

# Monte Cecilia Playground

DRAFT CONCEPT PLAN | APRIL 2017



# 1.1 Playground Theme

Monte Cecilia Park has a well-documented European heritage and a landscape broadly based around a 'picturesque' aesthetic. Prior to this however, it was a site of importance to a series of Maori tribes, being known as 'Whataroa', a Waiohua fortified pa in the 17th and 18th centuries. The site selected for the playscape sits upon a minor terrace, and offers great views over the wider landscape. These are attributes prized in the selection of a pa, and we have chosen to explore this narrative as it completes the historical picture of the site, while also offering some very interesting play opportunities.

The playscape is based around a series of elevated timber structures, reminiscent of palisade huts. These offer views across both the play area and the wider landscape, and would feature a number of access methods, with rope bridges/slides and poles providing movement between each. Surrounding the huts, and traversing the ridgeline would be an elevated 'fortified terrace', and beyond this a final hut featuring a flying fox. The idea is that movement around the playscape could be reflective of former battles, as children sweep across the plain and around the ramparts, while activities inside the 'pa' would reference some of the daily tasks of life within the walls. Undersurfacing to the entire area would be sand, to allow maximum play value, and a number of other 'off the shelf' items would complement the bespoke items.

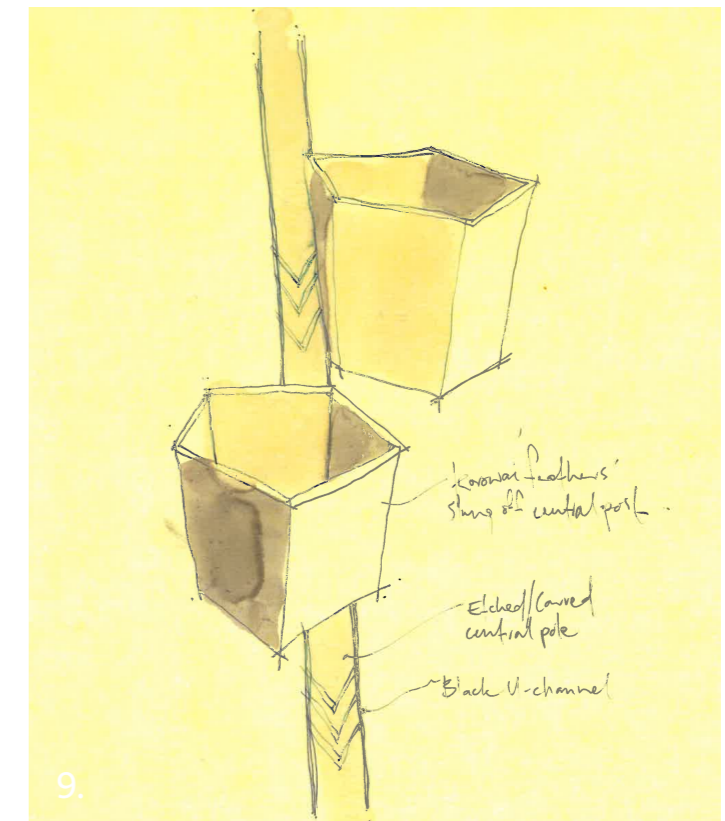
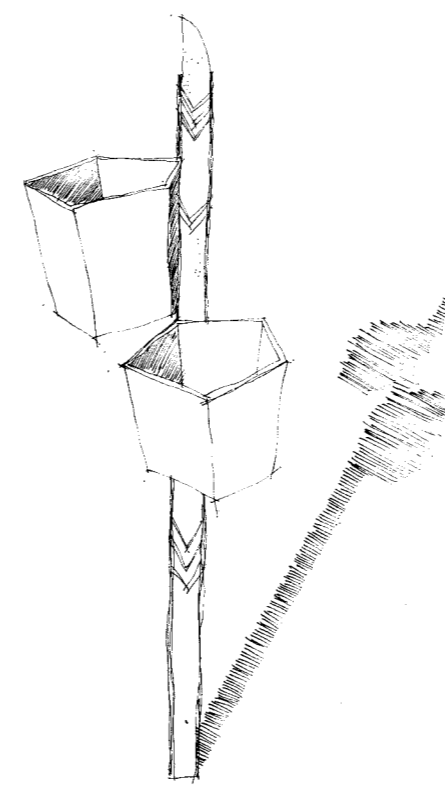
### FIGURE REFERENCES

1. 1885 painting shows an image of a Māori pā
2. Maungawhau (Mt Eden) pā terraces
3. Kereru feathers on black muka mawhitiwhiti
4. Korowai (source: raranga creations)
5. Otatarā Pā Historic Reserve
6. Natural play
7. Shells on the beach
8. Play tower initial sketch
9. Palisade huts initial sketch

### PĀ CONCEPT



### EXPLORING THE THEME





# 1.2 Te Aranga Design Principles

## MANA

Rangatiratanga, Authority



**Outcome:** The status of Iwi and Hapū as mana whenua is recognised and respected as a council partner.

Mana whenua engagement is key to developing cultural narratives that are easily manifested in the overall design interpretation and design outcomes.

