

PLAYGROUND SUBURB ANALYSIS

ACTIVE KINGSTON



City of
KINGSTON

EDITHVALE



WHO LIVES HERE...

2023 Playgrounds

There are **2 playgrounds** and **1 active recreation facilities**.

2023 Population

6,519 people are estimated to live in Edithvale in 2023 (4% of the Kingston population)

Population change

Forecast change from **2023 to 2038:**

Estimated increase 441 people (+7%)

Population change from **2016 to 2021:**

Increase 472 people (+8%)

Age group with the greatest increase of people from **2016 to 2021:**

60–64 years 84 people (+31%)

In 2021

Assistance needed due to a disability:
313 people (5%)

Care provided to a person with a disability, long term illness or old age:
764 people (14%)

Born overseas
1,236 people (32%)

TOP 3 languages other than English spoken at home:

Greek 70 (1%)

Mandarin 64 (1%)

Russian 53 (1%)

Households

There were **2,553** households in Edithvale (4% of Kingston's total households)

Median weekly household income \$2,189

Households did not own a vehicle 114 (5%)

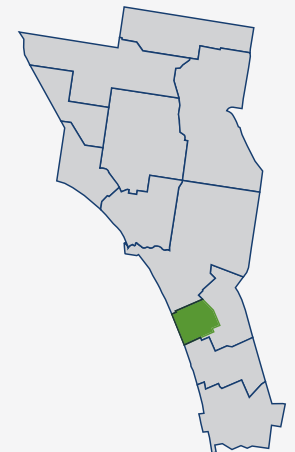
TOP 4 household types:

Couples with children 794 (31%)

Couples without children 623 (24%)

Lone person 668 (26%)

One parent family 309 (12%)



PLAY SPACE AND ACTIVE RECREATION FACILITIES

PLAY SPACE CLASSIFICATION

| Small Local | Local | Suburb | District | Regional |
|-------------|-------|--------|----------|----------|
| - | 1 | - | 1 | - |

PLAY SPACE ACCESS AND DIVERSITY

| Playground – Location | Classification | Year of Construction | Level of Inclusive and Accessible Play | | | Range of Play Activities (age groups) | | | |
|------------------------|----------------|----------------------|--|------|-----------|---------------------------------------|----------------|----------------|--------------|
| | | | Reasonable | Some | Difficult | Toddler/ Pre-School | Primary School | Senior Primary | Teen / Adult |
| Edithvale Reserve | District | 2007 | ✓ | | | ✓ | ✓ | ✓ | ✓ |
| Lochiel Avenue Reserve | Local | 2015 | | ✓ | | ✓ | ✓ | ✓ | |

ACTIVE RECREATION FACILITIES

| Location | Asset | Year of Construction | Age |
|------------------|--------------|----------------------|-----|
| Edithvale Common | Cricket Nets | 2004 | 19 |

