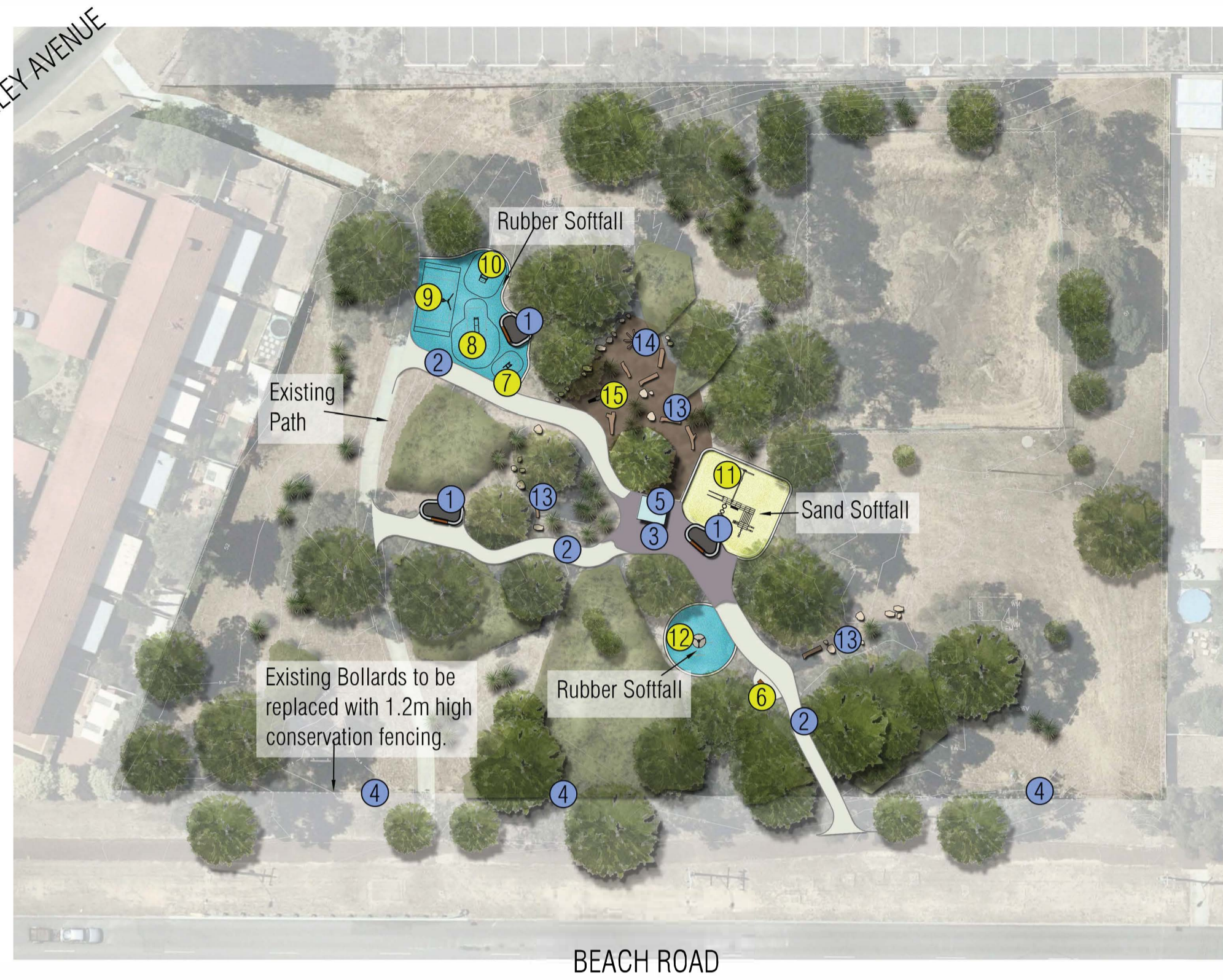
