



Design & Access Statement

NYMNPA 2 5 SEP 2013



Background

Over the last 10 years the Forestry Commission and partners have invested heavily in Dalby Forest to develop the site into a regionally significant visitor attraction, which provides recreation facilities for a wide range of audiences.

Although those facilities (cycle trails, footpaths, workshop facilities, etc) have proven to be very popular and attracted large numbers of visitors, these developments have meant that our existing facilities aimed at our main audience – families - have not received the same attention. With this project we are hoping to address this.

The Forestry Commission has an existing play area next to the Visitor Centre in Low Dalby. The equipment is at least 10 years old and it is starting to fail. Play ground inspections state that without major investment, this equipment will shortly no longer be safe. We are taking this as an opportunity to review how visitors interact with the space and have decided to **incorporate the Visitor Centre** and surrounding areas into the play facility.

We are also taking this as an opportunity to increase our **involvement with those people who use the facilities** frequently – the local children and their families.

Project description

We are keen to create a **unique and exciting new interactive play** area in Low Dalby and around the Visitor Centre to enable families to explore the forest through play.

The **theme** of the Play area will be **'Life in the Forest'**. This will be explored through stories about Grandfather Oak and the Curious Forest and a range of tree characters who will interpret Forestry and the uses of trees.

Various species of trees will have characters that together create a working forest family. Please see attached drawings for further information about the characters.

Children and Young people will be **involved in developing stories** and **drawings** of these characters and these will be incorporated in a range of arts features in and around the visitor centre and play area – to provide a unique facility.

Around the visitor centre the main focus will be on trees and shrubs with **edible fruits** and in the play area a wider range of **timber uses** will be explored. The **biodiversity** messages/benefits will be integrated throughout.



Aims of your project

- To provide a unique and **exiting play facility** around the Visitor Centre for families (all ages and abilities).
- To provide an area where children of all ages and abilities can get involved in and **learn about the forest** and the uses of specific trees, in an interactive and playful way.
- To develop a play area which will encourage families and young people to interact with each other, **be active** in the woods and to use and develop their imaginations.
- With this project we're trying to encourage local families to become actively involved in the development of the facility, **take ownership** and subsequently visit more regularly.

Design

This project will lift the visitor experience to a new level. Where the Play Area currently has a selection of mainstream play equipment, there will be a bespoke, themed, co-ordinated range of equipment and play features that incorporate the Visitor Centre into the experience.

The design has been divided into 3 elements, which is procured separately; Play Equipment, Artistic Features and Landscaping.

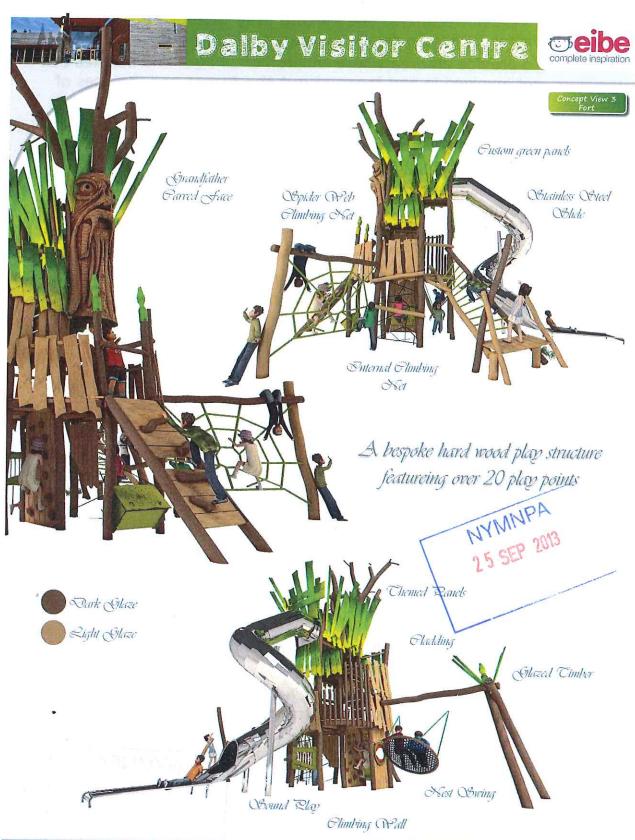
- 1. The Play Equipment element has been divided into 3 lots:
 - a. Grandfather Oak
 - b. Scots Pine (climbing and construction features)
 - c. Land form slide equipment
- 2. **The Artistic Features** Element is divided into 3 lots:
 - a. Willow Sculptures
 - b. Welcome Path
 - c. Wooden Features
- 3. **The Landscaping** is divided into 2 lots:
 - a. Viewing Terrace
 - b. DDA compliant Footpath which links the features together and
 - allows access for the widest range of abilities & Pencil Maze.

