

MASTER PLAN AND CONCEPTS



Playground and Rutley plaza



Spray park

HOW WE PLAY

ACTIVE

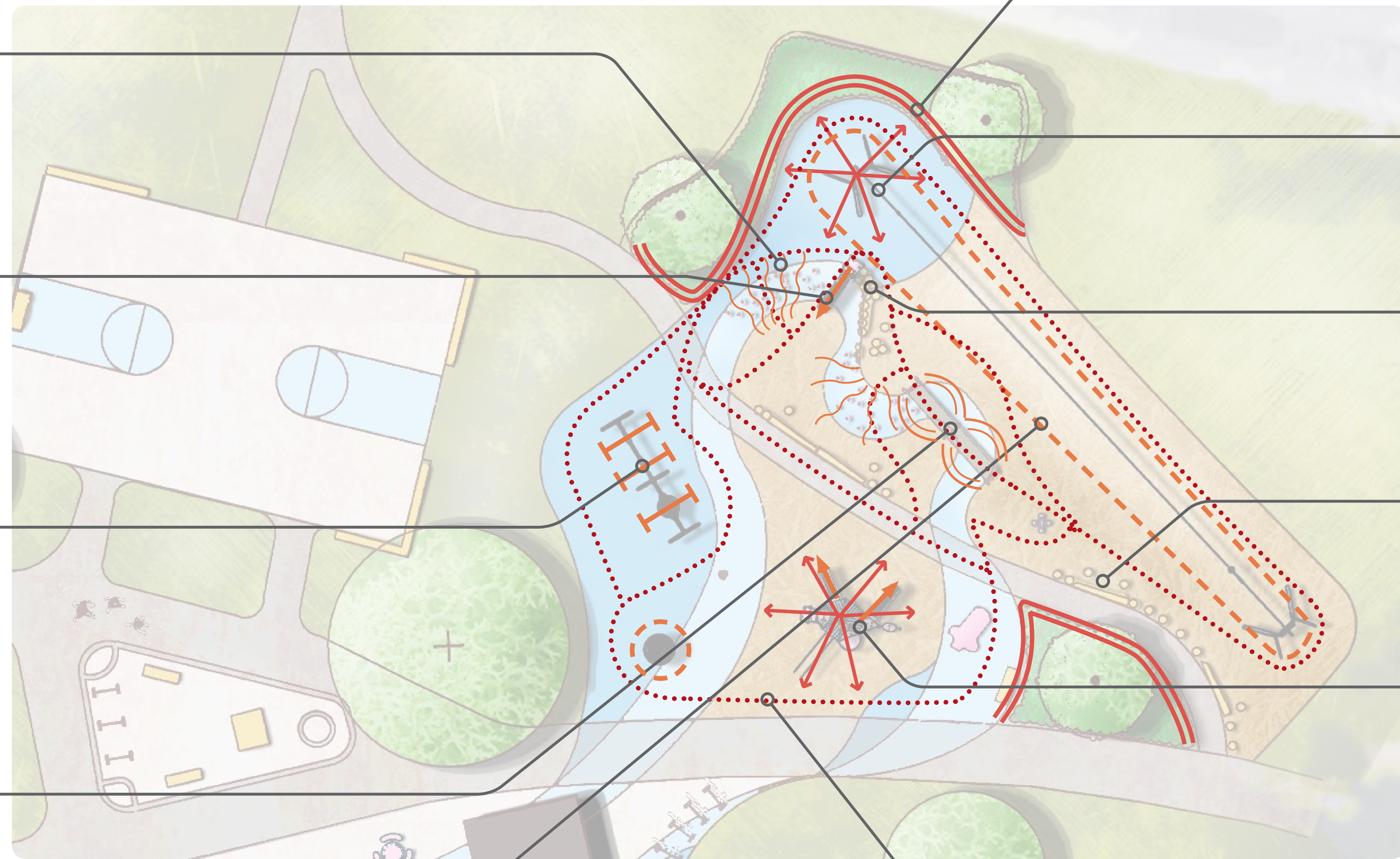


Active Play is all about moving and being moved. When children move they are getting fit while developing coordination and balance, speed, agility and power. When they are being moved they are experiencing a number of sensations whether swinging, sliding, spinning etc.

