



CARDONAGH

WANTS A PLAYGROUND

DIARMUID GAVINS DESIGNS 2008

Swings Castles Mazes Trampolines Dens

Tunnels Bikes Roundabouts

Climbing Frames

Hideouts Igloos Ships

Treehouses Recycling Areas

Obstacle Courses Picnic Sites Giant Board Games

Monkey Bars Tyre Swings Sandpits

INTRODUCTION SITE LOCATION PLAN IMPRESSIONS EQUIPMENT SURFACES PLANTS NUMBERS

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DIARMUID GAVIN DESIGNS IS DELIGHTED TO BE INVITED TO DESIGN A PLAY PARK FOR THE SENSES.

THE DEVELOPMENT OF BARRACK HILL WILL TAKE SEVERAL YEARS TO COMPLETE AND FOR THE FIRST STAGE WE PROPOSE TO FOCUS ON CREATING A SPECIAL SPACE FOR LOCAL CHILDREN SURROUNDED BY A NEW PARK. WHAT WILL MAKE THIS SPACE SPECIAL IS THAT IT WILL BE DESIGNED TO ENGAGE CHILDREN IN DIFFERENT AND MORE DIVERSE WAYS THAN THE TRADITIONAL PLAY AREA THAT FEATURES A FEW SWINGS, A CLIMBING FRAME, SLIDE AND ROUNDABOUT. WE WANT THE CHILDREN OF CARNDONAGH TO EXPERIENCE THE DELIGHTS OF DISCOVERY, ADVENTURE, PLAY AND INTERACTION AND TO DEVELOP THEIR SKILLS, IMPROVE THEIR SENSES, TEST THEIR POWERS AND TAKE INDEPENDENT STEPS.

OUR PROPOSAL IS TO CREATE A COMBINATION OF PLAYGROUND AND EDUCATIONAL TRAIL WHERE CHILDREN LEARN, INTERACT AND CAN BE STIMULATED THROUGH SENSORY PLAY EXPERIENCE. IT WILL FEATURE DIFFERENT AREAS THAT APPEAL TO DIFFERENT SENSES AND WHICH ARE ALSO ATTRACTIVE, SAFE, FUN AND ACCESSIBLE. WE BELIEVE IT IS IMPORTANT THAT CHILDREN CAN ALSO EXPERIENCE AND INTERACT WITH NATURE FROM AN EARLY AGE SO WE WOULD LIKE TO INTRODUCE THEM TO CAREFULLY SELECTED PLANTS AND NATURAL FEATURES. THE PLAY AREA WILL ALSO BE LANDSCAPED TO BLEND IN WITH THE NATURAL SURROUNDS OF THE NEW PARK.

THE SELECTION OF PLANTS AND MATERIALS WILL REFLECT THE NATURAL AND UNIQUE LOCAL CHARACTER OF THE SITE. SAFE SURFACING WILL BE NEEDED IN SEVERAL AREAS AND OPTIONS WILL INCLUDE WOOD CHIPS, SAND, GRAVEL, RUBBER MULCH, GRASS MATS, WET POUR OR MOULDED PLAY TILES. PLANTS WILL BE CAREFULLY SELECTED TO BE SAFE, TO SUIT LOCAL ENVIRONMENTAL CONDITIONS, TO BE LOW MAINTENANCE AND TO HAVE A FRIENDLY LOOK AND SEASONAL ASPECT. WE SUGGEST THAT THE PLAYGROUND IS BOUNDED BY NATIVE SHRUBS, HEDGES AND TREES TO PROVIDE SCREENING AND SHELTER AND TO ENHANCE THE NATURAL CHARACTER OF THE PARK. FOR ADDED SAFETY AND SECURITY, THE PLAYGROUND SHOULD BE PROTECTED BY A BOUNDARY FENCE THAT CAN BE PARTLY CONCEALED BY PLANTING.

