

## **Play and Urban Games Review**

### **REPORT OF THE EXECUTIVE DIRECTOR OF CITY SERVICES**

#### **Strategic Priority : Healthy City, Learning City**

#### **Corporate Improvement Objectives: CIO1: Delivering Customer Focused Services, CIO3: Efficient and Effective Council**

#### **1. Why has this report come to the Committee?**

- 1.1 This report has been proposed as an addendum to the Play and Urban Games Strategy (PUGS) – Moving Forward 2007-2012, as a result of the accelerated delivery of priorities.
- 1.2 The report also highlights the Council's achievements to date and progress made in relation to the six objectives of the PUGS.

#### **2. Background**

- 2.1 Since the PUGS was produced in 2007 and endorsed by Cabinet, the Children's Trust and the Sunderland Partnership, substantial progress has been made, primarily due to the success in achieving Play Pathfinder status and the additional financial support available from the City Council and from developer contributions
- 2.2 In January 2008, Sunderland was one of 20 authorities to be awarded Play Pathfinder status, a £2.1million capital investment accompanied by revenue support. The award has resulted in an 18 month play transformation programme and subsequently, the over achievement against key actions identified within the PUGS in 2007, necessitating an update to the Strategy.
- 2.3 Members will recall that the PUGS strategic vision is;  
  
"Sunderland will work in partnership to provide, support and sustain a variety of high quality and accessible play environments and opportunities for all children and young people (C&YP) up to 19 years. The city aspires to a core offer of free provision citywide, which may be supported by affordable supervised provision".
- 2.4 The Strategy recognises six main priorities:
  - i. Ensure play is strategically planned and resourced in partnership
  - ii. Involve children and young people in the development of their play opportunities and services
  - iii. Work in partnership to develop, support and promote high standards for play
  - iv. Create, improve and develop free and inclusive play spaces
  - v. Seek greater innovation in the development of sustainable play opportunities
  - vi. Ensure that in partnership, the city monitors and evaluates the impact of play developments citywide to deliver this Strategy
- 2.5 Members may additionally recall receiving reports at Area Committees consulting on the city's play provision in March and September 2010. The reports requested members to provide feedback on locations they considered would benefit from future investment in play provision.

### **3. Performance to Date**

#### **3.1 The key achievements include:**

##### **Objective 1: Ensure that that play is strategically planned and resourced in partnership**

- Play developments have been undertaken in line with the priorities identified in the PUGS. Investment for the development of play has totalled £6m and been achieved through successful attraction of external and internal funding.

##### **Objective 2: Create, improve and develop free and inclusive play spaces**

- Since 2004, £6million has been invested in the development of play and urban games facilities. Within the lifespan of the current PUGS there has been £4.9 million invested since 2007.
- The development of new or significant refurbishment of 58 plays areas since 2004. Within 34 being completed between 2007 and spring/summer 2010.
- The PUGS updated in 2007, indicated that just 19% (12,856) of C&YP had access to high quality play 1km from their door. By the end of March 2010, 70% (47,366) C&YP have access to high quality play facilities.
- Wheeled sports provision has risen from three facilities in 2004, to six facilities in 2010, which has provided increased access for C&YP. The standard being to develop one wheeled sports facility in each regeneration area of the city.

##### **Objective 3: Seek greater innovation in the development of varied and sustainable play opportunities**

- Developments have included the city Adventure Play Park which provides a challenging and exciting play environment with facilitated play sessions. The development features of the new provision include indoor, sensory and outdoor play facilities.
- The design and development of play spaces has developed significantly, by using more natural features mixed with traditional fixed play.

##### **Objective 4: Involve children and young people in the development of their play opportunities and services**

- Elected Member involvement at ward level has been actively encouraged throughout the consultation process, with a main focus to provide links with residents at neighbourhood level.
- Almost 6,000 people have been involved in the consultation and engagement process, including C&YP, their families, residents and local communities. Over 500 disabled children, their families and carers have participated in play consultation. 25 schools, community organisations and youth groups involved in delivering consultation arrangements for neighbourhood facilities.

