Golden Square Bicentennial Park Playground

ISSUE

CONCEPT DESIGN

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CITY OF YARRA

PREPARED BY

urban initiatives
Landscape Architects & Urban Design Consultants

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SITE LOCATION PLAN
NTS

DRAWING REGISTER

Drawing List

Sheet No.	Sheet Name
CD00	COVER
CD01	DESIGN INTENT
CD02	SITE PLAN
CD03	SKETCHES - INTIMATE SPACES
CD04	SKETCHES - ELEVATIONS
CD05	SKETCHES - FINE DETAILS
CD06	PLAY EQUIPMENT
CD07	PLAY EQUIPMENT
CD08	NATURE PLAY (CUSTOM)
CD09	MATERIALS & SURFACES
CD10	PLANTING
CD11	APPENDIX 1 - PLAY VALUE ASSESSMENT
CD12	APPENDIX 2 - PLAY AREA EXTENT COMPARISON

Preliminary

CD00 COVER

24010 PROJECT NO.
Golden Square Bicentennial Park Playground PROJECT
N.A. SCALE
INFORMATION ISSUED FOR
10/09/24 DATE ISSUED

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Golden Square Bicentennial Park Playground

Introduction

Golden Square Bicentennial Park is a small park in the heart of the historically significant Golden Square precinct of Burnley. From the 1880's until 1979 Burnley State School, a three storey Gothic Revival style building, occupied much of the site that is now Golden Square Bicentennial Park.

The park is in a close-knit residential pocket and its landscape character includes large mature trees, expansive lawns, a playground, traditional style rotunda, BBQ facilities, walking paths, seating, and the historically significant English Elm tree. There are a range of native evergreen and exotic deciduous trees within the park.

The park is a well-loved oasis in Burnley. The playground, in particular, is heavily utilised as a haven and space to gather, play and enjoy public open space. As development in the surrounding neighbourhood continues to increase the need for playful engagement and respite will continue to grow.

Vision

A playground that is inclusive, offering play experiences for users of varied ages and abilities. Providing an environment that facilitates a connection with nature. The playground contributes to a sense of place through the inclusion of design features that are complementary to the surrounding environment, contributing to a narrative that is connected to both past and present.

Design Statement

The neighbourhood features Victorian and Edwardian architecture. It is a period rich in character and materiality that provides great opportunity for reference or reflection within the material palette of the playspace. Bluestone, glazed bricks, red bricks, iron and timber, are materials of this era that present opportunities.

The history of the site as the location for the Burnley State School, a three storey Gothic Revival style building, also provides opportunity for the inclusion of features that reference this past use, this may inform some of the art and play gestures within the design.

The Elm tree on the site dates back to the early twentieth century, once being in the schoolyard of Burnley State School that occupied the site, possibly planted on ‘Arbor Day’ in 1904 or 1905. Park users have incorporated the tree into their imaginative play, in recent years a local resident has ‘decorated’ the tree creating a 'Fairy Tree'. The tree and its history provide a terrific opportunity for associated, complimentary play that further integrates the tree with the play space.

We are interested in cultural constructs that provide a connecting link to their environment. We believe this playground can be a part of this process. It can foreground natural materials, include pockets of planting, and create a brief sense of immersion and wonder. Combined with references to the surrounding built environment the intention is to embellish several layers of narrative that currently exist within the precinct to increase the connection of the playground to this time and place.

In summary some of the key features of the design will be;

- Provision of play opportunities for users of varied ages and abilities.
- Use of high quality durable materials.
- A strong complementary connection to the surrounding park.
- A reflection of the local’s current use of the park for play.
- Use of natural, sustainable materials as appropriate.
- Offering respite from the high-density built environment.
- Integrating with particular existing features within the park such as the ‘Fairy Tree’.
- Including nature play.
- Flexible in its use and function.
- Resilient and functional in ongoing climate emergency conditions.
- Considering accessibility including pedestrian links to the surrounding area.
- Providing passive recreational opportunities.
- Considering seating for individuals and small groups using and supervising the playground users.
- Providing clear sight lines to and from the playground.
- Exploring the potential for other amenities including lighting, shading, litter bins, drinking fountains, and bike hoops.
- Adequate shade tree provision.
- Accessible connections to key play elements.
- Increased play value from the current offering.
- Presence of inclusive play (ability for all to join in).
- Enhanced sense of place.
- Improved visibility (regarding mound).
- Providing informal connections to some surrounding trees with possible play opportunities.
- Supporting a variety of play types such as physical, creative, social, imaginative, fine and gross motor development.
- Responsive to site conditions.
- Featuring existing and proposed vegetation and natural materials.
- Creating a nurturing play space that is of appropriate scale.



