



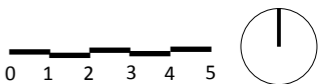
TOWN GREEN WEST PLAYGROUND

CONCEPT

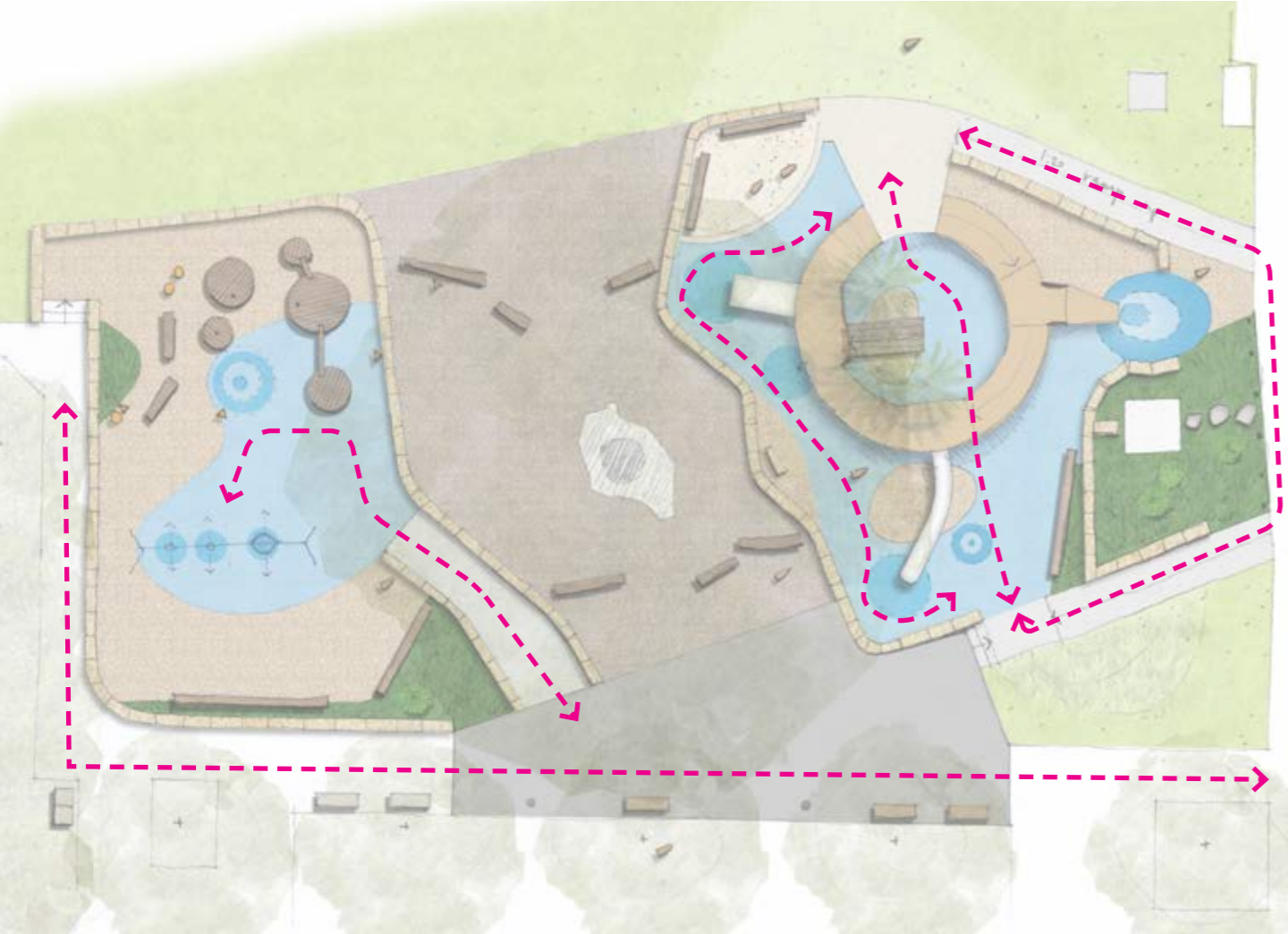


CONCEPT PLAN

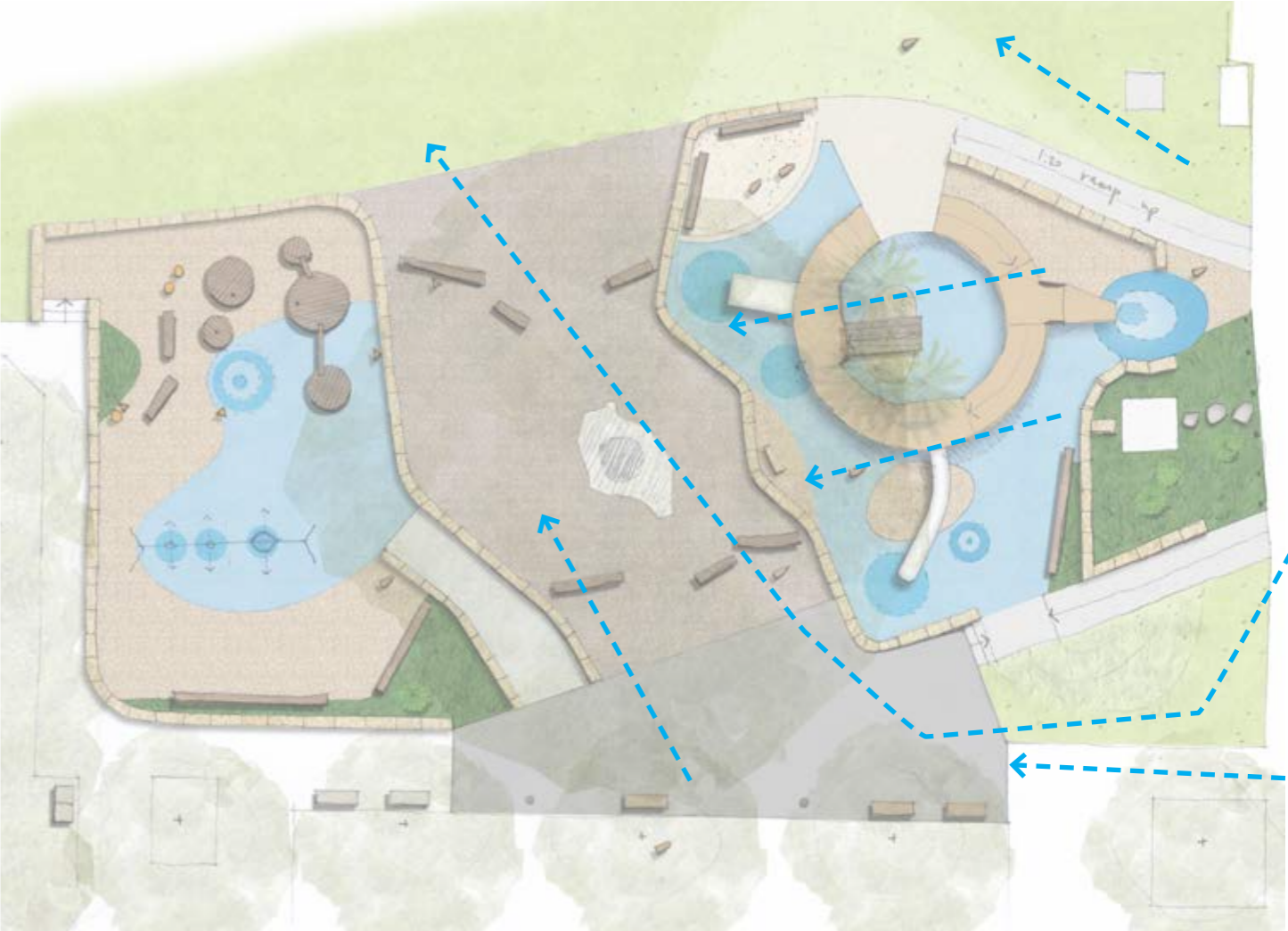
1. Sandstone block wall for retaining and seating- this lifts levels and minimises any excavation
2. Swings - 2 swings and a basket swing
3. Timber seat- reclaimed bridge timber bench
4. Main feature play element - refer following pages for detail
5. Slides - small & large
6. 'Lilly Pad' decks- stages for imaginative play, balancing and jumping, picnic platforms with 'BYO umbrella' slots
7. Listening / talking tubes
8. Rope and bollard edge barrier
9. Carved elements - cultural/ environmental interpretation
10. Rubber softfall
11. Softfall mulch - 'Takura' or similar
12. Mulch area
13. Locally sourced natural timber logs- balance trail and informal seating
14. Stone steppers through garden
15. Feature concrete - sand & shell
16. Decomposed granite
17. Plain grey concrete
18. Bluestone paving to match plaza
19. Existing fig tree to be retained
20. Palms- existing and new
21. Planting area
22. Turf Area
23. Existing backrest seats to be retained
24. Bin enclosure- existing bins relocated to this location



