



Lake Weeroona PlaySpace

298 Napier Street
Bendigo Victoria



Access key A customised accessibility guide

Updated November 2023 V1



Contents

Guidelines	4.
Communication Access Sign	5.
Did you know?	6.
Acknowledgements	7.
Getting There	8.
Map	9.
Parking	10.
Playspace Entry	11.
Changing Places	12.
Toilets	13.
Open Spaces and Seating	14.
Double Swing Sets	15.
Activity Tower	16.
Activity Tower cont	17.
Triangle Rope Net	18.
See Saw	19.
Viking Swing	20.
Accessible Carousel	21.
Inground Trampoline	22.
Double Play Unit	23.
Nature Play	24.
Water Play	25.
Relaxation Area	26.
Health and Wellbeing Benefits	27.
Accessibility	28.
Safety	29.
Contact	30.



Glossary



AFFL - Above finished floor level.

Agility - The ability to move quickly and easily when faced with a challenge.

Balance - A biological system that enables us to maintain a body's desired position and requires a number of sensory systems to work together.

Cause and effect - When something happens that makes something else happen.

Changing Places - A facility for people who cannot use standard accessible toilets. They provide extra features and more space to meet the needs of people with disabilities or additional requirements.

Cognition - Refers to the mental processes involved in acquiring knowledge and understanding. These processes include knowing, thinking, remembering problem solving and judging.

Collaborative play - Refers to play that involves sharing, following rules, taking turns, compromising and negotiating.

Coordination - The ability to use different parts of the body together smoothly and efficiently.

Core strength - Stabilises and controls your abdominal muscles, back muscles and the

muscles around the pelvis which all influence the legs and upper body.

Dexterity - The skill a person has with physical movement, particularly with their hands or body.

Fine motor skills - Involves the use of the small muscles in the hands.

Flexibility - The ability of joints to move through a range of motion while unrestricted and pain free.

Hand-eye coordination - The synchronisation of eye and hand movements.

HSSH - Hand held shower hose.

Imagination - the ability to produce and simulate novel objects, peoples and ideas in the mind without any immediate input of the senses.

MLAK - Master Locksmiths Access Key (MLAK) allows people with a disability to access a Changing Places facility.

Mobility - The ability to move or be moved easily and freely.

Motor planning - The ability to remember and perform steps to make a movement happen.

Proprioception - Awareness of position and movement of the body.

Sensory exploration - The stimulation of one's senses: touch, smell, taste, movement, balance, sight and hearing.

Reflexology path - A path made of stones and rocks of different textures. The path stimulates neurological reflex zones, which can create health and wellbeing benefits.

Socialise - Practise taking turns, team building and collaborative play.

Spatial awareness - Knowing where your body is in space in relation to objects or other people.

Strength building - Refers to the force that a muscle can produce.

TGSI - Tactile ground surface indicators. A tactile ground surface to assist pedestrians who are visually impaired. Often found on footpaths, stairs and train station platforms.

Totem poles - A vertical, carved pole, carved with symbols or figures.

Vestibular - Awareness of balance and spatial orientation in order to coordinate movement with balance.

Weave poles - vertical poles, used as agility obstacles within play spaces.

Guidelines

Thank you for choosing to use an Access Key for Lake Weeroona Playspace. This customised accessibility guide provides convenient information about accessing the playspace. Access Keys are universally designed and suitable for all people, regardless of ability.

For your Access Key to be successful, we recommend you follow these guidelines.

- Access Keys are available online to help you prepare for your visit in advance.
- Access Keys should be read and shared in an environment free of distractions.
- Access Keys can be read independently or shared with a friend, family member, carer or support worker to prepare for the visit.
- If sharing the Access Key with a participant, help the participant comprehend key points, consistently monitoring their level of understanding.
- If sharing the Access Key with a participant, contextualised photographs can be used to summarise information and experiences.
- If using the Access Key as a reflective tool, make sure to enjoy the pivotal link between experience and recall after the visit has taken place.
- Once the visit has taken place, revisit the Access Key to celebrate success.
- Accessibility information is located on page [28](#).
- Safety information is located on page [29](#).
- Download Access Key in its entirety - 30 pages in total



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Australia**

Access Keys are designed and developed by AccessAbilityAustralia.

To view the full range of free Access Keys available, go to [AAA Library](#).

For Access Keys in Braille or audio, please [Contact Us](#).

Please complete our short [feedback form](#) to help us ensure continuous improvement.

