

Abbey Orchard Community Garden, Westminster

Client:	Peabody Trust
Location:	Abbey Orchard Road, Westminster, City of Westminster
Designers:	Farrer Huxley Associates
Project timescale:	2001–04
Capital cost:	Approximately £600,000
Funding:	Peabody Trust

Remodelling of this small internal courtyard space was completed in 2004, in association with major repairs to sub-surface drainage. Led by landscape architects' practice Farrer Huxley Associates, the scheme's brief focused on recreating a garden for residents to include an enclosed ball games area (5-a-side scale) along with play facilities aimed (notionally) at children aged between 6 and 12. The design was informed by the site history, and signage at the main entrance makes this explicit with a reference to the 'monk's vineyard and orchard'. Consultation was carried out with residents, including children on the estate.

The courtyard had been used previously as a car park, ball court and traditional style playground, leaving little space for more general recreation. The new layout makes good use of existing sight lines through the courtyard, and entrances into the space are aligned with the outer entrances into the courtyard area itself.

The ball games area is laid out on a diagonal axis, which adds a sense of movement to the underlying geometry of the space and means that it dominates the space less than it might have done otherwise. Recessed slightly to reduce noise from ball games, it forms a space in its own right. The play equipment sits informally alongside the ball games area in an area of wet-pour surfacing, and a number of oversized sculptures of fruit (apples and pears) sit at locations around the garden, helping to reinforce the historic concept underlying the layout. A hornbeam hedge and planted borders help to define the courtyard and to baffle noise.

A question remains over how feasible it is to introduce a ball games facility of this scale and kind into such a high density housing area, on a site where space is at a premium. Noise remains an issue, and the ball court fencing has been upgraded to reduce rattle.

The scheme is drawing young people from outside the immediate courtyard and estate, and some residents feel that these users discourage children and adults who live on the estate from using the space, identifying the need for better provision in other areas.

Creating a new landscape to meet the needs of a large number of residents of all ages in a limited space is difficult, and inevitably decisions can be made that have left some people disenchanting.

For more information, contact:

Landscape Regeneration Manager, Asset Management, Peabody Trust,
45 Westminster Bridge Road, London SE1 7JB, tel: 020 7021 4422, www.peabody.org.uk
Farrer Huxley Associates, London office, Unit 4, Union Wharf, 23 Wenlock Road,
London N1 7ST, tel 020 7490 3625, fax 020 7490 3626, www.fha.co.uk.

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© Farrer Huxley Associates

The layout has been carefully designed to emphasise pedestrian routes through the garden.



© Farrer Huxley Associates

Aerial view of garden.



© Aileen Shackell

Giant fruit sculptures provide informal play opportunities.



© Aileen Shackell

Play equipment between the ball games area and shrub beds.

Balmaha Play Landscape

Stirling

Client:	Stirling Council
Location:	Balmaha, Loch Lomond
Designers:	Judi Legg, Play Space Designer, and Mike Hyatt, Landscape Architect
Project timescale:	Main contract completed in 2004, but work continues
Capital cost:	£45,000
Funding:	Stirling Council; Stirling Landfill Tax Trust; Leader Plus (European funding); Scottish Natural Heritage; Loch Lomond and The Trossachs National Park; Stirling Council Local Community Development Fund

Balmaha Play Landscape is situated near the shore of Loch Lomond next to a Visitors' Centre. It attracts a mixture of regular local users and visitors to the area. The main impetus for the design of this new play space was the connection between land and water and the way that people through history have lived in the local environment.

The central area represents a beach as the focus where water and land meet, where boats are hewn from mature trees and launched to fish the plentiful waters. The stilted structure echoes the ancient crannogs, which were built out into the water as living spaces where families, livestock and belongings could be defended. At low water, remains of ancient crannogs can still be seen on Loch Lomond. Local artists and craftspeople contributed to the design and construction of the play landscape, in the dugout canoes, the willow maze and the turfed stone wall.

