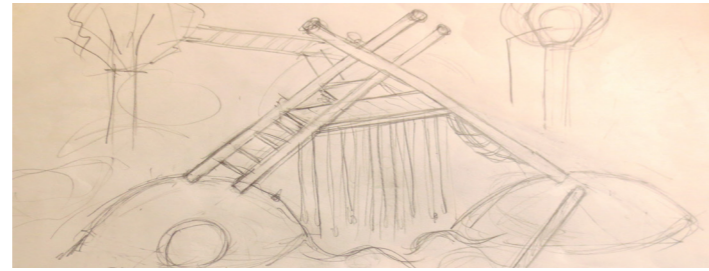


CENTRAL CLIMBING AREA

Made From Scratch propose to create a rainbow climbing forest and rope layered forest directly based on the rich variety of the childrens models. This will contain bright poles decorated with sculptural elements with numerous fun ways for the children to traverse the playground. Monkey bars, tightropes, and roman rings hanging underneath high balance and scramble beams, jumping off ledges, mini platforms, climbing holds on poles.



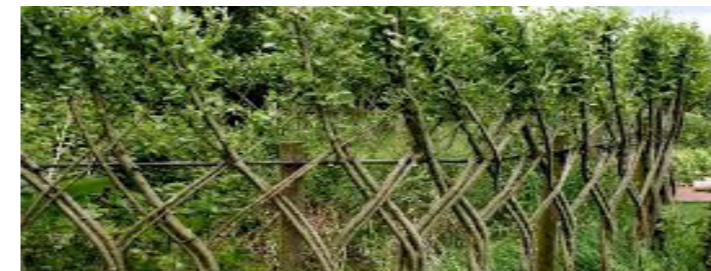
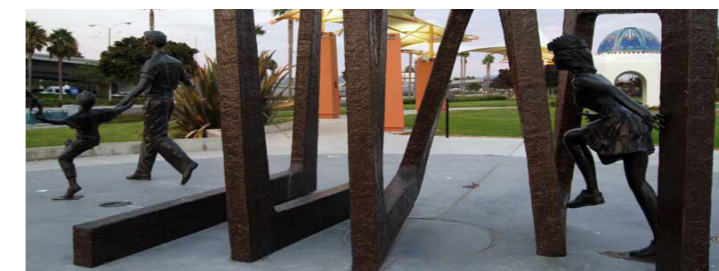
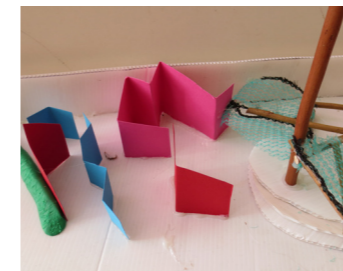
RISK AND CHALLENGE

One of the most popular items in the consultation was a zip line- and we worked out different ways we could incorporate sensation of going on a zip line within the playground. Reluctantly, due to space constraints and the number of children using the playground we advise against installing a zipline. We have considered instead ways that many children could access a structure that has varying levels of difficulty, and swinging elements whilst fitting in a small footprint in the playground.



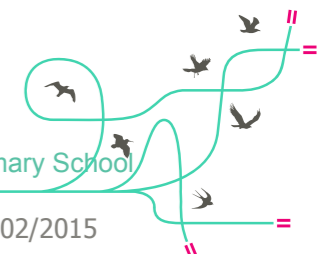
DENS AND MAZE

The childrens models featured many places to hide and escape, and this idea was developed specifically from one of thier models that contained a "housey housey maze". This consisted of several houses joined together with doors. This we developed into the idea of a more open maze of doors, partial walls with different surfaces that contain places to sit and hide, and would provide a wonderful environment for running and chasing games