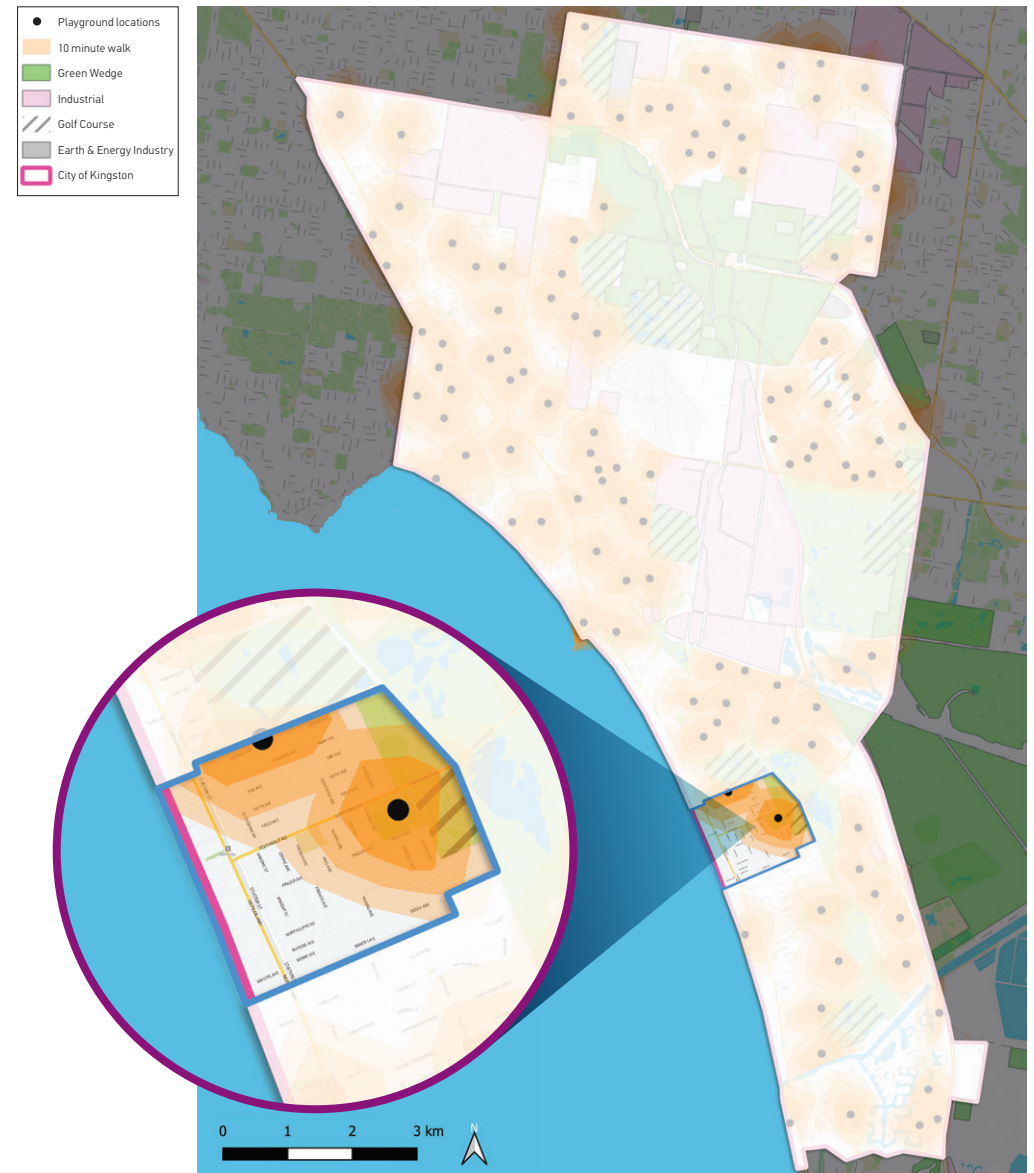
WALKABLE CATCHMENTS – 10 MINUTE WALK

Council’s service level for walkable access to a play space is up to 10-minutes walk from home to a play space for every resident. In 2023, 97% of our residential population can walk ten minutes (approximately 800m) to a play space.

In Edithvale, 70% of the population has access to play within a 10-minute walk from home. This is shown below:

POPULATION WITHIN 10 MINUTE WALK OF A PLAY SPACE

| Total Population (2023) | Population within 800m | Percentage of population |
|-------------------------|------------------------|--------------------------|
| 6,519 | 4,561 | 70% |



PLAYGROUND GAP ANALYSIS

The application of the general planning provision of one playground per 1,400 residents demonstrates that across 2021 to 2036 (population forecast) there is a deficit of playgrounds in Edithvale – refer table below.

| Suburb | No. of Play Spaces | Total Suburb Population | | | | Ideal Playground Provision Rate (1:1,400 people) | | | | 2021 Deficit/ Surplus |
|-----------|--------------------|-------------------------|-------|-------|-------|--|------|------|------|-----------------------|
| | | 2021 | 2026 | 2031 | 2036 | 2021 | 2026 | 2031 | 2036 | |
| Edithvale | 2 | 6,322 | 6,732 | 6,808 | 6,919 | 4.5 | 4.8 | 4.9 | 4.9 | -2.5 |



ISSUES AND OPPORTUNITIES



Issues and opportunities



- » Only 68% of the residential population have play space access within 10-minutes walk from home.
- » Supply and access to play within the southern area of the suburb is poor.
- » There is a current population-based shortfall of three playgrounds; this figure will not grow over 15 years. Demand will remain steady at five playgrounds for the suburb out to 2036.
- » There are accessible play options and teen adult play options at both playgrounds.
- » Consider the role of the 2023 Open Space Strategy to secure additional open space or partnerships for play purposes i.e. schools. This should be a priority action within this suburb before any further investment in play is pursued. It may involve improving the quality of the existing play space at Edithvale Reserve and including the provision of active recreation facilities.



STRATEGIC INTENTIONS... WHAT ARE WE GOING TO DO?



Strategic Intentions

- » As a high priority, a review of existing reserve and park areas should be undertaken and a plan for suitable siting of play and active recreation facilities determined for the suburb. This may involve securing access to additional open space or partnerships for play purposes in Edithvale and should seek adequate space to provide a Local level play space, ideally in the southern section of Edithvale. (NB: Council's Open Space Strategy also identifies that some residents are without access to open space within 400m of home; any acquisition of land for play should be pursued as part of the Open Space Strategy's intentions for broader open space requirements/functions).
- » Re-classify Edithvale Recreation Reserve playground to a Suburb level play space which provides active recreation and physical play equipment plus social gathering opportunities for young people aged 12-25 years. There is opportunity also to create an active recreation focused hub (potentially a Fixed Term play space) at Edithvale Common to meet the demand for mountain bike/BMX facilities in this location.
- » Consider any suitable locations along the Long Beach trail for the inclusion of mountain bike/BMX jump facilities – as noted above. There is noticeable demand for this type of active recreation activity in Edithvale and other southern suburbs of Kingston. Further, there is opportunity for a partnership approach involving other landowners (e.g. Melbourne Water) as well as Council's Youth Services and Inclusive Communities to respond to this interest (NB: Mornington Peninsula Shire have recently completed a similar successful pilot project which Council could be guided by).