Balmaha sits in one of the most naturally beautiful and bio-diverse areas of Scotland, yet children are often separated from it. The 'play area' is designed to be an integral part of the landscape, giving opportunity for children to experience and care for their environment.

There is a deliberate avoidance of standard play equipment in favour of mounds, dips, copses, wetland, and special places to allow the children to operate in a more authentic 'natural' environment. The use of the existing changes in level, of natural materials and undulating surfaces aims to provide a stimulating landscape, where children can experience the irregularity of life, and develop the real skills and abilities to assess risk. The play area is unfenced, blending naturally into the surrounding area and welcoming all comers. The design aims to create a play landscape that is a space that adults will enjoy sharing with their children whether they are local residents or visitors.

This project was supported in important ways by the Loch Lomond and The Trossachs National Park. Its strong community development programme led to local community initiation of this project and sustained involvement with its development.

For more information, contact:

Children's Services – Play Services, Stirling Council, Unit 12, Back O'Hill Industrial Estate, Back O'Hill Road, Stirling, FK8 1SH, tel 01786 430120, play@stirling.gov.uk
Sue Gutteridge, Play Consultancy, tel 0131 662 9984, suegutteridge@btinternet.com.

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Carved longboats at Balmaha.



© Stirling Council Play Services

The hammock, Balmaha Play Space.



© Stirling Council Play Services

Equipment nicely located, close to a tree.



© Stirling Council Play Services

A fallen tree encourages jumping as well as climbing.

Bus Station Skate Park

Milton Keynes

Client:	Milton Keynes Council
Location:	Milton Keynes
Designer:	Richard Ferrington and Rob Selley
Project timescale:	Design started in early 2004 with construction taking place between January and March 2005
Capital cost:	£115,000
Funding:	English Partnerships and Milton Keynes Council with additional funding provided by EBMK.

Years of use by street sport enthusiasts had taken their toll on the city's infrastructure. Street sport enthusiasts were as concerned about the levels of damage as the authorities – they had never set out to vandalise the objects they use, and were keen to see them enhanced and protected.

An area at the former Central Bus Station was identified as a possible location for facilities, and negotiations took place with building owners English Partnerships. The space was already legendary in the street sport community, and had been skated for many years since its construction in 1980. A key concern was to create a new facility without losing its familiar feeling and quality. The heritage of the place had to be respected, and the local street identity needed to be reflected in the overall design.

An innovative approach was needed to engage members of the street sport community. Branding and communication were important strands. Using techniques established in street subculture – email, texting and logos (tags) – a communication and branding framework was devised. The SK8MK 'brand' was instrumental in holding the process together. The SK8MK message, 'Your city, Your sport, Your future, Get involved', encouraged people from the street sport community to participate in the process.

The new facility was purpose-built as a 'street style' facility, which recreates the environment and furniture of street skating. It is constructed from concrete, granite, terrazzo tiles and stainless steel. The robustness of the materials, combined with the smooth surfaces they offer, provide a very good play value for skateboarding. The materials used are of good quality and employ a carefully selected palette of construction materials, which complement the existing architecture of the city.

The central location of Milton Keynes Bus Station Skate Park is key – it creates a place where young people feel secure, rather than isolated in a remote corner of the park. The facility provides a challenging experience for young people and a place to meet friends.

The site blends so seamlessly with the location that people often say: "Is that it?" or "Where is it?" The facility does not detract from, but enhances the existing site.

For more information, contact:

Senior Landscape Architect, UDLA, Development and Design, Environment Directorate, PO Box 113, Milton Keynes Council, Civic Offices, 1 Saxon Gate East, Milton Keynes, MK9 3HN, tel 01908 252270, richard.ferrington@milton-keynes.gov.uk.

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© Aileen Shackell

The site blends well with the surrounding streetscape.



© Aileen Shackell

Improvising with 'loose parts'.



© Aileen Shackell

Structures have been designed and specified to a high standard, and to stand up to high levels of usage.

