

Public Consultation



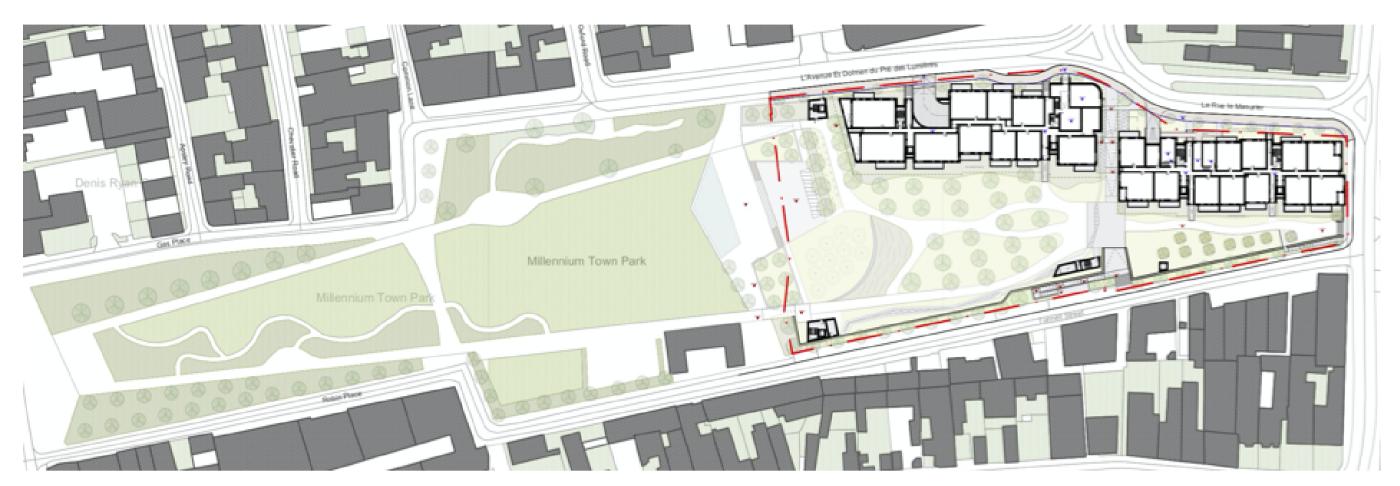




OPTION 5 (Including Park extension) - Chosen during the Public consultation in 2018

