

Stratton Community Garden & Playpark

Design Brief

December 2010



Appendices

1 & 2 – Barnados consultation events results

3 – Questionnaire results

4 – BLF Fun Event Consultation results

5 – Lease document including ordinance survey map extract

Background

This design brief is a written explanation for the designer, which outlines this project's aims, objectives and timescales. The purpose of the document is to develop trust between the client and the designer and to serve as an essential point of reference for both parties.

Using this document the designer can add their creative input and technical knowledge to produce design proposals for the client. We would wish that a creative dialogue be established between ourselves and the designer at all times of the project's development.

Consultation

The consultation process has been as follows

Date	Type	Audience	Numbers	Result
May 2008 4pm	Public Meeting	Villagers, local politicians, Council	150-200 est	Overwhelming interest
13 th February 2010 10.30am	Somerset Rural Youth Bus Project Consultation	All welcome but specifically aimed at 10-19 year olds	6 adults 7 children & young people	Children excited about zip wires / climbing (risky play)
April /May 2010	Door to Door Questionnaire	Adult Villagers	1000 villagers (incl children) X questionnaires	Identifying & confirming need for community asset
12 th May 2010 16 th May 2010	Comments Book taken to existing village events :	Church Soup & Cheese Lunch Blue Cross Tea Party		Positive comments and new ideas we had not considered eg: boules
25 th May 2010 6-8.30pm	Barnados Consultation Evening	Target audience 8-13 years although all children's views were captured		Plans drawn up by Halcrow on consultation result – jungle climber type
15 th June 2010	Barnados follow up consultation	2 children from each year group at St Vigor & St John Primary School		Confirmed consultation results to be accurate
22 July 2010 1pm-3pm	Little Angels Toddler Group	Pre-School & Mothers	7 Mothers 15 children	Meeting friends, early years play opportunities

22 July 2010 4-6.30pm	BLF Fun Event Consultation	All villagers	126	Attached as appendix 3 – overwhelming shelter / seating
12 th September 2010	Stratton Village Day	Residents of Stratton & surrounding villages	750-1000	Intention to update & inform

A number of common themes emerged from the consultation:

- Lack of suitable provision for both play and leisure activity
- Children identified a wish for active, adventurous play opportunities – climbing, swinging, chasing, hiding, den building etc. Desire expressed for risk and challenge and equipment/facilities that allowed for multiple and imaginative ways to reinvent new ways to play on and around them.
- General consensus about the value of ‘natural’ elements as a focus for play – trees, boulders, grass slopes and puddles.
- Identified need for social space for children, teenagers and families
- Identified need for adult recreation – eg : boules but which could be used by all ages and abilities

For details of the Barnados consultations, see Appendix 1 and 2

For details of the questionnaire results, see Appendix 3

For details of the Fun Event consultation results, see Appendix 4

Aims

The aims of this project are:-

- to provide a new imaginative, physically challenging and coordinated play experience for the children and young people of Stratton, situated within the area (see Appendix 5) behind the village hall and recreational field.
- to create inspiring play spaces that will please, excite, challenge and stimulate the children’s imagination both of their own self development as well as the surrounding environment.
- to promote positive attitudes to children and young people in the community through play opportunities and providing a safe environment for play as part of our approach to a sustainable community in Stratton
- to recognise the importance of village and community life for children growing up in Stratton
- To establish a place not only for youngsters play but for recreation, rest and recreation for the older people of the village
- To develop an intergenerational community asset.

Project Objectives

1. To incorporate the 10 Principles for Designing Play Spaces as outlined in

- 'Design for Play' published by Play England for the DCMS.
2. With particular reference to point 5 of Design for Play above, paths and entrances must be DDA compliant with some pieces of play equipment also being DDA compliant eg: basket swing.
 3. To consult local residents, children and young people on their expectations
 4. To create exciting, fun and safe places for children's play.
 5. Without compromising or unduly hindering the development of the community garden, minimise impact on adjoining residents.
 6. Consider maintenance, inspection and insurance regimes.
 7. Where possible to involve children, young people and parents in the development and construction of the space.
 8. To work in collaboration with existing groups e.g. St Vigor & St John C of E Primary School, The Mill Childrens' Centre, Somerset Rural Youth Bus Project, Guinness Hermitage Housing Association.
 9. To use locally sourced and sustainable products wherever possible
 10. To work within the available budget of £50,000.
 11. To consider options to adding to the budget should future funding bids be successful.
 12. To respect the character and sense of place that is Stratton according to the terms of the lease and agreements with Downside.
 13. To retain the existing hedgerows and small copse of trees. To landscape levels and retain any excess soil to create higher level for use for slide or, other recreational use.