Existing play area.

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CD01 DESIGN INTENT

24010 PROJECT NO.
Golden Square Bicentennial Park Playground PROJECT
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PAVING

- SOFTFALL MULCH 1
- CONCRETE
- PAVING
- RUBBER SOFTFALL
- SOFTFALL MULCH 2

DRAINAGE

- AGRICULTURAL DRAIN
- PROPOSED STORMWATER LINE
- PROPOSED JUNCTION PIT

EDGES & KERBS

- CONCRETE EDGE
- BLUESTONE PITCHER EDGE
- BLUESTONE PITCHER EDGE (SLICED)
- ROCK EDGE
- PODIUM
- SH STEEL HOOP EDGE
- SF STEEL EDGE

LANDSCAPE WALLS

- SEAT WALL
- BALANCING WALL

GARDEN BEDS & GRASSING

- GARDEN BED
- GRASS

TREE PLANTING

- PROPOSED TREE PLANTING
- EXISTING TREES

FURNITURE

- INSECT HOTEL
- BENCH 1
- BENCH 2
- SEAT

PLAYSPACE EQUIPMENT [CUSTOM]

- BRICK STEPPER 1
- BRICK STEPPER 2
- STONE MIXING BOWL
- ROCK CAIRN
- ROCK STEPPER
- BALANCING BEAM 1
- BALANCING BEAM 2
- CUBBY
- SEATING NOOK
- CLIMBING LOG
- HOPSCOTCH
- BEADS

PLAYSPACE EQUIPMENT [PROPRIETARY]

- SPINNER
- BOUNCER
- BASKET SWING
- DUAL SWING
- PLAY EQUIPMENT (JUNIOR FOCUS)
- PLAY EQUIPMENT (SENIOR FOCUS)

Tender Prelim.

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CHECKED BY JH
PLOT DATE
CAD FILE 24010 Golden Square Bicentennial Park PRELIM TENDER

NORTH

SCALE
1:100 @A1
1:200 @A3

PROJECT
24010
Golden Square Bicentennial Park Playground

ADDRESS
54 Madden Grove, Burnley VIC 3121

DRAWING NO.
CDAAA

REV #
0

DRAWING NAME
LANDSCAPE DESIGN



Timber cubby.

Using reclaimed timber posts from the existing play structure to create a transparent circular cubby play space underneath the existing Elm tree.



Seating nook.

Using reclaimed timber posts from the existing play structure and reclaimed bluestone stair treads from Council's depot (ex Richmond Town Hall stairs) to create an intimate seating space within the garden.

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CD03 SKETCHES - INTIMATE SPACES

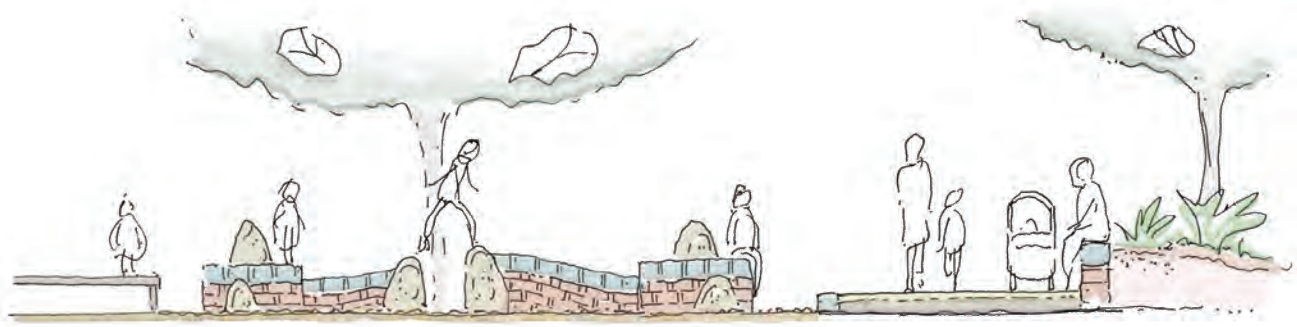
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Golden Square Bicentennial Park Playground	PROJECT
N.T.S.	SCALE
INFORMATION	ISSUED FOR
10/09/2024	DATE ISSUED

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Paved terrace with seat wall and shade trees.

