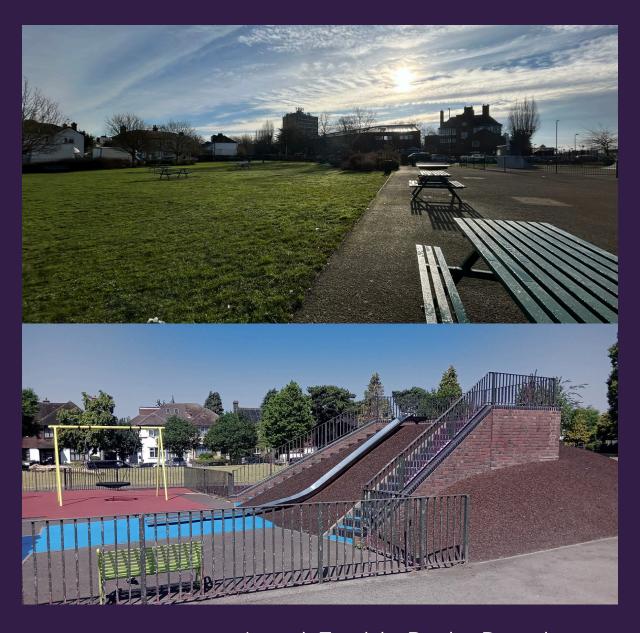
# Furzedown Recreation Ground

Phase 2 Consultation Feedback Report July 2025



Lead: Enable Parks Development





#### **Consultation details:**

The consultation went live, online, on Monday 28th April 2025 and closed on Monday 16th June 2025.

Two on-site drop in sessions were held at the Furzedown Recreation Ground pavilion on: Monday 19<sup>th</sup> May 6pm - 8pm and Saturday 24<sup>th</sup> May 11am - 1pm. We also attended a Furzedown Youth Cafe session with the sixth form students of Graveney School on Wednesday 11<sup>th</sup> June. We also attended the Furzedown Fun Day as part of the Summer In series on Saturday 14<sup>th</sup> June 12pm - 6pm.

During the first round of consultation, held between June and August 2023 for 8 weeks, feedback was gathered on what local residents and park users think are the best facilities at Furzedown Recreation Ground currently and what respondents would like the opportunity to do but don't have access too. We asked why the space is important to you and how we can improve it for the local community. Based on this feedback, three exciting scenarios were developed for the space by Curve Studios, for this second phase of consultation.

Participants were invited to respond online via Wandsworth Council's Have Your Say Citizen Space platform, and promotional materials were distributed via letter drops, social media, local councillor networks, local organisations and signage at the site. Respondents were asked:

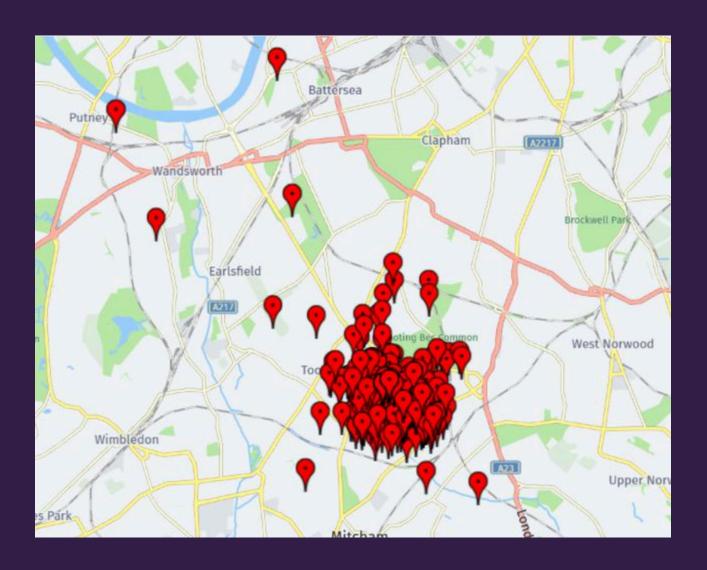
- Which scenario / option they preferred;
- Why they chose that scenario;
- Whether elements from the other scenarios / options should be included;
- Demographic and usage questions, including caring responsibilities and disability and access needs.