## WHAKAPAPA

Names and Naming



**Outcome:** Māori names are celebrated and naming opportunities are supported.

Names and naming could be worked into the lookout/viewing structure. Any wider naming discussion would occur outside of the project proper.

## TOHU

The Wider Cultural Landscape



**Outcomes:** Manu whenua significant sites and cultural landmarks are acknowledged.

The play area has been located in such a position that from an elevated structure, expansive views across a landscape of significant cultural significance is possible. Landmarks visible (or potentially visible) include; Maungakiekie (One Tree Hill), Te Tātua a Riukiuta (Three Kings), Te Pane o Mataoho (Mangere), Pukewiwi / Puketapapa (Mt Roskill), Te Waonui a Tiriwa (Waitakere Ranges), Hunua Ranges. There are a number of historical narratives around these landforms, which could be told here.

## TAIAO

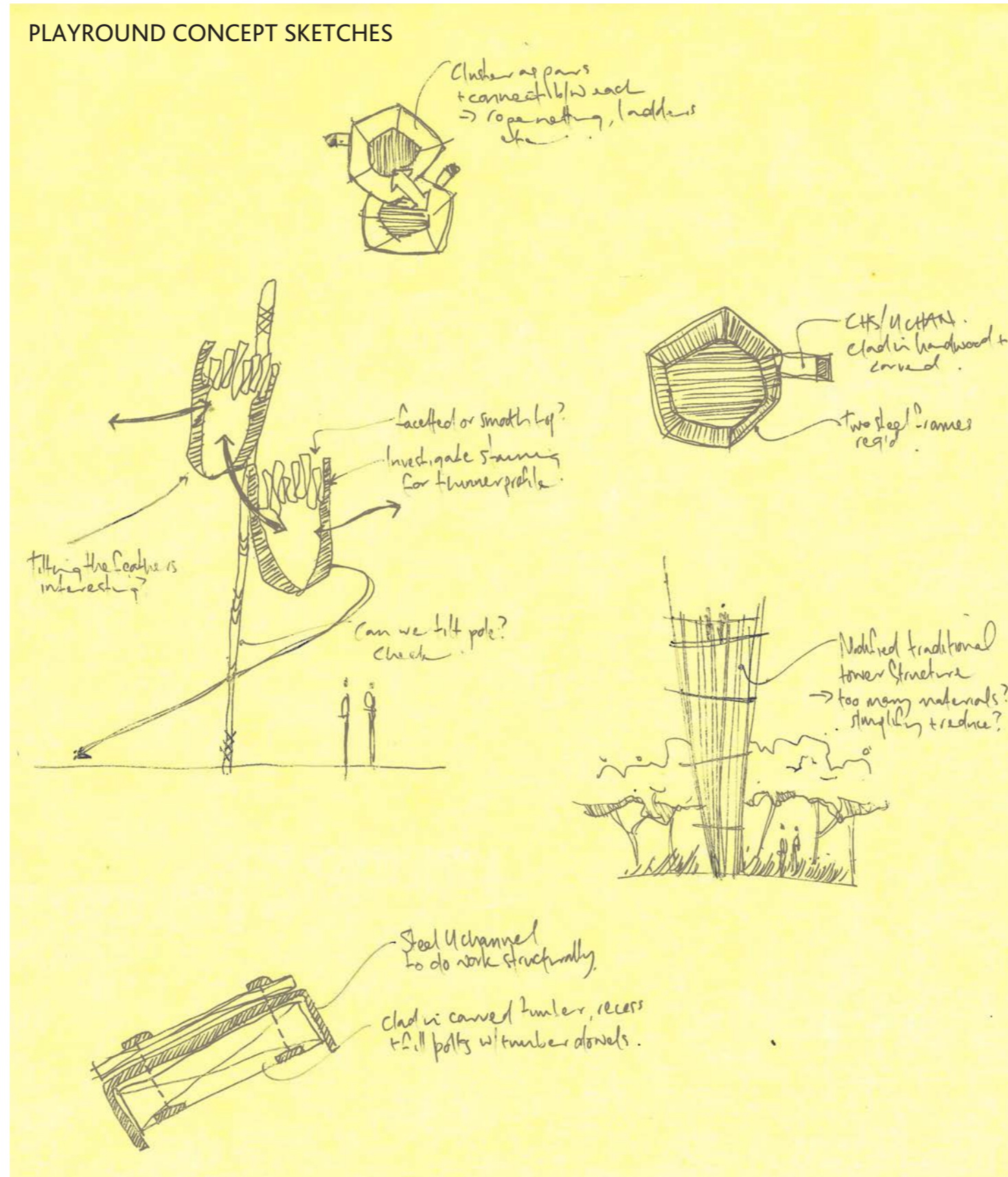
The Natural Environment



**Outcome:** The natural environment is protected, restored and enhanced.

Materials proposed are generally from a natural palette, reducing embodied energy costs and carbon miles. These include timber, sand and shell, as well as grass and planting. Some steel, wetpour and plastic will be required, but this has been kept to a minimum. Conceptually, the raising of the terraces should allow us to balance cut and fill on site, and we will investigate other best practice LID measures in the detailed design phase.

## PLAYGROUND CONCEPT SKETCHES



## MAURI TU

Environmental Health



**Outcomes:** Environmental health is protected, maintained and/or enhanced.

All existing trees are to be retained on the site, and supplemented by low native underplanting. As the project is not creating large areas of impervious or 'polluted' surfaces, the LID water aspects are not as critical on this project as many others – although some measure of attenuation may be included at detailed design.

## MAHI TOI

Creative Expression



**Outcome:** Iwi/hapū narratives are captured and expressed creatively and appropriately through engagement with mana whenua

There is a huge amount of opportunity around creative expression embodied in this concept. The structures themselves offer the most iconic opportunities, with a design concept based loosely around the korowai cloak feather/midrib. The timber structures also offer opportunity and we have tentatively earmarked these for some measure of patterning to break up the line. The palisading and water play area offer further interesting opportunities for mahi toi.

