About the Project

Project Background

Dermott District Park (formerly Bonnie Doon Campus Park) is located along 83 Street and 90 Avenue, adjacent to Vimy Ridge Academy, Bonnie Doon Leisure Centre and the future Valley Line LRT. As a district park, the anticipated yearly number of park users totals approximately 40,000 to 80,000 people.

As part of the City's District Park Renewal Program, Dermott District Park was prioritized as a site requiring a new master plan to direct modifications and improvements to the site. In 2014, a Master Plan was created for the park in order to guide the upgrades needed to improve park usage and site conditions.

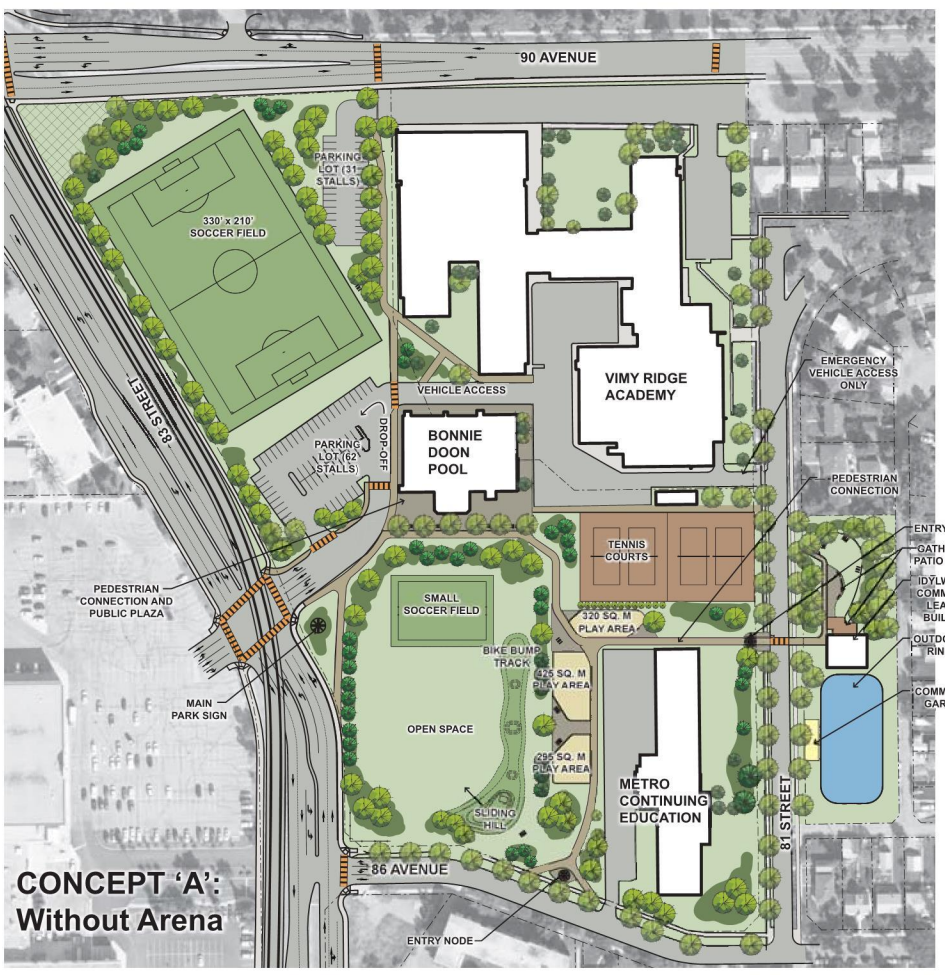
The Master Plan was approved by Community Services Department in 2014 and the project is currently moving into preliminary design, detailed design and construction. The project construction is anticipated to begin during 2016 and 2017.

Public Consultation

- Fall 2013: Phone Survey
- Sept/Oct 2013: Online Survey
- Sept 2013: Public Information Session
- March 2014: Stakeholder Workshop
- April 2014: Public Open House and Online Survey
- September 2015: Play Space Open House
- February 2016: Preliminary Design Open House

Concept Plan

The following image shows the Master Plan Concept that was developed during the conceptual design phase of the project in July 2014. The Play Space Concept that you are reviewing today was based on this high level design.



