

# PLANNING FOR PLAY 2041

A STRATEGY FOR THE DEVELOPMENT  
OF INNOVATIVE, QUALITY PLAY  
OPPORTUNITIES IN GLENORCHY



NOVEMBER  
2021



**GLENORCHY**  
CITY COUNCIL

## Acknowledgment of Country

The City of Glenorchy acknowledges the muwinina people who are the original and current inhabitants, the traditional owners and the custodians of this land.

We recognise and cherish the value of continuing Aboriginal knowledge and cultural practice, and what it can teach us about history, culture, the environment and the arts.

We acknowledge and respect the contemporary Tasmanian Aboriginal community who continue (and must be supported) to maintain their Indigenous rights, identity and their ancient and irreplaceable culture.

**We commit to imagining and realising a vision for the future of Glenorchy together.**

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# Section One

## Introduction

### 1.1 Strategic Context

**The Glenorchy City Council (Council) provides and maintains a diverse variety of parks, playgrounds, play spaces and play environments for the community and understands and acknowledges the importance of play on the social, physical, and cognitive development of children. It also understands the role playspaces play in the image of the city and their ability to attract local and regional tourism to Glenorchy.**

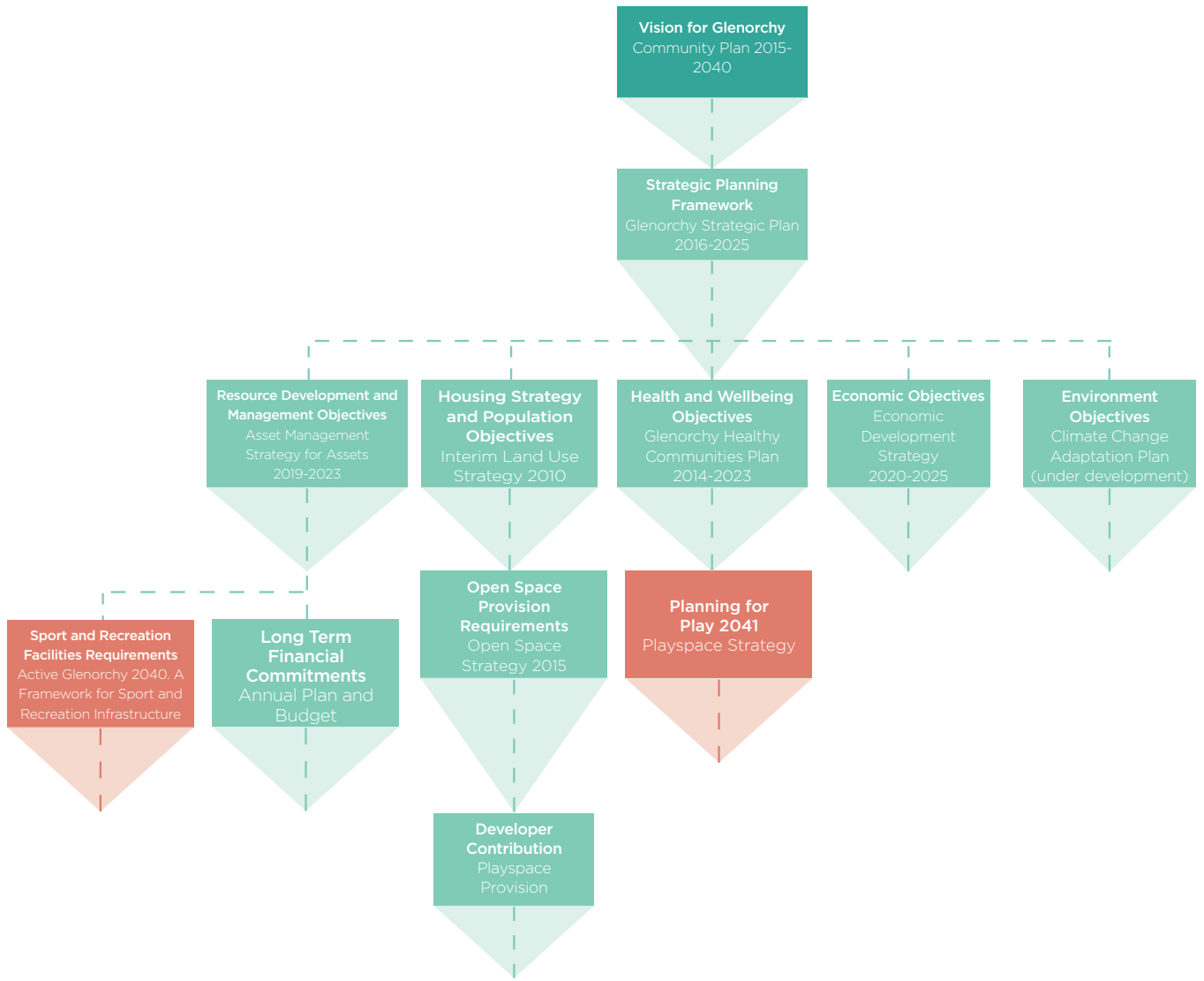
Our current play infrastructure is however ageing, with many requiring renewal and/or replacement. To provide residents with the playspaces that reflect community expectations and a well-planned and coordinated approach, Council identified the need for a playspace strategy which will:

- address current shortfalls in play space.
- Identify the current and future needs for the community.
- Set out a strategic framework to guide Council in delivering affordable and contemporary playspaces to the community.
- Consider the future development and upgrade of existing play infrastructure within the greater Glenorchy municipality.
- Investigate best practice models.
- Project the future needs of the municipality considering population growth along with changing demographics and future development requirements.
- Coordinate the future planning of playspaces which require significant maintenance and/or replacement and potentially decommissioning.
- Develop a set of standards for the allocation of suitable open space for playspaces.
- Consult and understand community expectations.

The future provision of play space infrastructure will provide opportunities for children to participate in physical activity in a safe environment. This will in turn provide long term health and social benefits to the local community which are key outcomes for Council whose overall vision is:

**“A proud city; a city of arts; of opportunity; of partnerships; a city that makes exciting things happen.”**

The strategy will therefore link to Council’s strategic framework and its commitments made in its ‘Healthy Communities Plan and its Health and Wellbeing Objectives. It will also align with the Open Space Strategy and the Developer Contribution Policy with regard to playspaces within new or proposed developments.



**Figure 1:** Strategic Alignment

## 1.2 About Glenorchy

**Spanning a geographical area of nearly 12094 hectares (121km<sup>2</sup>) and a population of approximately 48,000 the Glenorchy City Council is a growing city both urban and semi-rural areas, with mostly undulating hills rising steeply in the west to a line of hills (Figure 1). Glenorchy is characterised by a diverse mix of industrial, commercial, and residential development and located approximately 7 kilometres north of the Hobart CBD with the suburbs and localities of:**

- Austins Ferry
- Berriedale
- Chigwell
- Claremont
- Collinsvale
- Derwent Park
- Dowsing Point
- Glenlusk
- Glenorchy
- Goodwood
- Granton
- Lutana
- Montrose
- Moonah
- Rosetta
- Wellington Park
- West Moonah.

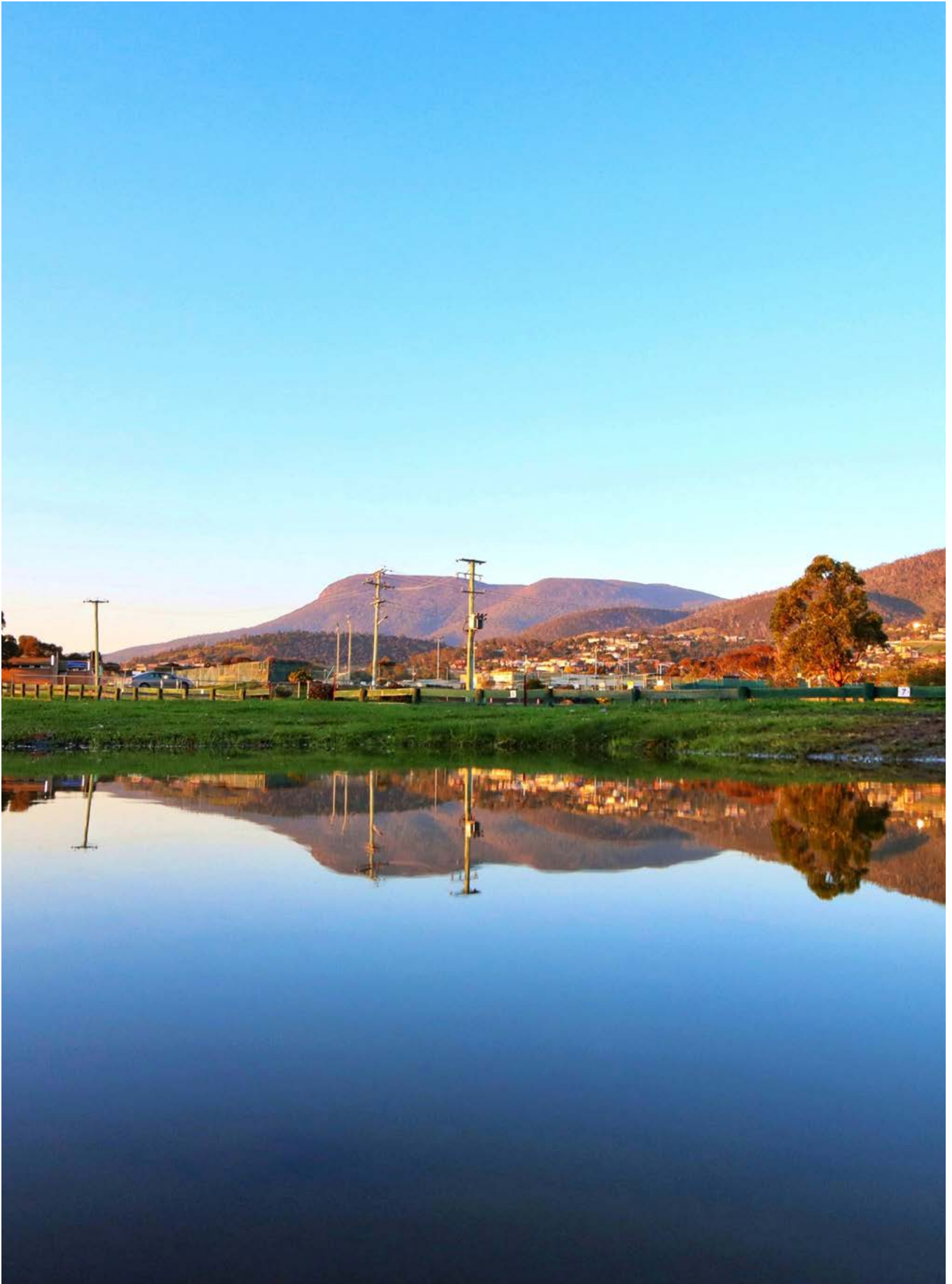
In 2016, Glenorchy City had similar proportion of children (under 18) and a lower proportion of persons aged 60 or older than Greater Hobart. Overall, 22.0% of the population was aged between 0 and 17, and 23.6% were aged 60 years and over, compared with 21.7% and 24.1% respectively for Greater Hobart (Figure 2).

Glenorchy Aboriginal and Torres Strait Islander population increased by 356 people from 2011-16 (18.8%) and is now 4.9% of the total Glenorchy population compared to 3.8% for Greater Hobart.

Analysis of household income in 2016 compared to Greater Hobart shows that there was a smaller proportion of high-income households (earning \$2,500 per week or more) and a higher proportion of low-income households (earning less than \$650 per week). Overall, 8.8% of the households earned a high income and 26.2% were low income compared with 15.4% and 21.0% respectively for Greater Hobart.

Analysis of the employment status compared to Greater Hobart shows that there is a lower proportion in employment, and a higher proportion unemployed representing 8.5% compared with 6% for Greater Hobart.

These findings support the need for low cost or free access to public services that promote the health and wellbeing of the community. Parks and open spaces lead this for any local authority, and playspaces in particular are a free and healthy activity for both adults and children and should be considered in the context of health as well as recreation.



## Section Two

# A Framework For Play

**When undertaking a playspace strategy, it is important to initially understand the benefits and role it has in the lives of children, their families, and the broader community. Not only will this assist Council in understanding the role it could and should play, but the design and placement of assets will be guided through a range of opportunities rather than a ‘one size fits all’ approach. These are highlighted in the Appendices with the following being the basis of Council framework for play.**

## 2.1 Playspace Hierarchy

Playspaces generally have a classification which aligns with national approaches to open space to include:

**Local:** Normally small in size (approximately 0.1 – 0.2 ha) and offering passive and low-key recreation opportunities such as seating and landscaping, local playspaces would be small in nature and would target infants and toddlers (0-3- and 3-6-year-olds). Equipment would normally include basic swing and slide aspects and minor landscaping.

