

**Eltham North Adventure Pla**

**Do you think the design reflects the top 6 themes?**

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## Playground - "Themes" survey response

### Can you tell us why?

I do like the design and think its a good starting point. My children were eager to see if there was a flying fox and monkey bars. I love the concept of the original but would like to see elements that are present in new playgrounds added like mini built in trampolines, different types of monkey bars, climbing structures and trees, can't help but think it all looks a bit bland. Hoping I'm mistaken and the original looked a bit more interesting. Would love to be bigger with more spaces to go. I would have loved a water play space for summer.

The design looks similar to the original while also taking into account swinging, climbing & hiding activities that were enjoyed by children of all ages. Love the addition of a sandpit

This design seems to have one slide. The original had 3. One for every level of development. Toddler to 10 years old.

I see no mention of a climbing wall.

One of the things I liked about the old playground was no sandpit. I feel this takes up too much space.

The description speaks directly to these. A 3D model or fly through would have helped with this. The site-lines and sense of integration with and nestling into surrounding nature was something that I wanted to focus on. Looking at the design I'm quite disappointed. The play area looks a bit smaller which is not a good thing considering its the most popular park in the area and there doesn't seem as many things for children to do/play on.

It looks like there is less to do in this design than the original play ground. It looks like there is one less slide, less poles, the rock climbing walls have gone. It does not look like the see saw, flying fox, monkey bars, balancing beam, and outside platform are not included in the design and the inside area doesn't look like it has much to do as the original. My children loved all of these elements and will be devastated that they won't be included in the new design. Not only that the majority of use will come from teenagers and children from Eltham. North and it looks like it's more suited to older children. I'd like to see if similar adventure and climbing options are available for smaller/junior children who would be deviated by the larger slides/net/poles.

The different levels and areas creates plenty of opportunities for adventure. Love the design. The previous design was great.

I'm not a huge fan of the proposed climbing net. Small children could easily fall through, its quiet hard for a parent to retrieve a child in trouble whilst watching another. Sandpits are a great place for snakes, rubbish, animal waste and syringes. In this day and age you'd be crazy to put one in. Clearly this has been a hangout for teenagers for many decades why make it hard to maintain.

There is lots of adventure, climbing, and hiding. I'd like to see more nature play.

There was a lot of adventure and options of play on the original design. This comes nowhere close to that.

Looks very similar to old playground - lots of places for hiding, adventure, climbing, etc.,

It would be good to have a flying fox... needs a few more adventure elements.

The playground is not as elaborate and complex as the original design. Why not rebuild it as it was? It doesn't seem as though there is much adventure incorporated into the design, or much variety- perhaps this is because that level of detail hasn't been provided. But if not, it should be.

Other than a general design overview, the only things that are detailed are:

- 2 slides
- a rope net
- a bridge
- a sandpit
- pole

The old park had the above and lots besides: of additional quirks, multiple sliding poles, games to play, multiple hidden alcoves and corners, a tunnel, a staircase with twists and turns, a climbing wall and climbing steps for smaller children, logs to climb under and over. Plus, externally there were see saws, balance beams, a flying fox, a tree house with a platform for kids to climb. There was just so much more than is in the plans presented here.

I think all of the community want more than this, and if there is more, but it hasn't been detailed, then we need to see it. I'd also like to see what is not undercover.

not sure where the nature play element will be, nor the cognitive play. Not enough detail for climbing and adventure- there are lots of bare areas within the roof structure. Kids will get bored - the beauty it's hard to see in these pictures but does look interesting and what we wanted most about this playground. I have 4 kids and one in a wheelchair so I like that the wheelchair access is there too so this design looks really promising. I hope that the inclusive nature of the original playground is definitely carried over into the new one. I am glad to see the original designers are on the team for the new one. They did beautiful work last time so I do look forward to them honouring their own work and the community's requests.

Can see how the architects have tried to encompass some favourite activities from original design within a limited budget.

It seems that the undercover area is smaller than the old playground, not the roof size but the play area. And also I hope there are as many activity zones, its hard to tell from the diagrams.

With a range of spaces and activities under one roof it definitely is adventurous.

I can't tell if there's enough to do in there for lots of children all at once. I can't see any monkey bars where children can climb on top and then sit there or keep moving (some sitting, some climbing) while talking and playing. The monkey bars and exercise bars were both used this way regularly. Some structures don't work the same way - the whole thing moves if anyone else is on it, which

lots of these activities available and for broad age range

I think it needs some monkey bars - the most popular swinging/climbing activity in my family by far.

Often whether a playground has them will determine whether we visit or not. The old playground had them and it would be a terrible shame to lose them after the fire.

I can see all elements included. However I think the design could be more creative in offering an environment that was more interesting, mainly because in 20 years a lot has changed - not least around play safety, and equipment has moved on. Selecting the original designers though was a lovely idea, thank you. Our son loved the playground, but as he managed to climb up to the top of the tall slide to carry out his activities & equipment in the design overlaid by bars structures - very disappointing.

it looks good for active and safe play.

