

Hepburn Shire Playspace Strategy

2020 - 2030

Play is for Everyone



September 2020



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Hepburn Shire Council is on Dja Dja Wurrung Country

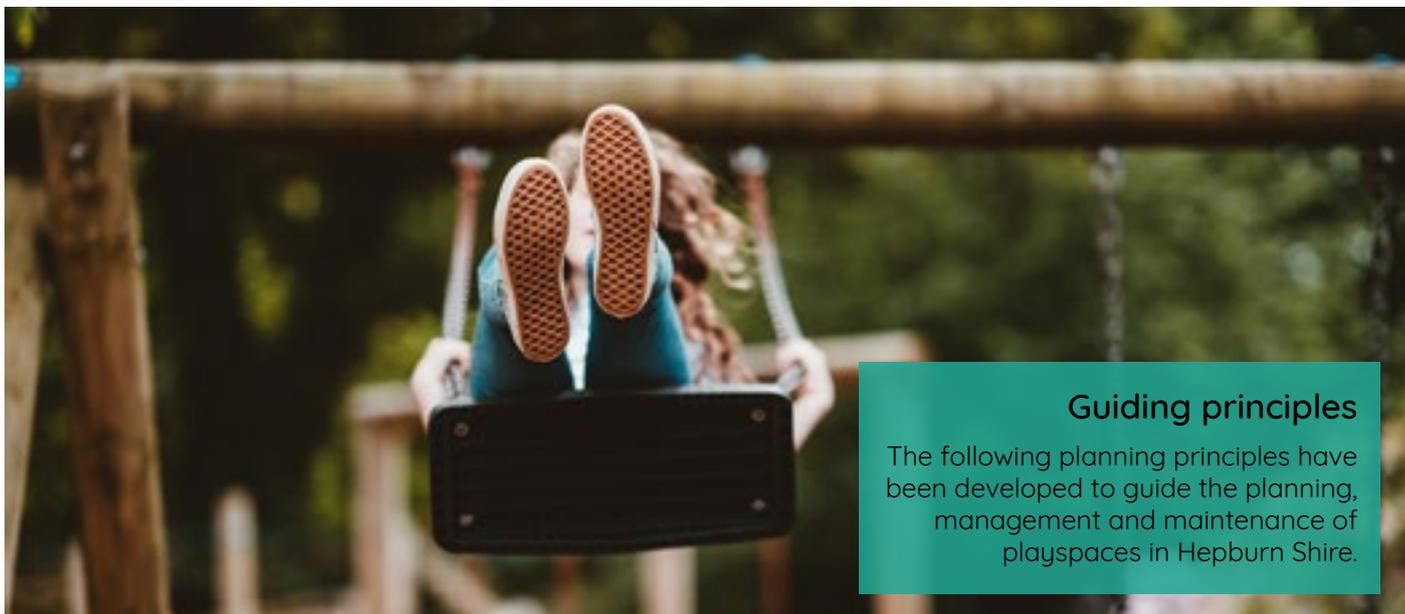
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Guiding principles

The following planning principles have been developed to guide the planning, management and maintenance of playspaces in Hepburn Shire.

Executive Summary

Hepburn Shire Council will be known for the variety of playspaces on offer, playspaces that encourage people of all ages and abilities to connect with nature, with the areas rich indigenous and cultural heritage as well as participate in an active and connected life. Playspaces that are destinational and of high play value.

Council is committed to developing and improving that way it plans, manages, maintains and activates playspaces; through the development of this Strategy it was identified there is both a gap in policy and process to do so efficiently.

The Playspace Strategy reviews current provision of play through the Hepburn Shires 23 facilities (including playgrounds, skate, BMX and scoot facilities, outdoor fitness equipment, water play and dog parks) in terms of quality, quantity, location and suitability. It also establishes a long term plan for the future provision of playspaces over a 10 year period.

The purpose of 'Play is For Everyone', Hepburn Shire Playspace Strategy 2020 - 2030 is to provide principles for planning, strategic policy, and guidance for the planning, design, management and maintenance of all playspaces within the municipality for the next 10 years. These principles are based on community feedback, municipal analysis and research into current 'industry' best practice.

Hepburn Shire Play is for Everyone Vision
'Hepburn Shire will have a network of engaging, inclusive and sustainable playspaces that are reflective of our people and our places.'

- 1. Strategic:** Our actions will help to promote, protect and enhance our district's unique social, cultural, environmental and heritage characteristics.
- 2. Activated:** Our actions activate play and physical activity for children and young people, and all of our community to provide places for social connection.
- 3. Multifunctional:** Our actions support the needs of our whole community, designs have flexibility built-in to provide play value for a diversity of ages, children, young people and adults.
- 4. Well-Maintained:** Our actions are practical, are relatively simple to implement and easy to maintain routinely; and exhibit a quality of design and construction that is durable and long-lasting.
- 5. Inclusive:** Our actions contribute towards the playspace being 'welcoming' to everyone in our community, in terms of diversity of ages, abilities, safety and culture.
- 6. Economically Viable:** Our actions are cost-effective not only in terms of implementation, but throughout the life-cycle of a playspace.
- 7. Environmentally Sound:** Our playspaces reflect the natural environment in which they are located, preferencing sustainably sourced materials and use of natural resources.
- 8. Shire Wide:** Our actions are well-considered in terms of their benefit to our local communities.

Key findings from the 2019/2020 Engagement Process

The most valued aspects for play from the consultation were (in priority order):

- **Nature:** being located within local bush or being around water (lake or spring).
- **Socialising:** having a space to enjoy a picnic with family and friends.
- **Location:** participants valued spaces that are close to their home.
- **Events and activities:** being able to attend local events or participate in structured activities like tai-chi or playgroup.
- **Sports facilities:** having access to sporting facilities like swimming pools or tennis courts in close proximity to playspaces.
- **Inclusiveness:** catering for a range of interests and uses by having something on offer for everyone.
- **Passive recreation:** being able to walk with a friend or your dog across stretches of tracks and trails.

Key findings from the Site Assessments

Assessments of Hepburn Shire's existing playspaces have shown that most of the playspaces are in reasonable condition and developed to a Local Level, a District Level playspace in both Daylesford and Creswick and no Regional Level playspace.

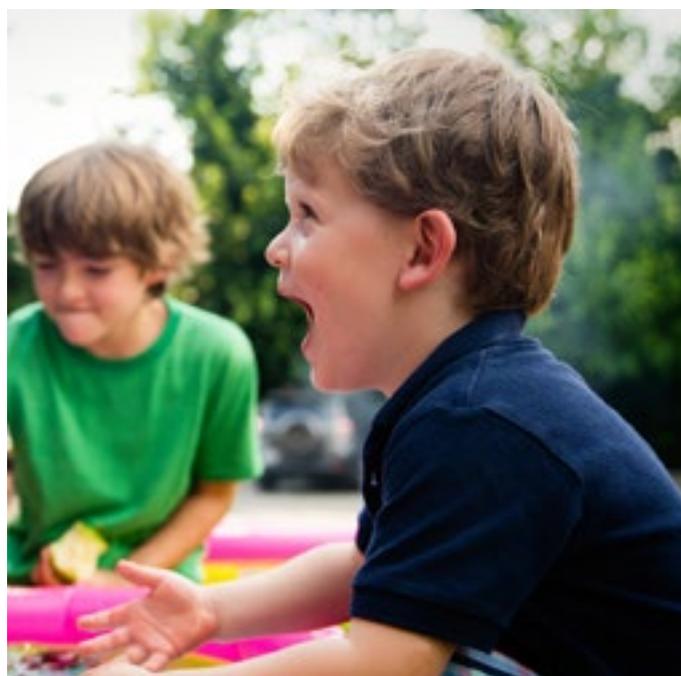
Diversity of experience for different ages is lacking in some townships, but better in the Shire's larger towns, particularly where newer facilities (such as the Creswick Skate and Splash) have been developed. Universal Design of playspaces is generally poor across the municipality and will need to be improved in future years.

Municipal Strengths:

- Playspace settings are mostly good, often with well-established natural tree shade
- Maintenance on the whole is good with most playspaces requiring only minor or medium improvements, and compliance only an issue with a few smaller playspaces such as the Lyonville Community Hall
- Conscious effort by Council to provide a greater diversity of play opportunities in larger townships such as Daylesford and Creswick, and also to an extent in Trentham and Clunes as well
- Many of the playspaces have toilets on site

Municipal Issues:

- Universal Design is poorly developed across the municipality in most playspaces. The Creswick Skate and Splash is probably the best example of considered access. The Daylesford Park / Leggett Battery Reserve having some accessibility but not holistically conceived in terms of access to circulation, amenity and play. This will need to be improved for any District or Local High playspace into the future
- The playspace at Hepburn Springs is in a location that is very difficult to access because of gradient changes and will require work to remediate
- The playspace at Lake Daylesford needs to be relocated rather than 'opened up' as the master plan report recommends
- The playspace at Newlyn needs to be relocated as recommended in the master plan report
- Full fencing of playspaces around equipment is not ideal in terms of providing broader access to play (including open space to run around and explore or shelter / seats and picnic facilities)



Council Priorities

Council will strengthen the network of play experiences available across the Shire, to create a network of play areas that cater to a range of ages and abilities.

Council will do this through minor improvements, playspace upgrades and through the addition of new play experiences in:

- Daylesford at Wombat Hill Botanic Gardens; and
- Creswick at both Doug Lindsay Reserve and Calembreen Park.

Consideration will be given to adding an additional playspace within the Daylesford/Hepbrun Springs area to strengthen the destinational focus and appeal of the region.

Key program opportunities

- Explore opportunities for additional nature-based playspaces in Daylesford at Wombat Hill Botanic Gardens and Calembreen Park, Creswick.
- Explore opportunities for an exercise focused playspace at Doug Lindsay Reserve, Creswick.
- Use the principles for good design when planning and maintaining playspaces to ensure a thorough approach to delivery.
- Improve community engagement and communication methods regarding renewal and capital development projects in-line with project classification level and context.

Funding and grants:

- Explore funding opportunities for events and programming at Council playspaces.
- Align the planning and upgrade of playspaces with grant and funding opportunities.
- Consider annual budgets for playspace renewal and capital development.

Policy:

- Consider renaming some playspaces to align with any future community facility Naming Policy established by Council.
- Consider a process for using playspaces for public events.
- Create a process and procedure for booking playspaces for community events and celebrations.

Asset management:

- Investigate the use of a geographic information system to demarcate Council assets, move towards including the location of supporting infrastructure (play elements and street furniture).
- Procure the services of an individual or consortium that can conduct the annual audits as well as assess the financial value of each playspace.
- Streamline processes to ensure playspaces are planned for, delivered and managed in a seamless and efficient manner.

Marketing and promotion:

- Create a comprehensive online directory of playspaces across the Shire with consistent language.
- Develop consistent signage (within existing or future signage typology) for each playspace.
- Improve promotion of playspaces generally within the local community, using a variety of tools to provide information about accessibility, age suitability, context and features of individual playspaces.