IMAGINATIVE



Imaginative Play is when children role play to experiment with decision making and practice social skills. Imaginative play is influenced by the shape of the landscape, its topography, spaces and materials. Each element brings potential to this fantasy world.



Play inspiration
 • Challenging problem solving activity that allows for multiple users and older users. Allows for informal play and conversations
Play Features
 • Tower ropes and ladders, rubber hill climb area, stepping stumps and logs for balance and climbing

Play inspiration
 • Popular traditional play element that encourages activity
Play Features
 • Slide, objects that allow for discovery of sliding on different surfaces/heights, integrated with tower and into the hill slide play area. This adds additional reward to those who reach different levels of the climb and offers an additional play path if the zip-line is occupied

Play inspiration
 • Accessible Swings, group activity allowing for play and conversation.
 • Potential for multi user swings, swings for younger and older users
Play Features
 • Traditional swing seats, Duo Swings allowing for two users, Swings for younger users, Accessible round swings for younger users and users with other access needs.

Play inspiration
 • Log Steppers allowing easier climbing and jumping obstacles for younger or more casual users
Play Features
 • Long jump, leap between stumps, jump off items, along the climbing ribbon a jumping bridge has been added to allow additional balance and jump play into the playground.

Play inspiration
 • Exploring and feeling the freedom to use multiple elements and explore the playground and park
Play Features
 • Open Space, traditional paths for running for older users to tie into existing paths and loops

Play inspiration
 • Natural Vegetated edges allow for further interaction between users and natural elements. Along with potential habitat support users are able to learn to recognize different local plants
Play Features
 • Planting design to formalize varying play spaces, run and jump through, used as barriers for chasing around. The planting buffers help formalize play space and add to imagination play
Skill development
 • Free play imagination/development

Play inspiration
 • With a relatively flat topography prospect areas allow users to view the local surrounding area like climbing a hill or tree
Play Features
 • Terrain changes (the ribbon and hill climb play area), towers, climbing features, views across playground offering imaginative opportunities
Skill development
 • Distance vision vs short vision, focusing on different distances helps understand and assess space

Play inspiration
 • The playground is an important area where kids learn to socialize and as they grow older playground become "hangout spots" Structures like climbers give informal seating areas that allow quick transitions between play and conversation.
Play Features
 • Activities that encourage communication, spaces that encourage free, unprogrammed play like the Zipline
Skill development
 • Social skills, learn how to follow and change rules

Play inspiration
 • While a majority of high use play areas are proposed rubberized surfaces - fibar areas for nature play allow for a transition into more traditional park spaces allowing play to flow throughout different park areas
Play Features
 • Stumps, boulders, trees, logs, fibar, wood and wood look play features, surrounding trees and lawn
Skill development
 • Natural materials let kids pull apart things, put it together, test its properties, build and manipulate there environment

Play inspiration
 • While the Zipline allows for more informal gathering the play tower offers features that appeal to different age groups allowing them to have their own non competitive social areas while the zip line may be occupied.
Play Features
 • Hill climb Play area and the Tower offer undulation in a relatively flat area.
Skill development
 • Fine motor skills, play panels on the Mega Structure, agility

