

Overview of Respondents

- Responses: 278 (parents/carers 241 of which 238 currently use local parks)
- Visiting frequency: Weekly 175, Daily 36, Monthly 23, Rarely 4.
- Top age of respondents:
 1. 31-50: 213
 2. 51-70: 36
 3. 18-30: 21
 4. Under 18: 6
 5. Over 70: 2
- **Children's age range:** Most respondents care for children aged **1–11**, with clusters in:
 - **Pre-school (1–4 years)**
 - **Infant (4–7 years)**
 - **Junior (7–11 years)**
 - Approximately 1/3 even split for each age group.
- **Park usage:** A majority already visit local play parks weekly or monthly.

Current Park Use & Perceptions

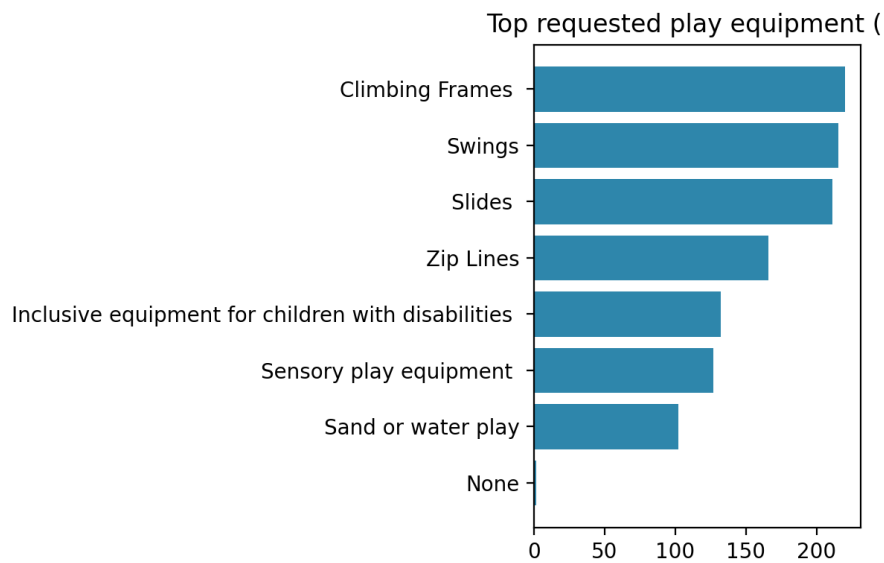
- Commonly used parks, aside from the proposed park at Mount Wise Gardens, include **Trenance**, **Mayfield**, and **South Fistral**.
- **Positive comments:** The other local parks are well located and have a good age mix.
- **Negative comments:**
 - Poor **maintenance** (e.g., broken or missing equipment).
 - Lack of **toilets, seating, and shelter**.
 - Many felt parks are **too focused on younger children**, lacking challenge for older kids.
 - Some say there are already enough parks but not enough *quality* spaces.

Desired Play Equipment

Most frequently mentioned items:

- **Swings and slides** (core play).
- **Climbing frames and adventure structures**.
- **Sensory and inclusive equipment** (clear emphasis on accessibility).
- **Sand/water play**, and **natural play elements** (logs, rocks, textures).

Design takeaway: **Balance traditional, adventurous, and inclusive play.**

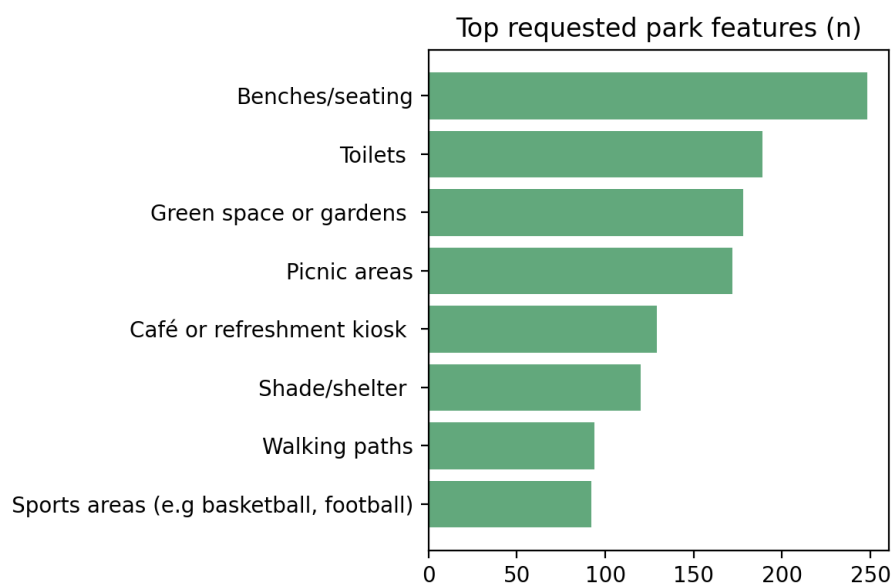


Preferred Features

Highly requested:

- **Benches/seating and picnic areas** (nearly universal).
- **Toilets and café or refreshments** nearby.
- **Shade/shelter** for families.
- **Green spaces/gardens** integrated with the play zone.
- **Walking paths and dog-friendly zones** (where appropriate).

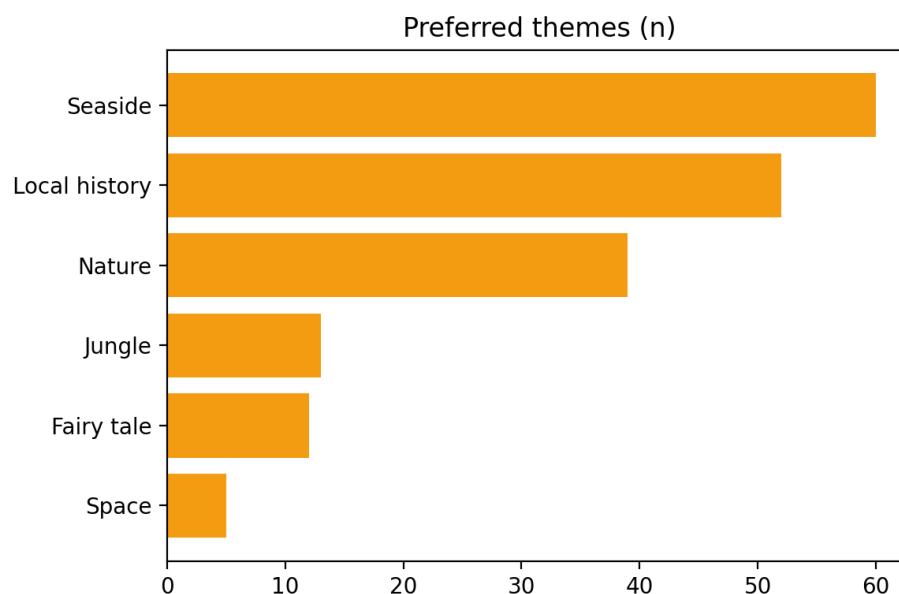
Design takeaway: Park should be a **family destination**, not just a children's zone.



Themes & Aesthetics

- Around **40% supported a theme**; popular suggestions include:
 - **Nature or jungle**
 - **Seaside or local history**
 - **Coastal / Surf**
- Others preferred **no fixed theme**, focusing on quality and inclusivity.

Design takeaway: A **naturalistic or coastal theme** reflecting Newquay's identity would appeal to most.



Concerns

- **Parking and access** frequently mentioned.
- A few respondents questioned **the need for another park** versus improving existing ones.
- **Noise and litter** also raised by nearby residents.

Suggestions

- Improve **maintenance and safety** across all local parks.
- Add **green planting** and **biodiversity elements**.
- Ensure **inclusive play design** (wheelchair-friendly surfaces, sensory paths).
- Provide **community seating and social space** to encourage longer stays.

Local School Group Consultation

A consultation was also undertaken with a local school group whom provided the following feedback on equipment preferences/experiences:

- Zip Wire: 90
- Slide: 83
- Castle: 80
- Jumping up and down: 77
- Climbing: 74
- Tunnel: 68
- Tree Trunk: 67
- Ropes: 64
- Spin fast: 61
- Bug Hotel: 52
- Seesaw: 51
- Giant Chess: 11
- Basket Ball Ring: 11

Themes

- Animals
- Farm
- Fantasy

Design Brief Summary

Objective:

Create a welcoming, inclusive, and multi-age play park that encourages outdoor activity, community gathering, and a sense of nature.

Key Design Priorities:

1. **Inclusive play** for ages 5–12 (with equipment variety).
2. **Natural or coastal theme** integrated subtly.
3. **Facilities:** seating, toilets, shade, and picnic areas.
4. **Green landscaping** and sensory planting.
5. **Safe access and good visibility** with pathways and boundaries.
6. **Low-maintenance and durable materials typical for a coastal environment.**