Seat and balancing wall incorporating natural rock, reclaimed bluestone pitcher & red brick, functioning as a 'spectator' space, area of respite, and launching pad into further play adventures.



Balancing wall.

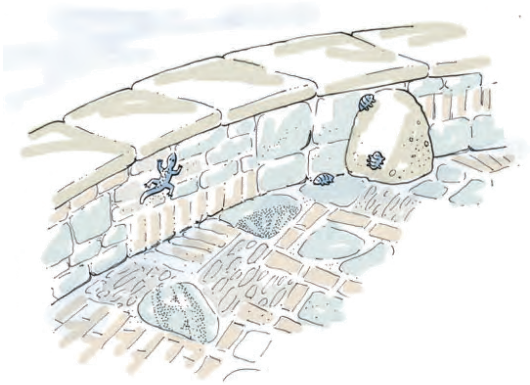
Balancing and seat wall incorporating natural rock, reclaimed bluestone pitcher & red brick, functioning as a creative and physical play element, providing play connection between the paved terrace and deck.

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CD04 SKETCHES - ELEVATIONS

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N.T.S. SCALE
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10/09/2024 DATE ISSUED

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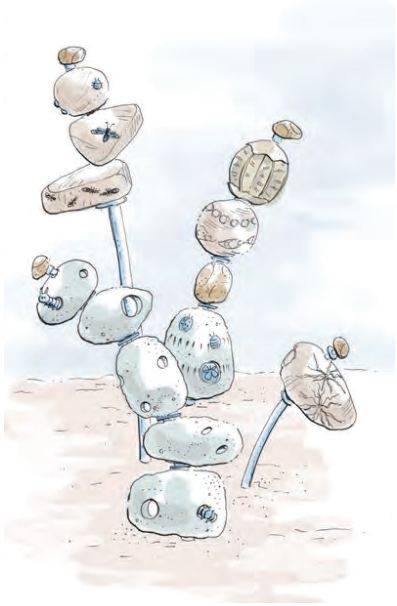


Sculpted creatures.

Sculpted creatures made from hardy materials such as metal or stone embellish some of the surfaces of the play space providing fine detail and interest. The represented creatures would be locally significant.



Precedent examples.



Play beads.

Large interactive sculptural beads provide interesting opportunties for tactile play with different materials. These spinning beads may be crafted from materials such as timber and stone with intricate details applied to the surface.



Timber patterning.

Using pyrography and other techniques intricate details can be applied to timber components within the play space, providing added interest and complementing the narratives of the playspace.

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CD05 SKETCHES - FINE DETAILS

24010	PROJECT NO.
Golden Square Bicentennial Park Playground	PROJECT
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INFORMATION	ISSUED FOR
10/09/2024	DATE ISSUED

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JUNIOR FOCUS

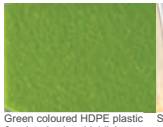


SENIOR FOCUS



PERSPECTIVE

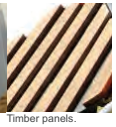
MATERIALS



Green coloured HDPE plastic & painted colour highlights.



Stainless and galvanised steel.



Timber panels.

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CD06 PLAY EQUIPMENT

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Golden Square Bicentennial Park Playground	PROJECT
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10/09/2024	DATE ISSUED

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Dual swing (will include one junior & one youth seat)



Basket swing



Bouncer



Spinner

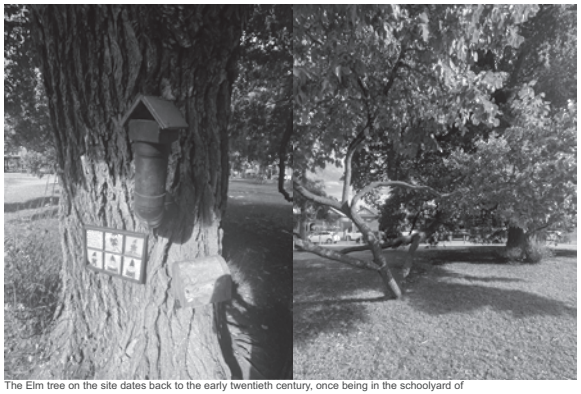
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CD07 PLAY EQUIPMENT