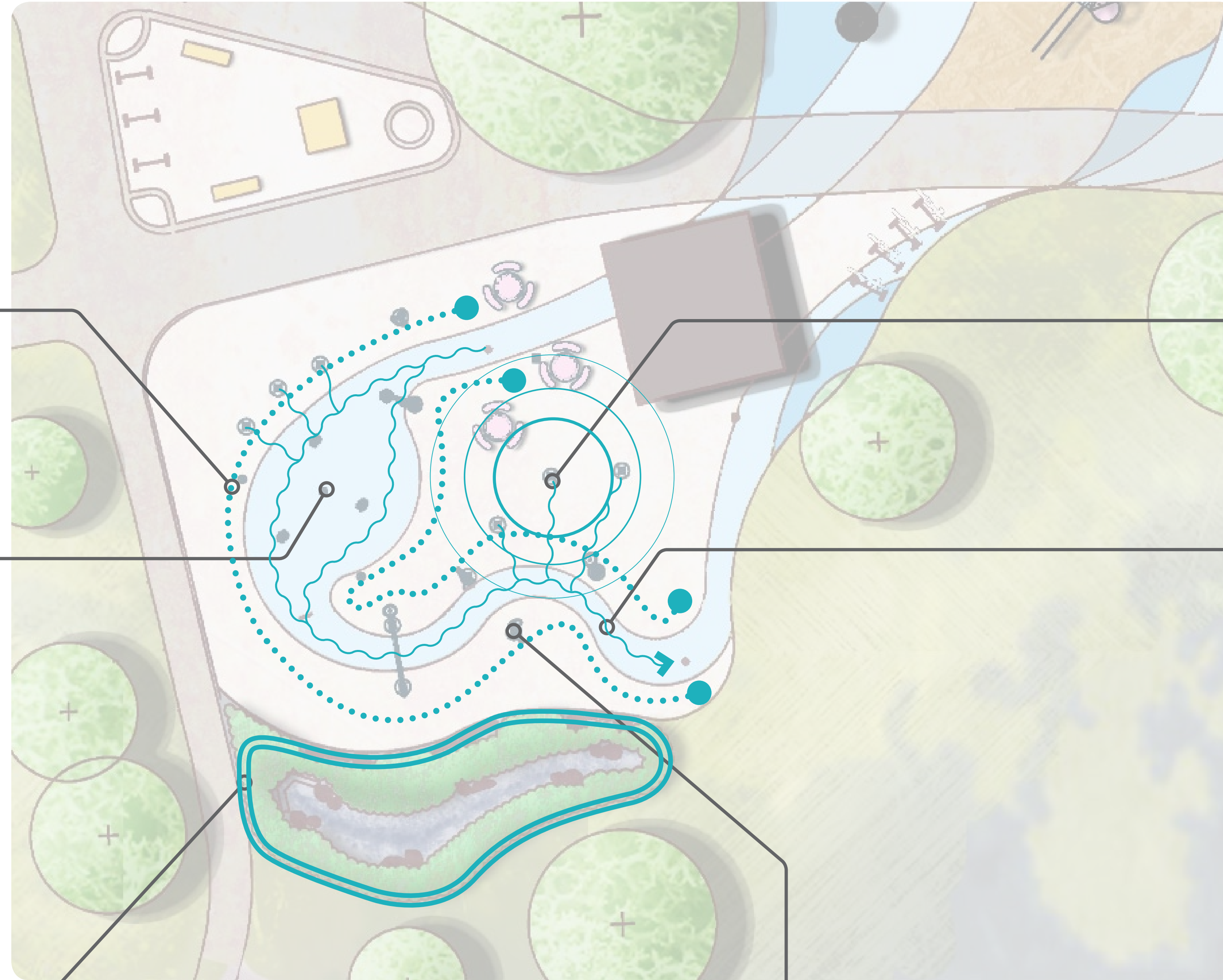
Play inspiration
 • Clear paths and open accessible playground areas encourage play with some tighter spaces being found in the more natural play areas of the park
Play Features
 • Paths lead movement and define space. They can stimulate discovery, maybe imagine/find their own paths. The layout of the playground invites movement and different play programs based on user age and ability.
Skill development
 • Users discover their own play paths based on their ages and skills and learn to share these spaces with other users.

HOW WE PLAY

WATER PLAY



Splash areas in the park closely utilize creative and active play. Creative play is the act of making and experimenting. It develops thinking skills and the foundations of scientific concepts and emotional expression. Weir's, spray jets and runnels allow for accessible and age friendly play areas. While spray jets can encourage older users.