Alternative play:

- Consider the provision of play equipment within existing community facilities – libraries, community centre included, and work with local cafes to include play elements within their venues – playspace, toy box or interesting feature to provide indoor play opportunities.
- Consider installing WiFi in playspaces to increase use of spaces



Play is for Everyone



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Definitions and glossary of terms

For the purpose of this document, the following definitions apply:

Accessibility	Ease of access for users of a space that involves how they enter and move through a space - pathways, pram and mobility access without significant barriers.
Adult or Older Adult's Play	A playful activity or form of recreation engaged in by adults or older adults for the purpose of socialising and looking after their physical health and wellbeing.
Aquatic Play	An environment for water play specifically designed on a 'splash pad', usually with activities such as water slides, canons and jets. This type of play is designed to either stand alone or complement existing play spaces and swimming pools.
BMX	A bicycle activity involving a purpose built cycle that has the ability to perform tricks and stunts on either concrete skate parks or dirt tracks and mounds, such as a pump track.
Catchment	The geographic area from which a playspace attracts its user group. Is used to ensure adequate levels of provision.
Children's Play	A range of freely chosen, intrinsically motivated and enjoyable activities where a child or young person (either alone or while socialising with others) interacts with and explores the environment around them in a spontaneous, playful way.
Dog Park	A public outdoor space or area provided to the community for the recreation of dogs. Usually has area for dogs to exercise 'off-lead'.
Dog Play	A form of recreation for dogs taking place at a specific location where by they can freely socialise off-lead with other dogs and exercise.
Incidental Play	Opportunities for playful activity for all ages integrated into civic or environmental locations.
Inclusive Playspace	Playspaces where all members of the community, regardless of ability, age, gender or cultural background are made to feel 'welcome' and able to participate.
Informal Sports	Casual participation in active recreation at one's own leisure. Does not involve competition or committing to specific times and venues.
Local (High) Playspace	Good quality, smaller level of provision and access / inclusion and amenity catering for short duration visits by local community.
Local (Low) Playspace	A playful activity or form of recreation engaged in by adults or older adults for the purpose of socialising and looking after their physical health and wellbeing.

Municipal Playspace	More complex co-located, intergenerational play provision and access / inclusion and amenity that attracts people from across a township or local area. May involve a reasonable length of stay and also acts as a local level of provision as well for people who live closer.
Nature-based Playspace	An environment for play specifically designed using 'natural' materials in place or complementary to standard play equipment.
Outdoor Fitness	A state of good quality health. Fitness equipment is defined as the range of individual apparatus that provides for exercise and improvement of fitness. Fitness equipment has its own guidelines which are independent of the playground standards mentioned below.
Play Equipment	Standard, manufactured elements for play. These may be organised in clusters or sit individually. Usually requires tested or fall-rated undersurfacing.
Playspace	An environment that facilitates playful activity for or between different ages by incorporating the surrounding landscape environment and amenity beyond for play. (i.e. a grassed oval, garden area or bushland).
Playground	Commonly seen as a 'traditional' type of playspace. A designed, constructed area consisting of formal structures and equipment, usually only for the purpose of children's play.
Populated	Refers to residential areas within townships of Clunes, Creswick, Daylesford, and Trentham.
Recreation Reserves	More formal participation in active recreation through clubs and competition programs usually happens at Recreation Reserves. As these reserves are community hubs, a playspace will often be an associated facility.
Regional Playspace/ Play Experience	Significant level of highly complex, co-located play provision, access/inclusion and amenity that attracts people from all across Hepburn Shire and visitation from outside the Shire. A visit usually involves a long stay of up to a few hours.
Risk Benefit	Rich and challenging play environments that allow children and young people to test and explore their abilities, which are managed to avoid the likelihood of serious harm.
Skating/ Skateboarding	An activity involving a board on wheels that engages the participant in exciting and risky manoeuvres generally on ramps and street skate elements.
Standards	Refers to AS 4685 (Parts 1-6 and 11): 2014 which are the current standards dealing with the design, manufacturing, installation and maintenance of playground equipment and AS/NZS 4422: 1996 which is the standard that deals with playground undersurfacing. These documents are considered 'best practice' guidelines.
Universal Design	Ease of access for all users of a space that caters for their needs. Might involve special surfaces and pathways and/or the type of equipment and sensory and other features that provide play opportunities for a diverse range of abilities.
Water Play	This can sometimes be co-located with Aquatic Play, but tends to be more integrated and related to the playspace itself (i.e. water channels or creek beds).

Acronyms

PSS	HROSS	HSC
Playspace Strategy	Hepburn Shire Recreation & Open Space Strategy (2016)	Hepburn Shire Council



Introduction

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

Play can be physical, social, about learning new information, or being imaginative – sometimes all at once. Play is the way children learn about the world and their role in it. For young people and adults, it may be a method of relaxation and social connection with their family, friends or community.

The value of play to the physical health and emotional wellbeing of our communities is immeasurable.

Key trends in play

Key trends in play and playspaces can be summarised as follows:

- Risk and challenge in play
- Nature play
- Sensory play
- Water / aquatic play
- Sustainability in playspaces
- Intergenerational play opportunities
- Technology
- Informal recreation and fitness
- All abilities and accessibility.

The role of Council in providing for play

Council plays many roles in the planning and management of playspaces within Hepburn Shire, including:

- Primary partner, provider, operator, advocate and facilitator in the delivery of playspaces;
- Provide principles and guidance on the social and health outcomes that council is seeking in the provision of playspaces;
- Develop the policy framework, principles, guidelines and standards to be utilized in the planning and delivery of playspaces; influence the provision of quality play opportunities that are equitable in their distribution and diversity;
- Engage with the community to understand their needs and aspirations and work with them to create vibrant, engaging and sustainable play spaces; and
- Promote the benefits of play and play facilities available to local communities

Differences between children's and adults thinking and motivations

It is important to recognise when planning for play that children and adults think quite differently about what is important in a playspace. Adults tend to be more focused on colour, materials and amenity, whereas children will be much more interested in 'what' there is to do and the complexity of what is provided.

Children and adults are also motivated to play in much different ways. Children and young people by nature will be engaged and inspired by the environment itself and other children to play with at a particular time. Play for them has an intrinsic motivation and is a changing experience each time a playspace is re-visited. Adults however tend to be much more motivated to play by external benefits such as physical health and well-being and social connection. They will also tend to be more routine in their play.

Making play for 'everyone' in Hepburn Shire

- Making play for 'everyone' in Hepburn Shire is a complex task and will require good partnerships between Council and community. The following identifies how this can be achieved:
- Improvement of accessibility at all playspaces
- Improvement of amenity at all playspaces
- Varying age-range and diversity of provision generally
- Working with existing committees and friends of groups to advocate and activate play in their local community
- Making spaces more reflective of the context and demographic of local communities



The Profile of Communities in Hepburn Shire



Hepburn Shire sits on the traditional lands of the Jaara people of the Dja Dja Wurrung, covering 1473 km² in the Central Highlands of Victoria.



There is an ageing population with the median age 50 years old.



The municipality encompasses a range of small to medium towns across the region including, but not limited to Bullarto, Clunes, Creswick, Daylesford, Dean, Glenlyon, Hepburn Springs, Lyonville, Newlyn, Smeaton and Trentham.



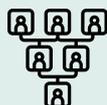
Projected population growth is lower than the State average within the 0-14, 15 - 24 and 25 - 64 age ranges. However the 65 years and over age group has a projected growth rate of 64%, which is higher than the Victorian average of 57% for this age bracket.



There are 15,330 residents, with 7,944 females (51.8%) and 7,382 males (48.2%).



Just 11.9% of residents live within 400m of bus stations and 800m from train stations.



76% of residents were born in Australia, 150 residents identify as Aboriginal or Torres Strait Islander people. 97% of residents speak English in the home



The area is home to 3232 dogs (registered), with Creswick (638), Daylesford (561), Clunes (390) and Trentham (267) having the highest dog registrations recorded.



Almost half of families are couples with no children (49%) followed by couples with children (35%), and one parent families (15%).

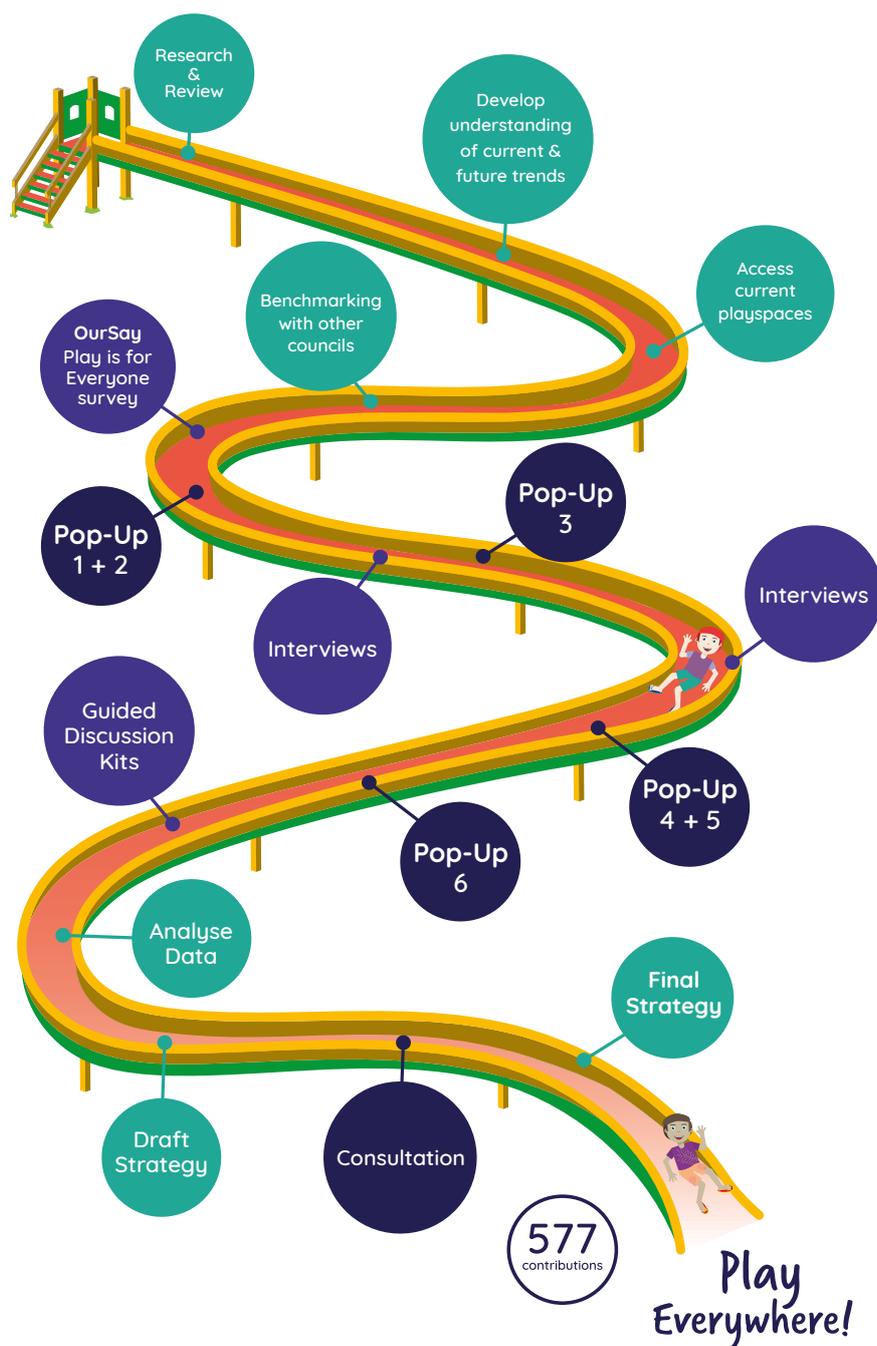


Our shire is viewed externally as a place of 'wellbeing' and 'wellness'.