ACCESSIBILITY



INDICATIVE DRAINAGE



MAIN ELEMENT

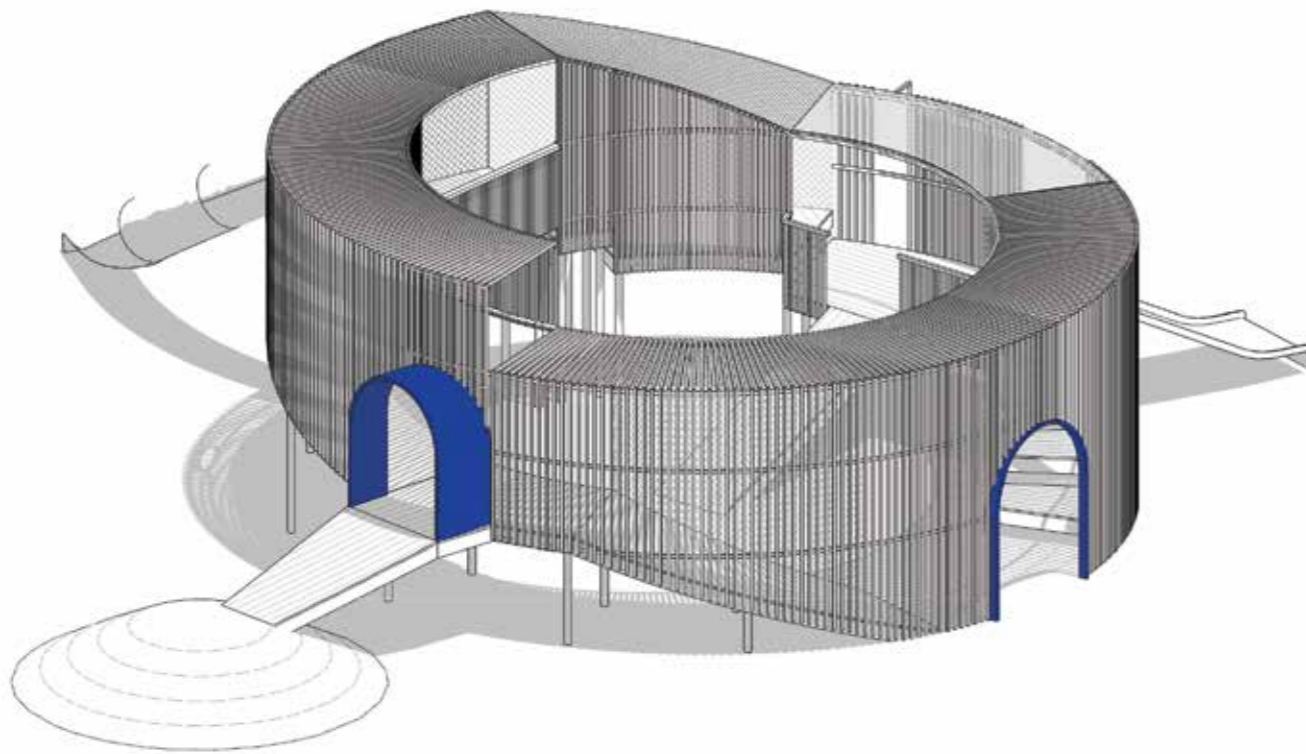
The focal point of the play zone- a built counterpart to the existing fig tree. The play element includes:

