection

Connection to the community (physically and socially)

### Inclusive

Play spaces are inclusive

### Wellbeing

Play spaces enhance physical and mental wellbeing

### Environment

Play spaces enhance and preserve the natural environment

### Equity

Equity across the city (number, variety, location)



## Inclusive Play

The principles The Everyone Can Play in NSW best practice manual the design team has adopted these principles. The overarching principles of this document have been adhered to at the sketch design and provide a framework for making sure all members of the community can both access and enjoy Glebe Park Nature Play. These principles are:

### Can I get there?

Consideration of location, wayfinding and accessibility ensuring everyone can find their way to, in and around the playspace

### Can I play?

Ensuring play experiences as a whole (incl. surfacing, equipment etc) accessible in a variety of challenging and engaging ways to all users.

### Can I stay?

Providing sufficient amenities, safety, connection to the wider environment and challenges to allow users to stay as long as desired.





# Consultation No.1

The consultation process for Glebe Park Nature Play has been undertaken in conjunction with TCCS and Cathy Hope for 2 consultation periods being:

1. Initial consultation at project start up
2. During preliminary sketch options

## 1. Initial consultation at project startup

Consultation No.1 was undertaken at several events and locations including:

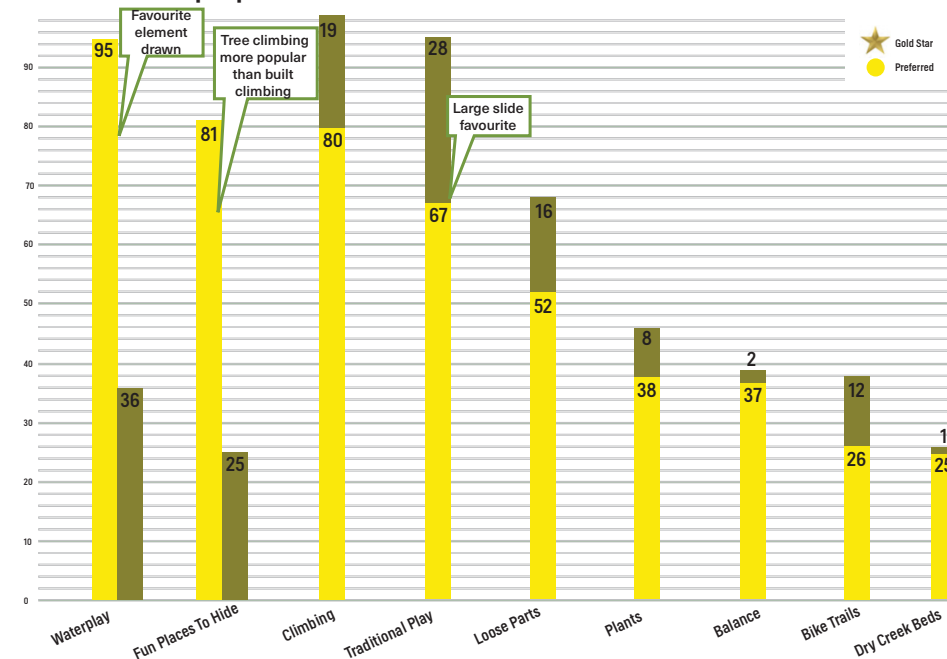
- Glebe Pop Up Park
- Ainslie Public School
- Black Mountain School
- Child Care Centres
- Online Consultation

Participants were asked to locate the best space for the nature play in Glebe Park, as well as vote on their favourite nature play opportunities and elements. At the school consultation participants were also asked to draw their favourite play experience.

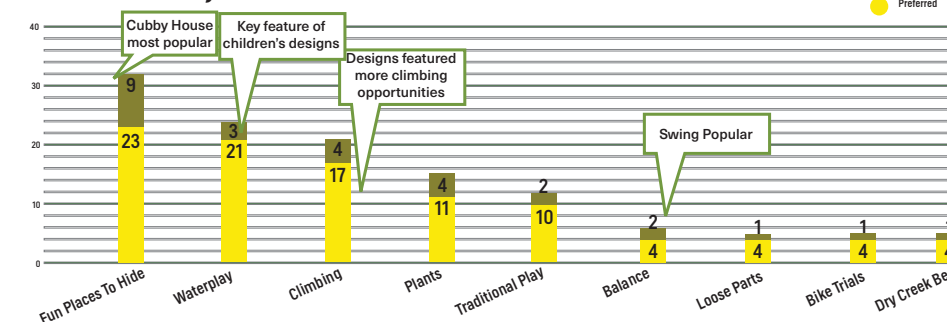
## Key outcomes

- Participants selected the blue zone for the best location of the nature play due to access to adjacent streets and Canberra Centre, adjacent turf space, existing shade and optimising areas of turf which don't thrive due to leaf drop. It was also selected due to its connection to the primary path network and visual connection to the existing playground. Constraints to this location include distance to the toilets and conflict of lunch time users during the week.
- In all consultations the favourite nature play opportunities were climbing, fun places to hide and waterplay.

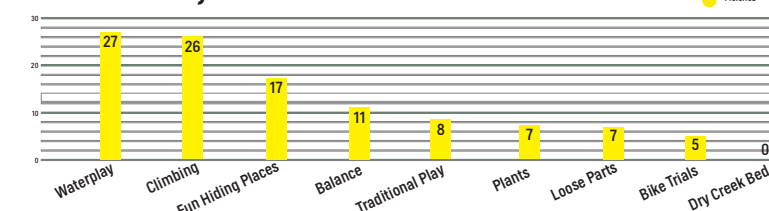
### Glebe Park Pop Up



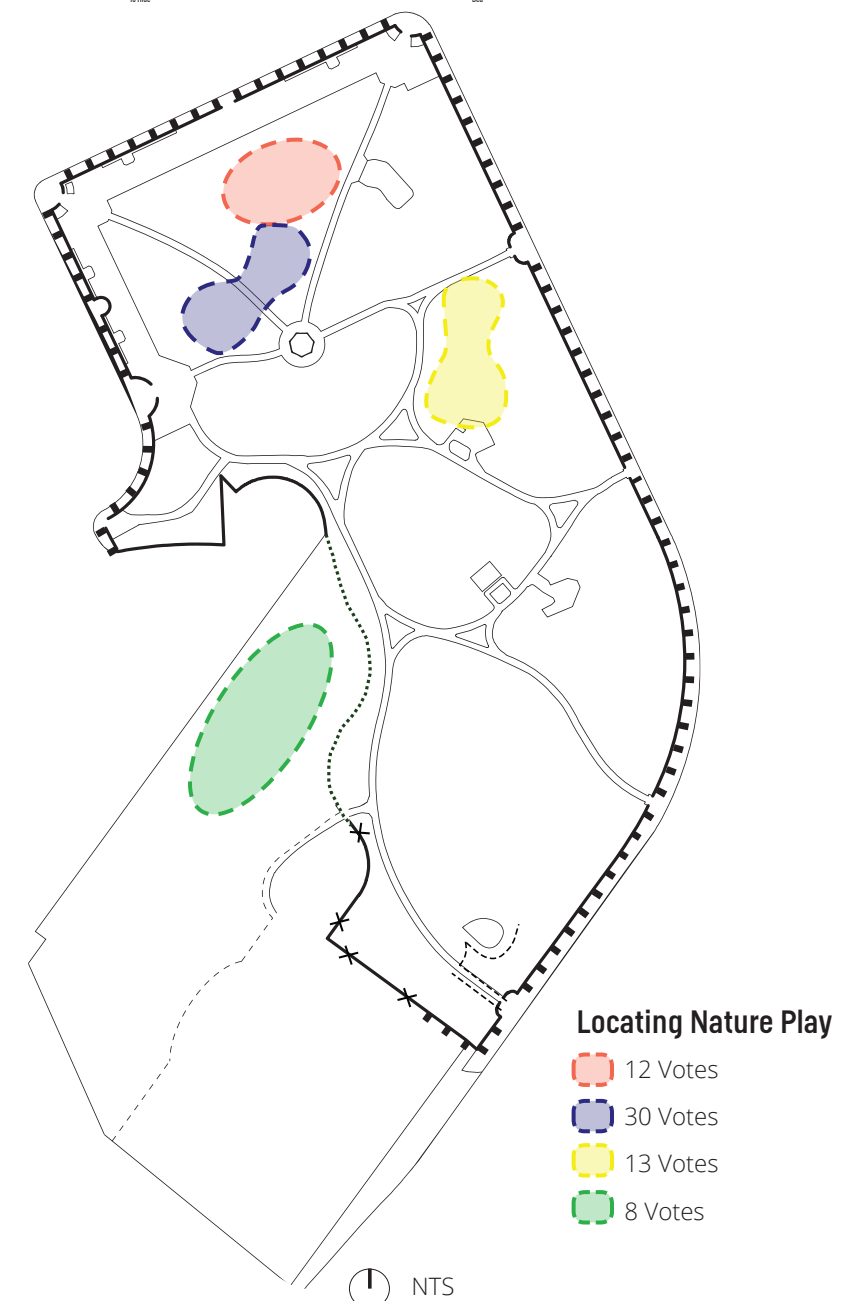
### Ainslie Primary School



### Online Survey



### Black Mountain Public School



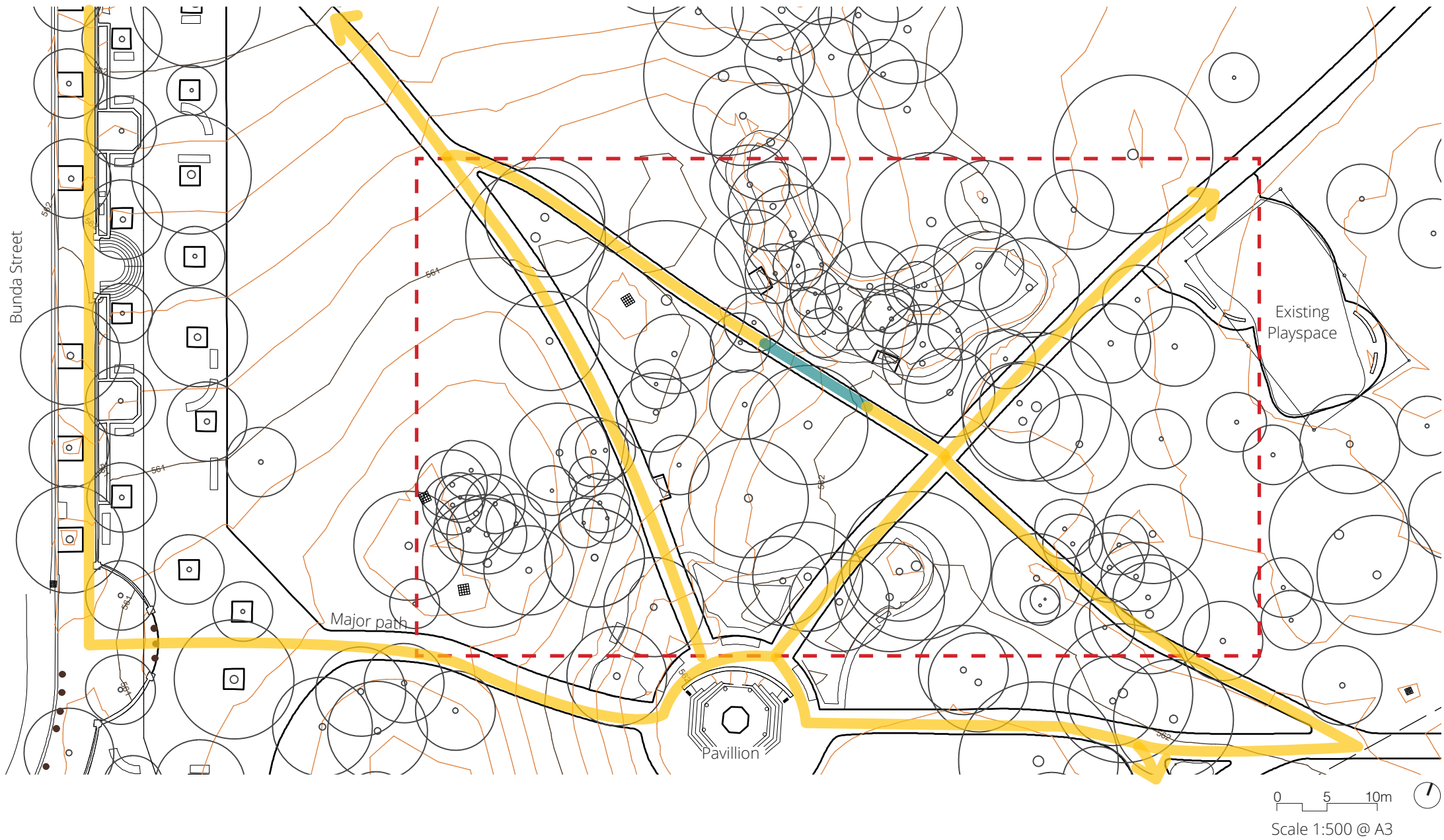


# Site Analysis

## Accessibility

There is an existing path hierarchy throughout Glebe Park which will provide an accessible route of travel to the Nature Play. Play experiences will stem from the existing path network.