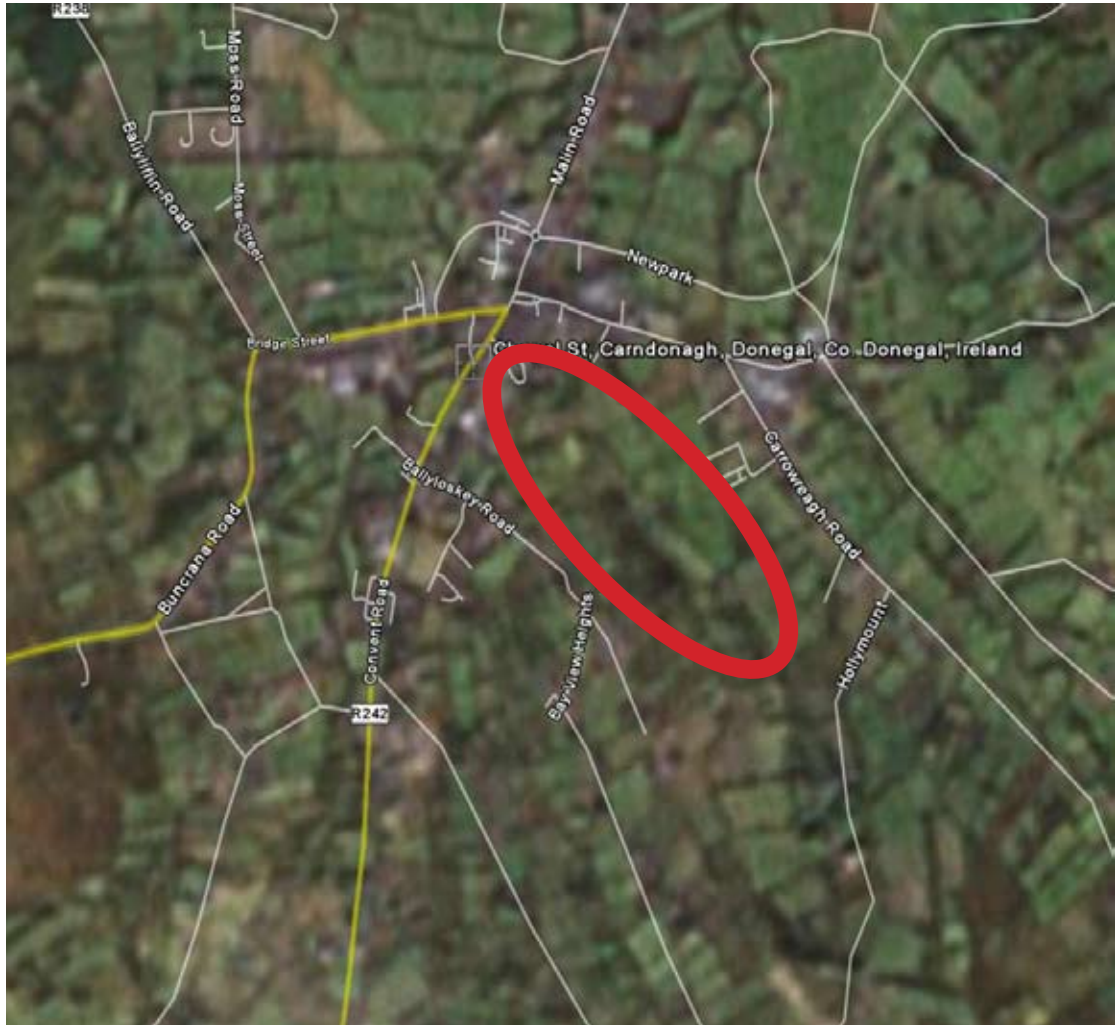
INSIDE THE PLAY AREA, WE ENVISAGE WALKS, PLACES TO RIDE BICYCLES, PLACES TO IMPROVE THE SENSES, BALANCING, CLIMBING, MAKING A NOISE, PLACES TO RUN AND PLAY BALL GAMES, PLACES TO SIT, RELAX AND WATCH AS WELL AS SPACES FOR PARENTS, GRANDPARENTS AND TODDLERS TO INTERACT WITH EACH OTHER. WE WOULD LOVE TO DIVIDE UP THE PLAYGROUND INTO 10 -12 DISTINCT SPACES, EACH FOCUSSED ON A PARTICULAR ACTIVITY AND WITH ITS OWN CHARACTER. THESE INCLUDE AREAS:

- FOR TOUCH AND SIGHT - WHERE DIFFERENT MATERIALS ENTICE CHILDREN OF ALL ABILITIES TO EXPERIENCE TEXTURE OR COLOUR WITH EYES, HANDS OR FEET.
- TO MAKE MUSIC - BLESSED WITH MUSICAL TALENT OR NOT - EVERYONE IS INVITED TO COMPOSE AN OPERA HERE OR AT LEAST TO MAKE LOTS OF NOISE!
- FOR CLIMBING - TO DEVELOP ABILITIES, IMPROVE BALANCE AND MUSCLE, BUILD COURAGE AND SELF-CONFIDENCE
- FOR EVERYBODY TO SWING AND MAKE YOURSELF GIDDY
- WITH A BIG SANDPIT AND A WATER PUMP TO DIG AS DEEP AS YOU CAN, MAKE SANDCASTLES AND HAVE GREAT FUN! (AND DIRTY TROUSERS)
- WITH A WILLOW-MAZE AND A CRAWLING TUNNEL TO HELP YOU PLAY HIDE AND SEEK AND TO CHALLENGE EVERYBODYS INNER NAVIGATION SYSTEM
- TO LEARN ABOUT NATURE, NUMBERS, LETTER OR THE TIME IN A FUN WAY
- TO RUN AND PLAY BALLGAMES
- FOR PARENTS AND SENIORS WHO PREFER TO TAKE IT EASY OR WATCH THE KIDS PLAY

