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FAIRWAYS PARK

HATTON VALE – KENSINGTON GROVE
Landscape Detailed Design of Stage 1 Works

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Prepared for:
Lockyer Valley Regional Council



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INTRODUCTION

Saunders Havill Group have been commissioned by Lockyer Valley Regional Council to undertake detailed landscape design for the exciting new District Park within the Hattonvale / Kensington Grove area.

The 14.5 hectare park secured by Council on Fairways Drive will be developed in stages to deliver the high quality outcome park so deserved for the area.

BACKGROUND – STEPS TAKEN TO DATE

- Review previous conceptual landscape documentation prepared by Wolters Consulting Group
- Prepare draft detailed design in consultation with Project Working Group
- Review with Project Working Group
- Edit/update based on outcomes of Project Working Group
- Presentation of revised design at Council Workshop – today!

02 LANDSCAPE CONCEPT BRIEF

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- Landscape Concept Documentation prepared by Wolters Consulting Group
- Result of optional designs following community consultation
- Inception meetings to design scopes
- Workshops with focus groups to review designs
- Ongoing consultation and workshops to finalise to deliver the final design

03 DETAILED LANDSCAPE DOCUMENTATION

- Landscape design for Stage 1A commenced utilising Wolter Consulting Groups concept as base info
- Additional Stage 1B included to facilitate in Stage 1A design
- For budget purposes, stages are split up for ease of construction and funding



04 STAGE 1A LANDSCAPE DESIGN

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-  STAGE 1 WORKS
PLAYGROUND UPPER
-  STAGE 1B WORKS
ARRIVAL PLAZA
-  STAGE 1C WORKS
PLAYGROUND UPPER
-  STAGE 1D WORKS
DOG PARK

STAGE 1A LANDSCAPE DESIGN



STAGE 1 WORKS
PLAYGROUND UPPER



STAGE 1B WORKS
ARRIVAL PLAZA



STAGE 1C WORKS
PLAYGROUND UPPER



STAGE 1D WORKS
DOG PARK

Zone 1 works

Playground Upper

- Primary play equipment areas for various age groups
- Amenities building
- Shade shelter, bbq, seating
- Soft and hard landscaping such as gardens, edging and concrete paths
- Natural play areas for exploration

STAGE 1A LANDSCAPE DESIGN

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Fossil Dig



sand play supports cause and effect learning



interaction and manipulation of the user's surrounding environment supports creative thinking



sense of discovery and achievement



fossil theme supports specialised communication and language skills



range of alternative 'fossil' design options



provides opportunity to interact and cooperate with others or enjoy quieter and explorative individual play



STAGE 1A LANDSCAPE DESIGN

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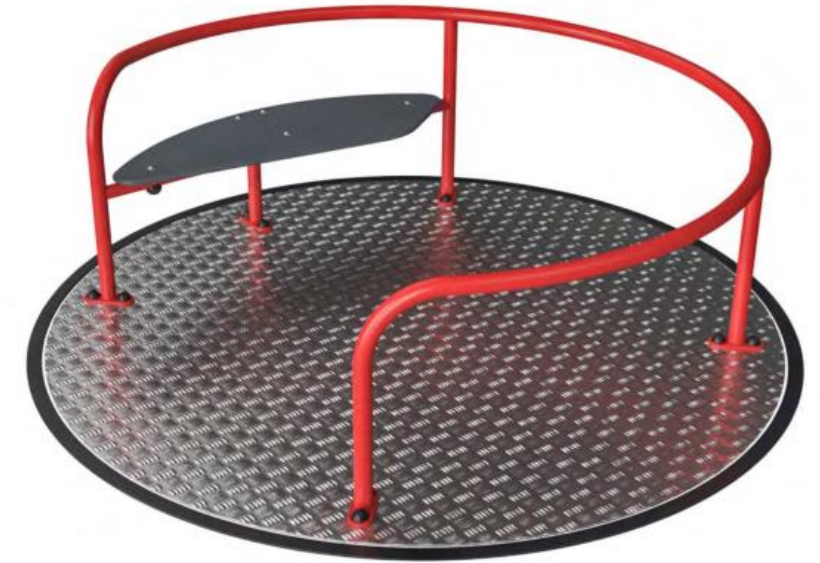
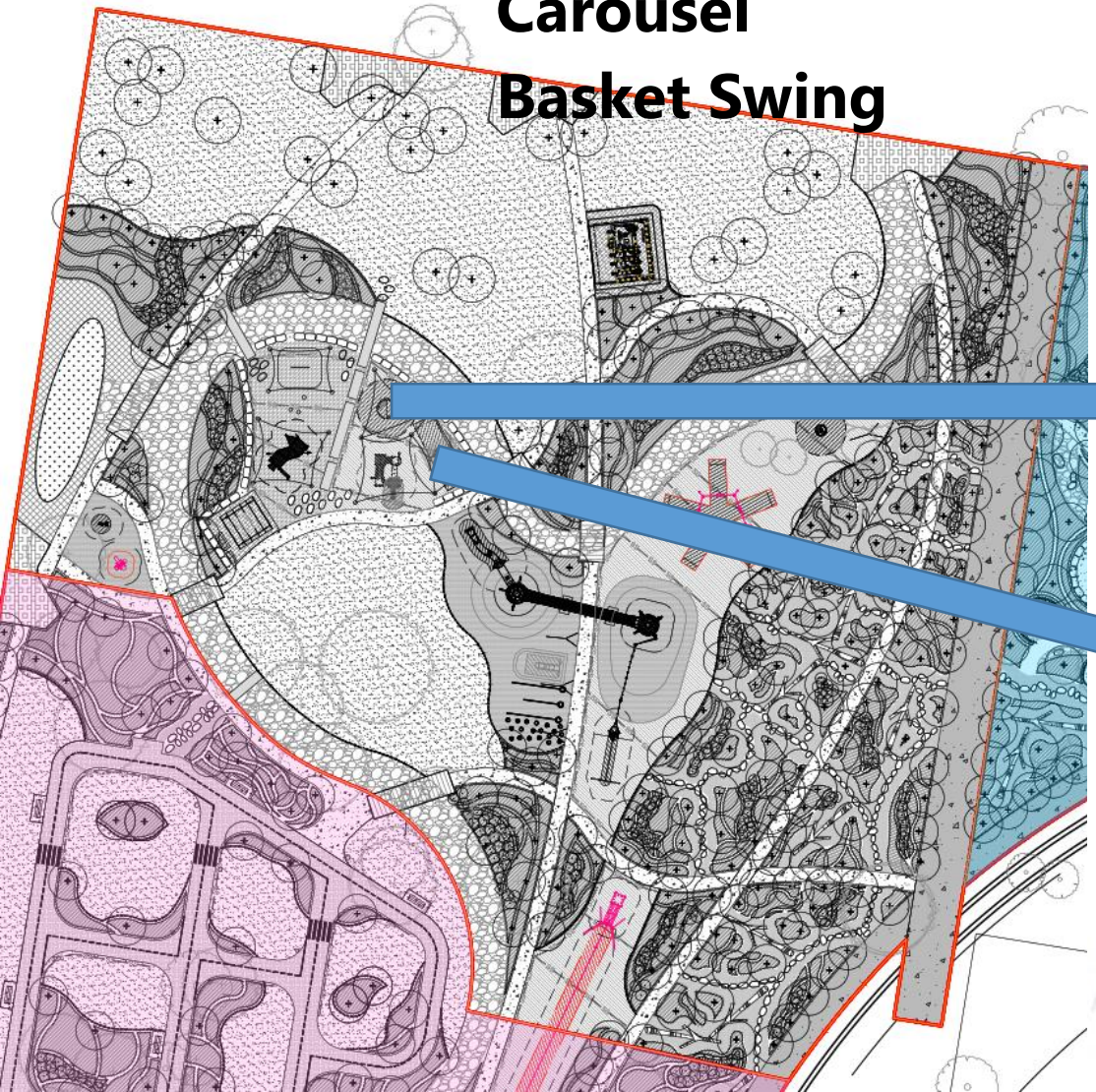
Oasis Gravel Pit



STAGE 1A LANDSCAPE DESIGN

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**Wheelchair
Carousel**
Basket Swing