**Neighbourhood:** Targeting a broader demographic catchment and therefore (normally) located on larger parcels of land, neighbourhood playspaces would include equipment for toddlers to juniors and may include assets such as seating, shade bins and picnic tables.

**District:** Usually attracting a wider catchment and located on larger parcels of land also used for other activities such as sport or other forms of recreation, these playgrounds offer a wider variety of play ‘choice’ from toddler – senior and in some instance’s youth. District level facilities normally include seating, shading, shelter, and end of trip facilities such as water fountains and bicycle racks for example. Accessible playgrounds and playspaces are often considered in District level classifications or higher.

**Regional:** These types of facilities attract visitation from outside of a councils’ boundary and are generally those places where people tend to stay longer and would therefore require facilities and services such as toilets, water, shelter, and shade. The playgrounds themselves often offer a unique aspect or feature which encourages use, whether this be a special feature, larger open spaces, or just the range of play opportunities.

## 2.2 Playspace Development Model

**To better understand the hierarchy of playspaces, a ‘playspace development model’ (PDM) has been developed that can be adopted as a guide for councils when planning and developing playspaces<sup>1</sup>. The concept (Figure 3) is widely recognised as a model to illustrate the elementary factors required to establish an area specifically for play and includes five aspects of:**

### 1. Play Equipment

Play equipment has historically been the dominant factor in playground provision. However, play equipment should complement rather than replace the ‘playspace’ and should align with the intended user and classification of the park. Equipment suitable and interesting to a toddler will be vastly different from equipment for a ‘senior’ child and generally speaking the more opportunities provided tends to increase the ‘classification’ of the playspace itself.

### 2. Imaginative and Creative Area

This is often the most neglected aspect of play provision, and it requires sensitivity to develop possibilities. Some areas, however, simply need to be left in their natural state whereby others can be designed using the natural environment to encourage exploration and imagination.

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<sup>1</sup> South Australian Office for Recreation and Sport: Playground Manual Guidelines; March 1998 revised June 2007



Nature play is becoming popular across Australia with many councils understanding and realising its importance and investing in 'nature play' initiatives, branding and programming. In turn this encourages more children into the outdoors and away from some forms of technology that has negative impact on a child's physical development. As such, many local authorities are designing playspaces to encourage the use and exploration of the natural environment and promoting nature play to enhance cognitive, social, and physical development.

### 3. Unstructured Area

This is an open space area that should not be confused with formal sport requirements and in essence will encourage and allow activities to develop spontaneously among children present at the time. Traditionally these areas appeal to older children and are often used as a meeting place/socialising area or for informal ball games such as kick to kick, basketball, netball rings etc.

### 4. Adult/Family Area

Adults accompanying children to play areas require a comfortable area where they can passively monitor children whilst socialising with other carers or parents. The inclusion of items such as seating, shading, BBQ's, shelters, water etc., all of which may result in longer periods of use by families and increased presence increasing passive surveillance and safety.

### 5. Special Feature

This is an optional component which may be included in the playspace and although these are not essential, could include open air theatres, rotundas, water features, artwork or other natural or built features which would attract greater use, visitation, and general interest

## Playspace Hierarchy

### Adult/Family Areas

- Shade and shelter
- BBQ and picnic areas
- Water/toilets
- Bike racks/car parking
- Fenced areas

### Play Equipment

- All age categories
- All skill levels and abilities
- Traditional playspace equipment

### Special Features

- Artwork/sculptures
- Games/ping pong/ chess pavers etc.
- Bespoke design e.g. pirate ships, towers, mazes etc.

### Imaginative & Creative Areas

- Nature play
- Use of Natural Environment
- Creek lines and trees
- Exploration opportunities

### Unstructured Areas

- open space grassed areas for unstructured and informal activity
- Hard court areas for ball games

Figure 2: Playspace Development Model

## 2.3 Playspace Design

Playspace design is largely reflected in the hierarchy in that the higher the level, the more components a space would have by way of equipment and complementary design elements. Whilst not prescriptive, nor in line with playspaces in Glenorchy; the following provides an overview of traditional classification playspaces adopted across Australia and the common elements within each.

### 2.3.1 Local Playspaces

This level of playspace is ideally located within a collector district area whereby walking to a destination up to 500 metres would be acceptable for most if not all ages and abilities. Local playspace boundaries are within physical barriers (such as busy roads, railway lines etc) which can prevent easy access to parks and reserves outside of this area for carers and their children. Therefore, such parks should primarily cater for younger children's needs (infants and toddlers and may also be used incidentally i.e., en-route to or from a destination such as shops, schools, or from public transport and in some instances as physical links to other open space systems. Alternatively, such playspaces may be used deliberately as a need for low impact play and exploration for young children under the guidance of adult supervision.

#### Local Playspace Components

While playspaces in a local setting will primarily be targeted at younger children (1-6) due to the proximity to the home and the understanding that older children (6-12) can and may travel greater distances either on foot or bike with their parents or carers; play opportunities should include aspects of cognitive, social, and physical play and include approximately 3-5 pieces of play equipment as a suggestion. However not all local playspaces need to comprise formal play equipment areas and could include an imaginative (natural) play area to ensure



Keats (above) and St Aubyn playspaces (below), are good examples of local playspaces offering opportunity for young children aged 0-6t



Introducing equipment to challenge a child's physical development with opportunities for learning, socialising and exploring, enhances the playspace classification. Battersby Reserve above is a basic neighbourhood and Giblin's (below), a good example of a neighbourhood classified playspace.

provision is complemented and not duplicated within short distances of each playspace i.e., each should (where possible) offer its own setting with a different set of opportunities from the parks nearby. It is such that local playspaces include complementary components of:

- Play Equipment Area (3-5 pieces)
- Imaginative Creative Area (natural settings)

It must be noted that not all Local play spaces would include both of the above, but these elements developed in conjunction with similar parks nearby, i.e., planning should ensure playspaces are complemented and not duplicated within a close proximity to each other. Specific areas set aside for adults are not necessarily developed in local playspaces due to the age of the child requiring constant surveillance by the carer. However, playspaces and seating should have natural or formalised shading with the latter situated to ensure both active and passive surveillance by carers.

### 2.3.2 Neighbourhood Playspace

Neighbourhood playspaces consider broader 'suburbs' and thus the need to provide for a more diverse range of opportunities and offer a wider range of opportunity for children primarily in the 0-12 age groups (infants, toddlers and juniors) toddlers. When discussing neighbourhood playspaces, it is assumed that:

- People will travel further to use the park and therefore tend to do so deliberately rather than incidentally.
- Generally located within each suburb and therefore facilities such as toilets may not be required.
- Would be no more than approximately 1-2 kilometres from homes.



### Neighbourhood Playspace Components

Neighbourhood playspaces are designed to cater for the needs of more than one user group, and for more than one type of activity. Toddler, junior and senior play areas will be provided and sited around a picnic areas/shelters and tables. Neighbourhood playspaces might be set along an urban waterway or natural settings and key components can therefore include:

- Play Equipment Area (5 pieces +) for age groups 1-12 in secured areas and where possible away from main roads and
- Imaginative Creative Area (natural settings)
- Non-Structured Play Area
- Adult / Carer Area
- Bins



### 2.3.3 District Playspace

The third level in the hierarchy is the District Playspace. District Parks tend to serve wider catchments and sited where special features (natural or manmade) such as a water body, a cluster of sporting facilities, civic areas, or historic site are located. In discussing this classification, it is assumed that visitors are offered greater recreation opportunities and therefore stay longer at the 'park'. As such, amenities such as water, car parking, toilets, barbecues, and rubbish bins etc may all be warranted.

Other key aspects of District playspaces include a safe (normally fenced) play area for young children and areas where parents and carers can meet and socialise in a safe environment. Children's birthday parties are common occurrences in such parks and parents can prepare barbecues in areas with good surveillance of play equipment which has an additional safeguard of fencing to prevent children from leaving the playspace.

Playspaces that cater for all age ranges and abilities and include all aspects of the Playspace development Model such as Montrose Bay Foreshore, can be said to be of District classification and will encourage people to visit for the purpose of play and recreation, travel greater distances, and therefore stay longer.

District level open space can also be used for specific activities such as youth recreation, sporting facilities, dog parks or adult exercise areas whereby the land parcel is designed to be used for a number of 'specific' activities normally identified in a separate recreation, leisure, or open space strategy.

### District Playspace Components

When discussing the playspace component of District level parks, it is assumed that the following components would be provided:

- Play Equipment Area for all age groups (often fenced or secured in areas of high safety concern such as main roads)
- Play equipment / areas for all abilities
- Imaginative Creative Area (natural settings)
- Non-Structured Play Area
- Adult / Carer Area

### 2.3.5 Regional Playspaces

Regional playspaces are similar to the district classification but with additional components that would attract both local and regional visitors. This may be in the form of an adventure playground, water park, or unique aspect such as additional space for larger community events such as carnivals and concerts.

Regional playspaces are often well landscaped and/or use the natural landscape to offer a unique experience and are often bespoke in design and aligned with a theme or an array of experiences and opportunities for the whole family.



There are currently no regional playspaces in Glenorchy, but there are some which have potential to be developed as such including Tolosa and the Giblins Street Reserve. Regional playspaces offer a unique play experience and often include bespoke designed or themed areas such as this example in Lake Macquarie in NSW.

## 2.5 Additional Design Elements

**While the highlighted playspace classifications align themselves with the Playspace Development Model, this does not consider other design concepts which should and could be included within all playspaces and parks. These will obviously vary from classification to classification and in some instances park to park but could include some or all of the following additional design elements which have been referenced from a number of industry sources.**

### 2.5.1 Shade

Shade, particularly during the hotter summer months is vital. Natural shade through trees is highly desirable but due to the time it takes for growth in 'new' playspaces, built shade in the form of pergolas or shelters may be appropriate. Should natural shading be available, tree management and maintenance need to be well considered due to the potential for falling limbs and branches and in some instances-built structures may be favourable.

### 2.5.2 Fencing

Fencing is often highly desirable in areas where adults use open space with children especially for children's parties, barbecues, and social gatherings. While fencing should not be a complete safeguard to children's safety and the ultimate onus on the parent or carer to ensure the safety of the child, fences do provide an additional safeguard in relation to forming a major barrier between the child and physical dangers such as main roads, major waterways, or steep embankments in natural settings. However, it is not recommended that all playspaces be fenced but rather those which are used for larger social gatherings such as District level facilities, or those that have obvious physical dangers to children or other park users.

### 2.5.3 Paths

Paths within playspaces and parks should be sited carefully to minimise their impact upon other uses of a park. For example, two paths criss-crossing a reserve will break it into four small spaces which may each be too small to be useful.

Busy paths, especially cycle paths, may intrude upon quiet spaces and disturb users. Paths open up otherwise inaccessible places, and the desirability of a path cutting through an area must first be carefully assessed. All path surfaces should be selected to blend visually into the surrounds. Path systems need to be considered for at least two purposes:

#### 'Functional' paths

These have a main purpose of efficient circulation of people between two or more points. Such paths may have 'functional' convenience as their primary purpose, but the pleasure of users and the visual and functional impact on the landscape is important.

Paths also need to be well sited to ensure users are not forced out of their way and sometimes it may be valuable for Council to monitor patterns of use ('desire lines') before constructing a 'formal' route.

#### Recreational paths

These are not necessarily the quickest way between points but may be sited to pass through attractive or interesting areas, simply for the pleasure of the journey. They may be intended for walking or cycling, and the surfaces should be considered for their contribution to the recreation experiences of users.

For example, rough or bumpy dirt paths are increasingly rare in the suburban landscape, but children derive great pleasure from walking or riding along such paths, especially if they pass through varied terrain, over puddles, bridges, and other features, and at times pass through overhanging vegetation or long grass. These opportunities are important as part of the



recreation spectrum but should not be confused with the need to provide convenient access ways through the neighbourhoods.

#### 2.5.4 Softfall

Kidsafe, an organisation that works with communities and government to minimise the childhood injury by increasing awareness, safety education, advocacy on the prevention of childhood injuries, has developed a series of information sheets pertaining to play design and management one of which pertains specifically to softfall. All playground equipment with a fall height 600mm or more must have an 'impact attenuating' surface beneath to minimise serious head or other injuries in the event of falls.