- - Selected Nature Play Site
- Accessible route of travel
- Non-accessible route of travel

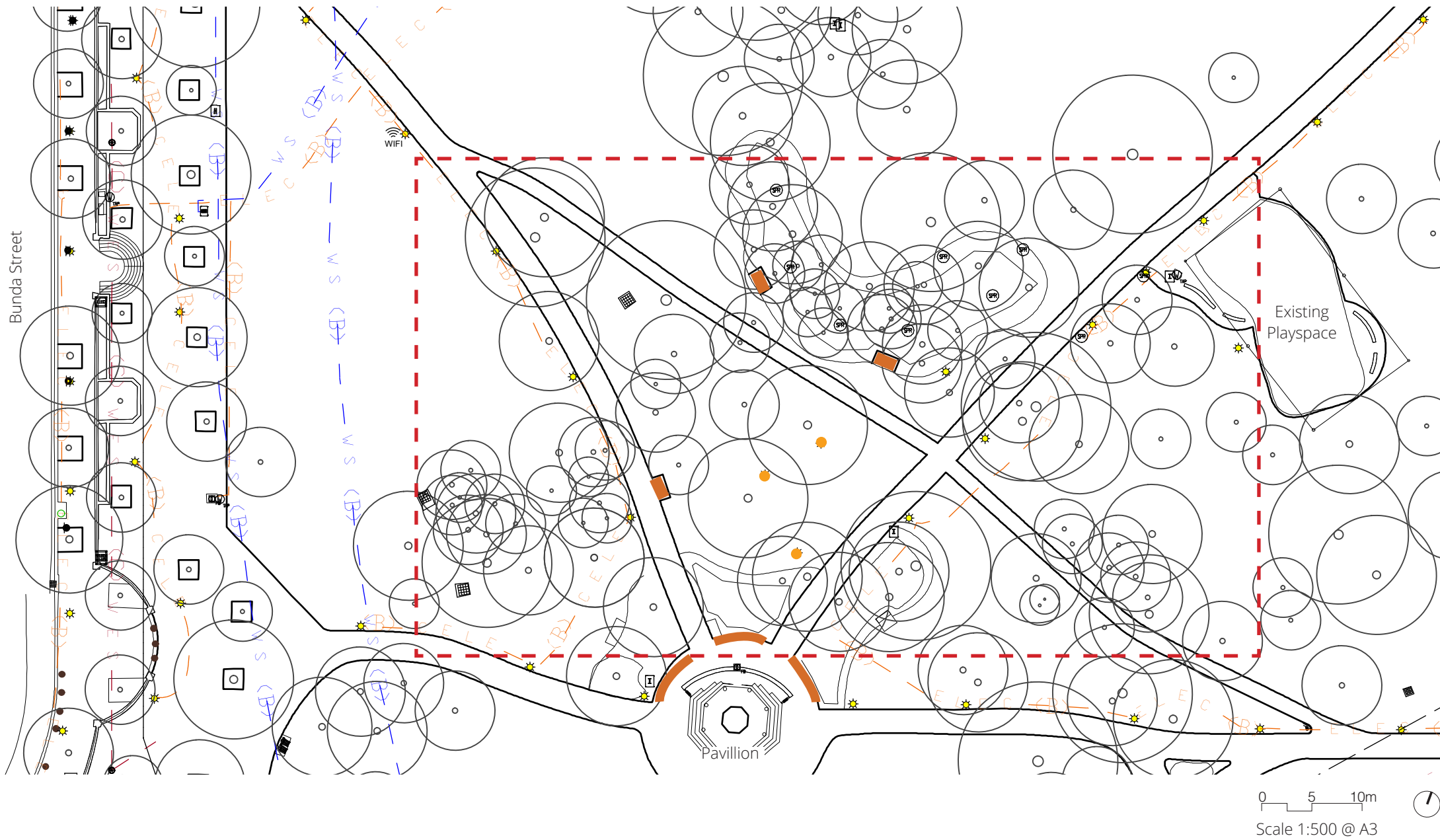




Fixtures and Services

There is an existing palette of fixtures present in Glebe Park including furniture and lighting. Numerous services provide electricity, potable water and drainage connections.

- - Selected Nature Play Site
- ★ Light poles
- Uplights (no conduit connection)
- Electrical conduits (underground)
- Potable water connection (underground)
- Stormwater pits
- Park bench



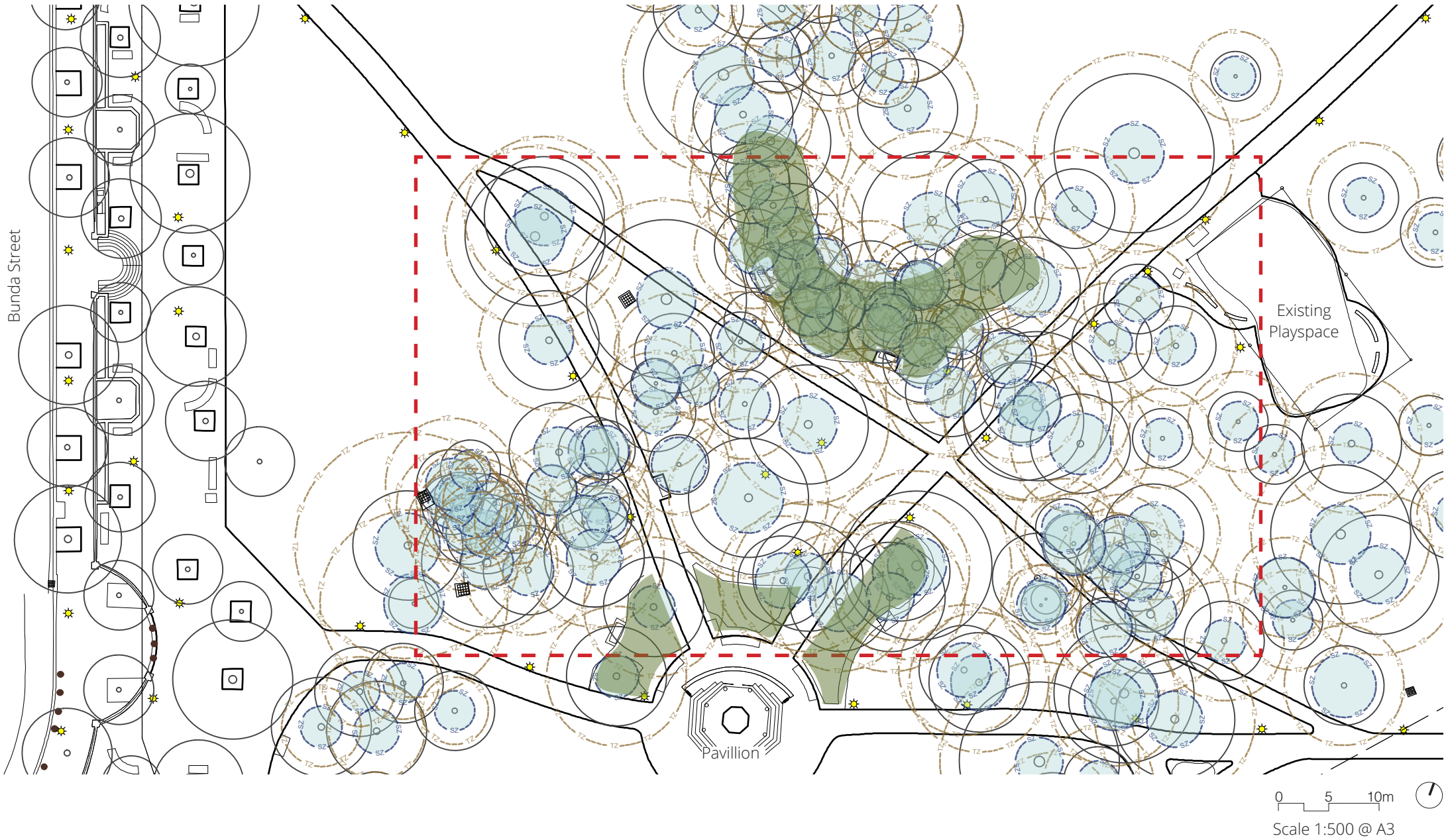


Vegetation

Glebe Park is defined by the numerous exotic deciduous trees including English Elms, English Oaks and Poplars. The English Elms are significant being registered under the Tree Protection Act 2005.

- Selected Nature Play Site
- Tree
- Exotic mass planting
- Structural Root Zone as advised by TCCS
- Tree Protection Zone. Note zone calculated from survey information provided by TCCS on 15.1.19 named '15047\_001' and AS 4970-2009

Note Arborists and Heritage Report prepared by others and proposed nature play design may be require updates with recommendations.





Playspace location





The Nature Play location from the community consultation favoured the proposed space due to:

- Close to Canberra Centre and transport
- Area flows out to open turf space (minimise tree root conflict)
- Existing tree shade
- Trees appear to have good health (subject to arborists advice)
- Optimising areas where turf doesn't thrive due to leaf drop
- Visual connection to existing playground
- Connected to primary path
- Set into park - distant from busy road

Constraints in this location included:

- Distance from toilets
- Conflict of office lunch time users

Landscape features defining this space include:

-  Gentle embankment
-  Adjacent turf kick around area
-  Existing stormwater pit for water play
-  Open flat zone clear of existing trees





# Design Vision

# FOREST ADVENTURE



## Play for All

- Inclusive play opportunities for all
- Provision of key play experiences for all users
- Provision of seating opportunities and companion spaces for guardians and carers



## Nature Play

- Providing opportunity for sensory play and experience with the use of materials, finishes and planting palette
- Sympathetic use of materials within Glebe Park for a consistent palette
- Non-prescriptive play opportunities



## Response to Site

- Enhancing play opportunities with the existing tall vertical Elm Trees
- Effects of seasonal variation with the deciduous Elm Trees
- Consideration of the Canberra environmental conditions with the heat in Summer and the cold in Winter

# Consultation No.2

Consultation No.2 was undertaken at 2 events including:

- Glebe Pop Up Workshop. This included adult participants who elected to be involved after the first Glebe Pop Up consultation
- Ainslie Public School. The children who participated in the first round of consultation participated in the second.

Two sketch designs were presented to the participants:

- Option 1: Cocoon
- Option 2: Enchanted Journey

Each option was discussed with precedent imagery for each play element. Participants were asked to vote for their favourite sketch option and explain the reasons why. Participants were also given the opportunity to suggest further additions and/or subtractions to enhance the play space.

## Key outcomes

- At the Glebe Pop Up Workshop Option 2 was the preferred option with the focus on nature play
- At the Ainslie Public School consultation Option 1 was the preferred option featuring a climbing element/tree house
- TCCS advised participants that the design leading into Phase 2 will focus on the School Consultation outcome (Option 1) as they will be the users who will mostly benefit from the playspace. Additional items for older participants e.g. adults can be recommended for Stage 2 of works.

## Cocoon

Play cocoons on the forest floor are created from clearings in the mass planting.