Our conversations about play

A comprehensive community and stakeholder engagement program was delivered at the beginning of the process to understand what is enjoyed about existing playspaces, which playspaces are used, what play experiences are missing and how to create a culture of play across the Hepburn Shire. A total of 577 contributions were received across the consultation period October 2019 to February 2020.

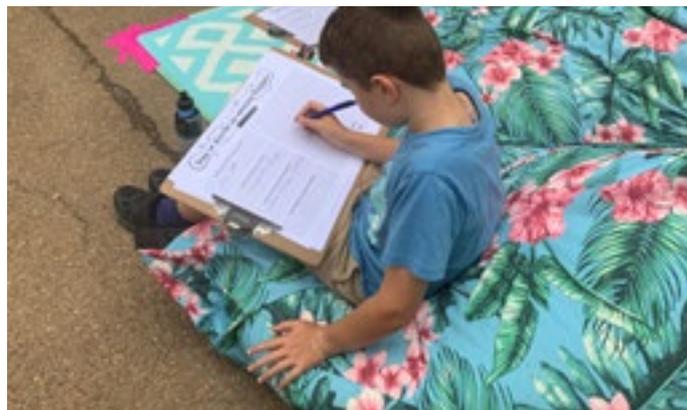
A range of engagement methods were used to draw out this information, online engagement, interviews and pop ups across six locations within the community. This process is mapped out below.



What our community values

In addition to being well maintained, the range of equipment on offer and supporting amenities like shelter or toilets, the following themes were consistent when considering what people value about existing playspaces:

- Nature: being located within local bush or being around water (lake or spring).
- Socialising: having a space to enjoy a picnic with family and friends.
- Location: participants valued spaces that are close to their home.
- Events and activities: being able to attend local events or participate in structured activities like tai chi or playgroup.
- Sports facilities: having access to sporting facilities like swimming pools or tennis courts in close proximity to playspaces.
- Inclusiveness: catering for a range of interests and uses by having something on offer for everyone.
- Dog walking: being able to use the space to comfortably walk their dogs.



Creating a culture of play

Participants were asked how to create a culture of play that goes above and beyond formal playspaces, here are some of their ideas:

- Music: Providing opportunities for musicians to perform in playspaces; suggestions of local choirs, bands, ukulele groups to gain experience performing.
- Food: Creating events for food trucks to attend playspaces, or local cooking students to sell their food at local playspaces.
- Art: Using sculptures for children to play on, showcasing local art at playspaces; graffiti and yarn bombing, providing art activities for all ages at playspaces, the use of art for signage at playspaces.
- Events: Incorporating food, music, lighting and seating to bring the community together at local spaces; building community connections.
- Infrastructure: Providing power supply to playspaces, stages or amphitheatres; to allow a diverse range of play opportunities.
- Community facilities: Neighbourhood Houses staying open later and providing spaces for young people, opening school music rooms on the weekends to allow local musicians to access equipment, using sports clubs for different play purposes (especially in the winter),
- Promotion of play: Producing resources that outline play opportunities in the Hepburn Shire; maps of playspaces, QR codes in each playspace that could then link people to other play opportunities and activities in the Shire, building social media effective communications.
- Building community connections - Creating 'Friends of' or community groups to work with Council to facilitate playspaces for the community.

Indoor play opportunities

Participants identified the need for indoor playspaces to create year round opportunities for play:

- Youth hub/space: An indoor space for young people to socialise, have access to free WiFi, study and engage in youth related activities.
- Indoor play/games centre: Play equipment, trampolines, pinball machines, board games for all ages; possibility of using indoor sports centres.
- Indoor/Outdoor Space: A multipurpose space that is 'cosy' in winter and can be opened up in warmer weather.



Our vision for play

Vision statement

'Hepburn Shire will have a network of engaging, inclusive and sustainable playspaces that are reflective of our people and our places.'

Guiding principles

The following planning principles have been developed to guide the planning, management and maintenance of playspaces in Hepburn Shire.



Strategic: Our actions will help to promote, protect and enhance our district's unique social, cultural, environmental and heritage characteristics.



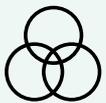
Inclusive: Our actions contribute towards the playspace being 'welcoming' to everyone in our community, in terms of diversity of ages, abilities, safety and culture.



Activated: Our actions activate play and physical activity for children and young people, and all of our community to provide places for social connection.



Economically sustainable: Our actions are cost-effective not only in terms of implementation, but throughout the life-cycle of a playspace.



Multifunctional: Our actions support the needs of our whole community, designs have flexibility built-in to provide play value for a diversity of ages, children, young people and adults.



Environmentally Sound: Our playspaces reflect the natural environment in which they are located, preferencing sustainably sourced materials and use of natural resources.



Well-Maintained: Our actions are practical, are relatively simple to implement and easy to maintain routinely; and exhibit a quality of design and construction that is durable and long-lasting.



Shire wide: Our actions are well-considered in terms of their benefit to our local communities.



Current Council Priorities

Access across the Shire

Council will take a network planning approach to the provision of playspaces within the municipality. It is assumed that within a network, residents will have access to a range of play features or playspaces to meet individual needs. This access may be within a short distance of home or further away in another part of the Shire. In more populated areas of the Hepburn Shire, catchment areas have been defined, within these catchment areas children and families could reasonably expect to find a play opportunity within a short distance from home.

Playspace classifications

There are four playspace classification types:

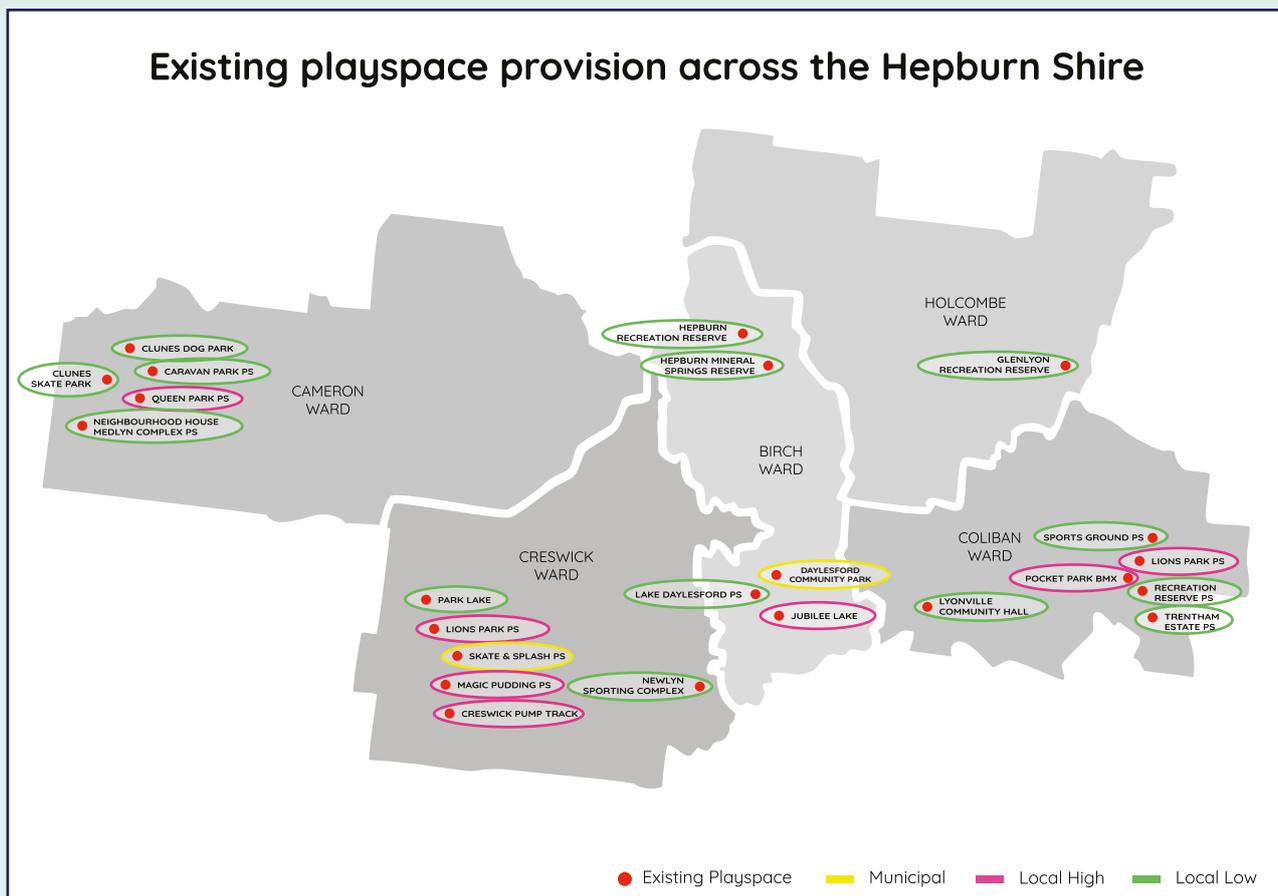
Local (Low), Local (High), Municipal and Regional.

At present Hepburn Shire does not have a Regional Level playspace. Different levels of playspaces are required because council needs to plan equitably across local areas to ensure that a range and balance of activities and settings are provided across the Shire, that also match the population catchment, open space needs and Council budgets.

Local (Low and High) playspaces: are located within a neighbourhood and are small in size. Local playspaces are located within a comfortable walking distance for residents, without the need to cross a major road. They provide play experiences for the local area. Residents in populated areas should have access to a Local playspace within 400m or a 10 minute walk from home. Visits to Local playspaces are likely to be short in length.

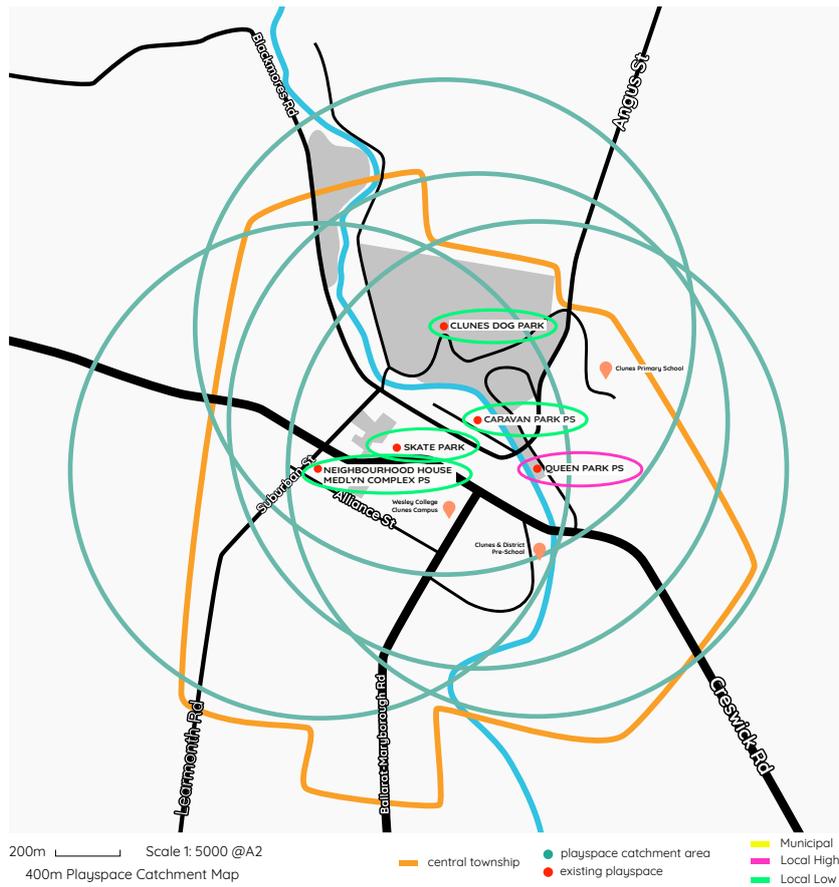
Municipal playspaces: provide for a cluster of neighbourhoods and, as such accommodate a range of different activities. Visitors to Municipal playspaces will access the space by walking, cycling or by car. Municipal playspaces provide important larger destinations for neighbourhoods and should, where possible, be supported through a path or trail network that connects local open space to municipal destinations. Residents in populated areas should have access to a Municipal playspace within 3kms or a 10 min drive from their home.

