

Play & Recreation Framework for Children of All Ages



Council, at its meeting of 15/10/19 resolved to endorse the Play and Recreation framework with further work to be undertaken regarding funding and priorities.

For the full resolution refer to Council minutes available on website

PLA'CE

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Executive Summary

Play is important for all ages

Strathbogie Shire has over 1850 children under 18 years old and this Framework is about them. Whilst play provision traditionally considers toddlers and younger children, this framework also considers the needs of tweens and teenagers and spaces that they enjoy. Older kids also need to play and have fun and this inclusive process is ensuring that all children in Strathbogie Shire have access to play and recreation spaces in the townships in which they live. Whilst this specific cohort is predominantly the focus, many of the play spaces identified and proposed would be suitable for all ages and thus encourage intergenerational interaction

A great consultation process

Playce engaged with 438 people via online submissions, local Schools, face to face discussions and local drop ins. Overall the Strathbogie community were really supportive of the approach of considering all ages play for each township. Interestingly it was also exciting to see such diversity in interests between towns which has informed the implementation plan accordingly with some communities really pushing for more skate, whilst others wanted either ball courts or more active play. Water play was the overall most popular requested element of play. With that in mind, this strategy does not look at the implementation of any water play space as this is considered separately in the newly developed Community Pools Strategy (draft).

Summary

It has been very clear in undertaking this strategic review that whilst Strathbogie Shire Council has some reasonable facilities for play and skate across its municipality, most are relatively old and not appropriately meeting best practice in both function and condition. Also whilst some townships have a mix of play and skate, others have minimal opportunities for play at all. Nature play in particular as well as play

for older children is lacking in most townships.

Overall through the consultation with both the children at the schools and more broadly with the community, it was very apparent that across the shire there is a support for greater opportunities for play. Overall the community was also very supportive of the 'all ages approach' to play provision in which skate is just form of play, as are more traditional play elements as well as fitness, ball sports, parkour and social opportunities. Key Recommendations are as follows:

Short Term Recommendations (First 2 years)

- Stage 1 of the Avenel project has been completed. The community have sourced external funding to deliver stage 2 which is in progress.
- Undertake further consultation on elements of the Nagambie Active Space
- Undertake the design of the new Nagambie Active Space at 26 Filson Street by experienced specialist play/skate designers.
- Construct Stage 1 of the Nagambie Active Space works (subject to funding).
- Conduct further consultation regarding the Violet Town elements of Active spaces and implement identified priorities as funding allows.
- Prioritise roll out of Play and Recreation Framework Active Spaces in light of budget provisions over ten years

Long Term Recommendations (Next 6 years)

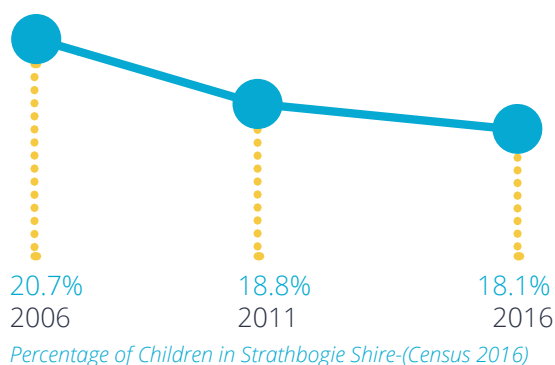
- Undertake the roll out of Play and Recreation Framework subject to funding

Introduction

This Play & Recreation Framework has been commissioned by the Shire of Strathbogie. It will be used as a guiding plan for the implementation of new and upgrading of existing play and unstructured recreation spaces for children of all ages across the Shire to enjoy over the next 10 years.

This report therefore;

- Briefly reviews the demographic profile of all of the Shire's children to understand where people are living, how old they are and what will be happening over the next 10 years.
- Discusses the importance of play for kids of all ages including older children such as tweens and teens and outlines what it could look like.
- Summarizes some of the consultation outcomes of a fantastic process that included visiting almost all of the shire's schools as well as engaging with the broader community through an online survey and two onsite drop in sessions.
- Outlines key site selection criteria based upon determining the best locations for active spaces.
- Proposes a hierarchical flexible model for provision across the Shire that looks at staged implementation of spaces for kids of all ages to enjoy.
- Provides mapped concept areas and a staged guide to roll out these active spaces.
- Outlines key recommendations to give Council direction on the strategic implementation of new active spaces so that all of Strathbogie's children's play and recreation needs are being catered for as part of a 10 year staged roll out.



1858

Of Strathbogie's population is Under 18 years olds 2016 Census



Age Of the children in Strathbogie

24% are 0 to 4

41% are 5 to 11

35% are 12 to 17

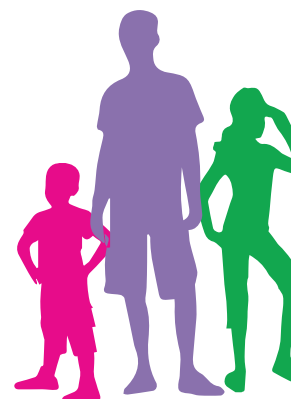
2016 Census

Kids of All ages

This strategy is about all the kids in Strathbogie Shire. Its about toddlers, about tweens and teens.

The community engagement review outlines the specific demographics of each town so the information provided here is more of a brief snapshot of the shire more broadly.

Whilst there are lots of kids in Strathbogie, a review of ABS data from the last 10 years shows that the Strathbogie Shire is also an ageing community as the % of children is dropping whilst overall the population is growing.



So what is play?

“Every child (up to age 18) has the right to rest and leisure, to engage in play and recreational activities appropriate to the age of the child and to participate freely in cultural life and the arts”

Article 31 of the UN Convention of the Rights of the Child

As expressed by the Article 31 of the UN convention on the rights of the child, all children, even older children (twens and teens) have the right to participate in play and this has been ratified by the Australian Government. But what is play and why is it important and how does it differ to different ages of children. The following section aims to provide some answers.

Play is described by some as the universal language of childhood though not only children play¹. No matter our age, we all play: in different ways, at different times, in different places and with different people.

But what is play? It is variously described and no matter how defined, enjoyment is the common thread:

*“To play is to engage in activity for enjoyment and recreation rather than a serious or practical purpose”².
“The focus of play is on the actual experience, not on accomplishing any goal. There doesn’t need to be any point to the activity beyond having fun and enjoying yourself”³.*

What people most enjoy, want and need from play varies along developmental and age spectrum’s, and is underpinned by five types of play:

Physical (or active) play

Opportunity for walking, running, balance, coordination, jumping, skipping, hanging, climbing, sliding, rocking and swinging;

Cognitive play

Opportunity for exploration, manipulating objects, problem solving, imaginative play and building on what already known to interpret new experiences;

Sensory play

opportunity for sensory stimulation through sound, sight, touch and smell;

Emotional play

Opportunity for appropriate risk taking, self-direction and self-regulation;

Social play opportunity for sharing, teamwork, communication, building friendships and support⁴.

¹ Play Scotland. What is play? <http://www.playscotland.org/what-is-play-playwork/what-is-play>.

² Oxford Dictionary. www.oxforddictionaries.com/definition/english/play.

³ Helpguide.org. The benefits of play for adults. <http://www.helpguide.org/articles/emotional-health/benefits-of-play-for-adults.htm>: n.d.

⁴ Carter, M., Wood, L., Martin, K., Hollins, A., Seymour, W. and Wallis, A. City of Subiaco Playspace Strategy. Perth, WA: City of Subiaco, 2013.

Why is play important?

Providing play opportunities for children of all ages means acknowledging that everyone can, and should play. Most importantly, providing play opportunities is not just about providing play equipment and facilities: play can include public place pop-ups, performance, programs and events, or artworks and sculptures that foster fun, inspire imagination or evoke senses and memories. Play is not just physical or active.

All children need to play. All children have the right

to play. When children play they are not just filling in time, they are learning to interpret their world. Play facilitates the learning of life skills, and for this reason, the provision of quality outdoor play spaces is vitally important in local communities. Through play children develop the qualities necessary in adulthood, including;

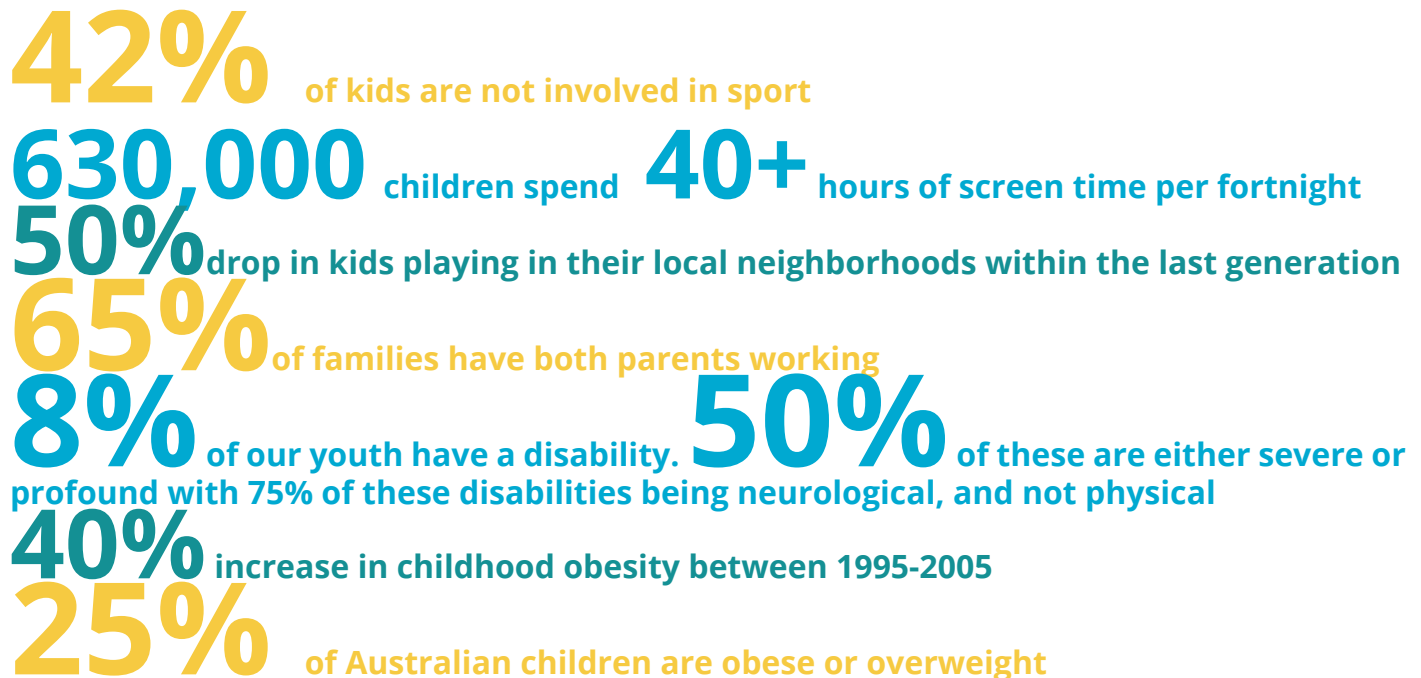
Problem solving
Independence
Self awareness
Creativity
Resilience
Spatial knowledge
Flexibility

Play is a vehicle for self-expression and social interaction. It is often described as active, spontaneous, free, self-generating, purposeful, voluntary, fun, exploratory, and intrinsically motivated. Play provides important motivation for children to become active, engage with others, extend themselves and adapt and learn skills. There are many physical, social, cognitive and emotional benefits which accrue from play, and these are just as significant to a child with a disability as they are to all children.