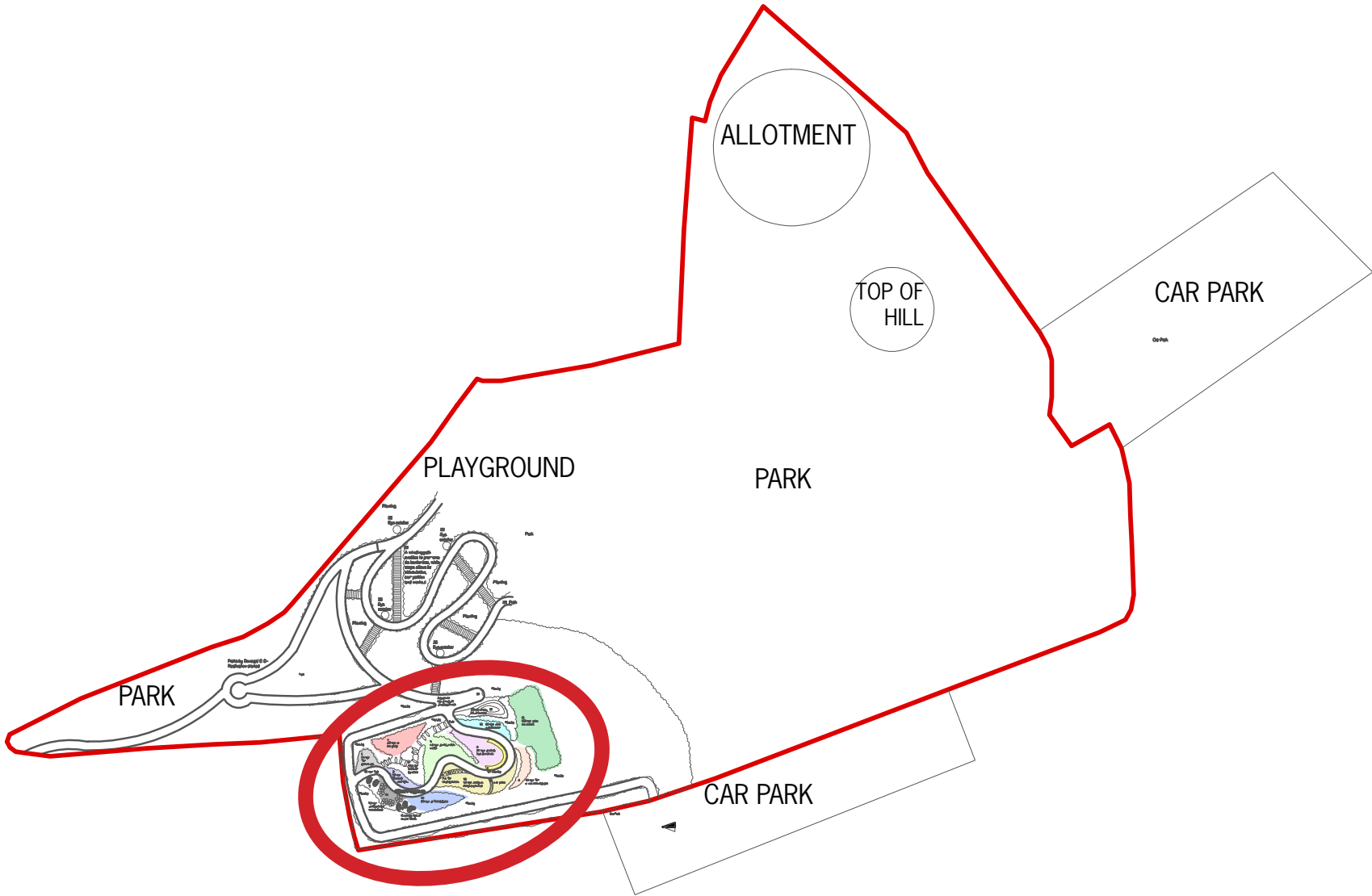
SPECIAL FEATURES INCLUDE A BURROW TO CRAWL INTO WITH TUNNELS AND CAVES IN A MAN-MADE HILL THAT CREATE A SPACE FOR CHILDREN TO EXPLORE THE DARK WORLD AND EXPERIENCE HOW MOLES AND BADGERS LIVE UNDERGROUND. CLIMBING ROPES AND SWING LADDERS ON THE OUTSIDE HELP YOU TO CLIMB TO THE TOP OF THE HILL AND THERE WILL BE SLIDES TO ASSIST WITH A QUICK DESCENT. CLOSE BY, A SLIGHTLY HILLY LAWN WILL PROVIDES AN EXCITING OPPORTUNITY TO EXERCISE CYCLING SKILLS OR FOR SMALLER DAREDEVILS TO LEARN HOW TO BALANCE ON ONLY TWO TINY FEET.