Destinational playspaces: cater for Hepburn Shire residents, tourists and others from outside of the municipality. Visitors to Regional playspaces will spend longer periods of time at the site and are likely to travel by car or public transport to the site. Regional playspaces offer a diversity of play opportunities and play elements. They should feature support facilities including car parking, toilets, shelter/shade, picnic settings, furniture, drinking fountains and BBQs where feasible.



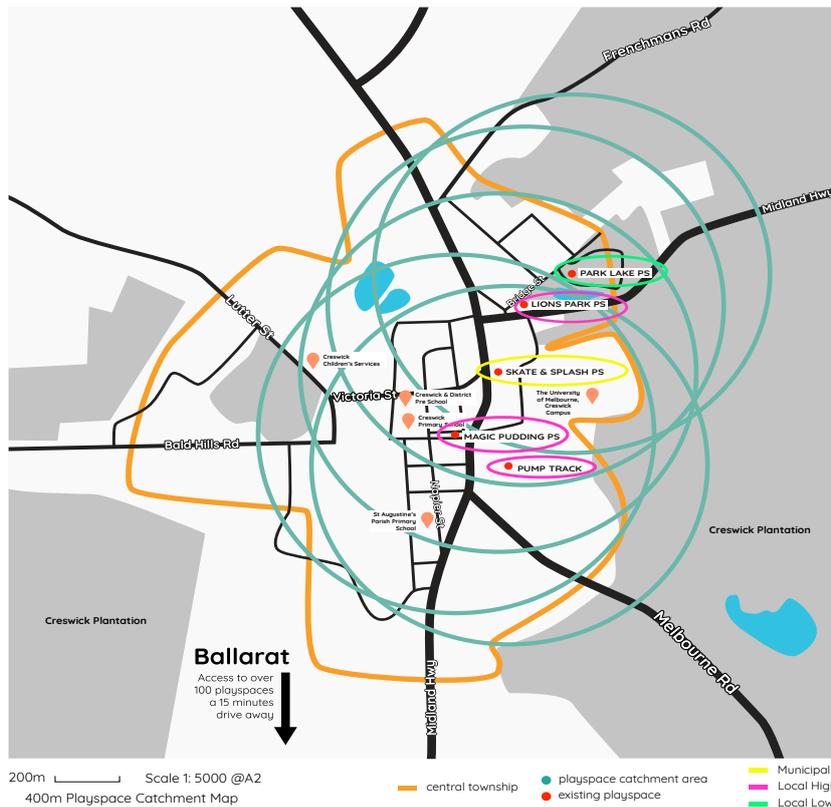
Existing playspace provision across the Hepburn Shire

Clunes



Existing playspace provision across the Hepburn Shire

Creswick



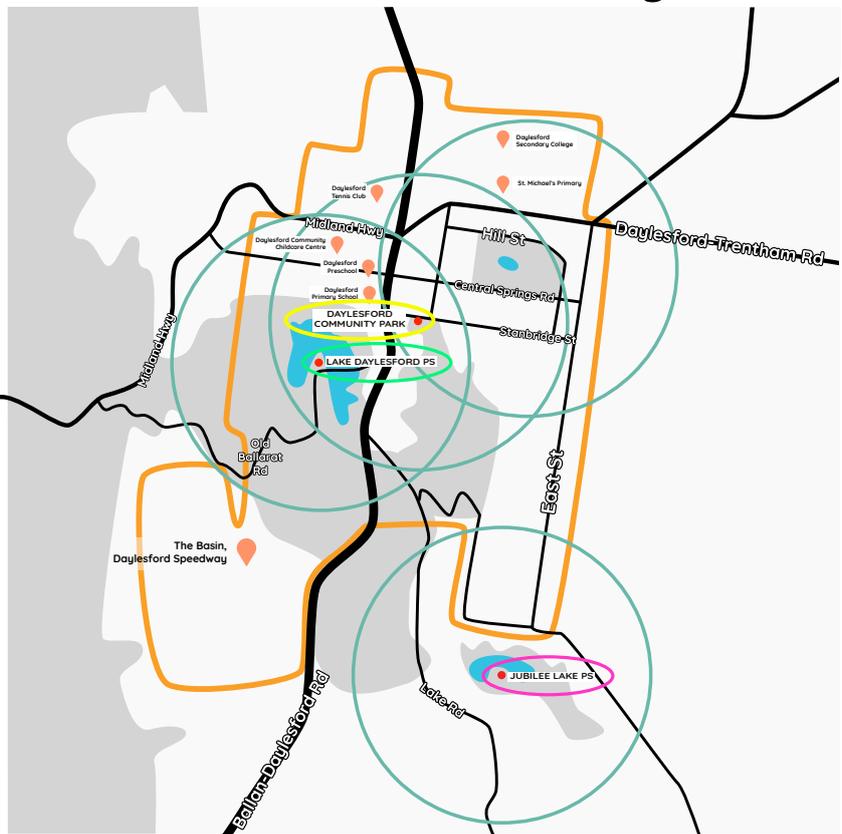
Existing playspace provision across the Hepburn Shire **Trentham**



200m Scale 1: 5000 @A2
400m Playspace Catchment Map

- central township
- playspace catchment area
- Municipal
- existing playspace
- Local High
- Local Low

Existing playspace provision across the Hepburn Shire **Daylesford**



500m Scale 1: 5000 @A2
400m Playspace Catchment Map

- central township
- playspace catchment area
- Municipal
- existing playspace
- Local High
- Local Low

Table 1 Playspace Classification

Table 1 provides further detail on the classification and inclusions.

Local Level (Low) Playspace	Local Level (High) Playspace
Purpose: Services immediate community, can be walked to easily from home	Purpose: Services immediate community, can be walked or cycled to from home or a very short, local car ride
Type & Duration of Use: To be used regularly for short stay use	Type & Duration of Use: To be used regularly for short stay use
Context: Usually very small site or with constraints / where possible some open space also preferable	Context: Usually smaller site with some open space
Development Standard: <ul style="list-style-type: none"> • Small playspace • Could be standard elements or a customised piece or a small level of nature-based play depending on community need • Limited range of use (i.e. for particular demographic) • Very basic level of amenity • Should have some landscaping, in particular trees for natural shade 	Development Standard: <ul style="list-style-type: none"> • Small playspace • Mostly standard elements, but depending on setting could also have custom elements or a small level of nature-based play • Basic level of amenity • Should have some access 'to' the playspace • Should have some landscaping, in particular trees for natural shade
Play Opportunities: <ul style="list-style-type: none"> • A basic level of play opportunity 	Play Opportunities: <ul style="list-style-type: none"> • Broader intergenerational use • A moderate level of physical play activity • Places to gather and socialise • Possibly a small level of opportunities for creativity or imagination • Space to run around

Table 1 Playspace Classification *continued*

Municipal Level Playspace	Regional Level Playspace / Play Experience
<p>Purpose: Services entire township or district, can still be walked to, but may be accessible by car from further away</p>	<p>Purpose: Services entire region & tourist visitation / come by car from further away</p>
<p>Type & Duration of Use: To be used for medium - longer stay either regularly or periodically</p>	<p>Type & Duration of Use: A planned destination to be used for longer stay (all-day) regularly or periodically</p>
<p>Context: Usually larger, more significant community open space with connection to other local community and recreational facilities</p>	<p>Context: Larger, more high-focus open space with connection to other local community or recreational facilities</p>
<p>Development Standard:</p> <ul style="list-style-type: none"> • Medium sized playspace / co-located playspaces with elements for a range of ages. • Mostly standard elements, but depending on setting could also have custom elements or a small level of nature-based play • Broader intergenerational use • Medium - high level of amenity • Should have a main route of access 'to' the playspace and some accessible play activities 'within' the playspace • Should have some landscaping, in particular trees for natural shade. May also have built shelter 	<p>Development Standard:</p> <ul style="list-style-type: none"> • Large & diverse playspace / co-located playspaces with elements for all ages • Setting could also have custom elements (i.e. sound or artwork) or integrated nature-based play • High level of amenity, including well-developed picnic and toilet facilities • Must have multiple routes of access 'to' and accessible play activities 'within' the playspace • Should have integrated landscaping, both natural & built shelter
<p>Play Opportunities:</p> <ul style="list-style-type: none"> • Broader intergenerational use • A variety of experiences • A high level of physical play opportunities for all ages - with variety across balance, agility, swinging, sliding and climbing and some graduated challenge built in • Inclusive spaces to gather and participate socially within • A small range of opportunities for creativity and imagination • Space to run around 	<p>Play Opportunities:</p> <ul style="list-style-type: none"> • High intergenerational use • A variety of experiences • A high level of physical play opportunities with variety across balance, agility, swinging, sliding and climbing and some risky play / graduated challenge built in • Inclusive spaces to gather and participate socially within • A diverse range of opportunities for creativity and imagination, in particular flexible and manipulative elements • Space to run around and recreate informally and formally

Current and future playspaces

In some larger townships such as Daylesford, Creswick and Hepburn gaps have also been identified in the current provision. In most cases these future playspace proposals have been included in Open Space Master Plans, Facilities Plans and Community Plans already. Refer to Appendix 1 to see the Priority Actions.

Table 2 shows the current play provision, current classification and proposed future classification.