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Instructions
 This sign can be used to support communication. It can help people to understand and share information about their experiences. Use this sign to:

- make requests eg. I want to play on the slide.
- ask questions eg. where is the toilet?
- express needs eg. I need a drink.
- comment on activities and share the fun!



LAKE WEEROONA PLAYSPACE COMMUNICATION ACCESS SIGN



- Everyday Words
- Activities
- Feelings/Emotions

Play	Sit/Rest	High/Big	Yes	Push	Play unit	Trampoline	I like it	Tired/Rest								
I don't speak English	Walk	Fast	Low/Little	No	What	Monkey bars	Nature play	I don't like it	Sad							
Deaf/Hard of hearing	Run	Slow	Finish	Go	Home	Weave poles	Water play	Hurt	Happy							
Time	More	Bounce	Up	Stop	Don't/Can't	Triangle rope net	Quiet area	Viking swing	Fun							
I/My	Want	On	Down	I don't know	Drinking fountain	See saw	Picnic / BBQ	Swings	Thirsty/Drink							
You/Your	Climb	Off	Where is	See/Look	Toilet	Carousel	Lake	Slide	Hungry/Eat							
Loud/Noisy	Turn	Help	Emergency	A	B	C	D	E	F	G	H	I	J	K	L	M
				N	O	P	Q	R	S	T	U	V	W	X	Y	Z



Accessibility Guide
 Social Story



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November 2023 V1

Did you know?



Lake Weeroona Playspace is proudly owned and operated by the City of Greater Bendigo.

Please view the City of Greater Bendigo's [Health and Wellbeing Plan](#) and [Council Plan 2021 - 2025](#) *Mir wimbul*.

The City of Greater Bendigo is committed to ensuring that the way people move around the city, access information and buildings, and their overall experience within the community is inclusive and accessible. Lake Weeroona Playspace has been designed to allow people of all abilities to access the playspace.

Lake Weeroona Playspace is a fun and engaging space that aims to enhance family and social recreational activities for people of all abilities.

The playspace is located on the banks of Lake Weeroona. Lake Weeroona has a scenic circuit path for walking and cycling, as well as lawns that are ideal for picnics.



The playspace includes:

- spaces for children and families to sit, relax or enjoy a picnic
- play zones, separated by a grassed area, allowing supervision of the surrounding activities
- accessible pathway
- two double swing sets
- activity tower
- triangle rope net
- see saw
- Viking swing
- accessible carousel
- inground trampoline
- double play unit
- nature play area
- water play area
- relaxation area



The playspace includes natural and sensory elements.

To provide feedback on Lake Weeroona playspace, please contact the City of Greater Bendigo on 1300 002 642 or [email](#).

A Sensory Experience



Sensory play has benefits for all children, particularly those with additional needs. Sight, smell, sound, touch and taste help children's brain develop as children use their senses to help learn about the world around them.

Sensory play helps develop fine and gross motor skills through activities such as splashing, climbing, throwing, and shaping – skills that can be transferred to daily life.

Sensory play helps develop social skills when done with friends and gives children the ability to communicate, both verbally and non-verbally when they discover new sensations.

Sensory play that involves natural elements such as gardens, rocks and water can also have calming qualities for children who feel overwhelmed in busy environments.





Acknowledgements

The City of Greater Bendigo is on Dja Dja Wurrung and Taungurung Country. We would like to acknowledge and extend our appreciation to the Dja Dja Wurrung and Taungurung Peoples, the Traditional Owners of the land. We pay our respects to leaders and Elders past, present and future for they hold the memories, the traditions, the culture and the hopes of all Dja Dja Wurrung and Taungurung Peoples. We express our gratitude in the sharing of this land, our sorrow for the personal, spiritual, and cultural costs of that sharing, and our hope that we may walk forward together in harmony and in the spirit of healing.

The City of Greater Bendigo would also like to acknowledge the support and assistance provided by [Access Ability Australia](#) in helping to prepare the Lake Weeroona Playspace Access Key.

Getting There

Lake Weeroona Playspace is at 298 Napier Street, Bendigo.

See [Google Maps](#).

Train

The V/Line regional train from Southern Cross Station to Bendigo will get you there. The nearest station is Bendigo Railway Station, 2.7 kilometres from the playspace.

