

Playground Strategy

2019

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Executive summary

There are currently 43 consolidated playgrounds provided in the region and these have been categorised in three levels of service categories:

- Destination - 3
- Community - 25
- Local - 15

This provides a level of service of 5.4 playgrounds per 1,000 children, compared to a national median of 5.8 per 1,000 children.

The key area of population growth is in the Beaudesert area and additional playgrounds should be planned for in this area, as growth occurs. A future level of service target of 4.5 playgrounds per 1,000 children is recommended, to achieve a realistic number of playgrounds for the future population of Scenic Rim.

A performance assessment was undertaken and this demonstrated that the existing playgrounds have consistently low “play value” attributes, with scores ranging from a high of 51% to a low of 20%. This was generally a result of the equipment being relatively old, only catering to a narrow (relatively young) age range, and offering little in the way of challenging or imaginative play experiences.

The priorities for the future are:

- Future investment, playground design and play equipment selection will focus on achieving high play values.
- Since the completion of the 2016 Strategy, significant investment (as recommended) has been completed at the key destination playgrounds of Jubilee Park, Beaudesert, DJ Smith Park, Canungra and Springleigh Park, Boonah.
- The focus over the next 8-10 years will be the renewal and improvement of equipment at eighteen sites throughout the district. These sites have been selected based on their good site potential and current low play values.
- Four playgrounds have been identified for removal where the site values are low or they are within close proximity to an alternative playground.
- The development of key sites in particular will include the preparation of site concepts, landscape development and selection of play equipment that ensures that high play values are achieved.

The level of service target for future playgrounds, using the Play Assessment scoring method is:

- Destination Parks – 85%
- Community Parks 70%
- Local Parks – 55%



Figure 1: Doughty Park, Tamboorine North

Introduction

This strategy sets out an approach to the future provision of playgrounds across the region

Playgrounds have an important role in providing free and fun activity for our children.

Play is a fundamental human right. The United Nations Declaration of the Rights of the Child states that every child

“will have full opportunity for play and recreation, which should be directed to the same purposes as education; society and the public authorities will endeavor to promote the enjoyment of this right.”

Our Council can support this right by providing playgrounds that enable children to develop, learn, grow and have fun.

Playgrounds can also help revitalise and sustain communities where they become a visitor attraction in their own right.

The objective of this strategy is to provide a sustainable network of playgrounds that are attractive, safe and affordable for the community.

What do we have?

There are 43 playgrounds provided by the Council within the region

While not all playgrounds have a single focus, they can be generally thought of as either destination, community or local playgrounds.

The key destination playground is at Jubilee Park, Beaudesert.

Community playgrounds are provided at 25 parks in townships across the region.

Local playgrounds are provided at four roadside rest areas and in association with ten community facilities and sports parks. There is also one provided at the campground at Lake Moogerah.

Appendix 1 provides a list of playgrounds and their category.

Playground categories

Destination playgrounds are an attraction in their own right. Locals and visitors to the region will head to these playgrounds for the best play experience. Children are likely to be taken to these playgrounds by caregivers as an outing.

Community playgrounds provide local play opportunities for residents living in close proximity to the playground. Children are often able to travel independently to these sites.

Local playgrounds provide play opportunities for children at community facilities such as camping grounds, community halls and sports grounds. Children are likely to be with caregivers who may be using other community facilities at the time.



Figure 2: Staffsmith Park, Eagle Heights

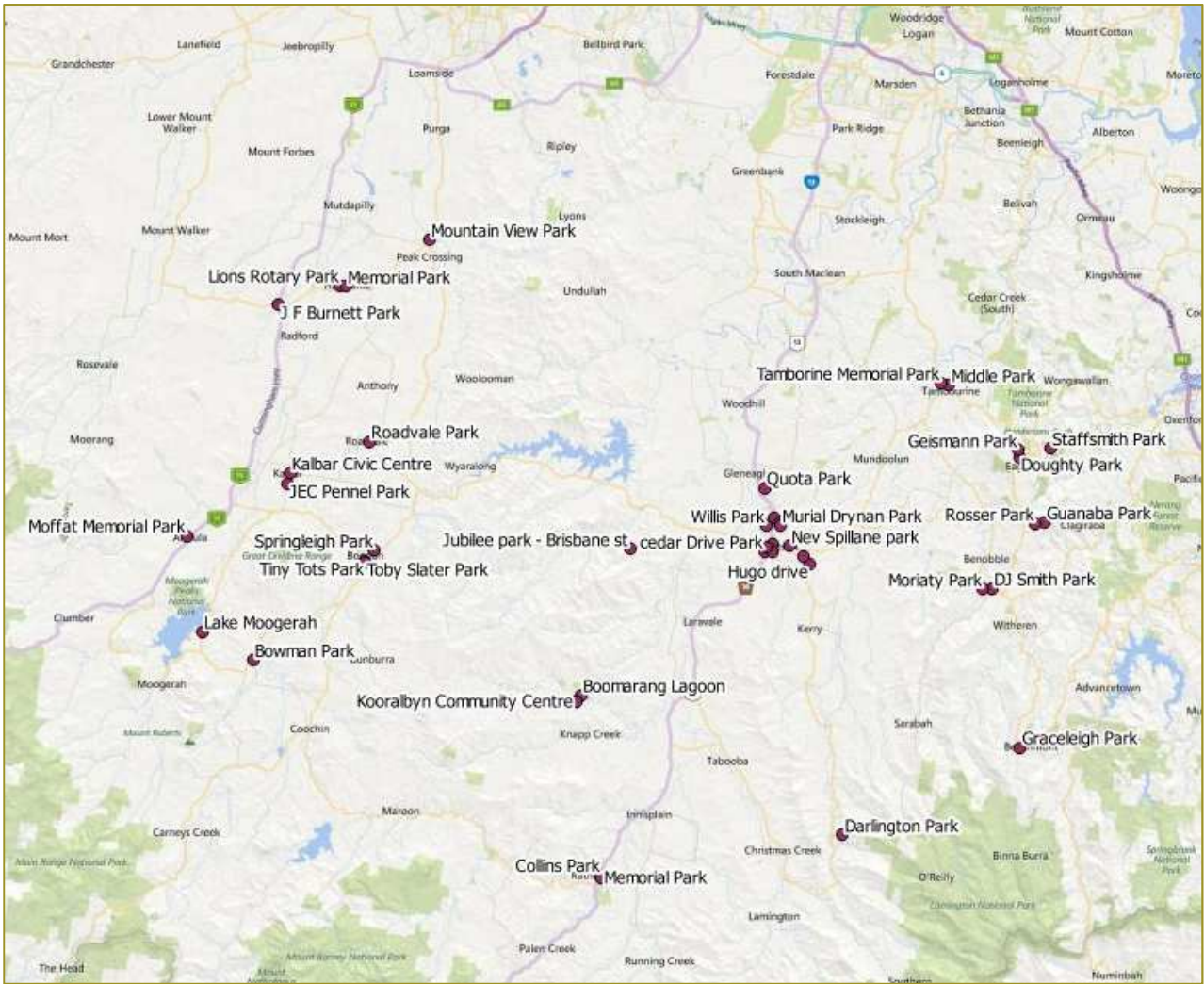


Figure 3: Distribution of playgrounds within Scenic Rim Regional Council area

What's changing?

There are trends that will influence playground provision in the Scenic Rim region

Increasing numbers of children

The population of the Scenic Rim region is growing and changing. It remains one of the fastest growing regions in South Eastern Queensland. As the population grows, so will the number of children. It is estimated that there were over 8,500 children under the age of 15 resident in the Region in 2016 when the last census was undertaken. Under a medium growth scenario, this is expected to nearly double by 2036.

Most of this growth will be in the Beaudesert area with numbers of children expected to triple by 2036, while the Tamborine – Canungra and Boonah areas are expected to see only minor growth in the number of children.

