



### Play Park Program

- 1 **Play Mound**  
A mound that is 3-4m high which features a hand water pump and runnel system that outfalls in the pond or in a sand area depending how the children direct the weirs. The water comes from stored rainwater in a cistem.
- 2 **Sand Play Pit**  
An area for kids to play in the sand and capture the water running down the runnel. The area is partially framed by a sinuous wall that weaves up and down at different levels for kids to walk along.
- 3 **Walk the Plank**  
A concrete walk that extends over the stormwater pond. The path cuts through the play mound with concrete walls that reflect the soil stratification and bugs that would be beneath the ground.
- 4 **Big Tree**  
A feature giant tree that provides a sense of permanence and scale to the park.
- 5 **Play Structure**  
A play structure with resilient material and surrounded by benches and seating plinths.
- 6 **Play Court and Hard Surface**  
Play court and hard surface used in various ways from chalk painting, ball hockey, basketball, tai chi, and dance to staging and performances.
- 7 **Benches and Seating Plinths**  
Benches and various height granite seating plinths set in a granular base and beneath trees. The trees provide a shade for the children's parents while the various height plinths provide various seating and play opportunities.
- 8 **Hopscotch Courts**
- 9 **Logs**  
Large logs that offer play and seating opportunities while providing habitat for water microorganisms living in the wetland.
- 10 **Granite Stone Bridge or Pathway**  
Granite blocks that extend across the wetland and step up and over the mound. The granite path cuts through the park and extends from the street to the creek.
- 11 **Seating Alcoves**  
Quiet seating alcoves protected and screened by plantings. The areas will provide a variety of seating, small tables and games tables for children, parents and caregivers experiencing the park.
- 12 **Original Shoreline**  
The original shoreline will be marked with exposed aggregate paving and a band of Blue Oak Grass, reflecting the original shoreline of False Creek. This feature will extend through the Play Park, Hinge Park, and along First Ave. wherever possible.
- 13 **Wetland Source**  
The outfall for the stormwater from the streets and various sources that feed the wetland. At the street level a series of rocks create an informal seating and public art opportunity. The original False Creek shoreline passes through reinforcing the importance of water through history to this area.
- 14 **Remnant Rail Line**  
Railway ties and gravel mark one of the old railway lines through the Workyard Neighbourhood. The rail line serves as a path for children to run and play along as well as a structured area for trucks that will service the wetland. Names of rail lines, services and goods can be embedded in the ties to remember the reason for the tracks.
- 15 **Reeds and Blocks**  
A series of large granite blocks that extend through the wetland reeds and plants to the waters edge. The granite blocks vary in height and size and provide seating, play, sunning, adventure, and staging opportunities for the children.
- 16 **Play Wall**  
A concrete wall of various heights that extends through the entire park. It provides a balancing walk, seating, and play opportunity.
- 17 **Storey Telling Circle**
- 18 **Pedestrian Bridge**
- 19 **Gabion Rock Walls**  
Metal wire gabions filled with round river rock of various colours and sizes reflecting the stacks of rock that would have been piled in the City Workyard. The gabion wall will be raised slightly at the edge of the walkway creating an edge protection to the water below.
- 20 **Timber Dock**
- 21 **Lawn Terrace**
- 22 **Picnic Terrace**
- 23 **Seating Terrace**  
Nestled between the large-scale trees and pedestrian lights a series of double sided benches offer great views to the parks, wetland, and people walking by to the waterfront.
- 24 **Large Boulders**



## Southeast False Creek Public Realm Plan

## Park Concept

City of Vancouver