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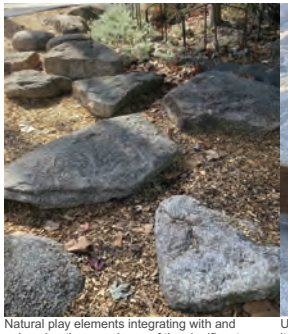
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INSPIRATION



The Elm tree on the site dates back to the early twentieth century, once being in the schoolyard of Burnley State School that occupied the site. Park users have incorporated the tree into their imaginative play, creating a 'Fairy Tree'.

INDICATIVE RESPONSE



Natural play elements integrating with and enhancing the experience of the significant existing trees, creating pathways for exploration.



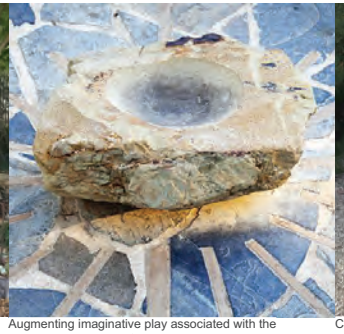
Use of reclaimed timber for play items.



Creatively integrating play opportunities within the playground that hold historic and material relevance to the area.



Creating spaces of intimate scale that provide settings for play.



Augmenting imaginative play associated with the 'Fairy Tree', providing features such as mixing bowls.



Creating habitat integrated with art opportunities using reclaimed materials, such a insect hotels.



Natural play elements integrating with and enhancing the experience of the significant existing trees, creating pathways for exploration.

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CD08 NATURE PLAY (CUSTOM)

24010	PROJECT NO.
Golden Square Bicentennial Park Playground	PROJECT
n.a.	SCALE
INFORMATION	ISSUED FOR
10/09/2024	DATE ISSUED

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INSPIRATION



From the 1880's until 1979, Burnley State School, a three storey Gothic Revival style building, occupied much of the site that is now Golden Square Bicentennial Park.
(Source: Richmond and Burnley Historical Society)



The surrounding neighbourhood features many Victorian and Edwardian buildings.



Some of the interesting patterning and material use within a neighbouring Victorian period home.

INDICATIVE MATERIALS PALETTE



Use of materials, patterns, and colours that complement the surrounding built environment and recognise the heritage of the site.





Feature sections of appropriate local reclaimed materials in seat walls, pavements or play elements.



Durable natural materials that offer social, creative, and play functions.



Exploring pattern and detail within the play space and material palette.



Simple, quality materials that are appropriately used to maximise durability, visual impact and amenity.

TEXTURES PALETTE







Textures applied to surfaces within the play space, and custom play items, could be inspired by botanical features.



Example of botanical features as inspiration for textural or patterning effects on stone.





Textural materials such as ceramic, timber, and stone as highlights within the play space.

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CD09 MATERIALS & SURFACES

24010 PROJECT NO.
Golden Square Bicentennial Park Playground PROJECT
n.a. SCALE
INFORMATION ISSUED FOR
10/09/2024 DATE ISSUED

