

# **WESTLEIGH PARK PLAY SPACE**







# **Hornsby Shire Council Draft Play Plan**

# **Key Messages:**

## Vision Statement

Play spaces are vital to a livable productive, sustainable and collaborative Shire and they draw on the unique natural assets of the Bushland Shire.

THEME	PLAY IS:
Liveable	Fun – memorable, distinctive, diverse and imaginative
	Healthy – physical, intellectual, social and emotional
	Comfortable – amenities, seating and shelter
Productive	Managed – planned, managed and maintained
	Safe – compliant, age appropriate and well located
Sustainable	Sustainable – socially, financially and environmentally
Collaborative	Inclusive - all ages, cultures and capabilities
	Identifiable – promoted, valued, sign posted, identifiable and recognised



## Design Principles

DESIGN PRINCIPLES		
Siting	Outdoor play spaces are typically provided in many diverse settings, including parks, community centres, and national parks. Refer to AS 4685.0 Section 6: Play Space Development for siting requirements.	
Transport	Transport links are to be considered in District and Regional play spaces. Play spaces with transport links should be communicated through Council's website, library, social media etc.  Note: 26% of Council's play spaces have nearby public transport, most of which are local play spaces.	
Parking	Parking should be located as close as possible to the play space and include accessible parking.  Note: topography can limit this outcome.	
Amenities Block	Accessible amenities blocks are desirable and should be provided at District and Regional play spaces.	
Surveillance	Play space design should encourage active supervision by carers through accessible seating in the centre of the play space. Low planting is valued for supervision. Tall opaque structures in the middle of the play space should be avoided. Passive surveillance of the play space from neighbouring residential properties and streets is highly valued.	
Accessibility	The requirements of AS 1428 shall be applied to Regional and District play spaces. This includes access up to and through the play space, including up to and onto play equipment. Accessibility in Local play spaces shall be considered, where possible.	
Wayfinding	Play space design should take into account all the ways in which people orient themselves in a play space and address how they navigate from area to area within the play space.	
Universal Design	Wherever possible, the 7 principles of Universal Design shall be applied to play space design. Refer to The Centre of Universal Design Australia (CUDA). As a minimum, the principles should apply to District and Regional Play Spaces.	
Fencing	Full perimeter fencing with self-closing gate hinges should be provided in all Regional and District play spaces. Where possible, fencing should be provided in Local play spaces as per current provision.	
Variety	Play spaces should provide as many types of play as the space and budget allow.	
Quality	Play space provision should value quality of play in terms of varied play types and longevity.	

DESIGN PRINCIPLES		
Shade	Play spaces should be designed with areas of effective summer shade from either trees, built elements or both. The design should take into account the reflective index of various surfaces and materials to minimise UV exposure. Shade should be provided in accordance with the Cancer Council NSW's 'Guidelines to Shade: a Practical Guide for Shade Development in NSW'.  The availability and desirability of winter sun is also important to consider and deciduous trees are invaluable in this regard. Where necessary, Regional and District play spaces should provide shade structures where trees cannot be achieved.	
Undersurfacing	Playground undersurfacing material is required at all of Council's playgrounds in accordance with Australian Standards. At Regional, District and Local level playgrounds, rubber unitary undersurfacing should be used in areas that experience high usage levels such as under swings and at the end of slides. Unitary surfacing should also be applied in areas which are considered to be accessible. Play space mulch and sand are valued as sustainable choices which are cool underfoot and natural in appearance.  Note: mulch and sand do not require 3-yearly testing in accordance with AS4422 and AS4685, whereas unitary surfaces do.	

## **Hornsby Shire Council Draft Play Plan**

## **Key Messages:**

- Hornsby Shire Community Consultation indicates that :
- 1. There is a desire for more diversity of play types and experiences that are challenging and go beyond traditional play spaces;
- 2. There are currently no water play spaces in Hornsby Shire and this needs to be addressed;
- 3. Play spaces should provide opportunities for people of all ages, including children, young people and older people, with age appropriate settings, spaces and equipment;
- 4. Play spaces should provide integrated play opportunities for people with varying disabilities and needs;
- 5. Improved communications about play spaces across the Hornsby area would be appreciated to inform residents about specific features and future planning; and
- 6. Consider equity of access to play spaces across Hornsby Shire, in future planning and design.

