



SNOXHALL PLAY PARK

THE JIGSAW IS COMPLETE



Presentation
prepared by:
Nick Barnett
CPC Grounds Manager
29/10/2008

BACK GROUND

- For the past 15 months a process of continuous research & development has taken place in order to bring the Snoxhall Play Park project to the final stages of design.
- The final design that has now been prepared has taken into account Borough wide consultation, Local community consultation, Big Lottery Fund Criteria, Play industry recommendations, DDA (disabled discrimination act) recommendations, Environmental considerations, Local youth issues, Material choices, and Maintenance issues.
- We have worked in partnership with Waverley Borough Council, The Big Lottery Fund, Surrey Probation Services, Surrey Police, Cranleigh Youth Centre, The Princes Trust Foundation as well as working with most of the leading play provision providers in the country
- To this end we now have a final design for the new Snoxhall Play Park that has been held up by World Leading Play Providers as a unique project, that will deliver a play park catering for all elements of the community, and that meets all the core play value elements.

THE ROLE OF PLAY

- The overall design has taken many different aspects into account, it is not just a simple choice of play equipment. Play is intrinsically linked to learning, health and social development. Play is about life. A better life.
- The core concept of the Snoxhall Play Park is for the provision of an over 9's play area. This conceptual idea comes off the back of the Waverley borough council play strategy consultation undertaken in 2007 and this has played a key part in the funding allocation received from The Big Lottery Fund, however we have developed this concept further to cater for all the needs and age ranges within the community young and old.
- Choices of equipment have been made with child development in mind, social interaction, physical activity, height perception, risk association, and coordination skills have all been taken into account .
- One of the key areas of attention has been to encourage and improve children's health through active joyful play.
- Play value elements work in unison with child development and this in turn encourages both physical and learning aspects within play