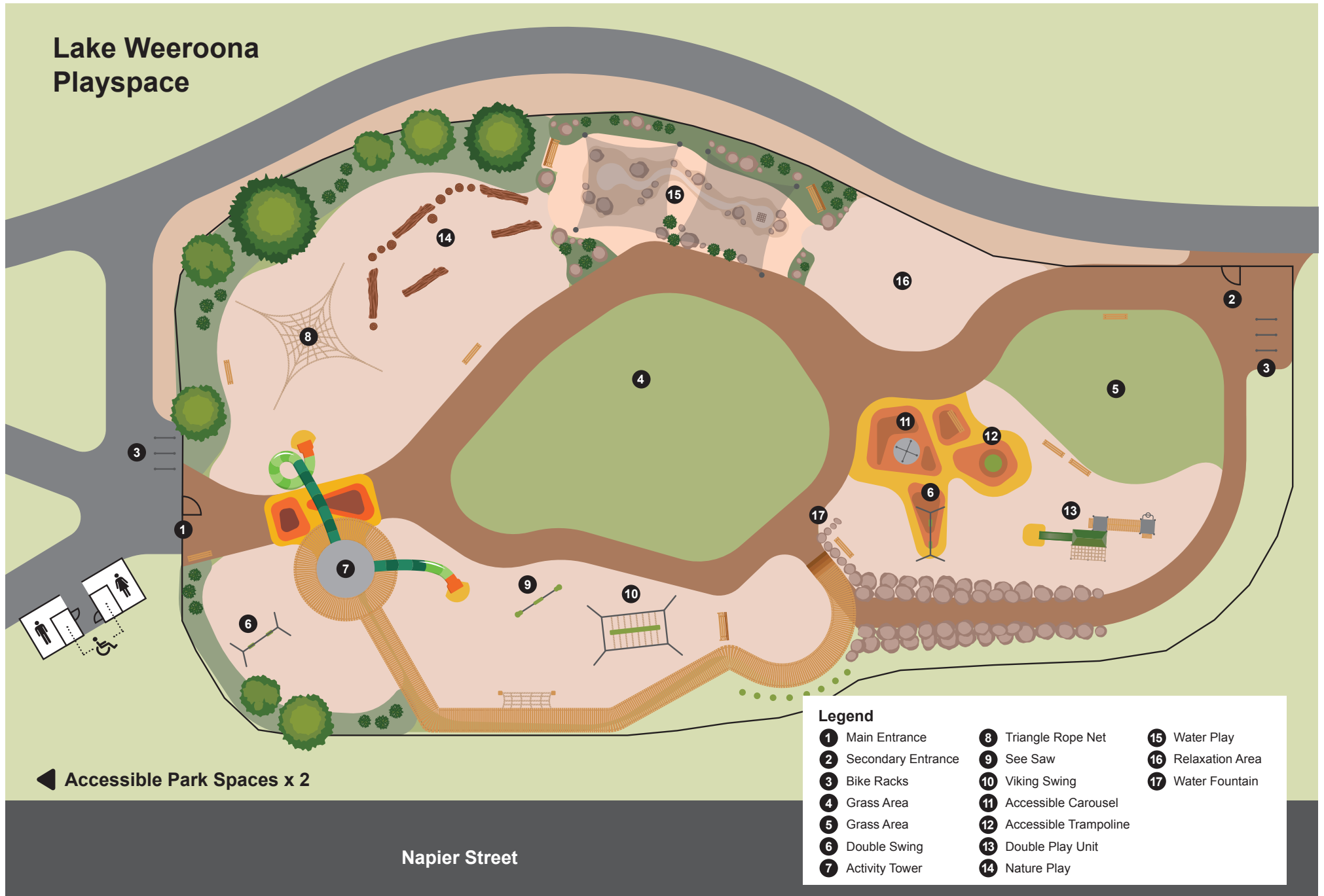
Bus

The nearest bus stop is on Napier Street, outside the entrance to the playspace. The regional bus to Huntly will get you there.

For further information on how to get to Lake Weeroona Playspace, please visit [Public Transport Victoria](#).



Lake Weeroona Playspace



◀ Accessible Park Spaces x 2

Napier Street

- Legend**
- 1 Main Entrance
 - 2 Secondary Entrance
 - 3 Bike Racks
 - 4 Grass Area
 - 5 Grass Area
 - 6 Double Swing
 - 7 Activity Tower
 - 8 Triangle Rope Net
 - 9 See Saw
 - 10 Viking Swing
 - 11 Accessible Carousel
 - 12 Accessible Trampoline
 - 13 Double Play Unit
 - 14 Nature Play
 - 15 Water Play
 - 16 Relaxation Area
 - 17 Water Fountain

Parking

The most convenient parking for Lake Weeroona playspace is within dedicated carparks on site. There are two carparks.