## AHI KA

The Living Presence



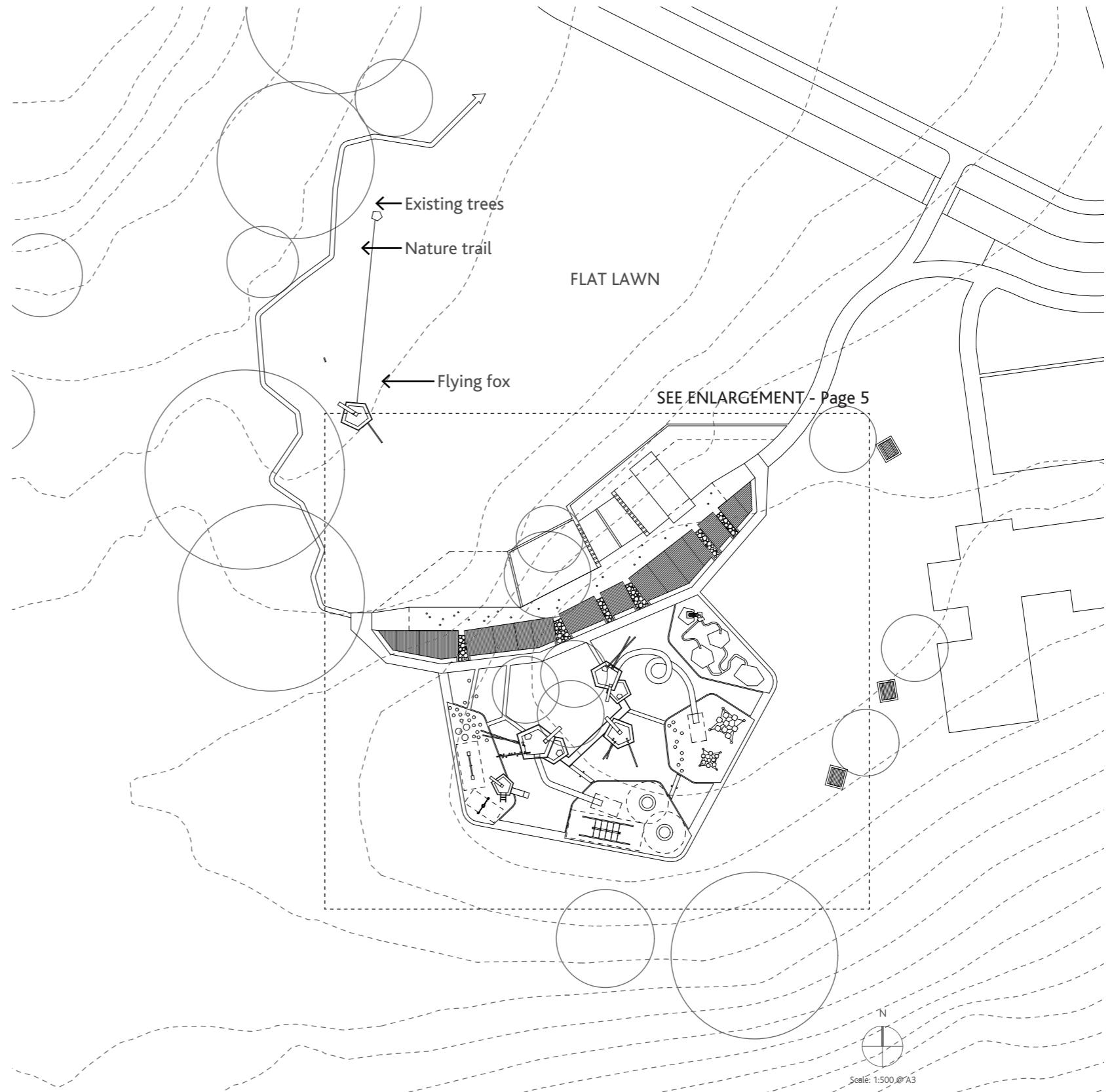
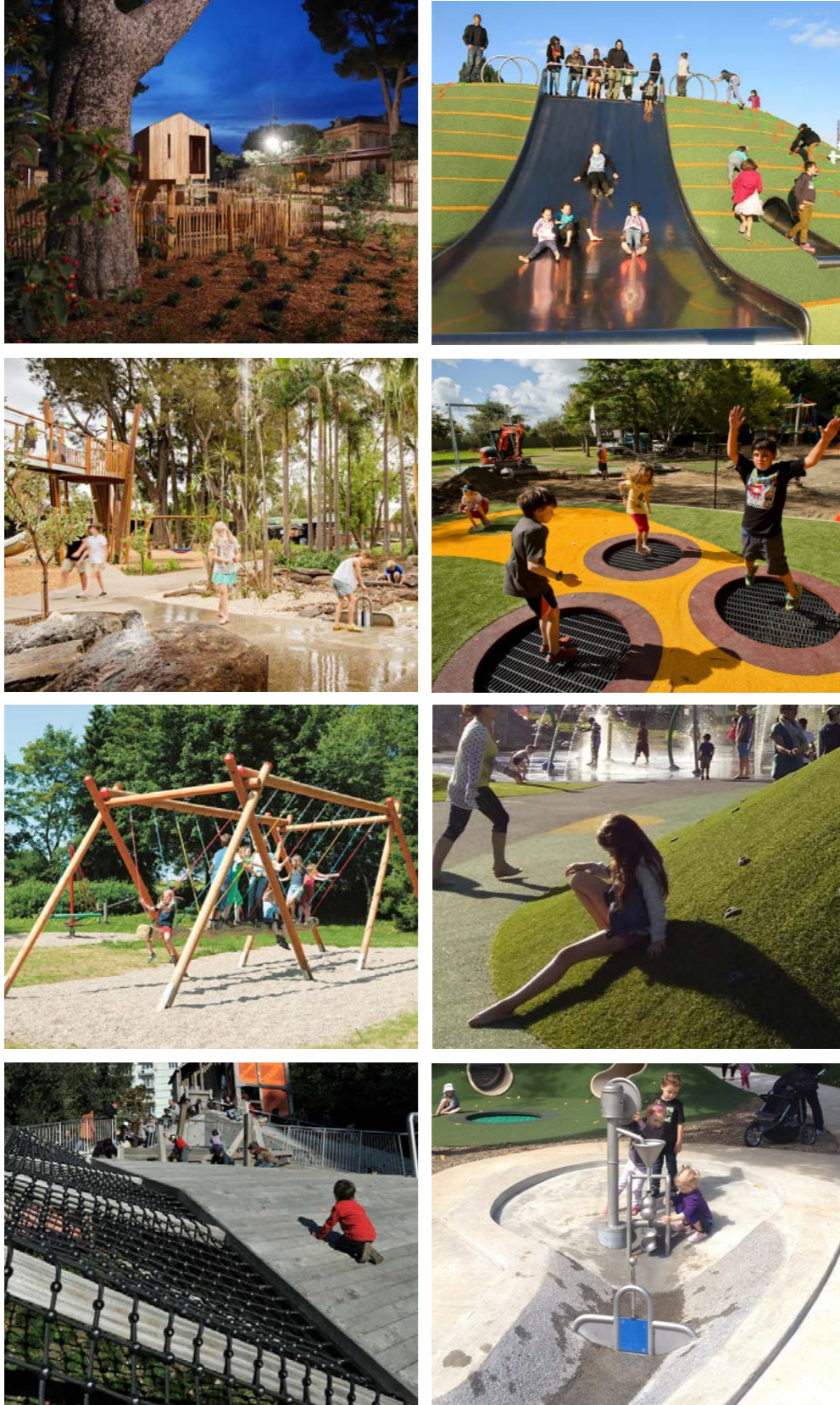
**Outcomes:** Iwi/hapū have a living and enduring presence and are secure and valued within their rohe.