About the Project

Coordinated Development

The following outlines construction projects that will affect the Dermott District Park Renewal Project. Our project team is currently coordinating design work and construction phasing with each of these projects:

- **Valley Line LRT:** The Valley Line LRT is currently in detailed design stage and the construction schedule for this portion of the LRT is unknown though it will occur prior to 2020. The new intersection, crosswalks and entrance into the park site from 83 Street will be constructed as part of the LRT project.

- **Vimy Ridge Academy Building Upgrades:** Vimy Ridge Academy is currently undergoing a extensive modernization project that will extend into 2017. Though there are some exterior improvements, the majority of upgrades are occurring within the building.

- **Bonnie Doon Leisure Centre Upgrades:** The Leisure Centre will be undergoing building renovations starting this fall. During this time, the Leisure Centre will be closed to public access.

- **Idylwylde Community League:** The park space around the Idylwylde Community Hall was included in the conceptual design for the Dermott District Park Master Plan. Currently, the design and construction of site improvements is being conducted as a separate project.

Where We Are Today

The Play Space Concept you are reviewing this evening, is a result of the Dermott District Park Master Plan, which was reviewed by the public during the April 2014 and subsequently funded by City Council in 2015.

The Play Space Concept is based on previous Dermott District Park playground consultation work, including an open house held in September 2015 and an online survey held in September/October 2015. As a result of feedback from these two events, it was determined that a natural theme for the playground was preferred over a traditional manufactured playground.

Today's Consultation Focus

The play concept plan you see before you provides a nature and adventure themed play space that is different from traditional playgrounds in the City. This is a new type of play space for the City, though nature play and adventure play are popular in other cities within Canada and the rest of the world.

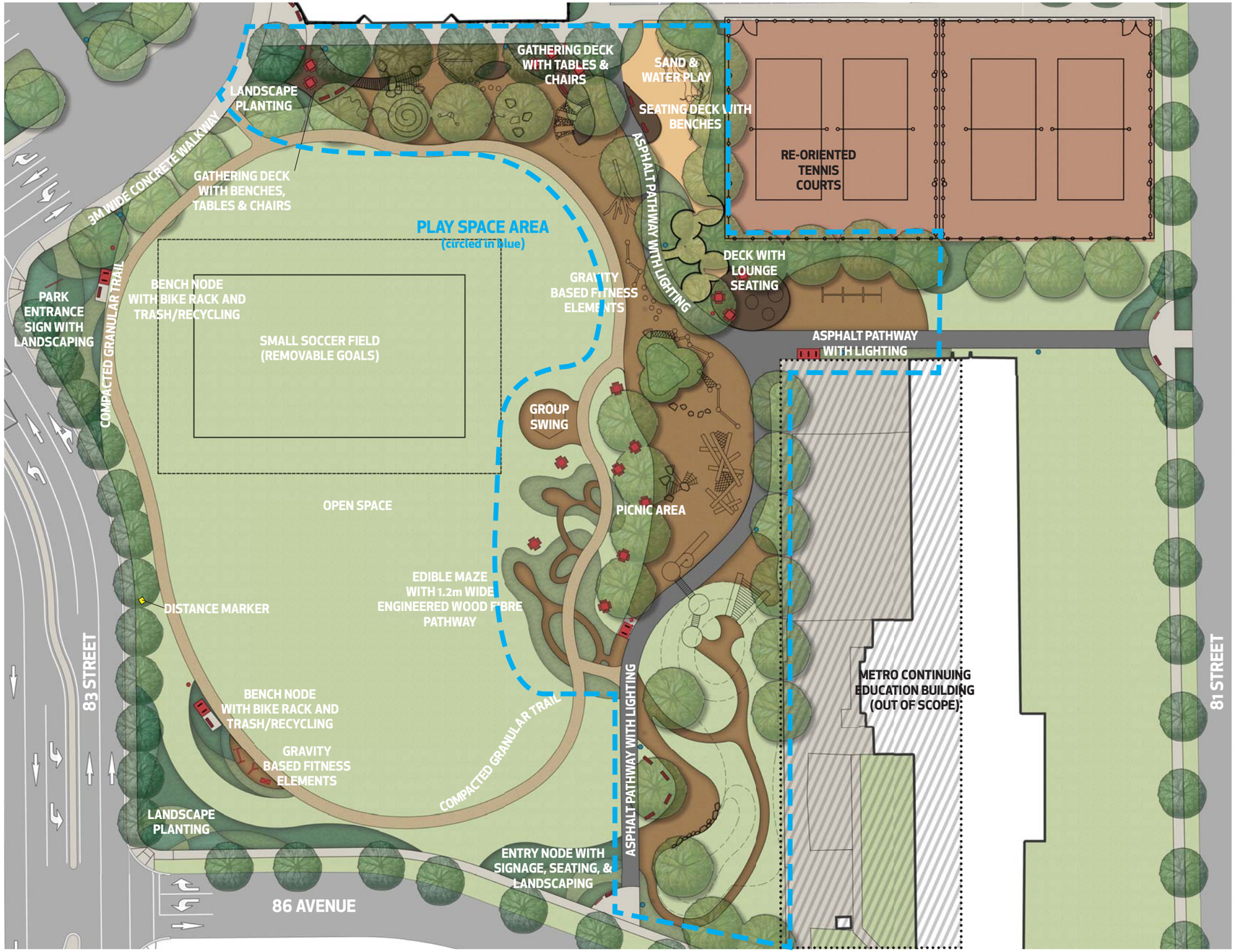
We are looking for your feedback on the concept for the play space, including the arrangement and location of play areas and the play elements themselves.