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Trees



Backhousia citriodora
Lemon-scented Myrtle



Banksia integrifolia
Coastal Banksia

Shrubs



Acacia cognata 'Limelight'
River Wattle



Acacia glaucoptera
Clay Wattle



Atriplex cinerea
Coastal Saltbush



Correa baeuerlenii
Chefs Cap Correa



Hardenbergia violacea 'Meema'
Happy Wanderer



Indigofera australis
Austral Indigo



Plectranthus argentatus
Plectranthus argentatus



Philotheca buxifolia 'Cascade of stars'
Wax flower



Prostanthera rotundifolia
Round Leaf mint bush



Tetrapanax papyrifer
Rice Paper Plant

Grasses / Strappy plants / Ferns



Beschorneria septentrionalis
False Red Agave



Dianella Tasmanica
Dianella Emerald Arch



Dianella caerulea
Dianella Cassa Blue



Doodia aspera
Prickly rasp fern



Doryanthes excelsa
Gymea Lily



Lomandra longifolia
Fineleafed spiny-headed mat rush



Poa Labillardiere 'Eskdale'
Poa Eskdale



Pellaea falcata
Sickle Fern

Flowers



Anemone cyclindrica
Candle Anemone



Arthopodium strictum
Chocolate Lily



Pycnosorus chrysanthes
Golden Billy Buttons



Thalictrum delavayi
Laverner Showers

Ground Covers



Thalictrum delavayi
Laverner Showers



Thalictrum delavayi
Laverner Showers



Chrysocephalum apiculatum
'Mallee Buttons



Brachyscome multifida
Cut-leafed Daisy



Eremophila glabra prostrate
Blue Horizon Eremophila



Grevillea juniperiana 'Prostrate Yellow'
Prostrate Juniper Leaf Grevillea



Grevillea gaudichaudii longifolia Fanfare
Grevillea Fanfare



Kennedia prostrata
Running Postman

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CD10 PLANTING

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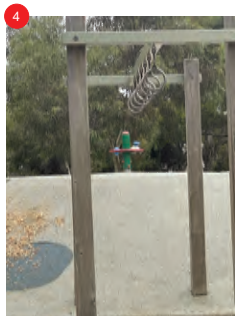
SITE PLAN













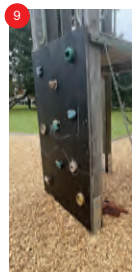




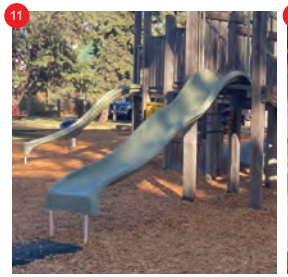


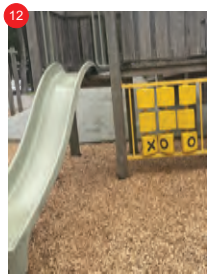
PLAY VALUE

Number	Item	Predominant play type	Accessible (wheelchair users)	Predominant age group	Risk level
1	Moveable play item	Fine motor skills	N	0-3	Low
2	Blue spinner bowl	Physical, proprioception	N	0-7	Medium
3	Swing set	Physical, proprioception	N	4-13	Medium
4	Swing gymnastic rings	Physical, proprioception	N	8-13	High
5	Slide	Physical, proprioception	N	4-7	Medium
6	Rocker	Physical, proprioception	N	4-7	Low
7	Educational play panel	Sensory, cognitive	N	4-7	Low
8	Musical play panel	Sensory	N	4-7	Low
9	Climbing wall	Physical	N	4-13	High
10	Bead rail	Sensory	N	4-7	Low
11	Slide	Physical, proprioception	N	4-7	Medium
12	Slide	Physical, proprioception	N	4-7	Medium
13	Tower and connecting walkway	Imagination	N	4-7	Low
14	Chain net	Physical	N	4-7	Medium
15	Low wall	Physical,balance	N	4-7	Medium
16	Grassed mound	Physical, rolling,climbing	N	0-13	Low