Move

Play inspiration

- Exploring and feeling the freedom to move alongside the water as it drains and through the different spray features.

Play Features

- Boulder sprays and runnels help keep some areas lower speed and friendly to younger users and more open areas allow easier accessibility and more active spaces
- The Spray Arch encourages users to run back quickly through the water tunnel

Test

Play inspiration

- Learn about the flow of water and interacting with different natural elements

Play Features

- The runnel, activators, and other interactive spray features allow for interactive play that encourages the user to test different styles of play

Skill development

- Mental processes of iteration and patience

Nature

Play inspiration

- Adjacent Naturalistic bioswale

Play Features

- Observation and passive interaction

Skill development

- Nature observation from observing wildlife and plant life interactions with the bioswale. Hydrology understanding cultivated through the parallel observation of the bioswale vis-a-vis the splash park runnel

Make

Play inspiration

- Weirs allow for users to control the pooling of water and the direction it flows.

Play Features

- Central runnels for pooling water areas, different runnel paths, interactive play elements like the spraying canon, Aqua-Batic, and Aqua Knot

Skill development

- Dexterity and fine motor skills, critical thinking

Sound

Play inspiration

- The sounds of water help encourage sensory play as well as the tactile experience of water play

Play Features

- Jet sprays, runnels, other splash elements

Skill development

- Communication, social skills, verbalisation, teamwork

Water

Play inspiration

- Long desired community feature that allows for access to water and cool areas during hot summer months.