This concept 'brings to life' the historical Waiohua fortified pa present on this site, making historical narratives accessible to today's tamariki. This is designed as an active, 'hands on' space, with aspects such as the waterplay area giving an in-depth understanding of some of the daily tasks of running a settlement such as this.



# 1.3 Playground Concept

## PLAY EXPERIENCES





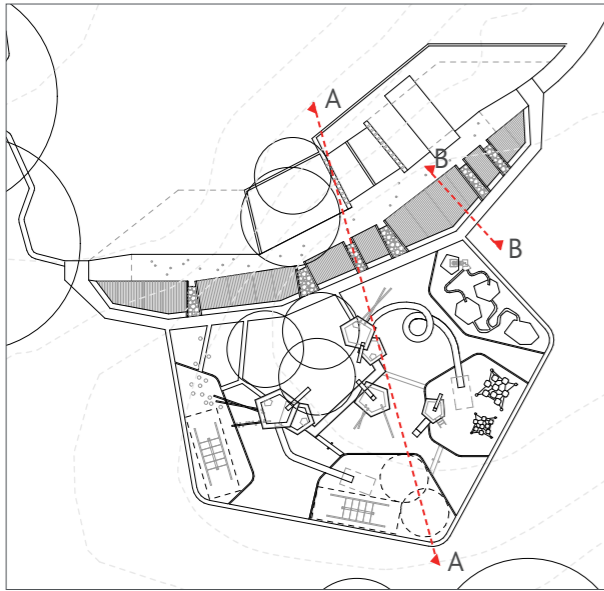
## 1.4 Concept Plan



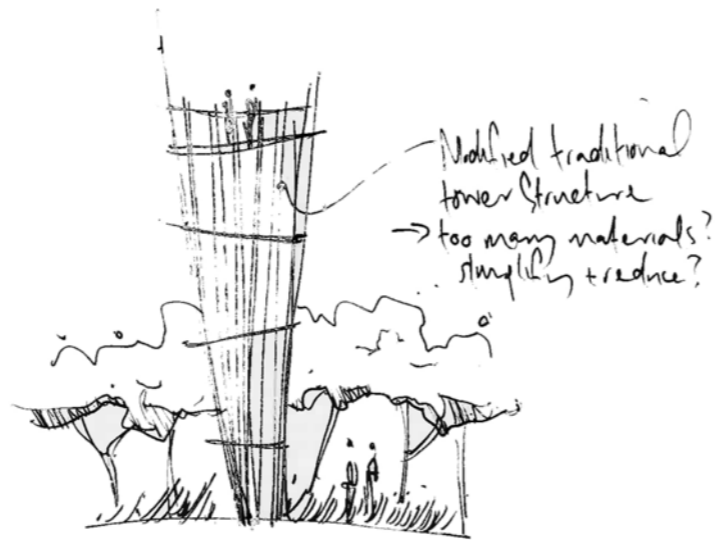
- 1 Timber deck traverses new ridgeline, between astroturf bank and palisades. This deck could become a play feature in its own right, by introducing ground plane 'musical play' elements, possible matariki references – to discuss
- 2 Manuka (or stylised Manuka) palisade walls, lashed together with a criss-cross binding, and overhanging the timber deck to provide safety from falling protection
- 3 Grass bund, recontoured to become steeper than current, and provide a climbing/rolling experience
- 4 Existing totara trees retained, low growing native underplanting added underneath
- 5 Stepping logs or similar provide a series of access routes through palisade wall
- 6 Rope netting set in timber deck frame to provide climbing and lying/relaxing options, shaded from afternoon sun by existing trees
- 7 Triple width slide down astroturf bank
- 8 Astroturf bank for rolling/climbing, provides main access up onto deck, climbing grips may be installed beside slide and nets.
- 9 Stabilised shell bank at base of palisades provides interesting visual texture and historical references.
- 10 Linear boardwalk at base of palisade provides access to fortifications, and collects movement in a play sense. This may have inscriptions or patterns etched to 'disrupt the line' (reference Te Onekiritia / Bomb Point)
- 11 Large sand play area provides safe fall and a play element in its own right. Sand play elements to be incorporated in detailed design.
- 12 Series of aerial palisade huts, potentially based around deconstructed korowai 'feathers' and slung off timber clad steel U Channel sections. These elevated structures provide elevated views to a number of regional landmarks. Opportunities exist here to incorporate narratives/placenames, possibly worked into a 'periscope' style viewer. The largest of the three structures could be a more easily accessed lookout for all ages to use.
- 13 Long, enclosed slides provide exist points from huts.
- 14 Water play area, using Archimedes Spiral and based around a map of a typical pa, and with diverter paddles used so that the kids can send water to various locations around the pa (kai and rongoa areas, for instance).
- 15 Flubber style play components
- 16 Toddler unit, based on taller timber structures, but lower and more accessible.
- 17 In ground trampolines, spaced as close as possible to allow for jumping between them
- 18 Access points across sand to be a series of balance logs, possibly see-saw style.
- 19 Linear 'rope swing' or similar.
- 20 Nature trail leads kids to tree area, where rope swings, and a final tower housing a flying fox can be found.



