UNIVERSAL DESIGN
FOR PLAYSPACES
CITY OF CHARLES STURT



PROJECT: Caddy Reserve Playground Renewal

DATE: 07-07-2026

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OUR COMMUNITY VISION:
ALIGNMENT TO THE FIVE CONNECTING THEMES

The City of Charles Sturt's Community Vision has played a key role in shaping the development of an inclusive and accessible playspace design checklist for landscape architects. In particular, the five connecting themes have guided the checklist's focus on fostering social connection, enhancing usability for all, and ensuring sustainable, nature-integrated design solutions.

LOCAL NEIGHBOURHOODS

Local Neighbourhood Outcomes

- Our families, friends and neighbours create memories together.
- Our local businesses know your name.
- Our neighbourhoods enable us to walk or ride to get what we need.
- Our places appreciate and reflect their local history and culture.
- We create local connection within and between neighbourhoods.

CONNECTING AND BELONGING

Connecting and Belonging Outcomes

- Our communities have a voice and feel respected and valued.
- Our community have access to spaces, services and support when needed.
- We create opportunities for communities to collaborate, engage and connect.
- Our City is a place where everyone can be healthy and safe.
- We support and value diversity.

OUR TRANSFORMING CITY

Our Transforming City Outcomes

- We respect our heritage as we transform.
- We support diverse housing and infrastructure for our evolving communities.
- Our City is resilient to the impacts of climate change.
- Our City is prosperous, diverse and supported by innovative businesses with a variety of employment opportunities.

VALUING NATURE

Valuing Nature Outcomes

- Our City is cool, green and filled with life.
- Our beaches, open spaces and waterways invite reflection and wellbeing.
- We work together with our community to protect our environment.

VIBRANT PLACES

Vibrant Places Outcomes

- Our spaces are unique, creative, interesting and engaging.
- Our city is recognised as a centre for sport, events and for bringing people together.
- Our businesses contribute to the vibe of the destination.

OPEN SPACE STRATEGY:
HIERARCHY OF RESERVES

Definitions for playgrounds are provided below to assist in future planning and development.

Hierarchy Framework Definitions

Hierarchy	Definition	Provision	Playground Features	Other Facilities
Regional	A regional playground should have the potential to attract and benefit people from across and beyond the City due to its uniqueness, innovation, quality, size, location or other key features. A regional playground could include a number of pieces of equipment and cover a large footprint, or it could be smaller where the regional value is due to its location, quality and the unique character of the equipment or broader playspace setting.	Regional playgrounds should be located in high profile and larger reserves that already attract large numbers of users. Generally regional playgrounds should be located in regional parks.	Regional playgrounds should include 'all abilities' components and cater for a range of age groups and abilities (including children with a disability). A particular emphasis should be placed on including unique and innovative play equipment and integrating landscape (nature) and art work to create a distinctive and highly appealing play destination.	Regional playgrounds should include toilets (ideally accessible to people with a disability), car parking, shelters, seating, picnic settings, pathways, lighting, drinking water and other features. The emphasis should be on creating an appealing family and children oriented space and supporting lengthy stays (a morning, afternoon or early evening) with opportunity for meals and social gatherings.
District	A district playground should have the potential to attract and benefit people from across a number of Planning Precincts. The playground should be good quality, creative, unique and well located, but may not be as substantial as a regional playground (in relation to size, quality or innovation).	District playgrounds should be linked to district and regional parks that are already well used and justify a quality play experience.	District playgrounds should aim to cater for various age groups and some could be designed to cater for 'all abilities' (including children with a disability). The play equipment and landscape should be very good quality and innovative, with the aim to create a unique and appealing play experience.	District playgrounds should include or be connected to infrastructure that supports community activity. In particular, seating, shelter, picnic settings, pathways and drinking water should be provided.
Neighbourhood	A neighbourhood playground will cater for a Planning Precinct or a number of suburbs and be good quality with a number of equipment pieces. Some neighbourhood playgrounds will justify being higher quality and more innovative than a usual neighbourhood playground. The aim of a higher level neighbourhood playground is to provide a local destination that people can walk to and easily access.	Neighbourhood playgrounds will generally be located in neighbourhood parks. Some district parks may only justify a higher level neighbourhood playground.	Neighbourhood playgrounds could be basic in character but sturdy and good quality. A higher level neighbourhood playground should include unique features that broaden the play value, e.g. some unique pieces of equipment, appealing landscape.	The infrastructure linked to a neighbourhood playground could be limited to seating natural shade and paths. Additional infrastructure will be justified for a higher level neighbourhood playground such as tables and benches, shelter and drinking water.
Local	A local playground will cater for a local area and could be small and relatively basic.	Local playgrounds will be provided to support play where it is not appropriate to have a higher level playground. Local playgrounds will generally be located in local parks.	Local playgrounds could be basic in character and relatively small (potentially with only a few pieces of equipment).	The infrastructure will be limited although seating should be provided with natural shade.