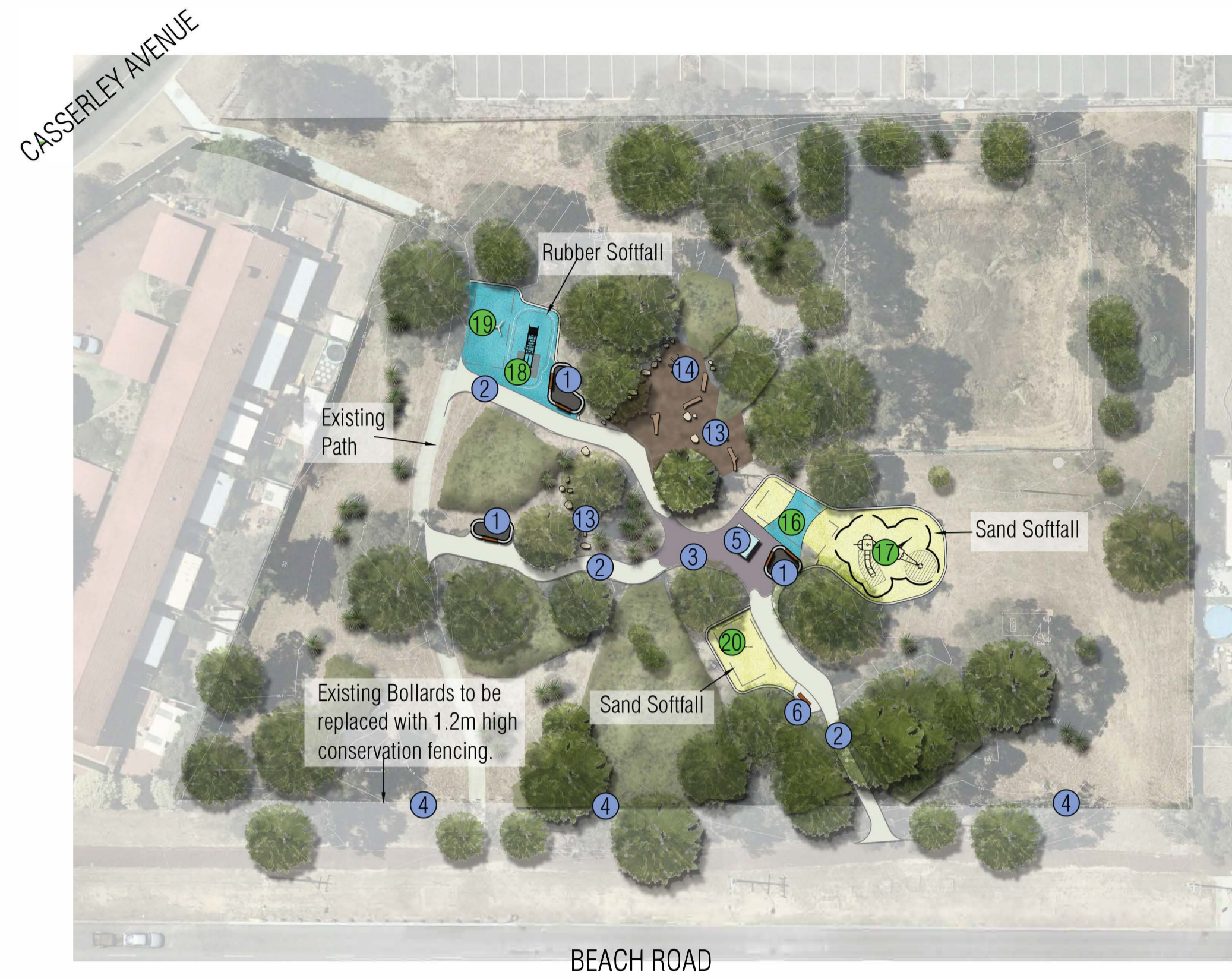