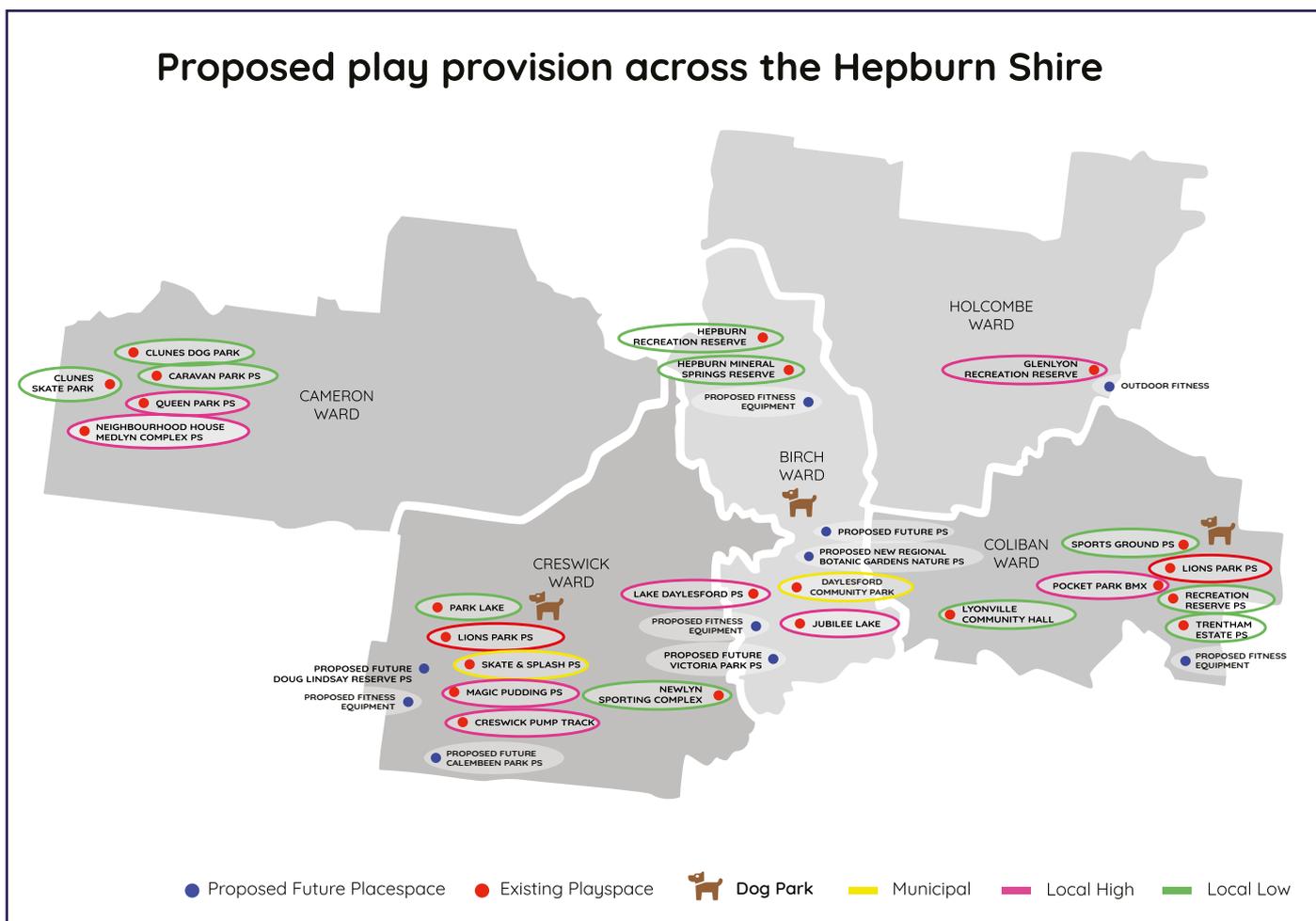
Table 3 shows the proposed play areas, within existing masterplans or proposed through this strategy.

Table 2 Current Playspace Provision

Playspace Name / Address	Township	Current Classification	Future Classification
Daylesford Community Park	Daylesford	MUNICIPAL	MUNICIPAL
Jubilee Lake	Daylesford	LOCAL HIGH	LOCAL HIGH
Lake Daylesford	Daylesford	LOCAL LOW	LOCAL HIGH
Hepburn Mineral Springs Reserve	Hepburn Springs	LOCAL LOW	LOCAL LOW
Hepburn Recreation Reserve	Hepburn	LOCAL LOW	LOCAL LOW
Glenlyon Recreation Reserve	Glenlyon	LOCAL LOW	LOCAL HIGH
Trentham Recreation Reserve	Trentham	LOCAL LOW	LOCAL LOW
Trentham Lions Park	Trentham	LOCAL HIGH	LOCAL HIGH
Trentham Skate Park	Trentham	LOCAL HIGH	LOCAL HIGH
Trentham Sports Ground	Trentham	LOCAL LOW	LOCAL LOW
Trentham Park Estate	Trentham	LOCAL LOW	LOCAL LOW
Clunes Medlyn Complex / Neighbourhood House	Clunes	LOCAL LOW	LOCAL HIGH
Clunes Skate Park	Clunes	LOCAL LOW	LOCAL LOW
Clunes Queens Park	Clunes	LOCAL HIGH	LOCAL HIGH
Clunes Caravan Park	Clunes	LOCAL LOW	LOCAL LOW
Clunes Dog Park	Clunes	LOCAL LOW	LOCAL LOW
Creswick Apex Park (Magic Pudding Playspace)	Creswick	LOCAL HIGH	LOCAL HIGH
Creswick Skate & Splash Park	Creswick	MUNICIPAL	MUNICIPAL
Creswick Lions Park	Creswick	LOCAL HIGH	LOCAL HIGH
Creswick Park Lake	Creswick	LOCAL LOW	LOCAL LOW
Hammon Park (Creswick Pump Track & Gateway to Creswick Trails)	Creswick	LOCAL HIGH	Regional Play Experience
Newlyn Sporting Complex	Newlyn	LOCAL LOW	LOCAL LOW
Lyonville Community Hall	Lyonville	LOCAL LOW	LOCAL LOW

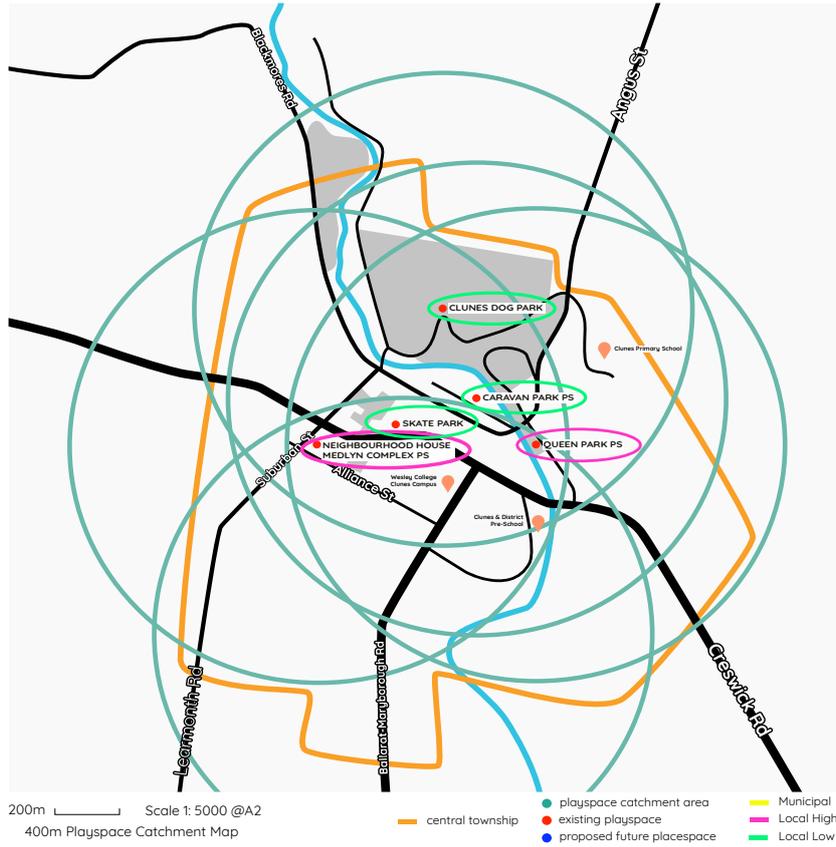
Table 3 New Playspaces Proposed

Name / Address	Type	Town	Future Classification
Calembeen Park	Playground	Creswick	LOCAL HIGH
Wombat Hill Botanic Gardens	Playground	Daylesford	LOCAL HIGH
Doug Lindsay Recreation Reserve	Playground Outdoor Fitness	Creswick	LOCAL HIGH
Glenlyon Recreation Reserve	Outdoor Fitness	Glenlyon	LOCAL LOW
Trentham Recreation Reserve	Outdoor Fitness	Trentham	LOCAL LOW
Hepburn Mineral Springs Reserve	Outdoor Fitness	Hepburn	LOCAL LOW
Lake Daylesford	Outdoor Fitness	Daylesford	LOCAL LOW
	Dog Park	Daylesford	LOCAL LOW
	Dog Park	Trentham	LOCAL LOW
	Dog Park	Creswick	LOCAL LOW