Please provide your comments by placing sticky notes comments on the display boards, "voting" for play elements by placing colored dots, and filling out the comment form.

A online version of the comment form will be available on the City's website at: **www.edmonton.ca/dermottdistrictpark**

Thank you for joining us!

Play Space Context



Why is this Playground Different?



What is Nature Play?

The idea behind nature play is that interaction with natural environment is an fundamentally important part of a child's development. Designs focus on the use of natural materials to provide an unstructured play environment that inspires the imagination and engages children with the natural world.

Developmentally, nature play provides sensory, cognitive, creative, social and intellectual challenges and promotes gross motor skills. Nature play is beneficial for all age groups and abilities, but is especially suited for young children and children with disabilities.



What is Adventure Play?

Like nature play, adventure play favors natural materials and structures that are integrated with the landscape. Adventure play does not preclude traditional play elements, such as swings and slides, but rather reinterprets them in creative and challenging ways. The elements are designed for creative and physical unstructured play with graduated learning and safe risk-taking opportunities.

Developmental benefits include problem solving, motor planning, gross motor skill development,collaboration and spatial awareness. Adventure play is suited to children older than 5 years old and has the ability to be engaging to much older age groups, such as teenagers, who may be interested in rock climbing or parkour elements.

Unstructured, imaginative, exploratory play is an essential component of wholesome child development.

paraphrased from Richard Louv, author of "Last Child in the Woods"

Children develop better motor abilities when playing in nature opposed to traditional playgrounds.

paraphrased from Ingunn Fjortoft (2000)

Access to active play in nature and outdoors—with its risks—is essential for healthy child development.

from the 2015 The ParticipACTION Report Card on Physical Activity for Children and Youth

Natural play strengthens children's self-confidence and arouses their senses—their awareness of the world and all that moves in it, seen and unseen.

Richard Louv, author of "Last Child in the Woods"

Children with limited or no contact with the natural world become unable to see themselves as part of it.

paraphrased from Phenice & Griffore (2003)

Traditional playgrounds become misused because once children become bored with the equipment, they begin to use it in unsafe ways.

paraphrased from Wallach (1983)








Materials

1. TIMBER MATERIALS

- Yellow cedar timber will typically last upwards of 25 to 80 years, compared to pressure-treated timber, which has a typical playground lifespan of 10 to 20 years
- Yellow cedar's rot resistant properties are natural and do not require chemical preservatives
- Yellow cedar resists checking and splitting
- The use of pressure-treated timber will be used in some locations some locations where it is suitable

2. STEEL-CORE ROPE

- Rope and net constructed using high quality and heavy gauge steel-core rope encased in strands of fused polypropylene yarn

3. SURFACING MATERIALS

- Engineered wood fiber mulch because of natural qualities, longevity and accessibility (wheelchair) accommodation
- Playground sand only within sand and water play areas

5. NATURAL FOUND MATERIALS

- Boulders and natural timbers and other natural materials, such as salvaged trees (not elms)

6. PLANTING

- Planting beds around gathering spaces and play spaces

7. EDGING MATERIALS

- Edged with boulders, timber, log steppers, or other natural materials

8. MANUFACTURED COMPONENTS

- Items such as nets, slides and swings will sources for playground manufacturers
- Weather, corrosion and vandal proof metal hardware vvv