THERE IS A SPACE TO REST OR TO HAVE A SNACK WITH BENCHES AND TREE TRUNKS TO SIT ON WHILE YOU RELAX ALONE OR CHAT WITH NEW FRIENDS WHILE WATCHING THE KIDS. IN THIS AREA, LARGE METAL FLOWERS CREATE A MAGICAL ATMOSPHERE AND IT IS EASY TO ENTER THIS WORLD AND FEEL LIKE ALICE IN WONDERLAND OR THE LEPRECHAUNS AS YOU SHELTER UNDER THE HUGE LEAVES AND FLOWERS.

DESIGN INTRODUCTION

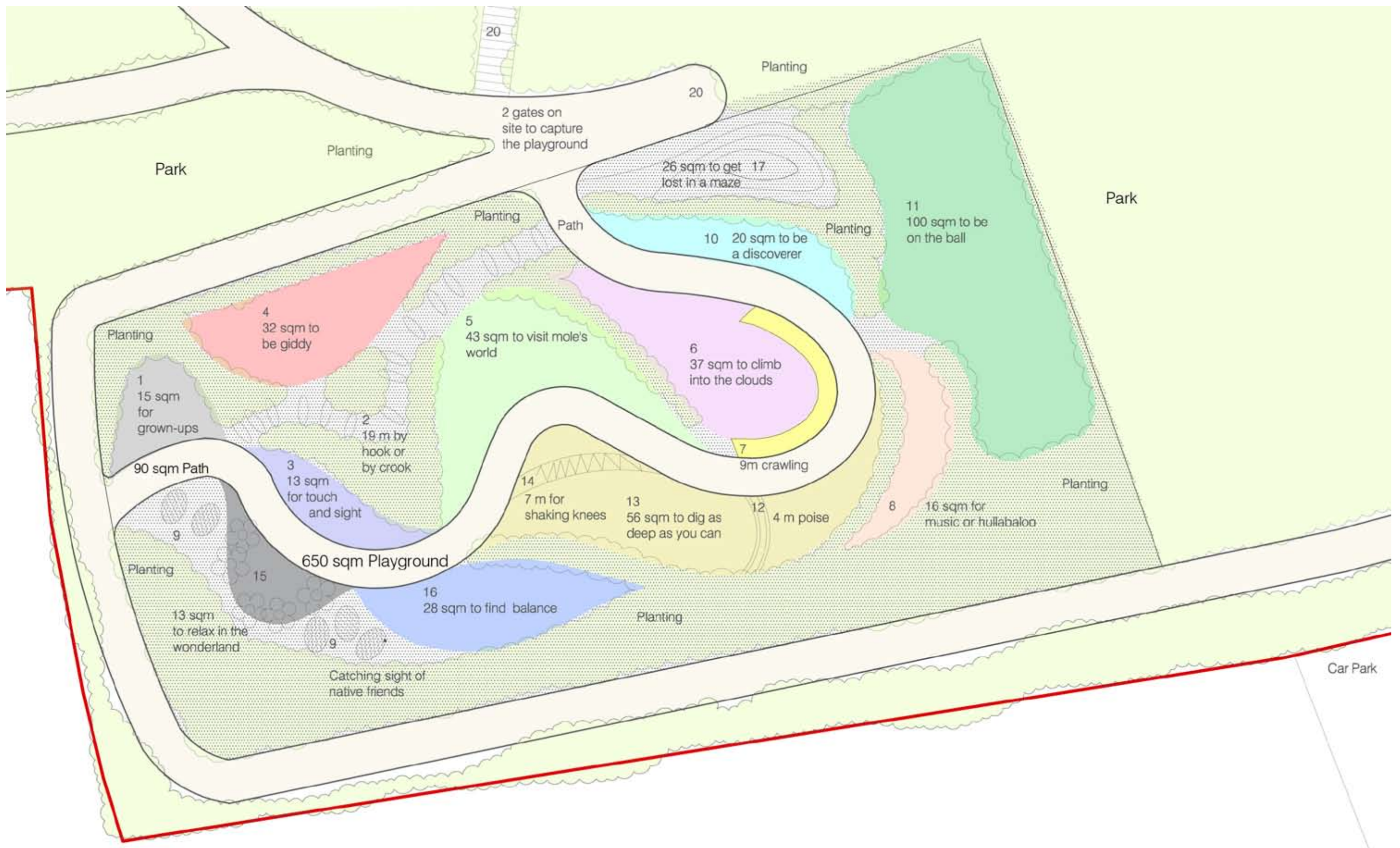


AERIAL PHOTOGRAPH



SITE

SITE LOCATION



PLAN OF THE PLAYGROUND



15 SQM FOR GROWN-UPS