Proposed playspace provision across the Hepburn Shire

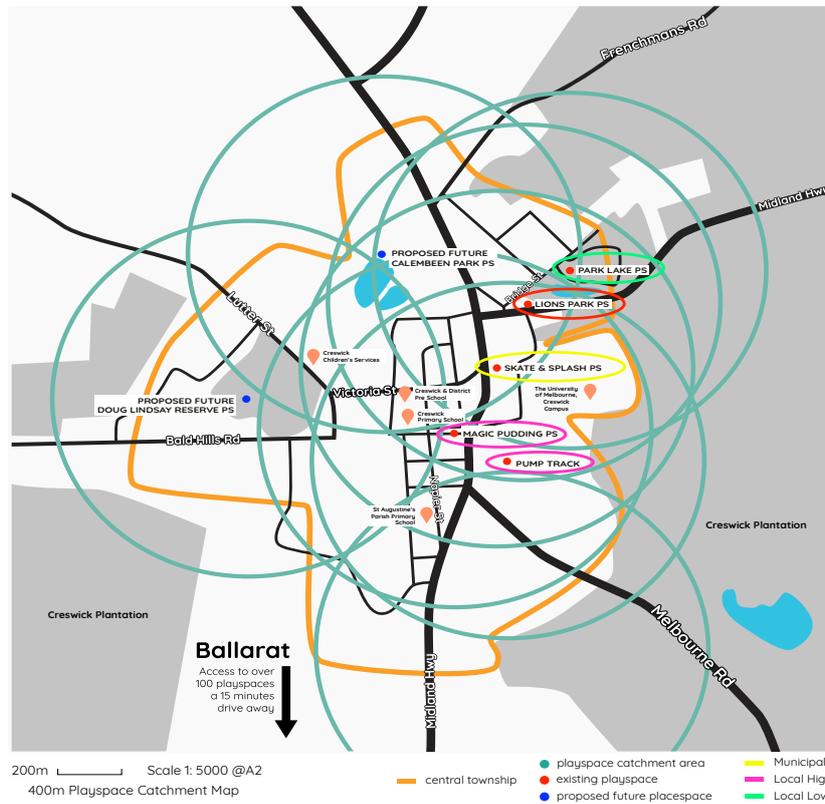
Clunes



200m Scale 1: 5000 @A2
400m Playspace Catchment Map

Proposed playspace provision across the Hepburn Shire

Creswick



200m Scale 1: 5000 @A2
400m Playspace Catchment Map

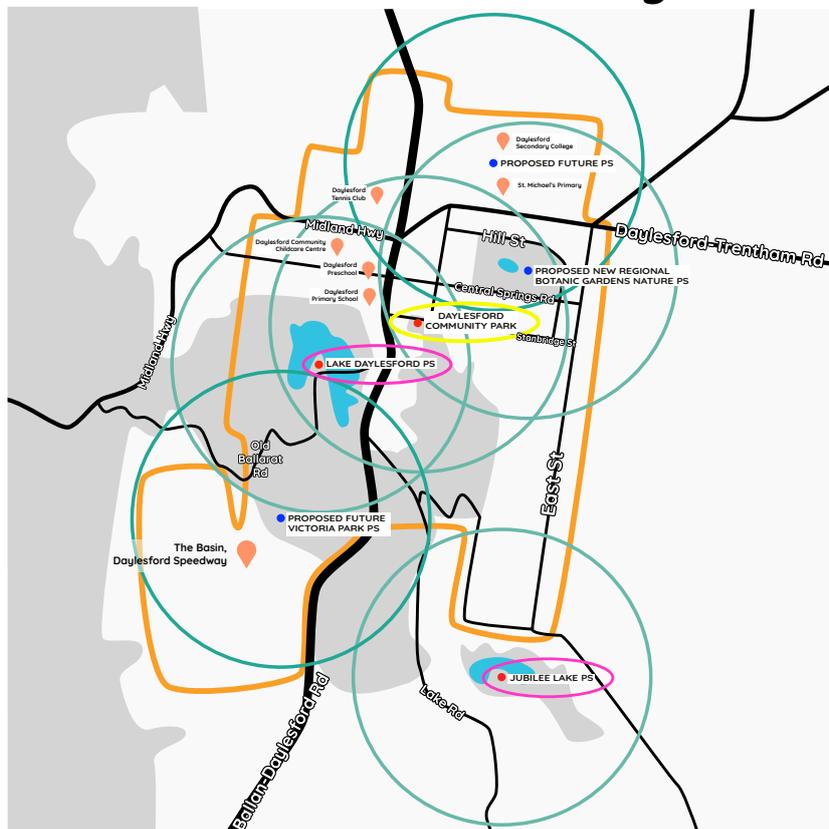
Proposed playspace provision across the Hepburn Shire **Trentham**



200m Scale 1:5000 @A2
400m Playspace Catchment Map

- playspace catchment area
- central township
- existing playspace
- proposed future placespace
- Municipal
- Local High
- Local Low

Proposed playspace provision across the Hepburn Shire **Daylesford**



500m Scale 1:5000 @A2
400m Playspace Catchment Map

- playspace catchment area
- central township
- existing playspace
- proposed future placespace
- Municipal
- Local High
- Local Low

New play areas identified by this strategy and in other council masterplans, facilities plans are as follows:

Creswick:

- Dough Lindsay Recreation Reserve – Local High with outdoor fitness opportunities.
- Calemben Park Local High (nature based play)
- Dog park in Creswick (location to be confirmed)

Daylesford:

- Wombat Hill Botanic Gardens – Local High (nature based play)
- Outdoor fitness Lake Daylesford
- Dog park in Daylesford (location to be confirmed)

Hepburn Springs:

- Outdoor fitness Hepburn Mineral Springs Reserve.

Holcombe:

- Outdoor fitness Glenlyon Recreation Reserve.

Trentham:

- Outdoor equipment Trentham Recreation Reserve.
- Dog park in Trentham (location to be confirmed)

Areas for the consideration of incidental or informal play features include:

- Play trail along the Daylesford – Hepburn Walking/Cycling Trail (supported by the Recreation and Open Space Strategy)
- Clunes Showgrounds (supported by the Recreation and Open Space Strategy)

Listed below are possible locations to increase community access to existing playspaces for further exploration by Council as part of a play network:

- St Michael’s Primary School / Daylesford High School, Daylesford (this could potentially be developed as a shared use facility to provide better access to play to the north of Daylesford)
- Yandoit and Woodford Primary School Playspaces (either or both of these could potentially be developed as shared use facilities to provide better access to play in the north-east of Hepburn Shire)
- Victoria Park Caravan Park Playspace (this could potentially be developed as a shared use facility to provide better access to play to the south of Daylesford)



Relocation of existing playspaces

Some existing playspaces are identified for relocation to a more suitable siting that is safer, more connected, with a better chance for expansion. Existing playspaces advised for relocation onsite to more suitable area are as follows:

Daylesford:

- Lake Daylesford Playspace: the Lake Daylesford Management Plan 2009 recommends that the playspace be moved from its current location, to somewhere more accessible where it can expand and diversify further

Newlyn:

- Newlyn Recreation Reserve: the Newlyn Draft Recreation Reserve Masterplan 2018 recommends that the playspace is relocated to a more connected location onsite where the playspace and its amenity can be expanded further

Clunes:

- Clunes Skatepark: feasibility for combining this facility with the playspace at the Clunes Medlyn Complex is to be investigated further to create one larger integrated facility

Alternative play

Alternative opportunities for more flexible types of play, that go beyond fixed play equipment, courses such as BMX or skate may be sought in communities depending on need, interest and resourcing.

Examples of this in local parks, reserves or public spaces might include:

- Skate and Scoot / Bike Skills or Bike Training Area
- Bush Kinder (usually alternative settings for existing pre-schools)
- Ageless Playgroups (intergenerational community meet-ups)
- Junior Ranger programs (with a focus on play and education in the natural environment)
- Temporary playspaces at events or festivals
- Art projects
- Temporary additions to playspaces over the school holiday period
- Mobile playground trucks for remote areas
- Opportunities to celebrate cultural diversity.
- Outdoor Fitness Spaces
- Dog Parks

Alternative play opportunities may be initiated by the community and supported by Council through promotion, funding and/or guidance around safety and risk issues.

Challenges for planning in Hepburn Shire

Size and budgetary restrictions mean that not every playground in Hepburn Shire will be able to offer a full range of play experiences or supporting amenities.

Playspaces are often placed within a hierarchy which outlines what play experiences should be offered, expected levels of service and the associated budget allocation. Development standards may also be used to outline expectations for playspaces in each level of the hierarchy.

A network approach to planning ensures a range of play experiences are provided within an area or municipality, rather than expecting all playspaces to cater to the needs of everyone.



Improving access and inclusion in Hepburn Shire

Improving access and inclusion is a priority for Hepburn Shire Council ensuring that spaces are able to be used and enjoyed by all people, regardless of their ability or need.

Inclusive playspaces are built to encourage all children to play together rather than having separate equipment specifically catering to those with differing abilities, and provide the necessary supporting features for parents and carers.

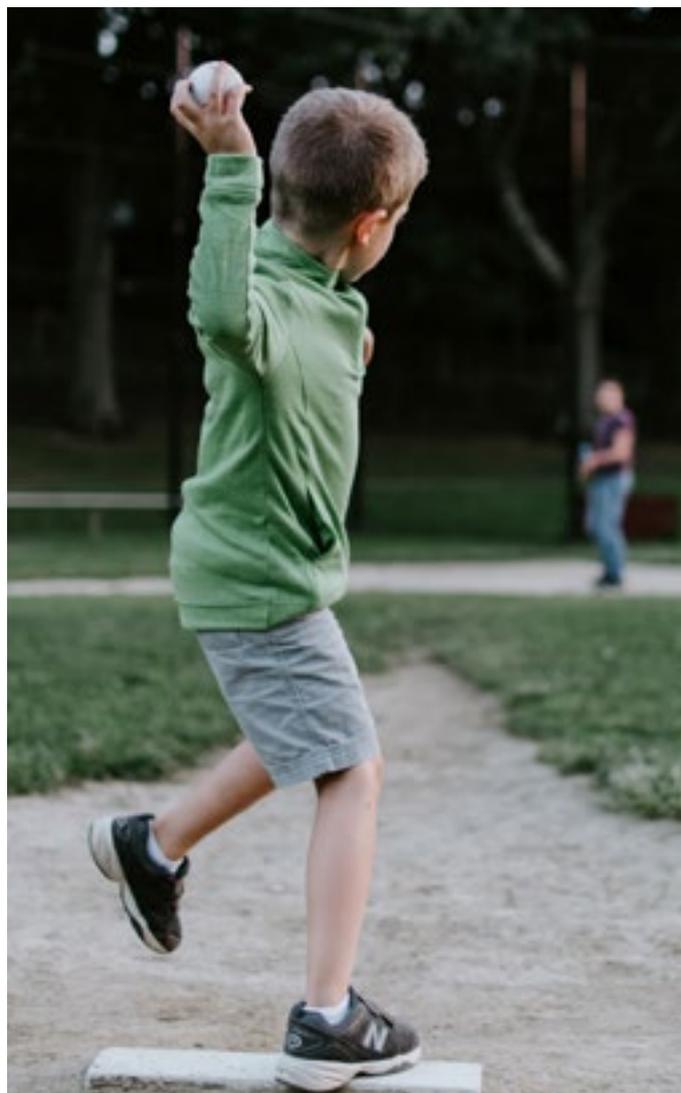
Universal Design is a concept used to ensure built spaces are inclusive. There are seven principles of Universal Design that when applied ensure spaces are able to be used to the greatest extent possible by everyone regardless of their age, ability or status (Access Institute, 2020). *These are listed below.*

It is important to note that the design of play equipment may not always follow all these principles for children with a disability, in light of providing a degree of additional challenge and skill development.

1. Equitable Use
2. Flexibility in Use
3. Simple and Intuitive Use
4. Perceptible Information
5. Tolerance for Error
6. Low Physical Effort
7. Size and Space for Approach and Use

Another useful tool when considering inclusion is the 'Everyone Can Play' guidelines (NSW Gov, 2020) which are based around three simple principles for developing inclusive playspaces:

1. **Can I get there?** (is there a wide, connecting path to playspace and associated facilities from street?)
2. **Can I play?** (is there accessible surfacing, at ground level or a ramp into the playspace itself and when I get there is there something engaging that I can do there?)
3. **Can I stay?** (are there the facilities I need to stay for a period of time, accessible furniture such as drinking fountains, tables, BBQs, shelter, toilets and possibly fencing?)



Roles and Responsibilities

Public playspaces are not usually the responsibility of one sole entity from inception to end-of-life and this needs to be clearly articulated. Everyone in the community in fact has a part to play. Table 4 outlines the roles and responsibilities for the planning, delivery and maintenance of playspaces.

Table 4 Roles and Responsibilities

Owner	General Task	Council Lead	Partner
Service owner	Defining levels of service	Sport and active recreation	Community Planning
Service owner	Strategic Planning & Budgeting	Sport and active recreation	Council / Committees of Management / Financial Services
Service owner	Reporting on strategy	Sport and active recreation	Corporate planning and governance
Service owner	Lobbying / Providing Advice on Playspace Priorities	Sport and active recreation	Community / Committees of Management / Community Planning / Community Care
Service owner	Project Identification	Sport and active recreation	Major Projects /Parks and Open Space / Engineering Team
Service owner	Business case	Sport and active recreation	Major Projects / Parks and Open Space
Service owner	Securing funding	Sport and active recreation	Grants and Project Officer / Major Projects
Asset Owner	Design (including community engagement, procurement and quotation)	Sport and active recreation	External Consultant / Parks and Open Space / Community Care /Community Development/ Other subject matter experts
Asset Owner	Construction / Installation (including project management)	Major Projects / Sport and Active Recreation	External Contractor / Engineering Team/ Parks and Open Space /Supplier
Asset maintenance	Maintenance and cleaning (parks) (including mulch top up, minor equipment replacement & repairs)	Parks & Open Space (reactive)	Engineering (proactive, major repairs)
	Maintenance and cleaning (aquatic)	Sport and active recreation	Engineering (proactive, major repairs)
Asset maintenance	Standards Compliance Auditing (Level 1 & 2)	Parks and Open Space	Sport and Active Recreation
Asset maintenance	Annual Audit (level 3)	Sport and active recreation	External Contractor

Committees of Management, Sports Clubs & Friends Groups

Another key layer of management for municipal playspaces in Hepburn Shire are open space Committees of Management, Sports Clubs or Friends Groups. These groups provide on the ground support in terms of planning and funding applications and in some cases are actually involved in the implementation or maintenance of open space. A strong relationship between Council and community is needed moving forward to ensure that Council is able to support community needs.

