

4.2 Phase 2 / Detailed Proposals

4.29 Community Centre Garden Plan

Plan

Key

1. Possible blackboard wall and water and sand trays
2. Flexible playspace with moveable timber seats/play cubes
3. Natural play edge with sensory plants
4. Retained soft planted edge
5. Line of root protection zone for existing trees and planting
6. Indicative line of boundary walls
7. Fence to nursery garden
8. Raised planters for food growing
9. Buffer planting
10. Residential outdoor space to the back of Snowman



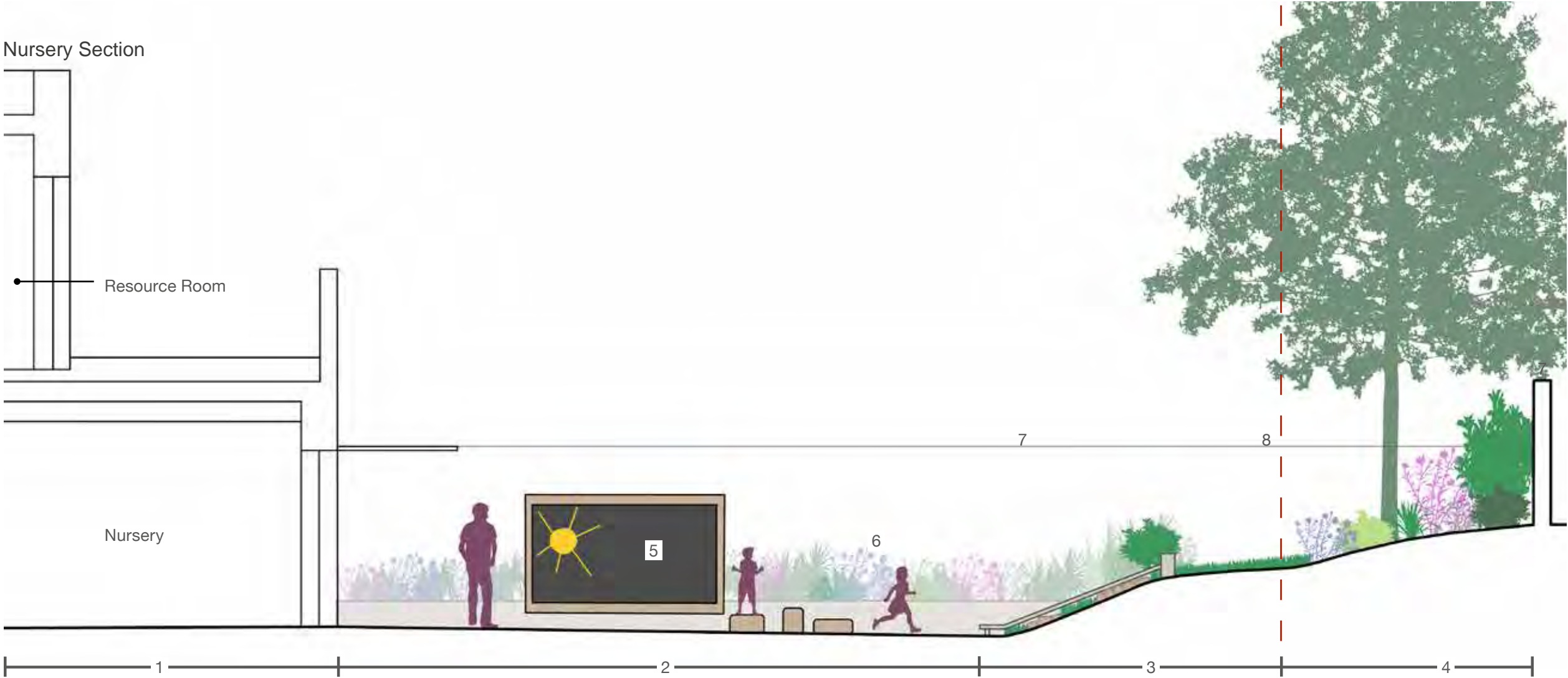
- To create a flexible outdoor space for the nursery and crèche to use
- To use the existing natural boundary edge and expand on this to create a natural play edge for the children to use
- To create an area for growing for the community centre
- To visually extend the growing opportunities to the residential space outside Snowman

4.30 Community Centre Garden Section

Key

- 1. Nursery
- 2. Flexible playspace with moveable timber seats/play cubes
- 3. Natural play edge
- 4. Retained soft planted edge
- 5. Possible blackboard wall and water and sand trays
- 6. Planted raised planter to boundary wall
- 7. Indicative line of boundary walls
- 8. Line of root protection zone for existing trees and planting