- elevated play and outlook
- undercroft spaces
- large and small slides
- a ramping and stepping circuit passage
- net climb
- fire-pole
- sky and canopy views
- shadow play
- social play

'LILLY PAD' DECKS

Small lilly pad shaped decks in varying sizes that can fulfill various roles:

- gathering and picnic decks with 'bring your own umbrella' slots
- stages for imaginative play
- highlights within a balancing and jumping trail



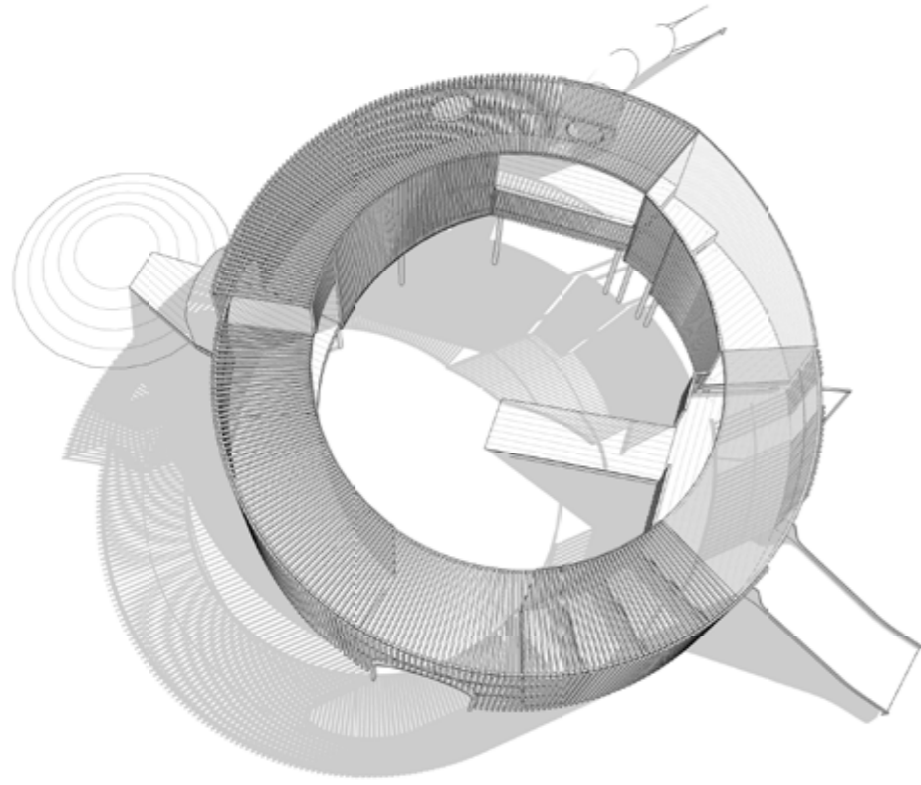
MAIN ELEMENT

The main play element is carefully positioned to suit a series of constraints and opportunities within the play zone. The element is located to ensure it has a compatible relationship with the river foreshore parkland, the Town Green public square, and the existing fig tree. The play element is designed to cater for a range of play experiences and a range of user ages. The following pages explain the intent of the element in further detail.