## 10 Play Types

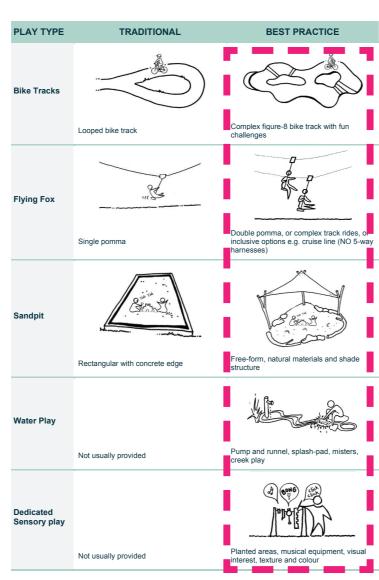
- 1. Physical play
- Swings and slides are well provided across the LGA.
- · 3D climbing equipment is preferred
- Monkey bars, track rides and flying fox are less evident
- 2. Sensory play (music, water & sand)
- Specific sensory play is poorly represented
- More opportunities could be considered in future
- 3. Solo play
- 4. Parallel play
- More opportunities could be considered in future
- 5. Constructive play
- Very few play space contain sand (4%)
- More opportunities could be considered in future
- 6. Social play
- 7. Cognitive play
- Few play space offer cognitive play, this is an obvious area for future improvement
- · The opportunity to extend to older age groups
- 8. Imaginative play
- Could be considered more often
- 9. Nature play
- · Could be considered more often
- 10. Intergeneration play
- This is an obvious area for future improvement

## **Hornsby Shire Council Draft Play Plan**

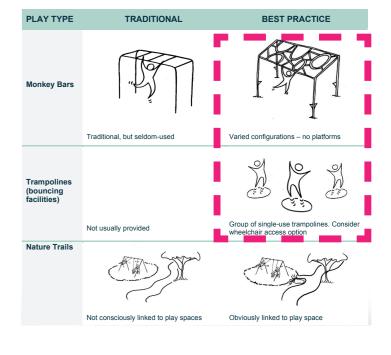
## **Key Messages:**

Best Practise For Play Types

PLAY TYPE	TRADITIONAL	BEST PRACTICE		
Swings				
	1 bay swing with strap and toddler seat	2 bay swing with social and/or inclusive seat, toddler and strap seats		
Rockers	Multi-user rocker, with inclusive suppon one side, or multiple single rocker 2-person see-saw			
Climbing	2D climbing panel	3D climbing frame		
Sliding	1200mm high slide	Varied slide choices		
Spinners	Single spinner	Group spinner (carousel) preferably accessible, or 2-person spinner bowl		



PLAY TYPE	TRADITIONAL	BEST PRACTICE
Cognitive Challenges	Tic tac toe, abacus	Scavenger hunts, complex hopscotch, puzzles for all ages
Imaginative Settings		Themed play spaces, more sculpture
	2D spider web	animals, more 'open-minded' setting evocative planting and materials
Nature Play	Me water	Logs, rocks, mulch, shipping ropes,
	Trees, grass, and mulch	boulders, quarry blocks, sand, water, trees shrubs and ground covers and mulch
Side-by-side	Swings the most common provision	More options e.g. rockers, 2 spinners, 3D climbing, sandpits, shopfronts
Social play		0000
	Combination unit: Step and deck	Vary the mix



Play types that very few play space across theLGA offer

 Draft Play Plan encourages to consider more opportunities for these play types in future

## **Hornsby Shire Council Draft Play Plan**

## **Key Messages:**

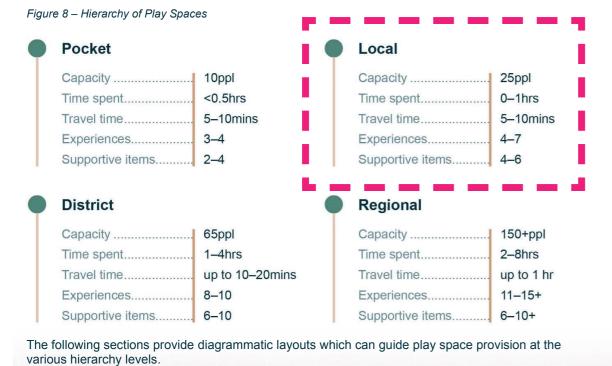
 Hierarchy of Play Spaces - Westleigh Park is identified as local park level within the LGA

P.O.M DISTRICT	PLAY SPACE NAME	SUBURB	CURRENT HIERARCHY LEVEL	PROPOSED HIERARCHY LEVEL	ACTION	PRIORITY
1	Epping Oval Play Space	Epping	Local	District	Upgrade Hierarchy	High
2 & 2a	Kenley Park	Normanhurst	Pocket		Remove	High
2 & 2a	Westleigh Park Play Space	Westleigh	-	Local	New Play Space	High
2 & 2a	Brickpit Park	Thornleigh	Local	District	Upgrade Hierarchy	High

### 7.7 Recommended hierarchy

A hierarchy is a useful planning tool to guide the scale and investment in play spaces. A hierarchy approach creates a network of complimentary play spaces that provide a variety of experiences across the Hornsby Shire.