STAGE 1A LANDSCAPE DESIGN

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Quad Play Tower



STAGE 1A LANDSCAPE DESIGN

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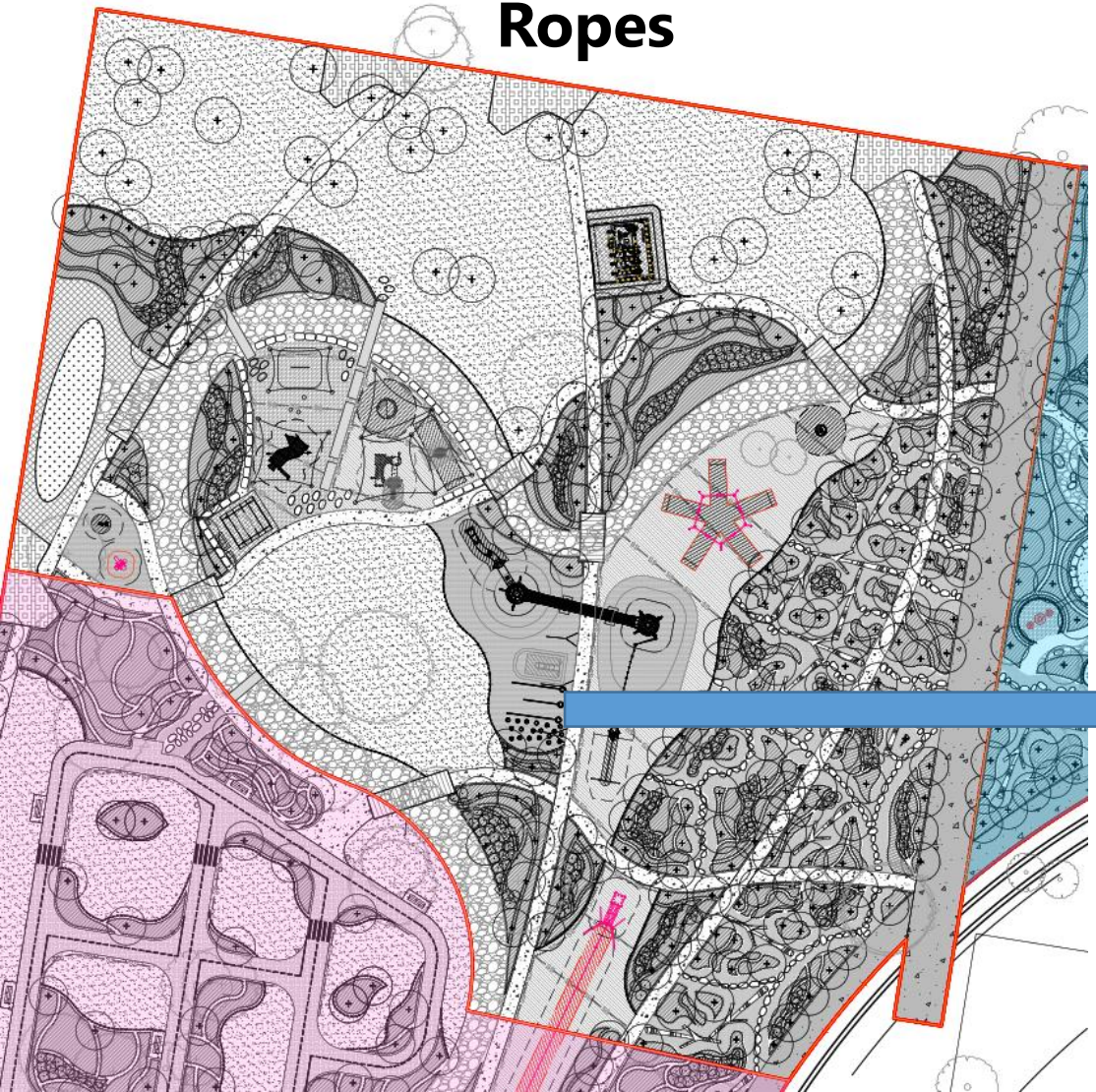
Custom Tower Mound & Play



STAGE 1A LANDSCAPE DESIGN

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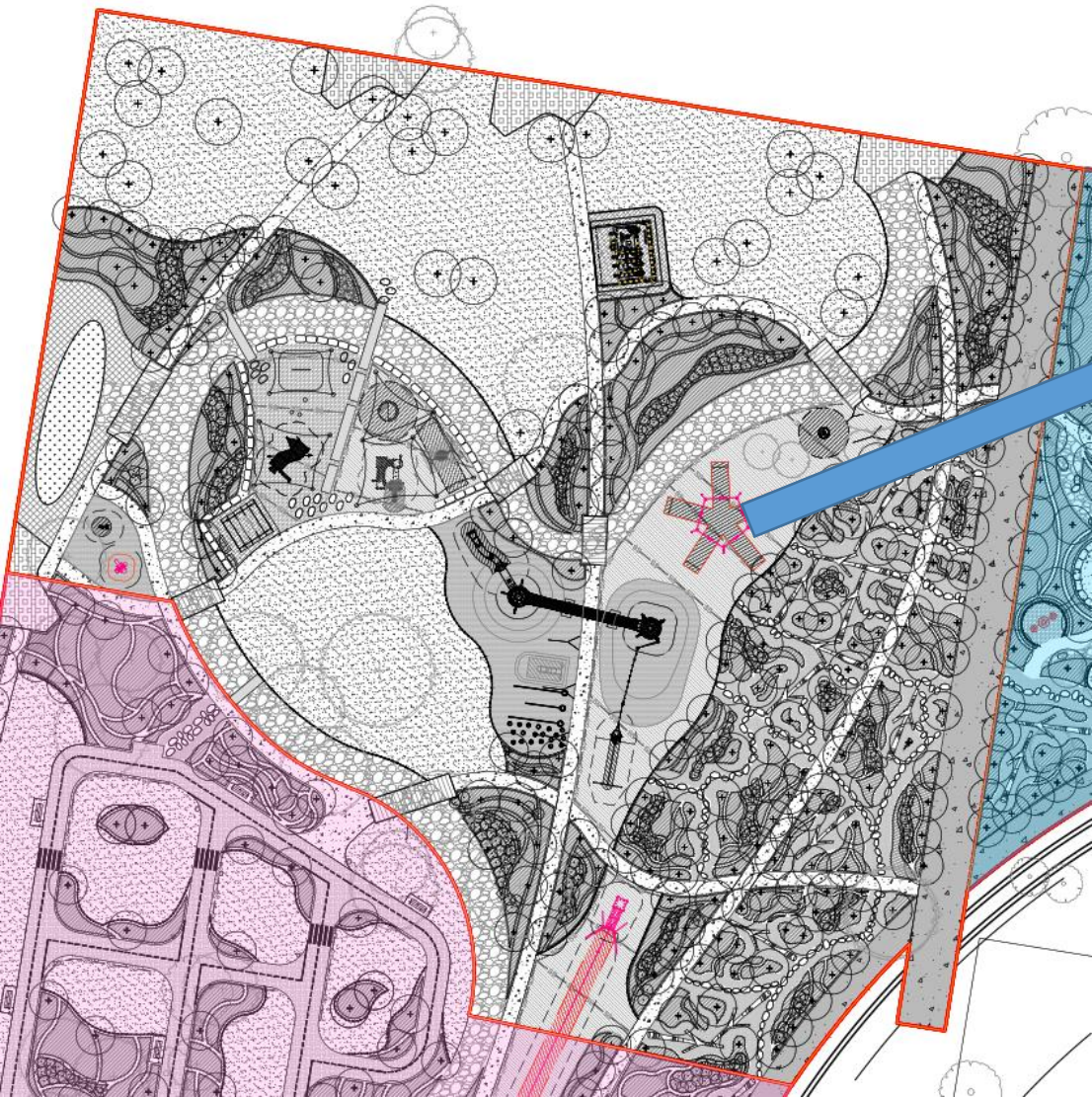
Slide, Climbing Ropes