Climbing Forest

Coombe Abbey Country Park

Client:	Coventry Council
Location:	Coventry
Project timescale:	January – July 2006
Designer:	Coventry City Council/TimberPlay
Capital cost:	£80,000
Funding:	Coventry Council Parks Service, capital works budget

Development of the detailed design for this scheme was carried out in close co-operation with English Heritage and the local Conservation Officer, to ensure that the finished scheme was appropriate for this Listed landscape. Consultation with park users, including interviewing carried out by teenagers, identified that more adventurous provision was needed for older children.

The Climbing Forest consists of a number of tall oak posts set into the ground, supporting a complex network of ropes, nets, rails and ladders, each set at varying heights. At over 4 metres tall and with a diameter of approximately 300mm, each of these posts echoes the form and density of the surrounding tall trees. The untreated posts, with their natural finish, blend naturally with the surrounding oak forest, and though the bark has been removed, their tree-like form makes the posts recognisably only a few (manufactured) steps removed from the surrounding tree trunks.

Though at design stage the feature was aimed predominantly at children and young people aged between 8 and 15, the Climbing Forest now caters for all ages, including adults in their twenties. The Climbing Forest is consciously 'non-age-specific' in appearance. It attracts boys and girls equally.

The Forest is carefully designed to accommodate a very wide range of abilities, with the lowest and highest climbing elements as low as 0.5 metre and as high as 4 metres above ground level. Children exploring the equipment are encouraged to work within their capabilities and to stretch themselves – when they are ready.

The scheme has been very carefully designed to provide an exciting and challenging play experience for older children. The manufacturer carried out a full risk assessment of the equipment throughout the design stage. Hand-holds in timber, and knots in climbing ropes, are carefully located and dimensioned to permit access at the lowest levels for younger children but to prevent their access to higher levels where longer legs and a stronger grip are essential for their safety.

The number of claims against the council has fallen since this scheme was implemented, compared to those arising from use of the existing traditional style play area. Vandalism in the woodland areas has also fallen since the scheme's completion

For more information, contact:

Coombe Abbey Country Park, Brinklow Road, Binley, Nr Coventry CV3 2AB, tel 024 7645 3720
 Coventry City Council, Coombe.countrypark@coventry.gov.uk, www.coventry.gov.uk
 TimberPlay, Aizlewoods Mill, Nursery Street, Sheffield S3 8GG, tel 0845 458 9118
 www.timber-play.com.

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There's room for lots of people to use the Climbing Forest at the same time.



© Coventry City Council

Collaborative, social play, for girls as well as boys.



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Challenging play for older children too.

Chapelfield Play Area

Cowie, near Stirling

Client:	Stirling Council
Location:	Cowie near Stirling
Designers:	Judi Legg, Play Space Designer, and Mike Hyatt, Landscape Architect
Project timescale:	Planning started 2000. Opened 2006
Capital cost:	Approximately £110,000
Funding:	Section 75 (Scottish equivalent to Section 106) housing developers' contributions; BBC Children in Need; Stirling Landfill Tax Trust; Cowie Play Areas Group fundraising

In 2000, a child drowned in a farmer's pond in Cowie, an ex-mining village near Stirling. This tragedy prompted residents to campaign and fundraise for a local play area.

A suitable site was identified – the site of a neolithic settlement that was of archaeological significance and therefore not available for housing. Although children already played there, the site was contentious because it was adjacent to the pond where the child had drowned. It took time to work through painful feelings about the drowning and to achieve design solutions that addressed safety issues, without compromising the children's need for independence and to experience challenge and risk.

Ideas from a visit by local children to a pre-history park and information about the site's history have been built into the park design including shelters, cooking and seating areas, and a raised beach, along with mounds, tunnels, slides and a climbing wall. The design contains elements which feel familiar to the children who were involved. Relatively few pieces of equipment are set in a succession of carefully inter-connected spaces. Quite dramatic changes in level have radically changed the previously flat site. Although the site is quite small, the feeling that 'there's always something round the corner' encourages visitors to explore. The routes through the site invite the use of bikes and wheeled toys. The natural elements include ditches which can hold rainwater for a short time.