The following hierarchy has been developed in consultation with Hornsby Shire Council and is intended to guide future planning and design of play spaces.



## Local Play Space Layout

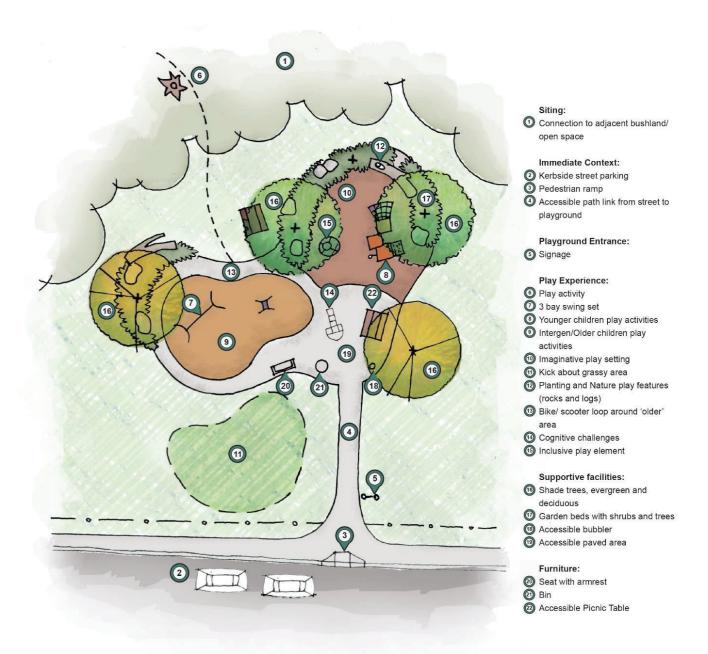
**Description** A medium size accessible play space that caters for local residents within a District,

with several varied options within a District catchment.

**Example** Lessing St Park, Hornsby

Britannia St Park, Pennant Hills

Figure 11 – Local Play Space Layout



# **Hornsby Shire Council Draft Play Plan** Key Messages:

• Local Play Space Design Consideration (check list)

SITING	ESSENTIAL	DESIRABLE
Located in a district or local park, adjacent to open space and some recreational facilities e.g. half-basketball hoop	✓	
A setting with good landscape amenity and naturalness	✓	
Sited near bushland if possible, or natural pockets of vegetation		✓
IMMEDIATE CONTEXT		
Nearby street parking with kerb ramp	✓	
Path link from street up to and into play space	✓	
Signage	✓	
PLAY SPACE ENTRANCE		
Visible from street carparking	✓	
Signage	✓	
PLAY EXPERIENCE		
4-7 play experiences	✓	
3-seater swing-set (toddler, strap and inclusive play option)		✓
Separated younger – older user areas	✓	
Minimum of 2 kinds of 'moving' play equipment	✓	
Imaginative play element (x1)		✓
Minimum of one physical challenge	✓	
Kick about grassy area	✓	
Nature-based play opportunities (constructed or natural)	✓	
Simple bike/scooter loop	✓	
Consideration of at least one additional element of sensory play, or water play, or sand play, or a cognitive challenge		✓
At least one play element selected for its contribution to inclusive play	✓	
Supportive elements		

Path linking form street up to and into play space, preferably accessible if slope allows		
Shade trees – deciduous and evergreen		
Garden beds with shrubs and trees		✓
Nearby grassy spaces	✓	
Bubbler, preferably accessible	✓	
Signage (small sign)	✓	
FURNITURE		
Minimum 1, preferably 2 backed seats with arm rests	✓	
Bin	✓	

## **Open Space For Recration Guide**

## **Size for Local Park**

#### Performance criteria for open space for recreation

# Accessibility and connectivity

Ease of access is critical for the community to enjoy and use public open space and recreation facilities.