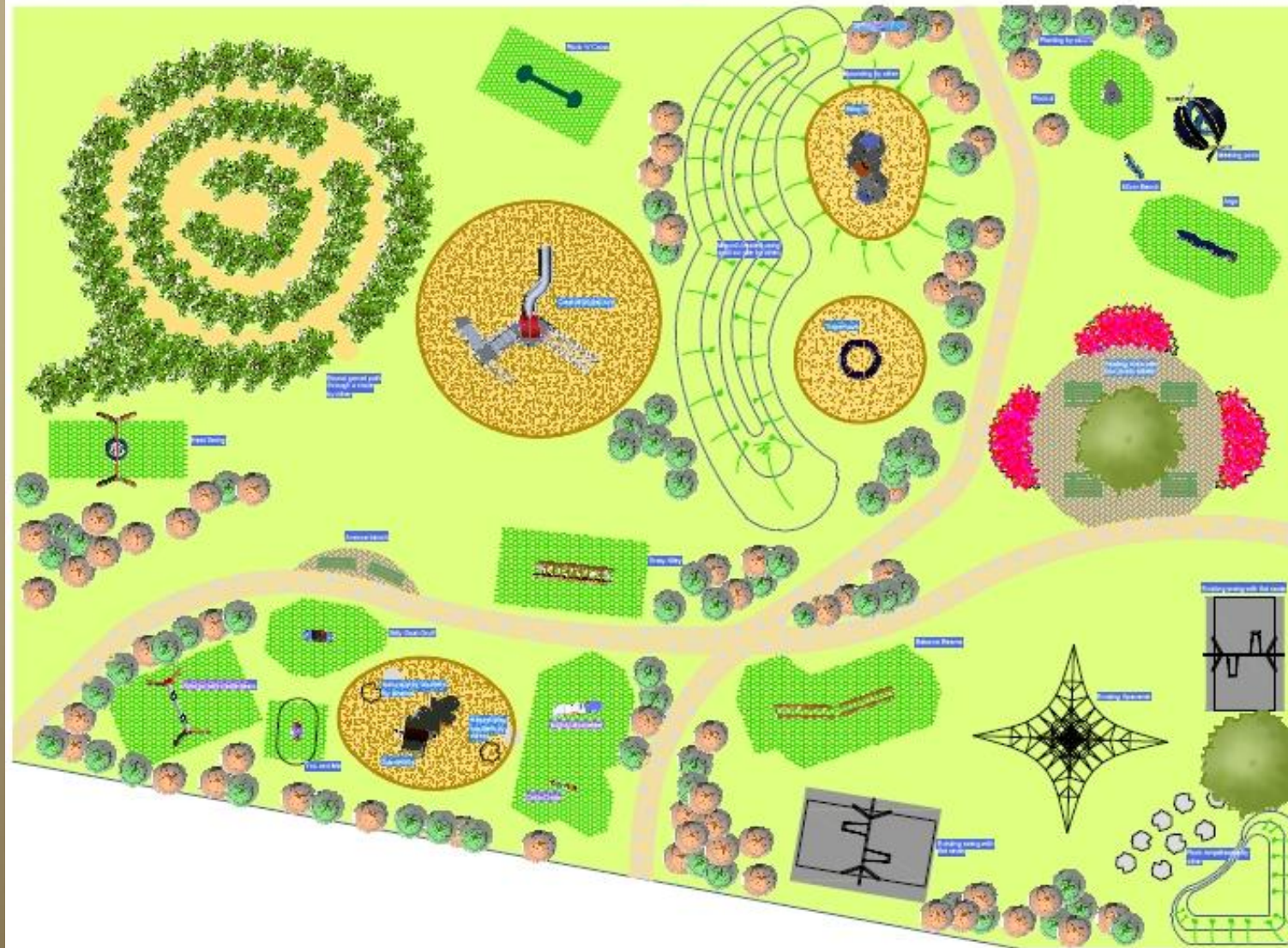
PLAY VALUE ELEMENTS

- Play value elements are recognised across the play industry as bench marks that define true play value with regard to equipment choice, and other elements that are included into play provision
- Spinning, Sliding , Balancing, Swinging, Climbing, Rocking, Gathering, Experimenting, Training, and pretend play have been taken into account within the final design



FINAL DESIGN LAYOUT

Snoxhall Play Area



Key:

- Existing grass area
- Existing pathways
- Planting by other
- Existing trees
- Low Level planting by other
- Block Paving
- Woodchip with vertical log edging
- Sand with vertical log edging
- Bound gravel path
- Fine sand surfacing

APPROVED CONTRACTORS

LANDSCAPE CONTRACTORS
 M. J. H. Landscape
 100, The Green, Snoxhall, Cranklegh, York YO21 2JG
 01904 611111

PAVING CONTRACTORS
 J. H. Paving
 100, The Green, Snoxhall, Cranklegh, York YO21 2JG
 01904 611111

CONTRACTORS
 J. H. Paving
 100, The Green, Snoxhall, Cranklegh, York YO21 2JG
 01904 611111

Cranklegh Parish Council
 Snoxhall Play Area
 Proposed Play Area

Plan Scale: 1:500
 Date: 15/10/2018
 Author: J. H. Paving
 Drawn by: J. H. Paving

KOMPAN!
 Play and Learning

KOMPAN LTD
 100, The Green, Snoxhall, Cranklegh, York YO21 2JG
 01904 611111

EQUIPMENT CHOICES

- The following suggested equipment choices have been put forward for agreement by Cranleigh Parish Council after utilising all the current research and development practiced by play providers across the world.
- We have studied at great length numerous research papers on play ground design, child health issues, risks in play, the DDA act, and current procurement methods.
- Additional to this we have looked into the latest cutting edge thinking on play strategies, and outcomes, and these have been adopted in making these choices.
- Taking all this into account, the Council are still open to the suggestions and views of other interested parties, before any finalised decision is made.
- The opinion of all interested parties is important to the Council, and the Council are willing and open to dialogue with all effected groups, but ultimately as the land owners, elected local authority, and the commissioners of project, the agreement of the Council is required on all aspects of the development.
- This will enable the project to fulfil all of the criteria and outcomes set out within the design.

ZONE 1

EQUIPMENT

EQUIPMENT

LARGE SWINGS

FLATSEATS FITTED

(EXISTING EQUIPMENT IN SITU SUPPLIED BY HAGS PLAY)

ZONE 1



Picture not actual equipment in situ,
but is representative of in terms of use

The existing large swings supplied by Hags Play, are a classic inclusion in any play ground, children and adults alike can enjoy the relaxation of swinging, should that be with friends or on your own.

Play elements of gathering and swinging are both met by this enjoyable equipment choice.

These swings are installed on rubberised safety tile safer surfacing, and meet DDA Requirements.

EQUIPMENT

JUNIOR SWINGS WITH FLAT SEATS FITTED (EXISTING EQUIPMENT IN SITU SUPPLIED BY PLAYDALE) ZONE 1

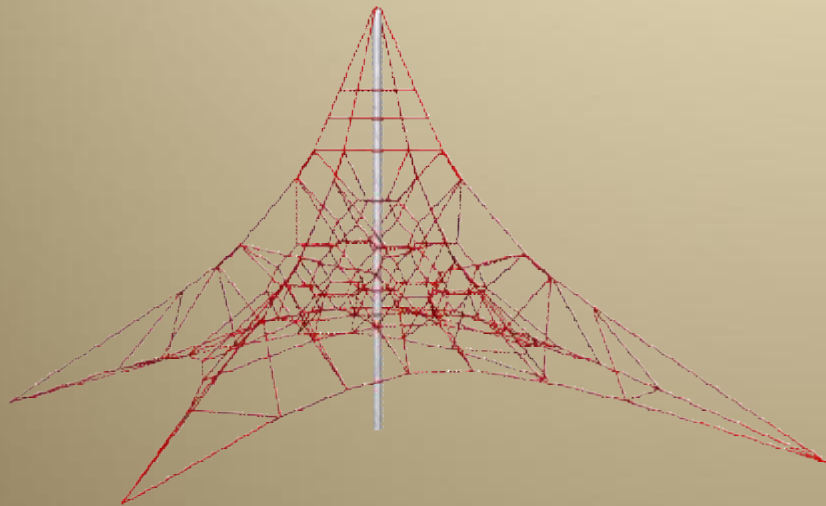


Picture not actual equipment in situ,
but is representative of in terms of use

The existing small swings have had cradle seats fitted to date, but to fit into the zoned criteria, they will now have flat seats fitted to create a junior swing set, this will allow a suitably sized transition between toddler swings and the large scale swings. Meeting play elements gathering and swinging, these swings will develop risk association and social inclusion. Installed on rubberised safety tile safer surfacing these swings also meet DDA requirements.