The site was originally treeless. Local children were involved in planting rowan, birch, Kilmarnock willows and Japanese maples. These planting sessions included environmental games, explanations and discussions about the importance of trees to wildlife and to people, the reasons for including native species, and how the children could help to look after them. The hedge that reinforces and will eventually hide the fence between the play area and the farmer's pond includes blackthorn, hawthorn and dog rose. There are also attractive shrub areas of witch hazel, holly and honeysuckle.

Some initial problems with misuse/over enthusiastic use of the site in the evenings by teenagers were dealt with firmly and constructively by local residents who have taken responsibility for locking the park at night.

For more information, contact:

Children's Services – Play Services, Stirling Council, Unit 12, Back O'Hill Industrial Estate, Back O'Hill Road, Stirling, FK8 1SH, tel 01786 430120, play@stirling.gov.uk
Sue Gutteridge, Play Consultancy, tel 0131 662 9984, suegutteridge@btinternet.com.

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© Stirling Council Play Services

General view from site entrance.



© Stirling Council Play Services

Semi-circular walls set into the mould are climbable on the inside face.



© Stirling Council Play Services

Plenty of room to ride a bike too.



© Stirling Council Play Services

Balance features alongside the footpath draw the visitor into the site.

Cowley Teenage Space

Lambeth

Client:	Estate Management Board
Location:	Cowley Estate, Brixton Road, LB Lambeth
Designer:	Snug and Outdoor
Project timescale:	Project completed in 2003
Capital cost:	£100,000 for whole scheme (plus £12,000–£15,000 for consultation/and Snug and Outdoor's design work)
Funding:	Estate Management Board

Snug and Outdoor were contracted in the summer of 2003 to consider improving provision for teenagers as part of a wider refurbishment project on the estate.

The aim of the project was to engage young people on the estate in an imaginative design process which ensured that their needs were at the heart of the new scheme to build an outdoor space for teenagers. The core of the consultation took place on the proposed site itself, which became a large-scale experimental area for two weeks. Objects such as large wooden cubes, ramps and platforms were utilised by the teenagers to shape the space for themselves and try out new ideas.

In addition, the Cowley Teenage Space website provided an interactive forum for the expression of opinions, and this also allowed the young people to post their own photos. With a multi-generational population, it was seen as crucial that everyone who had a view was able to express it.

The young people were keen to have their 'own' space, but wanted to ensure that the new layout would not be so exciting as to attract large numbers of visitors, even gangs, from off-site, and they wanted the space to be used flexibly and for different functions. And though ball games were to be provided for, the aim was that these should not dominate the space to the exclusion of other activities.

The new layout included a small combination 'low-key' ramp and mound; a 5-a-side football pitch and basketball area, and better entrances and planting around the boundary. Two different sitting places were also included, specially designed to accommodate the different ways in which boys and girls socialise – boys tend to sit in rows, and girls prefer to sit in a huddle.

The layout successfully accommodates both space for ball games and quieter social spaces for children and young people to sit and chat, as well as a feature for bikes, whereas most ball games areas have only the one function.

The Teenage Space has been redesigned to a high standard, and for the young people using the site this is appreciated – high quality design and materials tell the young people that they are valued. Complaints about teenage behaviour have dropped considerably, along with a decrease in vandalism and graffiti.

For more information, contact:

Snug & Outdoor, 127 Rathcoole Gardens, London N8 9PH, tel: 020 8374 2176
fax 0870 706 4654, enquiries@snugandoutdoor.co.uk, www.snugandoutdoor.co.uk.

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Entrance to Teenage Space: high quality design and specification.



Seating alongside the ball games area.



Informal seating/shelter structure.



Ramp for wheeled play is also a place to meet.