#### **Performance indicators**

An integrated network of open-space connections is key:

— for a high-density neighbourhood of > 60

- to 100 dwellings/ha: 2–3 minutes walk / 200 m walking distance to a local,
- district, or regional park

   for a medium- to low-density
  neighbourhood: 5 minutes
  walk / 400 m walking
  distance to a local, district,
  or regional park
- 25 minutes walk / 2 km
   proximity to any district park
- up to 30 minutes travel time on public transport or by vehicle to regional open space.

#### Quantity

In high-density areas, good provision of public open space is essential to compensate for the lack of private open space to support active living and contribute to a more liveable neighbourhood.

#### Performance indicators

Quantity should be considered in the number of opportunities available. Larger public open space areas mean more opportunities can be provided in one location.

Quantity of land available, along with size and shape, are critical in adequately meeting sporting needs. There are minimum areas needed for different sporting outcomes.

#### **Distribution**

The ability of residents to gain access to public open space within an easy walk from home, workplaces, and schools is an important factor for quality of life. The geographic distribution of open space is a key access and equity issue for the community.

#### Performance indicators

Distance of open space from houses by size (see Section 2.3 for more detail):

- for more detail):

   Regional open spaces
  (> 5 ha) 5–10 km
- District open spaces (2–5 ha) 2 km
- Local open space (0.5–2 ha) 400 m
- For high-density areas, local open space (0.1–0.5 ha) 200 m
- Distance of open space from workplaces 400 r
- Distance of open space from schools 400 m

#### Quality

The quality of park embellishment and ongoing maintenance and management is critical to attracting use and activation of the open space network.

### Performance indicators

Key characteristics of open space that influence quality include:

- visual and physical access
- landscape setting
- condition of facilities and equipment
- maintenance
- number of activations
   within the space
- size, shape, and topography
- adjacent land uses
- amount of vegetation
- biodiversity outcomes.

## Size and shape

Size and shape of open space has a direct bearing on the capacity of that open space to meet and accommodate a range of recreation activities and needs.

#### Performance indicators

- Desirable minimum size of a local park is 3000 m².
- migh-density areas, parks may be as small as 1500 m<sup>2</sup> where more efficient provision does not exist or opportunities for re-use of small spaces arise.
- Road frontage and visibility are key considerations.
- Sporting facilities also have specific size and shape requirements that need to be met to provide functional space for their use.

#### **Diversity**

The range of open space setting types within a given area will determine the diversity of recreation opportunity for a community.

#### Performance indicators

Outdoor recreation opportunities are categorised as:

- local play for the very young (LPY)
- local children's play (LPC)
- older children's activity space (OCA)
- youth recreation space (YRS)
- local recreation space (LRS)
- active recreation space (ARS)
- large community outdoor recreation area (LCOR)
- fitness and exercise space (FES)
- trail and path-based recreation (TPR)
- organised sport and recreation (OSR)

area (DEA).

- recreation (OSR)
   off-leash dog exercise

## 2 Local children's play (LPC)

Locally accessible walk-to, rideto play opportunities for children of primary school age (5–12 y.o.)

#### SUITABLE AREAS

Any park area

Foreshores Sport parks

Large linear open space corridors with at least 20 m

#### **EXAMPLES OF POSSIBLE SOLUTIONS**

One large multi-featured play area per neighbourhood in a highly accessible central location catering to a range of ages

Nature play area provided in bushland park or as part of a waterway corridor or linear open space

Splash play and zero-depth water play

Guaranteed community access to school or other public grounds with play facilities

#### PERFORMANCE CRITERIA

Access radius	Within 5 minutes safe walking
	For medium-and low-density areas, within 400 m of 80% of houses and within 500 m for 100%
	For high-density areas, within 300 m of 80% of houses and within 400 m for 100%
Connectivity	Connected to active transport network and meets access standards
Location	Quiet pram-friendly location, not adjacent to highways or main roads
	High degree of visibility and passive surveillance
Diversity	Children's play spaces should be of diverse types or styles from those immediately adjacent. For example:  — natural bush play  — adventure play  — structured play  — water play
Shade	Natural or built shade to 50% of the host space
	Play facilities or spaces to be minimum 80% shaded
Features / facilities	Inclusive play space
racilities	Seats
	Water
	Fenced or landscape harriers if near reads or hazards
Min. area for activation	The play feature should be greater than 100 m <sup>2</sup>
Min. area of	General residential minimum 2500 m²
host space	High density minimum of 1500 m² fenced
	Greenfield minimum 5000 m²
Shape and boundaries	Shape flexible – no boundary to be less than 20 m
	Host site to have minimum 50% road frontage