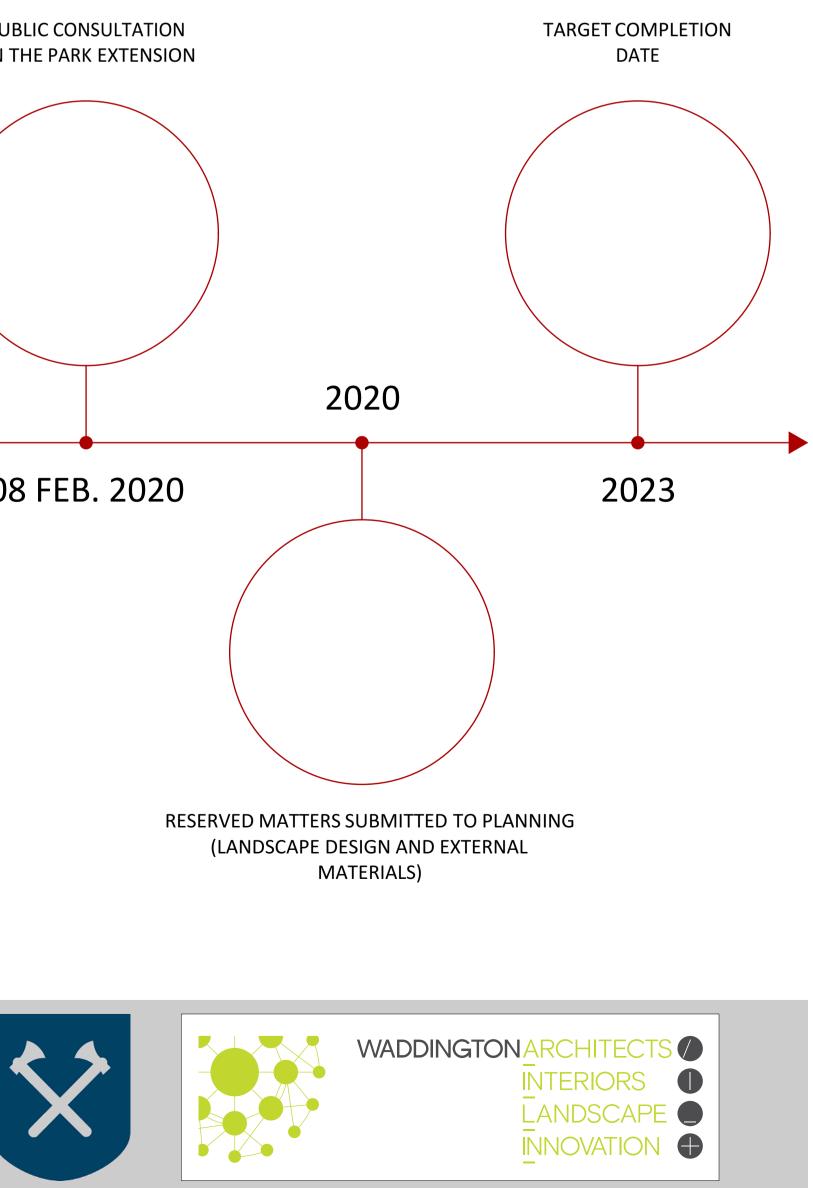


Project Background



OUTLINE PLANNING APPLICATION - Approved by Planning Comitee in September 2019





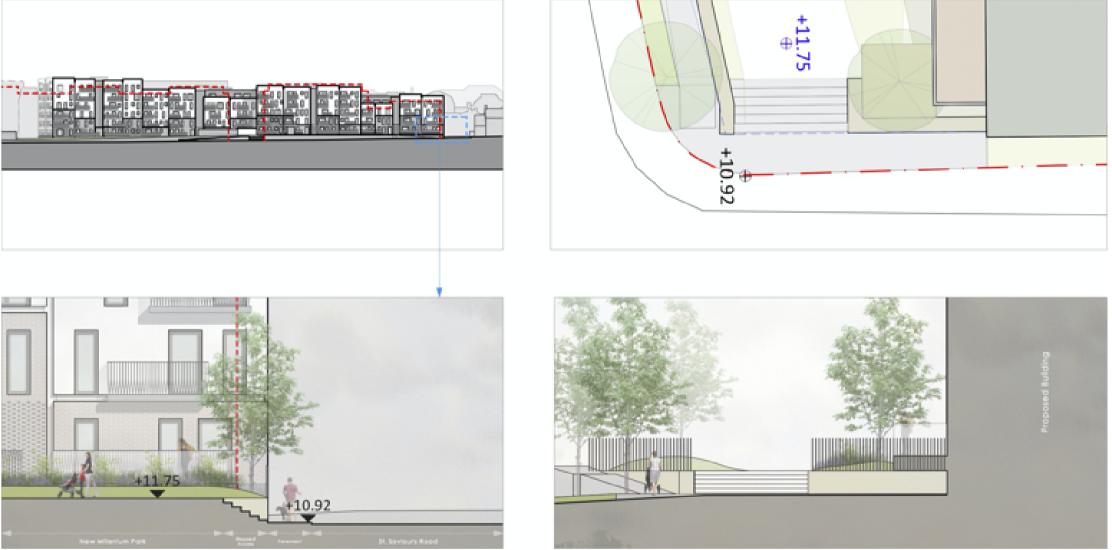




Accesibility

Accessibility & Inclusive Design

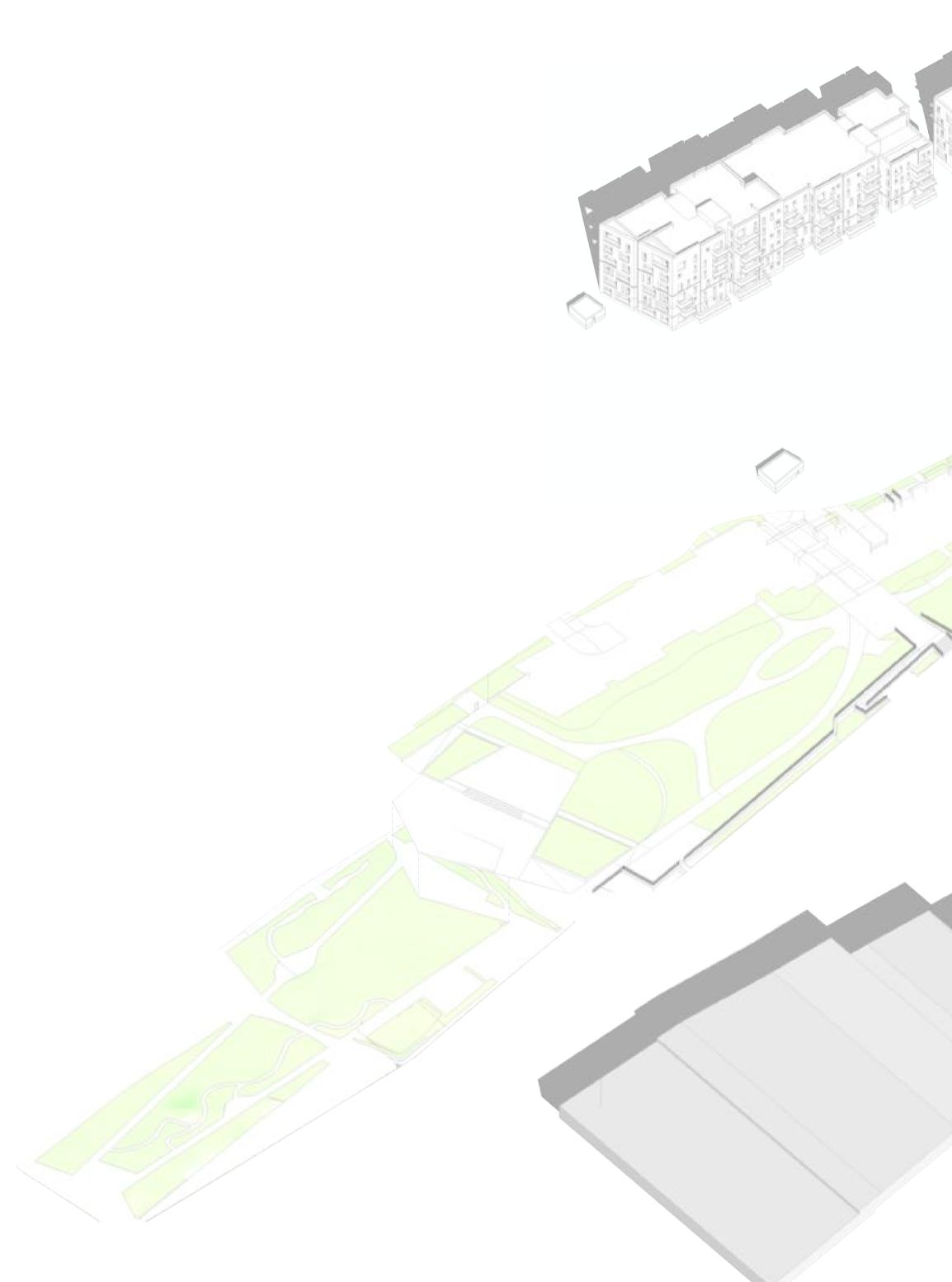
Despite the change in levels between the street and the podium level, the new park will be fully accessible to all, at all access points through ramps and steps. The basement car park will be accessed via lifts and internal steps. All pedestrian crossings will be subject to technical design and Planning Application.