EQUIPMENT

NET MOUNTAIN (EXISTING EQUIPMENT IN SITU SUPPLIED BY RSS PLAY SYSTEMS) ZONE 1



The existing net mountain from RSS has proven to be a very popular piece of equipment. It has now been enhanced further by a change in level and a new loose fill safety surface.

This exciting equipment choice meets play value elements climbing, gathering, training, balancing, rocking, and pretending.

Play does not get better than on this innovative structure.

ZONE 2

EQUIPMENT

EQUIPMENT

BILLY-GOAT-GRUFF (KOMPAN) ZONE 2



BILLY-GOAT-GRUFF is a small bridge structure that allows children to enter into a world of adventure, with a enough room for a tunnel beneath to crawl through, or to hide from Mummy or Daddy. Meeting play elements gathering, balancing and pretending, the Billy-Goat-Gruff is just waiting to entertain.

EQUIPMENT

YOU-AND-ME ROCKER (KOMPAN) ZONE 2



The YOU-AND-ME rocker can be anything a child desires, from a horse, to car, or a space ship, the list is endless. The theme is left to the individual. With enough room for two riders, the rocker can also be used by one child on their own.

With contoured seating, curved hand grips and spacious platforms for feet, this equipment gives the feel of comfort and safety.

Play elements rocking and gathering are fulfilled by this small but exciting piece of equipment.

EQUIPMENT

MIGHTY MUSKETEER (KOMPAN)

ZONE 2



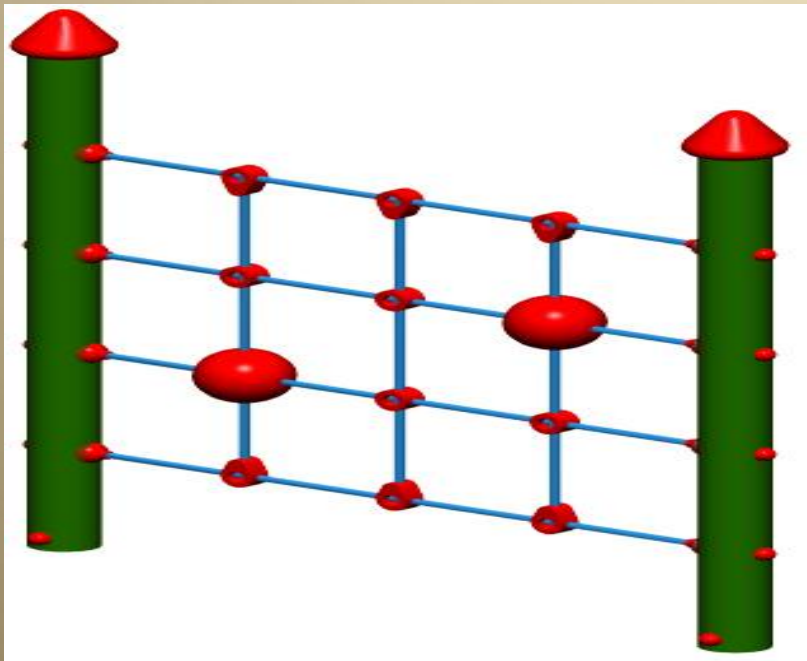
The MIGHTY MUSKETEER is all about perspective, what may seem small to an adult is a mighty slide to a young adventurer.

A child's first experience of a slide is a special one. There is a reassuring bar at the top of the slide to help balance a young child, but if the wild adventurer should lose heart at the top, then there are wide, sturdy steps to offer a safe passage down.

Offering sliding as a play value element the mighty musketeer is a good start to a child's risk development, and allows changes in level to be experienced.

EQUIPMENT

CRISS-CROSS NET (KOMPAN) ZONE 2



The CRISS-CROSS net allows for child risk development, the structure of the net allows the net to be scaled and to safely come back down again.

The equipment allows for endless experimenting climbing up, through, around and back down.

Play elements climbing, experimenting, and gathering are all met by this exciting piece of equipment

EQUIPMENT

SAND WORKS (KOMPAN) ZONE 2



The SAND WORKS is all about fun and experimentation, moving, forming, pouring or scooping, its all about tactile experiences. Moving sand from different levels, it encourages social inclusion between children, the more the merrier is the adage with this equipment choice. Play elements gathering, experimenting, and pretending are all covered by this unique play equipment. Being wheelchair accessible this equipment is also DDA compliant.