NATURAL SPACE

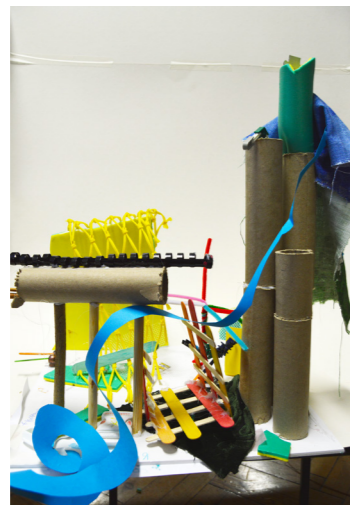
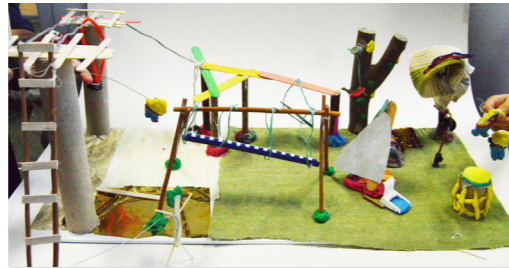
The current "ship" area we feel would be ideally placed to be remodelled as a natural play garden. This could have a porous boundary of pole or boulders, living willow structures as dens and tunnels and rustic seating with optional fire pit. Log piles and bark fill add to the biodiversity and increased wildlife habitat. This is directly responding to thier models and drawings that were full of nature, trees and sculptures.



MILLFIELDS YEAR ONE MODELS

OVERVIEW

The recurring visual themes that stood out from the children's models related to layering dense, playable spaces. Net wrapped towers, bridges and dens all compete for space in colourful, expressive and sculptural environments. The desire for exciting, challenging structures relates to the existing proportionally small playground size that serves so many children. The dynamic, vivid and bold creations of the children set the tone for the final design.

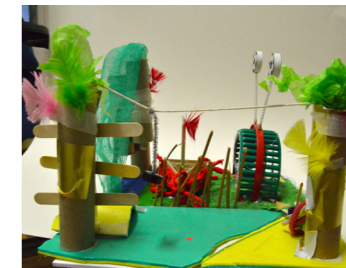


QUIET AREA AND NATURE

The desire for challenge and risk does not diminish the need for space to chill with friends, hide and tell stories. Dens were a recurring feature, hidden under structures or up in towers. The lack of opportunities to access nature in the current playground were modelled in ponds, gardens, trees and plants in the children's ideas. Creating a natural garden within the playground would be a wonderful place for children to relax, interact with nature and biodiversity and air quality would be improved.

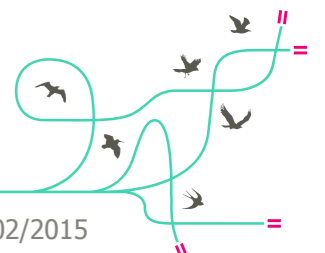
SCULPTURE AND ART

One of the key recurring themes in the models was the creation of a landscape full of sculpture and decorative art. This indicates the children are considering the aesthetics and "feel" of the new playground environment alongside the need for exciting structures.



CHALLENGE, EXCITEMENT AND RISK

The models contained a proportionally high number of perilous structures and contraptions- from a cannon, to high balance beam, towers, zip lines and steep slides. Many of the models consisted of layered worlds, with multi textural surfaces and flooring, with carefully composed high treehouses a dominant feature. The linking together of these high structures with tightropes, beams and rope bridges increases the playable surface area.



PLAYGROUND PLAN

1. TREEHOUSE

Archetypal classic style treehouse, built on fallen tree constructed from contrasting materials of coloured Perspex and timber. Access via ladders and trunks

2. NET TREEHOUSE

High tower net "treehouse" based on the children's models. Top platform 2.5 metres high with layered net climbing tower