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KEY COMPONENTS:

- UNDERGROUND CAR PARK (PODIUM)
- PARK AND PEDESTRIAN PATHS
- APARTMENTS BLOCKS

KEY THEMES FOR THE PARK:

- PUTTING CHILDREN FIRST
- EDUCATION THROUGH PLAY _
- REFERENCE TO THE SITE'S INTERESTING HISTORY _
- INFORMAL PLAY _
- PEDESTRIAN AND CYCLIST LANE IMPROVEMENTS _
- ACCESSIBILITY
- -
- SOUTH-FACING 'HUMAN SCALE' SPACES
- WELLBEING

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SEAMLESS TRANSITION BETWEEN EXISTING AND NEW



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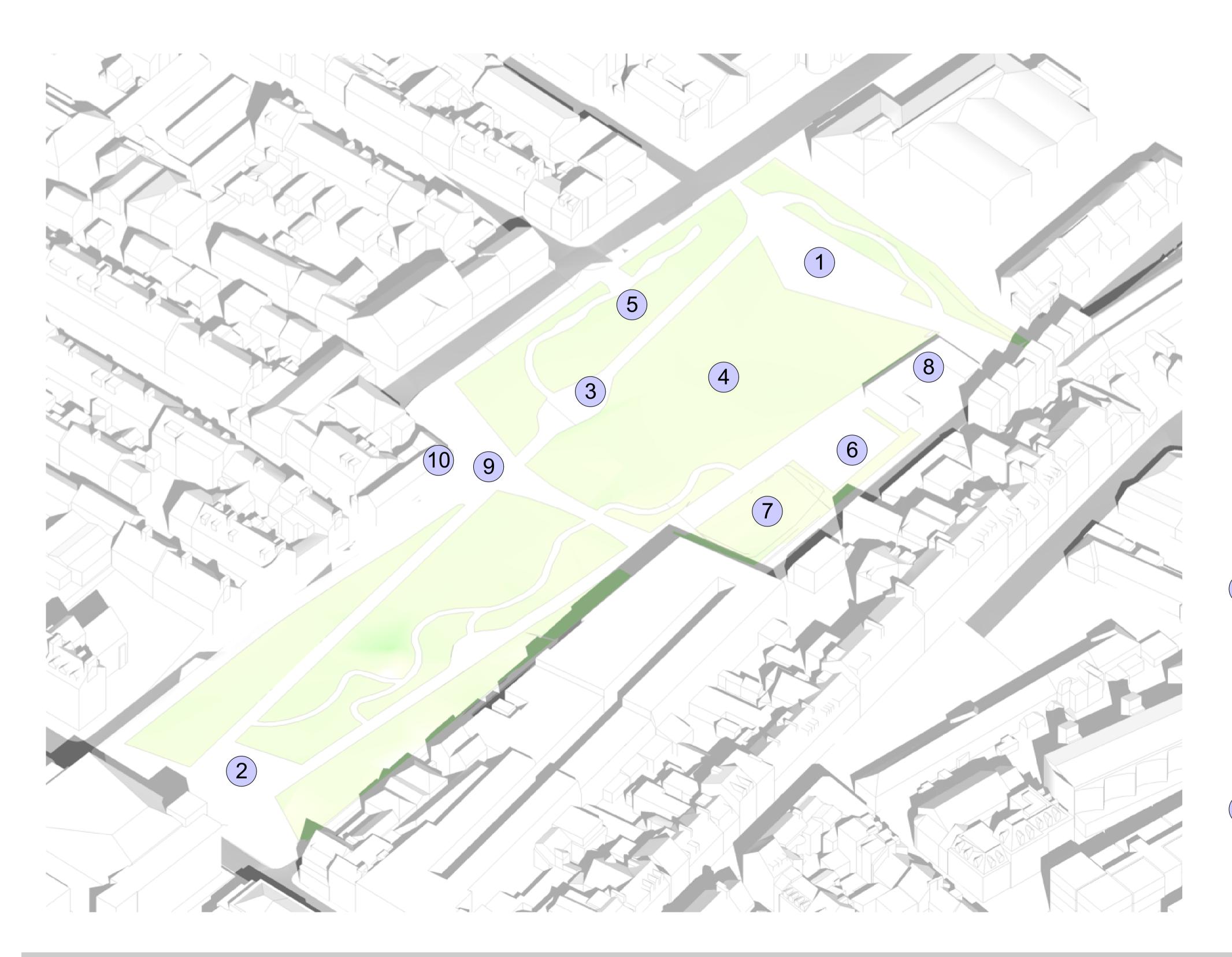