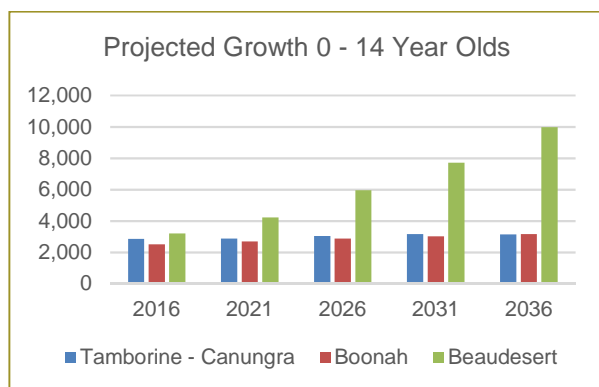


Figure 4: Predicted numbers of children 2016 -2036

Older children

While the number of toddlers will rise, the growth is expected to progressively increase, the older the age group. From 2016, 0-4 year olds will increase in numbers by 86% while the numbers of 5-9 year olds are expected to increase by 89%, 10-14 year olds by 96%, and 15-19 year olds by 108%.

Play value

The design of play equipment has changed to provide engaging equipment that is more challenging but safer to use.

There is an increasing emphasis on nature play, that is using the natural environment to provide play opportunities. Using the unique attributes of each location helps avoid repetition of play equipment and promotes a sense of identity. The range of locally produced and imported play equipment available provides opportunities to provide a wide range of creative, exciting and different play experiences and challenges

Standards

Safety standards for the design, manufacture, installation and maintenance of equipment has changed with greater emphasis on safe equipment and play space design and less emphasis on fall heights.

Rigorous certification requirements for equipment manufacturers and liabilities for playground managers means that the days of community built playgrounds are gone.

Expectations

The scale and design quality of playgrounds has increased tremendously over the years with many families experiencing high quality playgrounds in other towns and cities. Playgrounds are expected to cater for a range of life stages (toddler-child-youth) rather than a single life stage and be supported by other facilities such as toilets, seating, drinking water and shelter.

Families value playgrounds as a free activity that is good for children, parents and grand-parents alike.

Place making

The contribution that well designed and attractive playgrounds make to successful communities is now recognised. Playgrounds can encourage visitors to stop in towns and stay longer. They can become important meeting places for caregivers and as social hubs in the community.

How are they performing?

Overall there are many opportunities for improvement by doing a few things well, rather than lots not so well

Each playground has been assessed using the Playable Space Quality Assessment Tool¹. This has enabled each playground to be assessed via a subjective but structured process. The assessment focuses on four major aspects to children's outdoor play provision; the location of play areas, the play value, ancillary facilities and care and maintenance.

The most striking result is the low **play value** scores across all sites. This was generally a result of the majority of equipment being installed prior to the availability of current higher play value designs, only catering to a narrow (relatively young) age range, and offering little in the way of challenging or imaginative play experiences.

When considering improvements to existing playgrounds, particular consideration should be given to the location score. Where this score is low it indicates that the location does not contribute to the overall performance of the playground. This may be a lack of informal oversight, poor personal safety and security or difficult/unsafe access. As these elements are difficult to modify, consideration should be given to removing or relocating the playground to a more favorable position or park.

Overall the area requiring the most focus is the improvement of play value.

Refer to Appendix 3 for an example of play value scoring criteria.

Playground	Total	Location	Play	Ancillary	Care
Jubilee Park - Brisbane St	88%	89%	78%	100%	100%
DJ Smith Park	87%	86%	76%	100%	100%
Springleigh Park	86%	86%	75%	100%	100%
Moffatt Memorial Park	76%	75%	67%	76%	100%
Billabong Park	75%	86%	70%	75%	100%
Staffsmith Park	75%	86%	55%	84%	100%
Jubilee Park - Telemon St	70%	86%	47%	71%	100%
Darlington Park	66%	77%	42%	68%	100%
Peak Mountain View Park	65%	80%	44%	96%	100%
Tiny Tots Park	63%	77%	38%	68%	100%
Kalbar Civic Centre	62%	74%	40%	65%	100%
Lake Moogerah Caravan	62%	89%	38%	52%	100%
Junior Chambers Park	58%	77%	36%	61%	80%
Doughty Park	57%	60%	40%	61%	90%
Memorial Park, Rathdowney	57%	74%	38%	52%	90%
Tamborine Memorial Park	57%	60%	33%	68%	100%
Lions Bicentennial Park	55%	69%	40%	45%	90%
Graceleigh Park	55%	60%	38%	61%	80%
Lions Rotary Park	55%	69%	31%	52%	100%
North Tamborine Park	55%	54%	31%	68%	100%
Memorial Park, Harrisville	53%	60%	35%	48%	100%
Lions Park	53%	57%	31%	58%	100%
Dick Westerman Park	52%	69%	31%	48%	90%
Rosser Park	52%	46%	31%	68%	100%
Selwyn Park	52%	63%	27%	52%	100%
Moriarty Park	50%	49%	44%	52%	70%
Bowman Park	50%	66%	31%	42%	90%
Guanaba Park	49%	63%	38%	52%	50%
Muriel Drynan Park	49%	49%	35%	48%	90%
Davidson Park	48%	69%	27%	29%	100%
Collins Park	46%	65%	20%	55%	70%
Keith Little Park	45%	49%	35%	29%	90%
Toby Slatter Park	45%	49%	33%	42%	80%
Cedar Drive Park	45%	51%	33%	32%	90%
JEC Pennel Park	45%	54%	29%	42%	80%
Quota Park	44%	46%	35%	35%	80%
Boomerang Lagoon Park	44%	43%	27%	45%	90%
Hugo Drive	42%	49%	33%	32%	70%
Roadvale Park	39%	46%	29%	29%	70%
Kooralbyn Community Cent.	36%	29%	25%	48%	60%
Nev Spillane Park	35%	46%	29%	23%	50%

Table 1: Playground assessment²

¹ Playable Space Assessment Tool, Play England 2009 adapted by Xyst for Scenic Rim Regional Council.

Assessment undertaken in 2016 with updates in 2018 for recent upgrades and additional sites

2. Note Some Assessments have been based on detailed design of the playground area.

Play value

Play spaces that are challenging and that can engage children for extended periods of time are considered to have high *play value*. Equipment that is functional but does not encourage different, innovative and challenging use will quickly lose attraction.

Creating playgrounds in which children can have a wide variety of play experiences and sensations such as rocking, swinging and sliding is important for all children.

The natural environment offers many opportunities for this and consideration should be given to the varied and interesting ways in which children can play in these environments. Quiet, contemplative play is as important as boisterous and physical play and although children will play in their own way in any given area, their play can be enriched through creating appropriate and stimulating play environments.

Children need to take risks to learn about and understand their own capabilities. Risk does not mean creating hazardous environments, but it does mean ensuring opportunities for challenging play are available through design.

Playgrounds need to consider catering for different age groups as the physical abilities and cognitive needs of children differ widely with age. Many existing playgrounds are focused strongly on the 5 – 9 year age group with limited opportunities for toddler (0 – 4) and senior (10 – 14) play.

The majority of existing equipment is relatively old and does not have the same play value as some of the newer equipment that is now available that has an emphasis on high play value.

Location

Location is perhaps the single most important factor in how well children use, not only play areas, but also open spaces. In general, children like to play locally where they can be seen, see others and meet others. Young people are able to roam further and can therefore use neighbourhood play areas, although they too like to feel safe wherever they are 'hanging out'.

In particular, the fencing of playgrounds should be avoided unless there are significant hazards that cannot be isolated in other ways. Disabled children and parents or caregivers with buggies should be able to access the play areas as much as non-disabled children. Often children will play with younger siblings who may need to be taken to the area in a buggy or push chair.

Fencing also physically separates the playground from the rest of the park and does not encourage use.

Care and maintenance

All playgrounds should ensure that children can play free from unexpected hazards. The quality of care and maintenance of play spaces and areas is vital for their safe use.

Poorly maintained playgrounds will discourage use, appear unattractive and be targets for graffiti and vandalism.