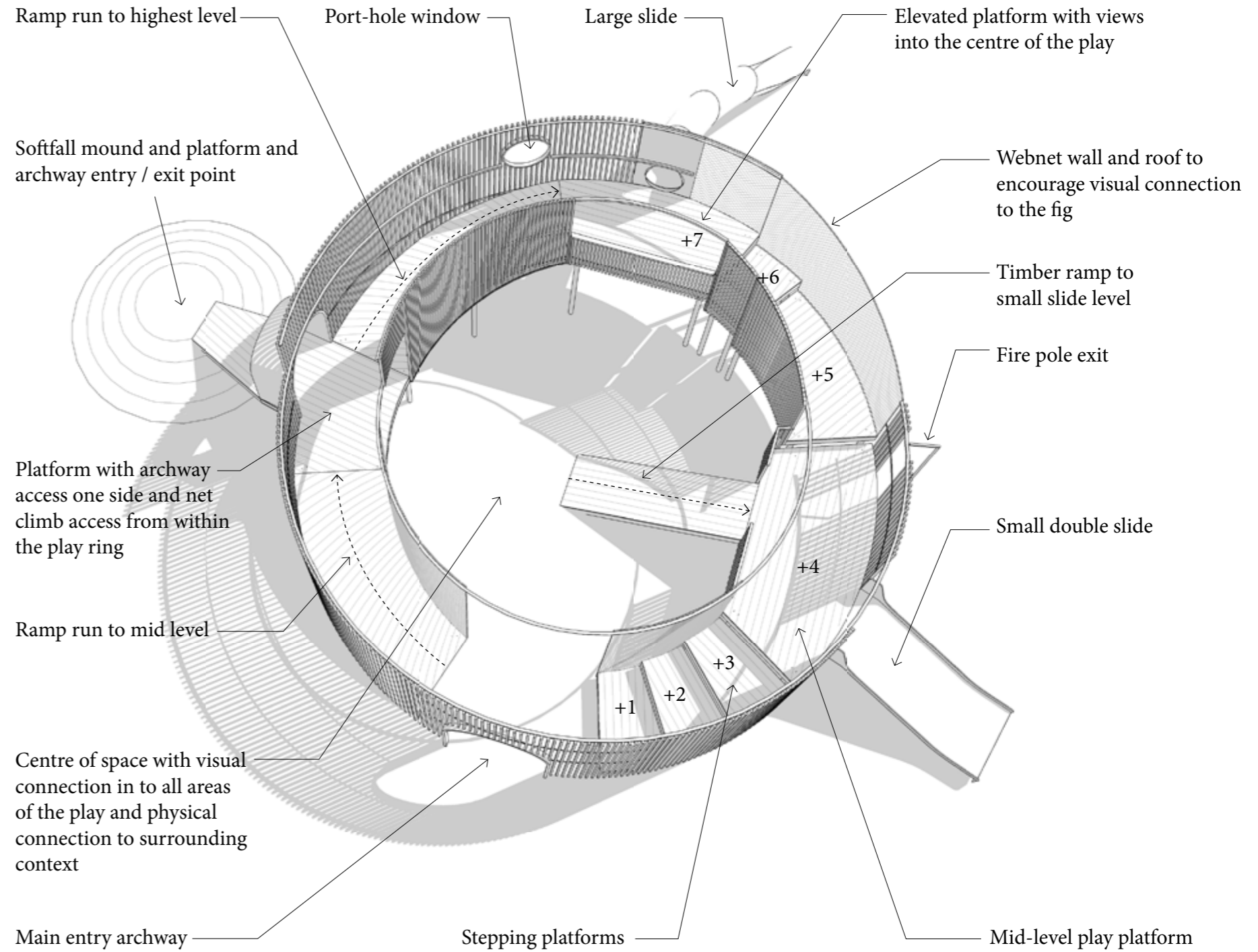
SHADE

The element is designed to provide shade within the play experience. It is also sited to ensure it receives afternoon shade from the fig