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EXISTING PARK FEATURES/FUNCTIONS

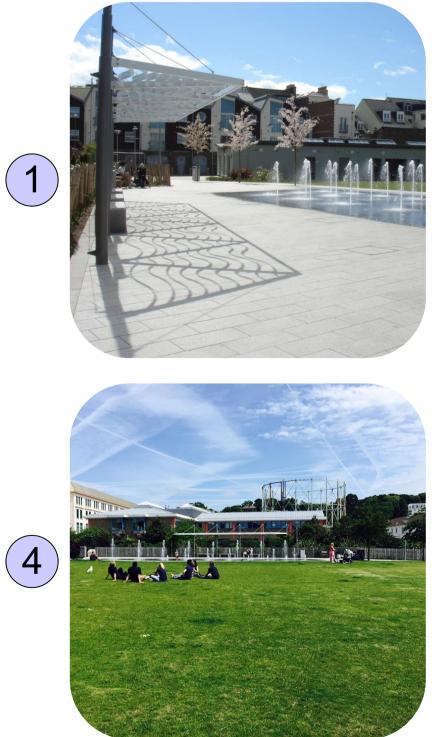


Millennium Town Park facilities

The park was designed after extensive consultation. Its modern design aims to meet the needs of the community and includes the following features:

- 1. Interactive water feature
- 2. Water curtain
- 3. Sculptures

- 6. Petanque area
- 7. Ball practice area







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4. Large grass area suitable for picnics

5. Formal playground suitable for toddlers and children

8. Toilets (including disabled and baby changing facilities) 9. Wheelchair friendly access

10. Cafe nearby (and a seasonal cafe in the park)









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OPTIONAL PARK FEATURES

FURE 1:	Plaza & Amphitheatre
FURE 2:	Bees & Bugs
FURE 3:	Dolmen Avenue
FURE 4:	False Brook
FURE 5:	Misty Marsh
FURE 6:	Children's Running Track
FURE 7:	Informal Play
FURE 8:	Picnic Areas
FURE 9:	Streetscape & Cycling





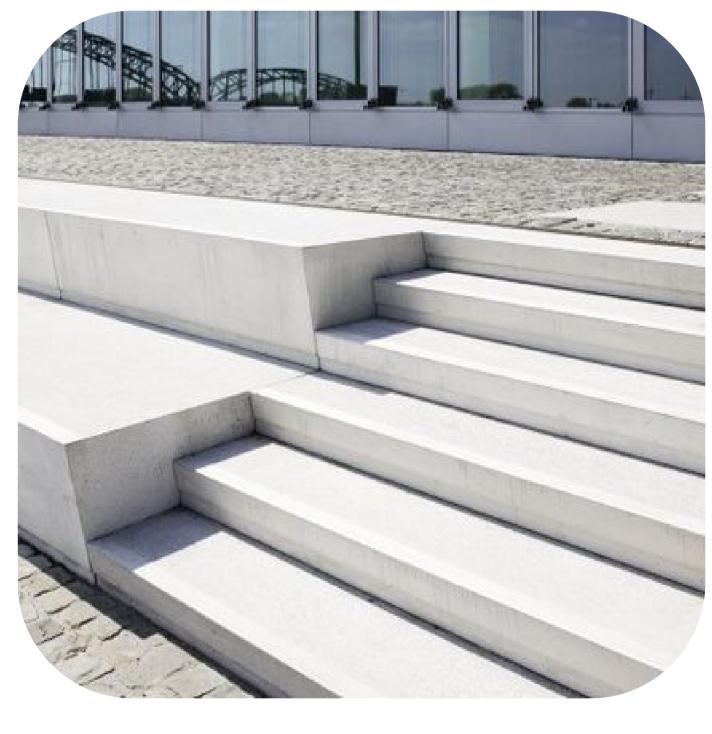


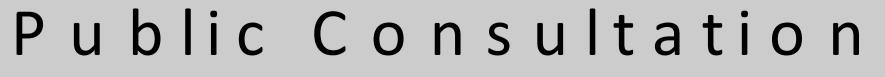






gatherings. activities.