CHECKLIST FOR DESIGN:

01 CAN I GET THERE?

CHECKLIST FOR DESIGN:
CAN I GET THERE?

The City of Charles Sturt envisions playgrounds that are inclusive, accessible, and enjoyable for all, fostering connection, creativity, and well-being. By embedding universal design principles, we will create play spaces that accommodate diverse needs, ensuring equitable and enriching experiences for every community member.

Project Name: **Caddy Reserve Playground Renewal 2026-2027**

Project Address: **Frederick Rd, Grange SA 5022**

Level Classification: **Neighbourhood**

Location, Layout, Signage, Wayfinding, and Accessibility to ensure everyone can find their way to, in and around the playspace.

Location	Yes, Existing	Yes, Change Required	No.	Because of...
Information about the playspace is available before I go (i.e. information about location, accessibility features, and amenities).	✓			Information is available on the City of Charles Sturt website.
On-street car parking is available.	✓			Street parking is existing on Frederick, or close-by side streets.
Car parking is easily available and close to the playspace (i.e. off street car parking) with accessible car parking bays are provided (Regional Only).			✓	Reserve is a Neighbourhood classification only.
The playspace's access point can be used easily and comfortably (i.e. unsignalised intersections, kerbs, streets without footpaths or pram ramps).		✓		New footpath will be added to the reserve.
The playspace's orientation and position utilises its unique features, including views, existing vegetation (shade and amenity), topography (embankment play) and passive surveillance.		✓		New design will consider unique site features.
The playspace is connected to a path network.		✓		New footpath will be added to the reserve.
The playspace is located away from residential boundaries and roadway edges where possible.		✓		It is located centrally between residential buildings. It is now close to the road, however fencing will be added.
The local Indigenous history has been researched and is recognised.			✓	Out of scope.
The history of the site is considered.			✓	Out of scope.

CHECKLIST FOR DESIGN:
CAN I GET THERE?

Layout	Yes, Existing	Yes, Change Required	No.	Because of...
The playspace has signage or a map to aid navigation (Regional, District, Neighbourhood Only).			✓	Out of scope.
There are pause points at the entry and exit to view and assess play opportunities on arrival. The points of entry and exit are easy to locate from inside and outside the playspace.		✓		Pause points will be included in the new design.
The formal entry zone provides a sense of welcome to the site.		✓		A formal entry zone will be included in the new design.
Formal and informal seating is provided in appropriate locations (e.g. at regular intervals – every 30-50m, near shade, adjacent to activity areas). Seating is positioned for caregivers to supervise children easily.		✓		Currently there is an picnic table and seat. However, this is not connected to the path network. A new seat will be added that is.
Play equipment for different age groups is grouped together without being separated from the main area of activity.		✓		All equipment will be renewed with opportunities for varying age groups.