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© Snug and Outdoor

Cutsyke Play Forest

Castleford

Client:	The Castleford Project
Location:	Cutsyke, West Yorkshire
Designers:	Steve Warren, Estell Warren and Sutcliffe Play
Project timescale:	The project was completed in April 2005
Capital cost:	£220,000
Funding:	Wakefield Metropolitan District Council and supporting regeneration agencies

Cutsyke, once a thriving West Yorkshire mining town, is now classed as an area of high deprivation where children's play facilities were, until recently, virtually non-existent.

The Cutsyke Play Forest – a 400-square-metre play forest with no designated ways in or out and no prescribed routes to follow – was the first community-led scheme to be completed as part of The Castleford Project, a major regeneration initiative involving Channel 4, Wakefield Metropolitan District Council and supporting agencies.

The local community played a leading role throughout, from the initial design and planning stages to completion. Children were at the heart of the project, and selected the final design from a number of plans submitted as part of the Channel 4 project.

The process of design was unusual and of interest for a number of reasons. The design was the subject of a competition, where the brief was written between Wakefield MDC and the community. The children of Cutsyke then chose the winner, Architects Allen Todd Associates, who had subcontracted the design to Landscape Architects Estell Warren.

Sutcliffe Play was contracted to develop the concept play forest design, essentially consisting of 6-metre poles, platform, slides and netting into a scheme that could be built. This involved an elevated open platform 4 metres above the ground, which could have been interpreted as contravening the European Standard EN1176. This problem was overcome by a RoSPA risk assessment of the scheme, which decided that the benefits outweighed the risks.

The success of this project depended on the close working between all partners from an early stage in the process.

The project has been successful in transforming former derelict council allotments into a showcase play scheme that has attracted interest from all over the world. Although designed for older children, with an adult scale to it, younger children are also attracted to the play forest, underlining its appeal to the community as a whole.

Cutsyke Community Group, with members aged 7 to 74, has taken complete ownership of the forest. The group has been presented with the Duke of York Community Initiative award in recognition of 'outstanding work to support and develop its local community'.

For more information, contact:

Sutcliffe Play, Sutcliffe Play Limited, Waggon Lane, Upton, Pontefract WF9 1JS
tel 01977 653200, www.sutcliffeplay.co.uk.

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© Nicola Butler

Cutsyke Play Forest and log seats.



© Nicola Butler

Even young children can reach right up to the top.



© Nicola Butler

Graduated risk and challenge for all ages.

Diana, Princess of Wales' Memorial Playground

Royal Borough of Kensington and Chelsea

Client:	Royal Parks Agency
Location:	Kensington Gardens
Designer:	Land Use Consultants
Project timescale:	Inception early 1999; project completion 2000
Capital cost:	£1.2 million
Funding:	The facility was funded by the DCMA/Royal Parks Agency

Soon after the death of Diana, Princess of Wales, it was decided to commemorate her life by creating a high quality children's play space in Kensington Gardens by upgrading an existing facility on a site at the north side of the Gardens.

The scheme's layout was based on the story of *Peter Pan* (author JM Barrie had lived overlooking Kensington Gardens and often spent time there), and a number of elements from this classic children's novel appeared in the scheme: a pirate ship and treasure chest; teepees; and a ticking crocodile, lurking half-buried in the sand.

The main objectives of the scheme were to create a play space which would be as inclusive as possible, so that all children would feel welcome and ready to explore, whether disabled or non-disabled. It would provide a wide range of play opportunities, and a variety of different spaces – busy and quiet; peaceful and noisy. It would allow children to experience and enjoy natural elements – especially working with sand and water – and facilitate creative play, with children choosing how and where they wanted to play without the need to be dependent on adult assistance.

The site has been hugely successful, with around 3,000 children a week enjoying this play space. High levels of usage have meant that there have been some concerns with water quality. These have been dealt with by converting the recycling/filtration system with a non-recycling system using water from a borehole in the Gardens, with the water running into soakaways (via the sandy areas which provide so much play value).