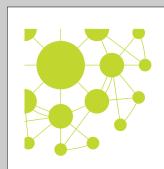


FEATURE 1: Plaza & Amphitheatre

The existing Plaza with water jets will be extended to create a better and larger open space for play, events and

The two interlocking plazas will become the linking elements between existing and new park and create an oportunity to become the heart and hub for all kinds of

The change in levels allows to create steps and small amphitheatre on which people can sit, enjoy the sunshine and watch their children playing.

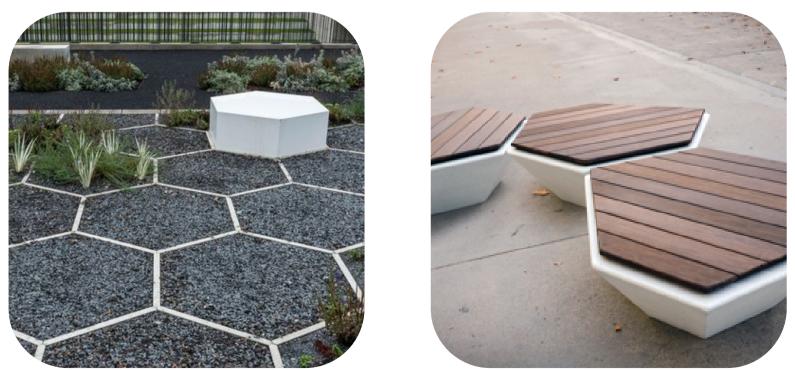


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FEATURE 2: **Pollinator garden**

in the world.









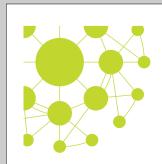


We all know how important the bees are

Let's teach our children about them and

enjoy a colorful scented perennial garden.





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FEATURE 3: **Dolmen Avenue**

playful way.





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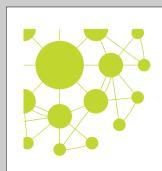
An ancient Dolmen Avenue was

discovered near the site.