The Good Play Space Guide-Vic Gov & Play Australia 2011

We actually need to play!

Children in Australia are playing less and have fewer community-based areas that facilitate play. As a result, obesity is on the increase. This issue is compounded by the fact that more than 8% of the most vulnerable children in Australia are excluded from play.



Australian Institute of Health and Wellbeing 2010 Report & Inclusive Play Space 2012

Play is about more than just 'letting off steam'; it can be quiet and contemplative, as well as active and boisterous.

All children and young people, including those who are disabled or have specific needs, should have opportunities to experience challenge and take risks while playing.

Play is essential to the healthy development of children and young people – not just their physical development, but their social and cognitive development too.

'Design for Play: A guide to creating successful play spaces', Play England 2008

Reimagining play...

In recent times, playspace design and planning has focused on provision of safe playground equipment (along with associated maintenance and timely replacement), rather than provision of creative, challenging and exciting play environments. The traditional image of a playground as simply including a swing, slide and sandpit is no longer sustainable in contemporary communities.

We need to re-imagine our approach to play to ensure the needs of people of all ages and abilities are met.

One of the critical components in re-imagining play is to understand that while adults may be arbiters of providing playspaces, the people who use playspaces are rarely the designers – and very few people,

especially children and young people, have a voice in determining what their play opportunities might look like. If we are to change the status quo, we need to rethink traditional images of play.

While the swing, sandpit and slide still have their place, much current play provision focuses on physical play, with fewer play opportunities for cognitive, sensory, emotional and social play. We need to re-invent the rules of the game. In too many cases, play is managed and controlled; often simply by the structure of standardised play equipment. The rules of using a slide usually include going only in one direction. There are no rules about how to climb a tree. And when the game involves pretending that the corner of the park is a faraway land, imagination rules.



Unless challenge is offered, people will find it. Once a physical apparatus has been mastered, people become bored and will create challenge by using play equipment in unexpected and sometimes dangerous ways. There are numerous examples of people climbing higher, swinging further or spinning faster on equipment intended for more sedate use. If we consider other forms of play that encourage exploration, inspire creativity and offer varying levels of challenge, each time a player returns they can find new ways to engage in play, to use their imagination or stretch their boundaries through adventure and discovery.

Other traditional approaches to play have been to create age-specific spaces: the little slide into the sand pit for tiny tots, the bigger slide and climbing frame for ten-year-olds, the skate park and basketball hoop for teenagers, and the fitness equipment for adults. This approach has unwittingly created age-exclusive facilities and circumstances where a teenager playing on a climbing frame may be asked to leave “as it’s only for the little kids” or asked not to use the fitness equipment as an obstacle course as it’s only meant for people who want to exercise in a particular way. This approach is counter-productive as it creates segmented playspaces, rather than places for play that are flexible, meet the needs of different people at different times, and can be adapted to meet changing community expectations over time.

We need to be imaginative in thinking about how to design play places for people of all ages that provide opportunity for physical challenge, exploration and social interaction. It is becoming increasingly clear that people seek vibrant, playful places where they can interact as a whole family, socialise with friends or simply watch other people play. The challenge that now faces us is to incorporate playfulness into all aspects of the public realm, not just parks and playgrounds, to build in flexibility and provide play opportunities that can adapt as community preferences and expectations change. Our re-imagined places for play need to enable people of all ages and abilities to play independently as much as they need to enable people of all ages and abilities to play together.



What is teen & tween play?

“People spend their childhood learning to be like their parents, and their adolescence learning who they are and how they are different from their parents.” Dr Miriam Kaufman, 2006



Play spaces are for young kids!

Play has traditionally been the domain of younger children. Playspaces have been implemented across Australia to provide for a range of opportunities for toddlers and early primary school aged children.

This provision is based on a mix of traditional typical elements (swings, slides, climbing structures etc) which more recently has included more natured based opportunities. Playspace provision is ingrained

into our communities' expectations and so there are literally tens of thousands of them throughout Australia provide a range of opportunities for younger children. They however do not realistically cater for older children who simply do not find them challenging or relevant.

The lost age group... in beTWEENS

So how come playspaces are so focused on the needs of younger children only?

This is particularly important when we talk about the lost age group, our tweens. Too old to really enjoy smaller toddler focused play spaces and too young to travel independently to other forms of recreation spaces, tweens are exactly that, lost in between.

Given the importance of play and the developmental role it plays in early childhood, quite rightly, the focus is ensuring that there are opportunities for cognitive, sensory and emotional play in many playspaces in both public playgrounds and kindergartens. It is important that older kids needs, as they move through primary school are also considered.

Physical and social play in particular are very important for this age group and so opportunities for children to have larger, more challenging equipment and spaces is therefore important to be considered. Too many older children are simply not engaged in smaller junior focused playspaces and so seek other challenging elements such as climbing a tree (see image on this page). Whilst sport plays a more important role as children move into tweens, there are many children who require less structured opportunities to play that don't involve rules or teams.

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Whilst sport plays a more important role as children move into tweens, there are many children who require less structured opportunities to play that don't involve rules or teams.

Play allows them to be creative, use their imagination and develop a stronger sense of self as they mature towards adolescence. Play for tweens therefore is an extension of traditional play but with a focus on provision of elements that challenge kids both physically and cognitively and emotionally whilst allowing important social opportunities to be fostered. Less prescriptive play spaces with no set theme is also important to allow older children to find their own fun and adapt the space to their requirements.

This is critical that different age groups can make the space relevant and thus fun for them. For example, a pirate themed boat playspace developed for a 5 year old could be seen as daggy and silly for a 12 year old. A maze of ropes and poles could still be read as a pirate ship for that 5 year old, but could be seen as a jungle, a ruin or some other space to that 12 year old.

“Playgrounds are for little kids..Playgrounds are so boring and you get sick of them quickly..Why isn’t there fun and adventurous stuff for older kids”

Sample of Grade 4 primary school comments from Koroit adventure space consultation sessions April 2015,



Adolescence.... A time of much change

Adolescence is defined as the period following the onset of puberty during which a young person develops from a child into an adult. It is a significant time of change in everyone's life with key life development changes including;

independence from parents & other adults
development of a realistic stable positive self-identity
formation of sexual identity
negotiation of peer & intimate relationships
development of realistic body image
formulation of own moral/value system
acquisition of skills for future economic independence

<http://headspace.org.au/>

As part of this phase of life, young people are also faced with a significant range of issues such as depression, bullying, poor body image, obesity and weight related disorders.

The skatepark phenomenon

In the late 1990's there was a major push for the provision of spaces to skate due to a significant level of interest from primarily younger people who skated or rode. Traditional sports, which have defined court dimensions and requirements were easy to implement and so skateparks were created like these other recreation spaces such as basketball or tennis courts. Recreation departments were generally then given the mandate and responsibility within Councils to implement these facilities in parks and open space like other sports provision.

Over the last 15 years, over 800 skateparks have been implemented across Australia and almost all of these facilities have been located in public parks and open space.



The rise (and fall) of youth spaces

As part of this significant growth of interest in skatepark provision, it became very clear that majority of participants were adolescent boys. Across the industry, Councils were seeing that skateparks had a youth focus and began to start to look at how these spaces could accommodate other young people. A solution for teenage play had been created. Skateparks then began to expand with social areas, seating, ball courts and other recreation facilities to increase diversity of use.

This created a significant issue. Rather than understand specifically what young people were interested in, we were adding and creating more recreation spaces in parks and open space that primarily were not necessarily relevant to the majority of young people.

The below definition best sums it up which focuses on some social gathering and the provision of sports facilities, most with primarily a male focus. Did this in fact attract those not interested in active sport, particularly females?No. The model had to change...

“Youth spaces are defined as free access outdoor activity spaces designed for young people to encourage social and physical activity. These spaces cater to children over the age of 5 years and in the main people between 10 and 24 years. Typically they will facilitate social gathering, the conduct of one or more action sports and free access social sports facilities, such as: ball courts, hit up walls goalposts and practice wickets.

YOUTH SPACES PLAN (undisclosed NSW council, 2012).

“I don’t use skate parks because I don’t have a skate board and do not like skate boarding, also I’m a girl and there’s not a lot of things/activities for us. Very unfair and that is why girls don’t get outside as much.”

(Respondent, Rockingham Youth outdoor recreation Spaces Survey 2011)

“We don’t play basketball but we like sitting at the court. We need to have the ball court there otherwise people think we are bored or up to no good”

Respondent at subiaco youth forum workshop 2014

Moving beyond active recreation

For a start, we need to acknowledge that sport is not the only recreation solution. Art, music and dance also can be attractive and relevant to teens, with many undertaking these pursuits as part of their school curriculum. Teens are also highly influenced and enjoy these pursuits socially, in particular both music and dance. Tapping into this interest allows a potential space to become far more relevant to a much larger range of young people.

Most importantly, accommodating these in a space allows it to transform and change as trends change. What is cool and relevant now to one group of teenagers will be daggy and irrelevant to those wanting to use a space in 5 years’ time. Art, music and events allow the space to transform and more with the trends and remain relevant.



So what really is play for teens?

So if active recreation and skateparks are not specifically play for teens, what is?