Whilst no one material has proven to be the best product for impact attenuating surfacing, consideration of factors such as environmental conditions, cost and personal preference may be applied when selecting a material. The two main types of playground surfacing products are loose fill and solid materials.

##### Loose Fill

Loose fill includes products such as bark mulch, wood chips, wood fibre, rubber mulch, grape seed and sand and these products are generally less expensive than solid materials upon installation but require regular maintenance and top ups. Considering the cost of ongoing maintenance, solid materials may compare favourably over the lifespan of the surfacing.

##### Solid Fill

Solid Materials include products such as synthetic grass, rubber tiles and wet pour rubber. The impact attenuating qualities of solid materials varies according to the thickness of the layer and the composition of the material. Solid materials can work well in combination with loose fill products providing a fixed surface beneath heavy traffic areas such as under swings and at the run-out (base) of slides. This reduces both the ongoing costs and labour to replenish the loose fill, as required.

Whilst some studies support loose fill over solid with regards to safety when falling from height, the aesthetics of solid over loose combined with a perception of foreign objects finding their way into loose fill softfall, has led to an increased demand from the community to construct more playspaces with solid fill.

As stated however, there is no one answer for this and each playspace must be considered in isolation, but the more natural areas such as local playspaces and potentially components of nature play in larger developments may not warrant the cost or design impact of solid fill. Each will be unique and ultimately the choice of Council must be put down to a number of factors to include budget, aesthetics, playspaces type and ultimately and foremost, safety and adhering to national standard AS/NZS 442<sup>1</sup>

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<sup>1</sup> 1996 Playground Surfacing - Specifications, requirements and test method, including amendment No. 1, 5th May 1999

### 2.5.5 Nature Play

Nature play is making a resurgence as local authorities are recognising the importance of promoting play and offering children an opportunity to learn and grow through interaction with their natural environments. Traditionally this has been difficult for some councils to embrace given the 'lack of standards for 'nature'', but increasingly many are now introducing natural areas into playground designs to encourage cognitive, social and physical development of the child.

Many good examples are now emerging across Australia whereby the use of the landscape is enhanced to create natural areas such as creek beds, sand pits, tree logs and areas for exploration. Normally these are included in higher level playspace developments, but consideration should be given to lower, less well-developed areas and the notion that a child will play where equipment is not present and therefore a local open space that is well designed and managed, can in itself be an excellent opportunity to promote and develop nature play.

### 2.5.6 Barbeques

Generally, barbeques are not considered appropriate for local playspaces, but they may be considered for higher levels if warranted through demand and certainly district and regional parks if the conditions are suitable. However, the installation of barbeques often requires an associated level of facility provision (tables, toilets, water, shelter, lighting, electricity supply, car parking etc.) and a commitment to maintenance and therefore it is recommended that these be kept to a minimum and included only in District or Regional classified playspaces where other supporting facilities are present.

### 2.5.7 Seating and Tables

Seating is an important way of encouraging adults to accompany their children to play, as well as providing for the elderly and others. Seating should be available in winter sun and under summer shade. More than one configuration of seating is valuable, to cater for more than one group at a time and to facilitate either solitude or interaction, depending upon the users wishes.

A variety of styles of seating is important:

- Formal seats with back and arm rests are valued by many older people.
- Caregivers need to be able to sit close to playing children.
- Edges to 'perch' on and to adapt to more than one purpose (such as walking and balancing on, as a table for sand play, as a marker or boundary in games etc) will be valued by both children and teenagers.

A diverse range of seating is thus more likely to satisfy the needs of a diverse range of users and should be available in all parks and playspaces (natural or manmade)

Picnic tables are not always necessary in a reserve and are recommended to be developed only in Neighbourhood playgrounds or higher classifications. They may however be useful if sited so adults can supervise children while seated and the shape and orientation considered both for the comfort of users and for ease of supervision. Hexagonal or octagonal shaped tables allow parents to change their position and to monitor children in any direction.

### 2.5.8 Ancillary Services

As with toilets, ancillary services such as, water, bike racks and formalised car parking for example may all be considered important in destinations where people travel further to and therefore tend to stay longer such as District and Regional playspaces.



## Section Three

# Play in Glenorchy

### 3.1 Supply

**Council currently has 44 playspaces which for the purpose of this report are described as manufactured equipment primarily targeting the 0-12 age group to include aspects such as slides, rockers, swings, climbing frames and bespoke equipment designed for children's play.**

'Additional' play components may add to the overall experience of a playspace as previously discussed in the playspace development model, and in some cases are located adjacent or near to playspaces to include infrastructure such as half-court basketball areas, skate parks, hitting walls or bike tracks and trails etc. Figure 4 highlights the 44 playspaces and 14 additional play opportunities with the city boundary.

It is also acknowledged that there are other playspaces within the community that are either not fully accessible (childcare or neighbourhood centres), or others that are not directly owned by Council such as school playgrounds. These have not been included in the audit given access restraints, but should a gap be identified and in areas where no public open space exists to meet the gap, then Council may enter into individual negotiations with these facility managers/owners and potentially enter into joint use agreements. This will be on a case-by-case basis if required, but outside the scope of this report.



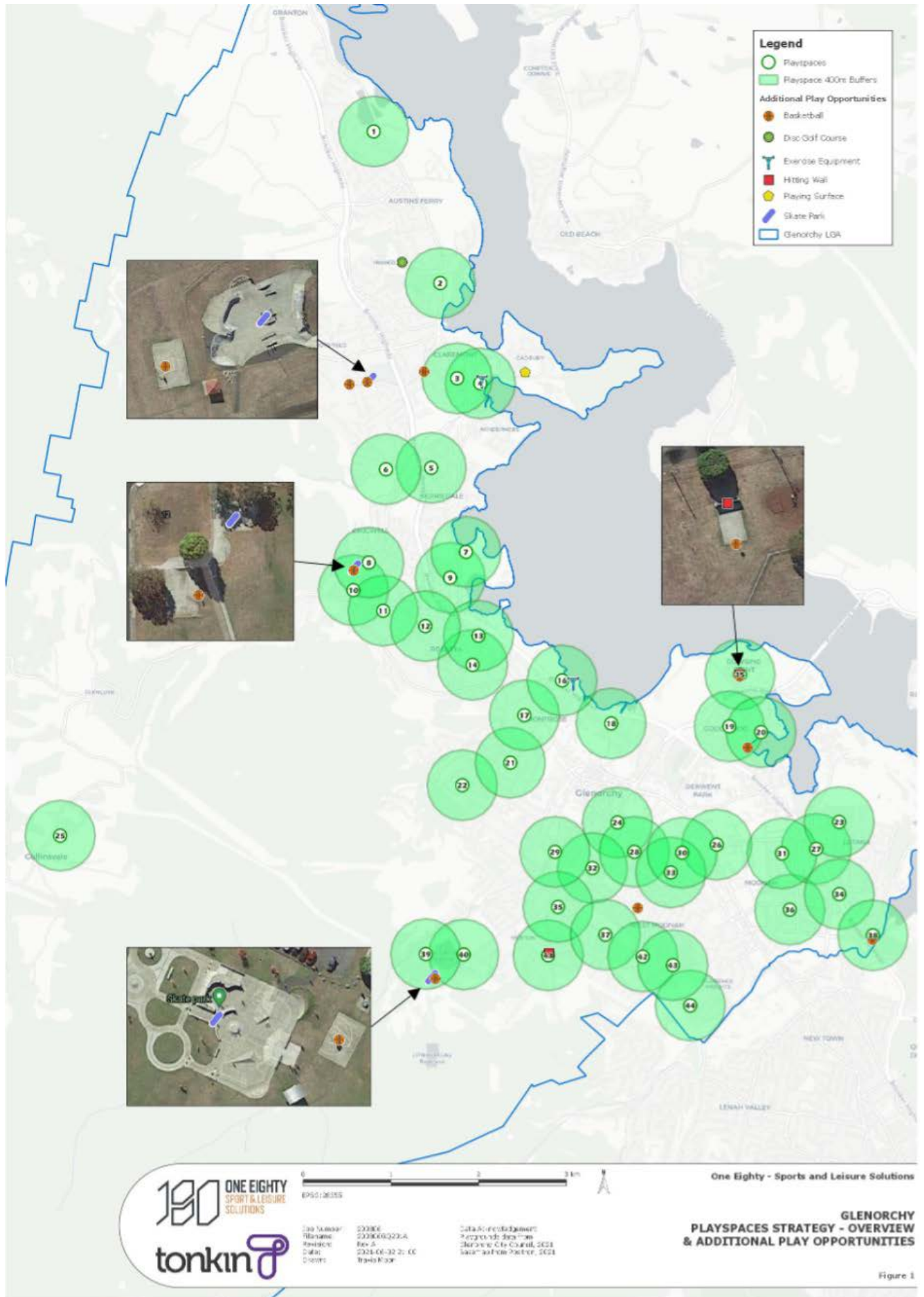


Figure 3: Play Supply in Glenorchy

## 3.2 Benchmarking

**Whilst there is no one universally agreed standard for the provision of playspaces, approximately 1 playspace for every 1500 residents is suggested and used in within the recreation and leisure industry in Australia.<sup>1</sup>**

Similarly, and in previous studies undertaken by One Eighty SLS in relation to playspace planning and management, the age cohort 0-14 is assessed separately as these are the primary users of playspaces. These studies have established an average ratio of approximately 1 for every 400-500 children is a good benchmark in Australian towns and cities.

For the purpose of this report, an assessment of neighbouring or similar sized Councils in Tasmania was undertaken to establish a mean (average) supply (Table 1) and a rounded benchmark applied of 1/1000 and 1/150 for total population and the age cohort 0-14 respectively.

As can be seen from the tables opposite, the mean in the region is 1 playspace for 946 people or 1 playspace for every 159 children aged between 0 and 14. **Glenorchy is the least supplied by way of total population with 1 playspace for every 1090 people compared with the best supplied which is Devonport with 1 playspace for every 572 residents.** Glenorchy is second least supplied by way of playspaces for the 0-14 age cohort, second to Brighton with 1 playspace for every 216 children and the best supplied is Devonport with 1 playspace for every 100 children aged 0-14.

These findings highlight a shortfall of playspaces to attain the benchmark of 4 for the total population or 12 for the 0-14 age profile. Given the total projected population of Glenorchy is expected to reach 53,587 by 2036<sup>2</sup> a total of 53 playspaces, or a shortfall 9 would be needed when this number is reached, or alternatively a

staged development in line with gradual growth. However, it is more important to consider pedshed gap areas over total provision, as this is of greater importance than meeting benchmarks. The projected 0-14 age profile is not known and therefore cannot be shown but it would be anticipated that the shortfall to exceed the current 12 identified for this age cohort.

**Table 1:** Mean Population Playspace Provision

Council	Residential Population	Play spaces	1 Playspace per # of Residents
Devonport	25,747	45	572
Kingborough	38,628	45	858
Clarence	58,729	63	932
Brighton	18,123	18	1007
Hobart	55,250	52	1063
Launceston	68,813	64	1075
Glenorchy	47,963	44	1090
<b>Mean</b>	<b>44,750</b>	<b>47</b>	<b>946</b>

**Table 2:** Mean 0-14 Playspace Provision Mean

Council	Play spaces	Total Population of Children 0-14	Playspaces per # of Children 0-14
Devonport	45	4,494	100
Hobart	52	7,231	139
Clarence	63	9,853	156
Kingborough	45	7,125	158
Launceston	64	11,567	181
Glenorchy	44	8,429	192
Brighton	18	3,894	216
<b>Mean</b>	<b>47</b>	<b>7,513</b>	<b>159</b>

**Table 3:** Playspace Provision Gap

	# PS Required	1 PS Per	Current Shortfall
Total Population	48	999	4
0-14 Population	56	151	12

<sup>1</sup> Parks and Leisure Australia (WA Region) Community Facility Guidelines (Draft 2019)

<sup>2</sup> Glenorchy identity development and precinct planning. SGS Economics and Planning, 29th September 2020

### 3.3 Provision Principle

Given the above, a key consideration for Council is when to provide a playspace for a community particularly in the more rural or regional areas where population numbers are low. Whilst there is no one answer to this as quite often the expressed demand from a community may lead to the development of a playspace; an understanding or 'policy' (intent) may be developed which considers the 'tipping point' when a playspace should or could be developed.

The 'tipping point' for provision of playspaces in small communities, is recommended being 1/150 (0-14-year-old benchmark). Therefore, in a small rural community of say 200 people, the development of at least 1 neighbourhood playspace is warranted as the base level of supply given these playgrounds should cater for a wider age range of children.

