

Design Brief for 'Brixton Play Trail'

This design brief is a written explanation for the designer, which outlines this project's aims, objectives and timescales. The purpose of the document is to develop trust between the client and the designer and to serve as an essential point of reference for both parties.

Using this document the designer can add their creative input and technical knowledge to produce design proposals for the client. We would wish that a creative dialogue be established between ourselves and the designer at all times of the project's development.

Aims

The aims of this project are:-

- to provide a new imaginative, physically challenging and coordinated play experience for the children and young people of Brixton and others, situated within public open spaces within the village and incorporating the three existing play parks to create a play trail.
- to create inspiring play spaces that will please, excite, challenge and stimulate the children's imagination both of their own self development as well as the surrounding environment.
- to promote positive attitudes to children and young people in the community through play opportunities and providing a safe environment for play as part of our approach to a sustainable community in Brixton
- to recognise the importance of village and community life for children growing up in Brixton

Project Objectives

1. To incorporate the 10 Principles for Designing Play Spaces as outlined in 'Design for Play' published by Play England for the DCMS.
2. To consult local residents, children and young people on the opportunities and play facilities within the Play Trail and existing play spaces.
3. To create exciting, fun and safe places for children's play.
4. Without compromising or unduly hindering the development of the play trail, minimise impact on adjoining residents.
5. Create a play trail incorporating the existing play spaces that responds to the key findings generated through the consultation with local residents, children and young people. The three play areas and public spaces should be within easy walking distance of each other and ideally each location needs to provide different play opportunities and experiences for a range of age groups as part of

the Brixton Play Trail.

6. Consider maintenance, inspection and insurance regimes
7. Where possible to involve children, young people and parents in the development and construction of the play trail and refurbished play spaces.
8. To work in collaboration with existing groups e.g. Brixton St. Mary's Primary School School, Cubs, Beavers, Brownies, Guides
9. To use locally sourced and sustainable products wherever possible
10. The Landscape Architect/Play Space Designer to explore possible funding opportunities.
11. To respect the character and sense of place that is Brixton

Location and Catchment

Within the village of Brixton there are three designated play areas – Kitley View, Yarda Walk, and rear of Steer Point Road. All these play areas need upgrading and improving to meet statutory regulations and the changing needs of children and young people who use them.

Other opportunities to increase the capacity for play within the village and parish include:-

- The Park owned by the Feoffee Trust where level naturally sourced equipment in keeping with the ambiance of the Park could be used e.g. low small wooden stepping stones, balancing pole etc
- The School has extensive grounds some of which could be utilised for out of school hours play space
- There is network of footpaths around the village and in the Parish where there could be sites to provide safe play and picnic areas
- Small areas of specific focus to capture the imagination of children on the play trail e.g. sensory plants, play sculptures, etc.
- Use of land by the football pitch e.g. picnic area
- Increased provision in the school hall for play.
- Children's Centre Developments in the Ivybridge area – Stay & Play (Thursday afternoons) and further with outreach work for Brixton

- Exploring the possibility of Home Zone where pedestrians including children are the priority.

Design Principles

1. To assist in achievement of the project objective the design will pay regard to the 10 design principles set out in the Play England publication *Design for play: A guide to creating successful play spaces (2008)*.
2. In addition to the above the key attributes of the trail and play space are expected to be:
 - free open access for all
 - a high level of accessibility and inclusive design
 - creative and inspiring spaces for play
 - a sustainable provision that can be maintained with the minimum of cost
 - an environment in which children can play freely and test their boundaries in a rich imaginative way
 - designs that do not expose users to unacceptable levels of risk of serious injury
3. Make best possible use of existing site assets including trees, topography, buildings and infrastructure.

Development of the project

Part 1 Engage a Landscape Architect and agree the project brief

Part 2 - Develop initial sketches of the design for public consultation in conjunction with the Parish Council, School and Brixton Community Association.

Part 3 - Develop the masterplan for the Play trail and refurbished play space in order to apply for other funding from grant giving bodies.

Part 4 - Commence the construction of the play area in order to maximize our existing District's Capital Funding of £10K to be completed by March 2010. Start discussion with Feoffee on potential play opportunities in the Park

Part 5 - Depending on the success of securing additional funding, final designs to be ready for the construction of the play trail and play space. Time table to be drawn up