Management should also take care to ensure other aspects of general policy such as the control of dogs, smoking and facility provision (such as seating for adults), toilets and litterbins are also considered.

Opportunities

Destination playgrounds

It is widely recognised that the provision of a few, centrally located playgrounds which are extensively developed with a wide range of modern play equipment catering to all age groups creates an attractive destination and a high level of use, which represents a good return on investment. Such sites typically offer other features and activities, further enhancing their destination status and high level of usage.

The 2016 Strategy identified enhancements to the current destination playgrounds at Jubilee, DJ Smith and Springleigh Parks and these playgrounds have now undergone significant investment and enhancement to support their destination role.

Community playgrounds

In general, community playgrounds are established in attractive and established park settings and have considerable potential for improvement. Investing in landscape design and attractive and modern play equipment via a renewal program would result in considerable improvement to the overall quality and play value inherent in these playgrounds.

Unfortunately, the location of many of the community parks are on the edge of residential areas. When new community parks within areas of residential subdivision are proposed, the park location should be carefully considered for its potential for successful playground placement.

Local playgrounds

In general, many local playgrounds have a low level of equipment, are poorly located or lack any obvious need.

Playgrounds at sites with sports facilities and community buildings are designed to be complimentary to these activities and the siting of these playgrounds in relation to the other facilities on the park is critical.

Playgrounds located at roadside rest areas meet the needs of travelers with children however the value of these playgrounds is questionable. In general, they would not provide significant play opportunities for local residents and are unlikely to greatly improve the experience of the region for passing motorists given the limited scale of the playgrounds.

Location of playgrounds in rural towns is justified as an enabler of economic activity, encouraging travelers to stop and spend time and money in towns while children play.

Are there enough playgrounds?

In the future, more playgrounds will be required in areas of residential growth around Beaudesert

At present, there are approximately 5.4 playgrounds for every 1000 children aged between 0 – 14 residing in the region. This is below the median provision reported by Yardstick of 5.8/1000 children.

The addition of further playgrounds will be required to meet population growth in the future. However, it will not be practical or necessary to maintain the same ratio of provision, as playground numbers would need to double to maintain a ratio of 5.4 playgrounds/1000 children in 2036 given the predicted level of growth.

Instead, a target level of service of 4.5 playgrounds per 1000 resident children is recommended.

This level of service will achieve a realistic number of playgrounds in the future, for Scenic Rim's wide spread regional demographic.

Without additional playground development in Beaudesert, the number of playgrounds per 1000 children will reduce in this area to 2.0 playgrounds per 1000 children in 2036 based on forecast growth rates.

Within the current development assessment process, developer are required to contribute a playground within residential development of a specific size. Based on current developer playgrounds assessments and the estimated population growth of Scenic Rim Regional Council it is calculated that there will be a total of 18 new playground over the next 20 years.

Beaudesert

The key area of growth is in the Beaudesert area and additional playgrounds should be planned for in this area as growth occurs to achieve the target level of service. This should occur in two ways:

1. Additional developer community and local playgrounds in new areas of residential subdivision based on the principle of distribution of playgrounds within 800m (approximately 10 minutes) walk of urban residential dwellings.
2. Provision of fewer, but higher quality and larger scale community playgrounds.