CONCEPT PLAN - OPTION 1



CONCEPT PLAN - OPTION 2



PLAYGROUND DESIGN

The playspaces have been located in gaps in the existing vegetation to utilise natural shade where possible and limit impact on the existing trees.

The footpaths have been added to improve access and desire lines through the park and to the play areas. Along the footpaths and around play areas custom seating platforms or 'pods' have been created with artwork incorporated to provide informal seating areas and space to lay a blanket / food etc. They also provide additional play elements for children in the form of a 'stage' etc.

The central area will have coloured concrete and a picnic shelter with accessible seating. Throughout the space logs, timber steppers and rocks connect the play elements and allow creative play opportunities.

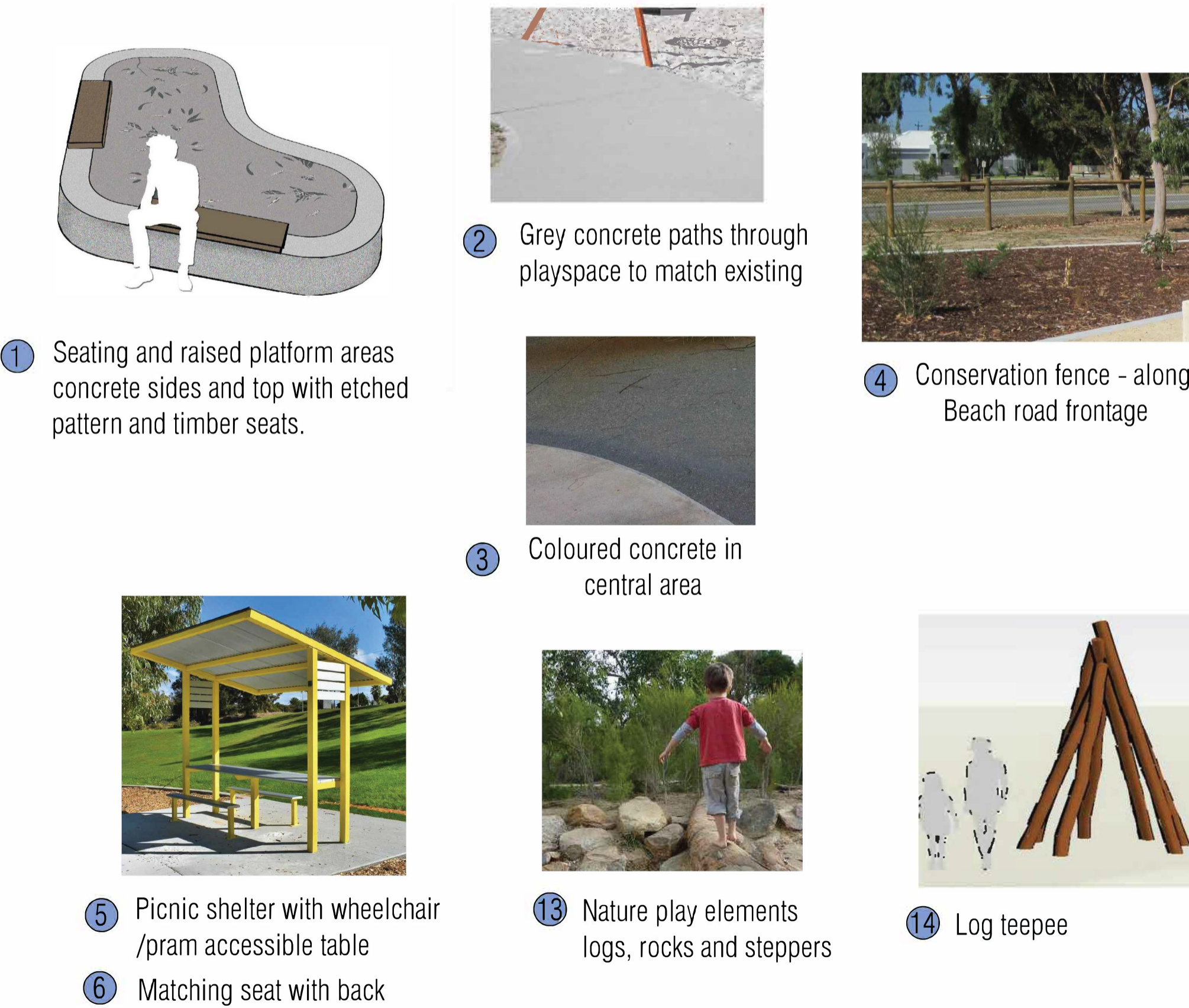
There are two options in regards to the playspaces, please see below and adjacent plans. Both options have a younger years area and an older years area and both play spaces will incorporate shade sails over the primary areas.

PLEASE NOTE: Materials and designs shown on this drawing are indicative only. The final layout shall be determined at detail design and documentation stage subject to funding and site conditions.

OPTION 1 - PARK ELEMENTS



PARK ELEMENTS - BOTH OPTIONS



OPTION 2 - PARK ELEMENTS



CITY OF WANNEROO
ASSETS

CASSERLEY PARK
PASSIVE PARK DEVELOPMENT

GIRRAWHEEN

CONCEPT PLAN
SHEET 1 OF 1

DRAWING No. SHEET REVISION ORIGINAL Dwg. SIZE

3618-1-0 **A1**

No.	REVISION	BY	DATE	AUTH	No.	REVISION	BY	DATE	AUTH	SCALE	SURVEYED	DRAWN	AUTHORISED	MANAGER	DATE	FINANCE CODE	PWD No.
0	ISSUED FOR CONSULTATION	KD	2/2019	PW						1:500	B. BOYLAN SURVEYOR	K. ONDEK LANDSCAPE DESIGNER	S. SPINKS MANAGER COMMUNITY FACILITIES	G. CHETTLEBURGH MANAGER PARKS & CONSERVATION MANAGEMENT	22/2/2019	PR-2682	PM019008
											5/2018		L. NICHOLSON MANAGER INFRASTRUCTURE CAPITAL WORKS				
													P. WILLIAMS COORDINATOR DESIGN		00/0000	32968	
													H. SINGH DIRECTOR ASSETS				