Signage/Wayfinding	Yes, Existing	Yes, Change Required	No.	Because of...
The use of wayfinding is appropriate for the hierarchy or usage of the playspace (Regional, District, Neighbourhood).			✓	Out of scope.
Signage is easy to read, using simple language, graphics and high colour contrast with non-reflective materials. Text, images, symbols and Braille are provided on key instructional and safety signage for different literacy and language levels (Regional, District, Neighbourhood Only).			✓	Out of scope.
Signage is located at strategic points to assist with navigation and decision-making (e.g. entry points and along activity trails), and at a height that is easy to read for all users, including children, those in wheelchairs and standing adults (Regional, District, Neighbourhood Only).			✓	Out of scope.
There is a clear path network hierarchy (i.e. easy to distinguish between main orientation path, circulation paths and play paths).		✓		No play paths are currently provided. This will be included in the new design.
There is intuitive wayfinding with clear paths and open sightlines. There is an appropriate colour contrast between the paths and the play surfaces.		✓		There are no play paths currently provided. New design will incorporate this.
There is adequate pathway lighting for night navigation (Regional Only).			✓	Out of scope.

CHECKLIST FOR DESIGN:
CAN I GET THERE?

Access

	Yes, Existing	Yes, Change Required	No.	Because of...
There are flush transition points to allow for smooth access between paths and play surfaces.	○	✓	○	This will be included in the new design.
There is a primary path linking to, in and around the playspace that links to access points and key activity areas. It connects directly to all access points. The primary path is clearly identifiable. The primary path is also the accessible path, it has a consistent width and surface finish. It conforms to relevant Australian access standards.	○	✓	○	This will be included in the new design.
Most elements are connected to a circulation path within the playspace, which has a consistent width and surface finish.	○	✓	○	This will be included in the new design.
Design edges have detectable warnings for visually impaired users.	○	✓	○	This will be considered in the new design.
The site's topography does not create an obstacle or barrier for access (e.g. steep slope with no footpath, stair-only access).	○	○	✓	No steep slopes etc are in the new design.
Ramps are used to overcome any topography barriers. Ramps and paths comply with AS1428.	○	○	✓	No ramps are included in the new design.

Fencing

	Yes, Existing	Yes, Change Required	No.	Because of...
The playspace is protected from adjacent potential risks/hazards/activities (i.e. busy roads, open water bodies) through formal or informal enclosures (fence, gate, landform, planting, rocks).	○	✓	○	A fence will be included in the new design for additional safety due to the playground location moving closer to the road.
Access gates are easy to open with one hand, and can be operated by an adult using a wheelchair or mobility device.	○	✓	○	This will be considered in the design.
Access gates are at least 1m wide (wide enough for a wheelchair user to access).	○	✓	○	This will be included in the design.
There is a single, accessible entrance for all users.	○	✓	○	This will be included in the design.



CHECKLIST FOR DESIGN:

02 CAN I PLAY?

CHECKLIST FOR DESIGN:
CAN I PLAY?

The playspace, equipment and surfacing should allow everyone to experience a variety of challenging and engaging play opportunities in a way that suits them.

Types of Play	Yes, Existing	Yes, Change Required	No.	Because of...
Varied play types are provided.	○	✓	○	Yes, this will be included in the new design.
Sensory play is considered in the design (i.e. all senses can be engaged):	○	✓	○	Due to budget restraints, sound (Music play) and taste was unable to be included within the design.
Sight	○	✓	○	Sensory play will be incorporated through sight, touch and smell. Sight - coloured play structure and plantings Touch - textured play elements, and plantings Smell - Plantings
Sound	○	○	✓	
Touch	○	✓	○	
Smell	○	✓	○	
Taste	○	○	✓	
Active play items are considered:	○	✓	○	Various active play items will be included. Climbing - play structure Balancing - balancing log and log steppers Hanging - monkey bars within the play structure Swinging - swing set Sliding - play structure Flying - flying fox within the play structure Jumping - nature play area Running - existing open turf area Spinning and rocking - unable to be included due to budget, and restraints around the existing size of the playground. Bike riding and skating - out of scope
Climbing	○	✓	○	
Balancing	○	✓	○	
Hanging	○	✓	○	
Running	✓	○	○	
Swinging	○	✓	○	
Spinning	○	○	✓	
Sliding	○	✓	○	
Flying	○	✓	○	
Rocking	○	○	✓	
Jumping	○	✓	○	
Forts and Towers	○	✓	○	
Bike Riding	○	○	✓	
Skating	○	○	✓	

CHECKLIST FOR DESIGN:
CAN I PLAY?