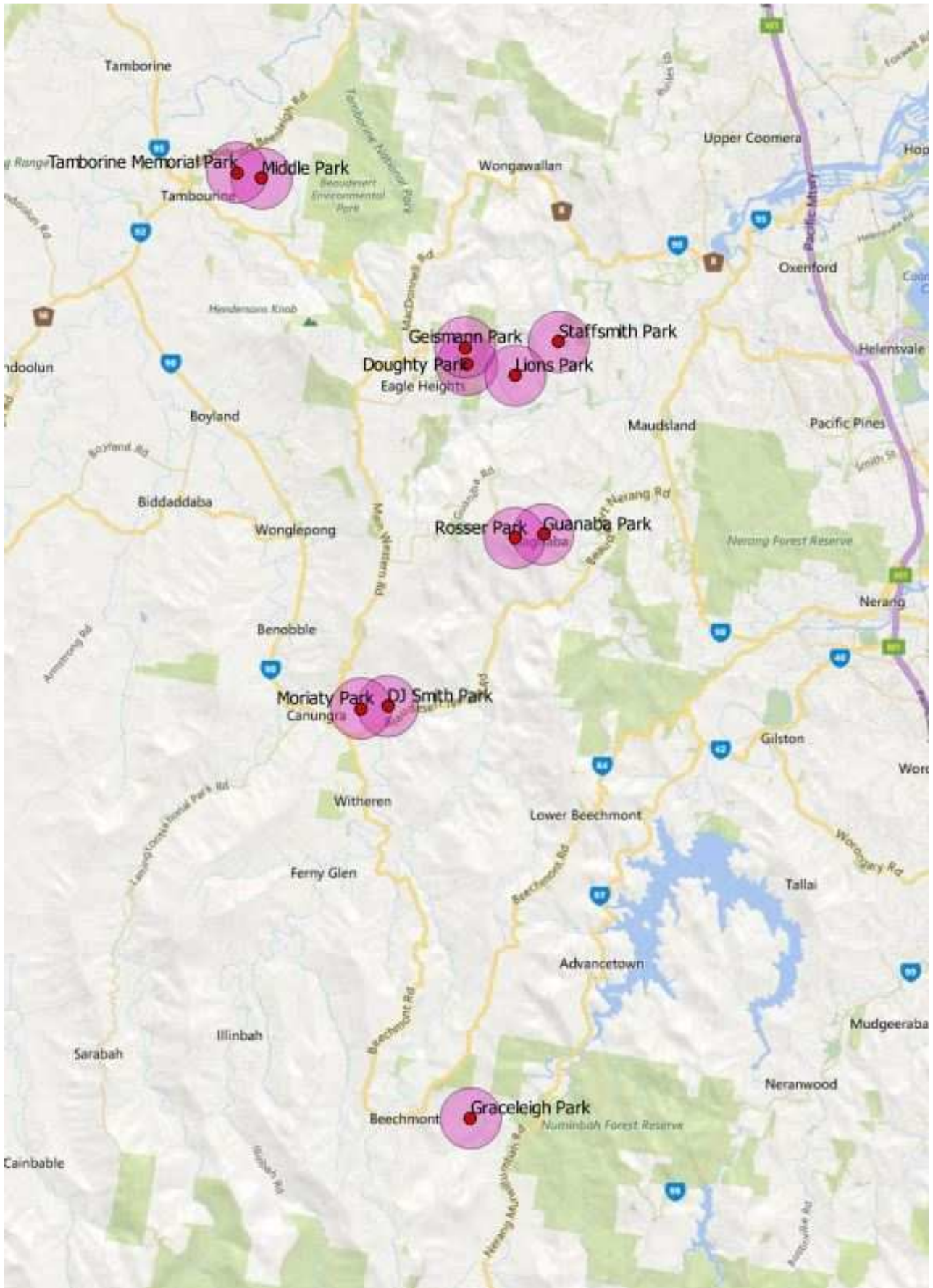


Figure 5: Eastern area playgrounds distribution with 800m walking distance

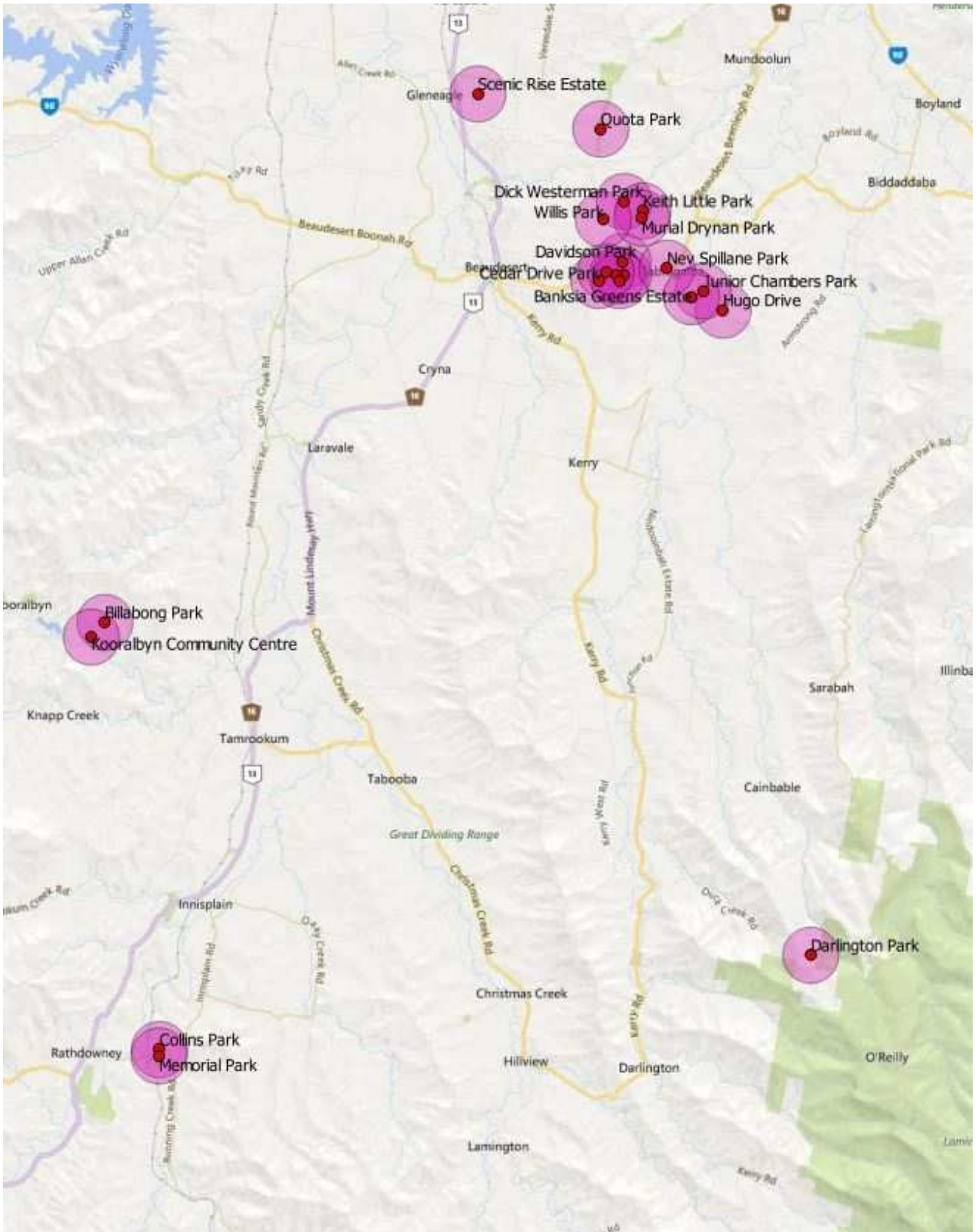


Figure 6: Central area playgrounds distribution with 800m walking distance

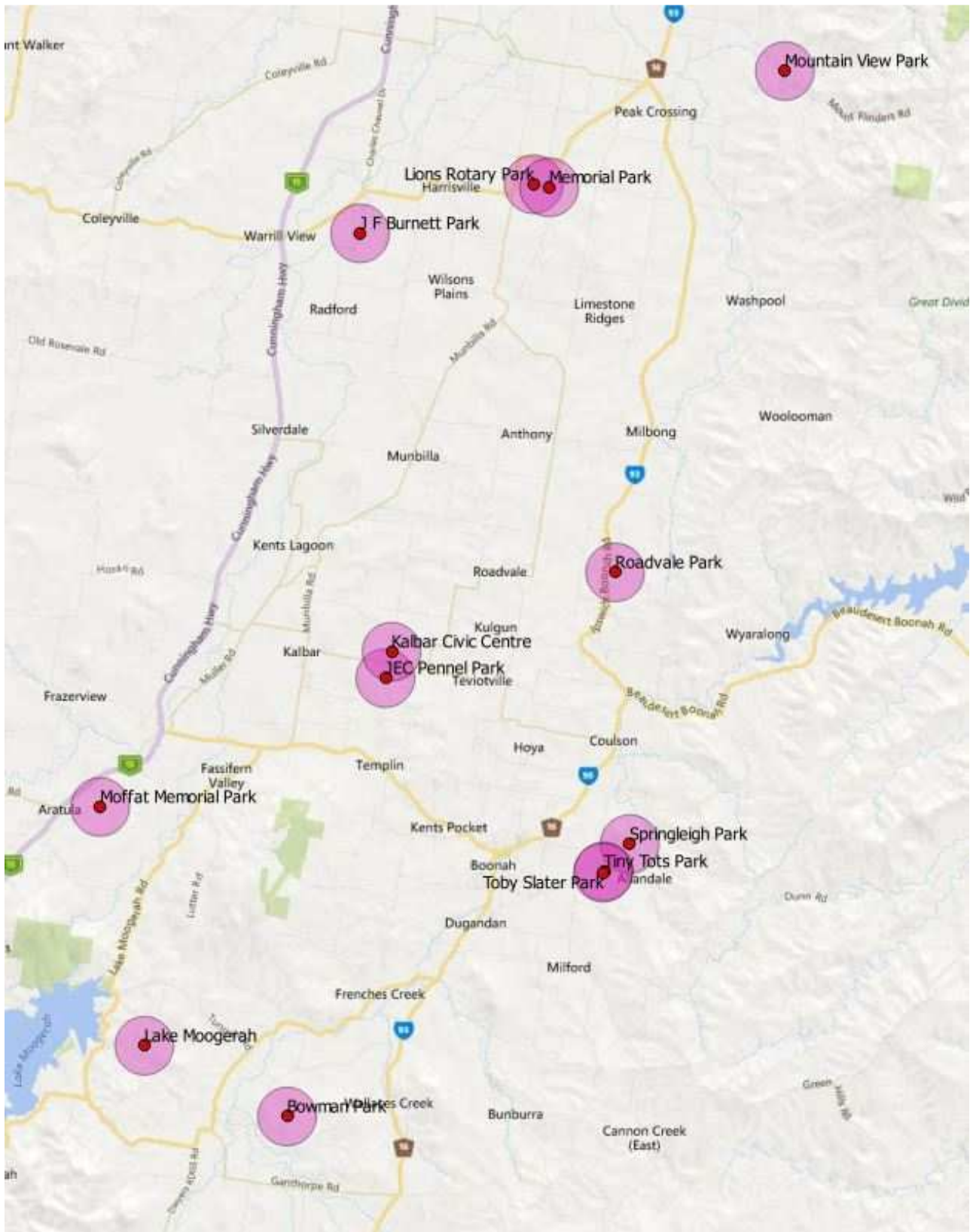


Figure 7: Western area playgrounds distribution with 800m walking distance

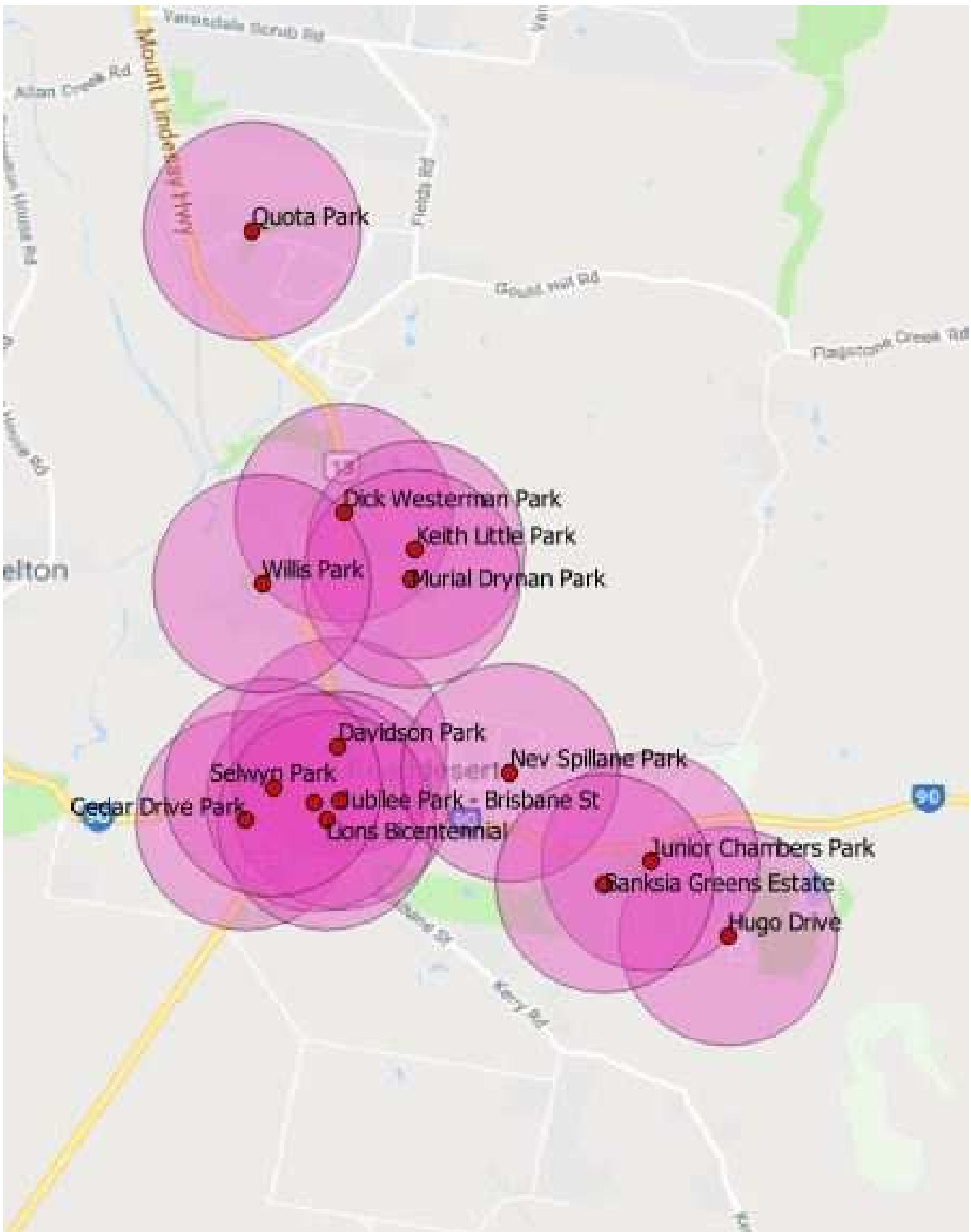


Figure 8: Beaudesert township playgrounds distribution with 800m walking distance

What level of service will be provided?

The following levels of service are recommended for the development and maintenance of playgrounds. Levels of service are based on the park categories identified in the parks strategy. Maintenance standards are based on meeting best practice in asset and risk management and compliance with current Australian playground standards.

Service level targets will be subject to the funding priorities of the Council and forecasted levels of residential growth occurring. The use of the Play Assessment Tool can be used to guide the development standard for each category, by setting the following target scores:

- Destination – 85%
- Community – 70%
- Local – 55%

Importance of design

The design of a new playground or the improvement of existing playgrounds is not an exercise in the selection and placement of play equipment. The overall design of the park must be considered first and the playground should be skillfully integrated into the park using landscape, urban design and crime prevention through environmental design principles. Unique attributes of the park that

can add play value should be utilised and capitalised on. The value of engaging skilled design services for this work should not be underestimated and should be the starting point for playground improvement and development projects.

Destination Playgrounds

Destination playgrounds will offer the most comprehensive and interesting play experiences for children. By nature, they will be attractive enough to be a destination in their own right and be a significant drawcard in bringing people to the park or area. Facilities supporting these playgrounds will be comprehensive and support an extended stay.

Destination playgrounds can have a role in supporting and stimulating activity and have a role in community regeneration programs. They will strongly relate to and support the identity of the locality with appropriate theming and unique experiences.

As destination playgrounds are location specific, they will not be increased proportionally to increases in population, rather additional equipment/play features will be added to existing sites and new sites established for strategic purposes (such as Township Revitalisation).

Attribute	Description
Location	Located at Premier Parks usually in cities and large towns. High use levels. Playground will act as a drawcard to bring visitors to the Park and benefit the local area. Users likely to travel by car, foot, cycle and public transport from the urban area, region and further afield. Visitors expected to stay at the site for up to 2-3 hours and will require comprehensive facilities to support this length of stay.
Design	An overall masterplan will be prepared for the site which will take into account any landscape attributes that could be incorporated into playground design. The masterplan should reflect the local community's identity including possible theming to support this. The design needs to make the play area highly enticing, engaging and challenging to children. It will also consider access, inclusive use, parking, location of facilities and crime prevention features.