Hard to tell the sizes of spaces for hiding. Hard to tell if the climbing challenges are at variable levels of difficulty for all ages/sizes (e.g., for a large but less coordinated kid as well as those who are confident). Can the playground be traversed from one end to the other in more than one way? Is the walled part of the play structure going to be positioned such that it blocks the wind from interrupting

Adventure and Climbing - the old playground had ramps and stairs that wound their way up into the roof. Once up there, the bridge across was also not a straight shot. It revealed new play spaces in the roof. There were even stairs that led to no where but a look out. It was all part of the fun of exploring the space. All of that feels like it is missing from this new design.

Swinging? How many have you got? Butterfly park doesn't have enough - please make sure you put

I like the proposed concept and the desperation for younger children and juniors. I like the bringing together of the swing areas. I look forward to getting the next level of detail.

Looks good. But maybe could have included 1 or 2 more completely new elements to move the game on

Look too open for hiding - won't be able to hide n seek, missing flying fox.

Very similar to the old one. Great use of space and plenty to do for the kids. Because most aspects have been incorporated, though I'd like to see more of the nature play/sky play aspects eg climbing trees, mud pits, water play.

Different activities can take place according to individual children's maturity and interests

All themes are addressed.

The design reflects these. I think recycling and sustainability should be included even more than in the adventure! I do not think (or that it is) adventurous. You have tried too hard to cover all ages and levels which has compromised the adventure for all levels.

Swinging: What swinging? What about a flying fox? What about monkey bars? What about hanging and dropping?

Climbing: One end offers climbing.

Cant see any cognitive play.

This playground appears financially unwise. It has also not worked for previous years. The previous playground you could go at anytime of the weather and be able to not get wet or cold. It is

The playground misses the mark on the top 6 themes.

Adventure? Lacking. There appears to have been a major compromise and adventure lost out.

Swinging? Hanging and dropping could readily be incorporated here.

Climbing? Only at one end.

Cognitive play? Appears to have been forgotten in its entirety.

Nature play? Zero nature play too. The awful siting in the car park area means that access to the great nature play area is lost and replaced with nothing.

Hiding? One end only. Playing hide and seek will result in everyone hiding at one end and being instantly found.

Lose the sandpit, please. The original one didn't have a sandpit - and for good reason.

Sandpits should be separate to the playground.

The entire structure is too open, too dull and lacking intrigue.

It is simplistic and is also missing a slide.

Landscaping must include additional and substantial undercover seating and tables.

The area must include a nature play area similar to Wombat Bend. At Wombat Bend, Council staff it isn't adventurous, the rock wall, climbing net are not challenging enough... for example. The

Design appears focused on early preschooler abilities rather than primary school children's abilities.

Have a separate gated park for the preschoolers. And add larger slides, that twist curve, rope

course, a deck that is in the tree tops, more hiding places, for the primary school kids, add more

seems very stene and boring. Not at all the feel of the old one. Especially since it will be situated in the car park. Not at all the exciting feel of the old. Doesn't seem to have the hiding and the slide front the video interview. The ground seems much more open (probably safer for that) but much less adventurous than the old one. Surely some compromise is possible. I wonder to what extent this new design is promoted by costs, eg the simple roof line. The old shearing shed idea gave so many possibilities. So why can't we rebuild to the old design, perhaps with a few added safety features added in. We're the design ignores the Tale of Adventure, the Eiffel Tower or the Gironde Pyramids? Not that any of the activities to one end of the playground which will not work. It will become overcrowded and not function in the same way as the old playground.

All the hiding places are at one end of the playground and half the area of the playground is designed for kids under 2 years.

The playground is smaller than the previous one and has no real adventure. I showed the animation to my 8 and 4 year old children. The 4 year old said where are the swings there are no swings. I can't see any slide beams (apart from the stepping logs around sand pit). From early walking stages the longer balance beams are so popular. For preschool age & beyond they become part of active games ("don't fall off into the lava pit!").

The only other element perhaps missing is some nature water play. This wasn't in the original it's not entirely clear what will be included in the playground but despite the tree levels, there does not appear to be huge scope for adventure. Given the undercover area is larger than the old playground, it doesn't seem to have as much underneath, with a lot of open space instead of the pathways, steps, hollows, tunnels, obstacles, ramps etc which took up almost all of the old playground. Hiding is important but it appears that areas to hide within the structure are almost all needed for play like the children's hospital playground. Great for tweens. Great for not very adventurous. Can't see older children being entertained on it for long. The old playground had all the areas linked so they could move between them without coming down on the ground. Lots of climbing stairs and great high slides. If yr nature play is the sand pit - urgh - my worst nightmare - poorly supervised kids flicking sand everywhere (all over the other kids etc) - attracts people & cats to use it as a toilet. Could totally live without it!! Surely there's more interesting and