



KEY

-  Existing trees to be retained
-  Existing trees to be removed
-  Existing road
-  Proposed bitmac footpath
-  Proposed paved surfacing
-  Proposed bound aggregate surfacing
-  Proposed woodchip surfacing
-  Proposed coloured wet pour surfacing
-  Proposed sand surfacing
-  Proposed water play zones
-  Proposed timber walkways
-  Proposed grass
-  Proposed planting
-  Proposed trees

-  Proposed play equipment
-  Proposed canopies
-  Refer to Key
-  Existing tree species
- 1. Broadleaved Lime C1
- 2. Holm Oak B1
- 3. Elderberry C1
- 4. Hornbeam U
- 5. Purple Beech A1
- 6. Red Oak C1
- 7. Purple Sycamore B1
- 8. Common Sycamore A1
- 9. Horse Chestnut B1
- 10. Horse Chestnut A1
- 11. Horse Chestnut A1
- 12. Corsican Pine B1
- 13. Corsican Pine B1
- 14. Ash, Persian Ironwood, Blue Cedar B2 (Group 2)
- 15. Horse Chestnut B1
- 16. Horse Chestnut B1
- 17. Sweet Chestnut A1
- 19. Walnut A1
- 20. Common Lime A1
- 21. Hornbeam B1
- 22. Common Lime B1
- 23. Crab apple and Elderberry group C1
- 24. Crab apple C1
- 25. Crab apple B1
- 26. Crab apple B1

KEY

- 1. Boat Play Zone**
 - 1.1 Large Boat for imaginative role play
 - 1.2 Sand surround
 - 1.3 Tensile sails provide shade
 - 1.4 Beach huts (dual facing)
 - 1.5 Free standing rope nets, timber 'Flotsum & Jetson' for creative play
- 2. Water Play Zone**
 - 2.1 Jets and fountain shapes
 - 2.2 Colourful wetpour surfacing (sunken to retain water)
 - 2.3 Water channeling structure with pump.
- 3. Kinetic Zone**
 - 3.1 Physical effort sets off a reaction e.g. Kugal ball
- 4. Water Splash Pool**
 - 4.1 Bound aggregate paving
 - 4.2 Overhead canopies for shade
 - 4.3 Colourful wetpour surfacing
 - 4.4 Beach huts
 - 4.5 Jets and fountain shapes
- 5. Outdoor Kitchen**
 - 5.1 Place to play with 'ingredients' and water
 - 5.2 Sinks, troughs and surfaces

6. Sensory Garden (to be developed with Skylarks and OKMT)

- 6.1 Flexible space for seating, planting and adapted equipment
- 6.2 Solid wall or fence to remove distractions
- 6.3 Decking/hard surfacing beneath awnings
- 6.4 Semi permeable fencing (secure)
- 7. Landscape Structure (site wide)**
 - 7.1 Beach huts and planting to separate activity spaces
 - 7.2 Scooter/tricycle circular route
 - 7.3 Trees for shade
 - 7.4 1.8m wide surfaced path (accessible)
 - 7.5 Grass for informal play
 - 7.6 Hard surfacing next to building
 - 7.7 Ornamental planting/hedges to sub-divide activity areas
- 8. Zig-zag Zone**
 - 8.1 Interlinked balance beams and rolling logs. Surrounded by woodchips/sand surfacing
 - 8.2 Sensory 'jungle' planting - encourage touch, smell, movement and sound
 - 8.3 Trees planted for shade
- 9. Storytelling**
 - 9.1 Open lawn space
 - 9.2 Planting to improve boundary appearance
- 10. Existing swing (Retained in-situ)**

11. New entrance

- 11.1 Timber gate
- 11.2 1.8m wide footpath with planting and grass
- 11.3 1.2m ht. timber palisade fence with maintenance gate to match

12. Existing Zip Wire

- 12.1 New ramp added to improve access.
- 12.2 Planting to improve boundary appearance

13. Climbing Zone

- 13.1 Climbing wall, duel aspect
- 13.2 Coloured wetpour
- 13.3 Play bark contained by log surround

14. Camp Area

- 14.1 Outdoor cooking facility
- 14.2 Flexible seating on grass and paving
- 14.3 Tree planting influenced by historic kitchen garden

15. Scramble Zone

- 15.1 Connected cargo nets
- 15.2 Surrounded by woodchip surfacing

16. Raised Trackway

- 16.1 Circular route
- 16.2 Water splash
- 16.3 Trees planted for shade

17. Walkway (Retained in-situ)

18. Existing Swing and platforms (Retained in-situ)

19. Main entrance

- 19.1 Existing timber gate retained
- 19.2 1.8m wide footpath
- 19.3 Ornamental planting