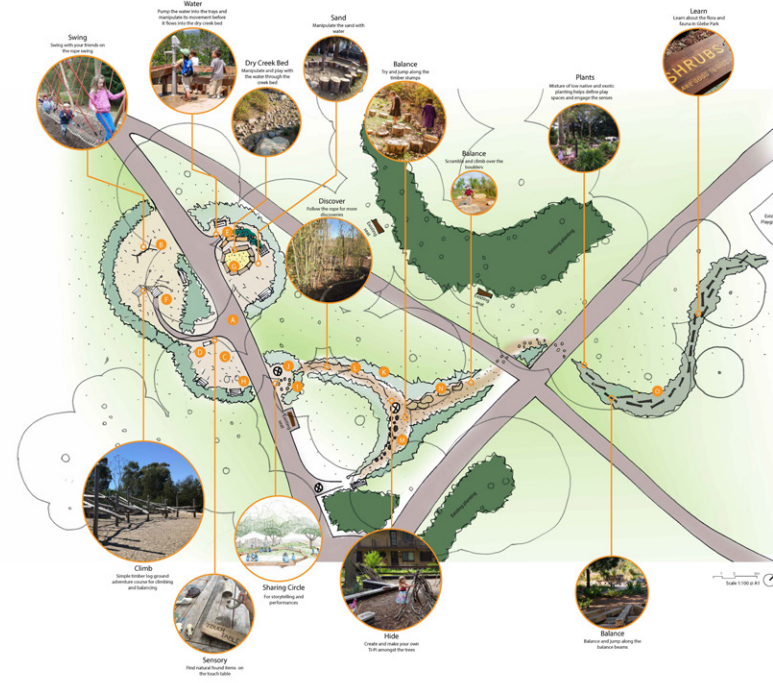
The cocoons provide a sense of enclosure and protection for small quiet, intimate spaces to large open social play spaces.

A forest adventure leads children to the existing play space.

- 1 Access path
- 2 Rope swing
- 3 Activity space for building and creating
- 4 Touch table
- 5 Water play with manual pump and accessible table
- 6 Simple timber climbing adventure course
- 7 Sand play with accessible table
- 8 Seating with companion spaces
- 9 Gathering social circle
- 10 Tri-p's for creating and hiding
- 11 Sensory planting with seasonal variation and interest
- 12 Discovery rope
- 13 Timber stump step stones
- 14 Boulders
- 15 Balance Beams



Option 1: Cocoon



## Enchanted Journey

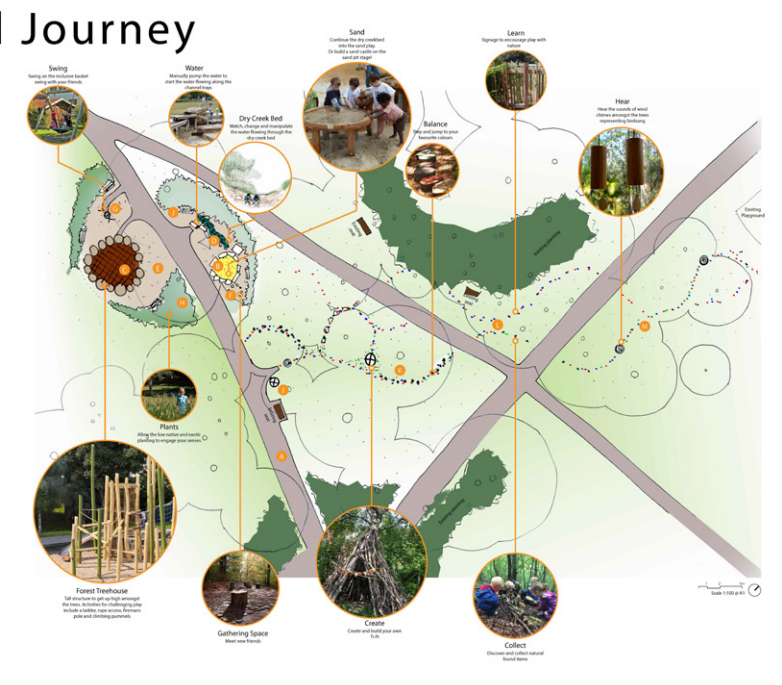
Take a journey along the forest floor to engage your senses. Meander through the Elms to discover and learn.

Feel the tactile elements of nature play including water, sand, timber, rock and rope. Hear the wind chimes amongst the trees. See the seasonal variation in planting throughout the year.

- 1 Access path
- 2 Sand play with accessible table
- 3 Vertical forest treeshouse with climbing opportunities for varied challenges including ladders, ropes, firemans pole and climbing pommals
- 4 Water play with manual pump, dry creek bed and accessible table
- 5 Activity space for building and creating
- 6 Social gathering space
- 7 Inclusive basket swing
- 8 Sensory planting with seasonal variation and interest
- 9 Tri-P's for building and hiding
- 10 Seating with companion spaces
- 11 Discovery journey through the Elm Forest with ground markers
- 12 Timber stump step stones with coloured paint
- 13 Wind clothes within the trees representing kindle of Glebe Park



Option 2: Enchanted Journey





# Playspace Design

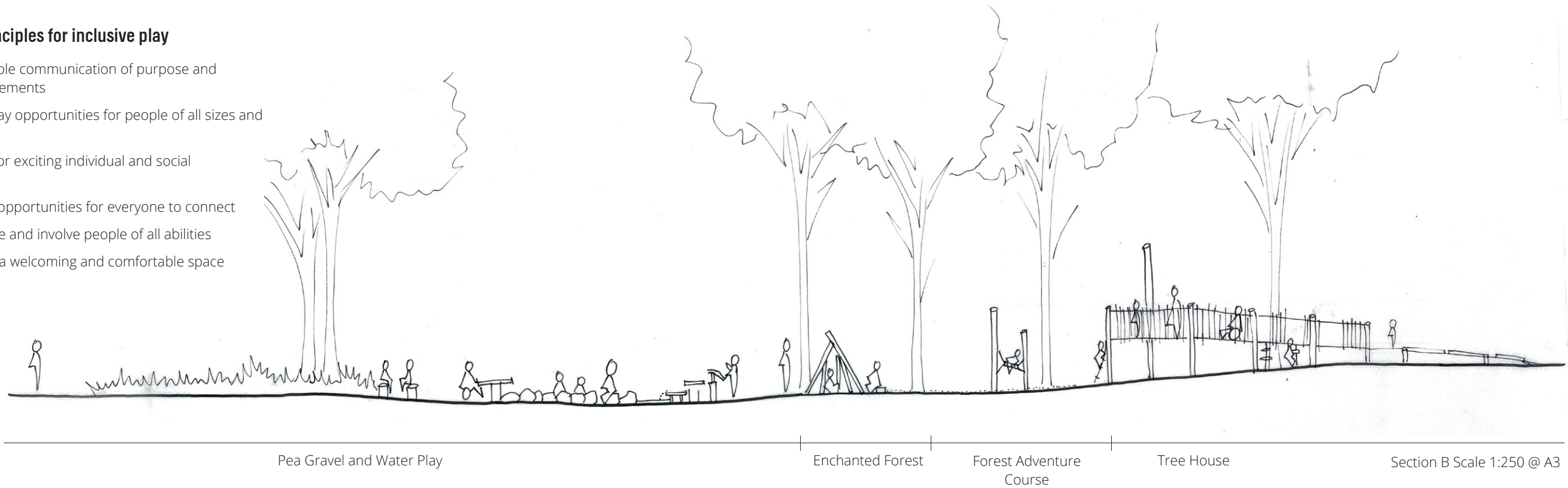
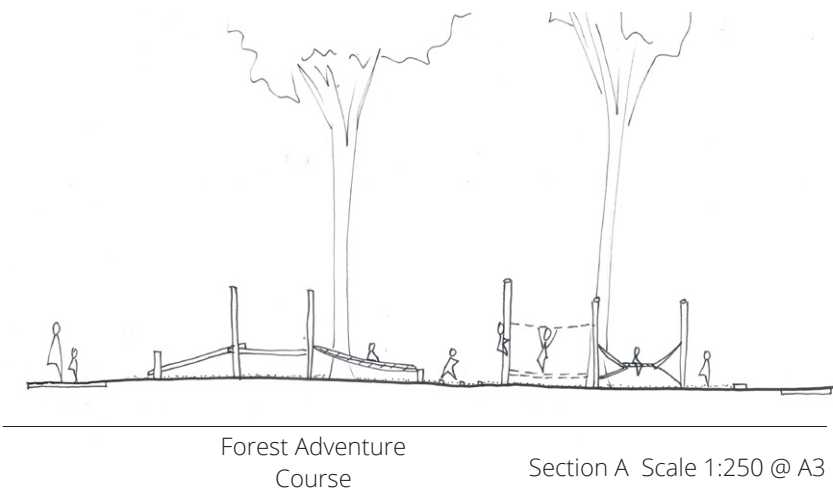
Glebe Park Nature Play has taken cues from the English Elm trees scattered throughout the park. Glebe Park Nature Play is intended to be an all abilities play space. The design process has been undertaken in conjunction with SQC Architecture to ensure best practice is adhered to in providing play experiences for people of all ages and abilities.

Due to budgetary constraints there is a limitations on the Stage 1 deliverables, however future recommendations are provided to enhance the play experience for all in the future.

Material selection for the nature play is sympathetic to the existing character of Glebe Park with the use of timber and neutral toned colours. Materials include timber, mild steel, stone, rope, mulch and wetpour rubber.

### Guiding design principles for inclusive play

- 1. FIND - clearly legible communication of purpose and location of play elements
- 2. FIT - a range of play opportunities for people of all sizes and abilities
- 3. CHOOSE - allow for exciting individual and social experiences
- 4. JOIN IN - provide opportunities for everyone to connect
- 5. THRIVE - challenge and involve people of all abilities
- 6. BELONG - create a welcoming and comfortable space





**Legend**

- Existing Mass Planting
- Timber
- Decomposed Granite
- Rubber Wetpour
- Sensory Planting
- Mulch
- Pea Gravel

**Glebe Park Nature Play consists of the following zones:**

- |   |  |
|---|--|
| <span style="display: inline-block; width: 15px; height: 15px; background-color: #8D6E63; border: 1px solid black; margin-right: 5px;"></span> <b>Pea Gravel and water play</b> | <span style="display: inline-block; width: 15px; height: 15px; background-color: #FFEB3B; border: 1px solid black; margin-right: 5px;"></span> <b>Adventure Course</b> |
| <b>A</b> Water pump   | <b>M</b> Hanging net   |
| <b>B</b> Accessible water tray tables   | <b>N</b> Timber balance beams  |
| <b>C</b> Dry creek bed  | <b>O</b> Balancing rope  |
| <b>D</b> Pea gravel pit   | <b>P</b> Twisting ladder   |
| <b>E</b> Accessible tray tables   |  |
| <b>F</b> Gathering circle   | <span style="display: inline-block; width: 15px; height: 15px; background-color: #C2185B; border: 1px solid black; margin-right: 5px;"></span> <b>Tree House</b>       |
| <b>G</b> Sensory planting   | <b>Q</b> Accessible ramp   |
| <b>H</b> Informal seating   | <b>R</b> Viewing platform  |
|   | <b>S</b> Seating   |
| <span style="display: inline-block; width: 15px; height: 15px; background-color: #00BCD4; border: 1px solid black; margin-right: 5px;"></span> <b>Enchanted Journey</b>         | <b>T</b> Rope ladder   |
| <b>I</b> Play house   | <b>U</b> Firemans pole   |
| <b>J</b> Timber stumps steppers   | <b>V</b> Binoculars  |
| <b>K</b> Wind chimes  | <b>W</b> Spiders rope web  |
| <b>L</b> Timber balance beams   | <b>X</b> Balancing edge  |
|   | <b>Y</b> Monkey bars   |

Each of these zones offer different play opportunities and are connected by the existing pathway that feature accessible grades.