The majority of young people throughout Australia spend time with their friends. Friendships are among the most important activities of life. They are important in helping children develop emotionally and socially. By adolescence 80 to 90% of children have key friends, and they spend almost a third of their waking time in the company of friends whereas this drops significantly at adulthood. Young people need to socialise, to “HANG OUT”, to talk, to flirt, to challenge....It's a critical part of the transition to becoming an adult...

As part of a recent study undertaken by Playce for the City of Wyndham, young people were asked about what was their favourite pastime or leisure activity and the overwhelmingly the most popular activity was Hanging Out with friends (at parks, shopping centres or home) at 49%. As way of comparison, Skateboarding was 1.7% and organized sport was 2.8%.

Another survey as part of the Rockingham Youth Spaces Strategy (2011) asked respondents what they like to currently do in their spare time and some of the highest

respondents included; talking with friends (13%) and shopping at 9%. Skate/BMX only came as the 16th highest item at less than 2.2%

This is a small sample of data, but shows that there is a fundamental need and interest in young people just hanging out and socialising. This more than any other form of unstructured or structured recreation appears most important to young people.

Therefore essentially teenage play is simply opportunities for young people to have fun and socialise and hangout with their friends whilst respecting themselves and others. This may include undertaking some active recreation, art or listening to music but the primary focus is hanging out socially.

Relevant spaces?

If young people are most interested in socializing and hanging out with friends, it becomes important to expand on where they want to be to do this?

Most young people have lots of 'free time', have to use public transport to get around, are attracted to fashion, movies, and music and have a high disposable income. All of these are found in town centres and commercial precincts.



There is significant evidence confirming this throughout Australia with most shopping and commercial centres and malls experiencing issues with many young people congregating in these central and accessible locations. Ironically though, this is seen as a negative and a major problem for many commercial centres. Strategies are often put in place to remove teens from “loitering” in these spaces such as employing security guards, classical music and even more significant responses such as the “Mosquito” (a high pitched tone that only younger people can hear).

None of this makes sense?

So we are creating ‘youth’ spaces in parks that are hard to access and not where young people want to be and yet at the same time implementing strategies aimed at preventing young people from using shopping precincts, transport nodes and commercial centres which as outlined above naturally attract them.

So who should then be responsible for designing spaces for young people? Due to the structure of most local governments within Australia, different departments are responsible for different strategic areas. Recreation departments are traditionally involved in managing parks and open space and the recreation facilities placed within them. Youth services focus more on at risk youth, programs and education and support. Urban design and city

planning are responsible for the implementation and management of more centralized urban centres and transport nodes with other authorities such as the department of public transport and vicroads.

Given this demarcation of responsibility, spaces specifically for teenagers should actually be primarily implemented by the city planning and urban designers and others responsible for our central urban squares, transport nodes and public domain.

Safe and inclusive public space

If we accept that young people are naturally attracted to urban centres and shopping precincts, we should look to redevelop these spaces and centres to better accommodate their needs. If areas within a mall or public square were designed with young people in mind, we may actually mitigate a number of the perceived or real social issues of young people ‘loitering’ or hanging out.

Active recreation, music, art, events and other social opportunities could all be accommodated in relevant spaces in high profile locations in places young people want to be. Importantly the design of these spaces need to be such that young people’s needs are balanced with the needs of others in the community so any perceived or actual conflict of use is mitigated.

“More activities that teens can enjoy. A lot of teens are not sporty. Music studio’s have a group of kids that can do and sing or play an instrument like a band and go around to different places. Studio’s for teens that want to start their dreams and future. ”

(Female respondent, Shepparton Ramp it Up Survey 2015)

So what could play for all ages look like?

If we are looking at therefore the provision of new spaces for play for kids of all ages, what could they look like and where can they go? It is therefore important to firstly determine what types of play could be considered for each age group, noting that all spaces should be shared and allow intergenerational use.

Younger children (approx 0-6)

Focus on diverse mix of all play requirements considering primarily sensory cognitive play opportunities through natural elements and textures, musical and artistic components. Physical play should be age appropriate and allow progression such as swings, slides, spinning and climbing options. Many existing playspaces can be adapted with additional natural elements to ensure these spaces appropriately cater for younger children.

Tweens (approx 7-14)

Focus on recreation and play that tests and challenges the children physically and cognitively with spaces that are less prescriptive to enable older kids to use their imaginations and create relevant games and opportunities with the space accordingly. Social play is also critical, as is the transition into more sporting focused opportunities. These may include parkour, skate and ball court areas.

Teens (approx 15+)

Focus on freely accessible sheltered public areas within in a local catchment with a focus on social seating, art, music or some minor sporting/play infrastructure that is relevant to young people to enjoy. The key is to look at more urban, commercial and transport nodes. Essentially relevant spaces where independently mobile young people want to be, unlike tween and kids playspaces that are more park focused in local walkable residential catchments.



Types of spaces

To give Council and the community flexibility in creating fun and engaging recreation and play spaces for younger children, tweens and teens a model of modular elements has been created.

Each module has a different core focus to allow for choice and adaption to meet the specific needs of different communities and allow for a diverse range of spaces throughout a municipality. The modules are based upon meeting the play and recreation needs of all children and when being implemented, all will contain both a social/passive module and mix of other modules.

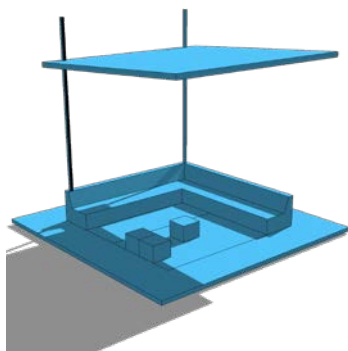
Each module is shown diagrammatically to show approximate scale and typology and relationship with other elements. When designed as an actual space,

they would be created to meet the site and context requirements accordingly.

As a guide, each module is approximately \$30-50k. This gives council an understanding of the approximate costs of each hub and how they can be implemented accordingly. This has been used as the basis of the consultation which is summarized in the next section. Each community will now given greater direction on the types of spaces they would like. A staged implementation plan can then be adopted across the Shire to successfully deliver spaces for kids of all ages, being a mix of upgrading existing facilities such as the skateparks and playgrounds as well as implementing new spaces accordingly over time.

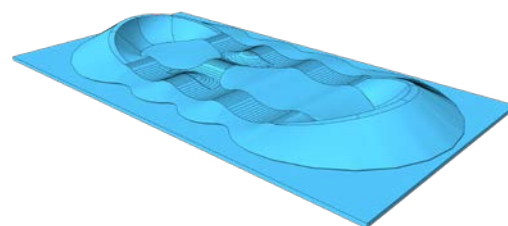
Social space

Focus on social seating, shade & social play such as foosball, ping-pong. Social modules should be in all active spaces.

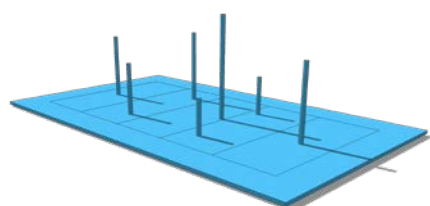


BMX

Focus on dirt pumps or jumps track for all ages..

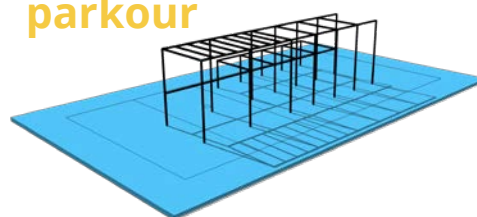


Water play fun



Focus on zero depth water play area with jets, fountains and interactive elements.

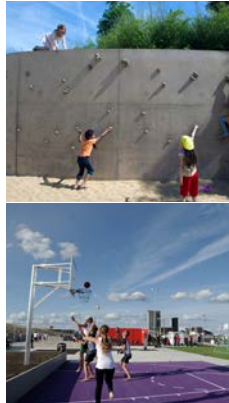
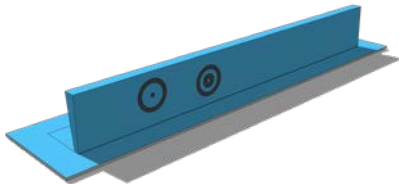
Tween play, fitness parkour



Focus on fitness or parkour and more adventurous play elements such as climbing nets of big swings

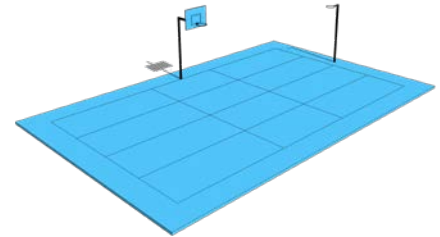
Rebound/climbing wall space

Rebound/climbing wall space
Focus on climbing, rebound and art wall. Best combined with court module for flexibility of use.



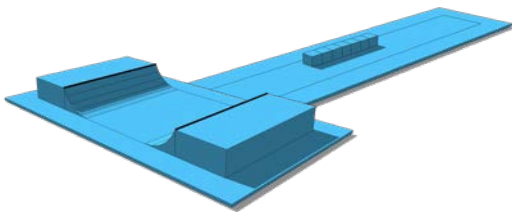
Ball Court Space

Focus on open areas for ball sports such as soccer, basketball and netball.



Skate Space

Focus on both plaza skate elements and transition elements such as a mini ramp.



Junior

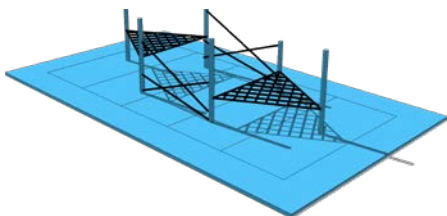
Junior play space

Focus on mix of traditional play items (swings, slide etc) and some nature based elements (balance logs etc).



Tween play/fitness/ Parkour Space

Focus on fitness or parkour and more adventurous play elements such as climbing nets or big swings.