Landscaping	Landscaping should comprise approximately 20-25% of the budget and will focus on green elements, natural play features and ease of access. Tree planting and shade sails would aim to provide at least 50-75% shade over play items.

Table 2: Destination playgrounds - Design Guidelines

Attribute	Description
Play Items	Between 15-30 play items in total, that deliver as wide a range of play values as possible including movement, balance, agility, cooperation and imaginative play allowing for different levels of challenge. There will be at least 2-3 key 'wow' factor items that create a strong level of attraction and destination value. A number of play items and the nature play component will cater for disabled users.
Access	Adequate parking is provided in proximity to the playground. Hard surface (accessible) footpaths will be provided throughout the park and playground.
Age Groups	Play features meet the needs of all three age groups including teenagers. The play space is supportive of family involvement.
Litter Bins	Litter bins provided.
Toilets	Toilets located within proximity to playground. All toilets to have baby change facilities and be accessible to disabled.
Shade	Minimum 50% shaded area that will be provided by shade sail with additional shading of remaining areas provided by trees.
Softfall	Permanent synthetic surfacing for high impact areas and to facilitate all abilities access
Additional facilities	Facilities such as barbeques, shelters, adequate seating and drinking fountains will be included.

Table 2: Destination playgrounds - Design Guidelines cont.

Task	Description
Visual Inspection	A visual inspection will be undertaken weekly to ensure equipment is safe, and fall surfaces are free from hazards (such as broken bottles). Forking and raking back of soft fall to be undertaken as part of this weekly visual inspection.
Structural Inspection	A formal structural inspection will be undertaken annually to check all fixings, finishes and surfaces and to undertake preventative maintenance.
Maintenance	To be maintained in good operational condition, free from any breakages, damage or graffiti and safe to use. Paint coatings to be largely free from chips, flaking or fading. The soft fall area will be kept loose, safe and free from dangerous items, foreign material and litter. The soft fall material will be at least 300mm deep across the whole of the soft fall area. All moving parts will be lubricated at each maintenance visit. Non-repairable or unsafe items will be isolated or removed from the playground until repairs can be affected.

Table 3: Destination playgrounds - specific maintenance objectives

Community Playgrounds

Community playgrounds will offer a variety of play experiences in well-distributed community parks located within 800m of urban residential properties. These can be reached safely by children beginning to travel independently and with friends, without accompanying adults and for adults with younger children.

Typically, Community playgrounds could be a grassed area, small park, local open space, designed space for play or informal recreation, which is attractive to children as they begin to move around their community without being accompanied by adults.

These spaces and facilities will ideally provide a varied and interesting physical environment including, for example, natural features, sand and water and incorporate some interesting and attractive landscape features with varying levels and contours, which test children's capabilities.

There might also be features designed for specific activities such as ball games, wheeled sports or meeting places and/or several items of play equipment offering a variety of play experiences.

Facilities and associated landscaping will support the playground as being attractive meeting places for local children and caregivers.