### 3.4 Audit

To better understand the overall provision of play across the Glenorchy community, an assessment of the 44 playspaces was undertaken with table 4 being a key of the summary Table 5:

Table 4: Audit Key

Key	Description
# Site Playspace	Map reference number, name, and location
Age	Grouped according to when developed
Current Classification	L = Local (target 0-6) N = Neighbourhood (target 0-12) D = Distric (target all ages) R = Regional (target all ages)
Comments and Additional Play Opportunities	S = Skate SC = Social Court HW = Hitting Wall B = Bicycle HC = Half Court F = Fitness



Site # and Location	Age (Years)					Current Classification			
	<5	5-10	10-15	15-20	>20	L	N	D	R
1. Hestercombe Reserve									
2. Roseneath Park									
3. Claremont Rec Ground									
4. Windermere Foreshore									
5. Moorina Reserve									

Photo

Comment



Located on a large reserve but in a pocket area, this small playspace has only 2 pieces of equipment in a double swing and hammock swing and is circular fenced with an open entry.



Located off a busy main road, the playspace has a large 'helter skelter' style slide, double junior swing set and spinning bowl. Fenced on all sides, there is a car park and public toilets to the north with ample open space adjoining. Good potential for at least a neighbourhood playspace, but location near to the busy main road needs considering.



High local / low neighbourhood playspace situated on the corner of a sporting reserve and on the apex of two busy roads, and opposite shops and businesses. Playspace is fully fenced with toilets located close by.



A larger play space on a district level waterfront memorial park, the playspace is a low district but does not have toilets. A car park is immediately adjacent to the playspace, and to the north, a fenced fitness area. Lots of potential to enhance this playspace.



A relatively new local playspace located on street apex, the playspace is fenced and located on a thoroughfare reserve.

Site # and Location	Age (Years)					Current Classification			
	<5	5-10	10-15	15-20	>20	L	N	D	R
6. Battersby Reserve									
7. Berriedale Foreshore Reserve									
8. Bycool Circle Reserve									
9. International Peace Park									
10. Alkoo Circle Reserve									



## Photo

## Comment



Large reserve with an old playspace located to the rear of a residential property. May be best relocated within the reserve if required.



Old playspace located on a large foreshore reserve. Fully fenced and with toilets within close proximity, shelters and seating, the park has potential to be enhanced.



Very basic double swing on a residential reserve. May be older than information provided by Council.



Very basic local playspace with double swing set, rocker, slide and ball cubby. Shared path and railway on the eastern side and residential road on the western, the reserve is used as a thoroughfare between the two.



Fully fenced playspace with minimal equipment and located on a reserve 'island' surrounded by residential roads and houses. The reserve has a shelter and picnic table.

Site # and Location	Age (Years)					Current Classification			
	<5	5-10	10-15	15-20	>20	L	N	D	R
11. Chandos Drive									
12. Alroy Court Reserve									
13. Driscoll Street Reserve									
14. Glenmore Reserve									
15. Dowsing Point Community Park									

## Photo

## Comment



Monkey bars, rocker, and dual swing set of large reserve adjacent to houses. The Park has a bench but is open and used as a thoroughfare between Chandos Drive and Berridale Road.



A double swing set on a thoroughfare reserve between Alroy Court and Chandos Drive, the park used to have a slide which due to safety standards, has been removed.



Thoroughfare leading to shared trail and railway to the east, the park has a climbing wall, 2 spinning poles, rocker, park bench and shelter/picnic area.



Double swing set only.



HW / HC

Very old local playspace located within a large park with old BBQ's, shelters, hitting wall and half-court basketball.

Site # and Location	Age (Years)					Current Classification				
	<5	5-10	10-15	15-20	>20	L	N	D	R	
16. Montrose Bay Foreshore										
17. Montrose Road										
18. Booth Avenue Reserve										
19. Rothesay Circle Reserve										
20. Giblyns Reserve										

## Photo

## Comment



One of the larger parks located along the foreshore, the play spaces are multifaceted and include liberty swing, rubber softfall areas, BBQ shelters, climbing frames and separate junior/toddler play areas. Master planning for the park has begun with opportunity to be developed into a regional facility.



SC

Basic local playspace to include toddler double swing set, 2 x rocker, slide and bench, and located adjacent to a community tennis court.



Located adjacent to Girl Guides Hall, this is a basic local playspace with 2 double swing set frames (swings removed) and a slide.



Local playspace on the back of a community centre on a raised parcel of land.



Large neighbourhood / potential district playspace with a mix of old and new equipment. Well maintained and includes numerous pieces of equipment for all ages. Master planning for the park has begun with opportunity to be developed into a regional facility.

Site # and Location	Age (Years)					Current Classification			
	<5	5-10	10-15	15-20	>20	L	N	D	R
21. Galston Road									
22. Brent Street Reserve									
23. Lutana Woodlands									
24. Barry Street Reserve									
25. Collinsvale Reserve									

## Photo

## Comment



Very old local / neighbourhood playspace with good vistas. Equipment includes double swing set, slide climbing frame and 2 rockers. Partially fenced along the northern boundary (residential street).



Older neighbourhood playspace located in a deep gully/ bowl, this playspace would be very difficult to access for people with mobility challenges.



Old climbing cubby house, slide, seating and shelter located at the entrance of a woodland walk. Potential to develop into a nature play opportunity.



Thoroughfare reserve from Barry Street to Bowden Street comprising swing see saw, monkey bars, rocker, double swing set and carousel. This is a low neighbourhood playspace.



Located in the hills of a small community, the basic playspace is located adjacent to the sports oval.

Site # and Location	Age (Years)					Current Classification			
	<5	5-10	10-15	15-20	>20	L	N	D	R
26. Industrial Heritage Park									
27. Athol Street Reserve									
28. Windsor Street Reserve									
29. Cairnduff Reserve									
30. Johnston Street Reserve									



## Photo

## Comment



Located along footpath adjacent to industrial area/car showroom, the park has industrial sculptures / models (not accessible) and a basic local playspace and shelter.



Located adjacent to the busy Brooker Highway, the playground is an old local comprising carousel, slide and twin swing set.



Secluded toddler playspace with 2 x rockers, small net frame, spinning poles x 2 and toddler / infant swing set.



High local / low neighbourhood playspace located along drainage corridor and comprising small climbing unit, twin senior swing set and rocker.



Very old twin swing sets (x2) and park bench. Reserve has an old hall located to the rear and does not seem to be a thoroughfare.

Site # and Location	Age (Years)					Current Classification			
	<5	5-10	10-15	15-20	>20	L	N	D	R
31. St Aubyn Square									
32. Flamenco Circle									
33. Keats Avenue Reserve									
34. Kendall Street Reserve									
35. Stansbury Road Reserve									

## Photo

## Comment



Large residential reserve with toddler slide and climbing frame and twin swing set. Barriers around the reserve but not fenced. Also has a picnic shelter.



Good sized reserve with formal access from all corners, the playspace itself is fully fenced and includes a toddler / infant swing set and a small carousel and park bench.



Good sized reserve classified high local / low neighbourhood. Opportunity to enhance to the latter as the playspace includes mainly toddler equipment. The area is fenced and includes a picnic shelter.



Located at the end of a cul-de-sac and thoroughfare to the busy Brooker Avenue, the playspace is fenced to the west (Brooker) and comprises junior and toddler climbing frame, slide, junior swing set and bench.



Fully fenced neighbourhood playspace located on central reserve surrounded by residential road, includes junior climb frame and slide, flying fox, twin junior swing set and park bench.

Site # and Location	Age (Years)					Current Classification			
	<5	5-10	10-15	15-20	>20	L	N	D	R
36. Benjafield Park									
37. Jim Bacon Reserve									
38. Apex Park									
39. Tolosa Park Reserve									
40. Tolosa Park Reserve									

Photo

Comment



Good sized district park with potential for further enhancement or theming. Includes toilets, numerous shelters, picnic areas and BBQ facilities, large helter skelter slide, junior and toddler slides, climbing frames, rockers, and swing sets, some of the equipment needs replacing and the park generally master planned to meet a good district playspace opportunity.



Difficult location in a gully and surrounded by residential housing and a school, this large reserve includes a basic neighbourhood facility of as climbing frame, spinning poles and carousel. Access is the main challenge, and the neighbouring school has a large modern playspace and basketball area which provides a partnership opportunity.



HC  
Good sized park with half-court basketball area and surrounded by busy residential streets with small fencing, the playspace itself predominantly targets toddlers and infants and includes slide, junior swing set, 2 x rockers, carousel and 2 park benches. Opportunity to enhance.



SP/B/HC  
One of the largest parks, the playspace within Tolosa does not meet the classification of the park itself which offer additional play opportunities such as skate park, bike tracks and half courts and hitting walls. There is also an amphitheatre and criterium track and throughout the park are numerous picnic opportunities but both playspaces would benefit from consolidation into a true regional experience.



As above.

Site # and Location	Age (Years)					Current Classification			
	<5	5-10	10-15	15-20	>20	L	N	D	R
41. Barossa Road Reserve									
42. Coinda Park									
43. Robbins Place Reserve									
44. Ransley Court Reserve									

## Photo

## Comment



HW/HC

Large reserve with a junior climbing frame, picnic shelter, park bench and half-court basketball area and hitting wall, the park is a thoroughfare from Nagle Place to Barossa Road.



Fenced playground within a fenced park, the playspace is basic in nature and includes monkey bars, rockers, toddler/ infant swing set, spinning poles, balance beams and park bench. Outside of the fenced playspace are a number of picnic shelters and a standalone junior slide making.



Located on a small hill on an island reserve, the playspace is an old junior climbing frame with park bench only.



A two-tiered fenced playspace that due to height levels of the hills face, is on the same level as neighbouring residents' bedrooms. The upper play area is a toddler climbing frame and slide, with the lower aspect being a junior swing set and ball pole.

### 3.5 Initial Analysis

**Its evident that playspaces across the Local Government Area (LGA) are very traditional in design and format and typically include a three-piece layout of swing, rocker and slide or variants thereof. This was a common approach to provision in years gone by but given today's understanding of play and its benefits, Councils are now providing for and managing play in a way that offers various opportunities for a child's cognitive, physical, and social development whilst at the same time providing a unique experience for the community, carers, and visitors to their communities.**

In many instances, playspaces comprised only one or two pieces of equipment which technically would be hard to justify as a classification. For the purpose of this report however, these have been included under the local classification, with further analysis and recommendations highlighted in the following sections of the report.

The general placement of playspaces also needs to be considered with many being in gully's or on top of hills making access extremely

difficult, particularly for the less mobile and those with physical disabilities. Other playspaces are sited in areas of high traffic (vehicles and pedestrians) and often placed on road reserves. Such placement means safety barriers such as fencing is required and in nearly all instances in Glenorchy, this is cyclone style which is both unappealing and not inviting play or physical activity.

Placing plays spaces adjacent to busy roads is also not conducive to the health of children, with high levels of fumes and noise being emitted from passing traffic. Play needs to be enjoyable and memorable and it is therefore placement is crucial.

Toilets near to playspaces, particularly those that offer greater variety and experience and tend to attract longer visits, are also important. Some toilets were observed near to small playspaces situated on or near to sports reserves for example, yet in larger play areas such as Windermere Bay, were not evident at all. Such facilities need to align with the use and design of a park and as stated, if design encourages longer visitation, then appropriate facilities need to be considered and included.





**Top Row:** Siting playspaces in difficult topographical areas provides barriers for the less mobile and people with disabilities.

**Second Row:** Many playspaces in Glenorchy are on road reserves or islands, or in areas not conducive to healthy play. This too provides a significant barrier to use and general safety.

**Third Row:** locating playgrounds near busy main roads means fencing them. Types of fencing used needs to be inviting and not designed like 'cages'.

**Fourth Row:** the majority of playspaces in Glenorchy are local in classification with many not even meeting this classification. A wide variety of play experience is needed.

**Fifth Row:** There are currently no regional playspace in Glenorchy, but opportunity to enhance existing spaces to showcase the city and its unique landscapes

### 3.5.1 Distribution

Walkable neighbourhoods are encompassed by an appropriate walking distance or a 5-minute walk (approximately 400 - 500 metres) to services and facilities.<sup>1</sup> This considers the slowest or least able person such as very young children with their parents or older adults and those with access and mobility limitations due to age, health, or ability. These walkable distances are known as 'Pedsheds'.

Whilst past planning methods for playspaces adopted by many local authorities focused distribution or 'provision' of playspaces in areas where young families or children were present, this does not consider the life of an asset over the differing needs of children as they grow. That is, a playspace may have a life of approximately 20 years, whereby the needs of a child will change within a relative short period of time.