EQUIPMENT

TODDLER SWINGS WITH CRADLE SEATS FITTED (PLAY DALE) ZONE 2



Cradle swings are for some children their first introduction to play equipment.

They are a classic inclusion in any playground, children of all ages enjoy the relaxation and excitement of swinging.

Play elements swinging and gathering are met by this traditional piece of equipment.

These swings will be installed on safety tiles or safer grass safety surfacing.

ZONE 3

EQUIPMENT

EQUIPMENT

SUPERNOVA (KOMPAN) ZONE 3



The Supernova is a non traditional Roundabout that can be used in a non prescriptive manner, it is robust in design, and meets DDA requirements. It meets play value elements in terms of spinning, balancing, gathering, training and experimenting. It will be installed on safer grass safety surfacing ,so it is wheelchair accessible.

EQUIPMENT

ROCK-N-CROSS (MONSTER PLAY EQUIPMENT) ZONE 3



The Rock-n-Cross is a innovative non traditional see-saw, it is an internally sprung arc that simulates the rocking motion of a normal see-saw. With the addition of hand holds on the upper most part of the arc, additional riders can join in the fun!!

It is well engineered using robust materials.

It meets play value elements in terms of rocking, swinging, experimenting, training and gathering.

The emphasis with the rock-n-cross is you get out what you put in, play should not always be easy!!

It will be installed on either safer grass matting or loose fill safer surfacing.

EQUIPMENT

NEST SWING (KOMPAN OR PLAYDALE) ZONE 3

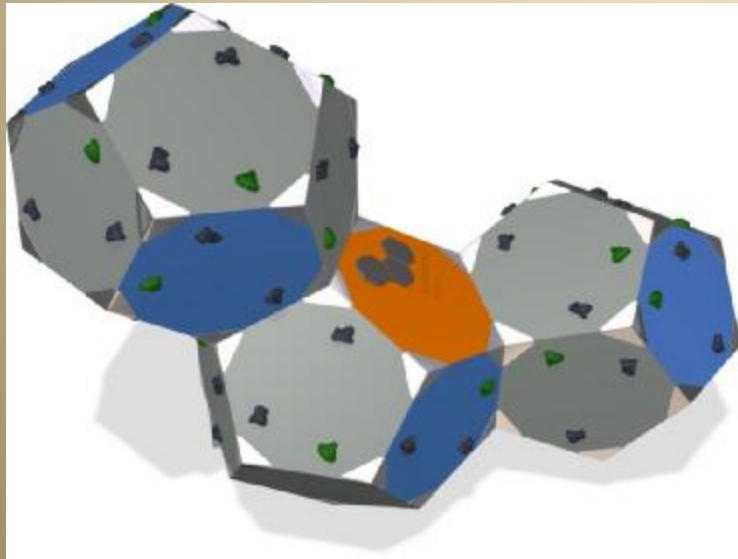


Ref:Kompan Playful Living CD rom

The swing is one of the most recognisable and used pieces of equipment in a playground, but the nest swing makes it a social event too. Imagine lying in the nest swing with your friends looking up at the clear blue sky, cooperation is the key to making the nest swing move. Play elements swinging and gathering are both met by the nest swing. The equipment will be installed on safer grass surfacing so will be DDA compliant.

EQUIPMENT

BLOX (KOMPAN) ZONE 3



A rambling, geometric, climbing sculpture. BLOQX represents the latest line in unique play sculptures. Turning and twisting in all directions, the geometric forms create a random climbing experience. The top edges and saddles of the structure allow for perfect hang out areas to meet, hang out, and show off.

BLOQX is not just play equipment, its a sculpture, a climbing wall, and a social area. Designed to be a visual landmark, with a design that blurs the gap between adults, teens, and kids play.

BLOQX engages everyone in social interaction, its design is both intriguing, tough and designed to get all users moving and having fun. Meeting play elements training, gathering , experimenting, climbing, the BLOQX is play value in its purest form.



EQUIPMENT

360* UNIT (KOMPAN) ZONE 3



Not actual 360* unit chosen
but is representative of product
line

All children have a right to play, and this structure can be a meeting point for children. The accessible stairway complies with the DDA and has elevated activities that finish with the slide, and with the exit point close to the entry point the equipment is accessible to wheelchair users.

The stairway is also accessible on the outside as climbing is possible, with logical climbing handles and cleats it is made possible to navigate your way around the entire structure. With a traditional slide and a more challenging banister slide available its up to the user to make the choice in returning to ground level. With play elements climbing, sliding, training, gathering and balancing all achieved this is an all round choice of equipment that stimulates both body and mind.