STAGE 1A LANDSCAPE DESIGN

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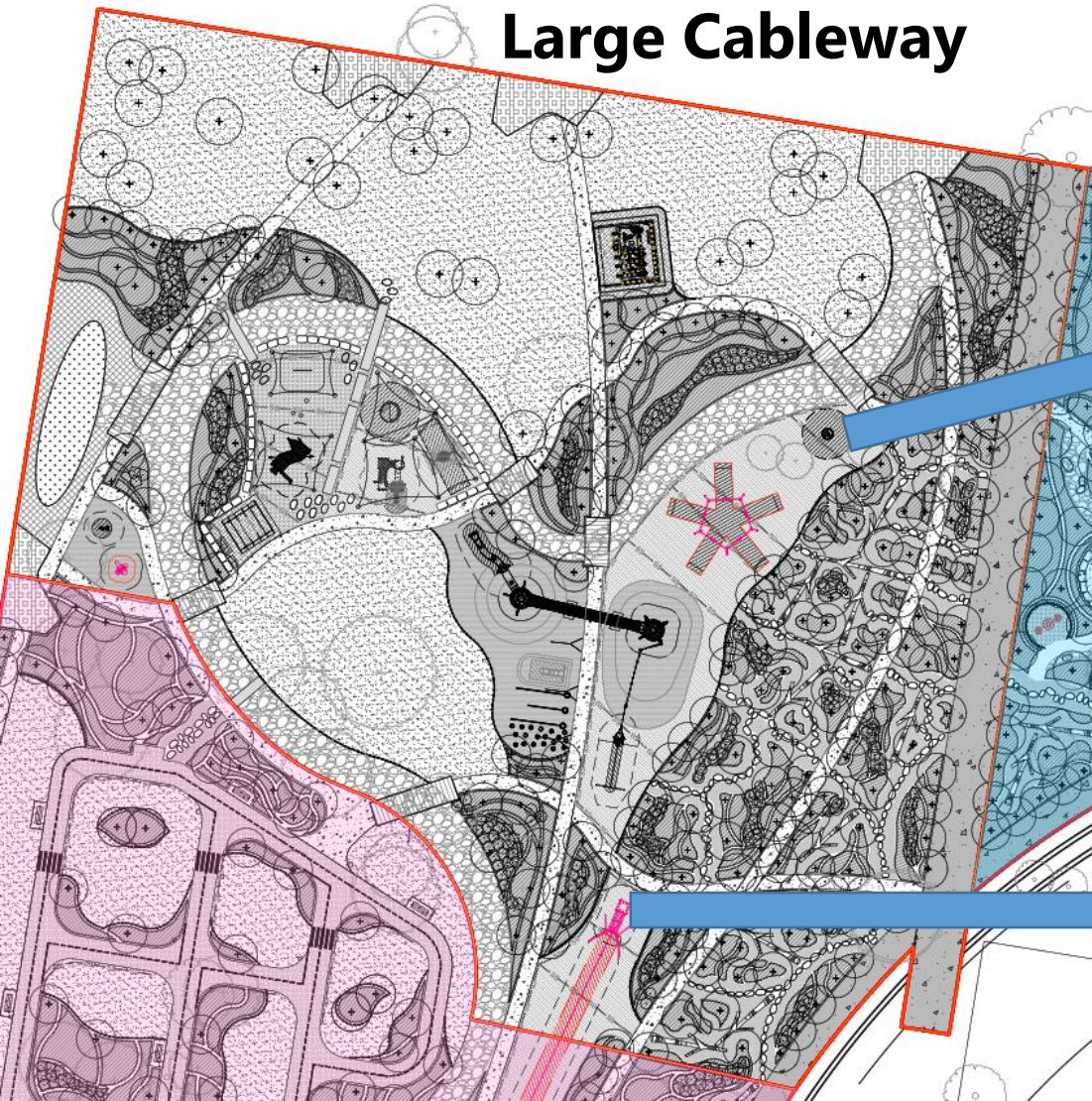
Five Way Swing



STAGE 1A LANDSCAPE DESIGN

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Tipi Carousel & Large Cableway



STAGE 1A LANDSCAPE DESIGN

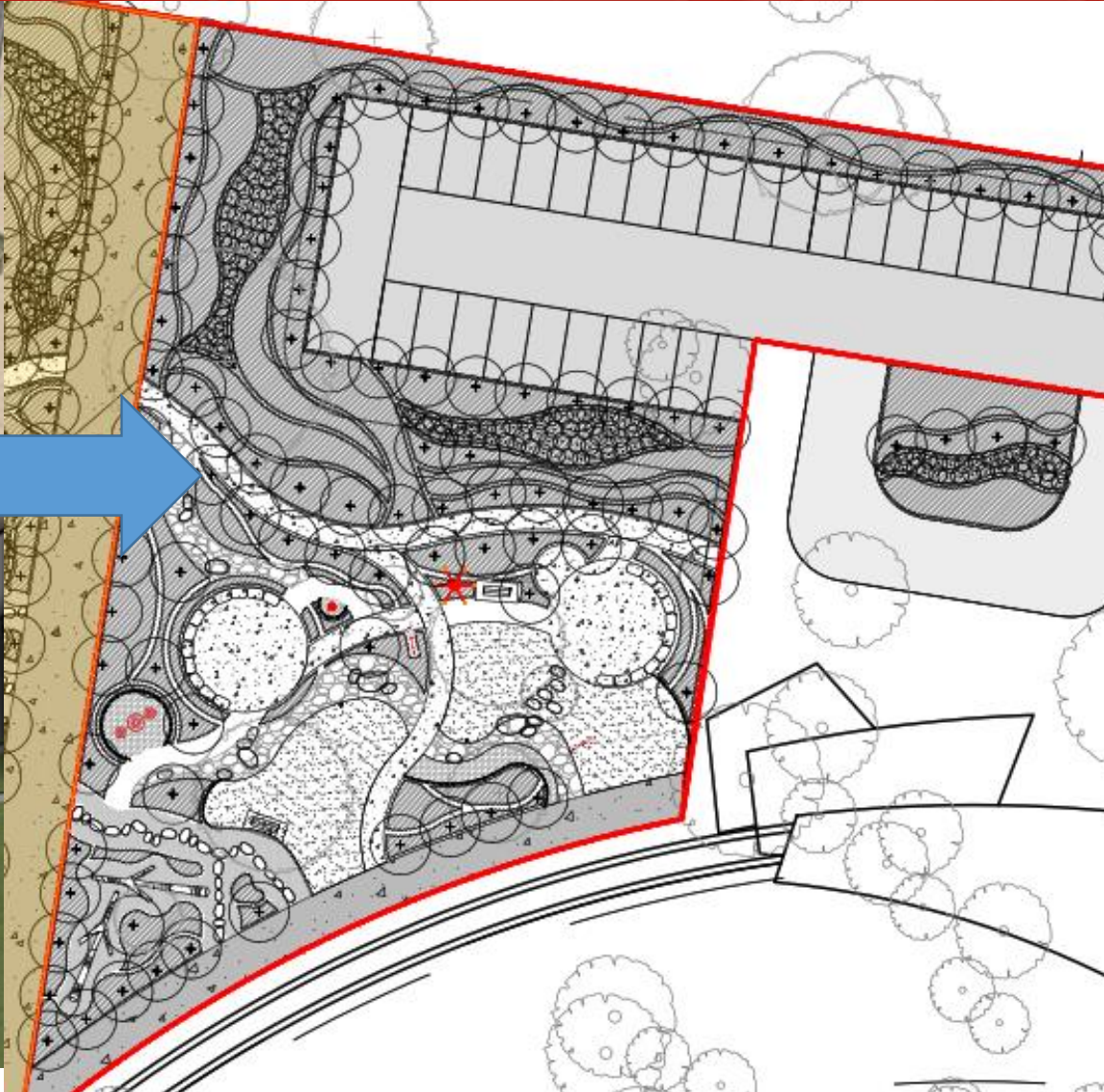
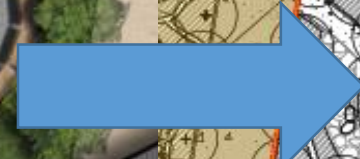
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Natural Play



05 STAGE 1B LANDSCAPE DESIGN

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STAGE 1A WORKS
PLAYGROUND UPPER