# 8

#### Fitness and exercise space (FES)

Local exercise and fitness opportunities for individuals that are no cost and located in public open space

#### SUITABLE AREAS

All open space areas including multi-user path networks

#### **EXAMPLES OF POSSIBLE SOLUTIONS**

Access to a car-free running loop of more than 2 km

Linear multi-use open space corridor (e.g. supporting stormwater) with a pathway and exercise stations

Exercise sites/ stations in a local or district park

Exercise equipment in sports parks

Public access to fields and internal path or road systems for running and walking

Perimeter walking and running paths around public facilities

#### PERFORMANCE CRITERIA

Access radius	Access to at least one opportunity within 5 minutes walking (400 m)	
	For high-density areas, proximity should be 300 m	
Connectivity	Connected to active transport network and meets access standards	
	Should be within 500 m of public transport stop	
Location	Most open space areas including linear systems	
	Must be visible location and safe for evening use	
Diversity	Access to at least one of the following:  — cycle and running return circuit of minimum of 2.5 km  — exercise stations in public open space  — bushwalking trails of longer than 1 km  — large open space suitable for exercise or group fitness  — other similar exercise opportunity	
Shade	50% natural or built shade	
Features / facilities	Seats, water, exercise equipment or running loops, etc., and any wayfinding or exercise guide signs provided	
	Space should be buffered from other users	
Min. area for activation	Area of activation may vary depending on the activity (e.g. fitness stations vs running loop)	
Min. area of	Host space to be a minimum of 0.5 ha	

Minimum 50% road frontage, or if linear system 30% road frontage, with no road boundaries to be less than 40 m



## **QUESTIONS:**

- Desired size of local park: 3000m2?
- Playground area: ?M2 (1000m2?)
- Area for fitness node: ?M2 (100m2?)

10

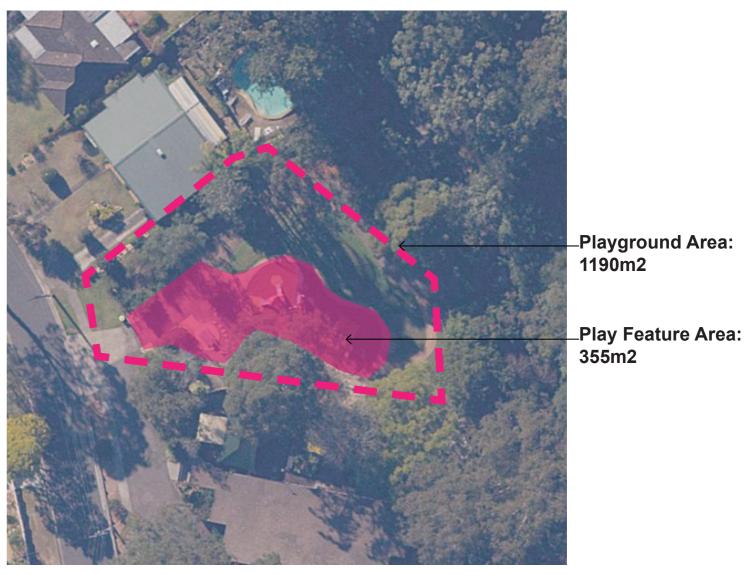
DRAFT FOR DISCUSSION

# **Local Parks in LGA**

# Headen Reserve (Oval) Playground (1.5km from Westleigh Park)



# **Larool Crescent Playground (1km from Westleigh Park)**



# **Local Parks in LGA**

## Norman Avenue Park 0.8km from Westleigh Park)



## Western Crescent Park (1km from Westleigh Park)



### **Theme**

- Nature Play reflects the surrounding Hornsby's highly valued natural bush setting.
- Capture a sense of place
- Stimulate the senses Touch, Sight, Smell, Taste, Listen
- Use natural elements Water, Sand/Mud, Plants/Trees, Changing of Topography, Wood/Stone/Boulders
- Create seamless connections
- Incorporate a range of play spaces an inclusive environment for all personalities and encourage all areas of a child's development – social, cognitive, physical, emotional.
- Factor in loose parts
- Inclusive Play
- Everyone can play, accessible play space and cater for all ages, cultures and capabilities
- Easy to access, easy to move around, provide a range of play options and challenges, and have appropriate facilities in a comfortable environment. Inclusive playspaces encourage everyone to stay as long as they choose.