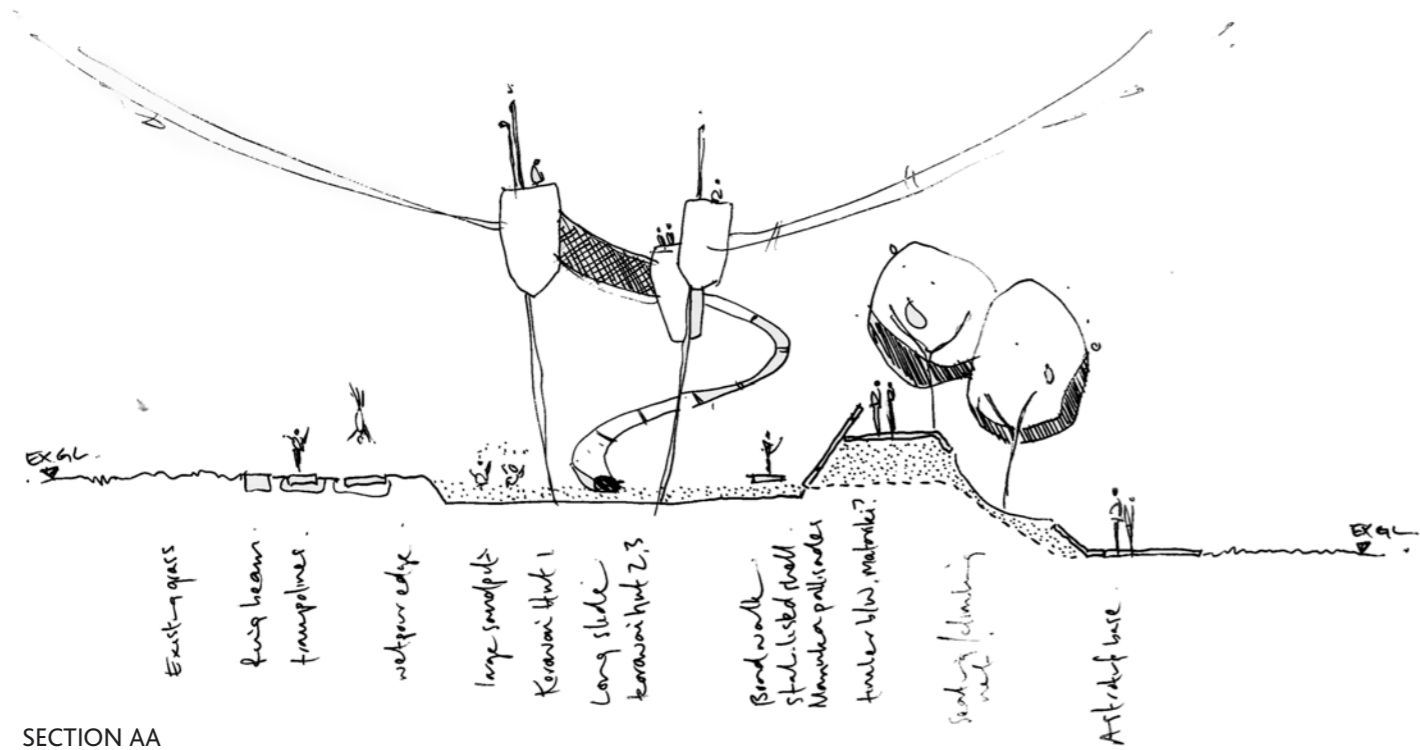
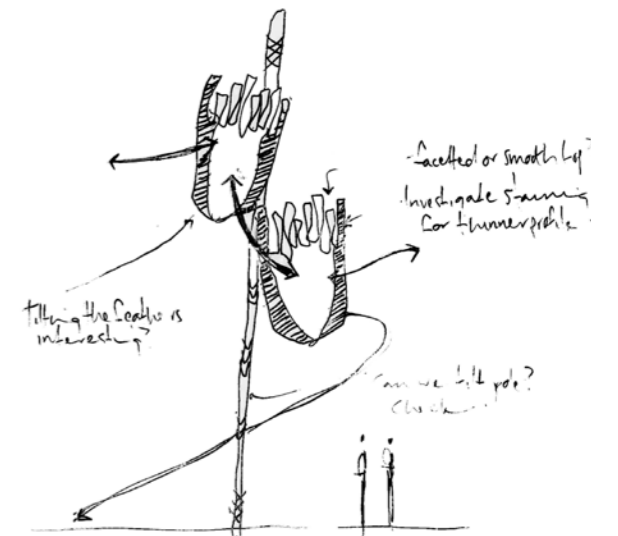
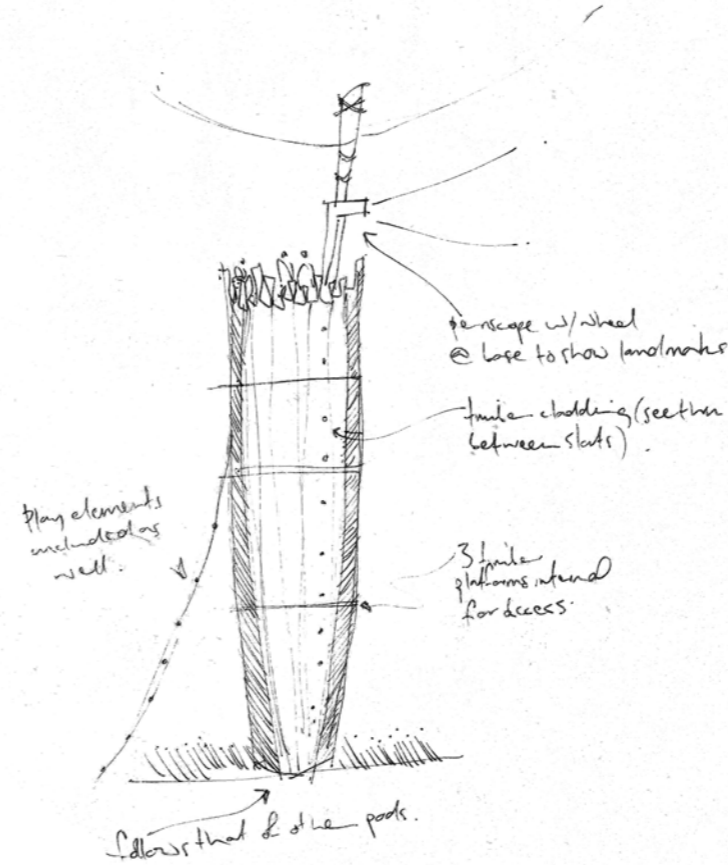
# 1.5 Concept Development