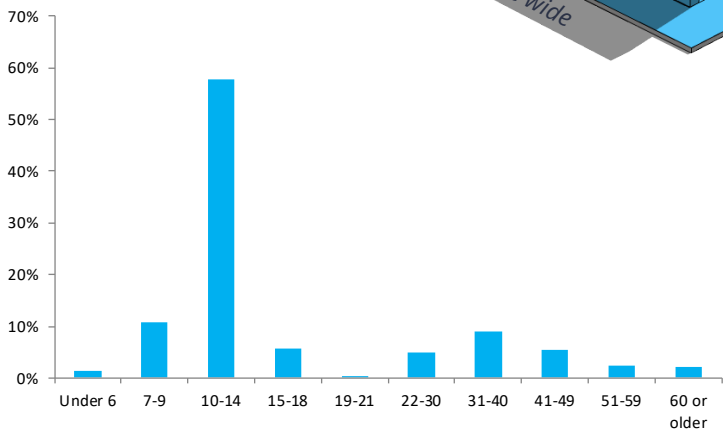
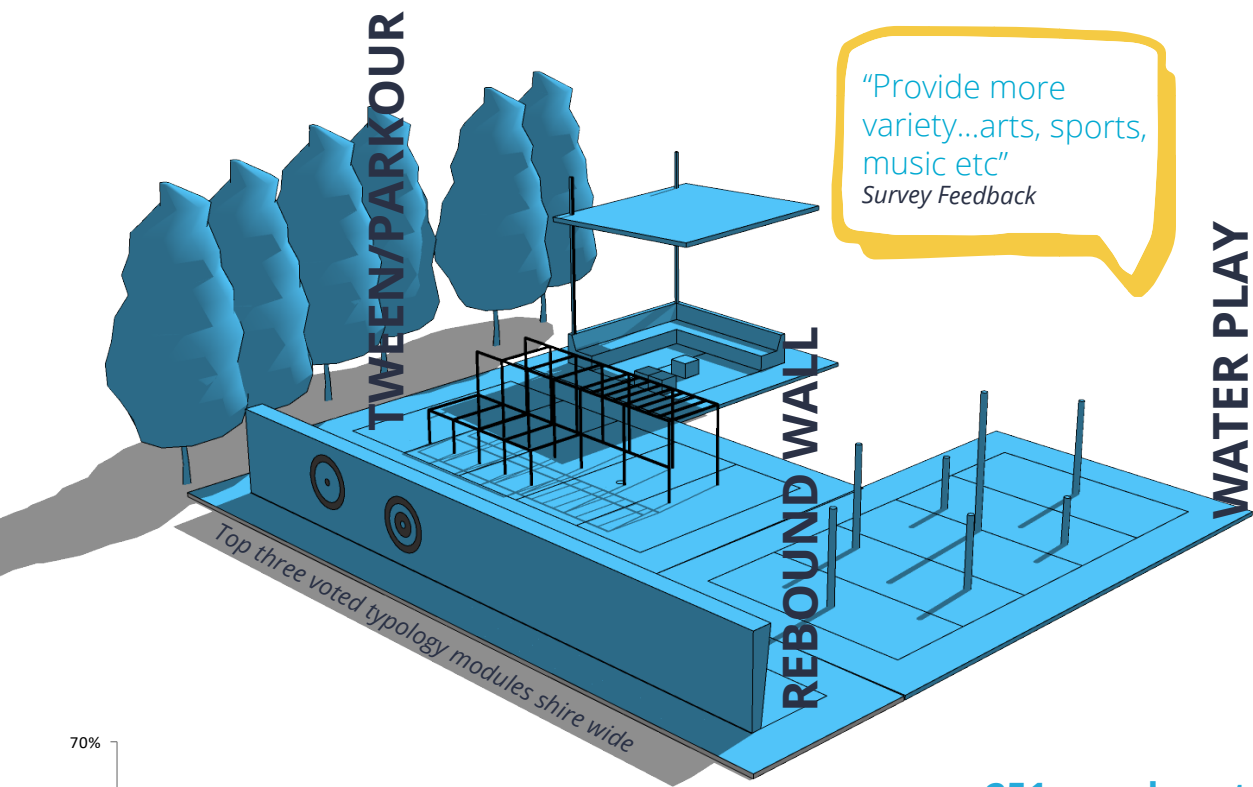
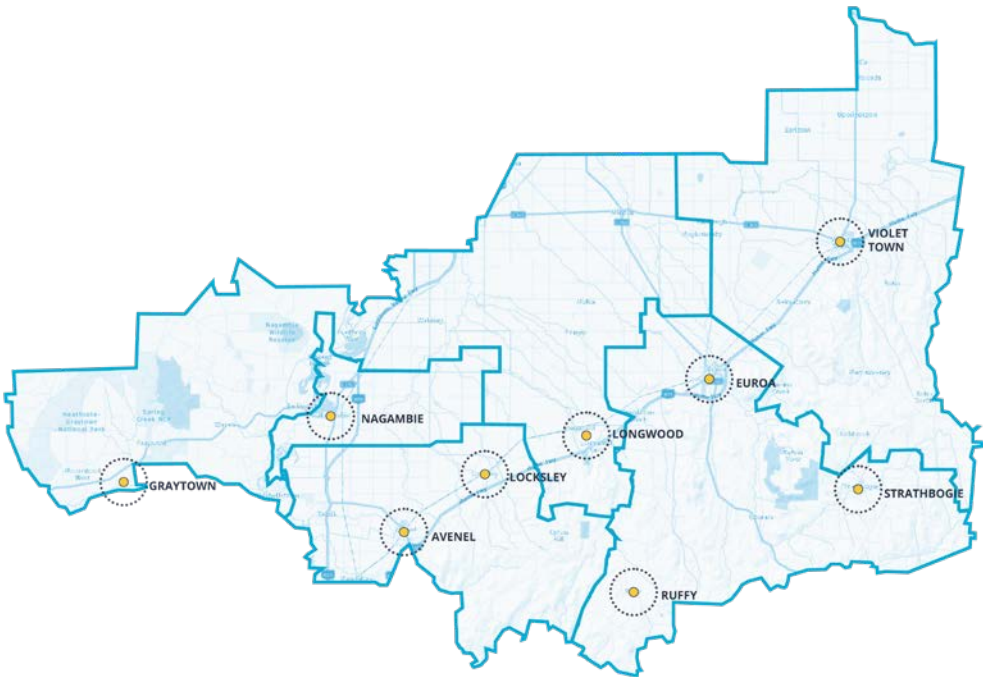
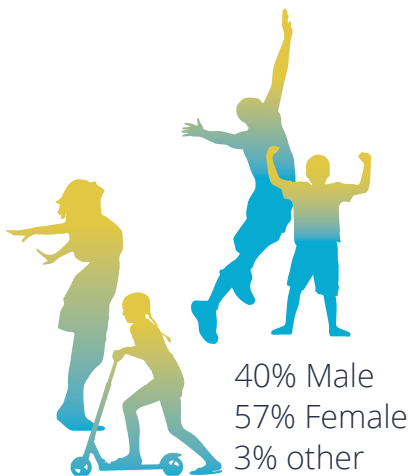
Consultation Summary

438 surveys completed!

We consulted:
The Community via online submission, local Schools, face to face and provided local drop ins.



Township Results 438 surveys

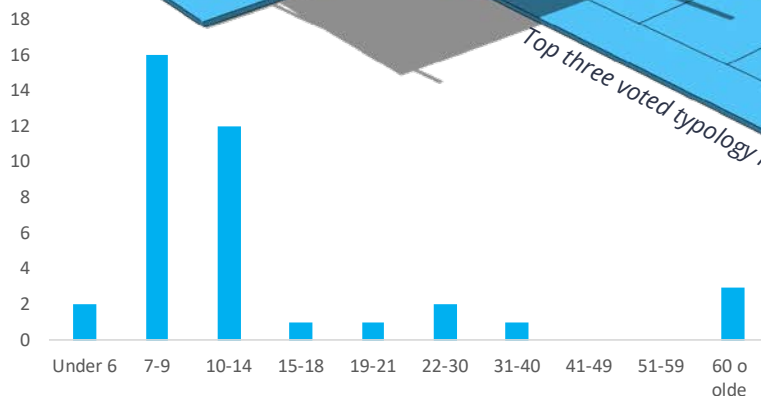
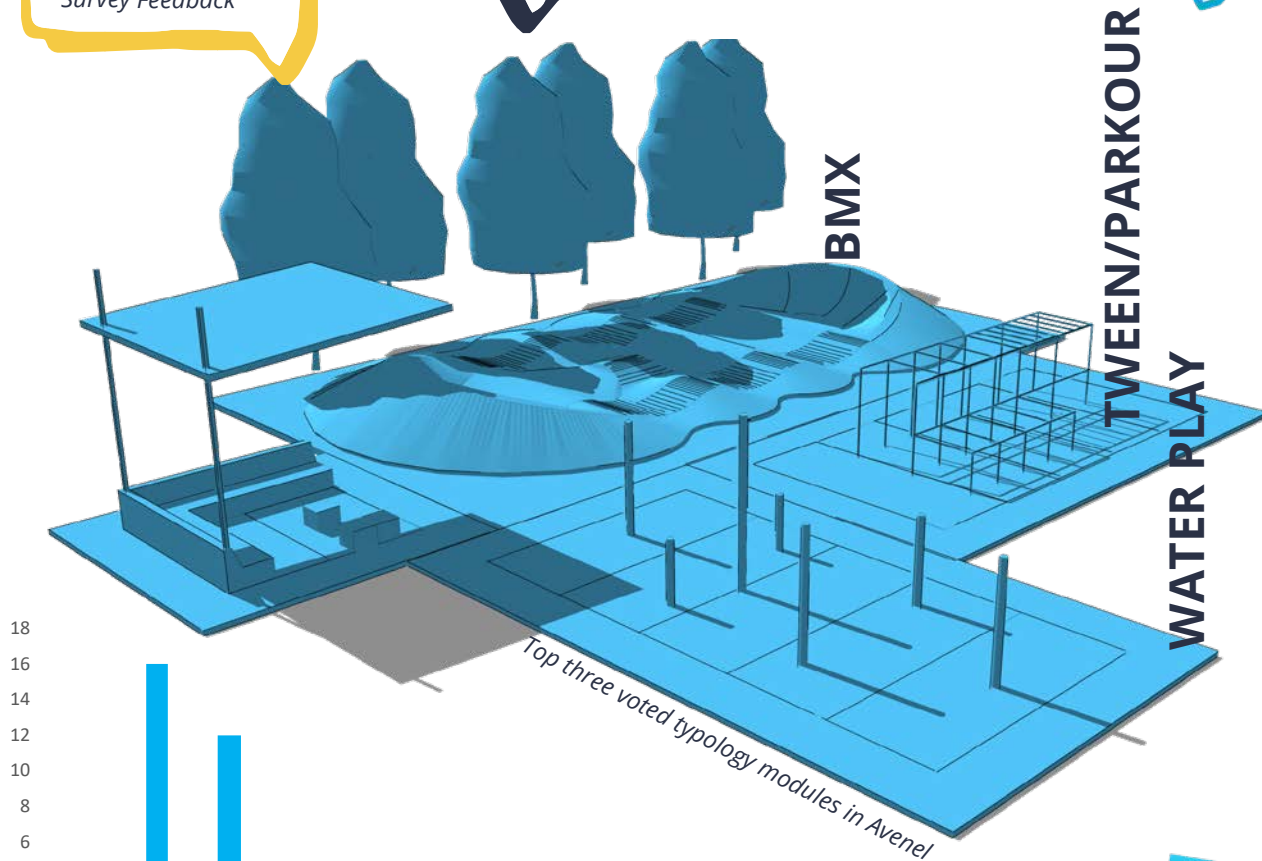