3. RAINBOW CLIMBING

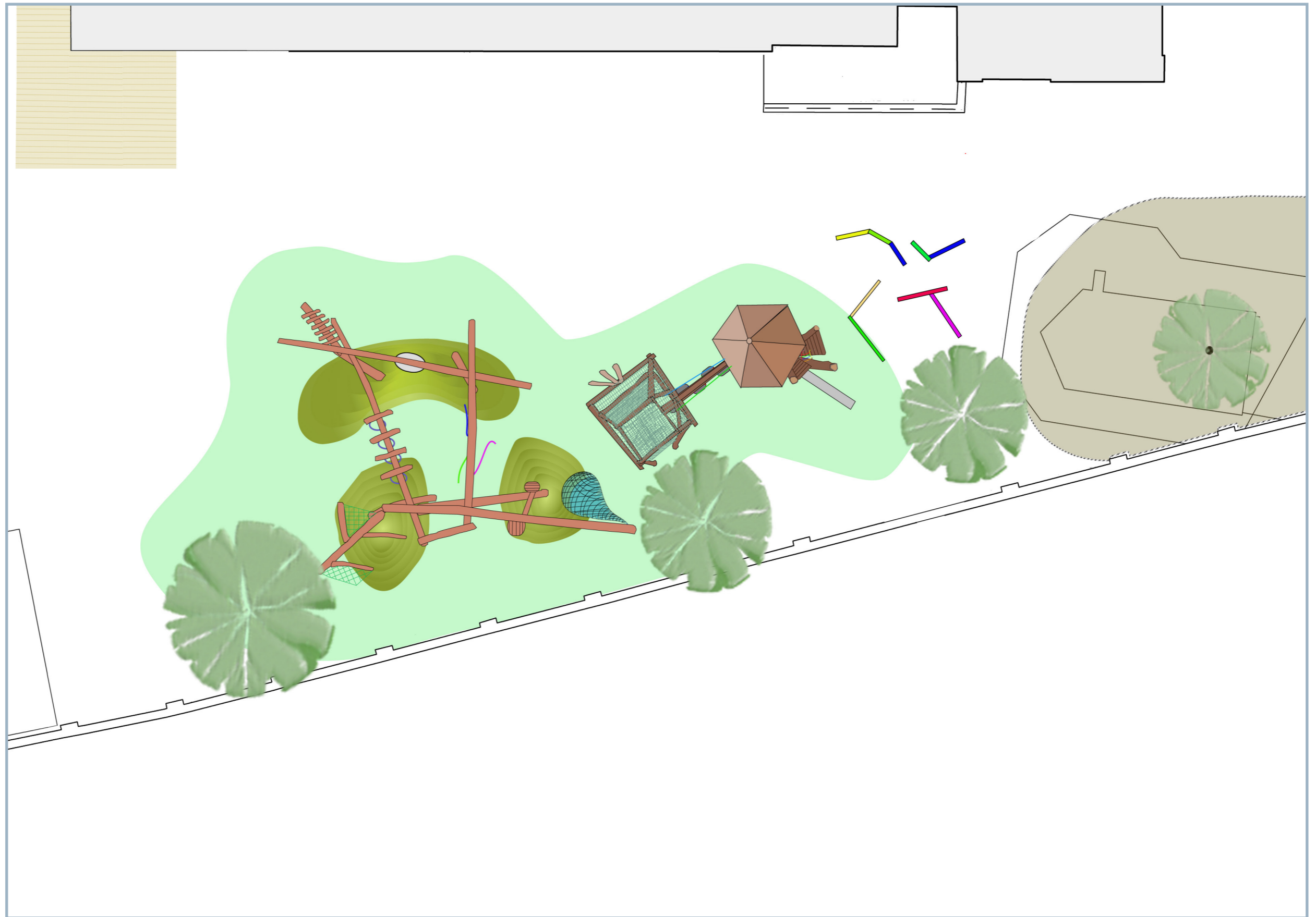
Central multi-functional climbing structure comprised of logs and nets providing many different access points up on to the structure to a highest climbing point of 2.5m to climb, balance and perch at once. Opportunities for off ground tag and traversing large areas without touching the ground. Perches and nets, with roman rings and monkey bars for upper body strength.

4. HOUSE MAZE DEN

This collection of brightly coloured angled timber screens provide places to run through and hide behind. Doors, talking tubes, a variety of textures, mirrored, translucent perspex panels, boards for mark marking add to the variety. This area will also contain tucked away seating and mini decked platforms to sit and chat with friends

5. HANGING POD

Unique colourful, handwoven hanging pod, anchored to the ground for gentle swinging and to hide away and tell secrets. Can accommodate in 4-5 children at once



PLAYGROUND MODEL



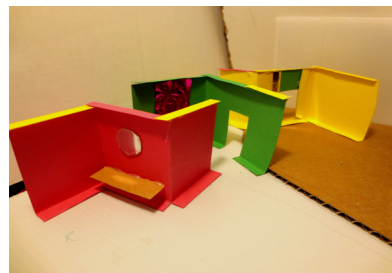
1. TREEHOUSE



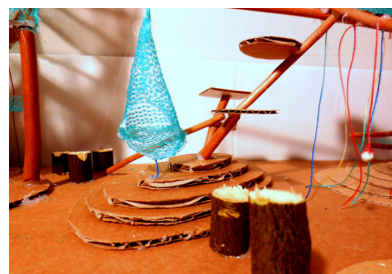
2. NET TREEHOUSE



3. RAINBOW CLIMBING



4. HOUSE MAZE DEN



5. HANGING POD