Types of Play	Yes, Existing	Yes, Change Required	No.	Because of...
Cognitive play items are considered:	○	✓	○	Various cognitive play items will be included.
Role play	○	✓	○	Role play - 'Shop keeper' imaginative play panel within the play structure Spaces for creation and construction - access to loose materials - nature play area Spaces for problem solving - challenging obstacles, play panels on the play structure.
Spaces for creation and construction – access to loose materials	○	✓	○	
Spaces for problem solving	○	✓	○	
Social play items are considered through encouraging interaction through:	○	✓	○	Various social play items will be included. Group games and role play - 'shop keeper' imagination play panel
Group games	○	✓	○	
Role play	○	✓	○	
Passive play spaces are considered:	○	✓	○	Passive play spaces will be included. Quiet play - nature play spaces Reading nooks - near garden beds, or within the seated spaces Sand play was not included due to budget restraints.
Quiet play areas	○	✓	○	
Reading nooks	○	✓	○	
Sand play	○	○	✓	
Intergenerational play opportunities are considered:	○	✓	○	Intergeneration play opportunities will be included. Seating, equipment for all ages, accessible paths and play panels will all be included.
Seating nearby	○	✓	○	
Equipment for all ages	○	✓	○	
Accessible pathways	○	✓	○	
Play panels	○	✓	○	
Nature play elements are considered:	○	✓	○	Nature play elements will be included. Boulders, log steppers, and balancing logs will be included. Tee pee and bamboo forest - unable to be included due to budget, and restraints around the existing size of the playground.
Teepees	○	○	✓	
Bamboo forest	○	○	✓	
Stepping stones/logs	○	✓	○	
Balance logs	○	✓	○	
Imagination play incorporated through tactile materials and surfaces (i.e. teepees, bamboo forest, stepping stones, balance logs, hills, mazes, cubbies, exploring and hiding etc.).	○	✓	○	Imagination play through tactile materials and surfaces will be included. Boulders, log steppers, and balancing logs will be included.

CHECKLIST FOR DESIGN:
CAN I PLAY?

Equipment	Yes, Existing	Yes, Change Required	No.	Because of...
Play equipment offerings in nearby playgrounds have been considered when choosing equipment.	○	✓	○	Play equipment in nearby playgrounds will be considered.
The equipment matches the theme of the playspace.	○	✓	○	All new equipment will match the new golf and nature theme.
Equipment is well connected. Everyone can access the main play piece and have meaningful play experiences.	○	✓	○	Paths will be added to access points of new equipment and ground level play panels of new fort and tower.
Equipment is multi-use and adaptable to encourage diverse ways to play. Equipment is challenging for multiple age groups and ability levels. There are a variety of multi-user equipment pieces.	○	✓	○	New equipment will encourage diverse ways of play.
Interactive elements with simple instructions are included (i.e. musical instruments, activity panels).	○	✓	○	Activity panels will be included.
Play items for early childhood development are included (i.e. mobility, balance, coordination, motor skills, imagination play, cognition).	○	✓	○	Play elements for development will be included (steppers, balancing logs, imagination play etc.).
Playground design for vision impairment has been considered (i.e. circular playground layout, play equipment selection, sensory based elements such as sensory paths, use of technology).	○	✓	○	Play elements for vision impairment will be included (equipment selection)
Playground design for hearing impairments has been considered (i.e. communication panels, balance equipment, planted or structured screening to prevent excess background noise, sensory based elements such as sand, water, and musical elements where the vibration can be felt).	○	✓	○	Play elements for hearing impairment will be included (balance equipment, sensory elements).
There are a variety of swings (bucket seats, harness swings, group swings).	○	✓	○	There will be a variety of swings (junior and strap).
Technology is incorporated where possible.	○	○	✓	Out of scope.
Equipment selection, layout, and modifications are chosen in accordance with Australian Standards. Including ease of access, entrapment elimination and free height of fall zones.	○	✓	○	Playground will be done to Australian standards.

CHECKLIST FOR DESIGN:
CAN I PLAY?