Community playgrounds will ideally offer experiences related to the form and landscape of the park in which they are located but do not need to be unique to the park.

New community playgrounds will not be provided for households within rural areas where the density of properties (and children) is relatively low; there are few sites suitable for playgrounds owned by the Council and the number of playgrounds that would need to be provided would not be financially sustainable. Play provision in these rural areas will be provided by local playgrounds sited at community gathering places.

Attribute	Description
Location	Located at Recreation Parks but may also be present at Sports Parks where these are well placed in the community. Moderate usage levels. Users likely to travel by car, foot and cycle from either the immediate community or for roadside locations, the wider region and visitors. Visitors expected to stay at the site for up to 1 hour, requiring ancillary facilities to support this length of stay.
Design	An overall plan will be prepared for the site that includes landscaping elements to ensure the playspace is an attractive place to visit and stay. For small sites (<3,000m ²) the design will incorporate the whole site. For larger sites, the design/development will be limited to the playspace and its immediate surrounds (approximately 1-2,000m ²)
Landscaping	Landscaping should comprise of approximately 15% of the budget and will focus on green elements with tree planting aiming to provide at least 50% shade over play items and seating. Garden planting, in addition to amenity values will provide integrated opportunities to enhance the "natural" play values of the site. Hard features such as walls and rocks will aim to be multi-functional – e.g. provide seating and play values in addition to functional and amenity purpose.
Play Items	Between 10 – 15 play items, that deliver a wide range of play values as possible with a particular emphasis on movement. Typically, the design will incorporate on to 3-4 standalone elements such as swings and seesaw, with the balance a combination or climbing unit. At least 1 item should be of a scale or impact that creates a strong level attraction or interest.
Access	Typically accessed by foot or bicycle. Hard surface (accessible) footpaths will be provided from carparks, paths and other access points to the play equipment.

Table 4: Community playgrounds- Design Guidelines

Attribute	Description
Age Groups	Play features suitable for a minimum of two (out of three) age groups, typically for <5 and 5-9 year old age groups, with a degree of physical separation provided between the equipment where possible.
Natural Play	1-2 natural play features will be incorporated into the design as appropriate to the site, but will be limited to low maintenance features. Such features typically include rocks, logs, and earth mounds.
Litter Bins	Litter bins not provided.
Toilets	Not provided specifically for the playground users.
Shade	Minimum 50% shaded area to be provided by shade sails or existing mature/significant trees and enhanced to greater than 50% with additional tree planting.
Softfall	Majority loose fill (processed woodchip) with limited (<10%) permanent synthetic surfacing for high impact areas
Additional facilities	The following ancillary facilities will be installed: <ul style="list-style-type: none"> • Seating (with shade cover over at least 50%): 1-2 standard park seats (additional seating may also be provided though landscaping features such as walls/rocks) • Picnic tables (with at least 50% including a shelter): 1-2 standard picnic settings • Drinking fountain: 1 standard drinking fountains • BBQ's: Electric BBQ's with roofed shelter: 1 -2 single units

Table 4: Community playgrounds- Design Guidelines cont.

Task	Description
Visual Inspection	A visual inspection will be undertaken monthly to ensure equipment is safe, and fall surfaces are free from hazards (such as broken bottles). Forking and raking back of soft fall to be undertaken as part of this visual inspection.
Structural Inspection	A formal structural inspection will be undertaken annually to check all fixings, finishes and surfaces and to undertake preventative maintenance.
Maintenance	To be maintained in good operational condition, free from any breakages, damage or graffiti and safe to use. Paint coatings to be largely free from chips, flaking or fading. The soft fall area will be kept loose, safe and free from dangerous items, foreign material and litter. The soft fall material will be at least 300mm deep across the whole of the soft fall area. All moving parts will be lubricated at each maintenance visit. Non-repairable or unsafe items will be isolated or removed from the playground until repairs can be affected.

Table 5: Community playgrounds- specific maintenance objectives

Local Playgrounds

Local playgrounds will offer a minimum of three items of play equipment and will generally support or be associated with some other form of recreational or community facility such as sports grounds, campgrounds or community halls.

They will not be provided at rural roadside rest areas.

Facilities can be minimal as they are likely to be provided within the associated facility and

the main periods of activity will be when an event or activity is on at the associated facility.

Used play equipment from redeveloped or disestablished destination and community playgrounds may be relocated to Local playgrounds as required.

Local Playgrounds will be provided relative to need (driven by the associated use) and will not be increased proportionally to population growth.

Attribute	Description
Location	Located at local parks, roadside picnic area, campground, community hall or sporting facility. Low - medium usage levels. Users likely to travel by car, foot and cycle from either the immediate community or for roadside/sports locations, the wider region and visitors. For local parks, visitors expected to stay at the site for 0.5-0.75 hour, requiring minimal ancillary facilities. The play equipment is provided as adjunct to the primary purpose of the site and therefore is not required to provide an attraction in itself.
Design	An overall plan will be prepared for the site that includes landscaping elements to ensure the playspace is an attractive place to visit and stay. The design/development will be limited to the playspace and its immediate surrounds (approximately 1-2,000m ²).
Landscaping	Landscaping should comprise of approximately 10% of the budget and will focus on green elements with tree planting aiming to provide at least 50% shade over play items and seating. Garden planting, in addition to amenity values will provide integrated opportunities to enhance the "natural" play values of the site.
Play Items	Between 5 to 10 play items, that deliver a wide range of play values as possible with a particular emphasis on movement. Typically, the design will incorporate on to 2-3 standalone elements such as swings and seesaw, with the balance a combination or climbing unit.
Access	Typically accessed by vehicle. Parking will be provided in association with adjacent facility.
Age Groups	Play features suitable for a minimum of one (out of three) age groups.
Litter Bins	Not provided specifically for playground users.
Toilets	Not provided specifically for playground users.
Shade	Minimum 50% shaded area to be provided by shade sails or existing mature/significant trees and enhanced to greater than 50% with additional tree planting.
Softfall	Loose fill (processed woodchip)
Additional facilities	The following ancillary facilities will be installed: <ul style="list-style-type: none"> Seating: 1 standard park seat Picnic tables: 1 standard picnic setting with shelter

Table 6: Local playgrounds- specific design objectives

Task	Description
Visual Inspection	A visual inspection will be undertaken three-monthly to ensure equipment is safe, and fall surfaces are free from hazards (such as broken bottles). Forking and raking back of soft fall to be undertaken as part of this visual inspection.
Structural Inspection	A formal structural inspection will be undertaken annually to check all fixings, finishes and surfaces and to undertake preventative maintenance.
Maintenance	<p>To be maintained in good operational condition, free from any breakages, damage or graffiti and safe to use.</p> <p>Paint coatings to be largely free from chips, flaking or fading.</p> <p>The soft fall area will be kept loose, safe and free from dangerous items, foreign material and litter.</p> <p>The soft fall material will be at least 300mm deep across the whole of the soft fall area.</p> <p>All moving parts will be lubricated at each maintenance visit.</p> <p>Non-repairable or unsafe items will be isolated or removed from the playground until repairs can be affected.</p>

Table 7: Local playgrounds- specific maintenance objectives



Figure 9: Jubilee Park, Beaudesert

What are the priorities?

A focus on improving the play values and consolidating investment on a few key high quality playgrounds will be the main priorities.

A key result from the assessment of existing playgrounds and equipment provided was the consistently low play value scores. As a result, future investment, playground design and play equipment selection will focus on achieving high play values.

Following investment at the key sites of Jubilee, DJ Smith and Springleigh Parks, the focus over the next 8-10 years will be the renewal and improvement of equipment at eighteen sites throughout the district. These sites have been selected based on their good site potential and current low play values.

Four playgrounds have been identified for removal where the site values are low or they are within close proximity to an alternative playground.