Safety and Accessibility

CANADIAN SAFETY ASSOCIATION (CSA) STANDARDS

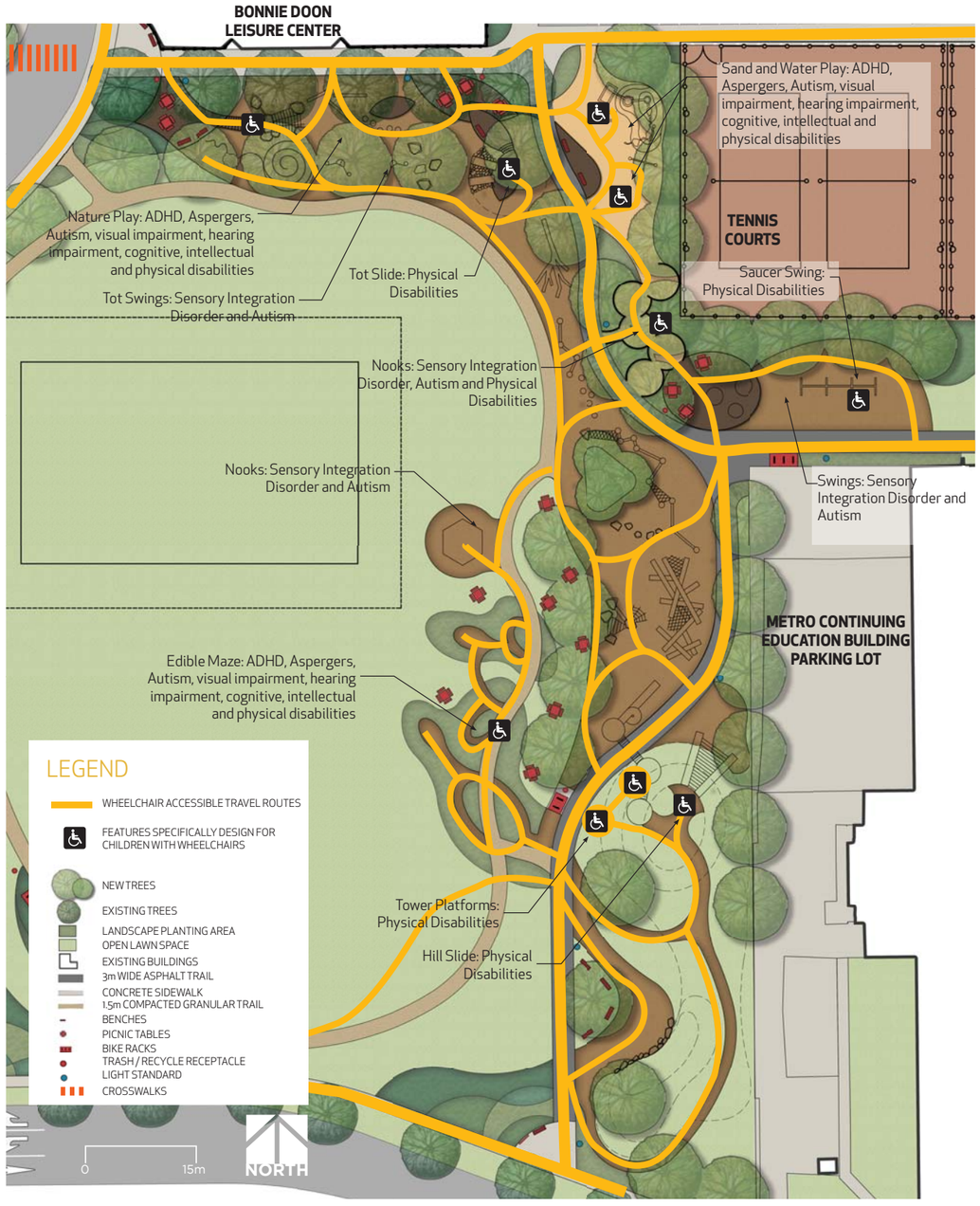
The CSA play space standard provides technical guidance on the design, manufacture, construction, maintenance and inspection of playgrounds. The intent of the standard is to minimize the likelihood of serious and/or life-threatening injuries.

The design of each play space element will be reviewed for CSA compliance throughout the concept, detailed design and construction process.