ZONE 4

EQUIPMENT

EQUIPMENT

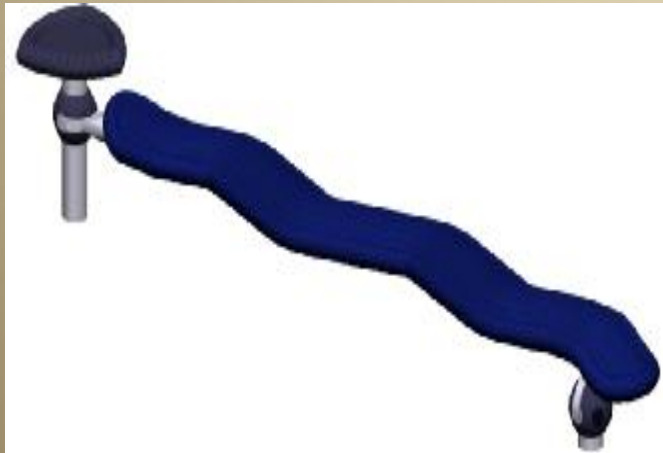
MEETING POINT (KOMPAN) ZONE 4



The meeting point gives an opportunity for aspects of passive play to take place, a social gathering place for all to meet and show off. Its unique design is spacious and appealing to all. Its curved benches allow eye contact with all users wherever they may be sat, and with four roof panels it gives a level of protection from all types of weather conditions. It is DDA compliant by being wheelchair accessible, and meets the play value element of gathering. This equipment will be installed with ground reinforcement material beneath to reduce erosion issues.

EQUIPMENT

ARGO (KOMPAN) ZONE 4



There is a lot of movement on Argo, a rocking tube where one's sense of balance is challenged, it can be used alone or with others.

The challenge with Argo is to see who can stay on the longest.

With play elements rocking, balancing, gathering, training, and experimenting all achieved, this is a well engineered and versatile equipment choice

EQUIPMENT

VEGA (KOMPAN)

ZONE 4



Vega is a intriguing piece of equipment, some kids will look on it in bewilderment, others will turn it into a human spinning top. They can stand, sit, or hang by their arms and spin. The Vega meets play elements spinning, gathering, and experimenting, and is more fun than meets the eye.

EQUIPMENT

STAR-SURFER (KOMPAN) ZONE 4



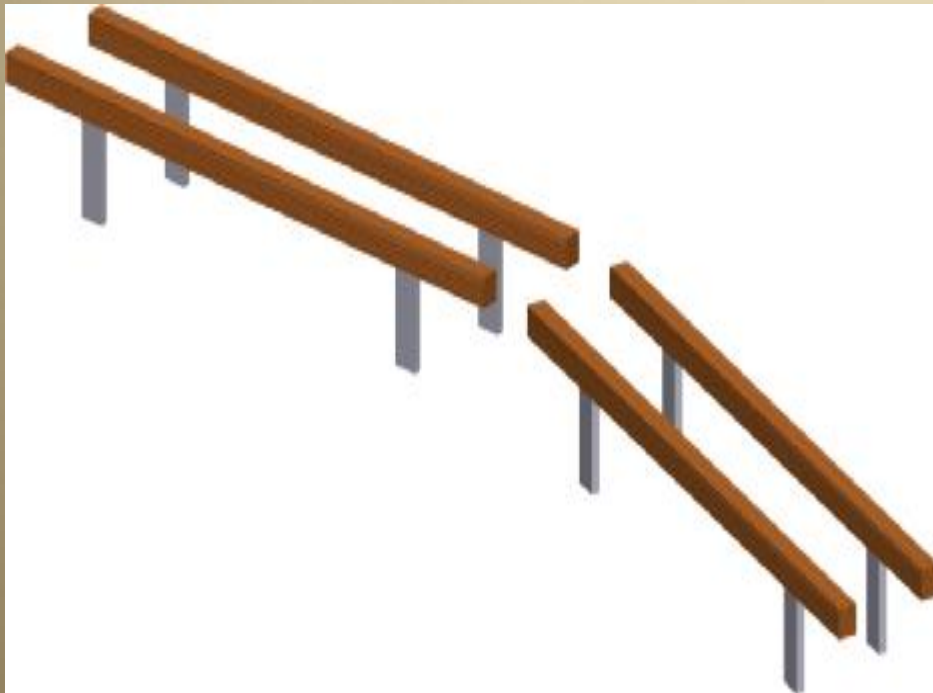
The star surfer is an exciting balancing object and dynamic bench all in one. With room for up to 4 people it challenges both balance and social skills. When the star surfer tilts from side to side, each team has to cooperate to shift their weight to keep balance.

The star surfer also acts as a passive play item, but will spice up any conversation with lots of laughs due to its sudden unforeseen movements.