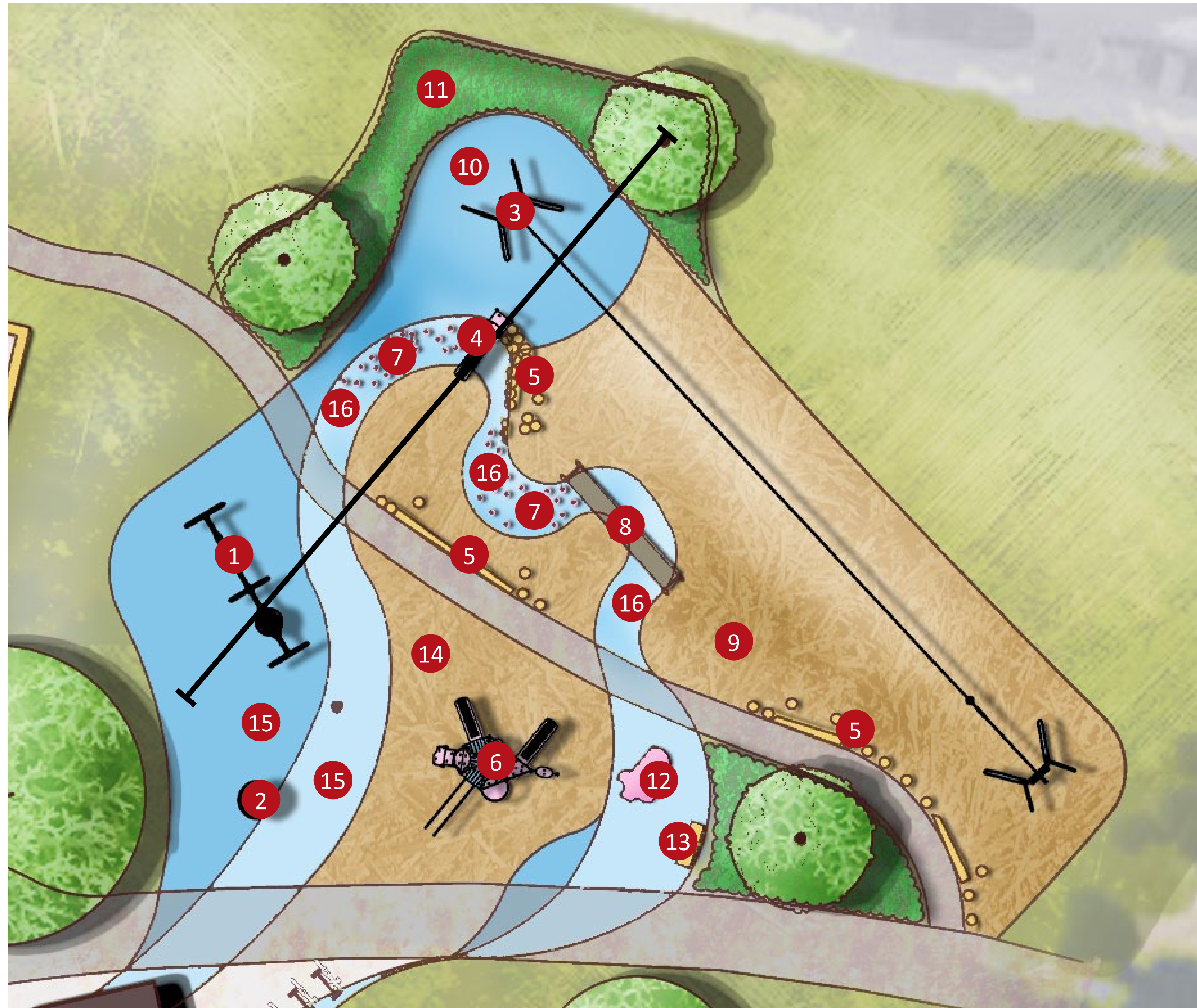
Play Features

- A central drain allows for the water from the splash pad to collect into one drainage area for up to 2" creating a