- 251 people voted for water play
- 238 people voted for tween/fitness & parkour space
- 166 Voted for rebound and climbing walls

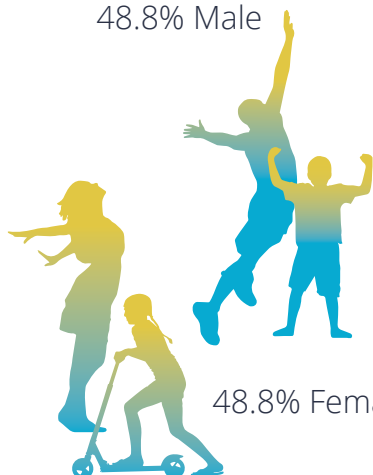
38 participants

Lots of people in my town like to ride bikes
Survey Feedback

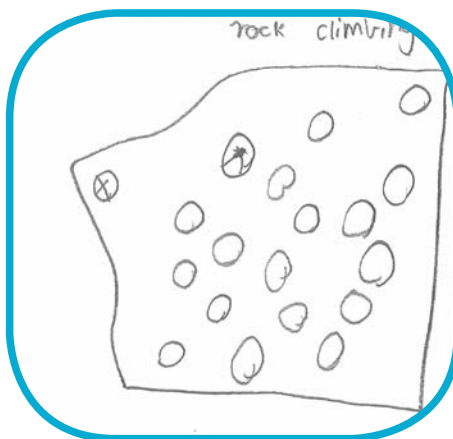
Something for everyone to enjoy & more shade areas!
Survey Feedback



48.8% Male



48.8% Female



Drawing by Ben from Avenel



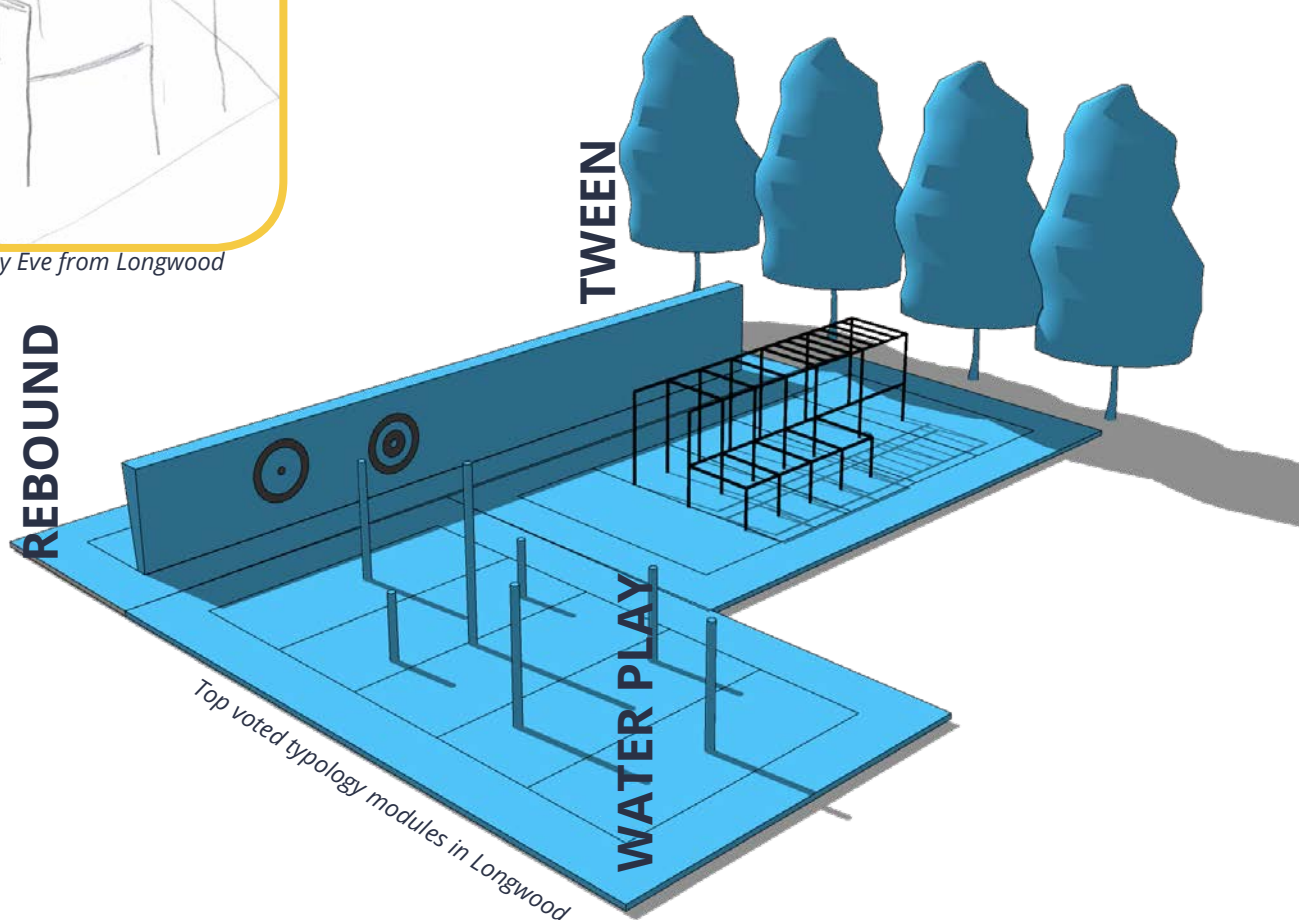
Longwood

19 participants
(one other)

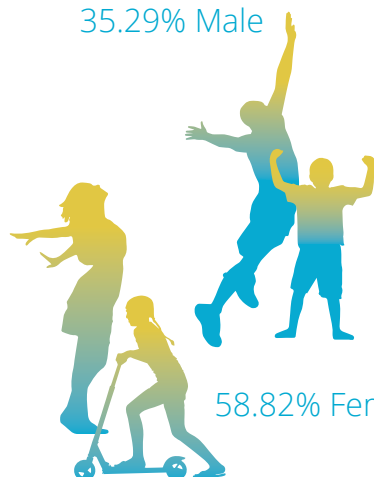
Better playground
with more rubbish
bins *Survey Feedback*



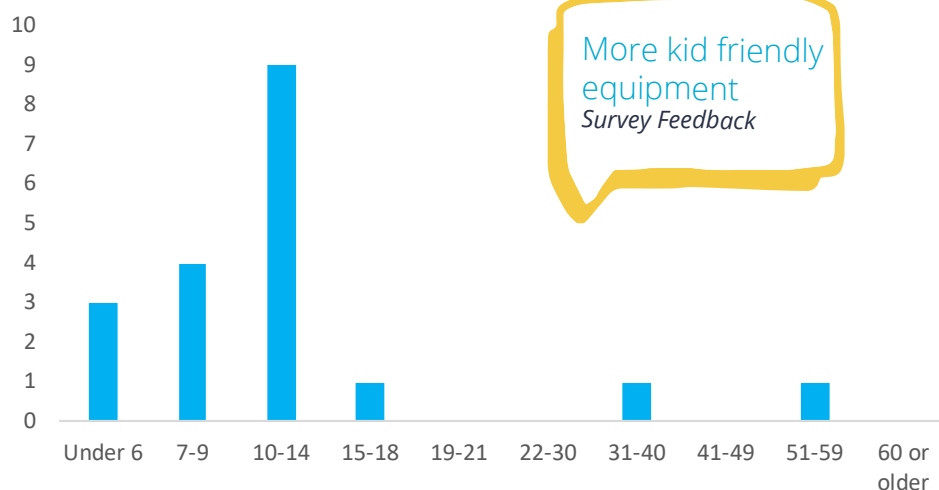
Drawing by Eve from Longwood



35.29% Male



58.82% Female



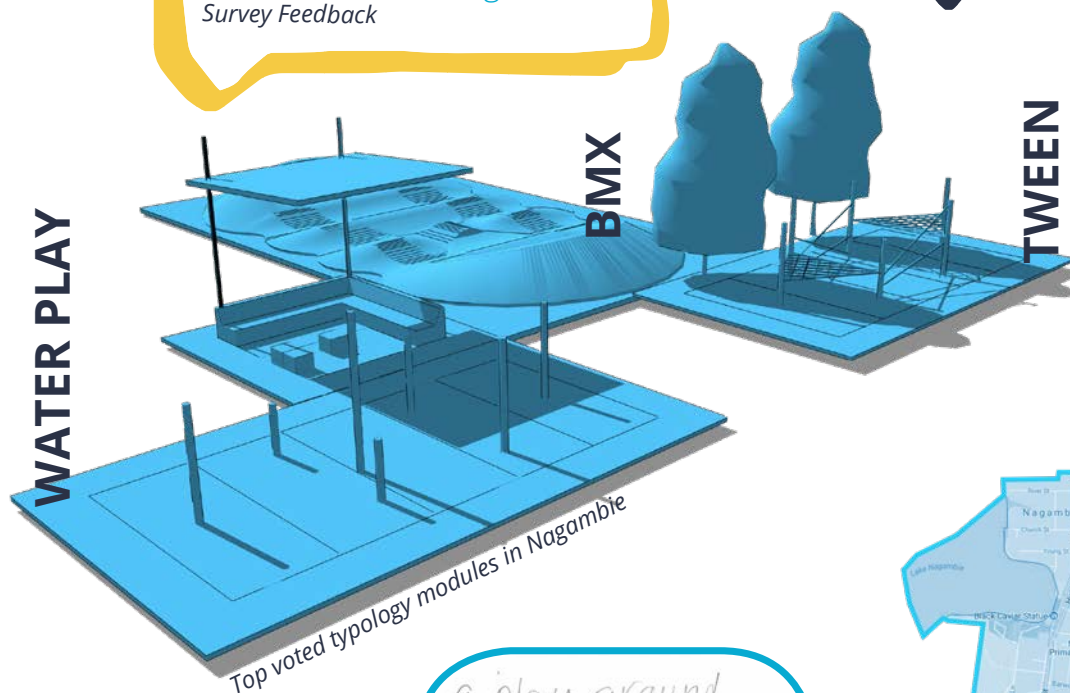
More kid friendly
equipment
Survey Feedback