## **Undersurfacing**

- Rubber softfall to high usage area and improve playground's accessibility
- Playground mulch to provide nature play look & feel









## **Play Types - 4-7 play experiences**

• Dynamic Play - Essential (Min. 2x moving play equipment)



Bird's Nest Swing



Cocowave Pendulum Swing



3-seater swing (Desirable) Bird nest seat (or adult disabled seat)+ toddler seat+ rubber seat



Wheelchair carousel



Inclusive trampoline



Spin disk



Hammock



Local Park Design Consideration - Draft Play Plan



**Butterfly seesaw** 



Spin rocker



## **Play Types - 4-7 play experiences**

 Adventure Play - Essential (Min. 1 x physical challenge play)



Slides + Platforms + Climbing



Platforms + Climbing + Bridge



Climbing Track + Monkey Bar



3D Climbing Structure

## Play Types - 4-7 play experiences

• Bush Play - Essential (Nature - based play opportunities (constructed or natural))



Balance Play - natural timber logs + stepping logs + Boulders



Balance Play - timber logs with net



Play Sculpture (imaginative play) (desirable)





**Nesting Box & Insect Hotel** 



## Play Types - 4-7 play experiences

• Sensory Play - Essential (Consideration of at least one additional element of sensory play, or water play, or sand play, or a cognitive challenge)









Sand Play Water Play

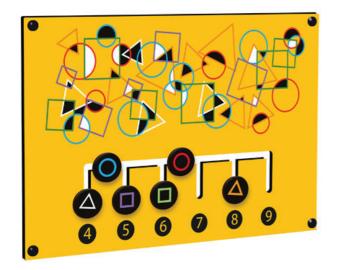


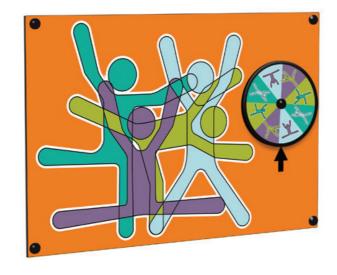






Sensory Play









Cognitive Challenge

## **Play Types - 4-7 play experiences**

 Kids Bike Tracks - Optional (Simple bike / scooter loop)