Equipment provided for access by wheelchair users has been designed carefully so that it also appeals to those on foot. Firm, smooth wheelchair-accessible paths connect the main sandy spaces where wheelchair users can, with assistance, play in the sand along with non-disabled children. Impact absorbent sandy surfacing doubles successfully as a play feature in its own right.

Play-related desire lines have appeared through planting in numerous places, and these could now be accommodated by revising the layout locally, as appropriate.

For more information, contact:

Land Use Consultants, tel 020 7383 5784, www.landuse.co.uk.

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© Nicola Butler

Through the main activity on the site focuses on the pirate ship there are plenty of quieter spaces too.



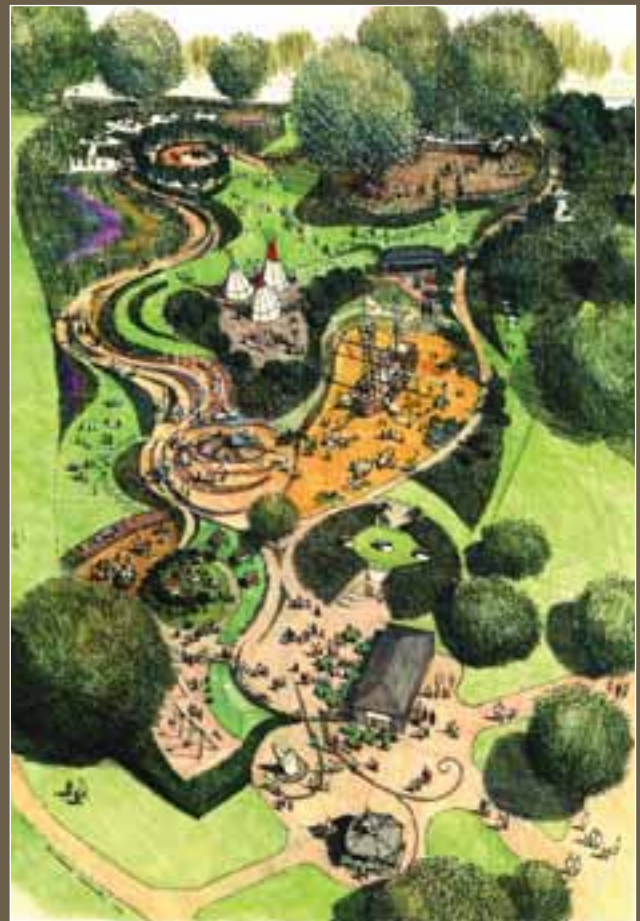
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Sand is used extensively as an impact absorbent surface with lots of 'creative' play value.



© Land Users Consultants

A drinking fountain like this can be a simple way of incorporating water into a site.



© Land Users Consultants

Artist's aerial perspective view of playground.

Dilkes Park

Thurrock

Client:	Thurrock Council
Location:	South Ockendon, Essex
Designers:	Thurrock Council's Cleaning and Greening department (Andy Furze, Head of department 1990–2002, with Peter Scott and Peter Golding); since 2002 Carol Spencer, project officer
Project timescale:	Regular changes since 1990
Capital cost:	£109,000 between 1998 and 2008 (ball court, shelters, sand volleyball court, play equipment)
Funding:	Since 1998 all capital funding has come from Veolia ES Cleanaway Mardyke Trust (Landfill Communities Fund)

Dilkes Park, was chosen in the mid 1990s by the Cleaning and Greening Department at Thurrock Council as the best location for new teenage provision. A combination of all-weather surfaced ball courts, floodlighting, and new youth shelters encouraged young people to move their activities out of the town centre and into the park.

One early teenage shelter in the park was not, by itself, enough to draw teenagers away from the centre. New shelters around the ball court were designed in close consultation with the young people, to allow both inside and outside use, and to include multiple exits (to discourage bullying). Two structures were included to accommodate more than one group of teenagers at a time.