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Accessibility

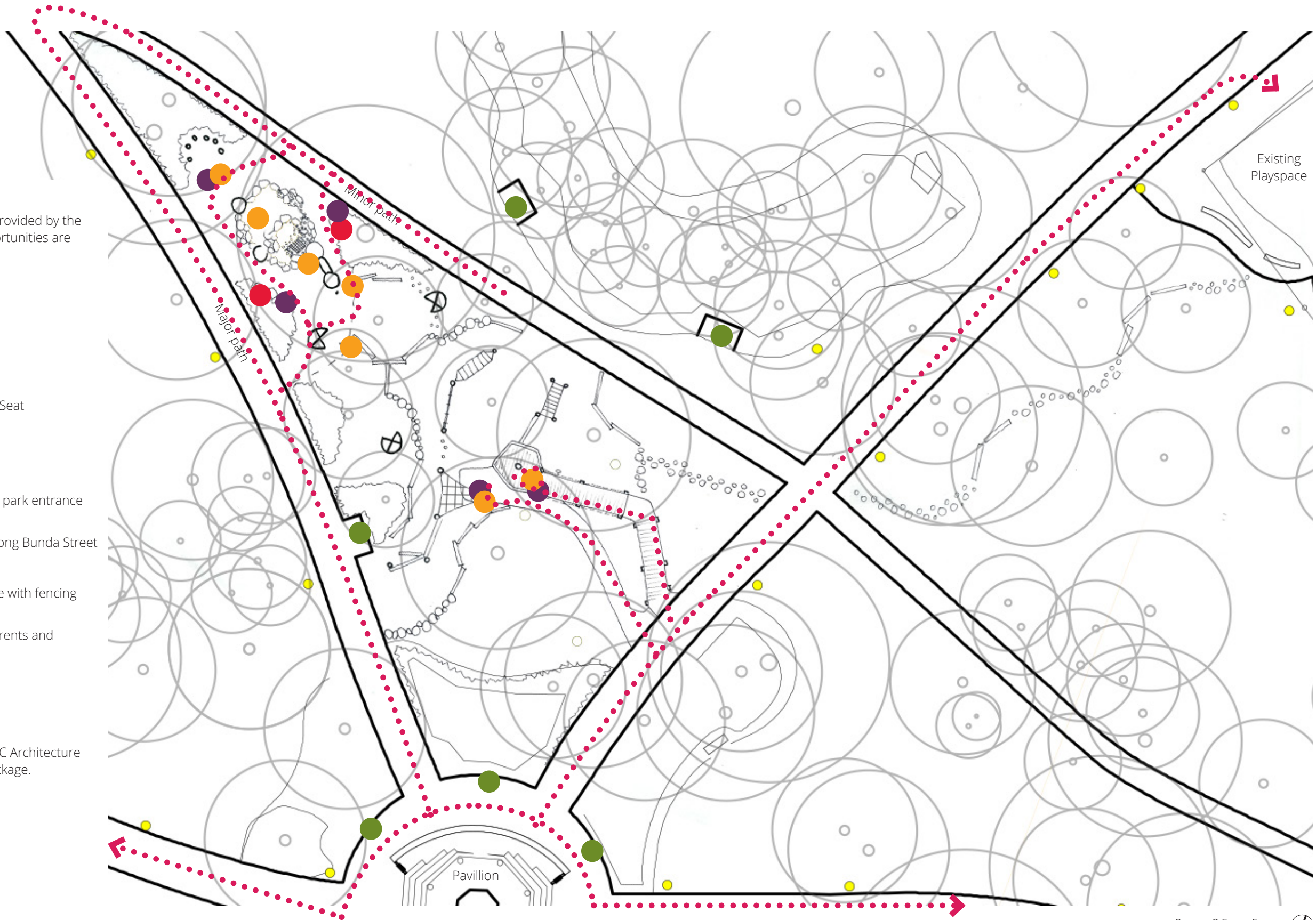
Access to the perimeter of the play space is provided by the existing network of paved paths. All play opportunities are connected to this path network

- Inclusive play elements
- Accessible route of travel
- Companion space
- Existing Bench Seating
- Recommended DDA compliant Bench Seat

Recommendations

- Addition of accessible entry at the formal park entrance (corner of Akuna and Bunda Street)
- Additional disabled car parking spaces along Bunda Street
- Provide a Changing Places facility
- Minimise access points into the playspace with fencing sympathetic to Glebe Park
- Addition of DDA compliant seating for parents and guardians
- Addition of access wayfinding signage

For further information on Access refer to SQC Architecture Disability Access Review Appended to this package.





## Grades of challenge

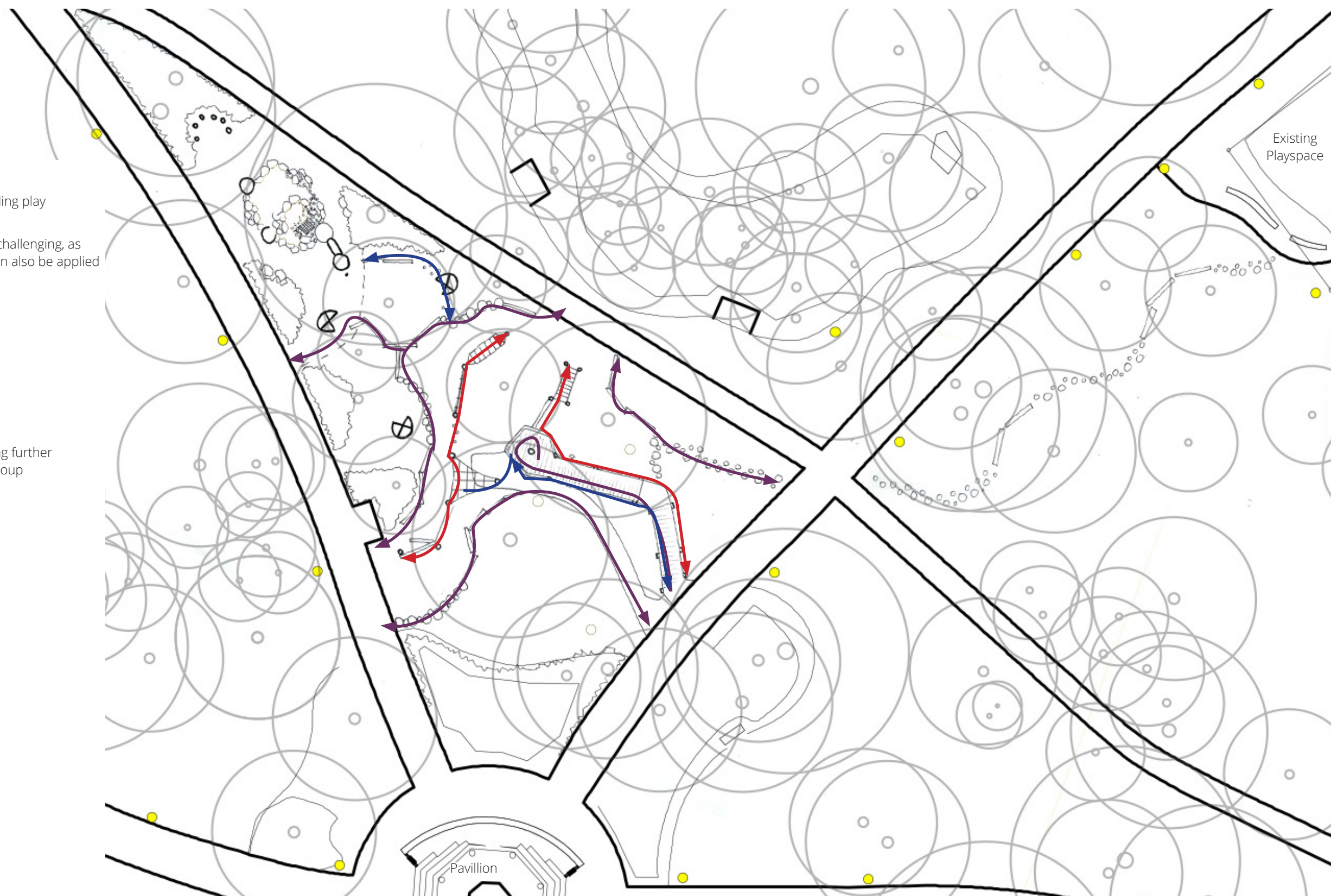
Glebe Park Nature Play is a space for all providing play opportunity for a range of ages and abilities.

The variety of challenges ranges from easy to challenging, as well as accessible opportunities. Challenges can also be applied solo or with several users.

- Easy
- Moderate
- Challenging

## Recommendations

- Additional future challenging play providing further opportunities for a wider and older age group





### Pea Gravel and Water Play

Pea gravel and water play has been located to the western edge of the playspace for surveillance from Akuna Street as well as an existing drainage point for the water play.

The existing English Elms provide dense shade during the summer months and allows for sunlight during the winter months.

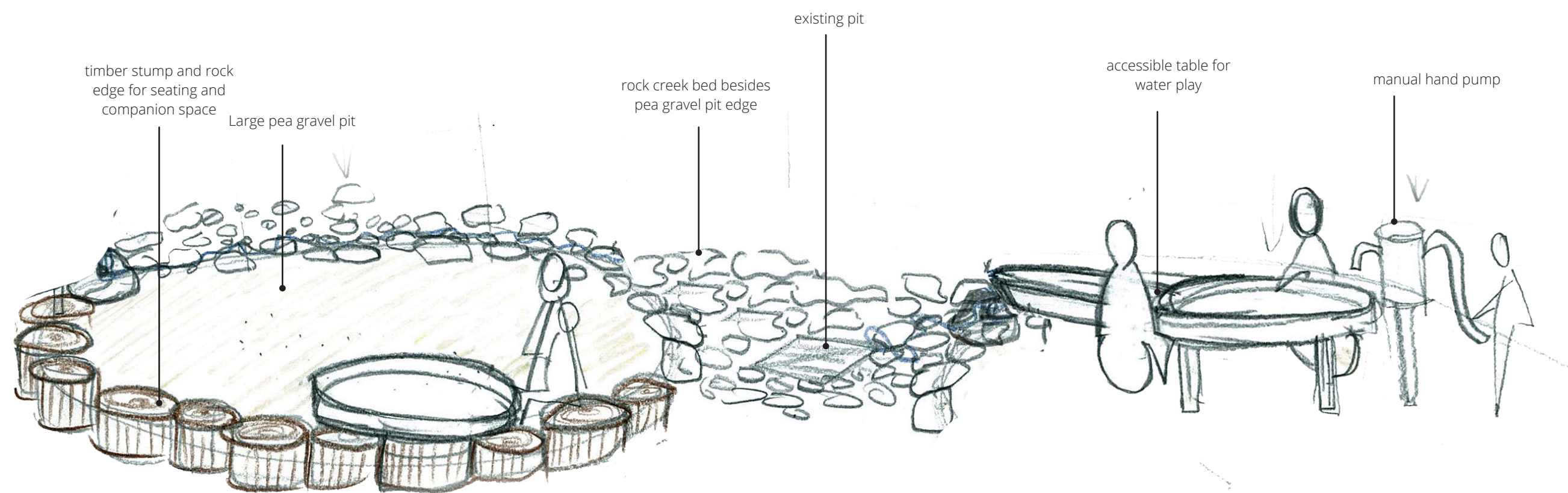
The generous pea gravel pit provides ample space for numerous children of all abilities to use.

- A** Manual hand pump provides potable water
- B** Series of elevated tray tables enables water to flow through at various heights for inclusive opportunities
- C** Dry creek bed drains the water before draining into the existing stormwater pit
- D** Pea gravel pit with a boulder edge acting as a stage as well as seating opportunities for carers and guardians
- E** Elevated tray table to pea gravel pit edge for inclusive opportunities for all users
- F** Gathering circle with accessible companion space
- G** Sensory planting wraps around the pea gravel and water play providing a sense of enclosure and protection
- H** Ample informal seating boulders for parents and guardians

### Recommendations

- Sensory experience can be enhanced with more diverse planting to stimulate the human senses including touch, smell and taste
- Temporary pea gravel pit cover to protect the gravel from leaf litter
- Additional tray tables of various heights for various age groups of wheel chair users
- Future implementation of sand for sensory and manipulative play opportunities







### Enchanted Journey

The Enchanted Journey enhances the users experience of meandering through the existing English Elm Forest.

The journey enables users to move through the space to explore on their own route and at their own pace. Users are guided to view in different directions around the park as well as viewing up to the sky through the tree canopies.

There is minimal impact with the elements in the Enchanted Journey having limited impact on the existing trees.

The Enchanted Journey provides a linking element between the Pea Gravel and Water Play, to the Forest Adventure Course and onto the existing playground.

#### Play opportunities

- I** Cluster of 3 playhouses of various sizes are featured along the journey. The completed construction of the playouses will vary encouraging children to build their own with branches and sticks. Children can also decorate the playhouses with found natural items
- J** Timber stumps of different colours provide connection routes through the forest floor. Children can choose their colour for competitive play or challenge
- K** Wind chimes are hung amongst the tree canopies providing sensory sounds and encouraging users to look up.
- L** Timber balance beams provide balancing opportunities and are used within the existing tree Structural Root Zones to minimise root disturbance. Balance beams also provide informal seating opportunities for parents and guardians

#### Recommendations

- Ensure materials for playhouses have a constant supply and/or top up
- Sensory planting which engages with all the senses: tactile, visual, auditory and vestibular. Examples include talkie tubes, and touch table for inclusive play.