Carpark One

(near main entrance - no. 1 on map)

There is:

- two accessible parking bays 50 metres from the main entrance
- general parking, some with restrictions
- bike racks at the main entrance gate (no. 3 on map).

Carpark Two

(near secondary entrance - no. 2 on map)

There is:

- one accessible parking bay 80 metres from the secondary entrance
- general parking
- bike racks at the secondary entry gate (no. 3 on map).



**Bus parking is on
Napier Street.**

PlaySpace Entry

There are two convenient access points.

Main Entrance

Location: Napier Street, next to the playspace toilets.

Entry is through a manual latch swing gate that you push in with a 1200mm space for you to pass through.

Secondary Entry

Location: Napier Street, opposite side of the playspace from the main entry.

Entry is through a manual latch swing gate that you push in with a 1200mm space for you to pass through.

There is a communication access sign in the playspace to support confident communication between individuals and their communication partners.

Parents and carers must have their children within eyesight at all times.

The playspace is closed on Tuesdays from 6:30am to 8:30am for regular maintenance.



Sensory Guide



Feel

Shared personal space
Weather



Sounds

Children playing
Gate latch
Nature
Traffic



Sights

Flying insects
Glare
Nature



Smells

Nature
Sunscreen

Changing Places/Fully Accessible Toilet and Changeroom

Changing Places toilets have extra features and more space to meet the needs of people with disabilities or additional requirements.

Location: Hargreaves Street multi storey carpark, ground level, 244-254 Hargreaves St, Bendigo (approximately 2.5 kilometres from the playspace)

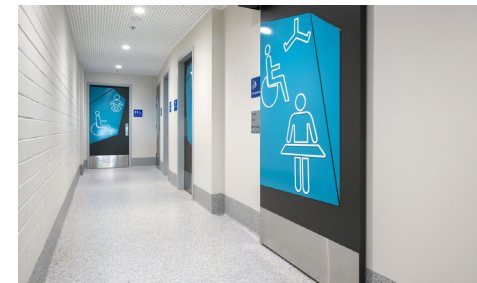
Includes:

- all gender, fully accessible toilet and adult change facility with sensor lighting
- MLAK Key required for access.
- MLAK lock height at 990mm AFFL
- automatic sliding door with 1000mm space to pass through. Push button lock 1170mm AFFL
- cubicle space 4300 mm x 3150mm
- retractable grab bars on both sides of toilet
- colour contrast toilet seat at height 470mm with left- and right-hand transfer
- sink height 830mm AFFL with accessible knee clearance. Lever tap at 960mm AFFL
- shower with HSHS, grab bars and shower bench
- signage detailing operating instructions for the safe use of the change table and ceiling hoist located on the wall on top of the change table
- sharps unit
- sanitary bin
- adult change table - electric height adjustable change table with 200kg weight loading capacity
- ceiling hoist Waverly Glen C450 hoist with 205kg weight loading capacity
- exit unlock pushbutton at 1000mm AFFL.

Users are required to provide their own sling. Please ensure it is compatible with the hoist. If there is any uncertainty, please do not use hoist.

Changing Places facilities require a Master Locksmiths Access Key to access. Members are encouraged to bring their own MLAK keys. If you do not have your own, an MLAK can be ordered from the Master Locksmiths Association of Australasia Ltd by completing the MLAK Order Form.

Click [here](#) for more information



Sensory Guide



Feel

Change in ground surface



Sounds

Echo
Hand dryer
Toilet flushing
Water running



Sights

Bright lights
Mirror/Reflection



Smells

Bathroom smells
Disinfectants

Toilets

Lake Weeroona Playspace has public toilets.

Location: Near the main carpark and main playspace entrance.

There are two accessible toilets.

Toilet One

Includes:

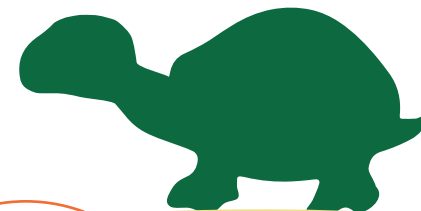
- one all gender, accessible toilet with sensor lighting
- manual door that you pull out with a width of 830 mm for you to pass through. Twist lock at 890mm AFFL
- cubicle space 2000mm x 3200mm
- grab bars to the right and behind toilet
- toilet height 420mm AFFL with right hand transfer
- sink height 810mm AFFL with lever tap 910mm AFFL
- child toilet
- baby change.

