

Wye River Playground Renewal

Concept plan- community update

The Wye River Playground Concept Design exhibited on WyeSep Connect and broadcast through various networks in Wye River and Separation Creek triggered many conversations on the proposed play pieces and the use of the surrounding public land. The following information is provided to further explain how the values, constraints and ideas raised through the open houses and design workshops have been interpreted into the concept design.

Design objectives

The Wye River Playground Renewal project was raised by members of the community in a Wye River and Separation Creek community meeting as a priority for the recovery program. The priority was for the project to be completed before the upcoming peak summer period. The extensive playground design experience of the City of Melbourne Studio Design Team has enabled a plan to be produced that can be achieved by December with a limited budget.

Through the planning process, especially the design workshop in May, the connection to the existing playground was clearly observed. Refurbishment of the existing playground infrastructure was investigated and unfortunately the weathering of the timber has been extensive in the estuarine environment. The footings have water rot, therefore the new play pieces will be especially selected for this environment. The objective of the new design is to :

- Respect the existing unique, nature-based experience and respond to the challenges of the damp, estuarine environment whilst meeting the Australian Safety Standards for playground equipment;
- Encourage different types of play and consider all ages with a focus on 2-12 year olds
- Reuse site materials and natural materials as much as possible
- Improve the shade and amenity of the playground including strengthening the connection to the General Store, access to the open space for events and connection to the foreshore.

Types of play

Contemporary practice in playground design means incorporating multidimensional play so that the way children play in a playground will change over time, achieving new and different experiences as they grow older and have different needs. The four types of play include:

- **Physical play** is active play such as running, hanging, climbing, experiencing height, agility/gymnastics, sliding, jumping, balancing, swinging, crawling, bouncing, spinning, rocking, ball games, skipping and perceptual/motor activity.
- **Cognitive play** includes activities that challenge the intellect such as games of strategy, exploration and observation, intellectual learning and games that develop language or numeracy.
- **Creative play** includes sand play, water play. Play in dirt, play with loose and found objects, music and sound making, and construction activities.

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- **Social or dramatic play** includes role playing, imaginative or pretend play, small and large group activities and just 'hanging around' and talking.

The design aims to achieve all of these elements across the age ranges through not just formal infrastructure but the movement through the playground and surrounding landscape.

Types of play and design elements

Type of play	Activity	Wye River playground design element
Physical play	Bike/scooter riding	Perimeter track surrounding the playground for younger children to ride
	Running/skipping/crawling/ball games	Perimeter track bordering playground and grassy area surrounding the playground
	Climbing/balancing/jumping	Rocks and timber stepping stones, timber logs to walk along, monkey bars, Harvey climber, crow's nest climber
	Agility and movement	Willy willy spinner, swing set, lawn mounds, slides
	Formal fitness (teenagers and adults)	Monkey bars (chin ups), perimeter track (walking/running/burpees/sit-ups), stone edging (step-ups/push-ups/lift-ups)
Cognitive Play	Exploration/observation	Crow's nest climber, sitting rocks and logs, as well as the nature features of the surrounding landscapes (river, estuary beach)
Creative Play	Construction activities, tactile experiences	Sand pit, flotsam, plantings, collecting leaves, stones, shells and other elements from the environment
Social or dramatic play	Role playing	Harvey climber, crow's nest climber
	Pretend play	Boats, flotsam
	Hanging around/talking	Sitting spaces including rocks, timber steps, timber logs, boats

Future elements for design

So many great ideas and important considerations were raised through the design process, which could not be included in this project due to time and budget. They have been captured on the 'Planning for the Future' poster as a way to ensure future community engagement includes this valuable information.

The future planning concepts, such as the table tennis table, can be considered further by the community with respect to the way the new playground is used by the public, in particular adults and teenagers.