Let's re-create the old feature to

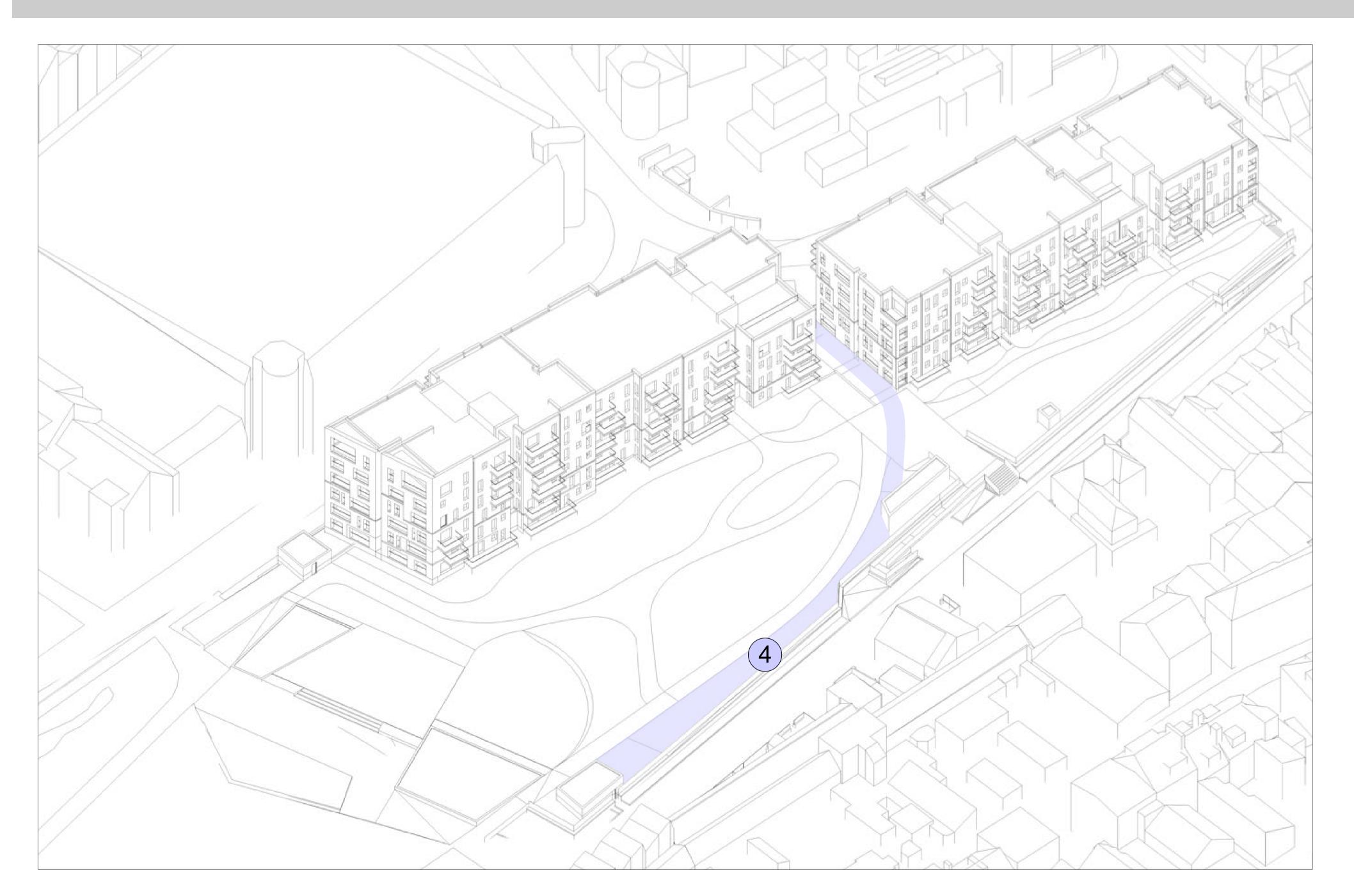
commemorate the site history but in a

Big boulders can become not only historic reference features but also a simple informal play trail.



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to the north. habitat.





Photo of existing paving feature in the pedestrian link referring to the culverted stream route







FEATURE 4:

The existing Brook, running trough the middle of the site will be culverted underground and relocated.

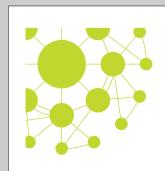
The history of the brook goes back

centuries, well before the town expanded

The passive water feature will rely only on rain water and gravity.

It will remind us all of the site history,

create a playful feature and a different



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FEATURE 5: Misty Marsh

Around 18000BC, this area of town was wet marshland covered by mist, before it was claimed back and dried out by culverting the water. The play area with mist is a great way to engage children through informal play and teach them about the town's history. This feature could potentially become Clinton Pringle's memorial and contribute to the informal play elements of the park.



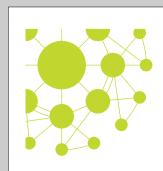


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It was not only misty, but also mystical, with legends about ghosts and paranormal activities. That was probably due to a combination of the mist and electrical discharges (a common occurrence on marshlands due to released gases).











FEATURE 6: Children's Running Track

By extending wide paths, we will create an opportunity for a short running circuit around the park (which can be used everyday by residents or for more formal events). The children's park run track distance is a 2km long loop.



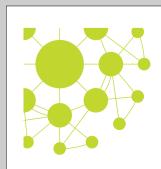




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the park.