small, constantly draining pooling splash area.

Skill development

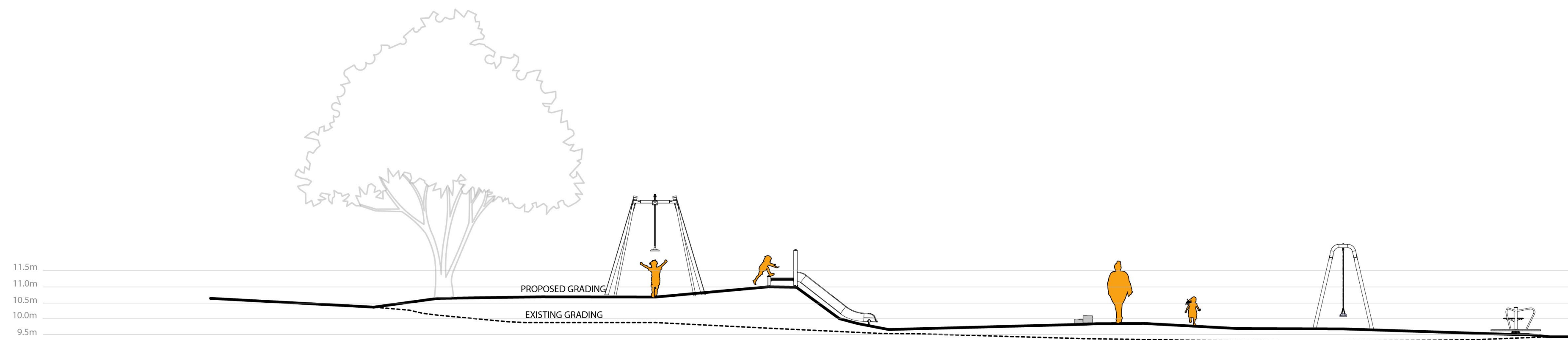
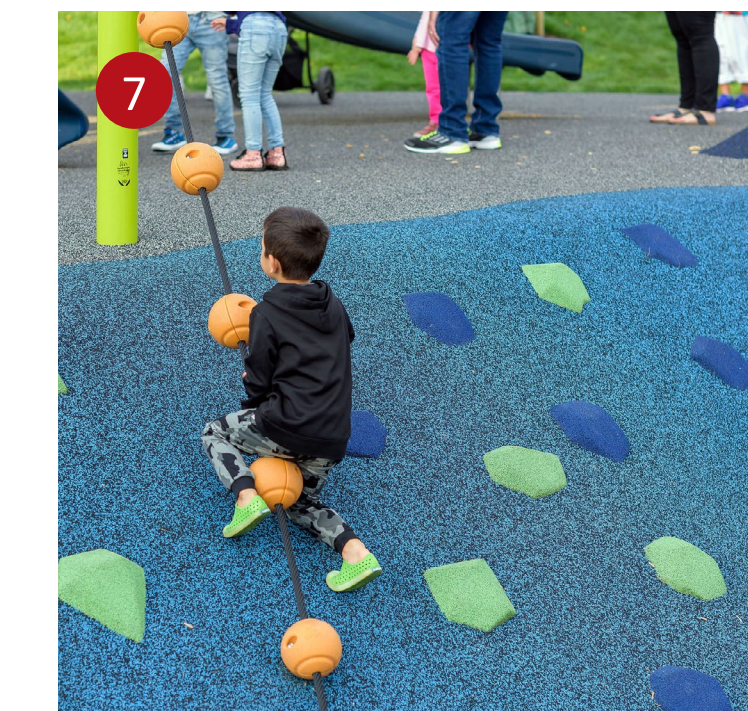
- Physics of water, body awareness