Nagambie

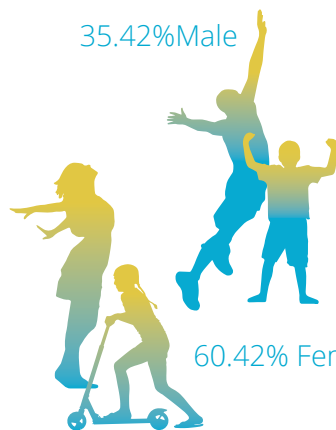
107 participants
(two other)

I love parkour and challenges. My brother and I come here and hang
Survey Feedback

Because I want to be active, fit and I like going outside
Survey Feedback



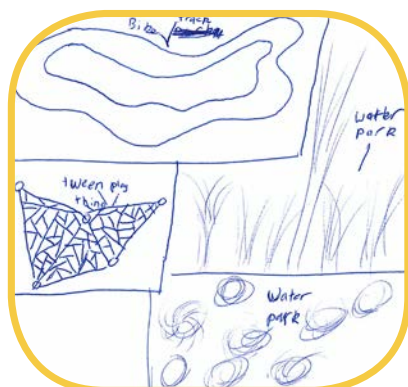
35.42% Male



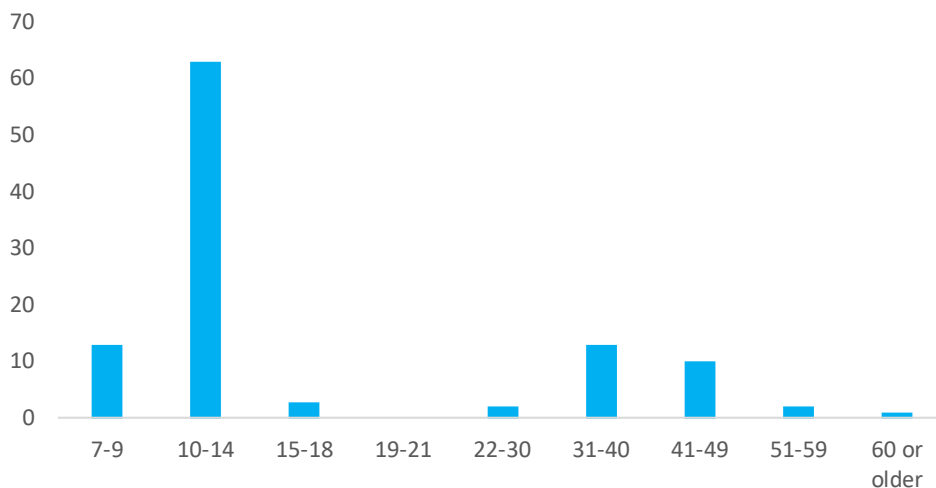
60.42% Female



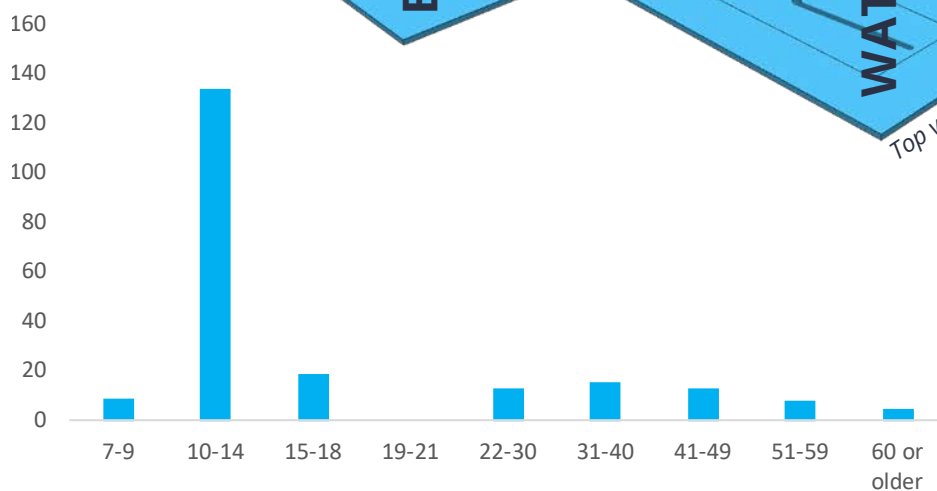
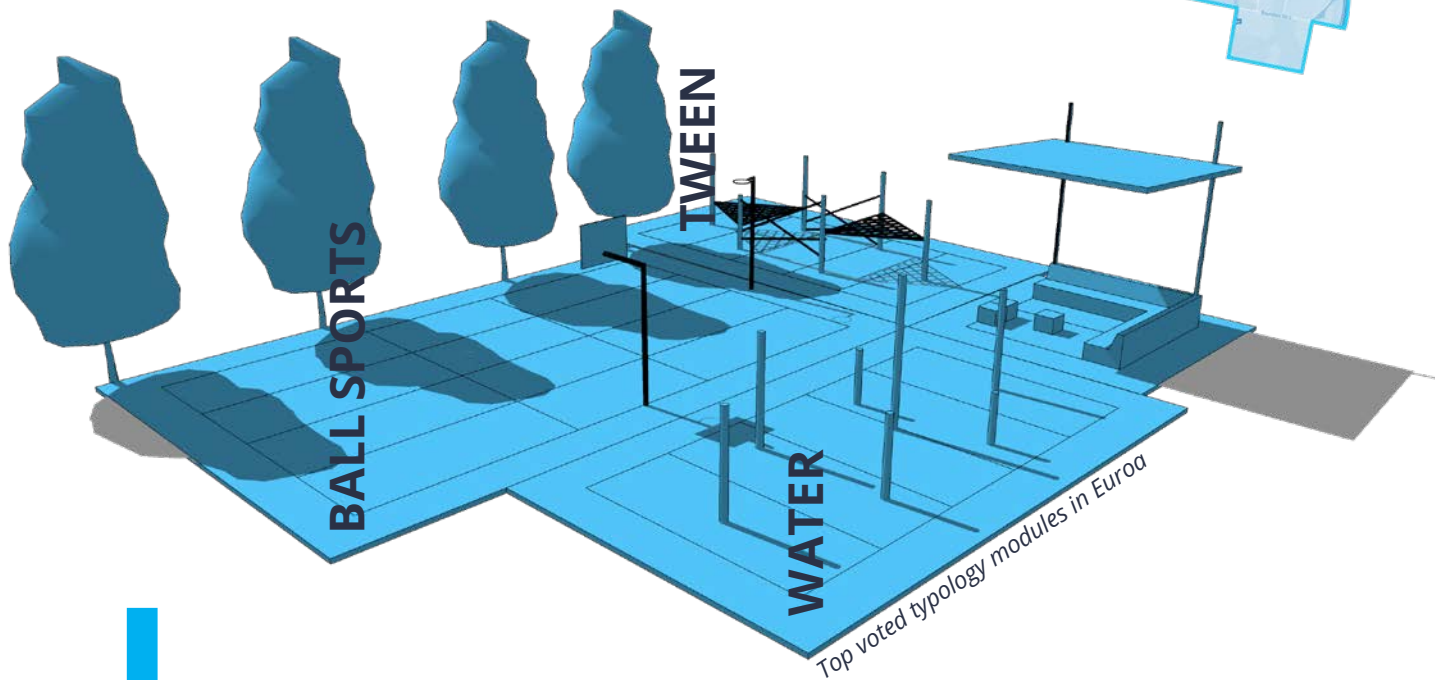
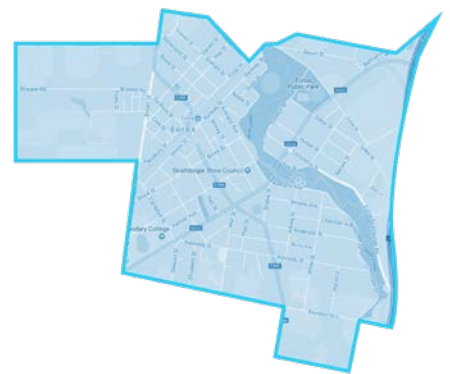
Drawing by Jessie from Nagambie



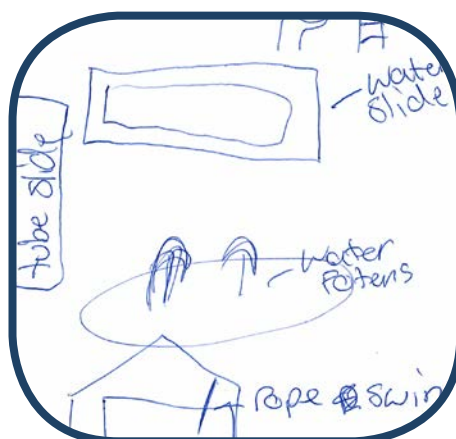
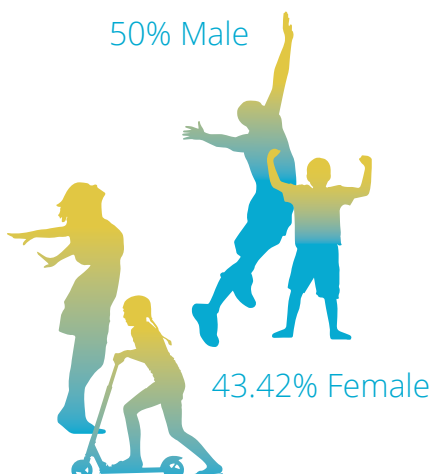
Drawing by Amber from Nagambie



216 participants
(10 other)