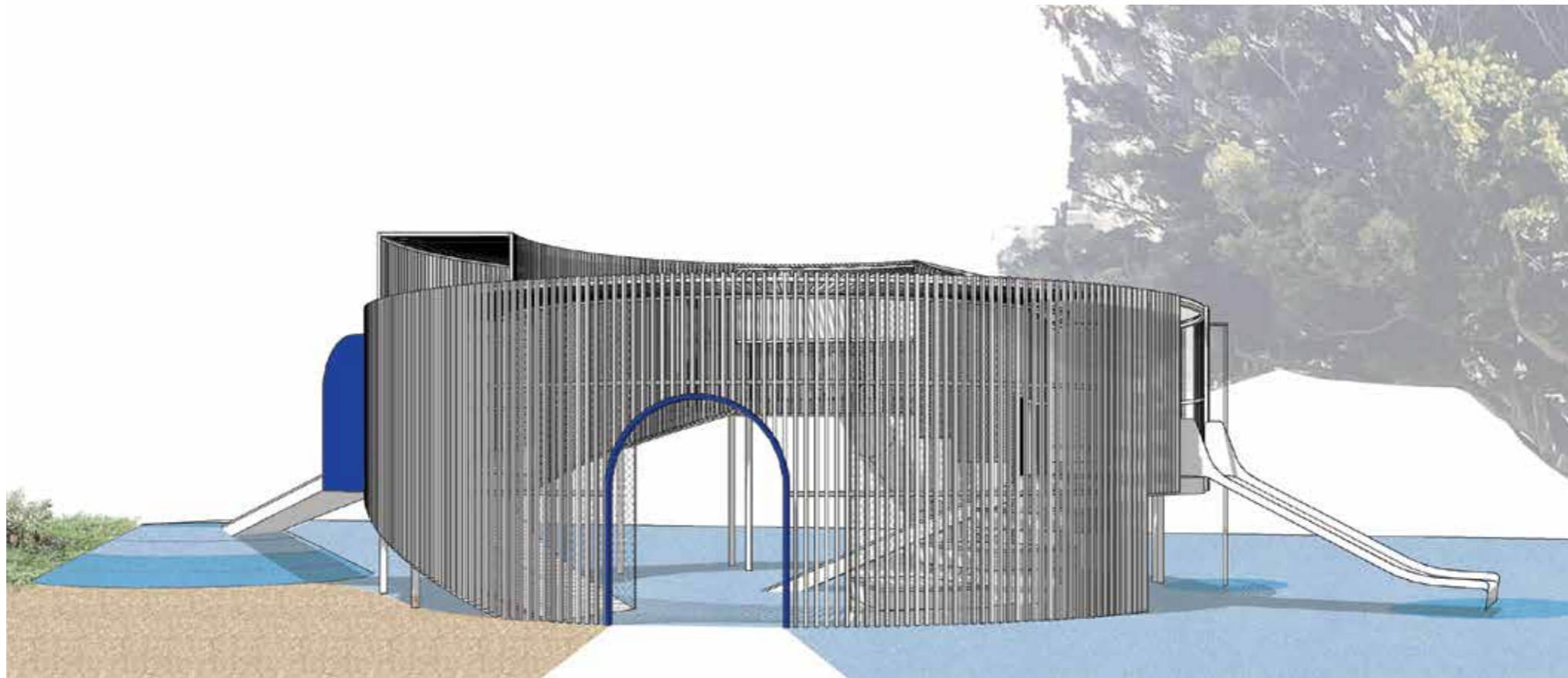
PLAY CONTENT

Play variety in the one element



CREATING A SENSE OF WELCOME & FUN

While the play element has multiple locations where users can move through, across, and under it- the focal point of entry is on the northern or river frontage of the element. The archway and the overhead height of the element at this entry point establishes a grand welcome- a space for shared fun and connection.



CREATING A SPACE FOR PLAY

An inclusive and socially connected space- interactions from the ground to the elevated areas, interactions across the element, interactions to the public space context.

The centre of the element is also the 'negative' of the fig canopy- the fig is a key component of the play zone- a dense, sheltered canopy. The centre of the play element provides the counterpoint- a contained, empty volume of sky views.