Additionally, this type of planning for play does not consider relatives of children such as grandparents that may wish to use playspaces with grandchildren within walking distance of their own home. Planning for play distribution should therefore, where possible, consider an even distribution across a municipality, with differing play opportunities for each stage of a child's growth. Adopting this method of planning will provide Council with a useful framework for playspace management and provision whilst ensuring the whole community benefit from these valuable assets.

An appropriate distance adopted for the City of Glenorchy, is a 400m catchment for residential areas with more than 150 people, and the notion that the whole community should have access to a playspace within this distance. Of course, this may not be practical and feasible due to financial constraints, public open space not being available or present, and Council may need to identify and work with local landowners to enter into joint use arrangements for parks and playspaces in areas of deficiency.

Figures 5 and 6 on the following pages highlight the provision and perceived gaps and areas of oversupply across the City. Whilst there seem to be many gaps, much of these are in bushland, industrial or retail areas and therefore need not be considered in the pedshed principle. However, parks and playspaces may be developed in City centres and civic spaces and these could be considered by Council in order to activate public spaces and create a sense of civic pride and identity.

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<sup>1</sup> Walkable Urban Design and Sustainable Placemaking; Extracted from [http://pedshed.net/?page\\_id=2](http://pedshed.net/?page_id=2)

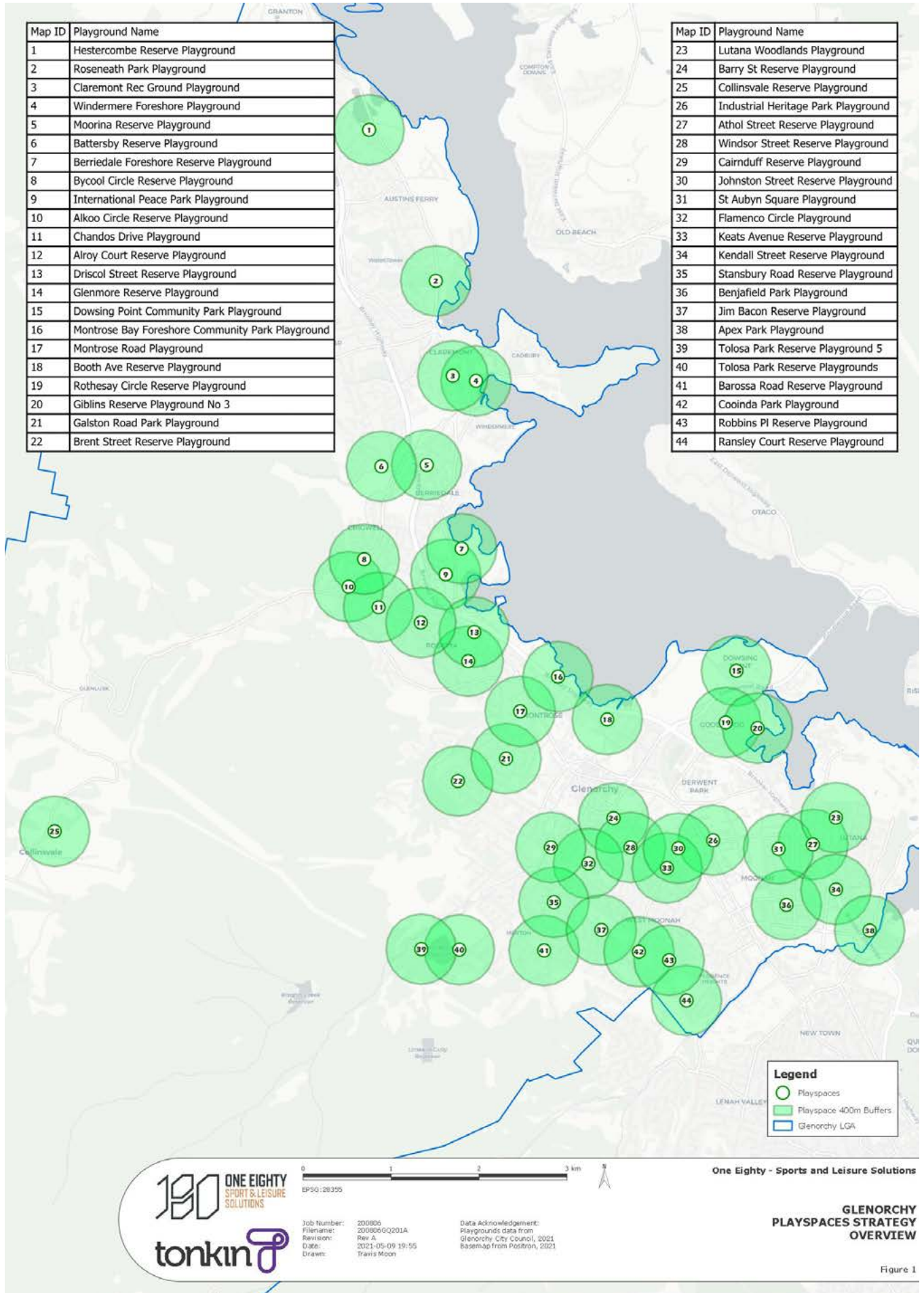


Figure 4: Play Catchment

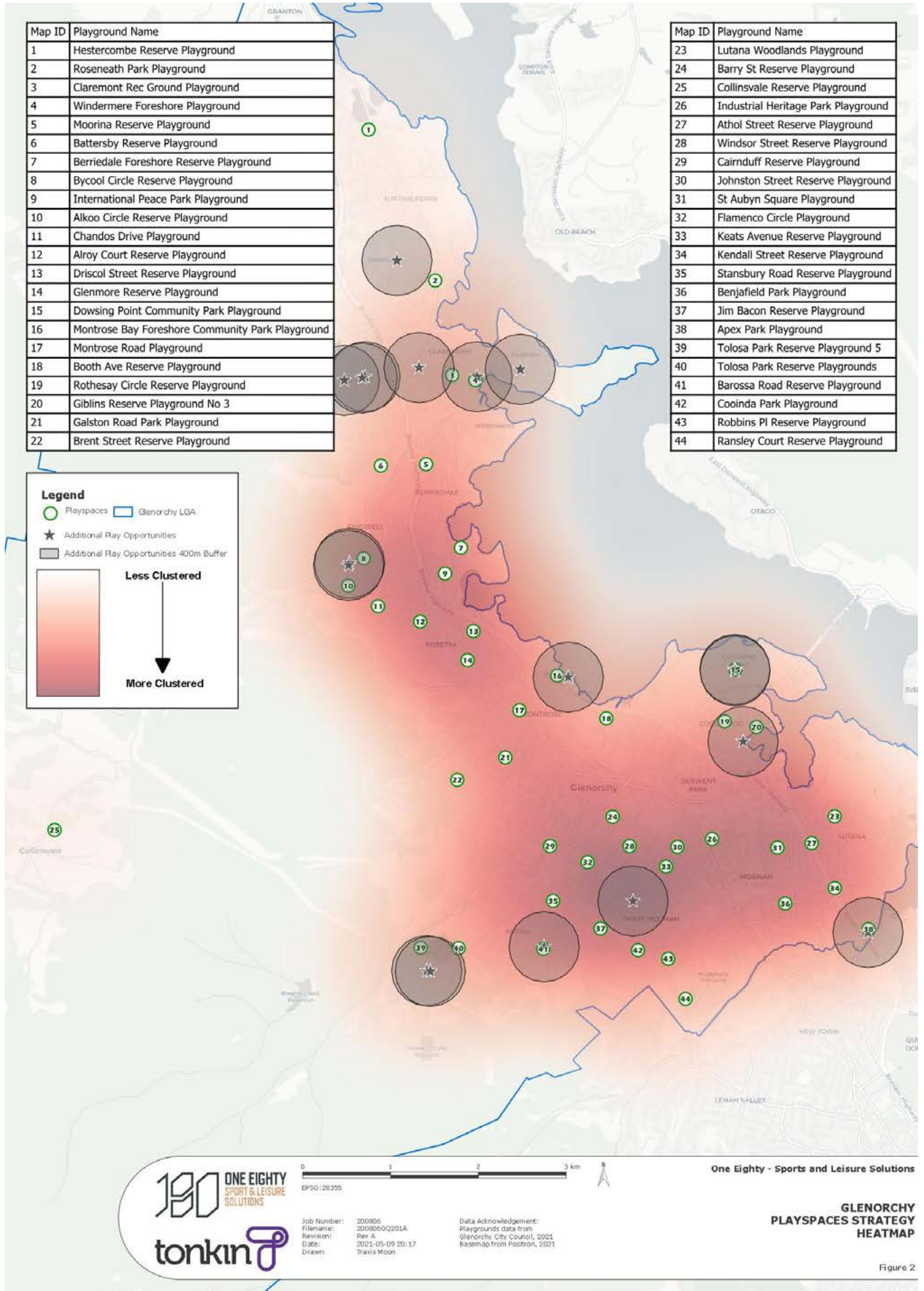


Figure 5: Play Heat Mapping

### 3.5.2 Classifications

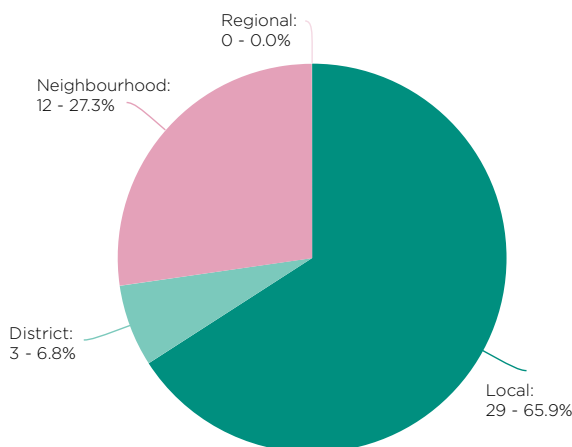
As discussed in Appendix 1, 'Understanding Play', classifications align with differing play opportunities with the higher classifications generally catering for a wider range of opportunity and play experience.

Local playspaces are generally targeted at younger children aged 6 and under, neighbourhood and district all ages, and regional offering specific opportunities or design that would attract longer usage from a larger catchment.

From the assessment, it can be seen that there is an oversupply of local playspaces, and whilst these have their place in the overall provision of play, they should not dominate provision as the range of opportunity and experience is limited. Two thirds (66%) of Council play spaces are classified local, some of which arguably do not meet this level of provision when only one piece of equipment may be evident.

Local and neighbourhood playspaces account for 89% of playspaces, with only 3 (7%) classified District and no Regional (**Figure 7**). This shows that there seems to be a standard approach to provision and generally a lack of opportunity for larger playspaces which would cater for all age groups and differing experiences.