ACCESSIBILITY STANDARDS

The CSA play space standard also provides guidance on creating play spaces accessible to children with disabilities. It is important to recognize that diabilities are not always only about mobility.

The design of play space will be reviewed for accessibility throughout the concept, detailed design and construction process.



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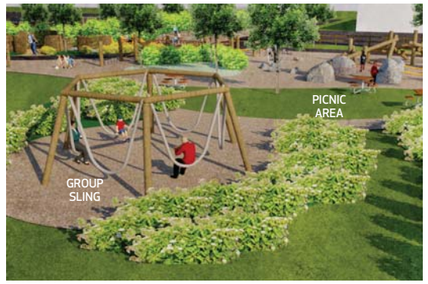
VIEW 6

VIEW 7



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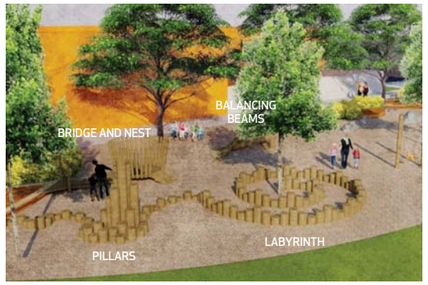

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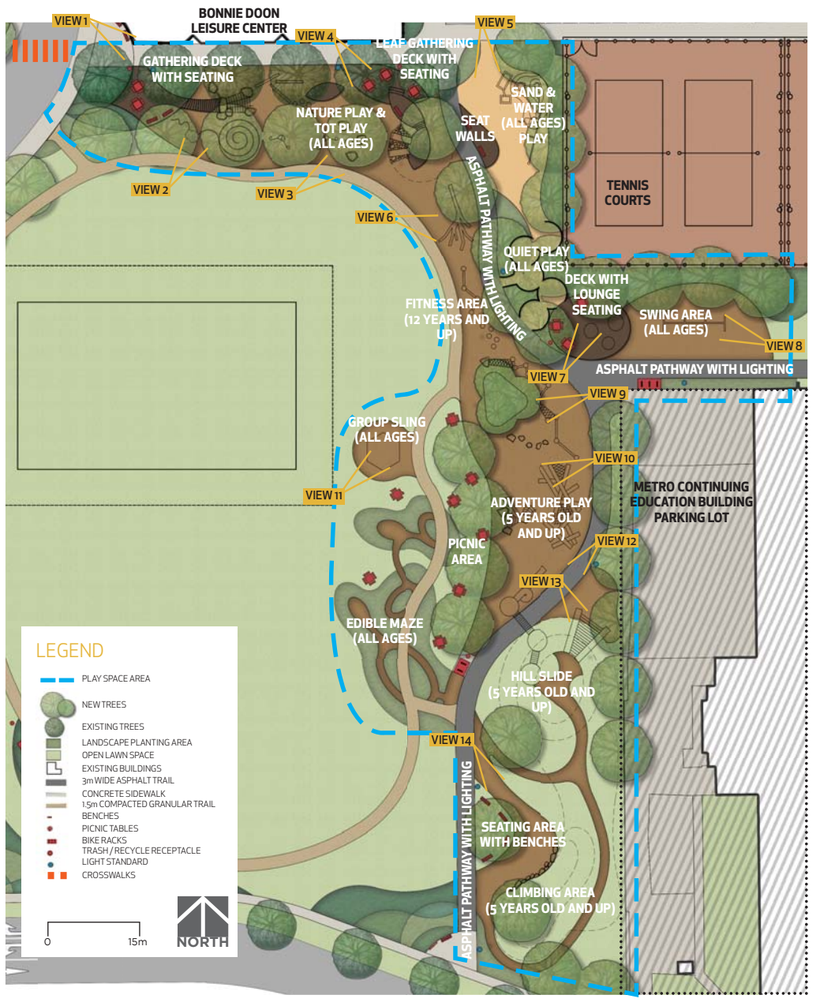

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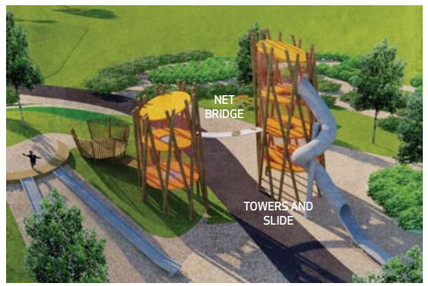