# Respondent details:

In total, 412 people responded to the online consultation, with 98% of respondents living in the local area to Furzedown Recreation Ground. The map below shows the distribution of responses from all respondents who provided a postcode.



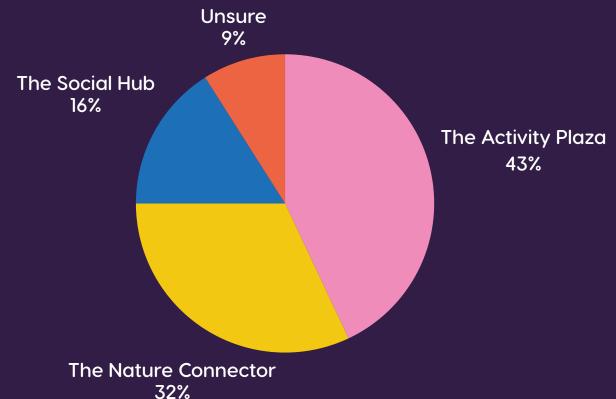




# **Scenarios:**

People were asked which scenario they preferred:









## Feedback by Scenario

#### The Activity Plaza - 43% of respondents:

- You liked the wide variety of play equipment for different ages.
- You want an accessible play area with an emphasis on modern and inclusive play equipment.
- This scenario was particularly popular among parents and carers with children aged 5-11.
- You like the parkour and calisthenics area, particularly for older children.

"The play equipment and spaces for kids/families seems better thought out."

"Kids are the main users of Furzedown Rec so I think it should be focused on play."

"The kids in the area need more facilities."

"It's good to give kids something to do, at all ages."







## Feedback by Scenario

#### <u>The Nature Connector - 32% of respondents:</u>

- This was a popular choice among families with young children as well as nature lovers.
- You liked blending play with natural features.
- You prefer play areas that incorporate imagination and sensory play behaviours.
- You liked that this scenario promotes biodiversity.

"So vital for children's health and education."

"Green spaces and nature trails encourage more exploration."

"This is a more creative play environment."

"Encourages movement and engagement with nature."







## Feedback by Scenario

#### The Social Hub - 16% of respondents:

- You like this scenario because it incorporates social seating.
- It takes into account the need for spaces for older children, teens and adults to sit together.
- You like that the scenario highlights the importance of community interactions.

"Would be great to see more intergenerational space."

"Somewhere to sit and meet friends is what's missing."

"The social spaces are ideal for families and teenagers."







# **Common suggestions**

- 9% of respondents had mixed or a neutral response to the scenarios, wanting to combine elements of all three scenarios.
- You would like a mixture of nature, play and social elements and asked us to blend the three scenarios.
- Accessibility is important and you requested inclusive equipment in all three scenarios. This includes accessible pathways, sensoryfriendly equipment, and equipment that children with physical or neurodiverse needs can use.
- You would like the play equipment to be for all ages and to include, in particular, climbing, slides and areas of open space for free play. 232 respondents mentioned the importance of having equipment for children.
- You like the space for sensory play and activities and the opportunity to interact with nature. 138 respondents specifically mentioned including play involving nature.
- Making the space intergenerational is important and you would like social seating to reflect this. 106 respondents asked for social seating spaces.
- You would like seating with shade and cover.
- You asked for features that appeal to older children and teenagers, such as calisthenics and parkour equipment, more challenging climbing structures and areas to socialise.
- You asked for the skatepark to be upgraded.
- You would like there to be areas designed for quiet play.
- You would like the pathways to be smooth in order to be inclusive and accessible.
- You would like the layout of the site to have good visibility throughout.
- You would like natural materials to be used to support biodiversity and the nature aspect.
- You would like to retain natural, open areas for informal use such as walking and relaxing.

