



JARRAH COURT PLAYSACE - CONCEPT PLAN

SCALE:
1:150 at B1
1:300 at B3

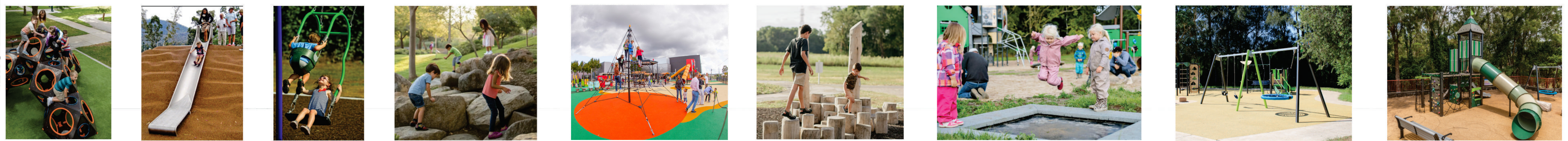
LEGEND:

- | | | | | | | |
|---------------------------|------------------------------|--|---|--|---|---|
| 1 GOAL POSTS | 3 SOCIAL SEATING AREA | 5 NATURE PLAY
(Play opportunities for younger kids using natural materials such as timber logs and rocks, creating a sensory trail between the playspace and Jarrah Court) | 7 EXISTING SHELTER RETAINED
(Shelter retained and connected into the new reserve pathway system and placed central to both play spaces) | 9 NEW PATH CONNECTION
(Direct accessible pathway connection between Jamie Court and the new playspace area) | 11 SEATING NOOK
(New seating to take advantage of views and the shade of existing tree) | 13 NEW PATH CONNECTION
(Direct accessible granitic sand path connection under the existing trees between Jarrah Court & the new playspace area) |
| 2 KICK-ABOUT SPACE | 4 EXISTING FOOTPATH | 6 ACTIVE PLAYSACE
(Accessible playspace with opportunities for all ages with emphasis on active play pieces) | 8 YOUNGER KIDS' PLAYSACE
(Accessible playspace with emphasis on opportunities for pre-school and young children) | 10 VISUALLY ACCESSIBLE
(Park views opened up to Jarrah Court to encourage passive surveillance of play space area) | 12 SMALL MOUND SLIDE | |

LOCATION MAP:



INDICATIVE IMAGES:



DESIGN CONCEPT:

The Jarrah Court Playspace Concept Plan creates a new inclusive playspace and park for local residents. The design proposes a nature-connected playspace with separate areas for younger and older kids and is better linked into the park and nearby streets through new pathways and landscape. The design of the space is a result of community extensive community feedback.

**This concept plan is for illustrative purposes only and is subject to change. The play and landscape design elements shown are indicative and intended to demonstrate the proposed play experience. Final equipment selection will occur during the next design stage and will consider value for money, safety requirements, and community feedback.*