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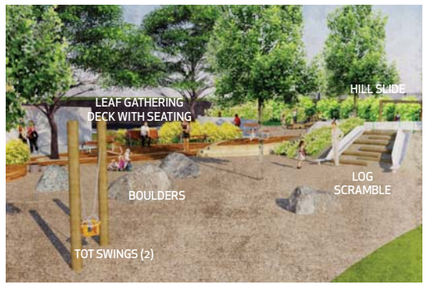

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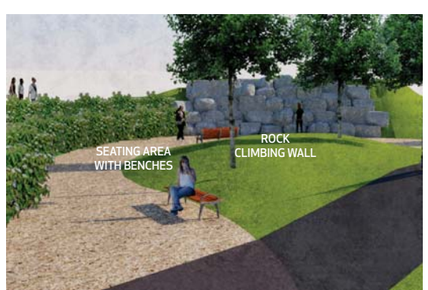
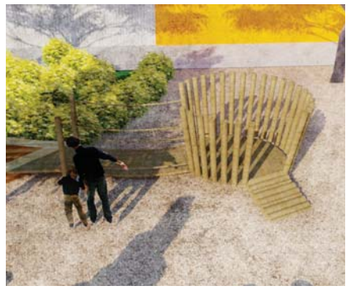


VIEW 14

1. BALANCING BEAMS

- angled log beams for balancing and climbing
- improves gross motor skills, balance, agility, coordination, motor planning
- provides safe risk taking and confidence building



2. BRIDGE AND NEST

- bridge connects the gathering deck to a nest shaped platform
- designed to provide wheelchair access.
- imaginative play and game creation

3. PILLARS

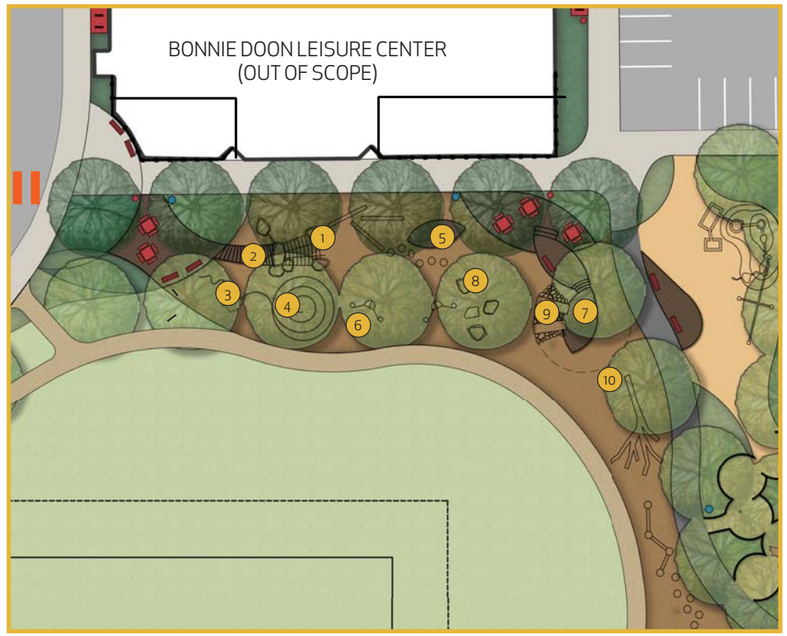
- timber pillars connected by log steppers
- children to climb around and find their own routes and perches
- improves gross motor skills, balance, coordination, motor planning
- promotes imaginative play, game creation, collaborative play

4. LABYRINTH

- wheelchair accessible spiral labyrinth
- improves gross motor skills, balance, coordination, motor planning
- promotes imaginative play, game creation, collaborative play

5. ISLAND

- composite wood platform connected by log steppers
- kids' stage, games area and seating
- promotes imaginative play, game creation, collaborative play and parallel play



6. TOT SWINGS

- two individual toddler swings
- angled together for socializing improves spatial and body awareness, sensory integration, coordination, motor planning, gross motor skills.

7. TOT HILL SLIDE

- two small (approx. 1.2 m/4' high) hill slides
- connected to leaf deck gathering space
- opportunity for safe risk taking and confidence building
- children learn the value of shared play and taking turns.

8. BOULDERS

- boulder heights vary up to o 1.2 m (approx. 2-4')
- climbing and scrambling
- "graduated learning experience", where children will only be able climb higher when physically ready.
- promotes gross motor skills, balance, agility, coordination, motor planning.