These community groups and committees can increase opportunities by:

- providing play advice and feedback on behalf of the local community for new projects
- advocating Council or State / Federal Government for community supported play projects
- initiating funding applications with Council for play projects
- supporting and promoting ‘play’ activities locally within the community
- coordinating community participation in new play projects
- providing play activities or events locally within the community

Development standards

Development standards establish benchmarks for each classification of playspace across Hepburn Shire. The purpose of these standards is to strategically plan for suitable development for individual sites and equitable development for local communities. Please refer to Appendix 2 to view the Principals for Good Design used by Council to plan and deliver high play value.

Development standards by classification

Table 5 shows the proposed development standards for Hepburn Shire’s playspaces based on classification. The purpose of this table is to provide a standard guide for the development at different levels of playspace, whilst being flexible enough to assist council with planning on a site by site basis, taking into consideration the specific needs and aspirations of individual communities.

<ul style="list-style-type: none"> Included at this hierarchy level 	SS May or may not be included depending on local need and site context suitability
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Table 5 Development Standards by Classification

Type of Features	Local	Municipal	Regional
PLAYSPACE FOCUS			
Features for younger children	SS	•	•
Features for older children	SS	•	•
Features for young people	SS	•	•
Features for adults	SS	•	•
Features for older adults	SS	•	•
PLAY FEATURES FOR CHILDREN & YOUNG PEOPLE			
Play equipment; swings	SS	•	•
Play equipment; slide/s	SS	•	•
Play equipment; climbing frames / upper body	SS	•	•
Play equipment; rocking equipment	SS	•	•
Play equipment; balance activities	SS	•	•
Opportunities for imaginative play	SS	•	•
Manipulative activities	SS	SS	•
Sand play	SS	SS	SS
Natural Play Elements; rocks, logs etc.	SS	SS	•
Natural Play Elements; trees, shrubs, groundcovers etc.	SS	•	•
Skate Facilities		SS	SS
BMX	SS	SS	SS
Hit Up Walls	SS	SS	SS

Type of Features	Local	Municipal	Regional
PLAY FEATURES FOR EVERYONE			
Level change	SS	SS	•
Water Play / Aquatic Play		SS	SS
Art Elements	SS	SS	•
Sound / Musical Elements	SS	SS	•
Table Tennis, Bocce etc.	SS	SS	SS
Event or Community Spaces	SS	SS	SS
Hard surfaces for scooters, bikes	SS	SS	•
Basketball / Netball courts / half-courts	SS	SS	SS
Open grassed spaces for running and ball games	•	•	•
Bushland features for exploring	SS	SS	SS
Trails / paths for bicycles to / between	SS	SS	•
PLAY FEATURES FOR ADULTS & OLDER ADULTS			
Fitness Equipment / Outdoor Gym	SS	SS	SS
SITE AMENITIES & FEATURES			
Shade trees	•	•	•
Shelter structures		SS	•
Seating	•	•	•
Picnic Tables & Seats	SS	•	•
Drinking Fountains	SS	•	•
Barbecues	SS	SS	•
Toilets		SS	•
Bins	SS	•	•
Bike racks	SS	SS	•
Wi-Fi Access	SS	SS	SS
INCLUSIVE FEATURES			
Designated (disabled) car parking	SS	SS	•
Wide sealed pathway access to playspace from street (at max 1:14 grade)	SS	•	•
Secondary pathways between facilities		SS	•
In ground, concrete edging	SS	•	•
Rubber surfacing to provide access to specific play activities	SS	SS	•
Accessible furniture (i.e. tables, drinking fountains) with accessible paths to them	SS	SS	•
Fencing	SS	SS	•
Inclusive play equipment or activities		SS	•

The 10 Pillars of Play Value

When designing playspaces for our community these pillars will be considered to create the 'best' experience possible for all members of the community, regardless of age or ability.

- 

1 Inclusive Design / Planning:
That the playspace is welcoming and accessible for all ages and abilities.
- 

2 Integration of the Broader Landscape into Playspace:
That the playspace is more than just the equipment
- 

3 Open-Ended & Multi-Functional Play:
That the playspace has elements in it that are not prescribed can be used in multiple ways
- 

4 Loose / Sensory Materials:
That the playspace has access to loose and sensory materials to provide a catalyst for play
- 

5 Opportunities for Risk Taking & Challenge:
That the playspace provides graduating skill and fitness challenges
- 

6 Different Types of Movement & Engagement of Different Senses:
That the playspace provides for a variety of movement experiences
- 

7 Flexible & Adaptable Play:
That the playspace has elements that can be easily converted for use in play
- 

8 A Range & Diversity of Play:
That the playspace has a variety of different activities woven together
- 

9 Continuity or A Relationship Between Elements:
That the playspace has a considered layout of elements that flow from one to the other
- 

10 Opportunities for Exploration & Learning:
That not everything in the playspace is obvious and that there are elements that can be 'uncovered' or 'discovered'

Ongoing management & maintenance

Lifecycle of playspaces

The lifecycle of a playspace or play equipment is 10 years. Triggers that indicate play equipment has come to the end of its useful life may be as follows:

- Flagged safety or non-compliance issues by routine Australian Standards Audits
- Reported damage or vandalism making it unusable or a public hazard
- Observed degraded wear and tear
- Age of play equipment over 25 years

Council may in some circumstances need to replace significant sections or entire playspaces. This would usually occur if there were multiple triggers across the majority of the playspace or if council had flagged the need to relocate or upgrade facilities.

Routine inspections and compliance audits

Council will inspect playspaces to note damage, test softfall depth & quality and schedule any necessary repairs with the following frequency:

- Regional Playspaces – weekly
- Municipal Playspaces – fortnightly
- Local Playspaces – monthly

Audits to test compliance with Australian Standards and safety of all playspaces will be conducted annually by an independent external Playground Auditor. Council will be issued with a report that outlines issues and tasks for action.

Maintenance and repairs

Council will maintain a budget for ongoing maintenance and repairs of playspaces and stock required fixings (such as chain link for swings, D-Hooks etc.) ready for repair when needed.



Appendices

Appendix 1 Hepburn Shire's 10 year priority action plan

The action plan will guide the development of a 10 year Capital Works Program. Funding will be subject to Council approval and funding grants will be accessed where possible to deliver the 10 year program.

The priorities identified in the program are defined as follows:

S – to be completed 1-4 years M – to be completed 5-8 years L – to be completed 9+ years

Municipal Wide

Actions	Responsibility	Priority
Align the planning and upgrade of playspaces with relevant funding bodies and partners.	Sport and Active Recreation	S
Review existing processes to ensure the efficient renewal and redevelopment of playspaces.	Sport and Active Recreation/Parks and Open Space	S
Review external annual safety audit and bi-annual lifecycle cost assessment process (procurement, timing, recording of requests).	Sport and Active Recreation/Parks and Open Space	S
Review existing Playspace Safety Audit to extend beyond formal playspaces to include other Council owned playspaces within kindergartens.	Parks and Open Space	S
Review current funding levels for renewal, playground upgrades, master planning and accessibility budgets in line with strategy recommendations	Sport and Active Recreation	S
Improve community engagement and communication methods regarding renewal and capital development projects (i.e. Playground Testers) in-line with project classification level and context.	Sport and Active Recreation	S
Increase use of Council's client management system to record requests for service or repairs identified through annual audit.	Sport and Active Recreation/Parks and Open Space	S
Align naming and renaming of playspaces with Council's Naming Policy.	Sport and Active Recreation/ Governance/ Parks and Open Space	S
Consider a process for using playspaces for public events. Create a process and procedure for booking playspaces for community events and celebrations.	Sport and Active Recreation/ Events/ Community Care	S
Investigate the use of a geographic information system to demarcate Council assets, move towards including the location of supporting infrastructure (play elements and street furniture).	Sport and Active Recreation/ Engineering/ Information Services	S
Create a comprehensive online directory of playspaces across the Shire with consistent language. Showing the location, level of accessibility, age suitability, context and features of individual playspaces.	Sport and Active Recreation/ Marketing and Communications /Community Care	S
Install signage at each playspace, showing the name of the playspace, contact details for reporting maintenance requests (any other information important to the activation or use).	Sport and Active Recreation/ Marketing and Communications /Parks and Open Space	S
Consider the provision of play equipment within existing community facilities – libraries, community centre included, and work with local cafes to include play elements within their venues – playspace, toy box or interesting feature to provide indoor play opportunities.	Sport and Active Recreation/ Community Care	S

Cameron Ward

Actions	Responsibility	Priority
Develop Clunes Dog Park	Sport and active recreation/Major Projects	S
Relocate Clunes Skate Park to Medlyn Reserve	Sport and active recreation/Major Projects	M
Renew Clunes Medlyn Playspace	Sport and active recreation/Major Projects	M
Upgrade Queens Park	Sport and active recreation/Major Projects	L
Convert Clunes Caravan Park	Sport and active recreation/Major Projects	L

Creswick Ward

Renew Newlyn Recreation Reserve	Sport and active recreation/Major Projects	S
Upgrade Creswick Apex (Magic Pudding)	Sport and active recreation/Major Projects	S
New Doug Lindsay playspace (inclusive of outdoor fitness)	Sport and active recreation/Major Projects	M
New nature based playspace Calemben Park	Sport and active recreation/Major Projects	M
Upgrade Lions Park	Sport and active recreation/Major Projects	M
Convert Creswick Park Lake	Sport and active recreation/Major Projects	M
Renew Creswick Skate & Splash (inclusive of outdoor fitness)	Sport and active recreation/Major Projects	L
Renew Hammon Park (Former Creswick Pump Track)	Sport and active recreation/Major Projects	
New Creswick Dog Park	Sport and active recreation/Major Projects	L

Holcombe Ward

Upgrade Glenlyon Recreation Reserve (inclusive of outdoor fitness)	Sport and active recreation/Major Projects	S
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Coliban Ward

Convert Lyonville Community Hall	Sport and active recreation/Major Projects	S
Renewal Trentham Sports Ground (inclusive of outdoor fitness)	Sport and active recreation/Major Projects	S
Renewal Trentham Pocket Park	Sport and active recreation/Major Projects	M
Renewal Trentham Park Estate	Sport and active recreation/Major Projects	M
Upgrade Trentham Lions Park	Sport and active recreation/Major Projects	L
New Trentham Dog Park	Sport and active recreation/Major Projects	L

Birch Ward

Upgrade Jubilee Lake Playspace	Sport and active recreation/Major Projects	S
Renew Hepburn Recreation Reserve	Sport and active recreation/Major Projects	S
Upgrade Lake Daylesford (inclusive of outdoor fitness)	Sport and active recreation/Major Projects	S
Design new Wombat Hill Botanic Gardens Nature Playspace	Sport and active recreation/Major Projects	S
Upgrade Hepburn Mineral Springs Reserve (inclusive of outdoor fitness)	Sport and active recreation/Major Projects	M
New Daylesford Dog Park	Sport and active recreation/Major Projects	M
Renew Daylesford Skate & Community Park	Sport and active recreation/Major Projects	L

Appendix 2 Principles for good planning and design

Design and placement need to be well considered in all playspaces. The following focus areas and questions should be considered for both the improvement of existing playspaces or the development of new playspaces.