  Wandsworth

  Wandsworth

### Concerns raised

Overcrowding of the playground: You have told us that the current playground gets very busy, especially during peak times in the summer. We will work with Curve Studios to improve the crowd management of the playground by providing a well laid out, range of play equipment that may reduce queues and will aid the natural flows between play items.

<u>Equipment for all ages:</u> You are keen to include older children and teenagers and want equipment that suits their needs. We will work with Curve Studios to put in provision for all ages.

<u>Lack of shade and shelter:</u> We will implement areas that have shelter both from the rain and sun.

<u>Maintenance:</u> You would like the play equipment to be durable and not easily broken. Maintenance of the site post refurbishment will be managed in line with all the other parks and greenspaces owned by Wandsworth Council. This will include safety inspections and any necessary maintenance to play / exercise equipment.

<u>Safety:</u> We will work to provide good, clear sightlines throughout the sight, especially for those supervising children.





# Next steps:

This report will be shared with Curve Studios to ensure the feedback and views of the community shape the final design and plan.



A final design will be developed and submitted for planning permission. We will put up site notices to let you know when this application has been made.



If planning permission is successful, the timetable for delivery of the refurbishment will be finalised. Signs will go up on-site informing you when the site will be closed for the refurbishment.



Once the refurbishment is completed, post-installation safety inspections will be carried out to ensure that play and fitness items have been correctly installed.



The site will re-open.





# **Appendix 1**

Table 1: Breakdown of children's age groups cared for by respondents:

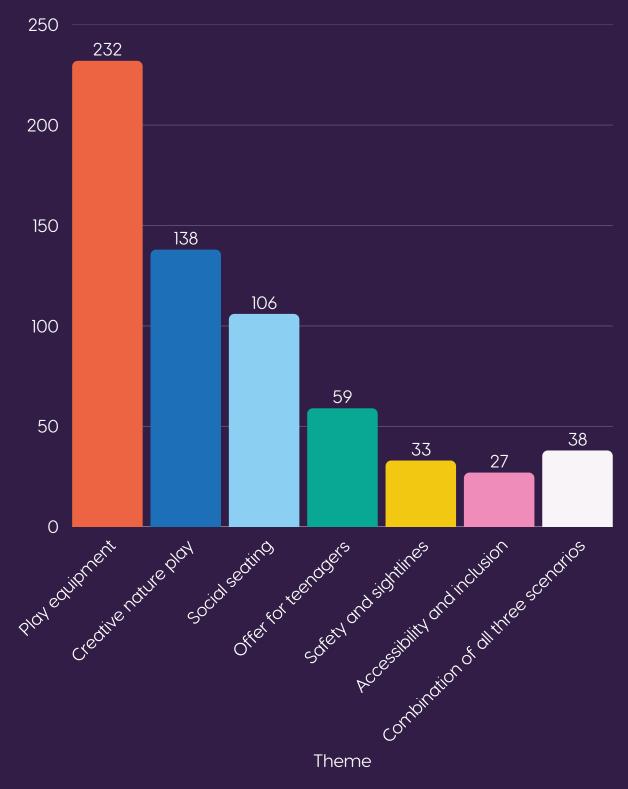
Age Group	No. responses with children of that age range
Under 5	129
5 - 7	106
8 - 11	119
12 - 15	56
16+	37
Prefer not to say	17
Doesn't apply	90

This table shows how many respondents care for children in each age group. It reflects the ages of children who are likely to use the refurbished space, and shows that the majority of respondents are carers of children aged under 5 to 11, reinforcing the demand for a play offer focused on those ages as well as providing play for those children as they grow up, and older age groups that are also represented.





# Appendix 2



This graph shows which themes came up most often in the consultation comments and what matters most to the community.