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FEATURE 7: **Informal Play**

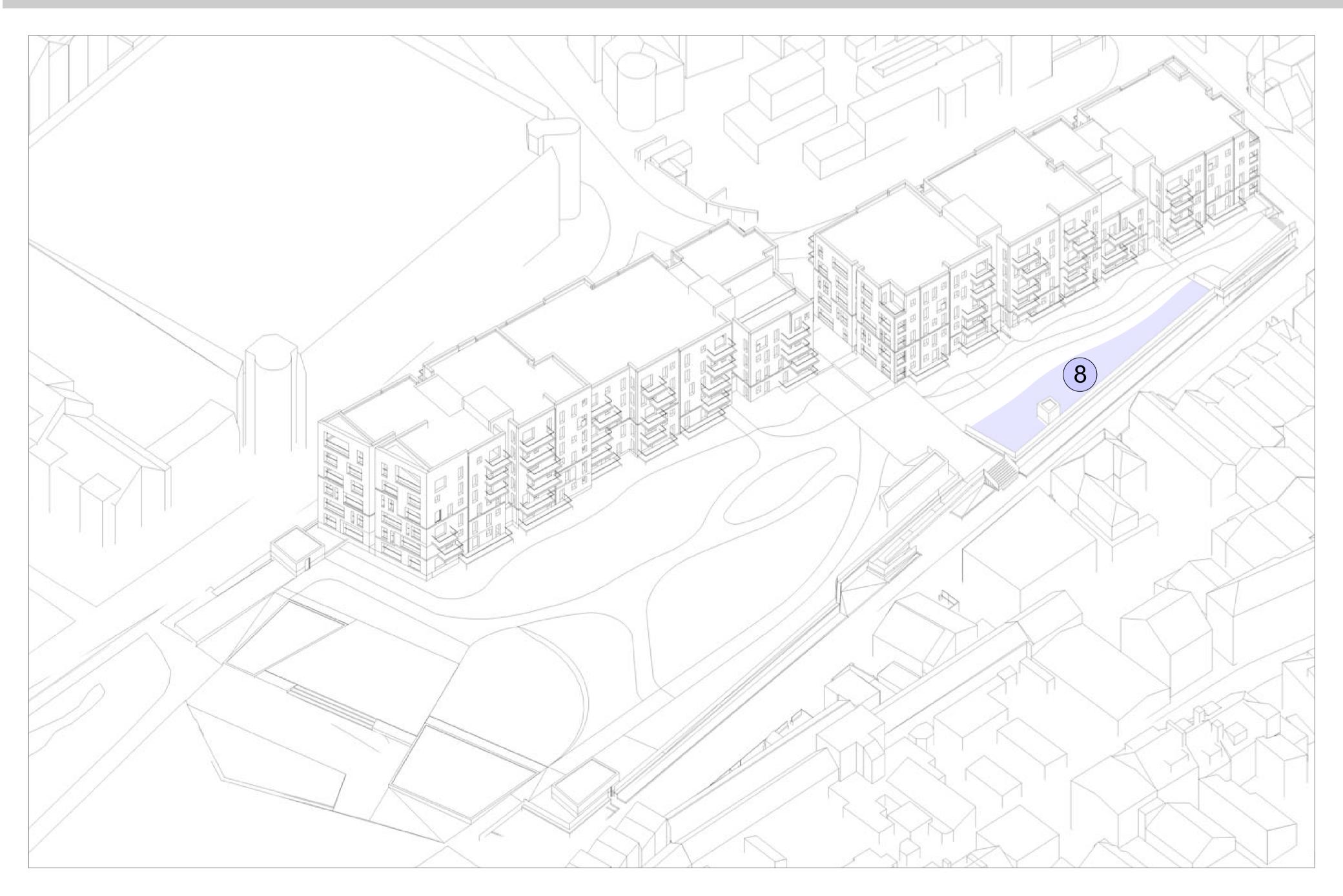
Areas of informal play designated for smaller children can be scattered around

Together with natural materials and soft colourful planting they will give a different multisensory experience, in contrast with the restricted formal play equipment.



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FEATURE 8: Picnic areas

Areas with tables and benches can be provided and used for picnicking, playing games, learning or outdoor classes.





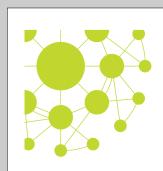


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FEATURE 9: Streetscape & Cycling

Additional cycle loops could be created at the Park entrance from St. Saviours road and by other entrances as/where required.