**Figure 6:** Existing Classifications



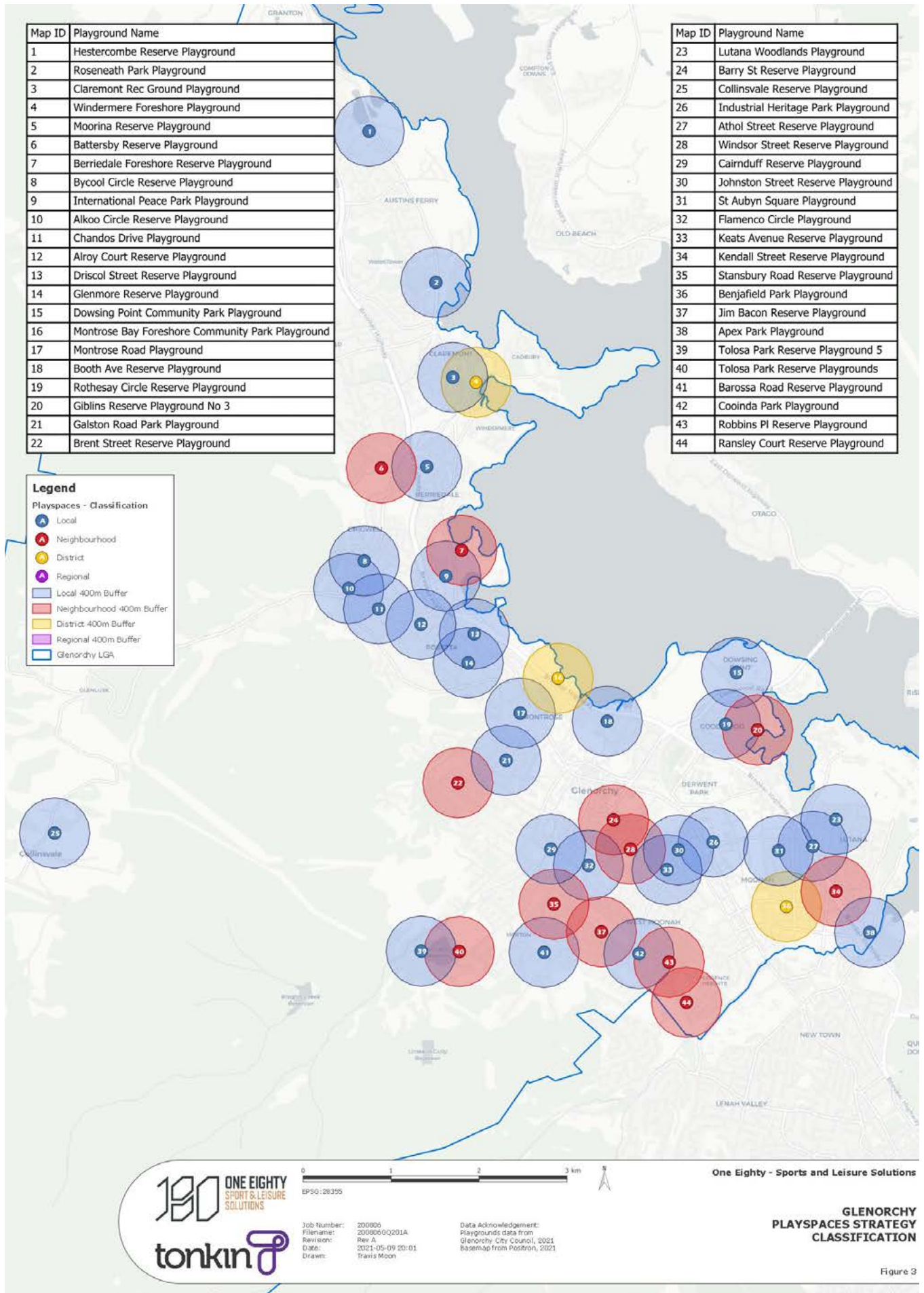


Figure 7: Play Classifications

### 3.5.3 Age

Playspaces as assets have a useable life of approximately 20 years, after which, equipment will, regardless of maintenance regimes, begin to show the signs of age and will more than likely not meet modern needs, demands and standards.

Understanding the age is of a playspace will assist Council in its asset planning cycle, with strategies focussed on:

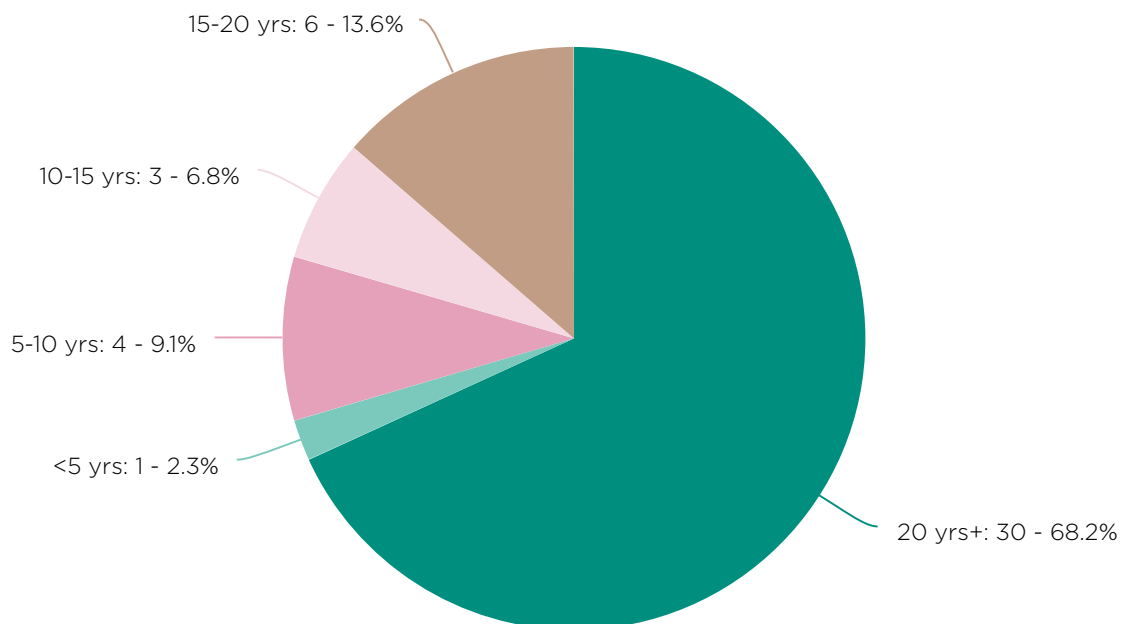
- **Under 10 years:** no action other than potential enhancement to meet an identified gap in classification. It is not suggested that any of these playspaces are removed but consideration given to future need.
- **10-15 years:** monitor and consider removal or replacement within five years.
- **15 - 20 years plus:** strategy identified to include removal or replacement in the next 3 years.

- **20 Years Plus:** Dependent upon condition, immediate removal and replacement or consider developing a new playspace in a more appropriate position to ensure even distribution and supply.

The audit showed identified:

- Only 4 new play spaces were constructed in the last 10 years.
- The vast majority of assets (82%) are over 15 years, with the majority (68%) requiring immediate attention/removal or replacement. This presents a significant financial challenge.
- The only playspace under 5 years has been developed at Rothesay Community Centre. This playspace seems to have limited access as it comes under the jurisdiction of the centre.

Figure 8: Playspace Age



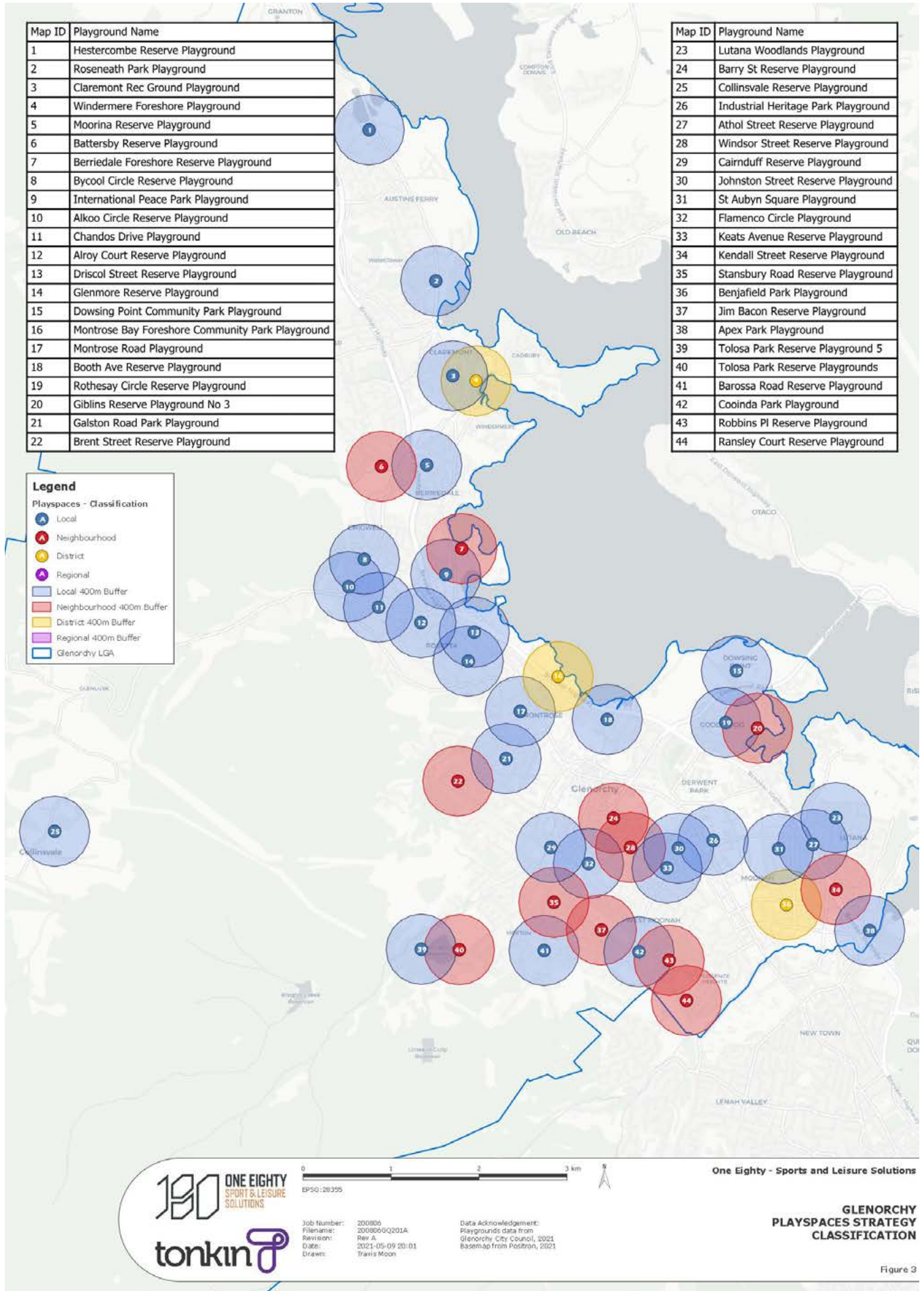


Figure 9: Playspace Age Map



## Section Four

# The Strategic Response

### 4.1 Summary of Opportunities

**Before discussing the strategy for the design and management of playspaces across the city, the following is a summary that will form the basis and shape recommendations.**

#### Provision

The total number of play spaces is below the benchmark, but this should not be the driving factor behind future provision. The key challenge for Council is in the removal and replacement of over 80% of its playspaces in the coming 3 years and this needs to be staged and planned in a manner that ensures the community have access to quality, rather than quantity of playspaces.

#### Distribution

A reallocation of where playspaces are located is required. This report has taken the first step in this and has identified where there is both an over and under supply. This should assist Council in determining and prioritising replacement strategies in the coming years noting a quality over quantity principal and a focus on higher classification replacement and development.

#### Variety

Supporting both of the above comments is the need to ensure all age ranges are being catered for through the provision of play in Glenorchy. Currently this is seriously lacking, with the majority of playspaces (66%) being classified local and therefore only meeting the needs of infants and toddlers. Many of these playspaces also fall below what would traditionally be termed a local playspace as many only have one or two pieces of traditional equipment which need immediate replacement.

There is therefore a serious lack of play opportunity for children of all age ranges and the notion of higher classified spaces catering for all age ranges, is therefore a key recommendation of this report.

#### Age

A safety audit undertaken in September 2020\* noted<sup>1</sup>, playspaces would not meet modern standards for play, but however, remain compliant given the standards are not retrospective. The need for removal and replacement is however evident, and Council should adopt a strategy based on perceived areas of greatest risk and need. Ideally, playspaces would not be removed until a new one is being installed, but the safety of the user is of paramount importance and should be considered over the physical availability of an asset that has little value to the user.

#### Destination

Given its physical location and both hills face and waterfrontage, Glenorchy has a real opportunity to capitalise on its natural location and the potential to attract local and regional tourism to the city. Areas such as the foreshore, Tolosa and Collinsville for example, all offer unique destinations that could be capitalised upon for local and regional visitors.

#### Health

Playspaces offer a free outlet to enhance physical and mental wellbeing and given a general lower socio-economic status of Glenorchy compared with the Greater Hobart Region, Council has the opportunity to seek grants and assistance to maintain and improve the lives of its community through public recreation and play.

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<sup>1</sup> Hercules Playground Audit Report (Audit Glenorchy) September 2020



## 4.2 Guiding Principles for Play

The future provision and management of play will be based upon the following principles:

**GP1 Understanding Play:** Council understands the benefits of play and the need to provide different settings and opportunities in line with a child's development. This includes opportunities for cognitive physical and social development and the appropriate mix of opportunities across the city.

**GP2 Diversity of Play:** Council will ensure a range of opportunities are provided for all age groups, with higher classifications of playspaces (district and regional) generally meeting a greater range of ages through differing equipment and design.

**GP3 Accessibility:** All playspaces will aim to be physically accessible with District and Regional classifications offering opportunities for children with disabilities.

**GP4 Location of Play:** Where feasible and practical, playspaces will be located in areas of open space away from busy roads and other hazards. Where this is not possible, playspaces may be fenced in a manner that is conducive to encourage play while being aesthetically pleasing.

**GP5 Ancillary Services:** Where play spaces are designed to encourage longer visitation, end of trip facilities are warranted and may include car parking, toilets, water, and BBQ facilities. This will be in playspaces of district or regional classification.