ACCESSORIES

ACCESSORIES

BALANCE BEAMS (PLAYDALE, KOMPAN, TIMBERLINE)



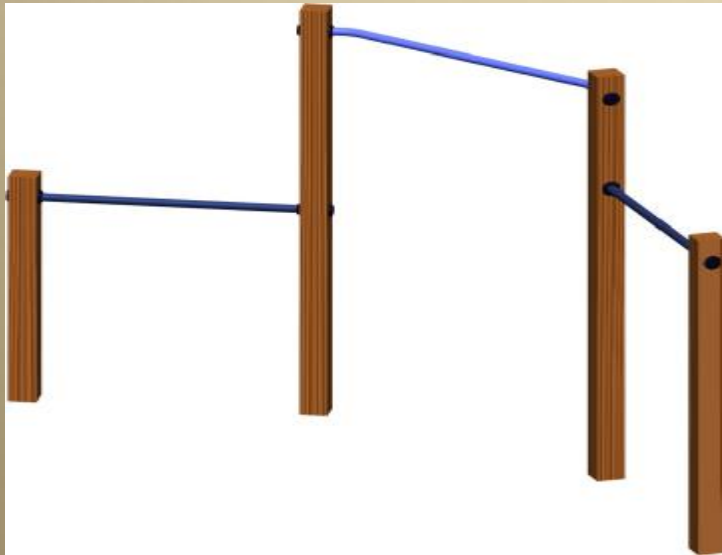
Balance beams train you to keep your balance whilst planning your next movement.

Children have to learn to coordinate their movements and if they manage to cross over without falling, they can either hop to the next beam or balance with one foot on each beam. Coordination skills are trained to the fullest because you have to plan your next move without falling off. You can also sit on one beam and put your feet under the other to train your abdominal muscles.

Play value elements of training and balancing are met with this equipment.

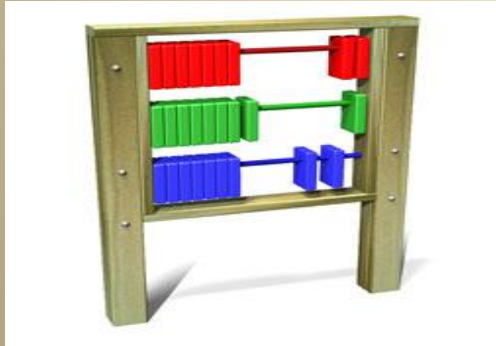
ACCESSORIES

TRIO SOMERSAULT BARS (PLAYDALE, KOMPAN, TIMBERLINE)



Hold on to the bar, push forward and over you go!!! Next thing you are looking at the world in a different way. Somersaults seem to hold a fascination with both boys and girls. Test your strength and agility against your friends. Play elements of training, gathering, and climbing are all covered by this traditional piece of equipment.

ACCESSORIES



Educational aspects of play will also be introduced into some planned areas of the park, these will work in unison with the other developmental aspects of the design.



Activity panels that teach simple arithmetic, time, object recognition, as well as simple games such as noughts and crosses will be introduced.



Other elements that encourage role playing, and pretending are also hoped to be installed either inside the park area or sited externally in close vicinity to the park.

LANDSCAPING

LANDSCAPING

THE MAZE



The inclusion of a planted maze into zone 3 will give an added landscape play feature, maintained at differing heights, it will allow children to hide from each other whilst trying to navigate their way through the maze, but the height of the feature will still allow adults to see them.

A new and exciting natural sensory feature that will entertain both children and adults alike.

With hard standing porous pathways within the maze and surrounding the edges, this is a puzzle that can either be challenged or avoided the choice is yours.

Giving play value elements gathering, pretending, training, and experimenting, this will become a key landmark item of the Snoxhall Play Park.

LANDSCAPING & PLANTING

The contouring and landscaping of the park areas will allow the park to have a softer feel to its users, with changes in levels surrounding some items of equipment this will help develop a child's sense of levels, and perspective.

A crawl tunnel will also be install into the mounding in zone 3 to give an imaginative option from moving from one side of a play feature to the other, and allowing users to enter into pretend play mode.

With landscaped mounding it also allows for social areas to be created at the choice of the user, in a non prescriptive manner, an area of passive play to just hang out with your friends.

Again the planting of the Play Park area has been undertaken to soften the feel of the area, using robust and colourful plants, year round interest is key to the plants chosen, with tree lined pathways, hedges and a feature tree planted within the communal area, nature and environmental sensitivity is uppermost in our thought processes.

With sensory plants surrounding the communal areas elements of the DDA are also achieved.