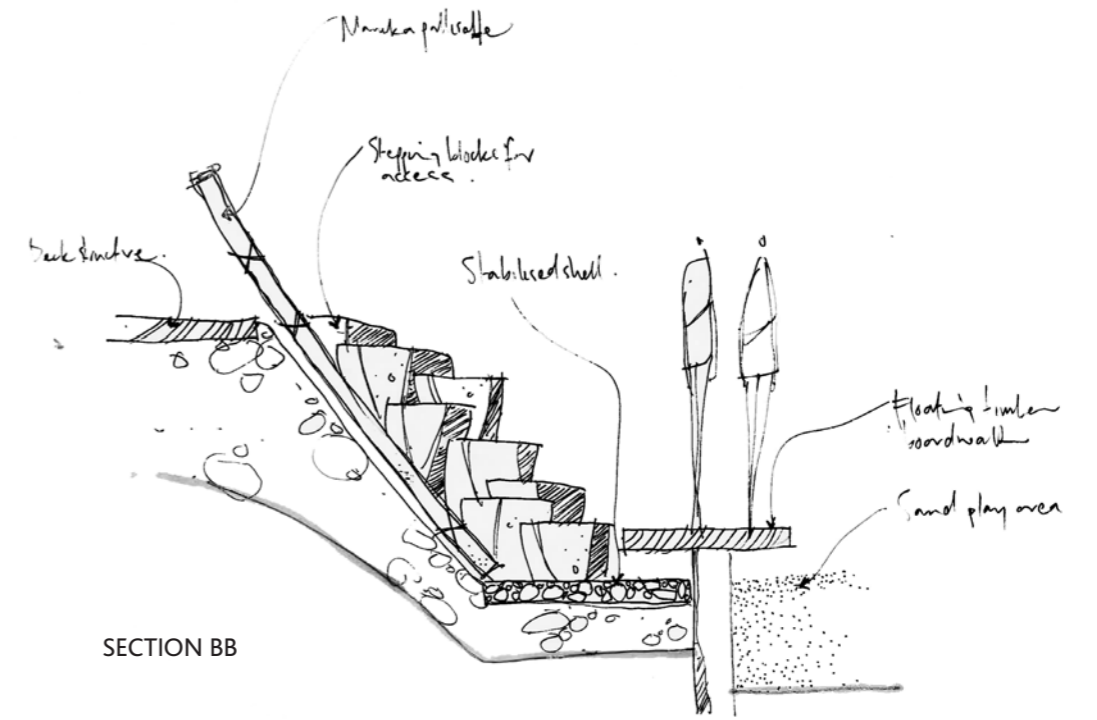
REFERENCE PLAN



PLAY TOWER SKETCHES



SECTION AA



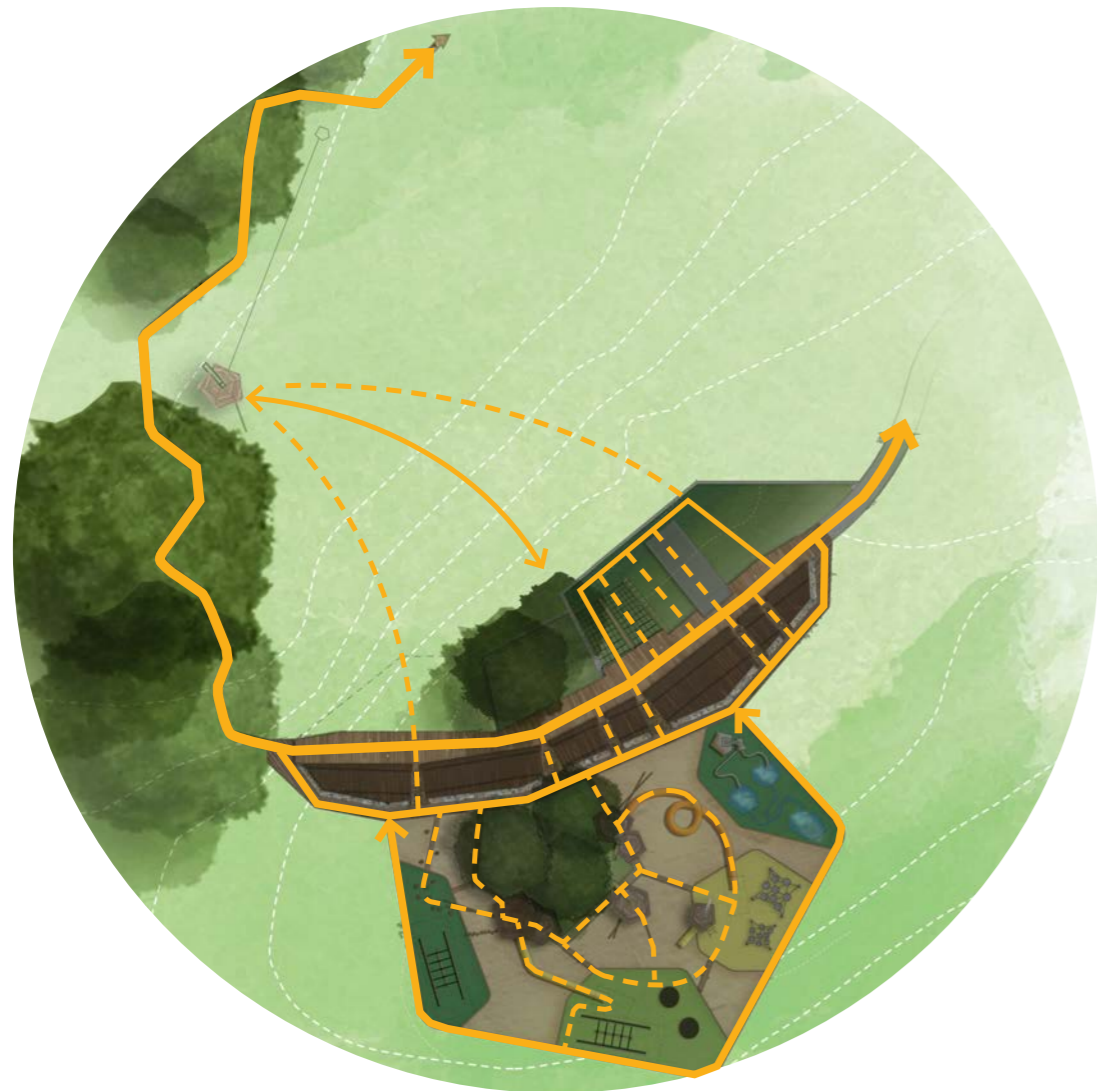
SECTION BB



# 1.6 Play Circuit

## MOVEMENT NETWORK

Movement networks throughout our play spaces are carefully planned, as we have found that often the most popular play activities are spontaneous games of tag/chase/tiggy, and the more opportunities to circulate kids around a playground there are, the more fun these activities will be. In this instance, the circulation patterns are loosely based around a 'Pa/defense' structure, where 'scouts' can start around the flying fox hut, then charge across the grass plain, up the terrace, and from there through the palisades and down into the play area proper to warn the inhabitants of an impending attack. From here on, the game could go anywhere.



## MATERIAL PALETTE



## PLAY CIRCUIT TYPICAL ELEMENTS