**GP6 Civic Play:** Council will identify areas within its three CBD's to offer a sense of place through play and showcase the unique aspects of its built form.

**GP7 Technology:** Council will embrace technology within its parks and where possible will include it to enhance play opportunities and park management.

**GP8 Culture, Heritage and Environment:** The local indigenous and heritage of the location will be promoted through play and the natural flora and fauna play protected and also promoted through interpretive signage, design, and theming of playspaces.

**GP9 Partnerships:** Where required, Council will seek partnerships to enhance playspace opportunities across the municipality, particularly in areas of under supply and lack of public open space.

**GP10 Risk:** Playspaces will encourage children to explore and will be designed in a manner that reduces but does not negate an element of risk. Equipment will comply with national standards but will encourage children to learn in controlled environments. Where playspaces have been identified as a safety concern, rectification will take precedence over replacement and safety audits will be undertaken by Council every 12 months.






## 4.3 Recommendations

The following provides an overview of the existing playspaces with Table 8 summarising the proposed actions to playspaces noting that further consultation will be required as and when changes are proposed.

Table 9 on the following page provides a snapshot of recommendations along with priorities which are based on the life stage of the asset combined with identified areas of need (gaps) or those that are deemed oversupplied and therefore justified for enhancement or removal. Whilst it is accepted that this strategy has a 20-year timeframe, it is highly recommended that it be reviewed within 5-10 years and therefore priorities are discussed in terms of:

- High: 1-3 years
- Medium: 3-5 years
- Low: 5-10 years

**Table 5:** Proposed Recommendations

	Remove	<b>R</b>	remove and do not replace in this location
	Replace	<b>RP</b>	remove equipment and replace with same classification
	Remove and Replace	<b>RR</b>	remove equipment and replace with different classification
	Enhance	<b>E</b>	add equipment to meet current or a higher classification
	Maintain	<b>M</b>	keep as is and maintain to the current level
	Denotes a change in classification		
	Denotes remaining the same classification		
	Denotes removing the playspace to leave as public open space		

Playspace / Site	Current Classification				Recommendation					Proposed Classification			
	L	N	D	R	R	RP	RR	E	M	L	N	D	R
1. Hestercombe Reserve													
2. Roseneath Park													
3. Claremont Rec Ground													
4. Windermere Foreshore													
5. Moorina Reserve													
6. Battersby Reserve													
7. Berriedale Foreshore Reserve													
8. Bycool Circle Reserve													
9. International Peace Park													
10. Alkoo Circle Reserve													
11. Chandos Drive													
12. Alroy Court Reserve													
13. Driscoll Street Reserve													
14. Glenmore Reserve													
15. Dowsing Point Community Park													
16. Montrose Bay Foreshore Park													
17. Montrose Road													
18. Booth Ave Reserve													
19. Rothesay Circle Reserve													
20. Giblins Reserve													
21. Galston Road													
22. Brent Street Reserve													
23. Lutana Woodlands													
24. Barry St Reserve													
25. Collinvale Reserve													
26. Industrial Heritage Park													

## Comment

1. Replace within 5 years
2. Change to NH and relocate with the reserve
3. Oversupply and gaps evident to the west
4. Enhance play opportunity and include toilets
5. Maintain as is
6. Potential to relocate within the reserve
7. Opportunity to link with MONA / develop District
8. Oversupply; gap to the north
9. Change classification to NH
10. Replace as soon as possible
11. Remove and replace with NH as soon as possible
12. Replace with new local
13. Medium priority given age
14. Oversupply and gap to the south identified
15. Needs assessment required
16. Master plan developed.
17. Replace within 3 years
18. Replace within 3 years
19. New but access/availability needs addressing
20. Plans developed for regional playspace
21. Replace with NH in the next 3 years
22. Replace in next 3 years and address access
23. Potential for NH nature play and blend with area
24. Remove and replace with local
25. Potential gap with a small aged facility, opportunity to enhance
26. Potential theming along the trail

Playspace / Site	Current Classification					Recommendation					Proposed Classification			
	L	N	D	R	R	RP	RR	E	M	L	N	D	R	
27. Athol Street Reserve														
28. Windsor Street Reserve														
29. Cairnduff Reserve														
30. Johnston Street Reserve														
31. St Aubyn Square														
32. Flamenco Circle														
33. Keats Avenue Reserve														
34. Kendall Street Reserve														
35. Stansbury Road Reserve														
36. Benjafield Park														
37. Jim Bacon Reserve														
38. Apex Park														
39. Tolosa Park Reserve														
40. Tolosa Park Reserve														
41. Barossa Road Reserve														
42. Cooina Park														
43. Robbins Pl Reserve														
44. Ransley Court Reserve														

## Comment

- 
27. Oversupply, gaps evident. Enhance Lutana (23)
- 
28. Oversupply, gaps evident elsewhere
- 
29. Replace within the next 3 years
- 
30. Oversupply, poor condition, gaps elsewhere
- 
31. Replace with a NH playspace
- 
32. Replace with a NH playspace
- 
33. Replace with a NH playspace
- 
34. Poor location. Other suitable location identified
- 
35. Replace with NH in the next 3 years
- 
36. Enhance and theme
- 
37. Replace in the next 5 years. Consider location
- 
38. Replace playspace. High NH / Low D park
- 
- 39/
- 
40. Master plan and develop one regional playspace. Include nature play and smart play
- 
41. Replace in 3 years
- 
42. Enhance to district when replacing
- 
43. Poor location. New location identified
- 
44. Poor location potential removal

## 4.4 Gaps and Changes

**The rationale behind the removal and replacement of playspaces is based on either an identified gap within a residential area, or alternatively / in addition to, an oversupply in an existing area where a playspace has reached its useable life.**

Those identified by a red pedshed on Figure 21 are those highlighted for removal and include:

1. Claremont  
(potential to relocate within reserve)
2. Bycool Circle  
(over supply / gap to the north)
3. Glenmore Reserve  
(oversupply gap to the south)
4. Dowsing Point  
(army camp / needs assessment)
5. Athol Street  
(oversupply, gaps evident and enhance Lutana)
6. Windsor Street  
(oversupply gaps evident)
7. Johnston Street  
(oversupply, poor condition, gaps elsewhere)
8. Kendall Street  
(poor location, suitable options elsewhere)
9. Robbins Place  
(poor location, suitable options elsewhere)
10. Ransley Court (poor location)

Proposed new playspaces over the life of the strategy are highlighted by the Green pedshed circle and include:

1. District at Whitestone Point Development
2. Local at Westfield Street Half court
3. District at Abbotsfield skate Park
4. Neighbourhood / Nature Play at Bethune Street
5. Neighbourhood / Nature Play at Mary's Hope Road
6. Local at Kebrae Avenue
7. Neighbourhood at Chapel Street Dog Park
8. Neighbourhood on Amy Street
9. Neighbourhood on Anear Court

There is potential for additional civic playspaces, but these need to be determined and explored further with key staff.



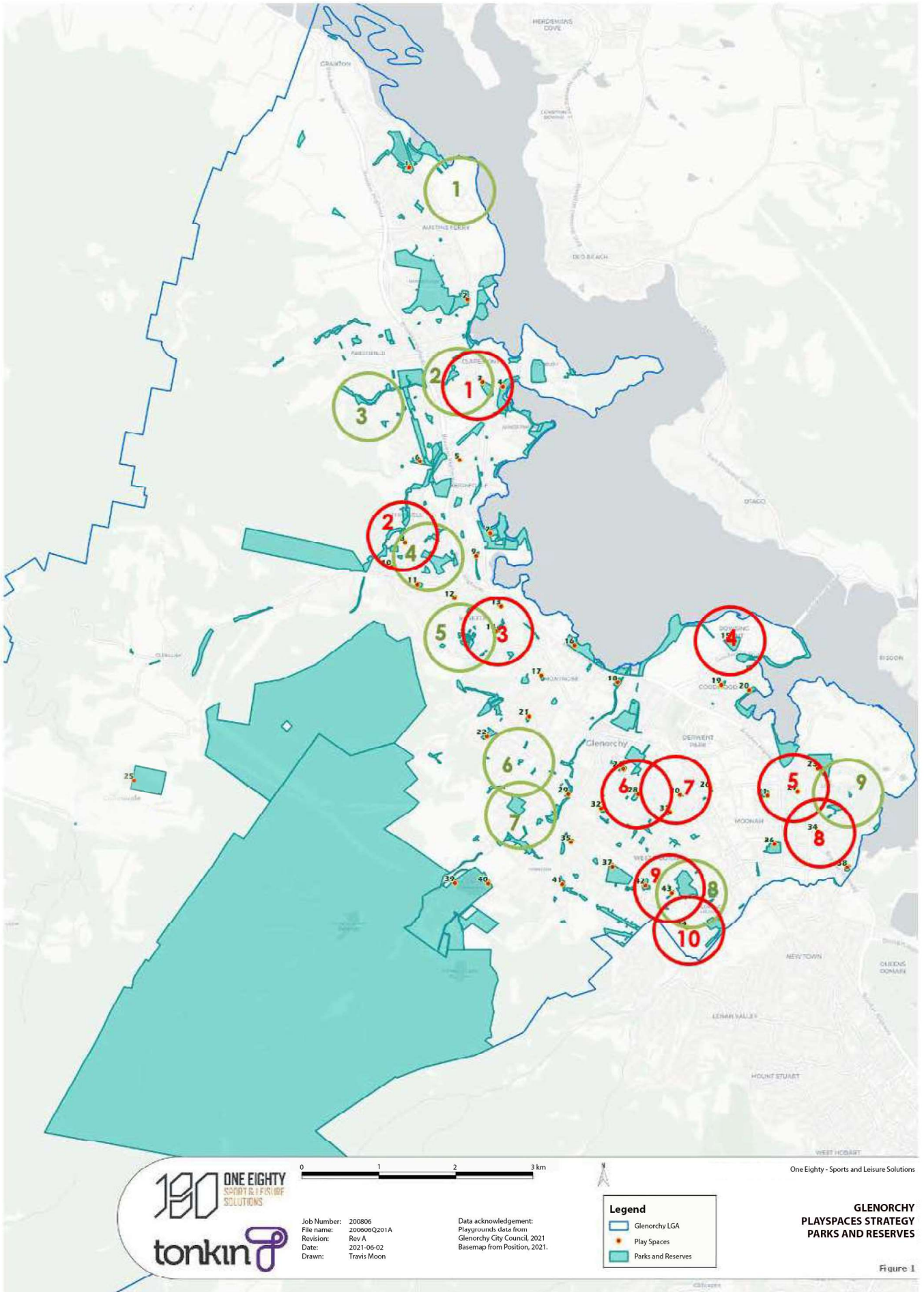


Figure 10: Proposed New Playspace Locations

## 4.5 Summary and Conclusion

There is an obvious need for call to action regarding playspace development in Glenorchy given that 82% are over the age of 15 years, and 68% over 20 years and in need of immediate attention. This not only means that the majority of playspaces are not meeting modern play demands and understanding but are a potential risk to the users whilst costing Council thousands of dollars annually in maintenance.

Given their age, Council has potential to start afresh with planning, location, and design of playspaces. Positively this provides a good opportunity to have an even and varied distribution of play, but negatively is the cost to do so. The challenge therefore is the order in which playspaces will be developed and of course seeking funding to do so. A strategy, therefore, may be a staged development of quality playspaces (District or Regional), given the community are open to the notion of quality over quantity. This will mean a wide range of challenging and interesting play for all age groups and abilities and key playspaces being destinations within the city.

Indicative costs prepared for the strategy are not finite and will invariably change with time and the level of detail and design required for each park. The estimates, however, provide Council with an indication of requirements for the coming years and in line with the lifecycle of the existing asset, or the upgrade or replacement to a new asset.

The basis of ongoing decision making should be based upon the playspace framework and understanding the benefits of play, and the differing needs of children as they grow. Ensuring this is embedded in Councils understanding, will ensure play opportunities are diverse, challenging, and meeting the needs of all age profiles and not just the very young as traditionally has been the case.