LANDSCAPING



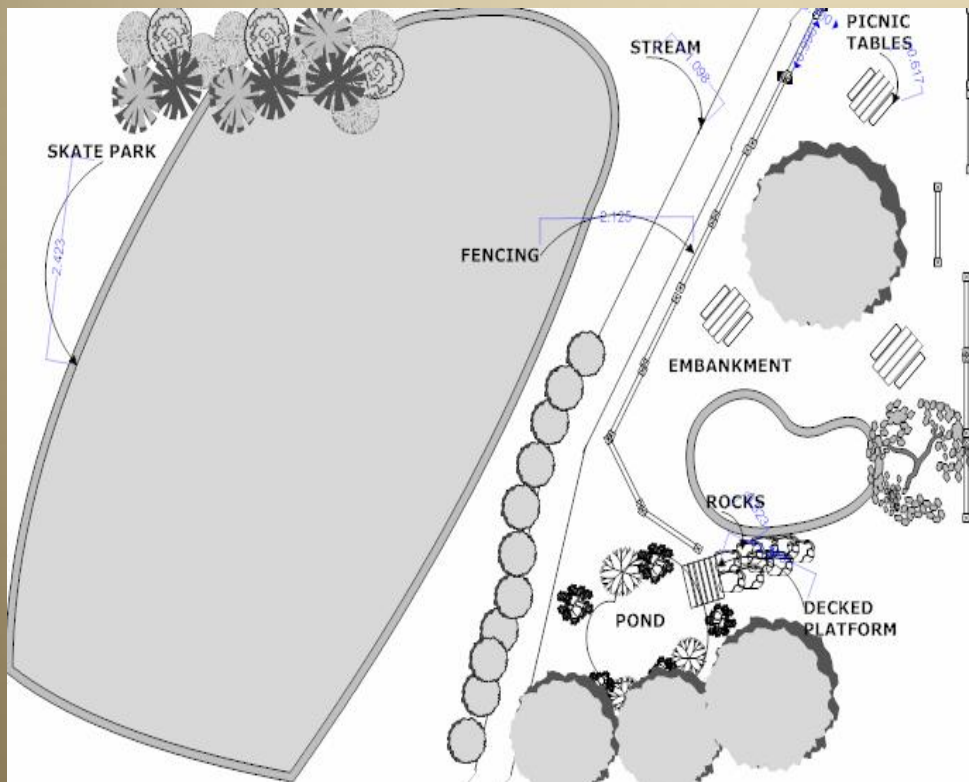
Hard landscape features such as large rocks will be introduced into several of the play zones in a planned way. This will create natural seating areas and areas of passive play, to climb, or sit and watch. Introduced, managed risk, is a key aspect to the Snoxhall Play Park, so the introduction of such items should not be seen in a negative way, but in a positive innovative way, that exposes children to a managed risk . This then allows for risk development in play to be introduced.

Exposure to risk plays just as important role as protection from risk does in terms of child development, only it needs to be a managed risk that has limits on the exposure to risk.

Documentation is available to back up this theory.

ADDITIONAL FEATURES

NATURAL PLAY ELEMENTS (EXTERNALLY SITED TO MAIN PARK AREA)



Using the existing environmental features within the Snoxhall Fields area is an important element of the overall plan. The area under the trees as you approach the Play Park is to be utilised as a natural play zone, with large sweeping mounds and rock structures introduced it is hoped that this area will be used aside to the main park area. With picnic tables installed under the shade of trees this will combine the natural features and introduced features to create a relaxing yet exciting area for all to enjoy.

Bibliography and sources:

- Play grounds- risks, benefits and choices, Professor David J Ball, Middlesex University, School of Health, Biological and Environmental Sciences, Centre for Decision Analysis & Risk Management. Contract research report 426/2002
- John. A and Wheway R. "Can Play Will Play". Disabled children and access to outdoor playgrounds(2004)NPFA
- Playground Management and Safety: Dave Potter/NPFA
- Obesity in Europe- the Case for Action, International Obesity Task Force, European Association for the study of obesity, 2002
- Disability Discrimination Act (1995)
- Play for Health- A better life through play, Jeanette Fish Jespersen-Kompan Play Institute. Denmark 2006
- Play Safety Forum(2002) Managing Risk in Play Provision. A position statement. London: National Children's Bureau
- DCFS and Play England(2008) Managing Risk in Play Provision: Implementation guide. London: Department for Children, Schools and Families.
- Play England and DCMS- Design for play- A Guide to Creating Successful Play Spaces, Aileen Shackell, Nicola Butler, Phil Doyle and Professor David Ball
- H M Government- Healthy Weight, Healthy Lives: Guidance for Local Areas(2008)
- I&DEA- Managers Guide To Procurement
- Cranleigh- Snoxhall Play Area Consultation 2007
- Waverley Borough Council-Play Strategy 2007-2010
- ILAM-An essential Guide to BSEN1176-BSEN1177
- BSEN1176-Play Equipment
- CABE-Public Space Lessons-Designing and Planning for Play

web sites:

- | | | |
|--|--|--|
| • www.kompan.co.uk | • www.playengland.org.uk | • www.npfa.co.uk |
| • www.playdale.co.uk | • www.timberline.co.uk | • www.parkdale.co.uk |
| • www.monsterplay.co.uk | • www.unitedplay.com | • www.playgroundfacilities.co.uk |
| • www.hags.co.uk | • www.proludic.co.uk | • www.api-play.org |
| • www.recordplaygrounds.co.uk.co.uk | • www.suttcliffeplay.co.uk | • www.bsi-global.com |
| • www.freeplaynetwork.org.uk | • www.wickstead.co.uk | • www.giffords.biz |
| • www.smp.co.uk | • www.timberplay.com | • www.enviromulchuk.co.uk |
| | • www.fawns.co.uk | • www.fieldsintrust.org |



GLOSSERY OF TERMS

Play value: The range and quality of play opportunities and experiences offered by a play environment

Safer surfacing: Refers to impact absorbing surfacing

Loose fill: Loose, as opposed to bound, surfacing, such as sand, grit, or bark chip

Non traditional: Not conforming to an established practice or standard

Social inclusion: The act of interacting or socialising with individuals or communities.