0m 1m 2m



Precedents



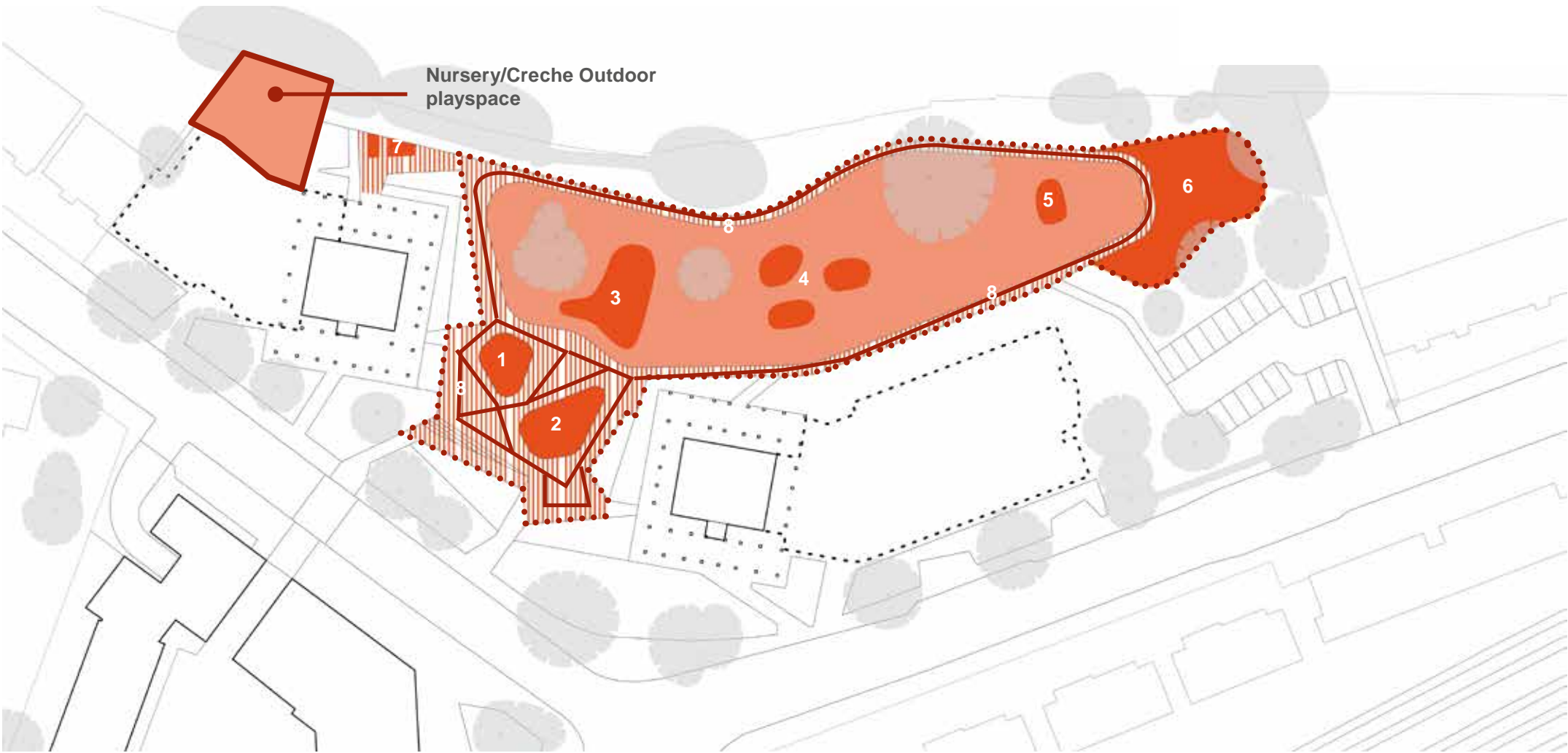
4.3 Phase 2 / Play Strategy

4.31 Play Summary

- The play strategy for Phase 2, offers a diversity of opportunities for children and young people for both informal / free play and dedicated play provisions.
- It retains the generous area of grass (4) which is used amongst children of all ages for ball games, hanging out and with families for picnics in the summer months.
- It retains and enhances the area of 'natural play' (6) At the Consultation (7th June 2015), parents said this area was popular with children and the proposal seeks to encourage children to continue using the area and engage with wildlife with over-seeding of long grasses and additional logs (for both insects and play).
- It encourages greater use of space throughout the seasons, with a meandering circulation route that can be used by all ages for exercise and relaxation and the new landscape between the towers provides the opportunity for imaginative play and seating. A concept play strategy for this area accompanies this submission.
- An important part of the design is involvement and feedback from the residents and users of the Community Open Space. At the June consultation, feedback was encouraged on the banners with questions (and pointers) asking:
 1. How do you use the space now?
 2. How do you want the space to feel?
 3. Positions of play areas?

Further consultation, exclusively on play is planned, to develop and design a space that will be enjoyed.

Play Strategy



1. Sand & water play node:

- **0-11 year olds**
- Seating and accessible sand play with sand diggers and the potential for water play.
- Opportunity for creative, fantasy and sensory play experiences

2. Climbable play node:

- **0-11 year olds**
- Fun organic play node with climbable play edges
- Opportunity for more challenging play as well as play for younger children

3. Playable grass terraces:

- **0-11 year olds**
- Playable landscape with climbable equipment
- Informal play opportunities to climb, jump, roll, run around, and relax, as well as more challenging play

4. Formal Play nodes

- **0-11 year olds**
- Zones of equipment to replace the existing provision
- Opportunities for swinging, climbing, balancing and jumping

5. Young activity play node:

- **12+**
- Hang out space for young people and possibility for a basketball hoop or similar

6. Natural play node

- **All ages**
- Landscape natural play zone with tree trunks, balancing beams and mounds
- Opportunities for discovery and sensory play as well as physical play

7. Growing play node:

- **All ages**
- Raised growing beds for food growing
- Sensory play experiences that spreads across ages

8. Circulation and courtyard space:

- **All ages**
- Circulation path allowing for year around use for running and cycling
- Courtyard space with fun paths for further free play