PLAYGROUND ELEMENTS



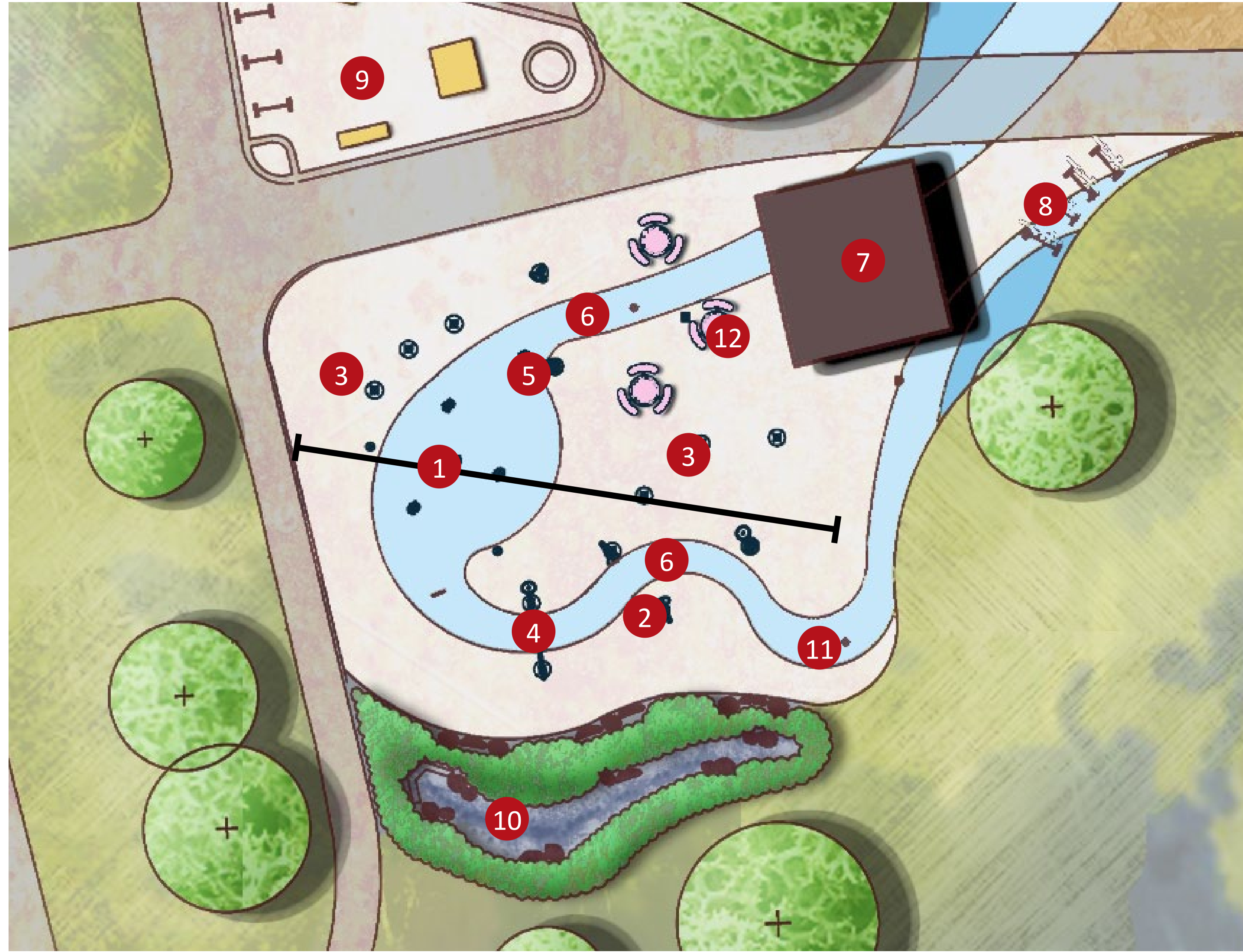
Legend

- 1 Swings
- 2 Spinner
- 3 Zip-line
- 4 Embankment slide
- 5 Nature play logs and stumps
- 6 Play tower
- 7 Embankment climbing
- 8 Bouncy bridge
- 9 Springer
- 10 High ground
- 11 Planting bed
- 12 Original Rutley statue
- 13 Seating
- 14 Fibar play surface
- 15 Rubber play surface
- 16 Ribbon embankment