OUTDOOR EXERCISE AREAS ARE A WAY OF LIFE IN CHINA AND KOREA, KEEPING PEOPLE OF ALL AGES ACTIVE AND HEALTHY. PEOPLE OF ALL AGES REALISING THE BENEFITS REGULAR EXERCISE IN THE OUTDOORS CAN BRING.

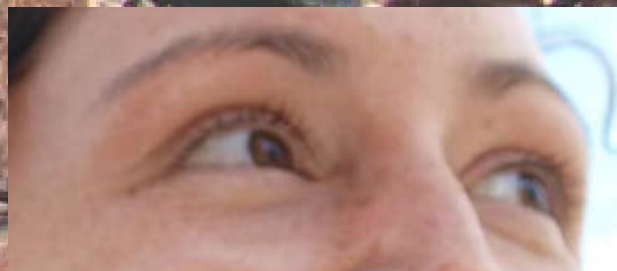
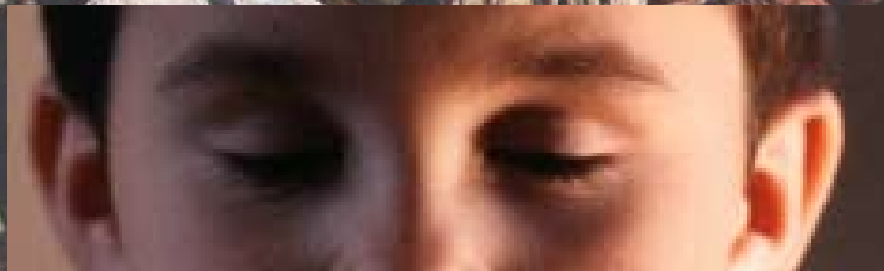
GROWN **UP**_S



19 M BY HOOK OR BY CROOK

HILLY LAWN TO EXERCISE CYCLING OR FOR SMALLER DAREDEVILS
TO LEARN HOW TO BALANCE ON ONLY TWO TINY FEET.

BY HOOK OR BY CROOK

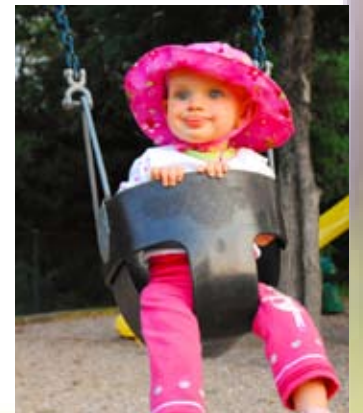
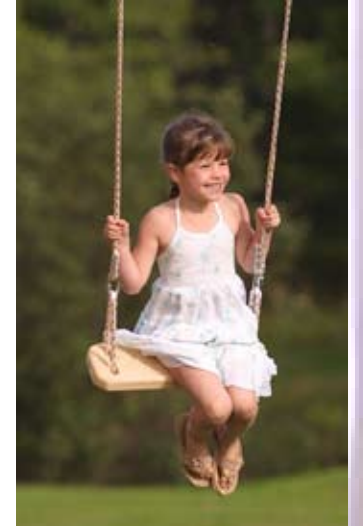


13 SQM FOR TOUCH AND SIGHT

AN AREA TO EXPERIENCE MATERIALS, TEXTURES OR COLOURS WITH ALL THE SENSES.

