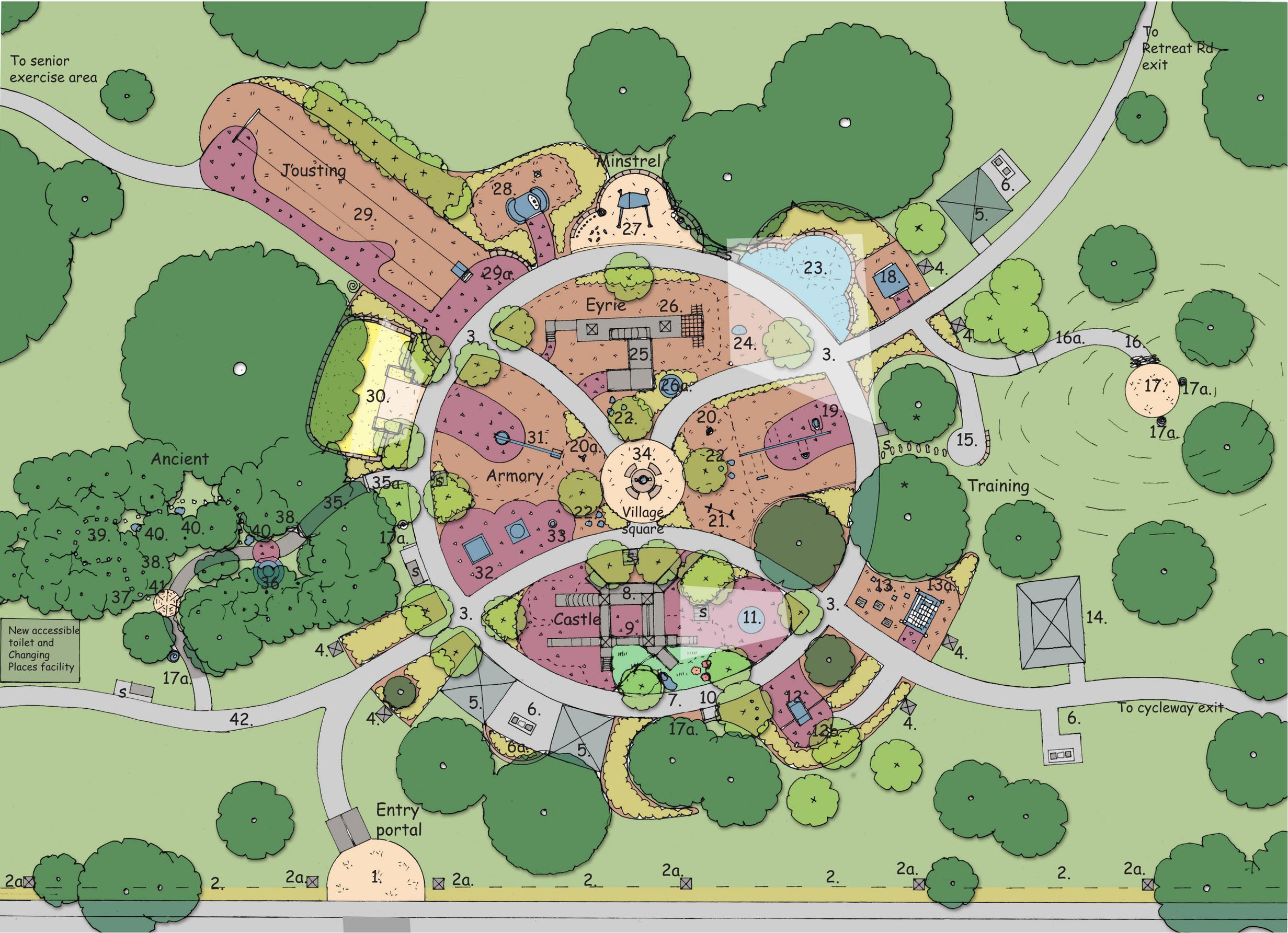


# Thomas Street Inclusive Playspace - Final Concept Plan 2019



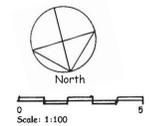
## Key

1. New entry portal with external gathering space, seating and evocative (but easy to operate gate) and welcoming interactive art installation
  2. Timber post, rail and mesh fence with turrets (2a.) at regular intervals along boundary, and low native planting and climbers
  3. 1.8-2.1m wide all-weather continuous access pathway circuit and connections with permeable paving where required
  4. Turrets either side of the three major arrival pathways
  5. Shelters with slab, accessible picnic table (5a) and 1.2m link to 2.1m playspace pathway and cycleway link
  6. BBQ with accessible slab, 1.2m pathway link and associated herb garden (6a)
  7. Couch and assorted crops for imagination play and sitting
  8. Hampton Castle on all weather, navigable impact surfacing with opportunities to climb, clamber, multiple slides, and hidey places connected by a range of accessible ramps with formal stair entry to upper level
  9. Discovery, communication and dexterity elements in central area of castle with all-weather, navigable impact surfacing
  10. Shiny distorting mirror in timber frame with blackboard
  11. Large accessible carousel with retaining frame
  12. Extra wide slide on rubber mound with tessellated clambering (12a.) with all weather, navigable impact surfacing link path creating elevated observation area ... with play cannons (12b.)
  13. Parkour zone with low, linked timber decks surrounded by dense, robust ground planting leading to large low-slung cargo net (13a.) with all weather, navigable impact surfacing link path
  14. Extra-large shelter with accessible picnic tables and 1.2m pathway link
  15. Elevated observation area with sitting wall and steps
  16. Sculpted timber portal with mystery paving (16a.) to standing stones summit
  17. Standing stones mystery zone with large stone and timber sculptures (17a.), all weather surfaces with inlaid references to the stars and seasons and visually linked to other standing stones across site
  18. Giant mouse wheel
  19. Large dimension timber swing with accessible harness, toddler seat, strap seat and rigid seat with extended all weather, navigable impact surfacing space for carers with swings occupants
  20. Timber fairy carousel and goblin climber (20a.)
  21. Timber troll tree rollover bars
  22. Random rock clusters for informal sitting and contemplation
  23. Existing shade structure over waterplay splash pad area with interactive poppers, water tunnels and water spitting dragons (23a)
  24. Rock climbing element with differing heights for graded challenge
  25. Large timber towers with access ramp, multiple levels (including formal stair access to second level) and interconnecting play elements between towers