Risk development: The act of exposing a individual to managed risk to enable the individual to have a better understanding and perception of risks involved in day to day life, a risk-benefit process.

Risk: Is the chance, high or low, that somebody could harmed by a hazard, together with an indication of how serious the harm could be.

Consultation: A process of mutual exchange of information regarding a project between the commissioning body and potential users and stakeholders. This process works towards a final decision being made by the commissioning body.

Partnership: A relationship in which two or more people or organizations work together in a venture or project to an end goal

Social skills: The ability to interact or socialise with individuals or groups.

Dynamic: Of or relating to energy or an object in motion

Natural play: Relating to occupying oneself in amusement, or other recreation involving or concerning elements of nature.

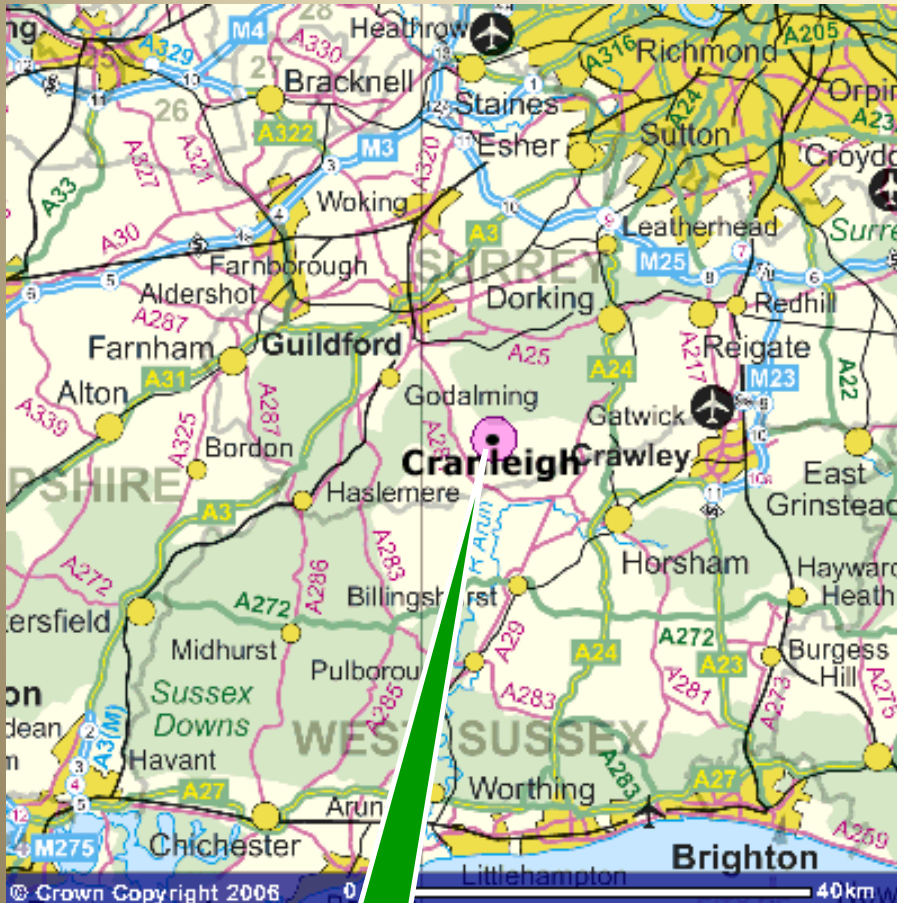
Managed risk: The process of identifying hazards and evaluating the risks and benefits to health and safety arising from these hazards, and managing an appropriate strategy to minimise risk involved

Passive play: Inactive play

Environmental sensitivity : The act of looking at the surrounding environment and taking this environment into account and limiting the impact of a chosen project on this natural environment.

Non prescriptive: Not following the established or normal rules of usage.

HOW TO FIND SNOXHALL PLAY PARK



**SNOXHALL
PLAY PARK**

By Car:

Follow the signs to Cranleigh, Surrey along the A281 from either Horsham or Guildford, enter Cranleigh High St, then turn right just after Sainsbury supermarket, follow Knowle Lane for 300 meters and take 2nd turning on left, enter Snoxhall Fields and follow the access road to the car park situated at the top of the access rd. Snoxhall Play Park is situated directly in front of you in the car park.

By Bus:

Take the bus from either Guildford or Horsham, exit bus in the centre of Village and follow the directions above.

By Rail:

Take train from London Waterloo to Guildford or London Victoria to Horsham, then follow directions above for bus travel.

For more information contact:

Pauline Whitehead MILCM (Clerk to the Council)
Cranleigh Parish Council
Village Way
Cranleigh
Surrey
GU6 8AF
Tel: 01483 272311
Fax: 01483 277573
Email: clerk@cranleighpc.org
Web: www.cranleighpc.org.uk