Figure 11: New Playspace Classifications

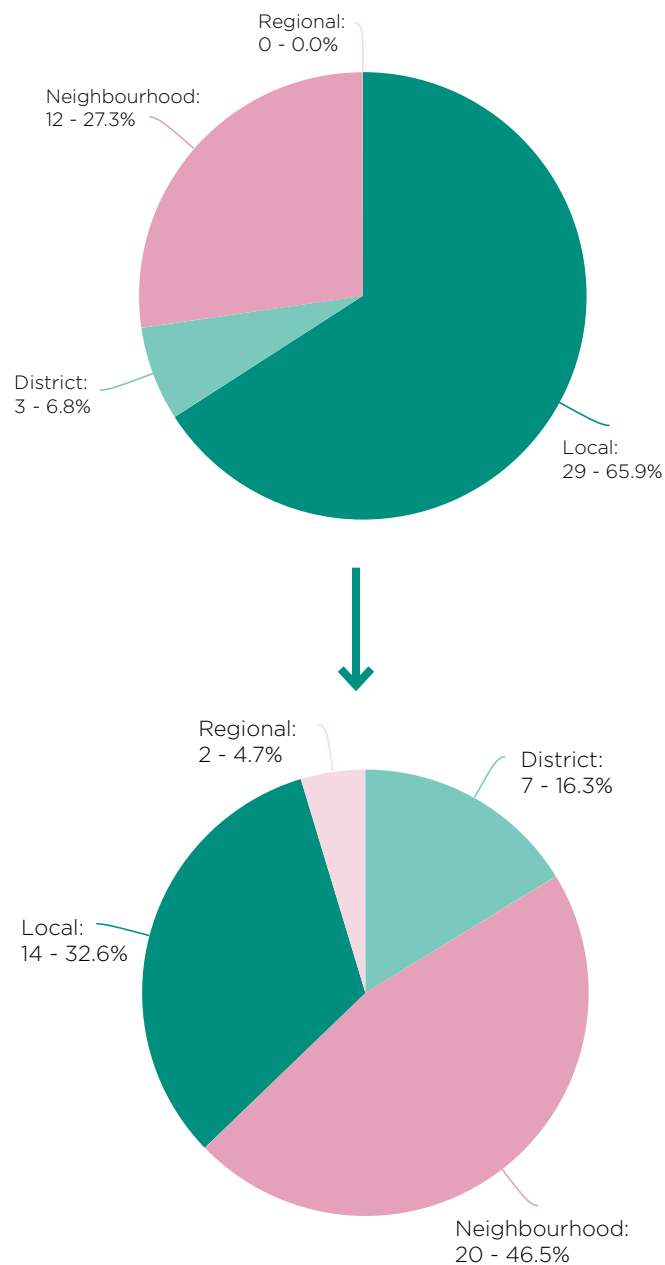


Table 6: Summary of Provision

	L	N	D	R	Total
<b>Current Supply</b>	29	12	3	0	<b>44</b>
<b>Future Supply (excluding new playspaces)</b>	12	14	5	2	<b>33</b>
<b>Future Supply (with new playspaces)</b>	14	20	7	2	<b>43</b>

# Appendix A: Understanding Play

### The Benefits of Play

Research shows that play has many benefits for children, including:

- increasing their self-awareness, self-esteem, and self-respect
- improving and maintain their physical and mental health.
- giving them the opportunity to socialise with other children.
- allowing them to increase their confidence through developing new skills.
- promoting their imagination, independence, and creativity
- offering opportunities for all abilities and backgrounds to play together.
- providing opportunities for developing social skills and learning
- building resilience through risk taking and challenge, problem solving, and dealing with new and novel situations
- providing opportunities to learn about the environment and wider community.

Evidence also supports wider benefits of play to include:

- parents feeling secure knowing their children are happy, safe, and enjoying themselves.
- families benefit from healthier, happier children.
- play services are frequently seen as a focal point for communities.
- offers opportunities for social interaction for the wider community and supports the development of a greater sense of community spirit and cohesion.
- public outside spaces have an important role in the everyday lives of children and young people, especially as a place for meeting friends.
- parks and other green spaces are popular with adults taking young children out to play and for older children to spend time together.

### Play Theory

- It is also widely acknowledged and researched that play has a significant impact on the social, physical, and cognitive development of the child. Play theory in general identifies these three broad categories of play behaviour that apply across all ages but the way they are interpreted by each age group varies with some type of play assuming greater importance at particular stages of child development. Effective play provision must consider the characteristics of play as well as the different types of play. Multiple types of play have been documented including:
  - Physical play (or Locomotor play) such as skipping, jumping, hopping, climbing.
  - Construction play
  - Object play
  - Pretend play (including superhero play & war play)
  - Sociodramatic play
  - Rough & Tumble play
  - Social play

Socio-dramatic play is considered by some researchers to be the most complex and combines elements of the other forms of play. Family roles, character roles and functional roles are most commonly featured in children's sociodramatic play (Hughes, 2010). Through imagination within socio-dramatic play, children create the characters, assign themselves roles, create the rules of the play, the dialogue and storyline, develop the plot, and are the scriptwriters and the director.

Social play is important when thinking about facilitating children's social interactions. Social play can be subdivided into five categories:

1. Onlooker play is a term used to describe a child or children watching others engaged in play.
2. Solitary play refers to a child playing alone.
3. Parallel play involves children playing

alongside other children with similar objects but without interaction.

4. Associative play refers to playing with others without shared goals or coordination.
5. Cooperative play can be observed when children are playing within a group with co-ordination and cooperation amongst players (e.g., players organise themselves into roles with specific goals in mind).

Alternative classifications of children's play are associated with different contexts. For example, 5 to 11-year-old play at school falls into the following types: Artistic play, Controlled imaginary/socio dramatic play, Exploratory play, Games play, Integrated play, Play with whole school environment, Replication play, small world play, Role play and Virtual play (Briggs and Hansen, 2012).

### Planning for Different Needs

Given the broad categories of play theory, playspaces need to include a number of components that encourage cognitive, social, and physical elements. However, not all playspaces will include all of these elements as the classification (to be discussed in the following section) will offer differing play experiences and target different users. That is, playspaces can and should be designed for a number of ages to include:

- **Birth - 1 year:** This is called the 'sensorimotor period' where children spend most of their playtime exploring and manipulating objects, for example sucking a toy.
- **15 - 21 months:** Elaboration with objects. The child starts to play with and explore objects in greater detail for example rolling a ball or pulling a pull toy.
- **2 years:** Pretend play (2yrs) towards self. Pretend play begins when children use a toy to represent a real object, such as using a toy spoon or a toy comb as they would a real spoon or comb. Typically, the recipient of the pretend action is themselves or a toy, most

often a doll or teddy.

- **2 - 4 years:** Substitute pretend play. This where children develop symbolic play - children begin to use objects in their play to stand for something altogether different, such as using a carrot and a stick as an imaginary violin and bow.
- **5 - 6 years:** Socio-dramatic play develops, and children start to use their imagination and creativity to act out stories and scripts with others. It can involve the use of props, costumes, and scenery, but this is not a requirement. It is possible for sociodramatic play to make use of nothing but children's imagination.
- **7 +:** Games with rules is a level of play that imposes rules that must be followed by the players. It requires self-regulation by the children who play.
- **Teenagers (ages 13 +):** Areas for 'play' for teenagers needs to be carefully managed and monitored and in some instance's youth recreation requires a separate study to determine the broader needs of this group. While it is acknowledged young people will use open space for a number of uses including skateboarding, bike riding, unstructured sport or just 'hanging out' with friends etc., the location areas need to be carefully managed to avoid potential conflicts of use with younger children and their carers while ensuring a sense of ownership by the young people.
- **Adults:** Adults should not be excluded from using playgrounds, and equipment needs to be designed and developed for use by this group, i.e., the provision of swing seats and rockers designed for use by adults is a way of encouraging adults to use park facilities with their children. Naturally, provision for adults at the exclusion of children is not the intention, but design standards now consider loadings and structural requirements to withstand use by adults.
- **Inclusivity:** Playspace provision must ensure

there are equal opportunities for play, ensuring that all children can play together, and have the same play opportunities regardless of ability.

Facilities and provision need to consider multiple aspects of design including:

- Accessibility: parking, paths, surfaces, independent access to equipment
- Children and families feel safe and welcome: cultural inclusive signage, inclusive signage, height and text of signage, boundary fencing etc.
- Different age and abilities have challenges in the playspace: range of slopes, climbing, different heights,
- Stimulate all the senses (vision, hearing, touch, taste, smell) and encourage movement: mud, plants, talk tubes, sand, water, aesthetics, textures etc.
- Facilities are the additional features within a park that add to its setting and experience outside of play to include things like seating, shade, toilets, water, phone charging, Wi-Fi etc.
- Social play – large swing seats to play together, mobility access, provision so that adults can join in the play etc.

### Play in the 21st Century

Despite the critical place of play in children's lives, the decline in unstructured child-initiated play, outdoor play and play based learning in schools is gaining momentum within the research literature and starting to feature within the media. The 21st century has seen dramatic shifts in political, economic, and social structures. The rapid introduction of technology and the rise of the internet in children's lives are like no other time in history. This rapid rate of change within society has led to a transformation of childhood (Webb-Williams, 2019) with technology/social media/gaming seen by many as negatively impacting children's development and consuming our young children's lives.

Moreover, there are concerns about children's

hurried and stressed lives including pressure for high academic achievement, high stakes testing (NAPLAN) and increased participation in after school competitive sports and extracurricular activities. Current concerns for the health, development and wellbeing of children and young people include:

- Rising mental health issues
- Rising obesity levels
- Reduced independence.
- Increased dependency on technology

Moreover, research in Australia, UK and USA suggests that:

- Play has tended to be associated with only young children however more recently the value of play with older children, and throughout the life course into adulthood and old age, is being acknowledged.
- Many parents are unsure of how to play with their children.
- Growing concern over the lack of play in children's lives, particularly outdoor play, and access to green space.
- Debates in the field about the quantity or type of play that children should engage in.
- Perceptions of risk ('bubble wrap society') limiting children's independence & development.
- Play advocacy groups and 'grass roots' momentum to counter the decline of play.

### Playspace Trends

Play and understanding its importance has come a long way with many local authorities developing strategies that not only assess playspaces as assets that need to be managed, but also their relevance in design and how they meet the physical and mental development of children and the role they play in the community for both the City's image and general community wellbeing.

To this end, the traditional playspace equipment by way of slide, swings, and rockers whilst still important, are considered as only one component of the play spectrum. Other design elements are introduced to encourage differing aspects of social, physical, and cognitive play, all important at varying stages of a child's growth. The use of the natural environment (nature play) as well as creative landscaping, and bespoke features that promote a sense of place to a park or area are also important, and playspace planners now consider these as just as important as the traditional equipment itself.

From a planning perspective, the notion of playspaces being developed in areas where young families are prevalent is an outdated method as the needs of a child will change in relative short periods of time (2-3 years) whereas a playspace as an asset may last in excess of twenty years. Modern trends in planning, therefore, are based on an even distribution of facilities to ensure access for all including grandparents, people with disabilities and carers and families. It also considers a playspace hierarchy and distribution based on local through to regional classified spaces each offering their own unique experiences.

This notion of a hierarchy assumes the whole community should have access to an open space and/or playspace within walking distance of the home (400m) although the higher-level facilities would be less frequent and tend to be destinations that families travel to for the specific purpose of recreation, leisure, and play, and therefore tend to stay longer. Such parks would therefore offer other facilities including barbeques, shade, shelter, and end of trip facilities such as water, bike racks, paths and trails, carparks and in some instances fencing to offer a sense of security when located near to main roads, traffic, waterways or when dogs may be present in open space areas.

Modern play standards are highly evolved to ensure the safety of the child and user with equipment now designed and developed to

include and consider adult use and weight bearing to enable social interaction and play with and between children. Manufacturers are now designing play equipment to enable parent / carer interaction with the child and inclusion of play between child and carer.

The introduction of fitness equipment is not a new phenomenon, but the way it is designed and used has become varied. Parkour, an activity that can be practiced alone or with others, and is usually carried out in urban spaces, is now being included into youth components of play and is normally subject to a separate study given they are often standalone areas separate to children's play areas.

This notion of adults using playspaces is also gathering momentum particularly for older adults that can benefit cognitively, physically, and socially from play. Such spaces again would warrant a separate study, as these tend to be standalone areas specifically designed for this age group and strategically placed to ensure optimal access.

The term 'Smart Parks' is becoming increasingly popular particularly with the introduction and use of technology from lighting powered through kinetic play, to interactive equipment whereby the user can compete with other users, in some instances from across the globe. Such equipment can be both bespoke and 'off the shelf' and tend to be included in the higher classified parks and playspaces of district or higher.

Maintenance aspects of parks and playspaces is also becoming common, with smart BBQ's, phone charging stations, irrigation systems and alert means for Councils when equipment requires maintaining or bins emptying for example. Users can also check the availability of ancillary facilities such as tennis courts and bookings for parties, through to checking the availability of car parks at particularly busy periods.





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