50% Male



Drawing by Emelia from Euroa



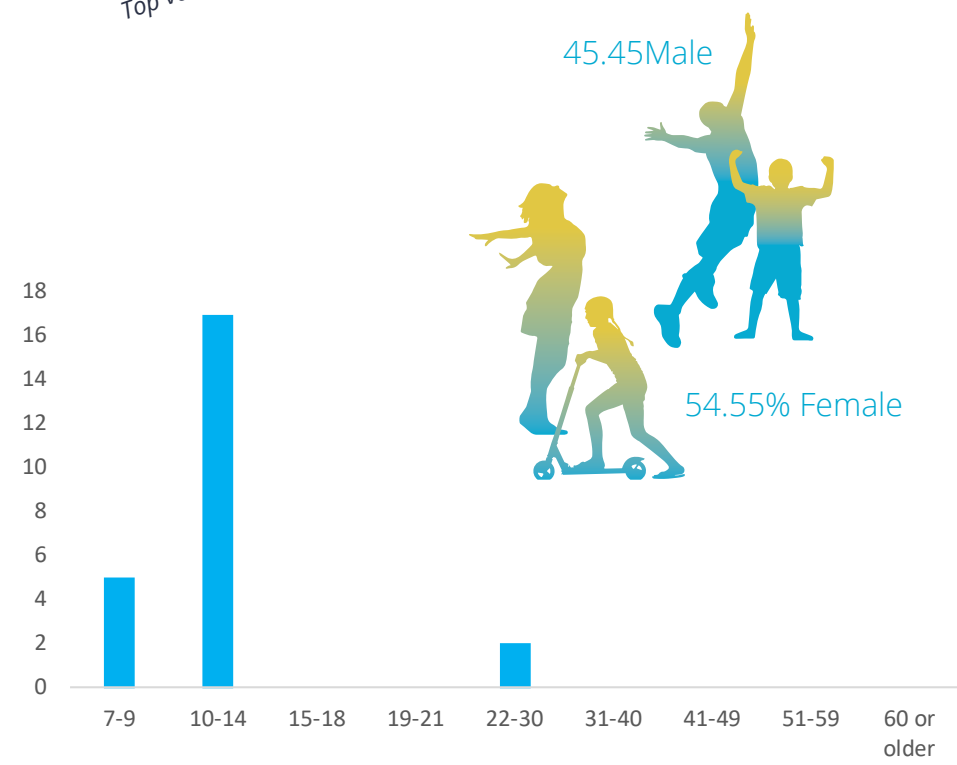
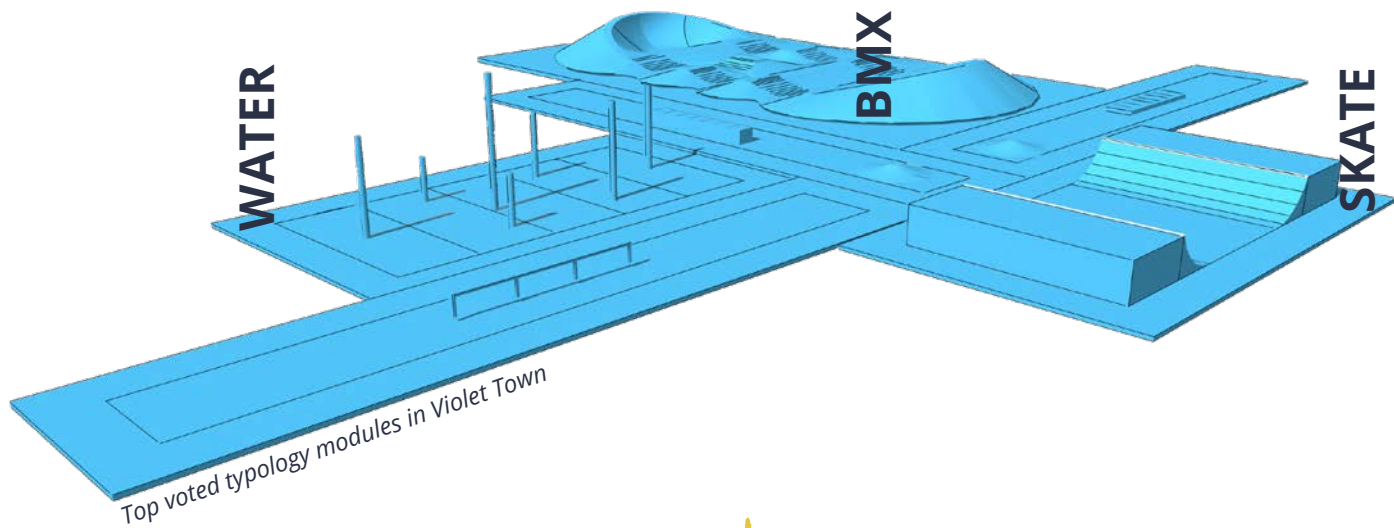
Drawing by Chloe from Euroa

Violet Town

24 participants

I like skating and want to get better
Survey Feedback

There is nothing for kids to do in Violet Town
Survey Feedback



Towns with low feedback responses

Town	Top 1	Top 2	Top 3	Gender	Number of surveys collected
Strathbogie	Water (6 votes)	Tween (5 votes)	Rebound (3 Votes)	5F, 1M	8
Ruffy	Tween (2 votes)	Social (1 vote)	BMX (1 vote)	1F, 1M	2
Locksley	Junior (3 votes)	BMX (2 votes)	Rebound (2 Votes)	3F, 1M	5
Other	Water (12 votes)	BMX (9 votes)	Tween (7 votes)	15F, 2M	19

“Make areas more modern & interesting”

***“Scooter park in Nagambie and/or Splash Park like Wallans.
The parks in Nagambie only suits toddlers”***

***“Develop a water based space to encourage connectedness
of secondary school youth who are separated via attending
different towns for higher education”***



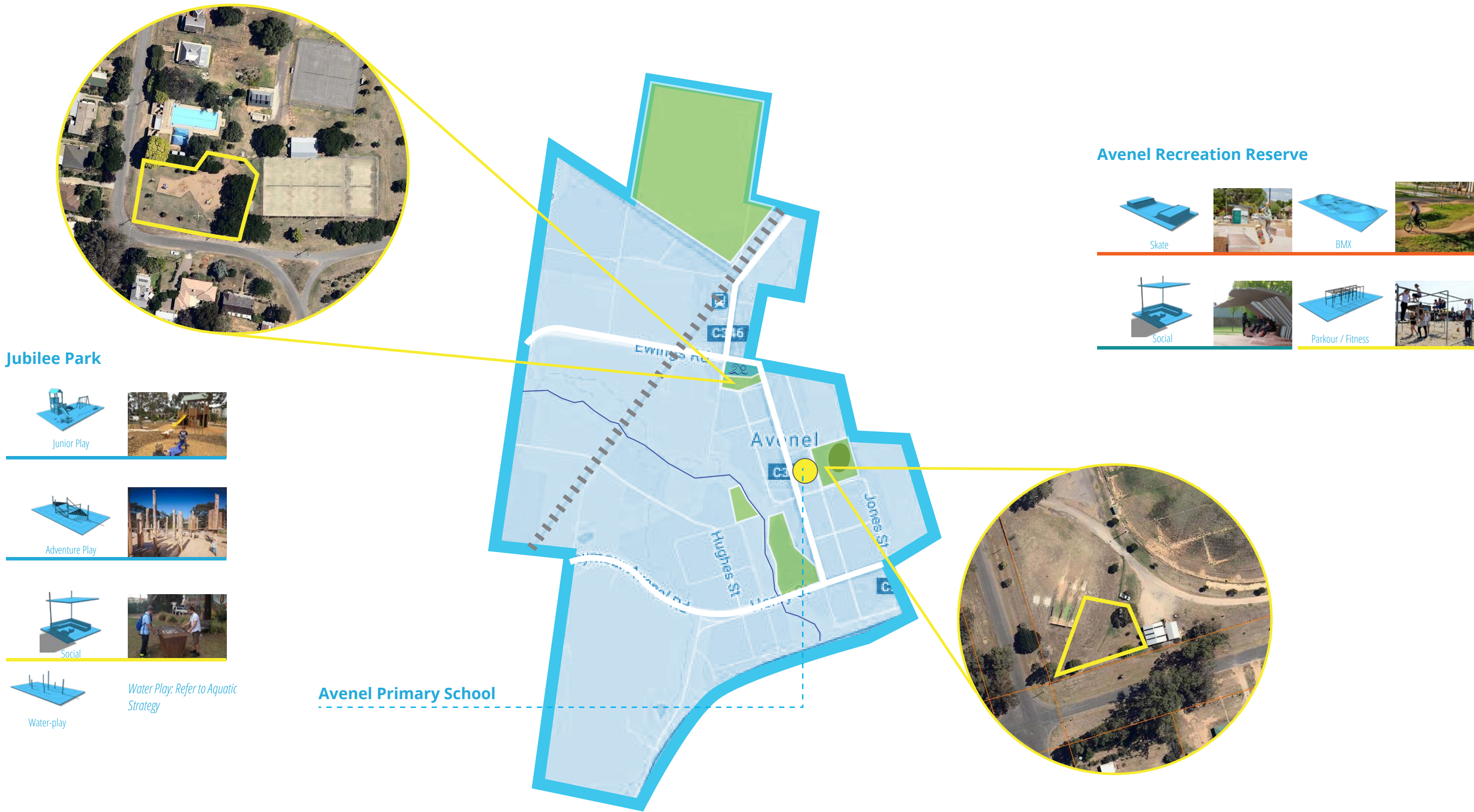
Summary

Overall the Strathbogie community were really supportive of the approach of considering all ages play for each township. Interestingly it was also exciting to see such diversity in interests between towns which has informed the implementation plan accordingly with some communities really pushing for more skate, whilst others wanted either ball courts or more active play. Water play was the overall most popular requested element of play. With that in mind, this strategy does not look at the implementation of any water play space as this is considered separately in the newly developed Aquatic Strategy.

Township Implementation maps

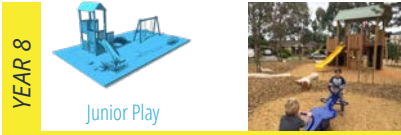
The following plans show the suggested locations of new play/recreation provision at all of the larger 5 townships based upon the implementation plan outlined above. Each page shows an overall map of the township and provides a location for the implementations.

Avenel



St John's Primary School

Rotary Park (Kirkland Ave.)

