



Playground Code:

- 1. Entry signage** Proposed two dimensional signage panel with the main characters placed in a prominent position facing / aligned to Albert Street to draw people to the park. Refer to detail.
- 2. Entry point** Proposed small roofed buildings with informative signage panels relating the authors history, the Magic Pudding story and character development and the Creswick connection. Refer to detail.
- 3. Entry forecourt** Feature pavement with unique concrete finish with footprints pressed into the pavement and highlighted through colouring. A two dimensional signage panel introducing the start of the book and the characters of Bunyip Bluegum and Uncle Wattleberry. Refer to detail.
- 4. Sculpture** Proposed bronze sculpture of Albert the Pudding, installed on a large rock and set into the garden bed.
- 5. Camp fire** Proposed circular area with smooth rock edging for gathering / sitting as the characters did in the book each night for a feast. This is a good location for 'life size' three-dimensional character sculptures installed on some of the rocks (i.e. Albert the Pudding, Bill Barnacle and Sam Sawmoff) as a way of children being able to physically relate to the characters and involve them in their games. Also the opportunity for a mosaic / sculptural panel to replicate the camp fire. Refer to detail.
- 6. Hat tree** Proposed large timber tree / branch with bronze sculptures of the characters hats hanging from the upper branches. The hats are also representative of the period when the book was written.
- 7. Watkin Wombat Residence** Proposed circular area of rough sawn vertical timber panels with a small brightly painted door and sign above denoting the residence - 'Watkin Wombat Esq. Summer Residence'. Refer to detail.
- 8. Swing set** Relocate existing swing set.
- 9. Low retaining / seat wall** Proposed low retaining / seat wall to address some of the minor level changes across the site. Integrate mosaic artwork on the seat and face of the sitting wall. Refer to detail.
- 10. Walrus** Installation of a large timber carved Walrus which also acts as a seat for playground visitors. The walrus will be set among large flat rocks which acts as a headland (i.e. reason for the sinking of the Salt Junk Sarah) and provide further seating opportunities. Install life-size penguins on the rocks. Refer to detail.

- 11. Salt Junk Sarah** Proposed timber portion of the 'Salt Junk Sarah' which provides the opportunity for a rope climbing piece and other challenging elements for older children installed within a soft fall area. Install a sand pit (nom. 8.25m2) within the inside of the boat. Refer to detail.
- 12. New slide / play structure** New selected play piece incorporating a slide, climbing ladder, rope ladder, educational play tools etc. to be located as shown.
- 13. 'Forest of Trees'** Proposed interpretive walk with timber poles of varying heights to evoke the 'feel' of the bush within the very European setting of the park. Timber poles could display some of the various characters from the novel poking out from around the pole (i.e. the Puddin' thieves) or some of the signs referring to specific events. Refer to detail.
- 14. The Tree House** The proposed tree house will provide a quirky element to the playground that provides play, shelter, lookout and climbing opportunities. Enclose the tree house & surrounds with a picket fence. Incorporate spring rockers which might be based on vegetables from Benjamin Brandysnap's garden. The tree house would be accessed by either timber steps or the upper deck. Refer to detail.
- 15. Hollow Log** Install a hollow log that can be used as a seat. A life-sized Albert the Pudding may be hiding in the log as a surprise.
- 16. Hopscotch** Sawn stone pieces inlaid with Roman numerals laid within the path.

# Norman Lindsay 'Magic Pudding' Playground - Master Plan

## Raglan Street, Creswick

A community project prepared with the support of the Hepburn Shire Council for the Creswick community in association with the CDDA as part of the Creswick of the Lindsays Arts Trail.

**LEGEND**

- Existing tree to be retained
- Elements to be demolished / relocated
- Proposed lawn
- Proposed consolidated granitic sand path
- Proposed softfall timber mulch
- Proposed garden bed
- Proposed low retaining wall with mosaics
- Proposed picnic table & seats
- Proposed playground fence

**NOTE:** All existing trees within the playground to be retained and protected from park development activities.

The playground and its' associated elements have been designed to minimise, root, trunk and canopy disturbance to the significant Oak trees surrounding the park.

**Playground Elements:**

**Elements retained:**

- Swing Set
- Entry forecourt: use of imagination, identification of forms (foot prints), learning of story, history background to author (passive play / educational / learning).
- Camp fire: Imaginary play, passive interaction (passive play).
- Hat tree: Magic Pudding character recognition and relationship to hats (imaginary play).
- Watkin Wombat residence: hide & seek, Imaginary play, safe 'secluded' play space that is slightly physically & visually separate from the rest of the playground. Inside of tree could include bugs, beetles, insects etc. for educational purposes (5-8 no. play elements subject to detail design).
- Swing set: balance, co-ordination, movement (2 no. play elements).
- Retaining wall: passive seating, balance, watching surrounding games / activities (passive / imaginary play).
- Walrus: passive seating, imaginary play (1-2 no. play element).
- Salt Junk Sarah: climbing and balance elements, imaginary play, active play, spinning, sand pit play (5-8 no. play elements - subject to detail design).
- New slide / play structure: climbing, sliding, active play, educational play (5-10 no. play elements).
- Tree poles: stepping and balancing on low stumps, active play, Imaginary play (2-3 no. play elements).
- Tree house: climbing, sliding, spinning, rocking, hide & seek, active play and pretend play through imagination (up to 15-15 no. play elements - subject to detail design).
- Spring Rockers: balance, movement, co-ordination (3 no. play elements).
- Hopscotch: Balance, counting, imaginary play, old-fashioned game (1 no. play elements).

**Elements proposed:**

**Prepared by:**

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