STAGE 1B WORKS
ARRIVAL PLAZA



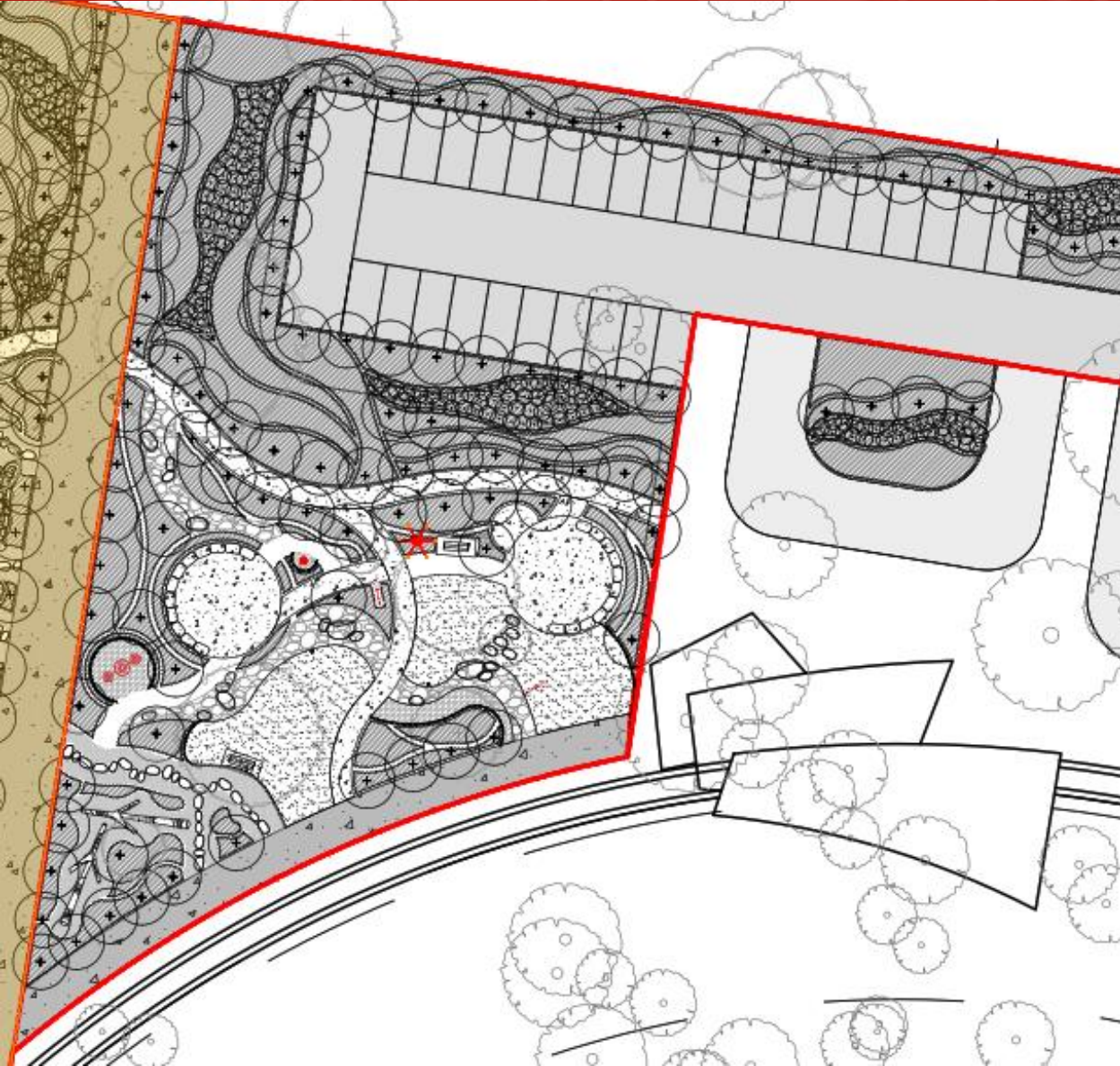
STAGE 1C WORKS
PLAYGROUND UPPER



STAGE 1D WORKS
DOG PARK

STAGE 1B LANDSCAPE DESIGN

Concept only
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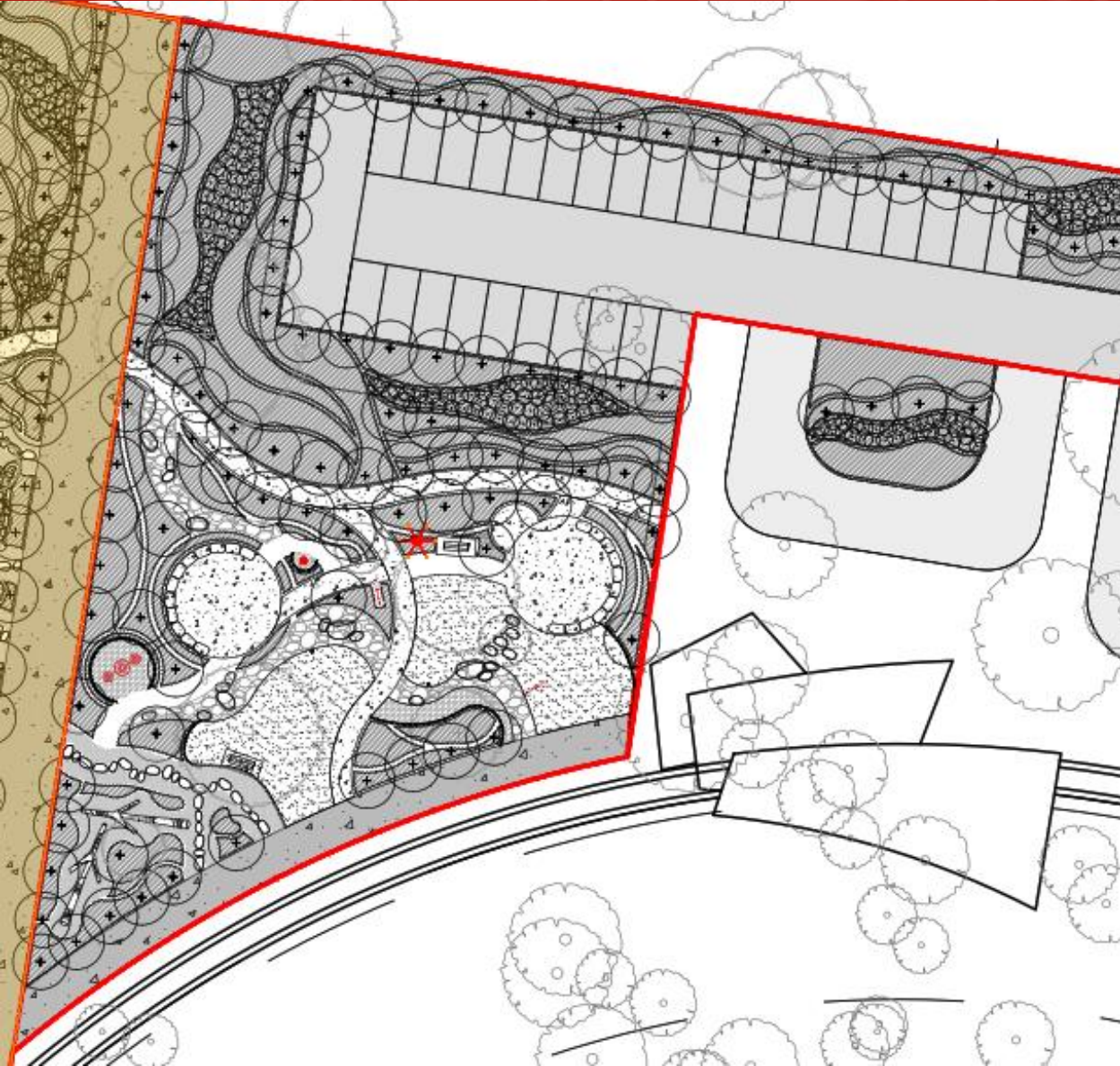
Stage 1B works

Arrival Plaza

- Sensory node play areas targeting various sense (eg. Smell, taste, touch, hearing etc)
- Soft and hard landscaping such as gardens, edging and concrete paths
- Natural play areas for exploration