TOUCH AND SIGHT

32 SQM TO BE GIDDY
SWINGS FOR EVERYBODY!



BE GIDDY



43 SQM TO VISIT MOLE'S WORLD

MAN-MADE HILL WITH TUNNELS AND CAVES TO EXPLORE THE UNDERGROUND WORLD AND LEARN ABOUT MOLE AND BADGER. CLIMBING ROPES AND SWING LADDERS HELP TO CREST THE TOP OF THE HILL. SLIDES ALLOW A QUICK DESCENT.

VISIT MOLE'S WORLD



37 SQM TO CLIMB INTO THE CLOUDS

CLIMBING IMPROVES ABILITIES, BALANCE
AND MUSCLES AND GIVES COURAGE
AND SELF-CONFIDENCE.

CLIMB INTO THE CLOUDS



9 M CRAWLING

HIDING AND ADVENTURE WHILE CRAWLING THROUGH A
12 M LONG TUNNEL. A CHANCE TO ESCAPE EVERY 2 M.

CRAWLING



16 SQM FOR HULLABALOO

BLESSED WITH MUSICAL TALENT OR NOT - EVERYONE IS INVITED TO
COMPOSE AN OPERA HERE OR AT LEAST TO MAKE LOTS OF NOISE!

LOTS OF HULLABALOO



CATCHING SIGHT OF NATIVE FRIENDS

TAKING OUR INSPIRATION FROM THE PARK - CHILDREN CAN
INTRODUCE THEMSELVES TO NATIVE ANIMALS.

CATCHING SIGHT OF NATIVE FRIENDS



A m t
i e G

5 1 2
9 3 7

20 SQM TO BE A DISCOVERER

FUN WAYS TO LEARN ABOUT NUMBERS, LETTERS, THE TIME
OR NATIVE PLANTS AND ANIMALS.

BE A DISCOVERER



100 SQM TO BE ON THE BALL

AN AREA TO USE FOR BALL GAMES.

BE ON THE **BALL**



56 SQM TO DIG AS DEEP AS YOU CAN

A BIG SAND AREA AND A WATER PUMP FOR GREAT FUN (AND DIRTY TROUSERS!).