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### Forest Adventure Course

Round vertical timber posts reflect the tall existing English Elms throughout Glebe Park. Tall timber posts with subtle detail provides a unique and memorable element to the adventure course. Timber posts are copper capped reflecting materiality featured on the existing Glebe Park Pavilion.

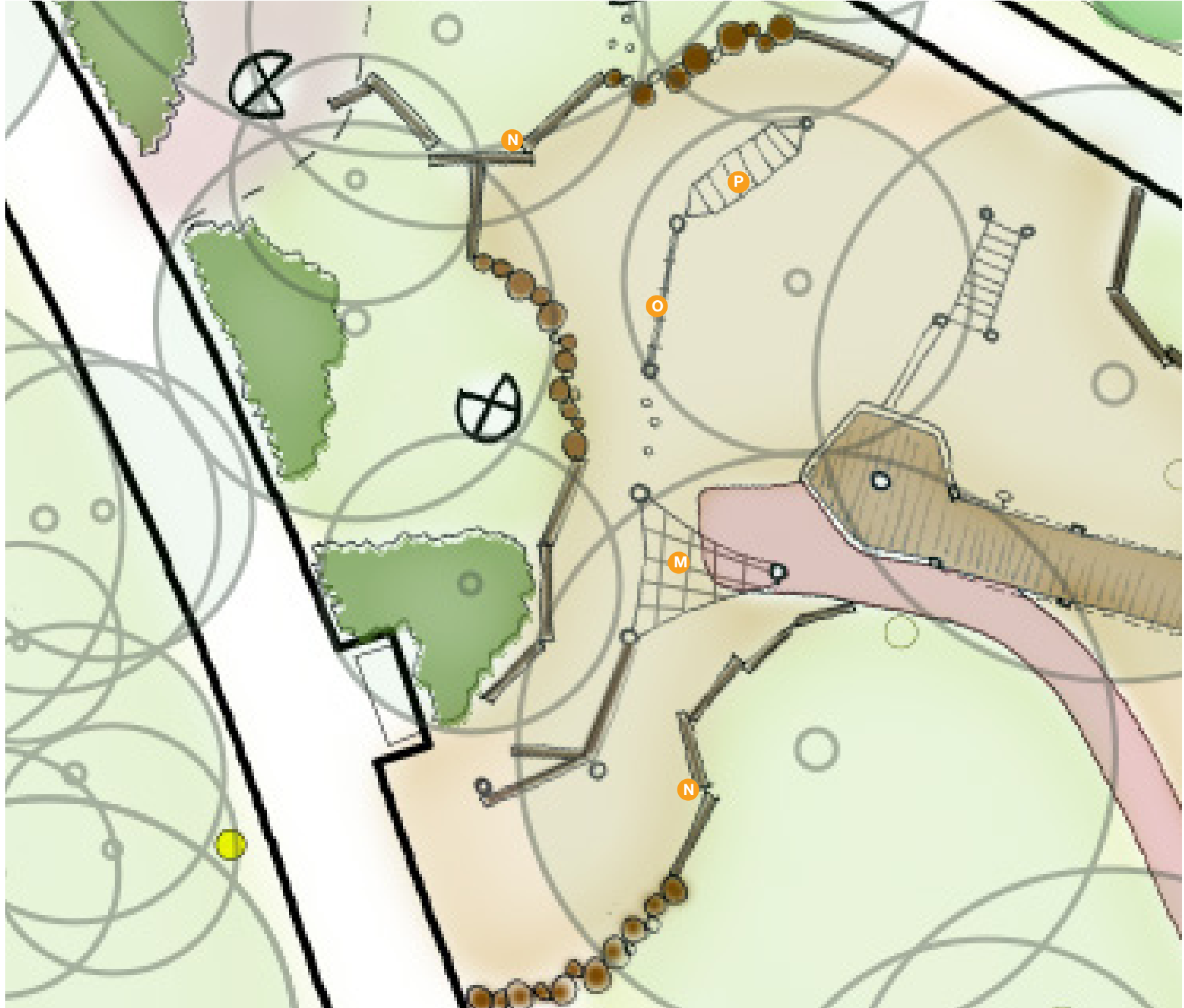
The Adventure Course provides various grades of challenge for all ages, and links seamlessly to the Tree House and the Enchanted Forest.

The forest Adventure Course provides numerous challenges and grades for repeat visitation for various ages.

- M** Generous hanging net provides space for lounging, relaxing and socialising. An accessible route of travel is provided to the hanging net for inclusive play
- N** Timber balance beams and stumps of various configurations for solo use or to race your friends. These elements provide opportunities for balancing, hopping, scrambling and climbing. The arrangement of the beams and stumps also act as an edge to retain the safety mulch for the play equipment with fall heights
- O** Balancing rope for challenging play
- P** Twisting ladder for challenging play

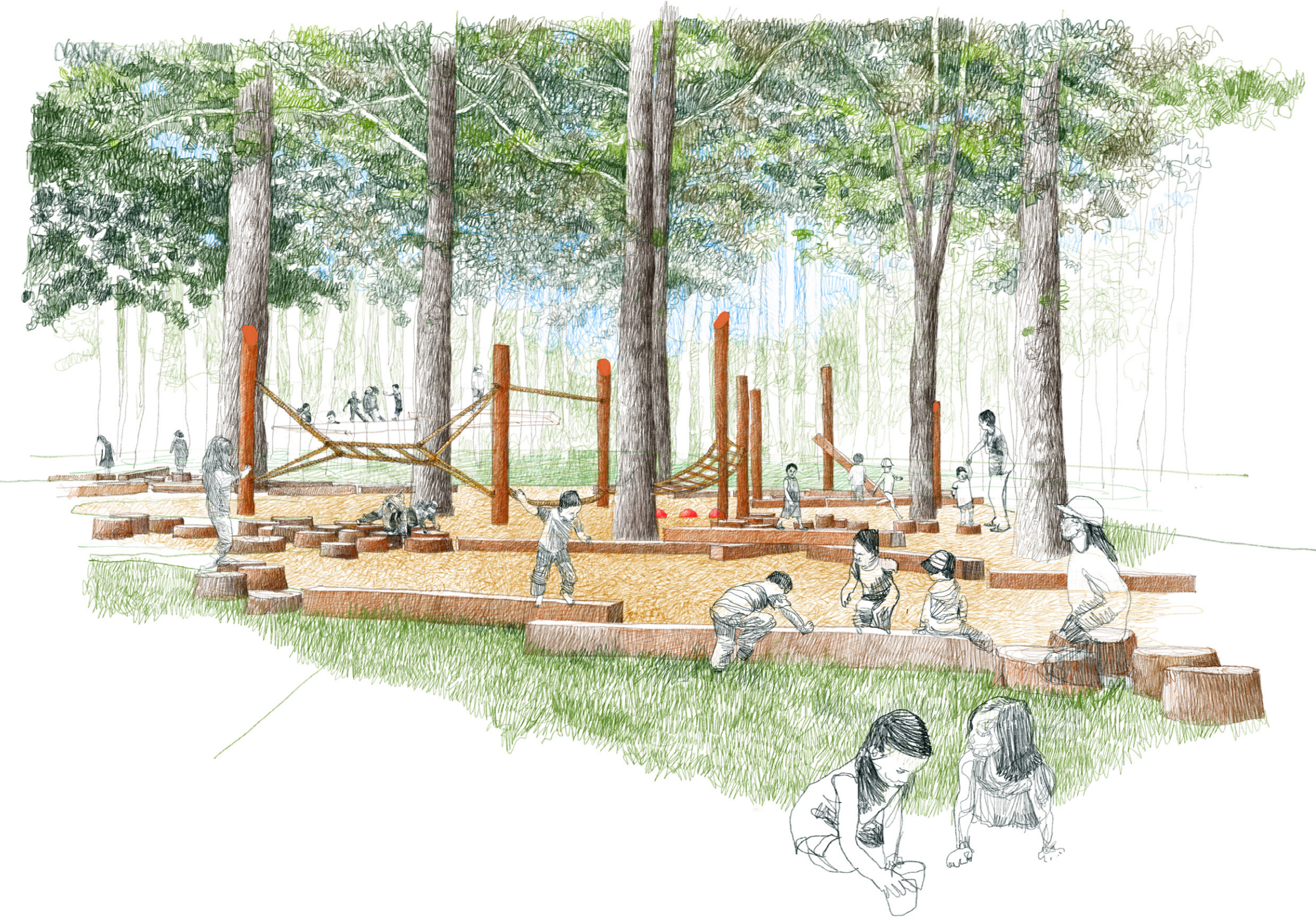
### Recommendations

- Extension of Forest Adventure Course for greater play opportunities and challenges for all ages (including adults)
- Addition of inclusive basket swing



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Scale 1:100 @ A3







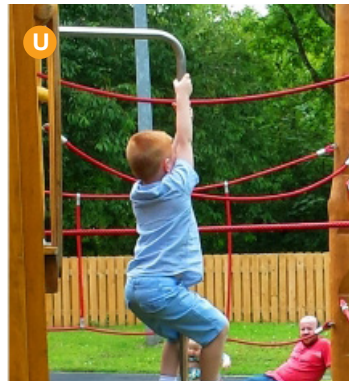
### Tree House

Situated higher amongst the existing tree canopy, the Tree House provides an inclusive play opportunity for users of all ages and abilities to get amongst the trees.

The Tree House is connected to the Forest Adventure Course and Enchanted Journey allowing users to link the play opportunities together.

- Q** Accessible ramped access to the viewing platform
  - R** Viewing platform overlooking Glebe Park with the Enchanted Forest, Adventure Course and the Pea Gravel and Water Play Zone.
  - S** Seating opportunities with companion space on the viewing platform and beneath providing a quiet space for reflection
- Ancillary play opportunities are integrated into the access ramp with various grades of challenge including:

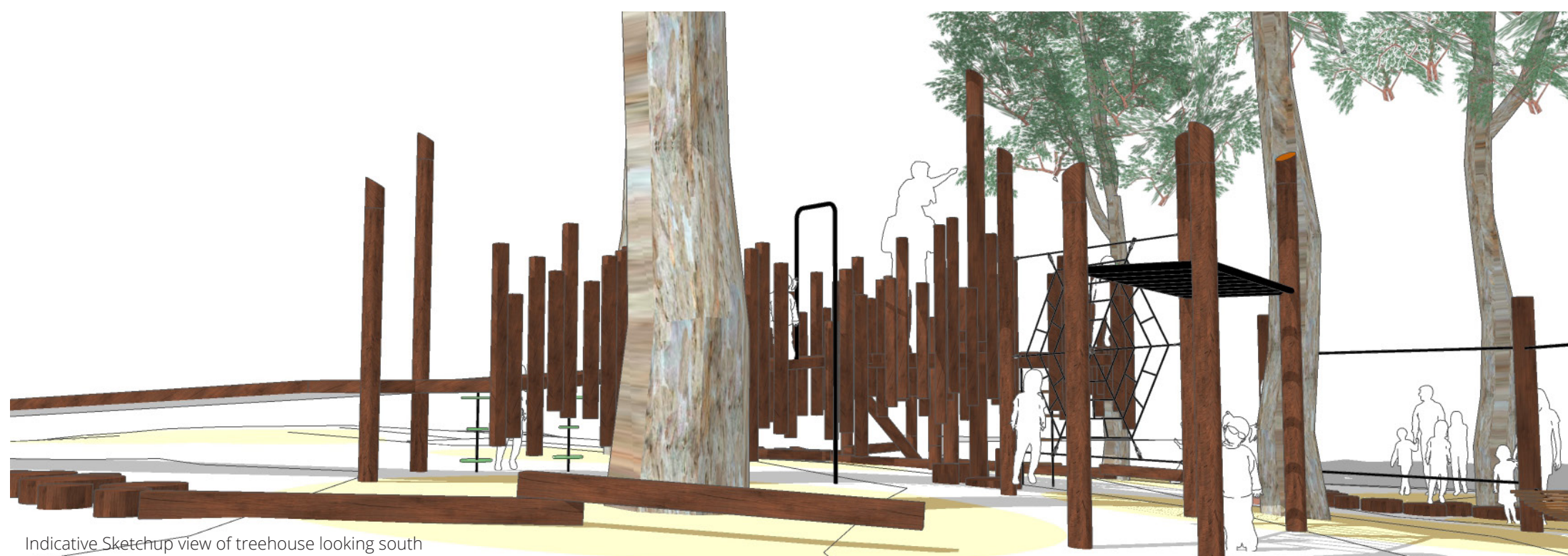
- T** Rope ladder
  - U** Firemans pole
  - V** Binoculars
  - W** Spiders rope web
  - X** Balancing edge
  - Y** Monkey bars
- Z** Accessible access along the base of the tree house through the ancillary play opportunities