The development of key sites in particular will include the preparation of a master plan, landscape development and selection of play equipment that ensures the following play values are fully achieved:

- Enticing to children to play
- Inclusion for disabled children
- Play opportunities for disabled children
- Play needs of different ages
- Movement
- Imaginative play ages
- Loose parts
- Ball games
- Added play value
- Access to the natural environment
- Places for children to sit

The Level of Service target for future playgrounds, using the Play Assessment scoring method is:

- Destination Parks – 85%
- Community Parks 70%
- Local Parks – 55%

What are we going to do?

Introduction

To enable further prioritisation to be developed for implementing the objectives and actions of the 2016 Playground Strategy, an assessment of the playgrounds identified for upgrade was undertaken in 2018. This process resulted in eighteen playgrounds being identified for renewal and upgrade, four playgrounds to be removed in the near future and a further four playgrounds to be removed at the end of their life. The actions for each playground are listed in Appendix Two.

Upgrades

Playgrounds in this group have been identified for renewal or upgrade.

They have been selected for upgrading and also placed in priority order based on the following criteria:

- a) Good site values that are likely to lead to high utilisation and maximise value from investment
- b) Low current play value score
- c) Mixing of investment across the region
- d) To ensure that levels of service in relation to distribution are achieved

Removal

Four playgrounds have been identified for removal within the ten year capital plan.

These playgrounds have been selected for the following reasons.

- a) Other nearby alternative sites which offer better potential
- b) The site has poor potential for development due to situation or site constraints
- c) The site has low potential to be well used due to poor location
- d) They currently provide low value play experience due to poor quality or minimal equipment
- e) Removal of non-performing sites will assist in reducing current provision towards the target level of service of 4.5 playgrounds per 1,000 children

Removal at end of life

A further four playgrounds have been identified for removal "at the end of their life".

This means they will continue to be retained and maintained for the foreseeable future and removed when their condition deteriorates to a point where they are no longer economical to maintain, or they fall below compliance with current safety standards.

These playgrounds have been selected for the following reasons.

- a) Avoid duplication of facilities where there are other nearby sites which offer better potential.
- b) The site has low potential for worthwhile development due to situation or site constraints.
- c) The site has low potential to be well used due to poor location.
- d) They currently provide some play value and the equipment is still in reasonable condition.
- e) Removal of non-performing playgrounds will assist in reducing current provision towards the target level of service of 4.5 playgrounds per 1,000 children.

No work required

The remaining playgrounds have been assessed as not requiring any work within the next seven to eight years. This is the likely timeframe to implement the upgrade program and it is expected that another assessment will be undertaken in five to six years which will provide an update to this program.

These playgrounds have been selected for the following reasons.

- a) They have been constructed in the last five years
- b) They currently offer reasonable play value, appropriate for the site and their location
- c) The equipment is in good or better condition with a remaining life of at least 10 years
- d) Playground distribution is appropriate

What is the cost?

The capital cost

The capital expenditure budget as outlined in this Strategy and the Implementation Plan is \$1.665 million for the upgrade or renewal of 18 playgrounds over the next ten years. A further \$30,000 is required to remove four playgrounds and likely a similar amount will be required to remove another four playgrounds at the end of their life.

A decrease in maintenance funding

Currently given there are 44 playgrounds and using the Australian Yardstick 2017 median of \$2,800 per playground on maintenance, \$123,200 per annum is required as operating expenditure. Note, this figure includes the four

playgrounds added in the last two years – an extra \$11,200 operating expenditure per year from previous level. However, four playgrounds are to be removed and four will not be replaced at the end of their life, bringing the total to 36, and this will decrease the annual operating expenditure to \$100,800 once the actions are completed. This is an overall estimated \$11,200 saving in operating budget.

Asset lifecycle costs

The industry life for playgrounds is 20 years. An annual lifecycle cost (including annual maintenance) of \$141,200 has been identified for the 18 playgrounds tagged for renewal over the next 10 years.



Figure 10: DJ Smith Memorial Park, Canungra

Appendix 1 – Playground categories

Destination playgrounds are provided at:

- Jubilee Park (Beaudesert)
- DJ Smith Park (Canungra)
- Springleigh Park (Boonah)

Community playgrounds are provided at:

- Billabong Park (Kooralbyn)
- Bowman Park (Mt Alford)
- Darlington Park (Darlington)
- Davidson Park (Beaudesert)
- Dick Westerman Park (Beaudesert)
- Doughty Park (Tamborine Mtn)
- Geismann Park (Tamborine Mtn)
- Graceleigh Park (Beechmont)
- Junior Chamber Park (Beaudesert)
- Kalbar Civic Centre (Kalbar)
- Kooralbyn Community Centre (Kooralbyn)
- Lions Bicentennial (Beaudesert)
- Lions Rotary Park (Harrisville)
- Lions Park (Warrill View)
- Memorial Park (Harrisville)
- Memorial Park (Rathdowney)
- Peak Mtn View Park (Peak Crossing)
- Staffsmith Park (Tamborine Mtn)
- Selwyn Park (Beaudesert)
- Tiny Tots Park (Boonah)
- Moffatt Memorial Park (Aratula)
- Moriarty Park (Canungra)
- Tamborine Memorial Park (Tamborine)
- Jubilee Park (Telemon St Beaudesert)
- Lions Park (Tamborine Mountain)

Local playgrounds are provided at campgrounds at:

- Lake Moogerah Caravan Park

They are also provided at the following roadside rest areas:



- Boomerang Lagoon Park (Kooralbyn)
- Collins Park (Rathdowney)
- Rosser Park (Tamborine Mtn)
- Toby Slatter Park (Boonah)

Local playgrounds are also found in association with the following community facilities and sports parks:

- Cedar Drive Park (Beaudesert)
- Keith Little Park (Beaudesert)
- Nev Spillane Park (Beaudesert)
- Muriel Drynan (Beaudesert)
- Quota Park (Beaudesert)
- Hugo Drive Park (Beaudesert)
- JEC Pennell Park (Kalbar)
- Roadvale Park (Roadvale)
- Guanaba Park (Tamborine Mtn)
- Lions Park and JF Burnett Park (Warrill View)

Appendix 2 – Playgrounds Action and Priority

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Upgrade/ Renewal						
Kalbar Civic Centre	George Street, Kalbar		Centre of town next to civic centre.	Community	64%	Play value enhancement
Memorial Park	Queen Street, Harrisville		Community park in centre of town next to school. Larger play unit on school ground 50m away.	Community	53%	Play value enhancement

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Tiny Tots Park	Church Street, Boonah		Small playground located between roads adjacent to CBD.	Community	65%	Renewal
Bowman Park	Cavanagh Street, Mount Alford		Good size local park with 2 road frontages and well treed.	Community	51%	Play value enhancement

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Tamborine Memorial Park	Tamborine School Park, Waterford Tamborine Road, Tamborine		Community park with hall and tennis courts.	Community	57%	Play value enhancement
Junior Chamber Park	Brooklands Drive, Beaudesert		Good large sloping corner site at entrance to residential area - well treed with backdrop of bush.	Community	59%	Play value enhancement

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Peak Mountain View Park	Ipswich-Boonah Road, Peak Crossing		Community park, picnic area. Very nice medium size well developed and treed park alongside main road and centrally located in township.	Community	64%	Play value enhancement
Memorial Park	Rathdowney		Adjoining main township park with oval, camping and other facilities.	Community	59%	Upgrade


Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Hugo Drive Park	Hugo Drive, Beaudesert		Very small playground on local reserve.	Local	42%	Play value enhancement
Moriarty Park	Monarch Drive, Canungra		Sports park and pool site with playground placed in corner on far side of park.	Community	50%	Play value enhancement



Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Staffsmith Park	Central Avenue, Eagle Heights		Community park in residential area.	Community	63%	Play value enhancement
JEC Pennell Park	George Street, Kalbar		Local pocket park on main street.	Local	45%	Play value enhancement



Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Muriel Drynan Park	Caroline Court, Beaudesert		Nice site with large trees and great view.	Local	48%	Play value enhancement
Doughty Park	Main Western Road, North Tamborine		Central CBD location. Well treed attractive small site.	Community	58%	Play value enhancement