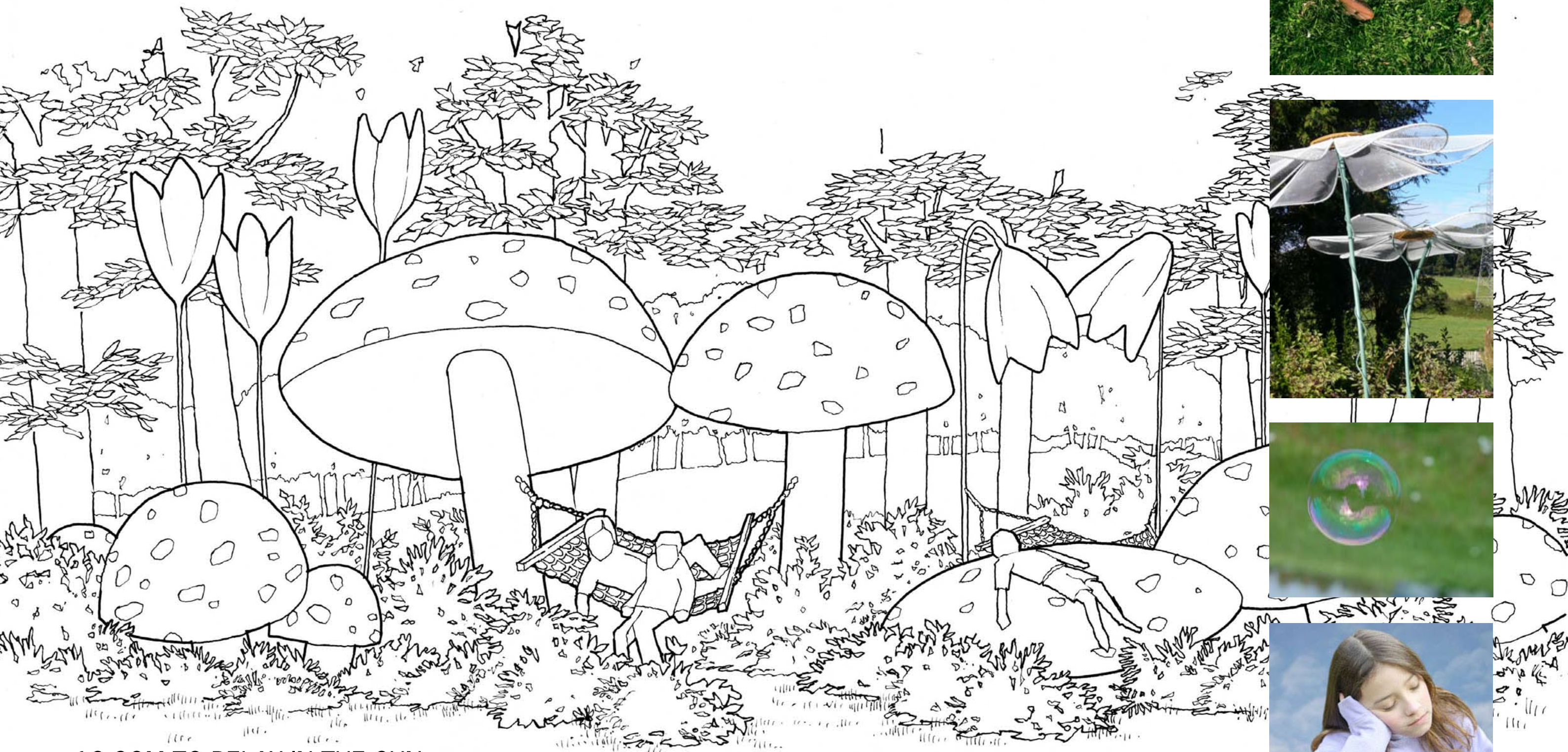
DIG_{AS} DEEP_{AS YOU CAN}

7 M FOR SHAKING KNEES

ROPE BRIDGES OFFER GREAT FUN FOR THE YOUNG AND NOT SO YOUNG.



SHAKING KNEES



13 SQM TO RELAX IN THE SUN

EVERYONE NEEDS A REST AND A SNACK NOW AND THEN. HAMMOCKS, BENCHES, SEATS, TREE TRUNKS OR GRASS OFFER THE CHANCE TO SIT AND WATCH OTHERS WHILE RELAXING ALONE OR CHATTING WITH NEW FRIENDS.

RELAX

IN THE WONDERLAND



28 SQM TO FIND BALANCE

LEARNING TO BALANCE REQUIRES PATIENCE, CONCENTRATION AND PERSISTENCE BUT BRINGS A LOT OF FUN AND RESPECT FROM THOSE WHO ARE NOT PATIENT ENOUGH.



FIND YOUR **BALANCE**

26 SQM TO GET LOST

A MAZE MADE FROM WILLOW RODS WILL CHALLENGE EVERYBODY'S
INNER NAVIGATION SYSTEM.



GET **LOST**



120 M FENCE AROUND TO PLAY SAFE.
HIDDEN BY PLANTING, THE FENCE WILL NOT BE
OBVIOUS BUT WILL PROTECT THE CHILDREN.
2 GATES TO ENTER THE PLAYGROUND ALLOW
ACCESS FROM THE CARPARK AND THE PARK.

A PATH TO **CONNECT** A FENCE TO **PROTECT** GATES TO **RAID**



A WINDING PATH ENCOUNTERS YOU TO RAMBLE FREELY,
WHILE STEPS ALLOW YOU TO CUT CORNERS.