STAGE 1B LANDSCAPE DESIGN

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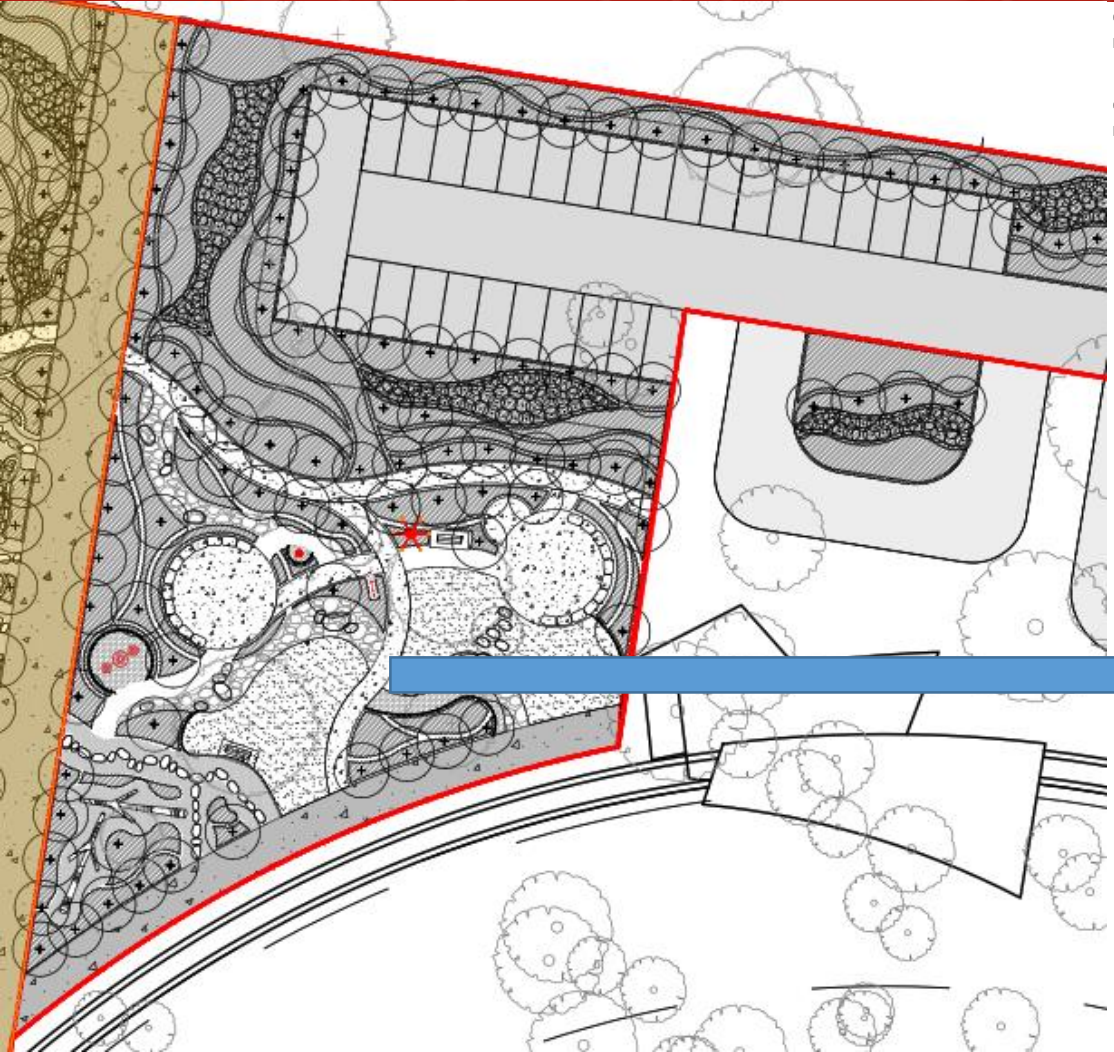


Sensory Node Area

- Sight
- Taste
- Smell
- Sound
- Touch
- Proprioception (self movement & body position)
- Vestibular (balance & spatial orientation)

STAGE 1B LANDSCAPE DESIGN

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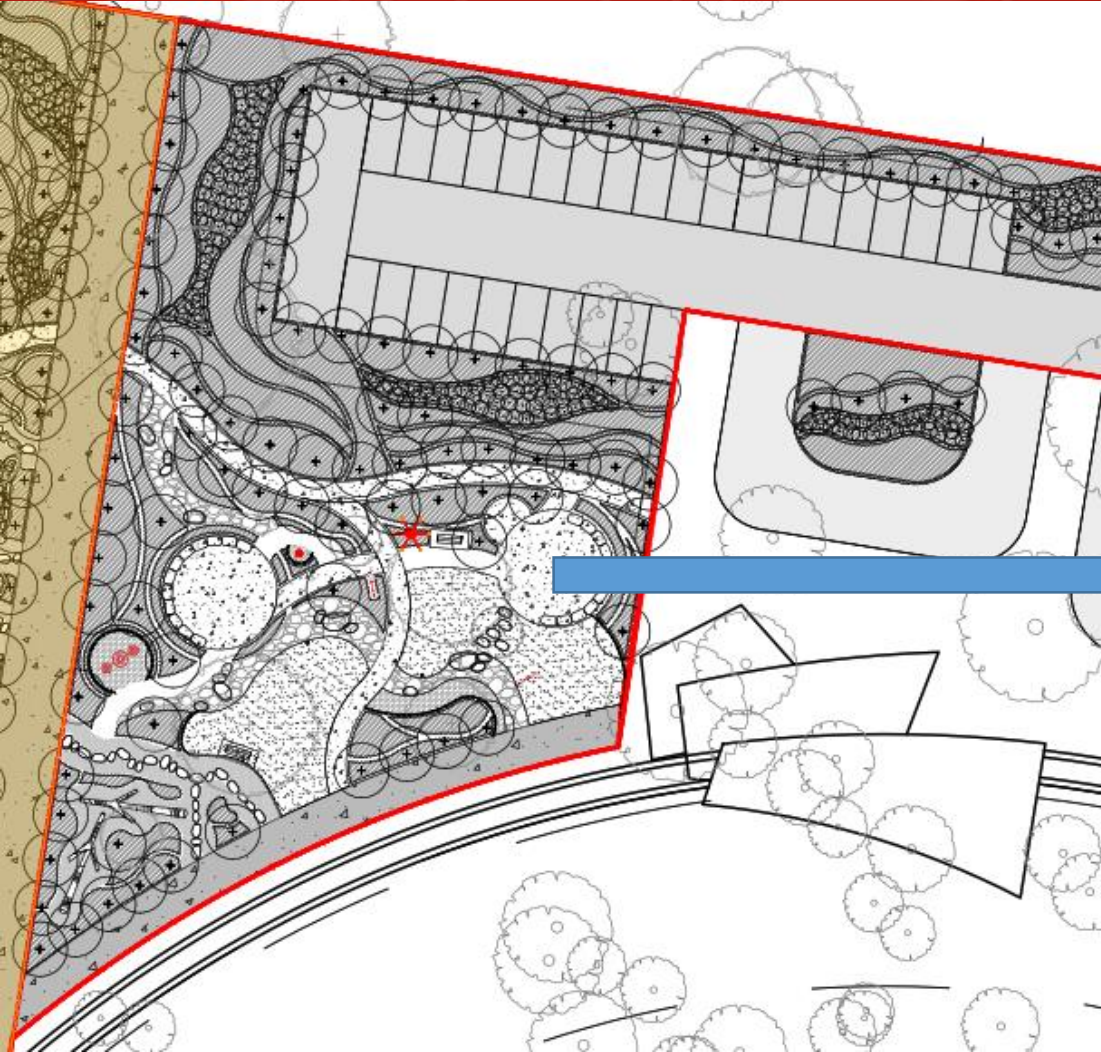