9. LOG SCRAMBLE

- logs anchored into the hill slide slope
- fun and challenging way to climb hill improves gross motor skills, balance, agility, coordination, motor planning.

10. FALLEN TREE

- tree salvaged from construction anchored into the ground
- balancing, perching and socializing
- promotes sensory experiences, gross and fine motor coordination, cognition, environmental awareness, collaboration and creativity.

11. HAND PUMPS

- releases limited amounts of water
- operated using levers, buttons, wheels or handles
- improves gross motor skills, strength and coordination

12. WATER TABLES

- a series of water troughs and tables
- wheelchair accessible
- play with mixing of sand and water
- benefits include fine motor coordination, cognitive and social skills, sensory and tactile awareness, and problem-solving

13. RIVERS

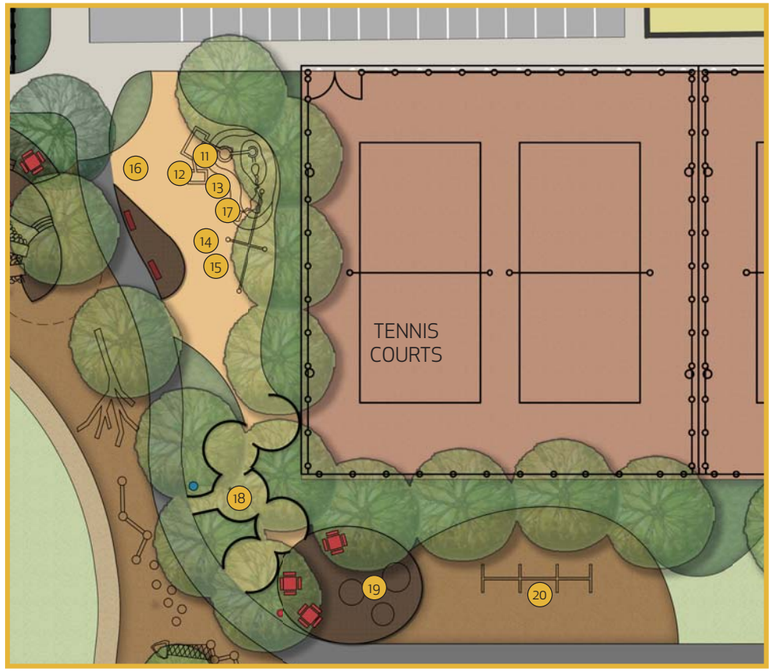
- stepped platforms with "rivers", "lakes" and waterfalls formed into the surface
- able to change the water moves through the "landscape" with sand and other objects
- benefits include fine motor coordination, cognitive and social skills, sensory and tactile awareness, and problem-solving

14. SAND MOVERS

- bucket conveyors and pulley systems
- move wet and dry stand to different locations within the space.
- benefits include fine motor coordination, cognitive and social skills, sensory and tactile awareness, and problem-solving.

15. SAND TABLE

- sand play on an elevated surface
- wheelchair accessible
- interactive elements like spiral funnels and sand wheels
- benefits include fine motor coordination, cognitive and social skills, sensory and tactile awareness, and problem-solving.



16. SAND PIT

- sand play area with boulders and log steppers
- benefits include fine motor coordination, cognitive skills, sensory and tactile awareness and imaginative play

17. ARCHIMEDES SCREW

- device allows children to move sand or water upwards by turning a steering wheel or handle
- benefits include gross motor skills,coordination, intellectual skills and cognitive skills

18. NOOKS

- a series of connected circular timber structures
- provides a quiet space while allowing visibility into the spaces
- wheelchairs accessible
- benefits include, solitary play, parallel play, collaborative play and imaginative play

19. HAMMOCK LOUNGE

- circular net structures in deck area
- a fun place for adults and children to play or to relax
- benefits include, solitary play, parallel play, collaborative play and imaginative play

20. SWINGS

- timber structure with four standard swings
- saucer swing to help young children and children with disabilities
- benefits include spatial and body awareness, sensory integration, coordination, motor planning, gross motor skills