Equipment	Yes, Existing	Yes, Change Required	No.	Because of...
All-abilities play items are considered:	○	✓	○	Various all-abilities play items will be considered.
All-abilities harness seat/flying fox or nest swing	○	✓	○	Flying fox will be included. Low level platforms will be included. Proprietary panels will be included. Mixed use seating will be included.
Low level boardwalks/stages/platforms	○	✓	○	
Rotating items / merri-go-rounds / accessible carousel	○	○	✓	Carousels and rotating items: basket swing, sand and water play, elevated sand trays, tactile panels, double rockers, music play were unable to be included due to budget restraints.
Elevated sand trays for wheelchair access	○	○	✓	
Tactile panels with Braille and Auslan or pictures of non-verbal communication symbols	○	○	✓	
Proprietary panels - clock faces, tic-tac-toe, abacus, sensory panels, mirror etc.	○	✓	○	
Nest, hammock swing or mixed use seating	○	✓	○	
Ping pong tables	○	○	✓	Ping pong tables are out of scope.
Double or larger style rockers	○	○	✓	
Musical equipment / sound tubes	○	○	✓	
Water, sand or mud play	○	○	✓	

CHECKLIST FOR DESIGN:
CAN I PLAY?

Play Experience

	Yes, Existing	Yes, Change Required	No.	Because of...
Playground classification has been considered in the playspace's design (i.e. local, neighbourhood, district, regional).	○	✓	○	The playgrounds classification will be considered.
There is a consistent theme within the playspace.	○	✓	○	The playground will have a consistent golf and nature theme.
Sensory-rich elements (scents, sounds, textures) to engage diverse abilities are used.	○	✓	○	Sensory-rich elements will be considered within the design.
The playspace provides opportunities for a variety of age groups (e.g. toddlers, children, teenagers, adults).	○	✓	○	Various age groups will be catered for within the design.
Play items are provided for inclusion (i.e. they provide accessible spaces for people of all ages and abilities).	○	✓	○	Play items for inclusion will be included within the design.
Seating and shade are positioned directly adjacent play equipment to ensure carers can supervise, particularly if water play is being used.	○	✓	○	A new seat has been added to the playground with multiple new trees added for shade.
Stakeholders and future users were engaged with to ensure the site is fit for purpose.	○	✓	○	Consultation for future users has been conducted.

Surfacing

	Yes, Existing	Yes, Change Required	No.	Because of...
There is soft, impact-absorbing surfacing (rubber, artificial turf, compacted engineered wood fibre).	○	✓	○	Soft, impact-absorbing surfacing will be included within the design.
There are flush transition points to allow for smooth access between paths and play surfaces.	○	✓	○	Flush transition points will be included within the design.
All accessible equipment pieces have an accessible surface treatment to enable ease of use.	○	✓	○	Accessible equipment pieces will have an accessible surface treatment.
Path surfaces provide sensory play opportunities through materiality or texture features for children with visual, auditory, or cognitive disabilities.	○	○	✓	This was unable to be included due to budget restraints.
Multiple ways to engage with the environment are offered (interactive elements, tactile paths, sensory gardens).	○	✓	○	There will be multiple ways to engage with the environment (interactive panels, tactile elements such as logs, gardens).



CHECKLIST FOR DESIGN:

03 CAN I STAY?

CHECKLIST FOR DESIGN:
CAN I STAY?

Consider safety, facilities, landscape and the wider environment to ensure everyone can stay at the playspace for as long as they would like.

Safety

	Yes, Existing	Yes, Change Required	No.	Because of...
The playspace can be clearly observed from the street or neighbouring properties.		✓		Playground will be relocated closer to the road as it currently is not well observed.
There are clear sight lines to all play equipment pieces from the pathways and seating options to ensure comfortable supervision by carers.		✓		Sight lines will be improved with the relocation of the playground.
Supporting facilities (BBQ, toilet, car park) are adequately lit (Regional Only).			✓	Playground is neighbourhood only