Sensory area
Sight



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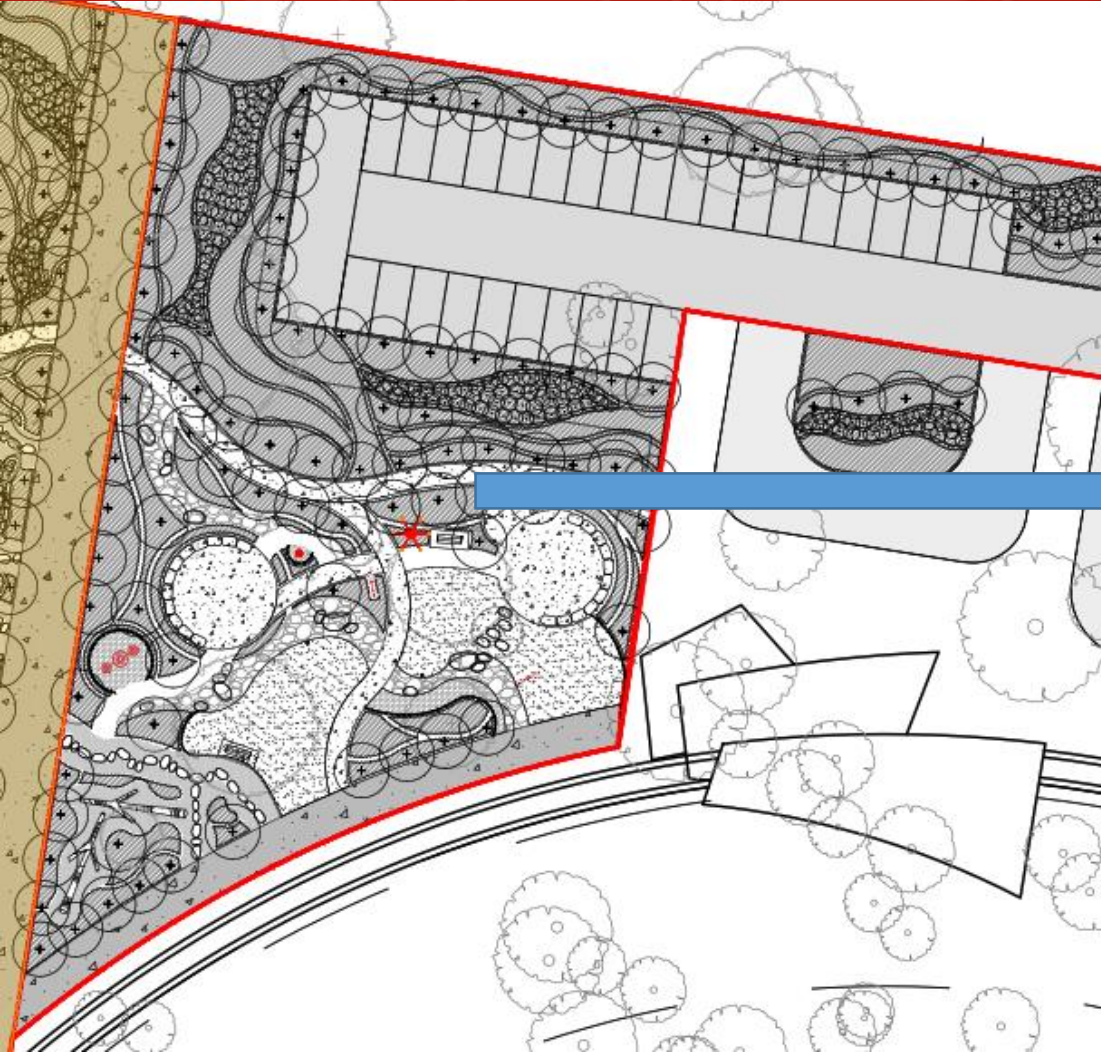
Sensory area
Taste (Raised garden beds)



STAGE 1B LANDSCAPE DESIGN

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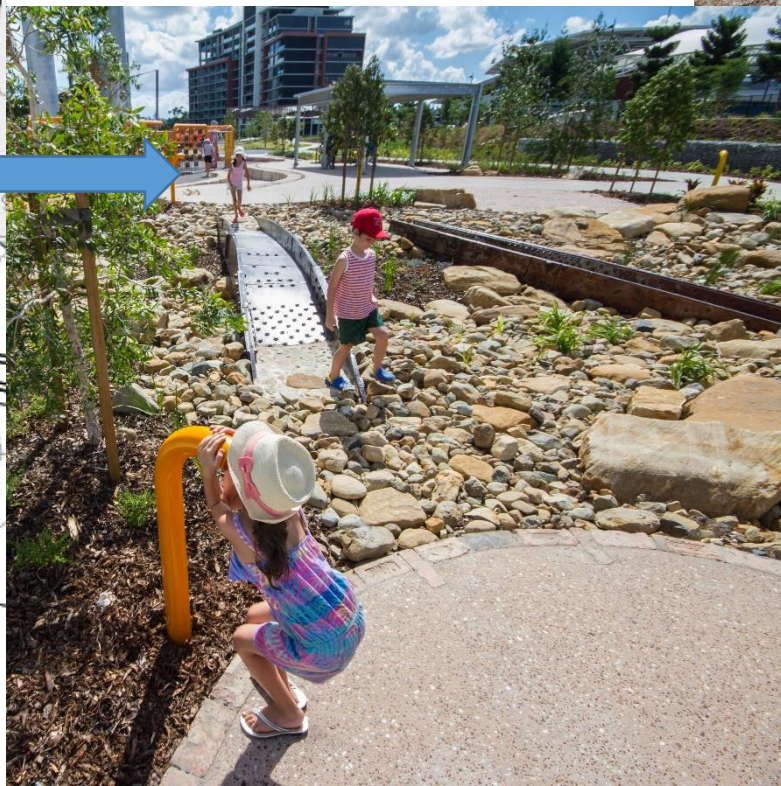
**Sensory area
Smell**



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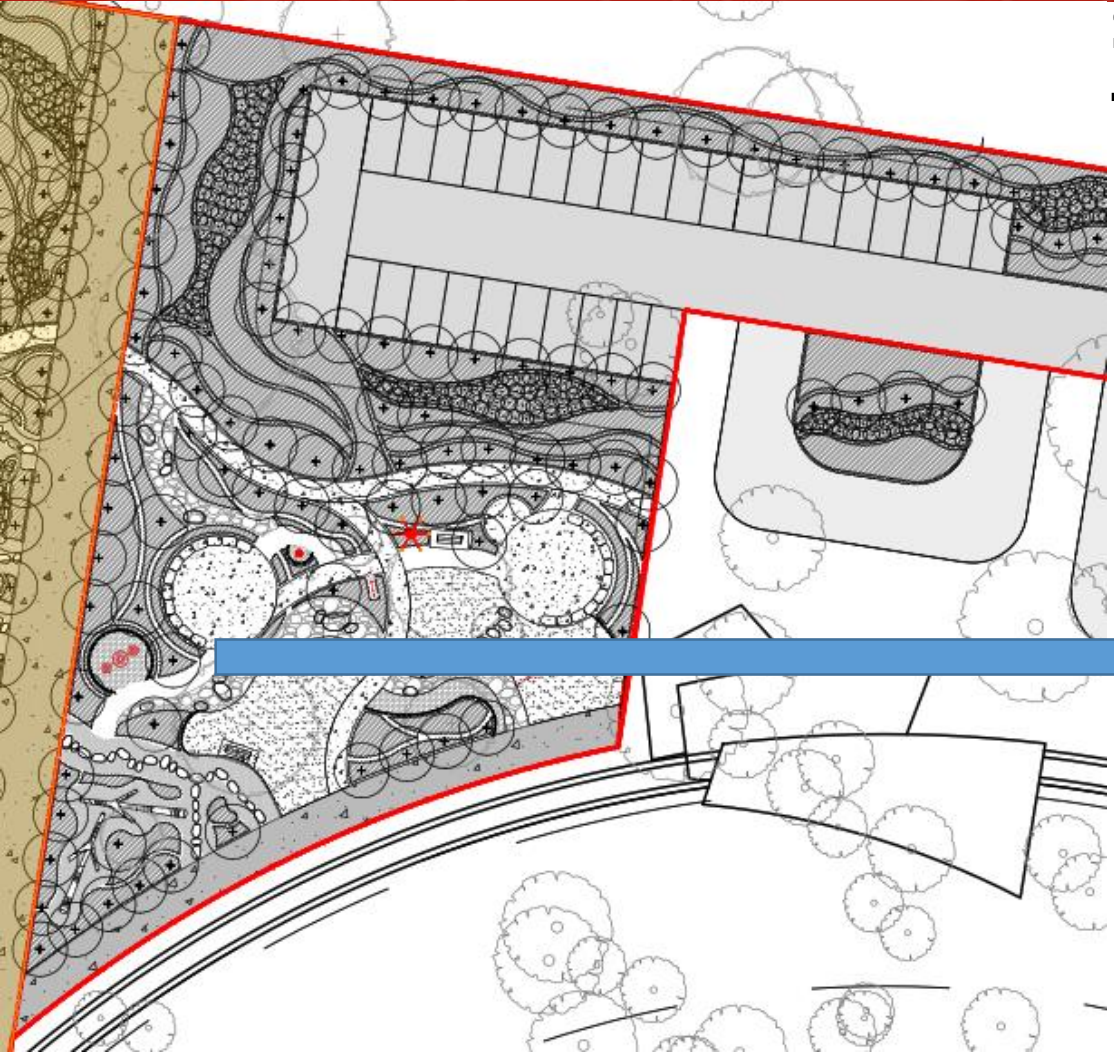
Sensory area
Sound