  26. Giant bird nest atop of eyrie with discovery elements throughout towers and accessible ground version with giant eggs
  27. Minstrel zone with stone sitting wall, crazy pave surfacing with magical music maker and other instruments including contra base chimes, drums and pagoda bells with dance steps (27a.) and sound pads (27b.) in paving
  28. Accessible sway fun glider with strong visual connection s to castle, lying fox and minstrel area
  29. Jousting flying foxes that run in opposite directions with one pommel and one accessible harness with all weather, navigable impact surfacing link path and ancient totems (29a) adjacent
  30. Large sandpit with accessible sand trays and water manipulation via handpump and push button with hidden treasure in sandpit
  31. Large timber trebuchet basket swing with wetpour access surrounded by organic softfall
  32. Accessible in ground trampolines of various shapes and sizes with wetpour access
  33. Small spinning bowl with wetpour rubber access
  34. Large symbolic village bell with large timber frame and easy access for all
  35. Low timber boardwalk (1.2m wide to minimize disturbance to existing trees) through plant tunnel (35a.) with dangling, tangling bits (35b.) giving access to existing Casuarina forest with intermittent wider passing areas
  36. Build your own indigenous shelter frame with storage bay for tree branches collected during maintenance
  37. Steppingstone pathway that leads deeper into casuarina forest
  38. Art making area including weaving frames (38a.), alignment art (38b.) and mirror logs (38c.)
  39. Ancient, indigenous yarnning circle where people gather to share stories and socialise
  40. Assorted timber carvings of sittable indigenous animals and plants including echidna, wombat, mushrooms, etc.
  41. Ground level circular timber deck and passing area with steppingstones that lead deeper into the forest
  42. Pathway to new appropriate, larger accessible toilet block facilities and Changing Places facility
- S Formal seating including bench seats with backs and arms, and low pallet style deck seating
- Not yet located but to be included:  
 Mystery discovery game with various magical cast robust bronze and stainless-steel, shiny elements to be discovered throughout site  
 Sire specific Auslan / Braille word panels for each letter of the alphabet  
 Individual chat boards specific to opportunities in immediate area of board Mushroom seats

Thomas Street

### Legend

- Existing tree
- New tree
- Crazy Paving
- All weather, navigable impact surfacing
- Organic impact surfacing & garden mulch
- Turf
- Continuous access all weather pathway
- Native grasses & shrubs
- Artificial turf
- Existing & proposed shade sails



ric mcconaghy Pty Ltd	Project: Thomas Street Inclusive Playspace Hampton
	Client: Bayside City Council
	Title: thomas-street-v6-1019.pdf
	Version: 6
	Date: October 2019
	Drawn: Ric McConaghy
	Status: Final Concept
Scale: 1:100 @ A0	