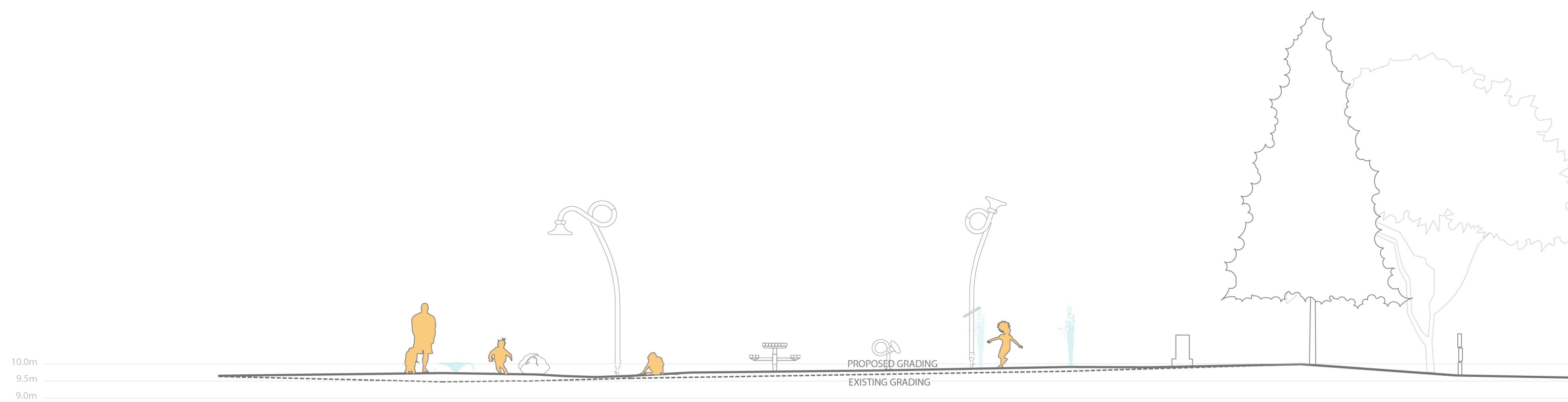
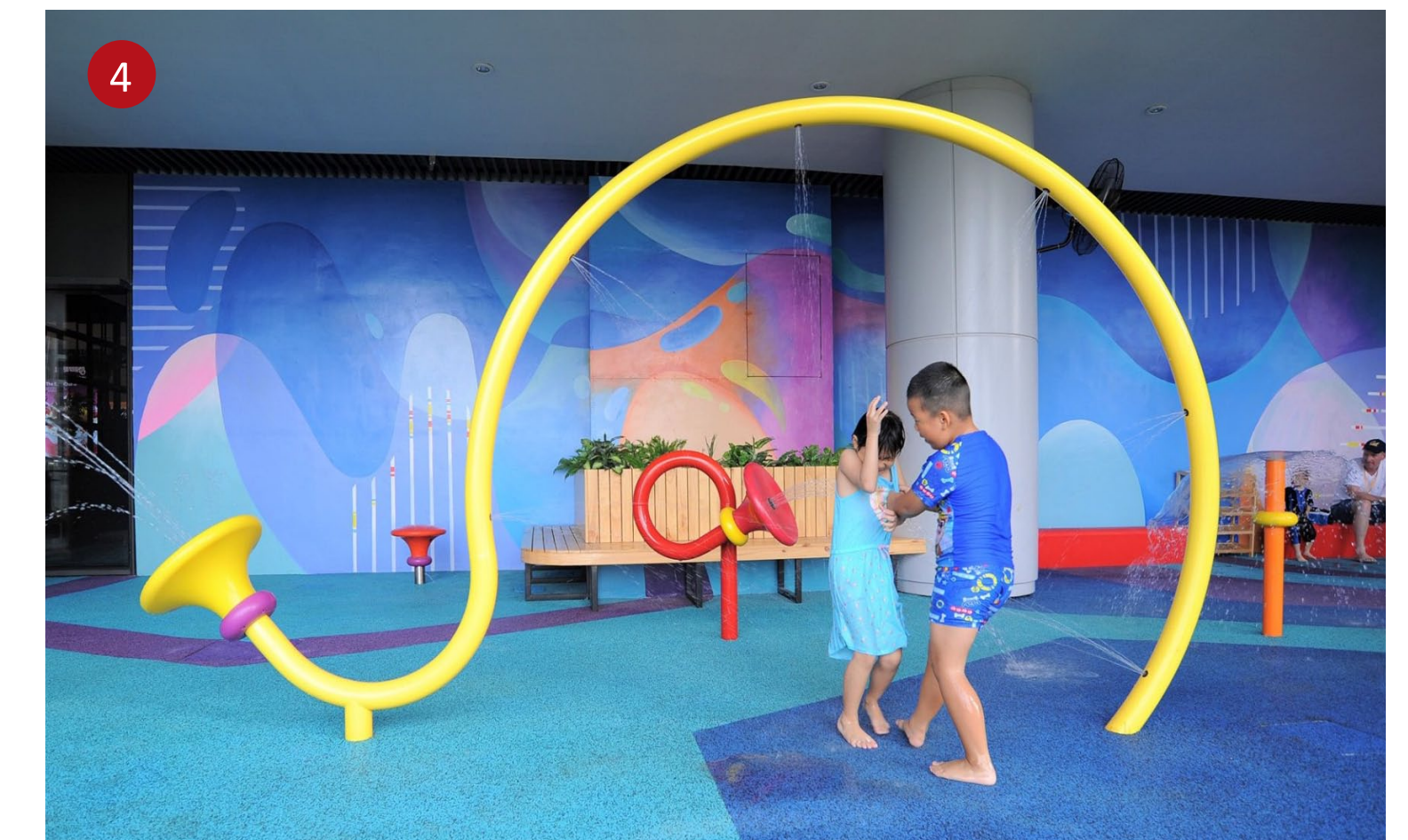
Section Through Hill Climb / Zipline Play Area to Playground

SPRAY PARK ELEMENTS



Legend

- 1 Boulder spray feature
- 2 Upright interactive spray feature
- 3 Ground spray feature
- 4 Hoop spray feature
- 5 Runnel weir
- 6 Runnel
- 7 Change rooms and washrooms
- 8 Bike rack
- 9 Existing plaza and furniture to remain
- 10 Bioswale
- 11 Water drainage point
- 12 Seating



Section Through Splash Pad