Landscape

	Yes, Existing	Yes, Change Required	No.	Because of...
There is an adequate amount of shade to cover most play activities, pathways and seating areas through tree placement (especially during a summer afternoon).		✓		A shade sail is out of scope for this project, however, additional trees have been added.
Large shelter is provided for shade and is strategically located to protect against the summer afternoon sun (Regional Only).			✓	Out of scope. Reserve is neighbourhood level.
Small shelters are provided for shade and are strategically located to protect against the summer afternoon sun (Regional, District and Neighbourhood Only).			✓	Out of scope.
There are no allergenic or toxic plants that may cause health issues.		✓		There will be no allergenic or toxic plants within the design
Planting scheme is well-considered and responds to micro-climatic conditions, wind, views, topography, soil and is durable etc.		✓		The planting scheme will be well-considered.
Vegetation does not obstruct pathways, signage, or lighting.		✓		Vegetation will not obstruct paths, signs or lighting.
Local materials and existing vegetation have been considered in the design of the playspace to create a sustainable design.		✓		Local materials will be used on site (stones/logs etc.) and local plants will be incorporated

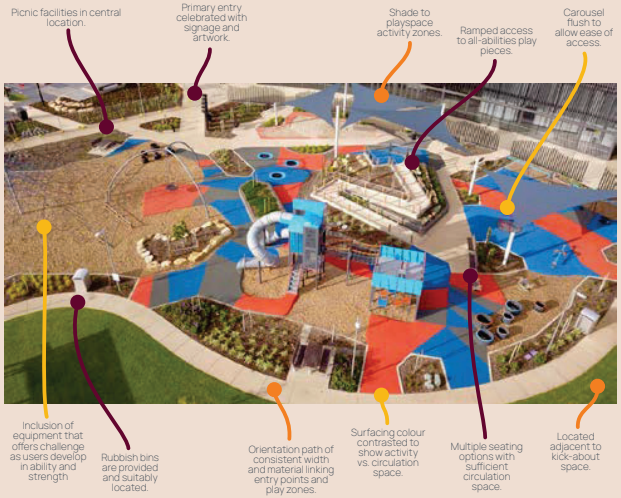
CHECKLIST FOR DESIGN:
CAN I STAY?

Facilities

	Yes, Existing	Yes, Change Required	No.	Because of...
Consideration to the facilities provided in the reserve align with the open space strategy hierarchy (see Page 04).	✓			Reserve is Neighbourhood classification. This will be considered
Seating provided is adequate for the scale and use of the playspace.		✓		A seat will be added to the playground area.
There are various seating options to cater for a range of users (i.e. varied heights, back rests, arm rests, and wheelchair and pram spaces). There are various seating arrangements, such as individual and group seating.		✓		Seating that caters for a range of users will be included.
There are seating opportunities provided in a quiet location for retreat.		✓		Seating with a quiet location for retreat have been considered.
There are accessible picnic tables provided within the playspace with overhangs for wheelchair users (Regional, District Neighbourhood Only).	✓			Picnic table is existing.
Drinking water can easily be accessed by all playspace users and has fixtures that are easy to operate (Regional, District Neighbourhood Only).			✓	Out of scope.
Rubbish bins are provided, suitably located and can be utilised by all users.	✓			Rubbish bins are existing.
There is compliant bike parking (Regional, District, Neighbourhood Only).			✓	Out of scope.
There are accessible BBQ facilities provided (Regional Only).			✓	Out of scope. Reserve is neighbourhood level.
There are toilets (Regional and District Only).			✓	Out of scope. Reserve is neighbourhood level.
There is an accessible toilet nearby that includes changing facilities for babies, children and adults within or nearby the playspace (Regional Only).			✓	Out of scope. Reserve is neighbourhood level.
Art work/sculptures are located throughout the site (Regional and District Only).			✓	Out of scope. Reserve is neighbourhood level.
Facilities are accessible to all users, are considerate of children's safety and are easy to operate.	✓			Existing facilities are accessible, considerate of safety and easy to use.

CASE STUDIES:
WHAT TO DO

Project Name: St Clair
Landscape Architect: City of Charles Sturt





An analysis of several landscape architecture playgrounds within the City of Charles Sturt has been conducted to identify key design principles and best practices for future playground development. By examining elements such as accessibility, inclusivity, play value, safety, and connection to the surrounding environment, this review highlights what contributes to successful playground design. Insights gained from this analysis inform recommendations on how to create engaging, sustainable, and community-focused playspaces that cater to diverse users. This process ensures that future playgrounds align with best practices and effectively meet the needs of local communities.