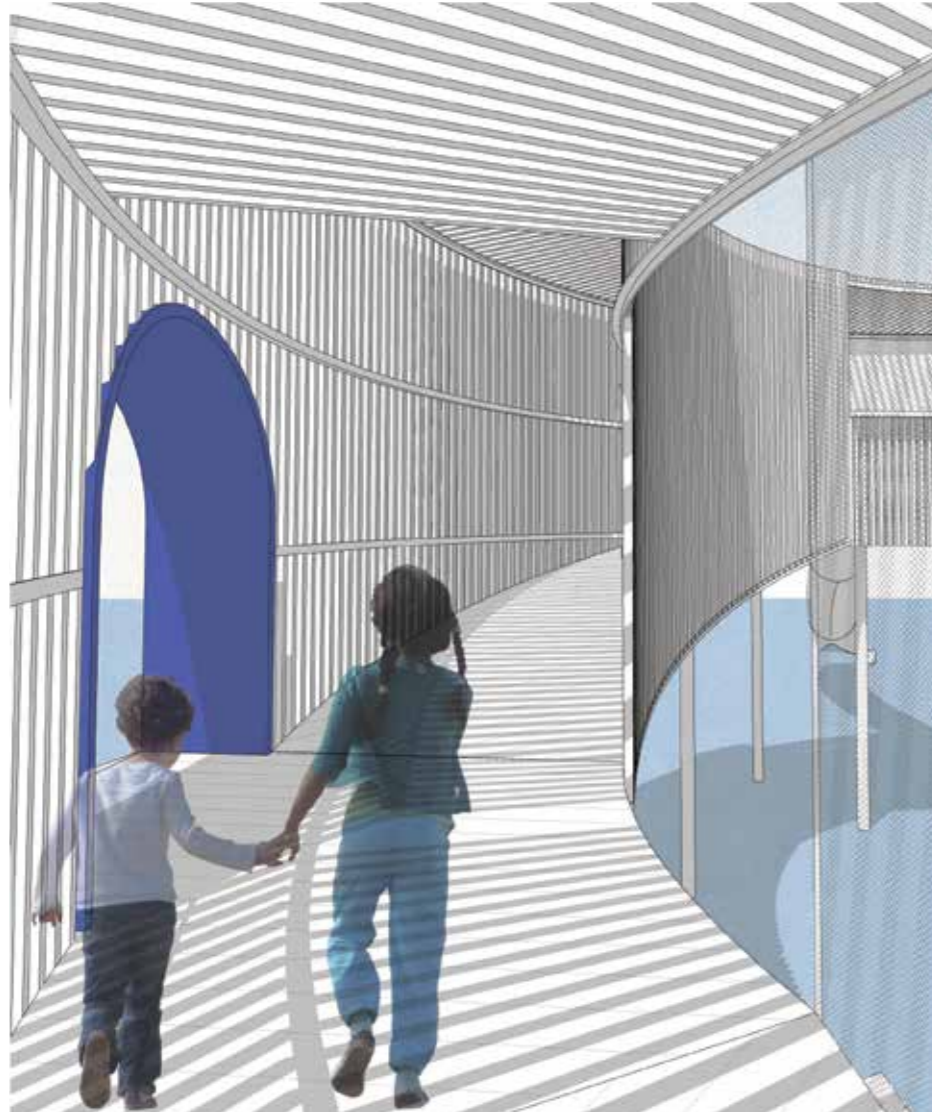


CREATING A CIRCUIT OF PLAY

A sequence of experiences and connections are established within the play element. There are connections to the 'internal' space created by the structure (the centre of the play ring) and to the external spaces and views including the river, the fig, and the parkland and town square contexts. There are also varying degrees of enclosure and exposure within the play that respond to sun, shade, and outlook.

Key to the play experience is the establishment of a circuit with multiple entry and exit points and multiple modes of entry, exit and travel.

The circular motion of movement through the element means that at all times users are experiencing an unfolding sequence of context- the town centre, the fig, the parkland, the river...and at the centre of all of it- the sky.



INDICATIVE MATERIALS

MAIN PLAY ELEMENT

FILTERED BARRIERS



OPEN



OPEN BUT PROTECTED



OTHER ELEMENTS

EDGES / WALLS



DECKING



SLIDES



OTHER ELEMENTS / SURFACES

RUBBER SOFTFALL



MULCH SOFTFALL



BALANCE LOGS



LISTENING TUBES



SWINGS



CARVED ELEMENTS