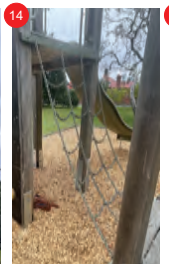




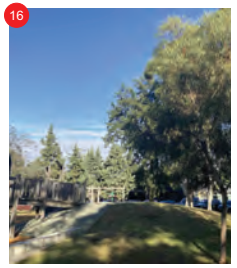










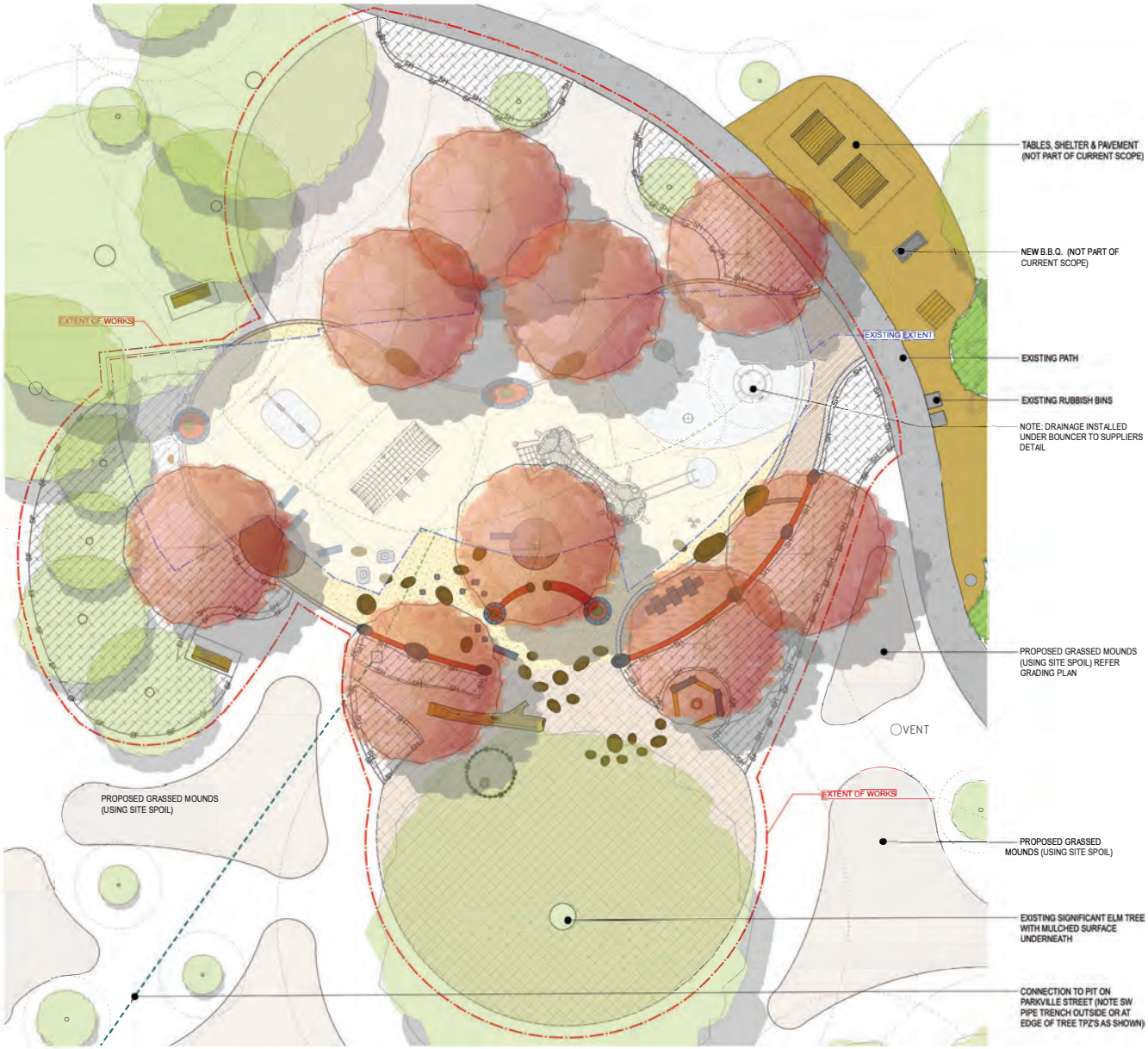


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CD11 APPENDIX 1 - PLAY VALUE ASSESSMENT

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- SOFTFALL MULCH 1
- CONCRETE
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- SOFTFALL MULCH 2

DRAINAGE

- AGRICULTURAL DRAIN
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- PROPOSED JUNCTION PIT

EDGES & KERBS

- CONCRETE EDGE
- BLUESTONE PITCHER EDGE
- BLUESTONE PITCHER EDGE (SLICED)
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- SF STEEL EDGE

LANDSCAPE WALLS

- SEAT WALL
- BALANCING WALL

GARDEN BEDS & GRASSING

- GARDEN BED
- GRASS

TREE PLANTING

- PROPOSED TREE PLANTING
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- INSECT HOTEL
- BENCH 1
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PLAYSPACE EQUIPMENT [CUSTOM]

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PLAYSPACE EQUIPMENT [PROPRIETARY]

- SPINNER
- BOUNCER
- BASKET SWING
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- PLAY EQUIPMENT (JUNIOR FOCUS)
- PLAY EQUIPMENT (SENIOR FOCUS)

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NORTH

SCALE
1:100 @A1
1:200 @A3

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24010
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DRAWING NAME
LANDSCAPE DESIGN-2