Toilet Two

Includes:

- one all gender, accessible toilet with sensor lighting
- manual door that you pull out with a width of 830 mm for you to pass through. Twist lock at 910mm AFFL
- cubicle space 2000mm x 3210mm
- grab bars to the left and behind toilet
- toilet height 410mm AFFL with left hand transfer
- sink height 810mm AFFL with lever tap 920mm AFFL
- child toilet
- baby change.

Separate men/boys and female/girl's toilets.



Sensory Guide



Feel

Change in ground surface
Shared personal space



Sounds

Hand dryers
Toilet flushing
Traffic
Water running



Sights

Dull lighting
Mirror/Reflection



Smells

Bathroom smells
Disinfectants

Open Space and Seating

There are two grassed areas and seating for people to relax, picnic and socialise together.

Grassed Areas

Location (no. 4 on map): Through the main entrance, past the activity tower. This grassed area is a great place to have a picnic while supervising children in various play zones.

Location (no. 5 on map): Directly ahead of the secondary entrance.

This grassed area includes:

- bench seats
- tree for shade.

Bench Seats

There are ten bench seats, some have back and armrests.

Location: various locations throughout the playspace.



Sensory Guide



Feel

Shared personal space
Uneven ground surface
Weather



Sounds

Children playing
Traffic
Water running
(water play area)



Sights

Flying insects
Glare
Nature



Smells

Nature
Sunscreen



Double Swing sets

There are two sets of swings.

Set One

Location (no. 6 on map)

1. Enter through the main entry gate.
2. The double swing set is immediately on the right.

This is a double frame swing set with two sling seats.

Stay Safe

Make sure to stand at the side of the swings while waiting your turn.

Do not walk in front or behind moving swings.

Do not swing faster or higher than what a user is comfortable with.



Set Two

Location (no. 6 on map)

1. Enter through the secondary entry gate.
2. Continue on the pathway.
3. Continue past the grassed area.
4. The double swing set is on the left, next to the accessible carousel.

This is a double frame swing set with one sling seat and one toddler seat.



Sensory Guide



Feel

Change in ground surface
Increased body temperature
Increased heart rate



Feel

Shared personal space
Sensation of flying
Weather
Weightlessness



Sounds

Traffic
Weather



Sights

Flying insects
Glare
Nature



Smells

Nature
Sunscreen

Activity Tower

There is a large activity tower with three levels.

The tower has multiple play components, giving users a great variety of physical and sensory play experiences.

Location (no. 7 on map)
Enter through the main entry gate.
Activity tower is directly ahead.

There are multiple entry points to the activity tower including an accessible ramp with musical deck chimes, stairs and a cargo net climber.



Sensory Guide



Feel

Increased body temperature
Increased heart rate
Heights



Feel

Stomach drops (slides)
Shared personal space
Varied ground surface
Weightlessness (slides)



Sounds

Traffic
Weather



Sights

Flying insects
Glare
Nature
People



Smells

Nature
Sunscreen

Activity Tower

Ground level includes:



- tic tac toe play panel
- mini ball maze play panel
- shapes sign play panel
- rain maker play panel
- speaker tubes
- pommels
- hammock swings
- monkey bars
- rope tunnel from ground to level one
- 46 weave poles and 3 totem poles, designed as play obstacles. The poles are in between the accessible ramp and playspace fencing.

Level one includes:



- speaker tubes
- musical play panel
- viewing balcony with binoculars
- high steps to level two
- tube slide to ground level.

Level two includes:



- speaker tubes
- viewing balcony with binoculars
- tunnel slide to ground level.

Sensory Guide



Feel

Increased body temperature
Increased heart rate
Heights



Feel

Stomach drops (slides)
Shared personal space
Varied ground surface
Weightlessness (slides)



Sounds

Traffic
Weather



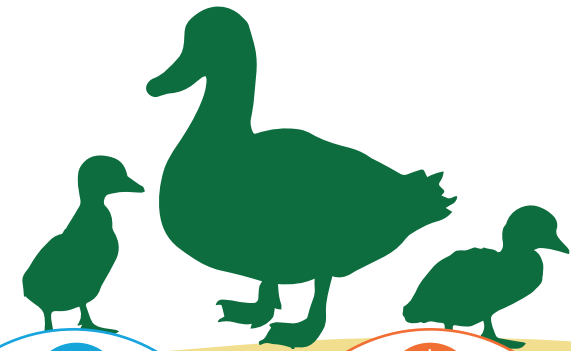
Sights

Flying insects
Glare
Nature



Smells

Nature
Sunscreen



Triangle Rope Net

There is a triangle rope net.