Indicative Sketchup view of treehouse looking north



Indicative Sketchup view of treehouse looking south



# Inclusive Response

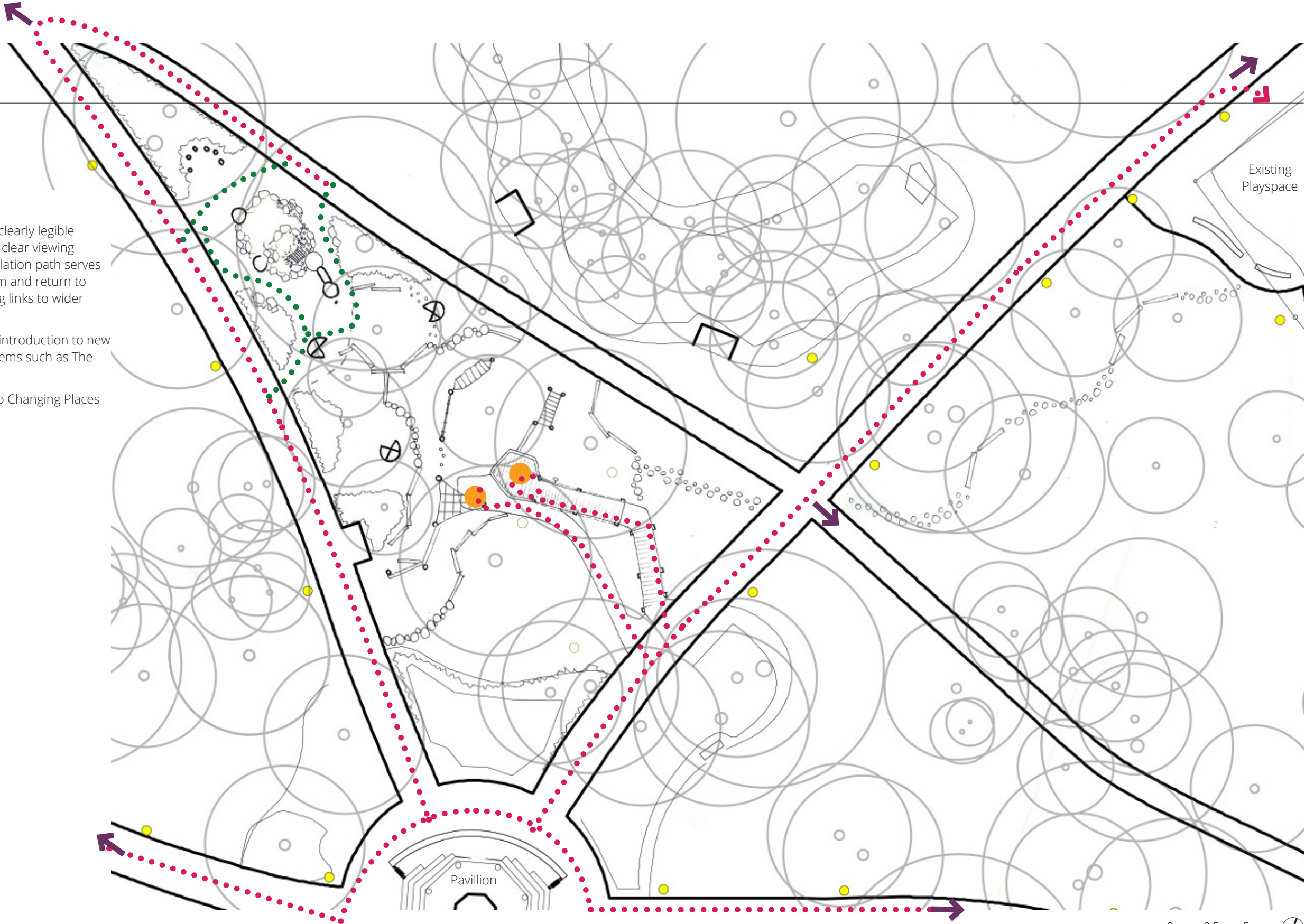
## 1. Find

The playspace has been designed to ensure clearly legible connections between spaces with a series of clear viewing points from significant points. The main circulation path serves as a spine that other minor paths depart from and return to throughout the playspace as well as providing links to wider pedestrian and cycling routes.

The main circulation route provides a paced introduction to new spaces with a sense of arrival at major play items such as The Hill and the Mounds + Tunnels.

The play space is located in close proximity to Changing Places amenities as well as disabled parking spaces.

- Clear viewing locations
- Clear access route
- Secondary discovery route
- ➔ Connections to the wider landscape



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Scale 1:250 @ A3



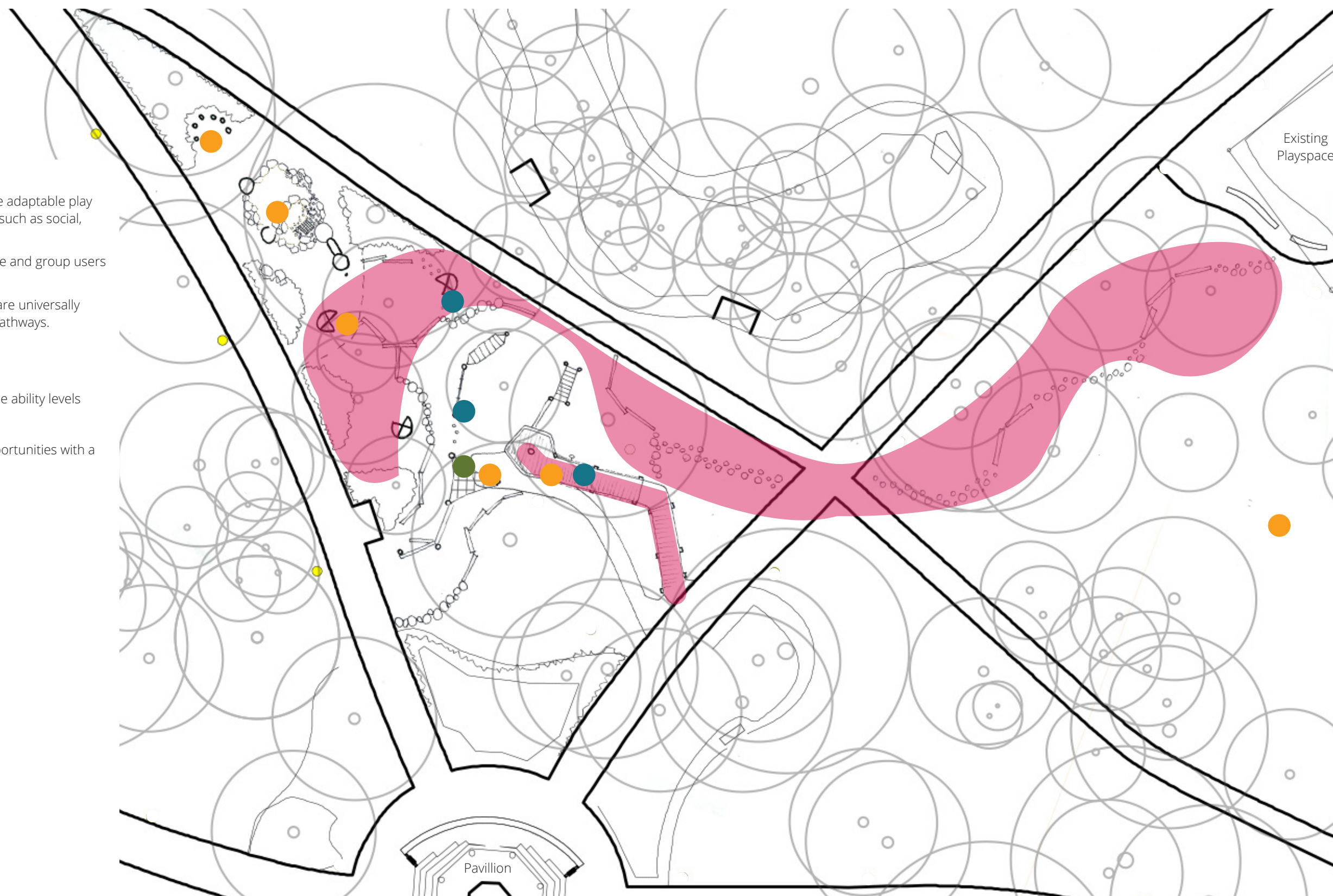
## 2. Fit

The playspace has been designed to provide adaptable play opportunities for various ages and abilities (such as social, assisted, quiet and sensory).

A range of experiences are available to single and group users as well as their parents or carers.

Many of the elements within the playspace are universally designed including seating and circulation pathways.

- Range of play experiences for multiple ability levels
- Universally designed elements
- Adaptable and collaborative play opportunities with a range of challenge levels
- Assisted access



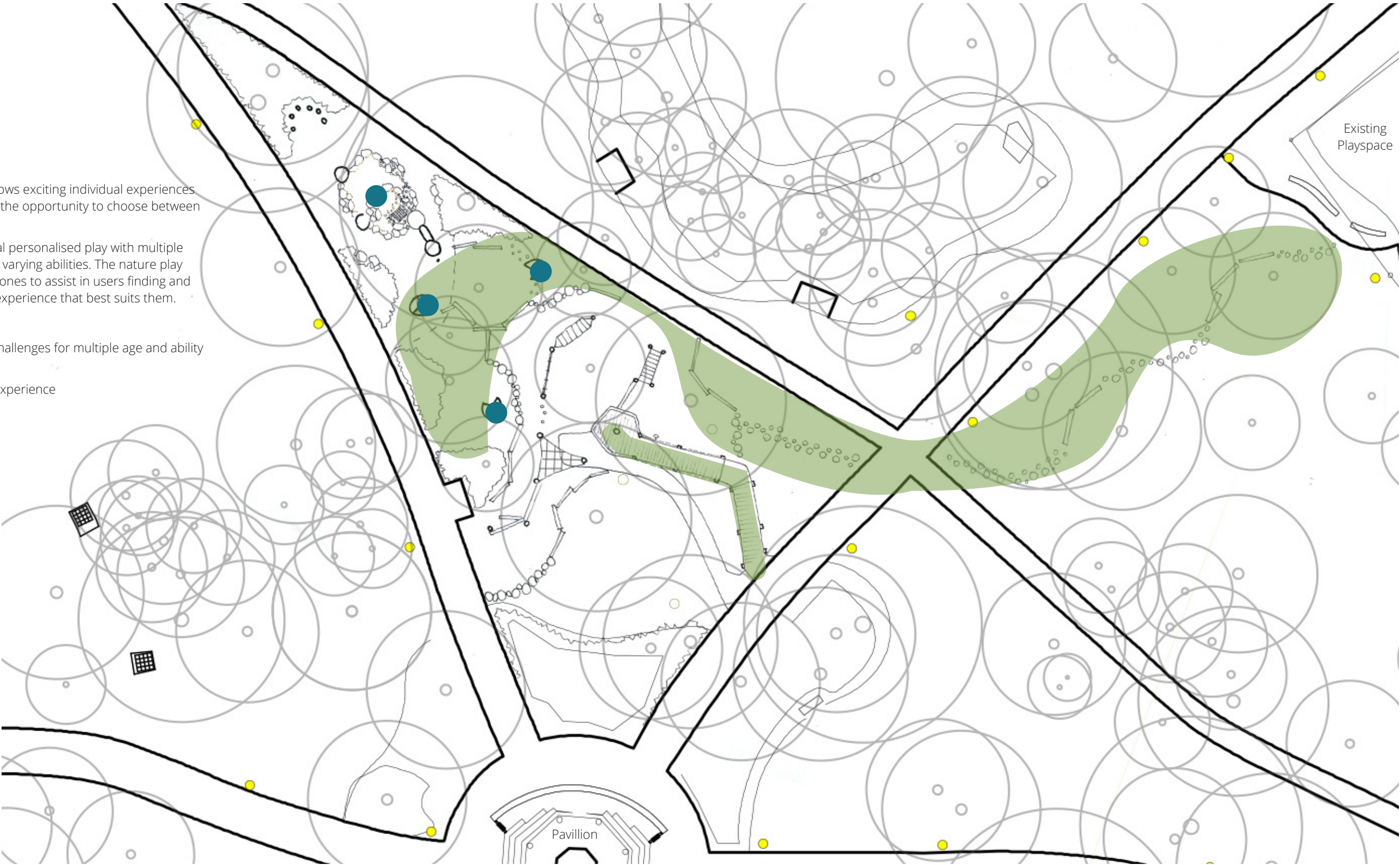


3. Choose

Glebe Park Nature Play allows exciting individual experiences and social interaction and the opportunity to choose between them.