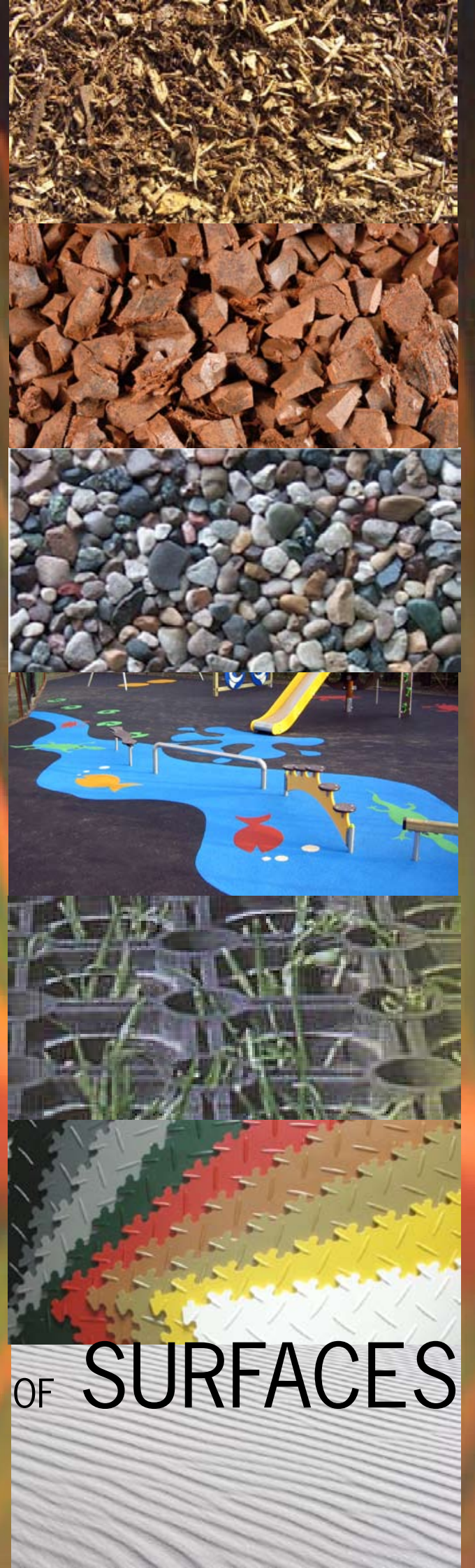
ASCEND THE MOUNTAIN



A SELECTION OF EQUIPMENT

WHILE SURFACES LIKE WOOD CHIPS, SAND, GRAVEL, RUBBER MULCH, GRASS MATS, WET POUR AND MOLDED PLAY TILES IN FALL ZONES CAN'T TOTALLY PROTECT A CHILD FROM GETTING HURT, THEY CAN REDUCE THE SEVERITY OF THE INJURY.

SELECTION OF SURFACES





THERE ARE IMPORTANT SELECTION CRITERIA FOR PLANTS IN PLAYGROUNDS.
THE PLANTS SHOULD NOT BE TOXIC, SHOULD CREATE SHADE, SHOULD BE ROBUST
AND HAVE A FRIENDLY LOOK AND SEASONAL ASPECT.

SELECTION OF **PLANTS**

APPROXIMATE AREAS ON SITE - SUBJECT

ADULTS EQUIPMENT	15 SQM
SWINGING	32 SQM
HILL	43 SQM
CLIMBING	37 SQM
CRAWLING	9 M
MUSIC	16 SQM
RELAXING	13 SQM
LEARNING	20 SQM
BALL GAMES	100 SQM
SAND	56 SQM
BALANCING	28 SQM
MAZE	26 SQM

APPROXIMATE AREAS ON SITE - MATERIALS

HARD LANDSCAPE	220 SQM
GRASS	250 SQM
PLANTING	200 SQM
SAFE SURFACE	97 SQM
FENCE	120 M
GATES	2
PATH	100 SQM

SAFE SURFACE - OPTIONS
WOOD CHIPS, SAND, GRAVEL, RUBBER MULCH,
GRASS MATS, WET POUR, MOLDED PLAY TILES

SAMPLES OF PLANTS ON SITE

HERBACEOUS PLANTS, GRASSES AND
SPRING BULBS TO BE SELECTED

TREES
AESCULUS CARNEA, ACER RUBRUM, MALUS SYLVESTRIS,
ARBUTUS UNEDO, PINUS SYLVESTRIS, PRUNUS PADUS,
QUERCUS PETREA, QUERCUS PALASTRIS

SHRUBS
SAMBUCUS NIGRA, BUDDLEJA DAVIDII, MAHONIA MEDIA,
HAMAMELIS MOLLIS, FORSYTHIA INTERMEDIA,
CHAMOMELES JAPONICA, CORNUS ALBA,
VIBURNUM OPULUS



ACKNOWLEDGEMENT_s

THE TEAM WORKING ON CARNDONAGH

DIARMUID GAVIN
VAUGHAN ASTON
DAVID THOMAS
ANNA CHOUISKAIA
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PAULA ROBBINS
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NOT ALL THE PHOTOGRAPHIC IMAGES USED IN THIS PRESENTATION ARE THE ORIGINAL WORK OF DIARMUID GAVIN DESIGNS. THEIR INTENDED USE IS TO ILLUSTRATE THE STYLE OF GARDEN THAT WE HOPE TO CREATE AND WE GIVE OUR THANKS TO ALL THE CREATIVE DESIGNERS AND GARDENERS WHOSE WORK IS PORTRAYED.

THE LINE ILLUSTRATIONS USED IN THIS PRESENTATION ARE INDICATIVE OF HOW THE GARDEN WILL LOOK WHEN MATURE. IN SOME SCENARIOS THIS CAN BE INSTANT, IN OTHERS THIS COULD TAKE 3-5 YEARS TO ACHIEVE THE FINISHED EFFECT. THIS IS PARTICULARLY THE CASE WHEN WE MANIPULATE PLANT SPECIES TO CREATE HEDGES OR STRUCTURES.

DIARMUID GAVIN DESIGNS



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