Kids Bike Track with Linemarkings and Signage

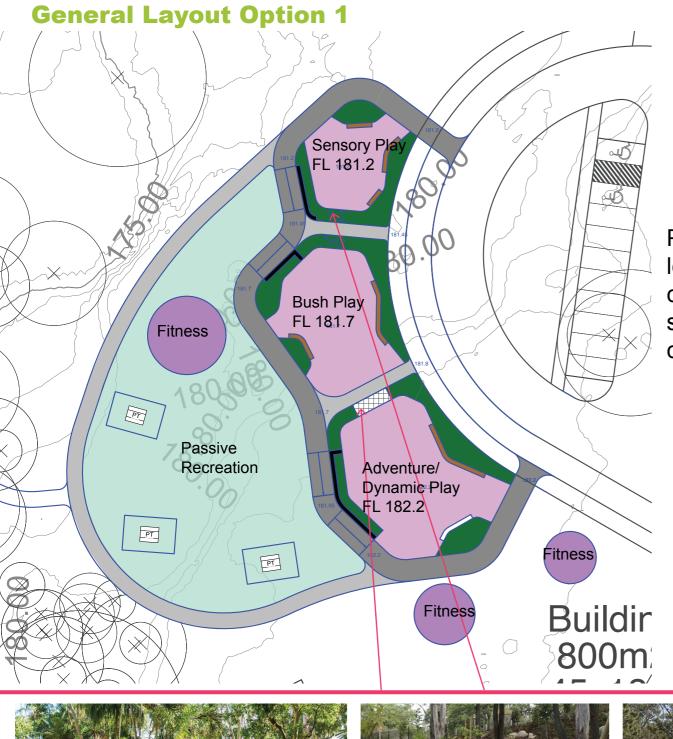


Kids Pump Track

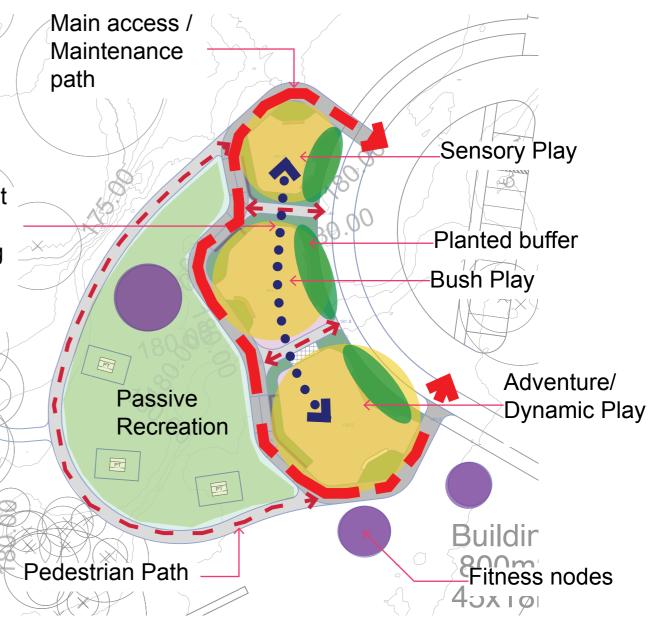




Textured bike track



Play area with different levels also potentially connected by stepping stone, climbing net, climbing tunnel



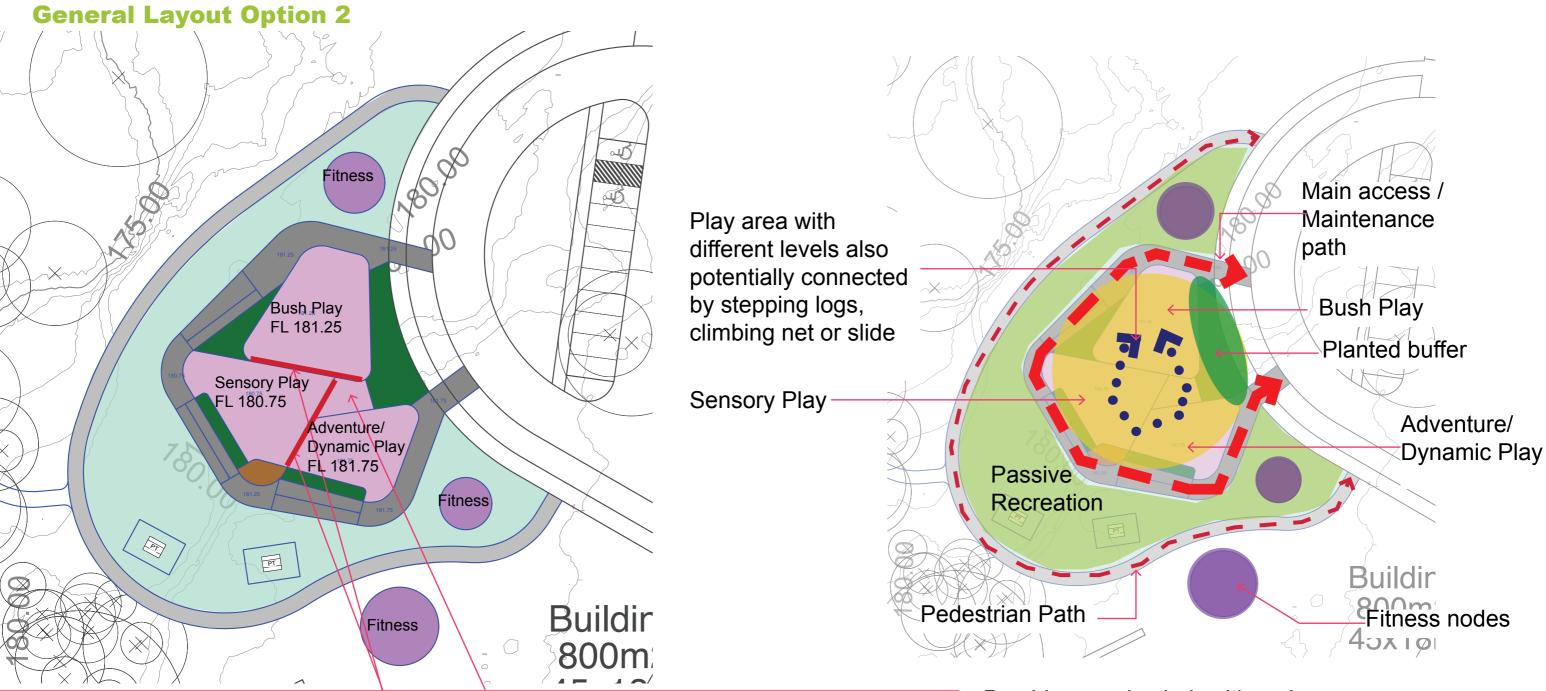






Play area with different levels also potentially connected by stepping stone, climbing net, climbing tunnel