Space is provided for social personalised play with multiple difficulty levels to cater for varying abilities. The nature play is separated into distinct zones to assist in users finding and selecting the type of play experience that best suits them.

- Multi-play zones. Challenges for multiple age and ability groups
- Personalised play experience





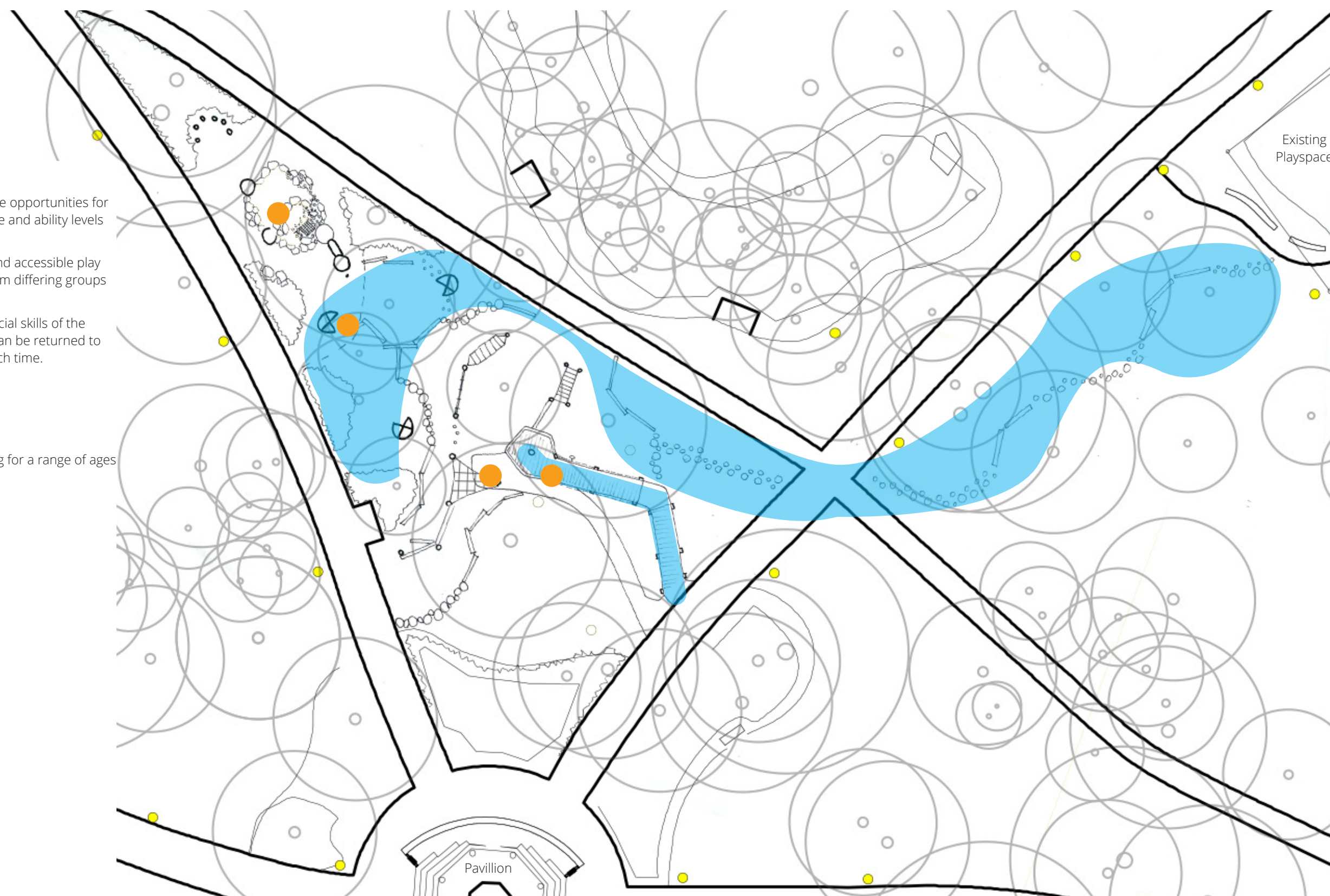
## 4. Join In

A successful all abilities playspace will provide opportunities for social and participatory play at a range of age and ability levels through common shared experience.

Through the inclusion of various engaging and accessible play offerings the playspace allows for people from differing groups to interact and play collaboratively together.

This aims to develop the cooperative and social skills of the users as well as providing a playspace that can be returned to multiple times with different experiences each time.

- Engaging and accessible play
- Social and participatory play providing for a range of ages / abilities



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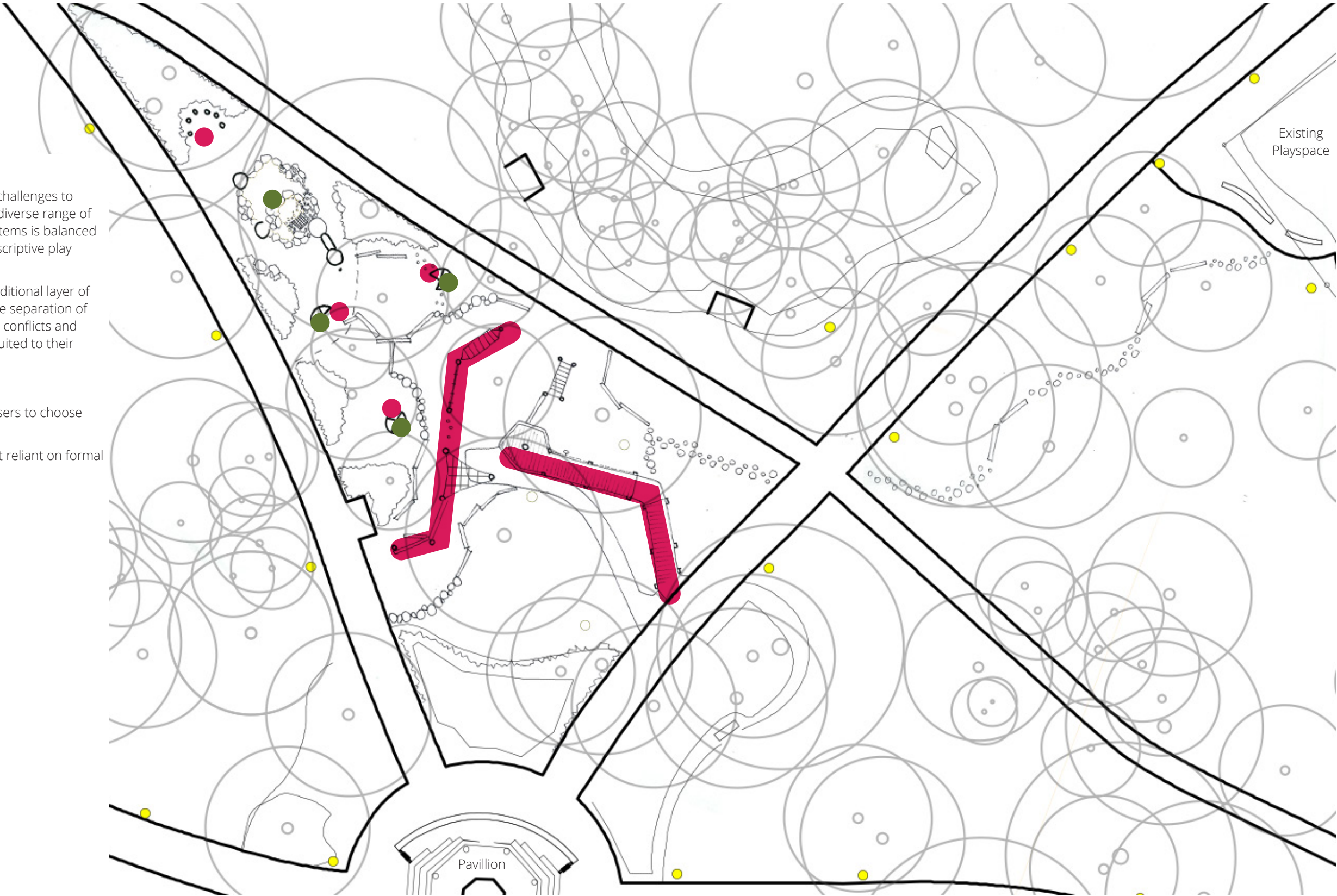


5. Thrive

The playspace has been designed to provide challenges to people of all abilities and ages by providing a diverse range of experiences. The inclusion of accessible play items is balanced with the inclusion of imaginative and non-prescriptive play offerings.

Sensory and textured materials provide an additional layer of stimulation that changes with the seasons. The separation of different play types prevents unintended user conflicts and allows for users to pick the type of play best suited to their ability level.

- Separation of play elements to allow users to choose own experience
- Flexible and novel play experiences not reliant on formal equipment



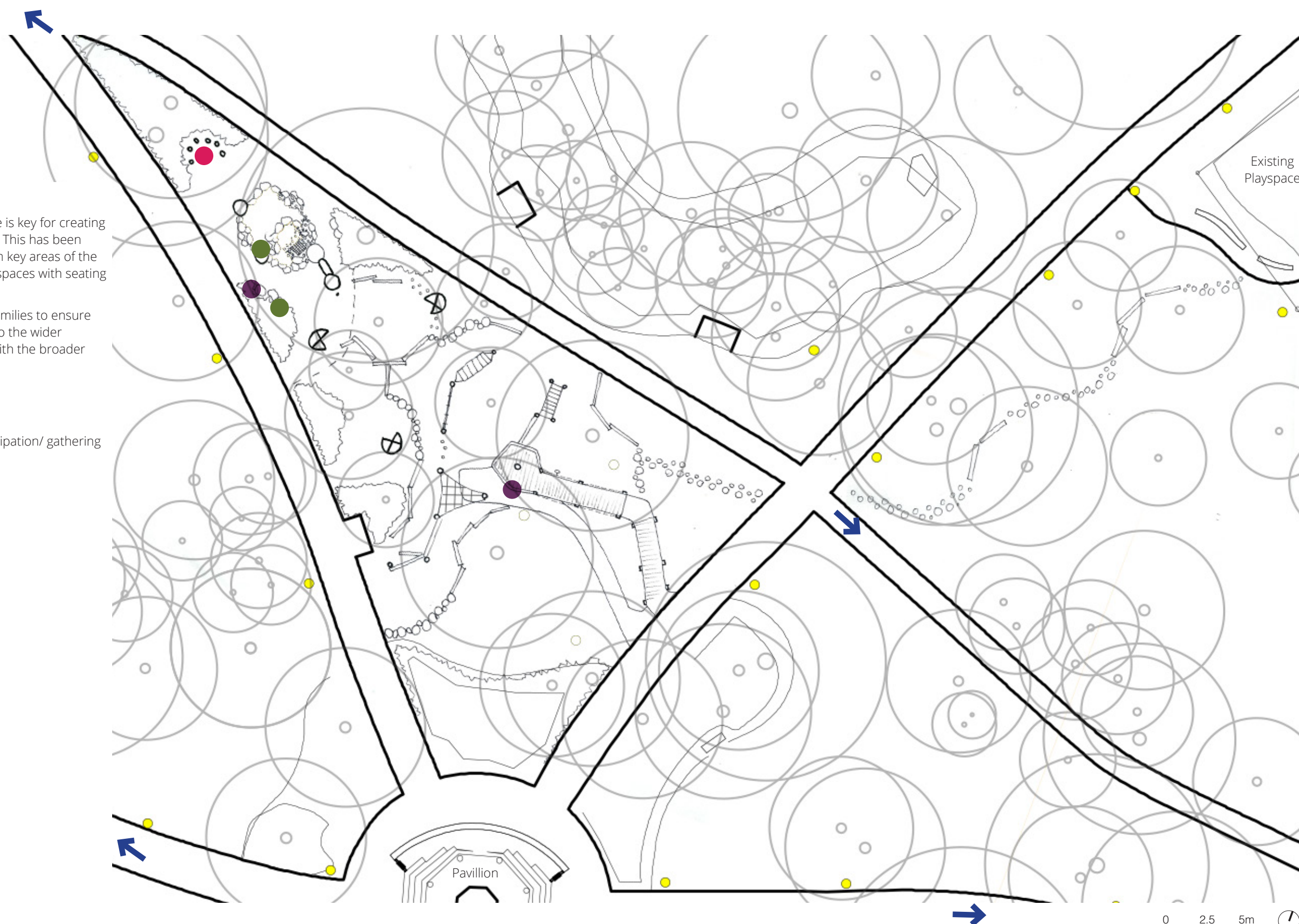


## 4. Belong

Creating a welcoming and comfortable space is key for creating a sense of safety for users and their families. This has been achieved by allowing for clear sight lines from key areas of the playground, coupled with shaded gathering spaces with seating to encourage social interaction.