STAGE 1B LANDSCAPE DESIGN

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Sensory area
Touch



STAGE 1B LANDSCAPE DESIGN

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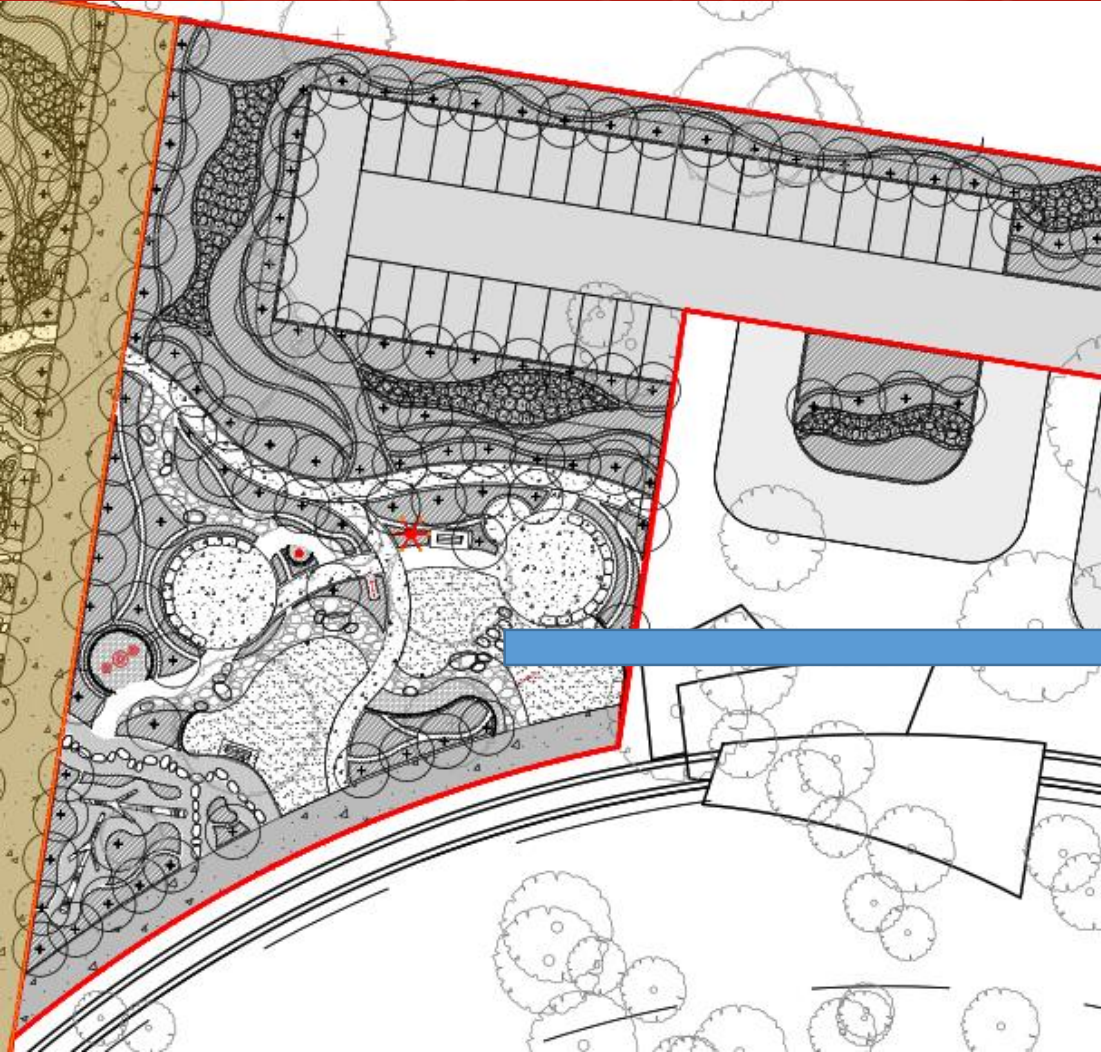


Sensory area
Proprioception
(self movement & body position)



STAGE 1B LANDSCAPE DESIGN

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Sensory area

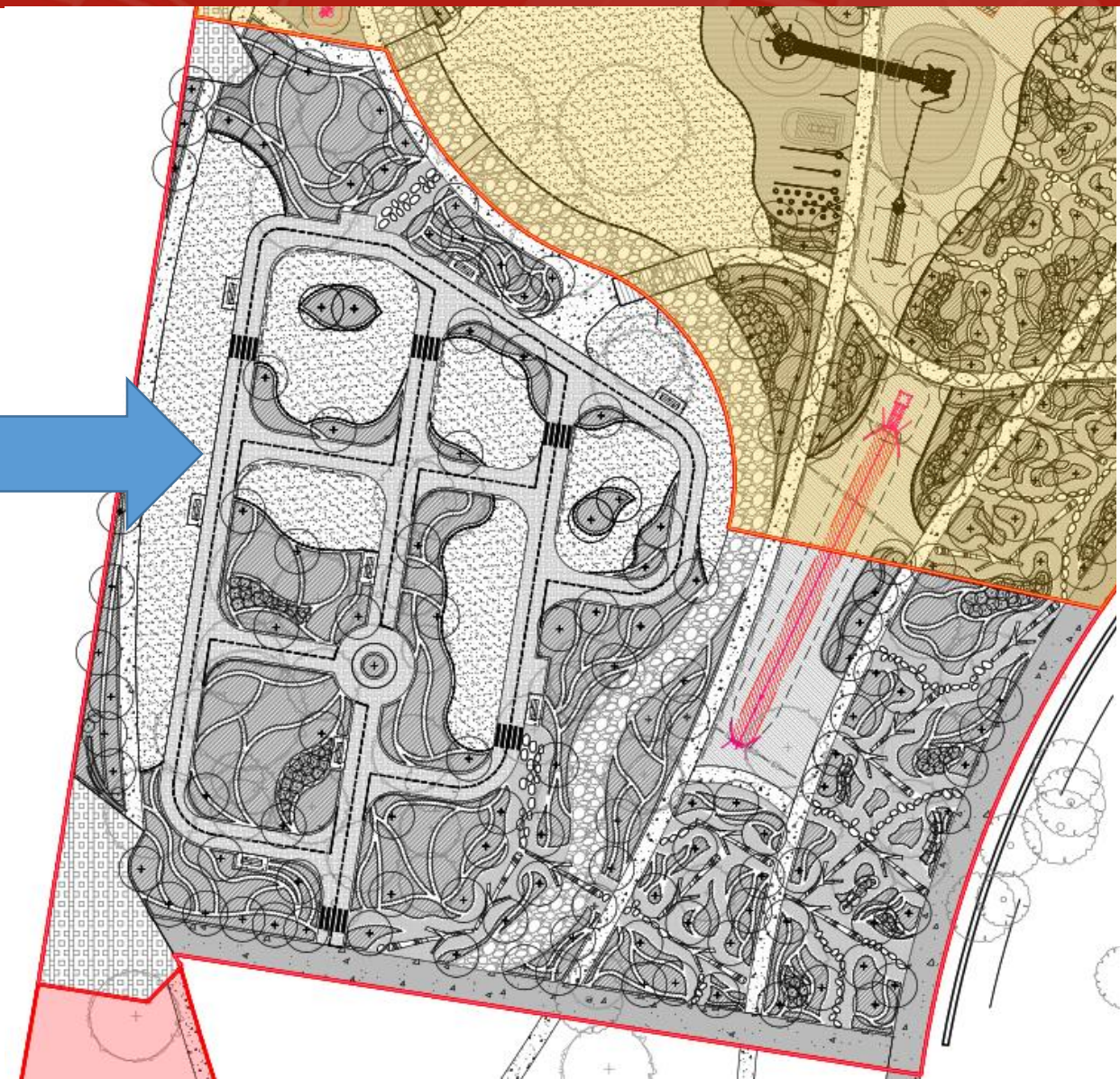
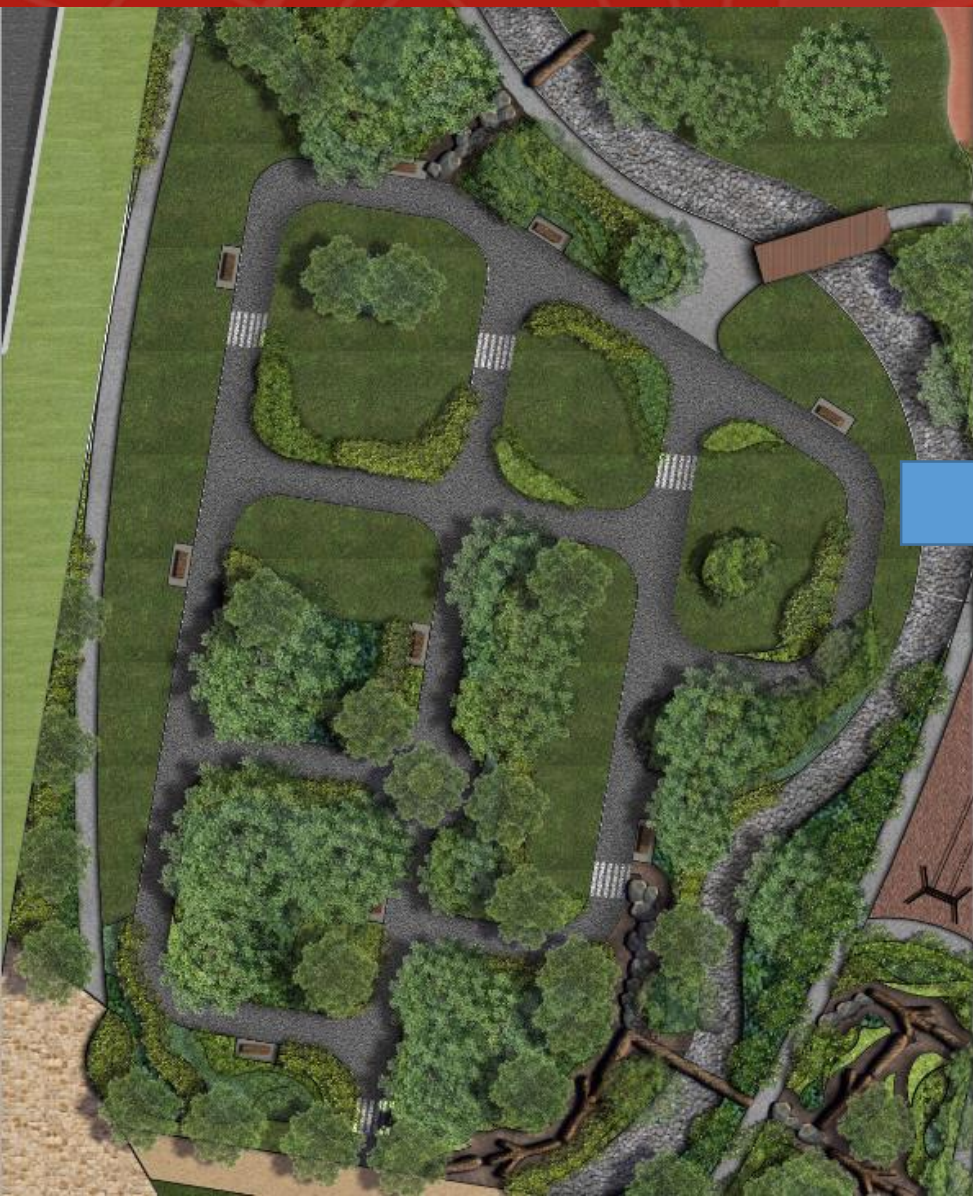
Vestibular