Location (no. 8 on map)
Enter through the main entry gate.
Triangle rope net is directly on the left.

The climbing structure looks like a pyramid and has ropes with nets hanging from a middle pole. It's a big area where many people can play on it together.

Recommended for users aged 2 to 12 years.



Sensory Guide



Feel

Change in ground surface
Increased body temperature
Heights



Feel

Increased heart rate
Shared personal space
Weather



Sounds

Traffic
Weather



Sights

Flying insects
Glare
Nature



Smells

Nature
Sunscreen

See Saw

There is one see saw.

Location (no. 9 on map)

1. Enter through the main entry gate.
2. Continue on pathway, past the activity tower.
3. See saw is on the right.

The see saw allows two users to sit on opposite sides to each other. While holding onto the handle, each user alternates an up and down movement; as one user goes up, the other user goes down.



Sensory Guide



Feel

Unstable balance
Change in ground surface
Increased body temperature



Feel

Increased heart rate
Sensation of rocking
Weather



Sounds

Traffic
Weather



Sights

Flying insects
Glare
Nature



Smells

Nature
Sunscreen

Viking Swing

There is a Viking swing.

Location (no. 10 on map)

1. Enter through the main entry gate.
2. Continue on pathway, past the activity tower.
3. Viking swing is on the right.

The Viking swing is like a big log that swings. Users can walk on a twisted rope while holding onto other ropes that hang down. The swing moves when users walk across it.

Stay Safe

- Four users at a time.
- Do not stand at the sides of the swing while in use.
- Do not swing faster or higher than what a user is comfortable with.



Sensory Guide



Feel

Unstable balance
Change in ground surface
Increased body temperature



Feel

Increased heart rate
Shared personal space
Sensation of swinging
Weightlessness
Weather



Sounds

Traffic
Weather



Sights

Flying insects
Glare
Nature



Smells

Nature
Sunscreen

Accessible Carousel

There is an accessible carousel.

Location (no.11 on map)

1. Enter through the main entry gate.
2. Continue on pathway, past the activity tower and grassed area.
3. Accessible carousel is on the right.

The accessible carousel allows a wheelchair to be placed on the base, in front of the handle. Users can also stand on the base to use the carousel.

To start spinning users will need someone to help and will need to hold the handle.



Sensory Guide



Feel

Unstable balance
Dizziness
Increased body temperature



Feel

Increased heart rate
Weather
Weightlessness



Sounds

Traffic
Weather



Sights

Flying insects
Glare
Nature



Smells

Nature
Sunscreen

Inground Trampoline

There is one circular inground trampoline.

Location (no.12 on map)

1. Enter through the main entry gate.
2. Continue on pathway, past the activity tower and grassed area.
3. Inground trampoline is on the right.

Stay Safe

- Recommended age 2-12 years.
- Somersaults are not recommended.
- One user on the trampoline at a time.



Sensory Guide



Feel

Increased body temperature
Increased heart rate



Sounds

Traffic
Weather



Sights

Flying insects
Glare
Nature



Smells

Nature
Sunscreen

Double Play unit

There is a double play unit.

Location (no.13 on map)

1. Enter through the main entry gate.
2. Continue on pathway, past the activity tower and grass area.
3. The double play unit is on the right.

The double play unit features is a three-level climbing structure with various entry points including ladders, a spiral climber and scramble net.

Other features include:

- shop counter on ground level
- clatter (movable) bridge on level one with double handrails
- roof over level two
- steering wheel on level two
- wave slide.



Recommended for children aged 5 years and under.



Sensory Guide



Feel

Change in ground surface
Heights
Increased body temperature



Feel

Increased heart rate
Shared personal space
Stomach drops (slide)
Weather



Sounds

Children playing
Traffic
Weather



Sights

Flying insects
Glare
Nature



Smells

Nature
Sunscreen

Nature Play

The nature play area is a tranquil place to relax while enjoying the natural elements of this space.

Location (no.14 on map)

1. Enter through the main entry gate.
2. Continue on pathway, past the activity tower.
3. Nature play area is on the left.

Includes:

- wooden steppers and logs
- tree providing natural shade
- rocks.