##### **Objective 5: Work in partnership to develop, support and promote high standards for play**

- A range of services have been commissioned from the voluntary sector to support play eg. neighbourhood consultation, direct delivery of play activities.
- Launch of the 'Lets Play' campaign, to inspire families to enjoy their local play spaces and to challenge negative perceptions of children playing.

**Objective 6: Ensure that in partnership, the city monitors and evaluates the impact of play developments citywide to deliver the strategy**

- The developments have led to an improvement in resident satisfaction levels. Since 2003, annual resident satisfaction levels have risen from 26% to 50% in 2008. The 2008 measure was taken prior to the Pathfinder investment and it is hoped that satisfaction levels will increase following the next resident survey which will be published late in 2010.
- The PUGS updated in 2007, indicated that just 19% of C&YP had access to high quality play 1km from their door. By the end of March 2010, 70% C&YP in the city have access to high quality play.

3.2 Significant progress has been made citywide and this is evidenced in the performance table below.

<b>Citywide</b>	<b>2004-2006</b>	<b>2007- spring/summer 2010</b>	<b>Total</b>
Number of new play areas	12	15	27
Number of refurbished play areas	7	24	31
	<b>As at April 2007</b>	<b>As at April 2010</b>	
Percentage of C&YP with access to high quality play 1km	19%	70%	
Investment	£1,003,700	£4,996,300	£6,000,000
Number of C&YP consulted		5851	5851
Number of VCS organisations engaged		13	13
Lets Play celebration events	2	13	15

Note

C&YP = Children and Young People

MUGA = Multi Use Games Area

DUGA = Dual Use Games Area

**4. Review Process – An Addendum**

4.1 The PUGS 2007-2012 sets out a clear vision for play and recognises key principles which demonstrate a commitment to ensuring that children and young people are able to enjoy their free time and play freely. It is proposed that the six key objectives remain unchanged, but the priority actions are being reviewed in light of achievements since 2007. The challenge within the review is to maintain the vision and principles whilst

taking into consideration the rapidly changing environment, including for example, national policy and guidance documents which have emerged since 2007. The addendum sets out the revised context for play.

- 4.2 The case for play remains valid and the importance play makes to ‘improving life chances and aspirations for each child and young person in Sunderland’ (Children and Young People’s Plan (CYPP) 2010-2025). The CYPP delivery plan for 2010-2013, highlights the priority 10 outcome as being ‘to have locally accessible and affordable fun, play and physical activities’.
- 4.3 Consultation has and will remain key to the development of play facilities and a clear framework for consultation is proposed within the addendum which, will ensure that all Elected Members, stakeholders and partners have an opportunity to be informed of and importantly influence play developments.
- 4.4 Since 2007, Play England have provided through their national support and challenge guidance, new approaches to play in terms of design guidance and managing risk. As a Play Pathfinder, these guidance documents relating to design principals and risk benefit have been considered included in the addendum.
- 4.5 One of the main priorities in the PUGS is to ‘Create, improve and develop free and inclusive play spaces’. Our progress to date (outlined in 3.1) demonstrates significant achievements and the addendum details for the new priorities for 2010 – 2012, following consultation with Area Committees.
- 4.6 This PUGS review is being presented Sustainable Communities Scrutiny Committee and for endorsement by Cabinet in December 2010, as an addendum to the existing PUGS.

## **5. Recommendation**

- 5.1 Members of the Scrutiny Committee are requested to note the content of this report and provide feedback on the addendum to the existing PUGS.

## **6. Background Papers**

- 6.1 The following background papers were relied upon to compile this report.
  - i. Play and Urban Games Strategy 2007-2012
  - ii. Children and Young People’s Plan 2010-2025
  - iii. Children and Young People’s Three Year Delivery Plan 2010-2013
  - iv. Play England - Design for Play 2008
  - v. Play England - Managing Risk in Play Provision 2008
  - vi. Play Pathfinder Programme Guidance 2008
  - vii. Area Committee Reports September 2010

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## **Addendum – Play and Urban Games Strategy – Moving Forward 2007-2012**