Location and Catchment

Within the village of Stratton there are currently no designated play areas or community garden facilities.

Downside Abbey & School Trustees have a 10 year lease with the Parish Council (copy lease attached at appendix 5) with stipulations which should be noted.

Other opportunities to increase the capacity for play within the village and parish include:-

- There is network of footpaths around the village and in the Parish
- Use of land that is the football pitch

Design Principles

1. To assist in achievement of the project objective the design will pay regard to the 10 design principles set out in the Play England publication *Design for play: A guide to creating successful play spaces (2008)*.
2. In addition to the above the key attributes of the space are expected to be:
 - free open access for all
 - a high level of accessibility and inclusive design
 - creative and inspiring spaces for play
 - a sustainable provision that can be maintained with the minimum of cost
 - an environment in which children can play freely and test their boundaries in a rich imaginative way
 - designs that do not expose users to unacceptable levels of risk of serious injury
 - Age appropriate areas, but not age segregated
 - Use of natural landscape elements – boulders, tree trunks, grass mounds etc – for creative, imaginative play, climbing, hiding, balance, chasing, role play etc.
 - Fixed / manufactured equipment to be made from sustainable sourced timber where appropriate, and designed to accommodate multiple play opportunities / imaginative play
 - Play provision and equipment that allows for some risk taking and extended challenge as a child's skills / abilities / confidence develop
 - Where possible use of natural surfacing – limiting tarmac / rubberised safety surfaces to where absolutely necessary
 - Equipment should be provided to facilitate use by disabled children where possible (eg basket swing, wide slide etc)
 - Reflect the results of the questionnaires and consultations
3. Make best possible use of existing site assets including trees, topography and infrastructure.

Points of special note

- Quieter zone next to residential housing of Middlemead
- Gardens to be at ground level to allow easy maintenance
- Overwhelming need identified for shelter and shade
- Boundary facing the recreation field to be excluded from the tender
- Strong support for the inclusion of a Boules area, allowing adult “play”
- Some areas to be left as blank grassed areas for future development / improvement of play or, community learning opportunities etc.
- Dog waste bins and collection to be provided by Mendip District Council.

Development of the project

Part 1 Engage a Landscape Architect and agree the project brief

Part 2 - Develop initial sketches of the design for public consultation

Part 3 – Agree the plans & engage a project manager

Part 4 - Commence the construction of the play area in order to maximize our external funding opportunities.

Part 5 - Depending on the success of securing additional funding, final designs to be ready for the construction of the space. Time table to be drawn up

Access

Proposals should consider the access needs of all users and take account of the requirements of the Disability Discrimination Act. It would not be expected that all parts of the play area would be accessible to all users, but careful design of landscaping / surfaces and specification of equipment can ensure that there is a provision for people of differing abilities (parents/ carers as well as children) of differing abilities.

Risk

It is recognised that fear of litigation is having an increasing impact on the provision of play spaces for children, and that this can have negative effects on play choices for children, limiting their enjoyment and causing potentially damaging consequences for their development. A sensible approach to this, making use of Play Safety Forum's Managing Risk in Play Provision Statement, should ensure an appropriate balance between measured risk and requirements to cover the Parish Council's liabilities. It will be the designers responsibility to carry out a full risk assessment of the proposed area.

Maintenance

The design of the proposed area will have to be easy to maintain. A more natural environment is likely to require different maintenance regimes (but not necessarily more expensive) to the more traditional fixed equipment, fencing and safety surfacing to many play areas. The designer will provide guidance on an appropriate maintenance programme, and indications of potential costs.

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