Sensory Guide



Feel

Unstable balance
Shared personal space
Uneven ground surface
Weather



Sounds

Children playing
Traffic
Water running
(nearby water play)



Sights

Flying insects
Glare
Nature



Smells

Nature
Sunscreen

Water Play

There is a water play area that provides cooling water sprays in the hotter months and a quieter seating area in the cooler months.

Location (no.15 on map)

1. Enter through the main entry gate.
2. Continue on pathway, past the activity tower.
3. Water play area is on the left.

Includes:

- water jets
- channel activation handles
- ponds
- weirs
- reflexology path
- shade sails.

Users push a button to start the water jets.

Users can push down on the channel activation handles to control the flow of water in the weirs.



Sensory Guide



Feel

Being splashed
Cool water
Shared personal space



Feel

Uneven ground surface
Weather
Wet ground surface



Sounds

Splashing
Traffic
Water running



Sights

Flying insects
Glare
Nature



Smells

Nature
Sunscreen

Relaxation Area

Lake Weeroona Playspace has a relaxation area. This is an area where users can sit and relax. Trees in this area can also be enjoyed as play obstacles..

Location (no.16 on map)

1. Enter through the main entry gate.
2. Continue on pathway, past the activity tower.
3. Relaxation area is on the left.

Includes:

- trees
- various seating made from stone and timber.



Sensory Guide



Feel

Shared personal space
Uneven ground surface
Weather



Sounds

Flying insects
Traffic
Water running
(nearby water area)



Sights

Flying insects
Glare
Nature



Smells

Nature
Sunscreen

Health and Wellbeing Benefits

Being involved in regular moderate physical activity can provide numerous advantages. Play is helpful for sensory-seeking or sensory-sensitive children, to assist with self-regulation, focus and attention.

Double Swing Sets:

- helps to develop balance and core strength
- helps to encourage turn taking and cooperative play
- stimulates the vestibular sense which in turn promotes physical balance and coordination
- the smooth back and forth motion can be soothing and calming.

Activity Tower:

- helps to develop/improve proprioception
- helps to develop core strength
- helps to develop gross motor skills
- interactive panels help to improve fine motor skills and coordination
- helps to encourage turn taking and cooperative play
- offers physically challenging opportunities
- helps develop imagination
- provides sensory experiences
- tread chimes in deck provide an interactive and sensory experience

- musical elements help to develop and understand cause and effect
- assists with balance, hand-eye coordination and posture
- assists with flexibility and dexterity
- helps to develop coordination and strength building
- improves motor planning ability
- improves physical fitness.

Triangle Rope Net:

- offers physically challenging opportunities.
- helps to develop coordination and strength building
- improves motor planning ability.

See Saw:

- helps improve balance and mobility
- helps encourage socialisation and cooperation
- helps improve strength as children need to use their legs and core muscles to rock backwards and forwards
- rocking can be calming and relaxing for some children.

Viking Swing:

- helps to develop balance
- helps improve agility
- improves coordination
- encourages cooperative play.

Accessible Carousel:

- helps to improve balance, core strength and proprioception
- helps to train the sense of spatial awareness
- encourages children to socialise and practise turn taking, team building and collaborative play.

Inground Trampoline:

- provides vestibular and proprioceptive input, which helps develop gross motor coordination
- helps improve balance
- improves strength and fitness
- encourages users to socialise and practise turn taking.

Double Play Unit:

- helps to develop/improve proprioception
- helps to develop balance and core strength
- helps to develop gross motor skills
- helps to encourage turn taking and cooperative play
- the steering wheel provides an interactive and sensory experience for users and assists with fine motor skills and dramatic play.

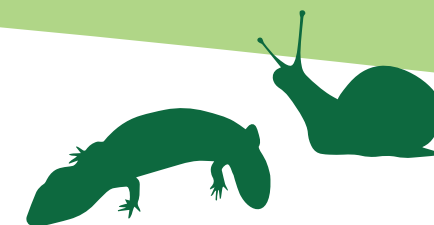
Nature Play and Tree Maze:

- can be a calming space for anyone who may be feeling overwhelmed
- helps children to make sense of the world around them by providing a range of experiences to stimulate the senses
- log steppers stimulate the vestibular sense which in turn promotes physical balance and coordination
- helps to encourage imaginative play
- natural areas improve physical fitness, health, mood and cognition.