Spaces have been provided for carers and families to ensure that the needs of all patrons are met. Links to the wider landscape allow for a feeling of integration with the broader community.

- Sensory garden and communal participation/ gathering space
- Shaded seating + gathering spaces
- Carer respite + companion space
- ➔ Connections into wider landscape



0 2.5 5m  
Scale 1:250 @ A3





# Appendix 1

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## Disability Access Report

SQC Architecture



# FSP STAGE REPORT DISABILITY ACCESS REVIEW OF GLEBE TOWN PARK, PROPOSED NATURE PLAY SPACE

ACCESS CONSULTANCY

For

ASPECT STUDIOS ON BEHALF OF TRANSPORT  
CANBERRA AND CITY SERVICES

**Consultant submission  
presented by**



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**Date: 12 April 2019**

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# 1. INTRODUCTION

## 1.1 BACKGROUND

ASPECT Studio's were engaged by Transport Canberra and City Services (TCCS) to undertake the design of a *Nature Playspace* to the existing Glebe Town Park site. As a result of the community feedback and engagement sessions, the inclusion of Accessibility was incorporated into the brief. SQC Architecture has been engaged by ASPECT Studio's to provide access advice on the emerging and later stages of the design. SQC Architecture recognise access cannot be provided to all equipment within the proposed playspace but have established a Review Methodology within this report which promotes an inclusive play space offering varying options for play and engagement with the overall playspace.

## 1.2 AUTHORSHIP

This review of the FSP design was undertaken on the 11<sup>th</sup> of April 2019 by Ashley Martins. Prior to this, we completed a PSP report and an onsite meeting with ASPECT Studios and subsequent ad-hoc advice on the emerging design.

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### 1.3 BASIS OF AUDIT

In relation to the external environment (any area other than a building as identified in the Building Code of Australia/ National Construction Code), there remains no mandatory Codes or Standards which apply in regards to Accessibility. However, the Disability Discrimination ACT, while not prescriptive, does apply to these spaces. Therefore, this Disability Access Review considers the following standards to be 'best practice' and therefore have been considered either in the boarded intent and/or prescriptive detail:

1. The Disability (Access to Premises – Buildings) Standards 2010
2. Referenced Australian Standards, particularly:
  - a. *AS 1428.1-2009, Design for access and mobility, Part 1: General requirement for access – New building work;*
  - b. *AS 1428.4.1-2009; Design for access and mobility, Part 4.1: Means to assist the orientation of people with vision impairment – Tactile ground surface indicators;*
  - c. *AS 2890.6-2009, Parking facilities – Part 6: Off-street parking for people with disabilities;*
  - d. *AS 1735.12, Lifts, escalators and moving walks, Part 1: General requirements;*
  - e. *AS 4685.1-2004 - Playground Equipment, Part 1: General safety requirements and test methods*

Further to this, we have also considered the following guides and/ or research as part of our assessment as they promote 'best practice' for the external/ play space environment;

3. *Changing Places – Information Guide & Technical Standard*, August 2014, *The Association for Children with a Disability (ACD)*.
4. *International Best practices in Universal Design*, Revised edition August 2007, *Canadian Human Rights Commission*.
5. *Building for Everyone: A Universal Design Approach*, Accessed February 2019, *External Environment and approach booklet 1, Centre of Excellence in Universal Design*.
6. *EVERYONE CAN PLAY – A Guideline to Create Inclusive Play spaces*, February 2019, *Office of Open Space and Parklands, NSW Government*.



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## 1.4 REVIEW METHODOLOGY

The Design Review assesses the following elements:

- Accessible Parking provision;
- Glebe Town Park Entry Access (multiple) including relationship to Accessible Parking;
- Sanitary Facilities, including the provision of 'Changing Places';
- Circulation areas;
- External Paths of travel from Bus Stop or car parking to the most appropriate entrance to the site;
- Lighting
- Hierarchy and Contrast of elements;
- Access related signage;
- Colour scheme(s);
- Surface finishes;
- Various 'play' elements and suitability for common disabilities;
- Supervision for parents or carers (including persons with a disability);

## 1.5 ACKNOWLEDGEMENTS

We would like to acknowledge the assistance and support provided by ASPECT Studios with gaining access to the site and providing specific information in a timely manner when requested.

## 1.6 REVIEW LIMITATIONS

This review only relates to the provided design and background information provided. While we have made comment on the paths of travel to the site and general recommendations on items for further consideration this review is not to be taken as a review of the entire Glebe Town Park. Furthermore, we have not considered the wider context of 'Accessible' play spaces within the Canberra region as any precedence which may be set has not been subject to specific planning or design control.

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## 2. REVIEW FINDINGS

### 2.1 PARKING

One Dedicated Accessible Parking Space is located on Binara street across from the Canberra Casino. This is greater than 50m from the site (roughly 100m). General parking spaces are located along Bunda Street directly bordering the Glebe Town Park to both sides of the street.

We recommend providing at least two (2) Dedicated Parallel Accessible Parking Spaces along Bunda Street. Refer AS2890.6-2009 Clause 2.2.2. These should be located towards the corner of Bunda and Binara streets as this is the current Accessible Entry.

### 2.2 ACCESS TO PLAYSPACE/ ENTRY

The Glebe Town Park site is enclosed by a metal fence with regular openings every 50-100m. These openings are typically >2m wide with steps into the park. This is not Accessible and creates a significant Access Barrier to enter the park. The closest Accessible and on-grade entry to the playspace is located on the corner of Bunda street and Binara street. As this is the closest entry to the nearest Accessible Parking Space it is accepted as the main entry for persons with a disability.

Due to the public nature of the space and the many users of the park, we believe the entrance on the corner of Akuna street and Bunda street should be upgraded to provide an Accessible entry. This would require the insertion of a ramp complying with AS1428.1-2009 Clause 10.3.

### 2.3 CIRCULATION

Circulation has been provided around the Playspace to varying degrees. The ASPECT Studios diagrams 'Accessibility' (page 16 of the PSP report dated 15.03.19) and 'Accessibility and Grades of Challenge' (page 17 of the PSP report dated 15.03.19) outlines the Accessible pathways and identifies and degree of access provided. We support the design thinking around this as it provides multiple pathways and choice which are inclusive as they are collocated to steeper or uneven pathways. The FSP documentation has further developed this in detail and maintains the same level of access.



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## 2.4 TOILETS

The existing public toilets are located to the south of the playspace central to Glebe Park. Existing 'accessible' toilets are located in these toilets but do not comply with the current standard in relation to signage, dimensions, fixture locations and a pathway to access toilets.

In addition to this, we recommend consideration of a 'Changing Place' to be reviewed by the client along with the community. This will determine if this type of facility would greatly benefit the wider community. While not required under current building standards as the built environment becomes more accessible the requirement for these facilities will increase. Currently, the main options for carers are to change those in their care on the floor of bathrooms which is a potential Disability Discrimination ACT issue. Refer '*Changing Places – Information Guide & Technical Standard*', August 2014, *The Association for Children with a Disability (ACD)*.

## 2.5 LIGHTING

As the primary use of the Playspace will be at night lighting has not been reviewed. Specific seasonal or annual events which have temporary or purpose designed lighting are not within the scope of this review.

## 2.6 ACCESS RELATED SIGNAGE

As the Glebe Town Park has many stair only entry points (as noted above). Therefore, we recommend signage is provided at 'non-accessible' entries directing users to the accessible entry and the distance they will have to travel.

## 2.7 HIERARCHY AND CONTRAST OF ELEMENTS

Refer 2.8 (below) in regards to contrast. The design is arranged in a logical progression and provide a clear hierarchy of elements. The areas with the greatest accessibility are the most prominent and the least accessible the most 'integrated' in the natural environment which provides a logical hierarchy of accessibility without the need for signage. Therefore the design supports good access in regards to the Hierarchy of elements.

## 2.8 COLOUR SCHEME

The proposed colour scheme provides an effective contrast between surfaces. Due to the outdoor nature of the surfaces and exposure to varying weather and shade conditions, changing the lighting, the surfaces could not strictly 'comply' with a 30% contrast. Therefore, the consistency of colour use has also been taken into consideration. The design provides a consistent use of colours in regards to surface finishes and use of a space or play equipment.

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## 2.9 SURFACE FINISHES

The surfaces are a mixture of firm or hardstand and 'natural' or textured finishes. The elements identified as accessible have a suitable firm, non-slip surfaces. Furthermore, the larger Glebe Town Park pathway network is an appropriate finish allowing for the general movement around the playspace. Surfaces noted such as the Stabilised Granite will require regular maintenance/ upkeep to ensure they remain consistent. The finishes provided to accessible elements are appropriate and are considered compliant.

## 2.10 'PLAY' ELEMENTS

The current design shows the ability to comply.

The currently identified primary play elements which offer accessible and inclusive features are (in reference to the documents provided by ASPECT Studios);

1. Accessible Tray Table.
2. Play Houses.
3. Tree House / boardwalk (note a minimum of 900mm clear path is provided around the support post at the top viewing deck).
4. Rubber Wetpour area.

Further to this, the other play elements; Balancing Timber Stumps, Gathering Circle, Manual Water Pump, Seating boulders, Balance Beams and Adventure Course. Offer degrees of accessibility suitable for inclusive play and varying abilities. These also provide additional space around the 'equipment' for a carer to stand or supervise and assist smaller or inexperienced children in addition to a child with a disability such as; sight, hearing, dexterity or mental function which would not necessarily preclude them from these play elements as a wheelchair user would be.

## 2.11 AREAS OF SUPERVISION (PARENTS, CARERS OR CHILDREN)

The design provides locations for seating with additional Companion space (800 x 600mm hardstand pad) for wheelchairs or movement aids. This provides good access in allowing for supervision and also for children needing a rest. In addition, a person with a disability who may not be able to partake in the activities is provided with a suitable safe space included within the main play spaces.



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### 3. Comment on Potential DDA Issues

The following are potential issues which could be raised under the Disability Discrimination ACT (DDA) and generate a claim:

1. The lack of Accessible entries into the Glebe Town Park
2. The lack of Dedicated Accessible Parking bays <50m from the Playspace
3. The lack of *suitable* Accessible toilet facilities
4. The lack of a *suitable* place for carers to change a person in their care.

### 4. Review Outcomes

I, Ashley Martins, as a suitably qualified Access Consultant, support the FSP design prepared by ASPECT Studios in the FSP documentation provided is sufficiently resolved in regards to access. Due to the significant 'natural' elements and custom design elements I recommend a suitably qualified Access Consultant is engaged throughout the construction stage to ensure the access features and principals represented in the design are retained, or improved where possible.

**Yours faithfully,**



Prepared by  
**Ashley Martins**  
Snr Architectural Technician \ Access Consultant  
ACAA #593