- Play areas with different levels are linked by a major access (maintenance access) along the edge of playground
- Play areas with different levels are also linked by play elements (e.g. stepping stones, climbing net, climbing tunnel etc.)
- Optimise permeability for playground more choices of access points to playground
- Provide buffer from playground and carpark
- · Optimise space for passive recreational area
- Provide small fitness nodes distributed around playground



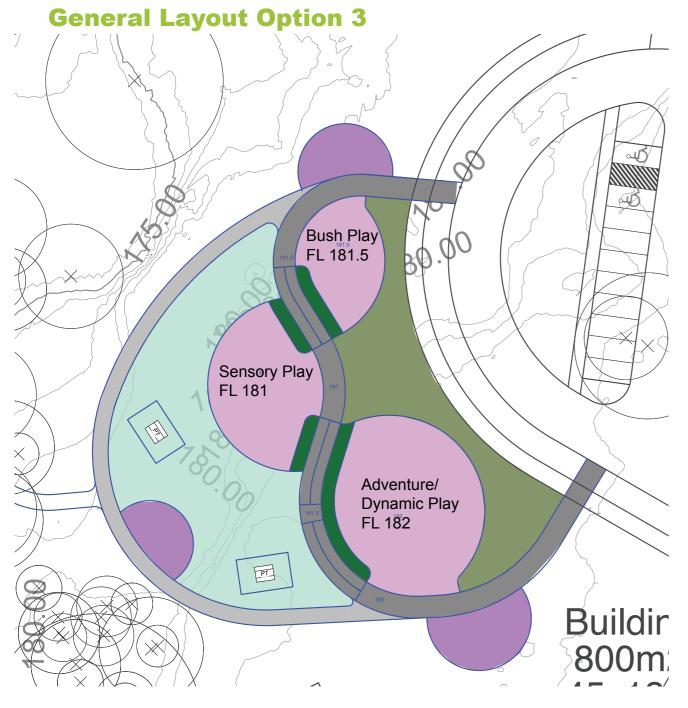


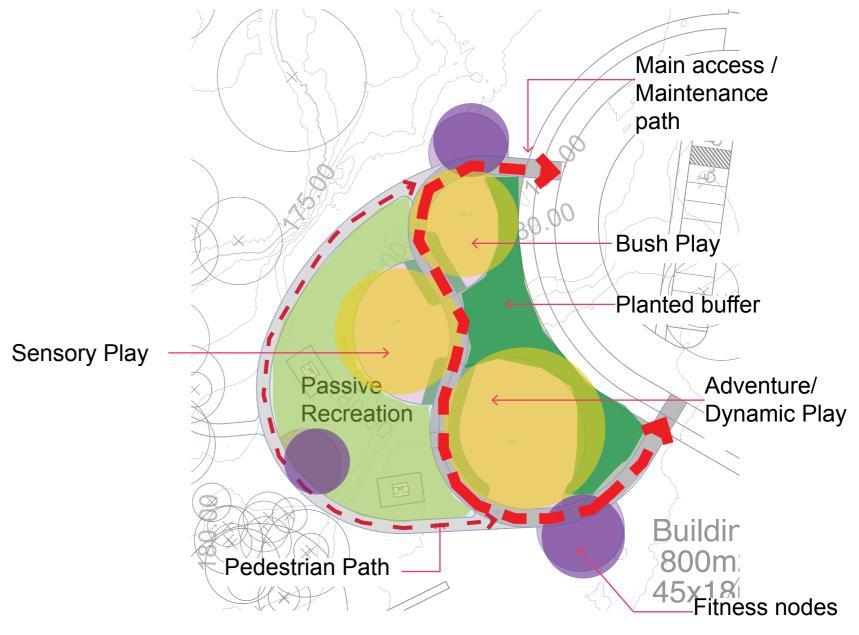




Play area with different levels also potentially connected by stepping stone, climbing net, climbing tunnel or slide

- Provide one play hub with major access (maintenance access) along the edge of playground
- Play areas with different levels are also linked by play elements (e.g. stepping logs, cimbing net, slide etc.)
- Provide buffer from playground and carpark
- Separated pedestrian access from playground with less interruption
- Narrow passive recreational area
- Provide small fitness nodes distributed around





- Separated play areas with different levels are linked by a major access (maintenance access) going through the playground area
- Independent play areas with less interruption
- Provide buffer from playground and carpark
- · Less space for passive recreational area
- Provide small fitness nodes along pedestrian path