Water Play:

- waterplay releases energy. It can be invigorating, relaxing or calming
- helps to stimulate creativity and imagination
- helps children to explore their world using their senses
- helps to develop scientific concepts
- helps to develop fine motor skills
- encourages cooperation and teamwork and encourages children to socialise.

Accessibility



Throughout

- Pram ramp from carpark to main entry area.
- Clear path of travel from carpark to playspace.
- Main entry gate latch height 1150mm AFFL.
- Secondary entry gate latch height 1500mm AFFL.
- Terrain varies throughout and includes asphalt, concrete, timber decking, soft fall play surface, tanbark, mulch, rocks, stones, non-slip matting, pavers and grass.
- Wide pathways.
- Spaces for wheelchair users to sit with friends.
- Adequate space to park mobility aids and prams.
- Bins located throughout, off pathways.
- Water fountain: water bottle fill 1060mm AFFL, lower spout 650mm AFFL, higher spout 770mm AFFL.
- Assistance animals are welcome.
- Use the National Relay Service to contact City of Greater Bendigo on 1300 002 642. Find the right contact number or access point for your NRS channel of choice at accesshub.gov.au/about-the-nrs. For help using the NRS, contact the [NRS helpdesk](#)
- City of Greater Bendigo customer service team are accredited with Scope Communication Access Symbol, have access to National Relay Service and TIS if needed.
- To contact council in your own language through the Translating and Interpreting

Service (TIS) phone 13 14 50 and ask them to contact the City of Greater Bendigo on 1300 002 642.

Double Swing Sets

- Accessed over tanbark.
- Seat heights 500mm AFFL.

Activity Tower

- Accessed over soft fall play surface and tanbark.
- Pathway to activity tower ramp length 28 metres with gradient 1:39 (2.53%)
- Accessible ramp to activity tower length 32 metres with gradient 1:14 (7.14%).
- Ground level interactive panels at accessible heights.
- Monkey bars maximum height 1830mm AFFL.
- Level one binocular viewing 1200m AFFL and 1360mm AFFL.
- Steps to level two at 540mm AFFL.
- Level two binocular viewing 1380mm AFFL.

Triangle Rope Net

- Accessed over tanbark.

See Saw

- Accessed over tanbark.
- Seat heights 600mm AFFL.

Viking Swing

- Accessed over tanbark.
- Twisted rope height 700mm AFFL.

Accessible Carousel

- Accessed over soft fall play surface.
- Base diameter 1300mm.
- Handle height 870mm AFFL.

Inground Trampoline

- Accessed over soft fall play surface.
- Diameter 1200mm.

Double Play Unit

- Accessed over tanbark.
- Ground level shop counter 700mm AFFL.
- Level 2 steering wheel 750mm AFFL.

Nature Play

- Surrounding surface tanbark.
- Logs with varying heights between 240mm to 460mm AFFL.
- Steppers with varying heights between 220mm to 600mm AFFL.

Water Play

- Surrounding ground surface concrete, rocks and stones.
- Water jet activator operating height 960mm AFFL.
- Channel activation handles 500mm and 600mm AFFL.

Relaxation Area

- Surrounding ground surface tanbark.
- Stone and timber seating elements ranging in heights from 150mm AFFL to 550mm AFFL.



Safety

Throughout

- No TGS1 from playspace main entry to carpark.
- Surrounding fencing allows families and groups to safely utilise the space. Parent and carers can enjoy the space together with their children with less risk of children running onto surrounding roads or other hazards.
- Overhead hazards include trees and play equipment.
- Children must be actively supervised at all times.
- Smoking and alcohol not permitted.
- Skating and bike riding not permitted.
- Dogs not permitted, except for assistance animals.
- All play equipment with safety zones.
- In the event of an emergency, please call 000.

Activity Tower

- Fully enclosed.
- Ramp with handrails each side.
- Rocks surrounding ramp with sharp edges.
- Steps to ramp with handrails each side and stair nosing.
- Cargo net climber to ramp maximum fall height 3 metres.
- Steps to level 2 with grab bars each side.
- Rope tunnel fall height 3.1 metres.
- Slide exits with soft fall play surface.

Triangle Rope Net

- Maximum fall height 4 metres.

Double Play Unit

- Not fully enclosed.
- Maximum fall height 1600mm AFFL.

Nature Play

- Surrounding rocks with sharp edges.

Water Play

- Rocks with sharp edges.





Lake Weeroona Playspace

Contacts

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Phone 1300 002 642
(City of Greater Bendigo)

[Website](#)