Location, Layout & Access

- Is the playspace set back from the road or a nearby water body?
- Is there a number of play elements or structures, are they within supervising distance of each other?
- Is there a path leading to the playspace from the main entrance or path? Is that path a minimum 1.2m wide (Local) and 1.5m wide (Municipal and Regional) in compliance with Australian Standards for Mobility & Access AS:1428?
- Is the playspace above-ground, in-ground or partially in-ground?

Minimising Conflict Between Activities

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

Universal Design & Inclusion

- Are there equitable use facilities and play equipment provided in some Local Playspaces, and more in Regional Playspaces?
- 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 playspaces in the area?
- Does it meet the recommended Development Standards for its classification?
- Does it provide a unique site character or setting, different to other playspaces in the area that reflects the local community?
- Does it reflect the local context in its character (i.e. bushland, urban)?

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?
- Does the playspace provide for intergenerational play experiences, play with carers, grandparents, young/older siblings and users?

Providing Challenge & Interest

- Does this playspace provide a range of activities across different types of play? (i.e. sensory, nature, water, adventure, imaginative, technology)
- 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?

Shade / Shelter

- Is natural shade provided for on the north or west facing aspect of play equipment, sand play, 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?

Sustainability in Playspaces

- Does the playspace use recycled, natural and locally sourced materials where possible/ appropriate?

Maximising community use

- How could the space be best designed to maximise community use for events and other programming?
- Does the site require power, access for large vehicles or emergency services, provision of water supply?
- Could part of the site be able to be booked for an event or function, while still remaining open to the public?

Appendix 3 Playspace policy

Playspace settings

Playspaces can usually be set or installed in one of three ways, each has its strengths and limitations as discussed in detail below:

- above ground
- partially in-ground
- fully in-ground

Above Ground

Until the last 10-15 years most playspaces were built this way with timber, concrete, rubber or plastic edging slightly higher than the required depth of tested softfall mulch.

- Advantages: No or minimal drainage required if located well / No excavation or soil to relocate / dispose of – therefore cheaper
- Disadvantages: No seamless access for a person with a disability, in particular mobility issues or vision impairment

Fully In-Ground

Many councils now have policies that ensure that all new playspaces built are fully in-ground with a depth of hole and additional drainage layer created, flush edge in concrete, filled with the appropriate depth of tested softfall mulch.

- Advantages: Can give seamless access to a person with a disability to play or support a child in their care in the playspace
- Disadvantages: Proper agricultural drainage required / More expensive because excavation is required and removed soil has to either be relocated or removed

Partially In-Ground

One method that compromises both ways is to drop the playspace into the ground part-way. This usually means for example that for a 300mm depth of softfall 150mm is below surface level and 150mm is above.

- Advantages: Can be more easily ramped up to provide some access in places. Less soil removed, so less soil to relocate or remove.
- Disadvantages: Doesn't provide seamless access from all sides. Will still require agricultural drainage / More expensive than above ground.

It is recommended that all Municipal and Regional Level playspaces are installed fully in-ground. If Local (High) playspaces can be easily dropped down into the ground fully or partially when renewed then this should also be attempted as well.

Paths and access

Paths serve two purposes with a playspace; first to connect the playspace to the street (or in some cases other bike paths or trails) and secondly to enable connection within the playspace zone to different play activities and other facilities such as shelters, BBQ's and furniture.

Disability Discrimination Australia (DDA) compliant access requires that main paths should always be a sealed material, a minimum of 1500mm wide and no steeper than 1:14 grade. Secondary paths may be of alternative material (but is best consolidated for ease of travel) and should be a minimum of 1200mm wide. Where possible new furniture installed tables, chairs, drinking fountains, BBQs and shelters should also be connected where possible with a sealed path.



Shade

Shade in playspaces can be achieved in two different ways; by establishing natural shade or by erecting shade structures or sails. Again, there are benefits and limitations with each.

Natural Tree Shade

This is the planting of useful species of shade tree to provide northern and western shade. Evergreen trees will suit some circumstances, however to ensure that the playspace gets suitable light in winter deciduous trees might be preferable. Deciduous trees may also provide added seasonal interest as well.

Advantages: Can provide a cooler environment / less expensive and much more cost effective / has added play benefits.

Disadvantages: Can take a long time to establish and shade effectively / is susceptible to disease or damage over time / may need watering for some time when young / may need arboriculture work over time.

Shade Sails or Structures

This is the installation of tensile shade structures with shade cloth or the construction of a built roofed structure for shade generally providing shade in a fixed area.

- Advantages: Gives instant shade once established
- Disadvantages: Is much more expensive / can be prone to vandalism once built / shade cloth needs replacing periodically / not as flexible as to where it provides shade

It is recommended that natural shade establishment through trees is Council's general shade practice and shade structures or sails are only used in Regional or Municipal playspaces where the volume of use is regularly high.

Fencing

In situations where a playspace is situated within close proximity of a road or water body Council should first consider relocation of the playspace and if this isn't possible consider barriers, planted buffers or fencing. Higher level playspaces with more inclusive play and facilities should always consider fencing, as this kind of formal boundary is useful to assist children to play freely without wandering.

It is important to note that when playspaces are fully fenced that fencing does not just surround the play equipment and softfall zone entirely, but also includes the adjacent landscape environment (i.e. open grassed space, garden area, seating and shade). This will ensure that children have broader access to play and that carers are able to be with children in their care at all times.

Water Play

The popularity of outdoor water or aquatic play has grown over recent years as families seek out a range of play and recreation activities. This may mean a number of different types of play.

A 'Splash Pad' may provide complementary play to existing play spaces or swimming pool facilities. These facilities are built on a drained floor surface (usually concrete) or 'splash pad' and includes activities such as water slides, jets, canons and other interactive features using water. These are usually designed for children under 12, however have much broader community appeal and health and wellbeing benefits. It is important to note that these facilities are expensive to construct and maintain and therefore should only be considered for high-level sites.

Other types of smaller scale water play that can be integrated 'within' a playspace include; sand and water play stations or creek bed channels (ephemeral or with water pumps included). Again, these will require a reasonable amount of ongoing maintenance and as such should only be considered for high-level sites, where maintenance is more frequent.



Appendix 3 continued

Use of art and themes

Council and community value the opportunity for art and distinct themes in public playspaces because of their significance to bringing meaning to a local context and community. Any art or theme should be well considered as an integral part of the overall design of a playspace, so that it 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.

It is important that artworks created for playspaces are well made, durable, highly finished and fit for purpose, particularly where natural materials such as timber or stone are used.

Activation and events

Activation assists in bringing people to a space and provides an opportunity to build a connection to the space. Activation encourages a sense of fun and excitement and helps celebrate what is unique about a place.

Council plans to make a considerable investment in the maintenance, upgrade and renewal of playspaces throughout Hepburn and wants to ensure they are well used. Consideration will need to be given to manage the various uses and users to avoid conflict. Described below are ways Council will work with its community to activate and encourage use of playspaces.



Engaging community: Consideration will be given to how community members want to celebrate and use the space prior to the design and development of a playspace. Community members will be invited to participate in the planning and design of playspaces, to encourage a sense of ownership and connection to the space.

Community use and celebration: Linking with neighbourhood houses, community centres, fitness providers, schools and early learning centres provide an opportunity to use outdoor space for classes on an ongoing basis. Ideas to encourage celebration include:

- Grand opening: larger playspaces may warrant an event involving a range of stakeholders including Councillors to celebrate the reopening
- Community events: birthday parties, markets and festivals
- Physical activity: dance classes, group fitness, martial arts displays

Marketing and promotion: Council will strengthen the promotion and marketing of playspaces to encourage use and enjoyment. Consideration will be given to developing an online directory to assist with the ease of finding playspaces. Playspaces will be further promoted through existing businesses and tourism providers from within and outside the municipality. This will include playspaces provided through Council as well as playspaces within local primary and secondary schools and within community organisations.

Naming and signage

Align the naming of new and existing playspaces to the Hepburn Shire Council Signage Policy to ensure the clear and consistent naming of playspaces, ensuring adequate signage is in place at each playarea or playground and so there is consistency with how Council and members of the general public refer to playspaces. Consideration to be given to how investment and community contribution is recognised (naming, plaque or art).

Supporting infrastructure

In order to maximise use of playspaces as a community asset, playspaces and their supporting infrastructure need to be designed for a variety of uses. To ensure playspaces are suitable locations to hold events and cater for other programming opportunities the following aspects should be considered for inclusion in playspace development/upgrades:

- 3 phase power
- Access to Free WIFI
- Location of water taps and supply
- Access for event vendors, large vehicles and emergency services
- Location of clear signage

Appendix 4 References

- Summary of the United Nations General Comment No 17 on the Right of the Child to Rest, Leisure, Play, Recreational Activities, Cultural Life and the Arts (Article 31) – International Play Association (IPA), June 2013
- Everyone Can Play – A Guideline to Create Inclusive Playspaces – NSW Government, February 2019
- Enabling Play Friendly Places – Jenny Donovan – Environment Design Guide, Issue 87, August 2016
- Getting The Balance Right – Risk Management for Play – Play Australia, September 2015
- Guidelines for Planning, Installing and Activating Outdoor Fitness Equipment – Sport and Recreation Victoria (in association with Parks and Leisure Australia – Victoria and Tasmania)
- Hepburn Shire Council Plan 2017-2021
- Hepburn Shire Community Planning Strategy, October 2016
- Hepburn Shire Recreation and Open Space Strategy 2016-2021
- Hepburn Shire Municipal Public Health and Wellbeing Plan 2017-2021
- Healthy Active and Safe – Hepburn Shire Municipal Early Years Plan, April 2015
- How does the time children spend using digital technology impact their mental well-being, social relationships and physical activity – UNICEF Innocenti Office of Research Discussion Paper, 2017
- Summary of the United Nations General Comment No 17 on the Right of the Child to Rest, Leisure, Play, Recreational Activities, Cultural Life and the Arts (Article 31) – International Play Association (IPA), June 2013
- The Good Playspace Guide – I Can Play Too – Department for Victorian Communities (in association with Playgrounds & Recreation Association of Victoria), February 2007



Images

Front page: Priscilla Du Preez, Mi Pham, Bhargava Marripati & Markus Spiske, P1: Melissa Askew, P4: Ashton Bingham, P10: Abigail Keenen, Honey Yanibel Minaya Cruz, Annie-Spratt, P11: Markus Spiske, P27: Mi Pham, P28: Adam Whitlock, P29: Kelly Sikkem, P35: Kelly Sikkem, P36: Andrew Seaman, P37: Benjamin Catapane, P38: Fachry Zella Devandra, P41: Ev