21. GROUP SLING

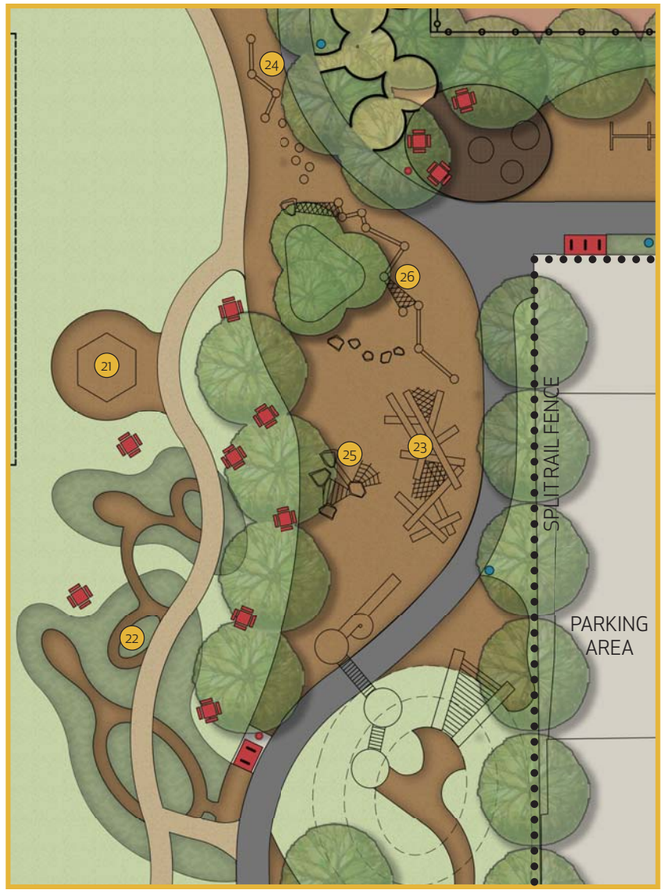
- allows eight children (or adults) to sit and sway towards each other
- sense of community within the play space
- benefits include social skills, collaborative play, coordination, motor planning, and gross motor skills.

22. EDIBLE MAZE

- small maze-like space with perennial edible and/or native plant material
- both a natural play element and park feature
- benefits include sensory and tactile awareness, environmental awareness and imaginative play

23. LOG JAM

- engineered to look like a pile of logs
- promotes critical thinking as children determine a organic route through the structure
- Benefits include core strength, upper body strength, motor planning, balance, coordination, imaginative play, collaborative play and game creation.



24. FITNESS EQUIPMENT

- one of two areas in the park that providesa workout opportunity for adults
- body-weight activities, such as pull-ups, dips and elevated sit-ups
- children may also find their own interesting uses for the equipment as well

25. ROCKS AND ROPES

- combination of boulders, ropes and nets
- challenging transition from ropeto boulder
- benefits include problem solving, motor planning, critical thinking and spatial and body awareness, in addition to gross motor skill, strength and agility, and balance.

26. LOW ROPES COURSE

- routes with rope and timber balancing features, ramps and logs that are low to the ground.
- benefits include balance, coordination and agility, core strength, motor planning, problem solving and spatial awareness.

27. TOWERS AND SLIDE

- Towers with platforms that are fully enclosed with net
- internal net ladders connections between platforms
- designed to prevent climbing on the outside of structure
- unique vantage points and fun slide exit
- wheelchairs will be able to access the lower platform on the shorter (south) tower
- benefits include spatial and body awareness, physical fitness, agility, coordination, confidence building
- promotes game creation, collaborative play and solitary play

28. NET BRIDGE

- bridge travels over the pathway, connecting the two tower structure
- bridge is fully enclosed in netting, and designed to prevent climbing on the outside
- unique vantage point and an interesting play experience
- provide children with interesting looping circuits of play
- promotes motor planning, spatial and body awareness, gross and motor skills, balancing and agility, confidence building

29. ROCK CLIMBING WALL

- boulder climbing features for children and adults
- "graduated learning experience", where a child is only able to go as high as their current level of ability allows them.
- wall will be engineered for safety and the play surfacing will absorbs the impact of any falls
- benefits include problem solving, motor planning, critical thinking and spatial and body awareness, in addition to gross and fine motor skill, strength, balance and agility

30. BIG HILL SLIDE

- two approximately 2.5m (approx 8ft) hill slides
- upper platforms provide a lookout point into the park site
- improves gross motor skills, balance, agility, coordination, motor planning
- promotes risk taking ,confidence building, and teaches the value of shared play and taking turns.