(balance & spatial orientation)



06 STAGE 1C LANDSCAPE DESIGN

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STAGE 1A WORKS
PLAYGROUND UPPER



STAGE 1B WORKS
ARRIVAL PLAZA



STAGE 1C WORKS
PLAYGROUND UPPER



STAGE 1D WORKS
DOG PARK

saunders
havill
group

STAGE 1C LANDSCAPE DESIGN

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Stage 1C works

Playground Upper

- Children's Learn to Ride course with signage (eg. Stop, Give Way, Roundabout etc)
- Soft and hard landscaping such as gardens, edging and concrete paths
- Natural play areas for exploration

STAGE 1C LANDSCAPE DESIGN

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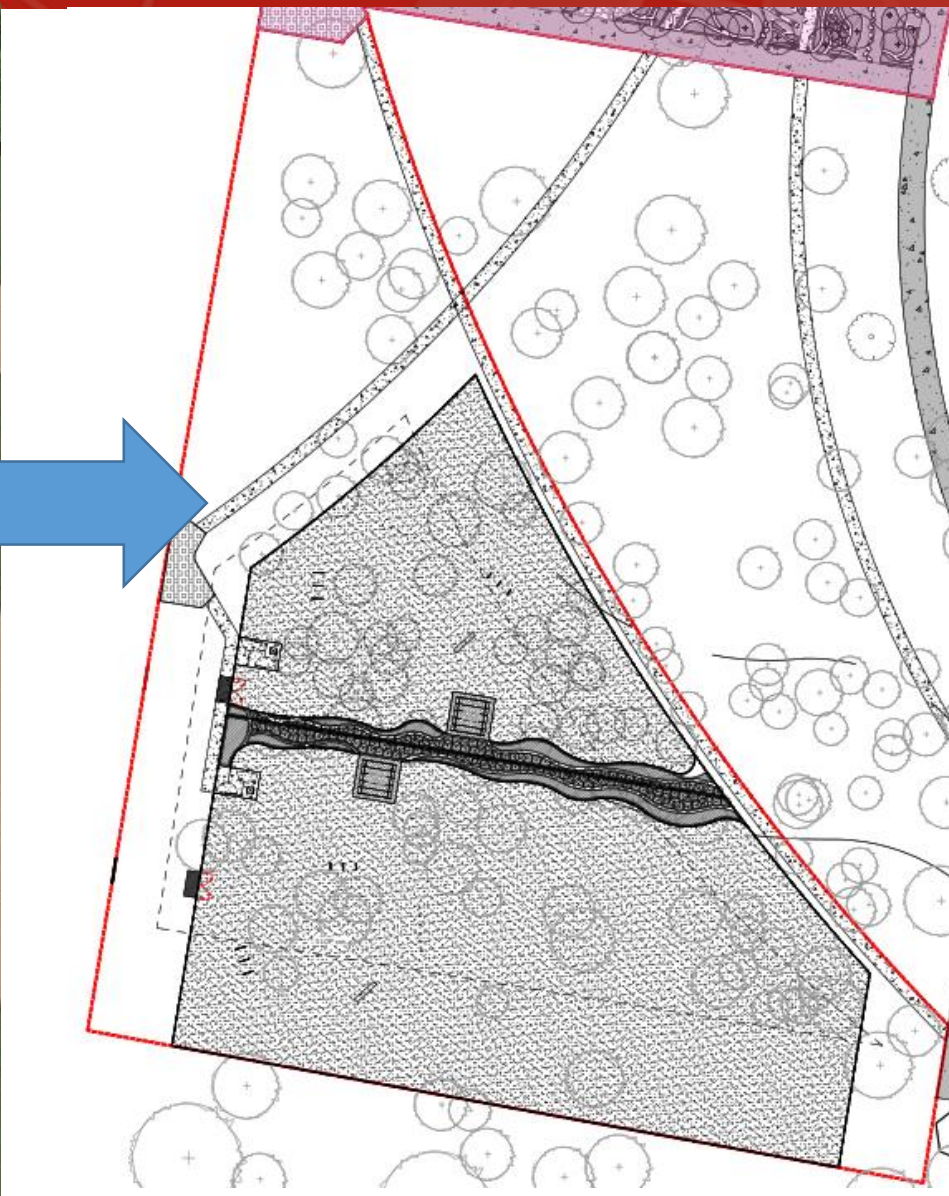
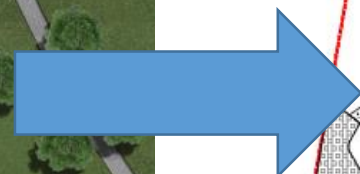


Learn to ride

Three traffic signs are displayed on black posts. From left to right: a red octagonal sign with the word 'STOP' in white; a white rectangular sign with the text 'LEFT TURN ONLY' and a black arrow pointing left; and a white circular sign with a black border and the text '10 SPEED LIMIT' in black.

07 STAGE 1C LANDSCAPE DESIGN

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STAGE 1A WORKS
PLAYGROUND UPPER



STAGE 1B WORKS
ARRIVAL PLAZA



STAGE 1C WORKS
PLAYGROUND UPPER



STAGE 1D WORKS
DOG PARK

STAGE 1D LANDSCAPE DESIGN

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Stage 1D works

Dog Park

- Dog park area, fully fence to cater for small and large dogs
- Soft and hard landscaping such as gardens, edging and concrete paths
- Areas for effluent disposal

STAGE 1D LANDSCAPE DESIGN

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Dog park



Council Presentation

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**Thank
you**