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Dick Westerman Park	Dick Westerman Park, Mount Lindesay Highway, Beaudesert		Adjacent to information centre on main road entrance to town.	Community	52%	Upgrade / renewal
Quota Park	Tullamore Way, Gleneagle		Small playground on edge of bush in semi-rural residential area.	Local	45%	Play value enhancement

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Nev Spillane Park	Eaglesfield Street, Beaudesert		Small local park	Local	35%	Play value enhancement
Keith Little Park	Michaelina Drive, Beaudesert		Small local park on edge of residential area	Local	45%	Play value enhancement

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
No work required for 7-8 years						
Cedar Drive Park	Cedar Drive, Beaudesert		Small local reserve double swing, small combo unit.	Local	45%	Status Quo
Jubilee Park	Telemon St, Beaudesert		Modest combo unit located near Telemon St (Mt Lindsay Highway).	Community	70%	Status quo

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Darlington Park	Kerry Rd, Darlington		At popular camping park in isolated rural location.	Community	65%	Status Quo
North Tamborine Park/ Geissmann Park	North Tamborine Sports Centre, Geissmann Street, North Tamborine		Adjacent to sports oval and other community's buildings.	Community	55%	Status Quo



Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Graceleigh Park	Beechmont Road, Beechmont		Community/sports park on main road.	Community	54%	Status Quo
Guanaba Park	Siganto Street, Tamborine Mountain		Large neighbourhood park - sloping site, well treed.	Local	50%	Status Quo

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Lions Park	Cunningham Highway, Warrill View		Roadside rest/picnic area. Split with stream in middle.	Local	54%	Status quo
Lake Moogerah Caravan Park	Lake Moogerah Road, Moogerah		Located in centre of campground.	Local	62%	Status quo



Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Selwyn Park	Selwyn Park, Bromelton Street, Beaudesert		Small playground with small slide and double swing adjoining sports oval and tennis courts.	Community	52%	Status Quo
Boomerang Lagoon	Kooralbyn		Roadside area	Local	43%	Status quo

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Recent upgrade/ renewal						
Jubilee Park	Brisbane St, Beaudesert		Large site with modest combo unit (2016).	Destination	88%	Key site development recently completed
DJ Smith Park	Beaudesert Nerang Road, Canungra		Central township community park - very nicely developed and maintained to standard (2016).	Destination	87%	Recent upgrade



Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Springleigh Park	Hoya Road, Boonah		Attractive well developed site on main road into town with BBQ's and picnic settings, 3 road frontages.	Destination	86%	Recent upgrade/renewal
Moffatt Memorial Park	Elizabeth Street, Aratula		Small local pocket park	Community	76%	Recent upgrade

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Billabong Park	Kooralbyn			Community	75%	New playground
Lions Park	Tamborine Mountain			Community	76%	New playground

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Remove						
Lions Bicentennial Park	Tom Enright Drive, Beaudesert		Small site separated from Jubilee Park by McKee Street.	Community	55%	Removal
Davidson Park	Mt Lindesay Highway, Beaudesert		CBD location between car park and main road. Limited equipment with two single swings slide, rocker and two picnic settings.	Community	50%	Removal

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Toby Slatter Park	Yeates Avenue, Boonah		Small site - roadside picnic area near centre of town.	Local	46%	Removal
Collins Park	Collins Street, Rathdowney		Roadside rest stop in town centre.	Local	45%	Removal

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Removal at end of life						
Kooralbyn Community Centre	Ogilvie Place, Kooralbyn		Adjunct to community hall.	Community	36%	Non renewal
Lions Rotary Park	Pollock Street, Harrisville		Local park on good corner site. Good size. Quite attractive	Community	55%	Non renewal

Site Name	Location	Photo	Site Description	Category	Play Assessment	Action and Priority
Roadvale Park	Gray Street, Roadvale		Located at rear of hall site with nice rural outlook over gully.	Local	39%	Non renewal
Rosser Park	Prospect Street, Tamborine Mountain		Roadside picnic area.	Local	52%	Non renewal

Appendix 3 – Play value assessment criteria (Community example)

Community spaces and facilities: A larger space or facility for informal recreation which children and young people, used to travelling longer distances independently, can get to safely and spend time in play and informal recreation with their peers and have a wider range of play experiences.					
PLAY VALUE					
Score	1	2	3	4	5
Enticing to children and young people to play.	Signs or other deterrents including adults prohibit children and young people from playing e.g. no ball games, no children and young people; unappealing, tired, run down.		Children and young people have restricted access, or are limited in what they can do by regulation, design or attitudes. Site locked at times when children and young people may wish to use it.		Visible signs welcoming children and young people to use the space, signage and other messages, space is child-friendly and appealing. Children and adults feel relaxed (if observed) and at ease. Site open at times when children and young people may wish to use it.
Opportunities for Disabled children and young people.	Site offers little or nothing for children and young people with sensory or physical impairments.		Limited offer to children and young people with physical or sensory impairments. Disabled children and young people and non-Disabled children and young people are unlikely to use the space together.		Features are designed for a range of abilities and impairments including sensory and physical impairments and behaviours. Disabled and non-disabled children and young people are able to use the space together.
Meets needs of different age groups.	Features meet the play needs of only one age group.		Play features suitable for two different age groups.		Play features meet the play needs of all ages including teenagers.
Movement.	Site offers a limited opportunity for movement.		Site offers some features that enable running, tumbling, wheeled activity, rolling, rocking, swinging, balance, climbing or moving around.		Children and young people can move freely in different ways including, for example, running, tumbling, wheeled activity, rock, swing, balance, climb or moving around freely using their whole bodies or on wheels.

Community spaces and facilities: A larger space or facility for informal recreation which children and young people, used to travelling longer distances independently, can get to safely and spend time in play and informal recreation with their peers and have a wider range of play experiences.

PLAY VALUE

Score	1	2	3	4	5
Stretching the imagination.	The site has no design features to provoke the children and young people's imagination, fantasy or role play.		The site has limited design features to provoke the child's imagination, fantasy or role play.		The site is deliberately designed to provoke and engage children and young people's imagination, encourage fantasy and role play e.g. through changes in level and texture, loose parts, sculptures, natural features and imaginative signage.
Ball games.	No space for ball games or ball games prohibited.		Ball games area but no markings, limited equipment, or too small a space for more than one group of children and young people to play ball games		Sufficient space for team ball games, football etc, Ball games area marked out and equipped for a range of ball games, for more than one group of children and young people at one time, not too close to other play equipment or features.
Opportunities to change the environment/space (loose parts).	Landscaping and planting either actively discourages play or no opportunities are available to engage with the natural environment.		Landscaping and planting is minimal and offers limited provision for encounters with natural environment.		Site provides a range of natural features such as trees, bushes, plants, shrubs, wild flowers and long grass, sand, water, rocks, and a variety of levels; and a range of visual and sensory stimuli. There is opportunity to use the natural environment in play.
Places for children and young people to sit.	No places for children and young people to sit.		Limited places for children and young people to sit, not suitable for playing or talking together.		Children and young people can sit and play or talk together, places for children and young people to sit are incorporated into the play space, and near to tables or other seated play surfaces.

Community spaces and facilities: A larger space or facility for informal recreation which children and young people, used to travelling longer distances independently, can get to safely and spend time in play and informal recreation with their peers and have a wider range of play experiences.

PLAY VALUE

Score	1	2	3	4	5
Added play value: the site offers more than just a basic experience of sensation. It offers possibilities for children and young people to take risks without hazards, to intensify the experience or broaden it.	Features (including equipment, natural features and landscaping) are at basic level only and adds little to play value.		Features (including equipment, natural features and landscaping) are more than basic and adds to play value, but does not do so significantly.		Features (including equipment, natural features and landscaping) are advanced in nature and add significantly to play value e.g. loose parts, places to hide/for reverie, good integration and use of natural environment, a range of textures, planting, use of contours, challenging, risk, cooperation needed, and attention paid to all the senses.

Appendix 4 – Example of high play value playground