The next pages provide proposed designs.





1a. Play Area - Grandfather Oak







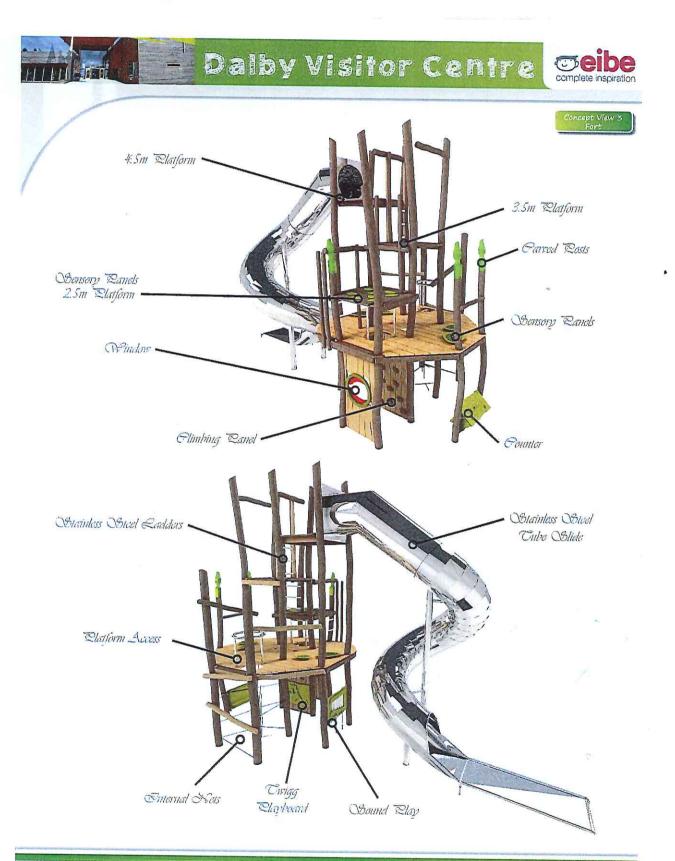












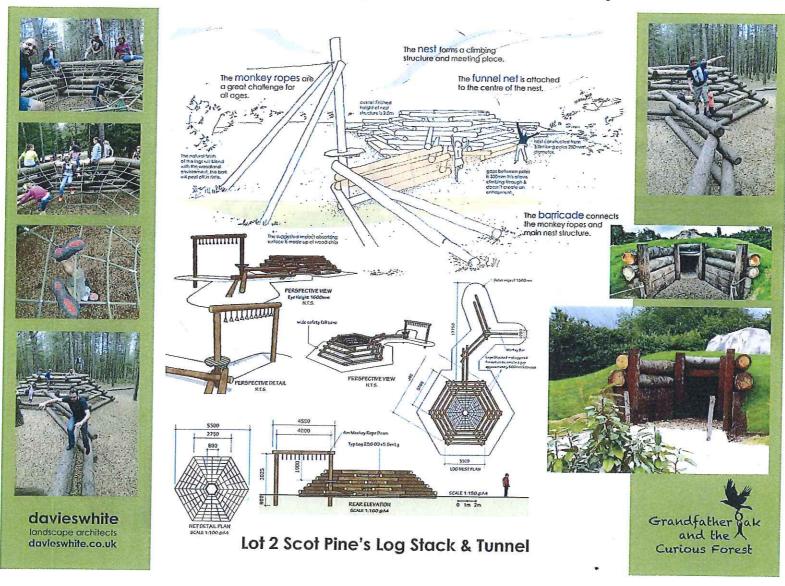








1b Play Equipment - Scots Pine (climbing and construction features)







1C Play Equipment – Landform Slides



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2 Artistic Features – a. Willow sculptures & c. Wooden Structures

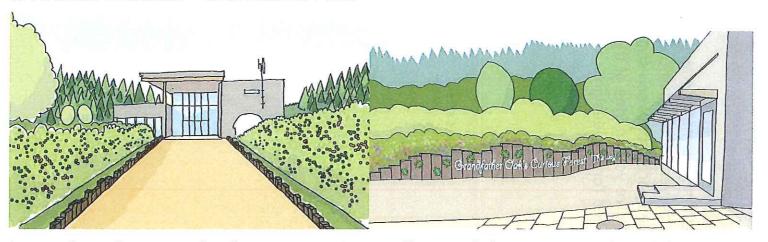
This draft plan shows a range of Willow Tunnels and Wooden structures scattered across the site. Consultation with and involvement of children will be required to design and build the structures onsite.



