



New Forest
DISTRICT COUNCIL



Design Guidance for Outdoor Play Space

New Forest District outside the New Forest National Park

Design Guidance for Outdoor Play

'...play and recreation facilitate children's capacities to negotiate, regain emotional balance, resolve conflicts, and make decisions. Through their involvement in play and recreation, children learn by doing, explore and experience the world around them, experiment with new ideas, roles and experiences, and in so doing, learn to understand and construct their social position within the world...'

From UN convention



The Purpose of the Design Guide

The aim is to provide high quality, design-led play provision as part of the home environment.

Play provision as an integral part of new residential layouts, with a view to encouraging a rich diversity of play opportunities.



The Purpose of the Design Guide

Consistent message and an enabling tool for **high quality** and **inclusive** play across the district

How much and what type

- Integrate play into wider enjoyable landscapes
- Robust and manageable
- Requirements and process for bringing spaces into use by the community



The Principles of Designing for Play

Establishing the principles for creating successful Play Spaces

Natural Play

Where Children Play

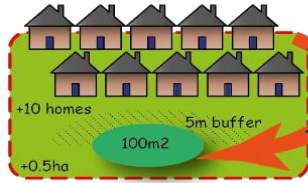
- Getting there easily
- Accessible for all
- Natural Surveillance
- Flexibility



Standards for Play Space Provision

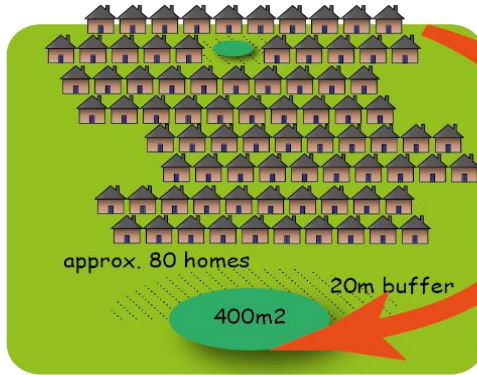
- Local Plan Policies
- Benchmark standards (Fields in Trust)
- NFDC Standards for Play Provision





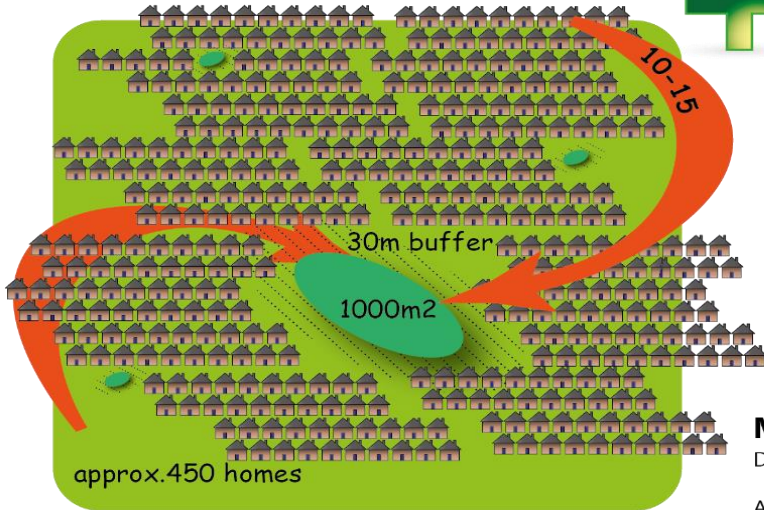
Doorstep Playable Space

- DPS • 100m2 play space
- Access • 100m from home
- Pos • 5m buffer to habitable rooms



Play Area

- DPS • 400m2 play space
- Access • 400m from home (5 min walk)
- Pos • 20m buffer to habitable rooms



Major Play Area

- DPS • 1000m2 play space, including hard surfaced area of approx. 450m2
- Access • 10-15 minute walk from home
- Pos • 30m buffer to habitable rooms

Key:

- DPS** Defined play space - the minimum amount needed for play type
- Access** The ideal maximum distance from home, with no barriers to access
- Pos** Position of a defined play space to neighbours living rooms

- Doorstep Playable
- Play Area
- Major Play Area



NFDC Typologies

- **Doorstep Playable Space**
- Play Area
- Major Play Area



NFDC Typologies

- Doorstep Playable Space
- **Play Area**
- Major Play Area



NFDC Typologies

- Doorstep Playable Space
- Play Area
- **Major Play Area**



Defining the 'Play Space'

- Play Spaces
- Landscape Features – beyond the 'Play Space'
- Risk Management Approach

Play will not stop at the edge of the play space. It should flow into the wider environment by design.



Materials and Construction

Manufactured Play Equipment

- Activity and fall zones
- Equipment relationships
- Basics – falls, tripping, trapping

Surfacing

Enclosure

Ground Modelling and
'Natural Features'

Planting

Furniture



Risk Management

A Risk/Benefit approach to H&S in the design and the maintenance of Play Spaces



Information

- What information the developer needs to provide
- When they need to provide it
- How will proposals be assessed in decision making?



Assessment – using a Quality Matrix

Getting a Balance between

- Play value
- Safety standards
- Management





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