The introduction of ball games areas and shelters was carried out alongside gradual refurbishment of the existing, nearby play area. This facility was a small, fenced play area, surfaced in rubber tiles. The council removed the boundary fencing, replaced some of the rubber surfacing with bark chips and, over time, extended the play area by adding other items of equipment. This is an ongoing process. Wherever possible, old equipment is left in place so new items add to the play opportunities on the site.

New equipment has been located at a low density in between existing mature trees. The lack of boundary fencing combined with careful locating of the equipment means that the play space has a natural, informal quality that is very appealing. Without any defined boundary, the play area blurs into the surrounding parkland. The massing of the trees means that not all of the equipment is visible together, which positively invites exploration. Footpaths through the park wind through the play space, informally, and the presence of passers-by makes the space feel safer.

Locating equipment informally within a natural environment has given the facility a strong sense of place. The approach to refurbishment does not depend on large capital outlay but can be implemented in an incremental manner as funding becomes available. Rubber, sand and bark have all been used as safety surfaces, giving a more varied feel.

For more information, contact:

Veolia ES Cleanaway Mardyke Trust, Parish Farm, South End, Much Hadham
Herts SG10 6EP, tel 01279 84 3675, andyfurze@aol.com.
Thurrock Council, Civic Offices, New Road, Grays, Essex RM17 6SL
tel 01375 652350, cspencer@thurrock.gov.uk.

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© Aileen Shackell

Equipment is located informally between trees.



© Aileen Shackell

Without fencing the whole woodland becomes part of the play space.



© Andy Furze

This bench was installed in consultation with a local special school.

Horsham Park

Horsham

Client:	Horsham District Council
Location:	Central Horsham
Designer:	Landscape Architect Arlene McIntosh
Project timescale:	Project completed in 2003
Capital cost:	£230,000 for whole scheme (including £130,000 for relocating existing play equipment and purchase of new play equipment)
Funding:	From a parks capital budget

Horsham Park's new play space is seen as a great improvement on the previous facility, which was a traditional play area, largely surfaced in rubber wet-pour. The construction of the new Leisure Centre on the site of the old play space made replacement essential.

The aim was to provide a breadth of play opportunities for all children aged from birth to 14 years. A deliberate decision was made to move towards creating a play 'experience' rather than a play 'area'. The site is characterised by gently rising topography, with good views over the park, as well as a small number of mature trees. The new layout is designed to take advantage of both these aspects. Some equipment was retained and relocated. New equipment was placed within the remodelled hillside, which was carefully designed to enhance the existing tree planting. A 'valley' running down between these trees became a dry 'river' filled with sand and crossed by a bridge, designed by a local wood sculptor.

'Zoning' the equipment geographically, means there is no need for internal fencing to separate different age groups. Planting and ground modelling help create the feeling of different spaces and places to go to. Young people over 14 are also welcome.

The site is located close to a café and toilets and the new Leisure Centre and swimming pool. People now visit from as far away as south London, and use other park attractions such as the children's maze, a sensory garden, and children's entertainments.

Staff are delighted with high levels of usage and continuing positive feedback from users. 'Effort put in at planning and design stage and also in consultation has allowed us to look at the project in a holistic sense – this has allowed us to achieve so much more, for not much extra cost.'

The involvement of local artists, especially a wood carver, has introduced some unusual and tactile structures (seating and a bridge). These have not been any more expensive than off-the-peg items but are unique to this site.

The large sandy surfaces are enormously popular with the children, and have proved to be simple and inexpensive to maintain. The dry garden area and interpretation boards have provided an additional educational element to the play experience.

For more information, contact:

Parks Community Liaison Officer, Horsham District Council, Park House, North Street, Horsham, West Sussex RH12 1RL, tel 01403 215201, www.horsham.gov.uk.

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The bridge by a local woodcarver forms part of the entrance into the site.



© Horsham District Council

Planting makes the setting for equipment both attractive and playable.



© Horsham District Council

The totem pole sits surrounded by a lush planting scheme specially designed to need little watering.



© Horsham District Council

The play space includes different types of surfacing, to increase the variety of play experiences there.