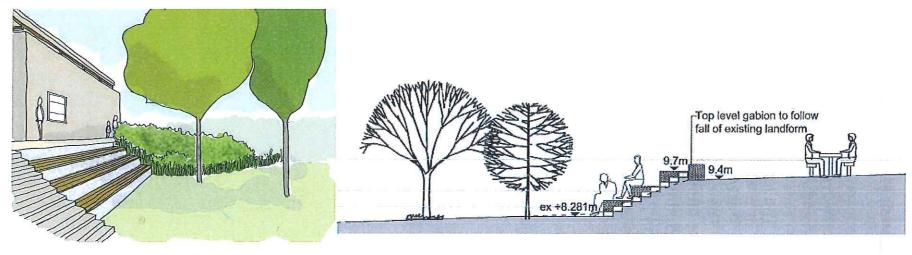




2. Artistic Features - b. Welcome Path



3. Landscaping – 1. Viewing Terrace & Pencil Maze (please see enclosed drawings)



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Pencil Maze

Proposed pencil maze at Dalby VC, based on a cretan maze design interwoven around the existing trees adjacent to/in the area currently used as the paintball enclosure.

- The length of track required for this is: 105m (the track is drawn at a width of 1.8m)
- The total area this takes up is: 180m sq.
- The number of timber stakes shown are: 450 no.

The number of stakes is based on 100mm diameter stakes at the recommended minimum spacing to prevent entrapment: no less than 230mm. We could increase the spacing between stakes if prefereable, but thought this would give you an idea of the maximum number of stakes we'd need for this design.



Strategic fit

The project relates to the following North York Moors National Park Authority **Local Development Framework** Core Strategies and Development Policies:

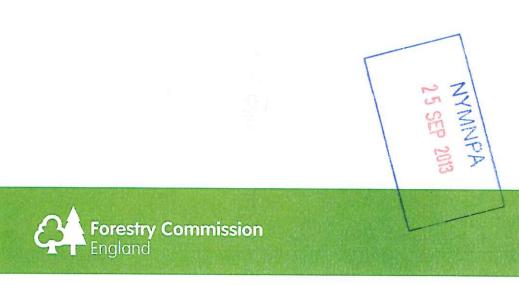
- 1. Supporting the Rural Economy, Development Policy 14 and 15
 - a. 14 Tourism & Recreation (1) this proposal will provide visitors with opportunities to increase their awareness, understanding and enjoyment of the special qualities of the National Park, by involving them in the stories and characters of the natural environment.
 - b. 14 Tourism & Recreation (3) this proposal is aimed mainly at the local community and getting them involved in the site (8.20 and 8.24).
 - c. 12 Tourism & Recreation (4) this proposal makes use of the existing footprint of the play area and proposes to update and increase the interest and experience.
 - d. 15 Loss of Existing Tourism & Recreation Facilities with this proposal we intend to provide better facilities in a honeypot location for local businesses to capitalise on (restaurant in VC, Go Ape, etc). The improved facility will encourage visitors to extend their stay.
- 2. Promoting Healthy & Sustainable Communities, Core Policy I
 - a. Community Facilities 9.5, with this project we are providing play equipment for local families to enjoy and get involved in (in a practical manner, by providing workshops, competitions, etc).

Other considerations

The Play area is located next to Ellerburn Beck and on the other side of the stream is a SSSI. Siltation and potential presence of wildlife has been taken into consideration.

For these reasons, the current footprint of the site has remained more or less the same; no play equipment is located closer to the beck; and we are not proposing any water features, however much liked and requested by the children.





Long term benefits to the community and involve young people.

The project is aimed at children of all ages and their families to encourage them to interact with each other, be active in the woods, explore their senses, develop their imaginations and expand their understanding of the woodlands around them (with associated health benefits).

The theme links into our learning strategy, strengthening the connections between people and nature and enabling everyone, everywhere to connect with the nation's trees and forests.

Local school children of primary and secondary school age will be involved in the development of stories around the characters and in the development of carved features scattered around the site, such as the willow sculptures, carved benches, balancing equipment (in the shape of fruit cut in half) etc.

We will involve artists to carry out workshops with the primary schools in Thornton le Dale and for example Pickering and Kirkbymoorside, Scarborough and Malton as well as with secondary schools such as Lady Lumley's and Ryedale School. The workshops will inform the final designs of the decorative carvings and sculptures that pull the play together. Dependent on the artists who express an interest and their working practises, this will be done for example through story writing and drawing competitions.

This will give the local community a sense of ownership for the site and help them to learn new skills and develop their imaginations and creativity.

Consultation so far:

12 July – Kirkbymoorside Community Primary School year 5 16 July – Thornton le Dale Primary School year 5 Return visits are planned for further advice in September/October

16-30 August – Display in the Visitor Centre (please see comments below)

16 September – Letter sent to residents to inform them of our activities.

20 September – Kirkbymoorside Community Primary School arts club is involved in translating the plans for Dalby into play equipment for the school grounds.