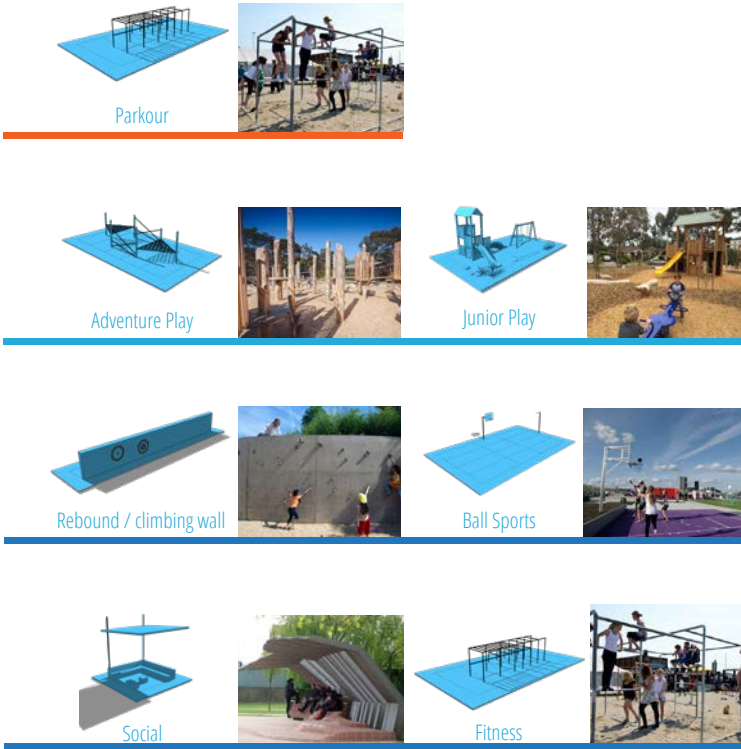


Skatepark



Euroa Primary School

Lions Park



Notes: Update and replace existing play ground elements to create a more coherent space

Bicentennial Rotary Park



Town Map Overview



Euroa Secondary College

Longwood

Pub Paddock



Notes: Build upon existing facilities to create an improve social hub. Improve connections to Hurley St BMX track.



Longwood Recreation Reserve



Notes: Improve and replace existing facilities to create an improve space. Remove fence from play



Town Map Overview



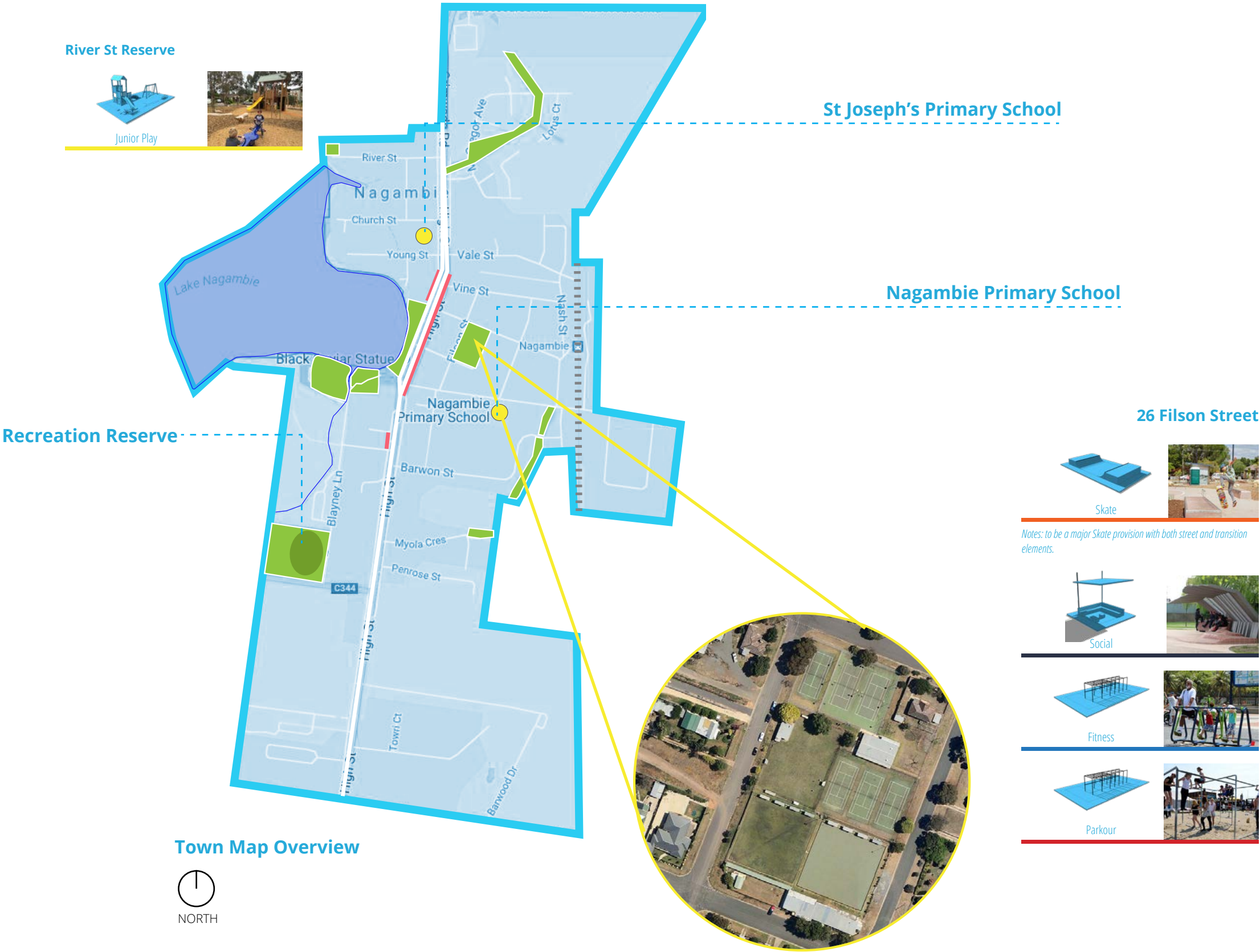
BMX Track - Hurley St



Notes: Upgrade and repair existing track to create a circular closed loop track. Improve connection to Pub Paddock

Longwood Primary School

Nagambie



Violet Town

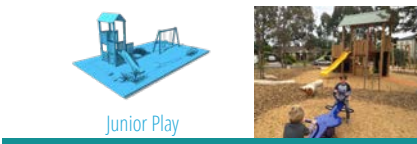
Tulip St East (Recreation Reserve)



Existing Skatepark

Notes: Remove existing steel elements and relocate for a new facility closer to the centre of the recreation reserve. Conduct CPTED report when finalising the new site.

Violet Town Lions Park



Town Map Overview



Violet Town Primary School

Violet Town Skatepark

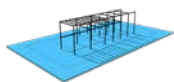


Notes: To be Transition style.

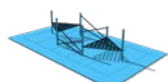
Notes: To be Street style.

Other townships

Creightons Creek



Fitness



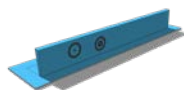
Adventure Play



Locksley



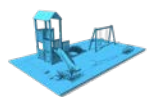
Skate



Rebound / climbing wall



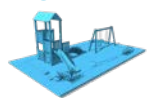
Moglonemby



Junior Play



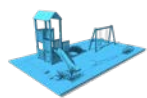
Ruffy



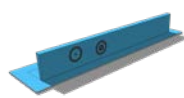
Junior Play



Strathbogie



Junior Play



Rebound / climbing wall



Recommendations

Discussion

It has been very clear in undertaking this strategic review that whilst Strathbogie Shire Council has some reasonable facilities for play and skate across its municipality, most are relatively old and not appropriately meeting best practice in both function and condition. Also whilst some townships have a mix of play and skate, others have minimal opportunities for play at all. Nature play in particular as well as play for older children is lacking in most townships.

Overall through the consultation with both the children at the schools and more broadly with the community, it was very apparent that across the shire there is a support for greater opportunities for play. Overall the community was also very supportive of the 'all ages approach' to play provision in which skate is just form of play, as are more traditional play elements as well as fitness, ball sports, parkour and social opportunities.

This final section of the report has therefore outlined a number of recommendations based on the suggested eight year plan outlined previously. They are as follows;

Short Term (first 2 years)

Stage 1 of the Avenel project has been completed. The community have sourced external funding to deliver stage 2 which is in progress.

Undertake further consultation on elements of the Nagambie Active Space. Construct Stage 1 of the Nagambie Active Space works (subject to funding).

Undertake the design of the Nagambie Active Space at 26 Filson Street by experienced specialist play/skate designers.

Conduct further consultation regarding the Violet Town elements of Active spaces and implement identified priorities as funding allows.

Prioritise roll out of active spaces projects in light of budget provisions over a ten year time frame. This will involve additional consultation and engagement with relevant communities as projects are prioritised. Ensure all design works undertaken by experienced specialist play/skate designers.

Long Term (next 6 years)

Undertake the roll out of Play and Recreation Framework subject to funding.

Implementation Plan

The results of the consultation has informed the following suggested 8 year implementation plan accordingly with a distribution of play, skate and other key recreation/play considerations. It is based on ensuring there is a staged implementation of key elements across the shire so all communities benefit as it is rolled out. More detail on each town is outlined on the previous pages.

Township	Key implementation elements							Key implementation elements					Stage of Implementation								% Distribution of resourcing
	Junior play	Rebound walls	Skateable elements Street	Skateable elements Transition	Bmx	Social		Water play	Ball sports	Adventure play	Parkour	Fitness	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	STAGE 8	
Avenel							Community Pools Strategy - draft report													12.5%	
Jubilee Park																					
Skate park (rec Res)																					
Creightons Creek																					1.6%
Recreation Reserve																					
Euroa																					27.1%
Bicentennial Rotary Park																					
Lions Park																					
Rotary Park Kirkland Ave																					
Skate Park																					
Longwood																					7.5%
Recreation Reserve																					
BMX track Hurley St																					
Pub Paddock																					
Moglonemby																					0.9%
Hall																					
Nagambie																					25.1%
Blayney Reserve East																					
26 Filson Street																					
Recreation Reserve																					
River Street Reserve																					
Strathbogie																					4.8%
Recreation Reserve																					
Violet Town																					17.5%
Lions Park																					
Skate Park																					
Tulip St West																					
Tulip St East																					
Locksley																					2.1%
Existing Tennis Court																					
Ruffy																					0.9%
Ruffy																					
Percentage by type	25%	6%	8%	16%	7%	11%	0%	2%	12%	6%	5%										