CASE STUDIES:

WHAT TO DO

Project Name: Spad Street Reserve
Landscape Architect: City of Charles Sturt





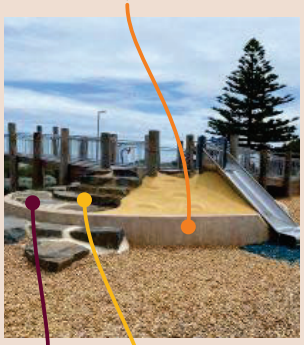


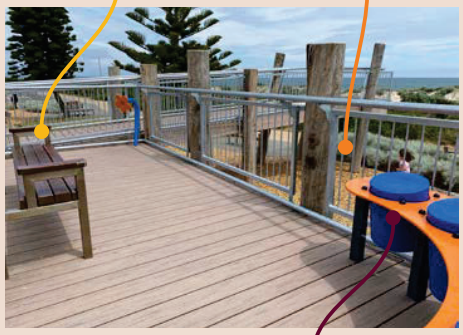


CASE STUDIES:
WHAT TO DO

Project Name: Harold and Cynthia Anderson Reserve
Landscape Architect: City of Charles Sturt









CASE STUDIES:
WHAT TO DO

Project Name: Allenby Gardens Reserve
Landscape Architect: City of Charles Sturt









CASE STUDIES:
WHAT TO DO

Project Name: MJ McInerny Reserve
Landscape Architect: City of Charles Sturt

Surrounding landscape provides a comfortable and enjoyable environment.

Equipment provides multi- user play opportunities for all abilities and ages fully integrated into the playspace and reachable for everyone.

Diverse range of play equipment - slides, swings, flying foxes - which cater to different age groups and abilities



Playground has interactive and engaging play elements.

Orientation path of consistent width and material linking entry points and play zones.

Playspace utilises existing trees for shade, with additional trees planted as needed.

Bright and vibrant colours incorporated into the playspace design.

The toilet building was customised with public are to reflect local area history and artwork on the external cladding.



Equipment provides multi-user play opportunities for all abilities and ages fully integrated into the playspace and reachable for everyone.

Open turf area - space for the community to connect and gather. A location for community events.

Clear sightlines help children and families to feel comfortable in the play space.

The themes in the City of Charles Sturt's Community Vision 2040 have been reviewed to analyse MJ McInerney Reserve. This case study shows how the reserve reflects these themes by incorporating nature, fostering an engaging public space, strengthening connections, promoting inclusion, and adapting to community needs. Through this analysis, MJ McInerney Reserve is showcased as a well-designed project that enhances well-being and aligns with the city's vision.

Spaces that encourage inclusive group play are incorporated into the design.



Sensory focused and natural elements.

Equipment provides multi-user play opportunities for all abilities and ages fully integrated into the playspace and reachable for everyone.

Set within existing landscape features to provide strong sense of place.

Retention of existing trees improve urban heat island impacts.

Surrounding landscape provides a comfortable and enjoyable environment.



Orientation path of consistent width and material linking entry points and play zones.

Natural elements such as logs and stones are used to encourage children to interact with the natural environment.

Play equipment theming and colour palette respond to the local context

Shelter with picnic setting provides an opportunity for connection with locals.

CASE STUDIES:
WHAT NOT TO DO

Project Name: Tedder Reserve
Landscape Architect: City of Charles Sturt

An analysis of several landscape architecture playgrounds within the City of Charles Sturt has been conducted to identify common design challenges and pitfalls to avoid in future playground development. By assessing factors such as accessibility barriers, lack of inclusive play opportunities, poor material durability, inadequate shade, and limited community connection, this review highlights elements that can negatively impact usability and enjoyment. These insights inform recommendations on what to avoid when designing playgrounds, ensuring that future playspaces are more inclusive, durable, and better suited to the needs of the community.









CASE STUDIES:
WHAT NOT TO DO

Project Name: Thomas Harkness Reserve
Landscape Architect: Oxigen









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