

Creating Coventry.

Appendices



CREATING COVENTRY – APPENDICES.

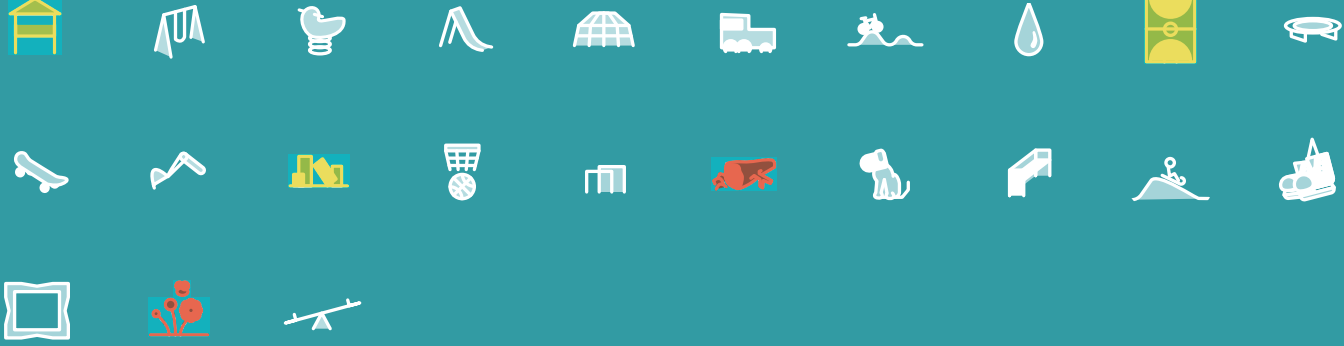
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APPENDIX 1.

– How to Create Coventry

A document that captures the process, milestones, partnerships and learning that brought Creating Coventry to life.



Creating Coventry.

—A Guide to Community
Playground Master Planning





Introduction

When a representative from the City of Calgary alerted the Northern Hills Community Association (NHCA) that six of their playgrounds would need to be replaced, Moraig McCabe saw a bigger opportunity. All of Coventry Hills' 14 playgrounds were built in just over a decade. Surely they'd all need to be replaced in a similar period. If the community developed a playground master plan, what possibilities could they open for deeper community engagement and better playgrounds?

In the next 18 months, Creating Coventry brought together community groups, partner organizations, and municipal stakeholders in a series of engagements to learn more about the residents' hopes and dreams for these green spaces.

They found that creating an up-to-date picture of the community's priorities gave decision-makers confidence to support their requests. Having a neighbourhood endorsed plan in place can also put your community at the top of the list when funding opportunities arise.





The Journey

Think of this work in four buckets: **discover**, **define**, **develop**, and **deliver**. They work in order, but this kind of project needs flexibility to take advantage of times when community groups gather, or to work around things like summer break or the weather!

Discover: Identify the skills and gifts your community may offer. They will shape your project. Gather the latest information on your community's demographics and needs. Get guidance from groups who have gone before you. Recruit partners by painting a picture of the potential benefits to the community. Invite initial input from community members and organizations.

In Creating Coventry, NHCA leveraged Vivo's expertise in research and systematic observation, and tapped into volunteers from SPRY in the Hills to conduct the baseline of current Coventry Hills parks usage. These groups became key partners. The City provided recent demographic data, and the team learned from people who worked on the Haysboro Natural Playground. You may discover a different set of skills and existing data in your neighbourhood — and that's good.

Define: Review the information you have collected and look for trends and gaps. Whose voices are missing? Will any of the remaining work need outside expertise? Tap partner groups to connect with people you may have missed and to help facilitate the engagement.

At this stage, Creating Coventry had a rich variety of information from the City and the start of the parks baseline. They knew most of the current parks were traditional "tot lots", yet the demographics included primarily adults, with older children, teens and seniors. The observations also showed that many of those "tot lots" were very underused, so the Creating Coventry team embarked on a series of community engagements to learn what inclusive amenities looked like to Coventry Hills residents. A Calgary Foundation Neighbour Grant was applied for and secured to support this work.

Develop: By this stage, you'll have ideas for possible solutions or questions you need answered. Don't bring a polished model and ask people to sign off on it. Work with the community to provide answers and test and validate solutions. Bring loose photos, sketches, maps, post-it notes, and an invitation to dream.

This phase began by prototyping the playground engagement with the 3 Things for Canada Action Squads at the Country Hills Library. Creating Coventry then launched into a series of engagements with residents at Vivo, teens at Notre Dame and Youth Night, and seniors at SPRY in the Hills. They found these engagements weren't enough to create the master plan - they still had more questions. Instead of offering a report at Family Day, they tested and validated data from the previous engagements and posed additional questions around connectivity and the "why" of high or low playground usage.

Preparation paid off in opportunity again when Creating Coventry received funding support from the Canada 150 Social Research & Development Fund through the Community Foundations of Canada, McConnell Foundation and Government of Canada. This enabled the group to hire Kilometre Design to support data analysis, engagement design and reporting preparation. The next round of engagements captured the same demographics, bringing the voices heard to around 500. Copies of the engagement boards and guides, questionnaires, and data can be found in the Creating Coventry appendices on the Vivo and NHCA websites.

Creating Coventry brought maps and inspirational photos to these events, and even stickers for participants to put on maps showing where their ideas could go (stickers were a hit). These conversations took place in a fertile middle ground between being completely open-ended and prematurely focused on decisions.

Deliver: Show that this work will pay off. And when it does, celebrate the community's success.

Creating Coventry will launch the report to the community, City of Calgary and other partners in Spring 2018 and then continue with the process once prioritization of playgrounds is determined. The intention of this report is to capture general themes regarding parks design and connectivity, and the data that was collected to inform these from July 2017- February 2018. It is meant to be a starting place for redeveloping these green spaces over the next 10-20 years.

Community Engagements

June 2016

Initial Community meeting

Jul – Aug 2017

Facilitated design thinking exercise with Three Things for Canada Action Squads at Country Hills Library

October 2017

Backyard Dream World Cafe Workshops at Vivo

November 2017

Backyard Dream Lite inspiration and survey during Youth Night at Vivo

December 2017

Backyard Dream Lite inspiration and survey at Notre Dame High School

Backyard Dream Lite inspiration and survey with seniors at SPRY in the Hills

Dec 17 – Jan 18

Online survey

February 2018

Test and validate session at Vivo on Family Day

Test and validate session with seniors at SPRY in the Hills

Test and validate session during Youth Night at Vivo

The Secret Sauce

Put community at the centre: Start where people are now. Ask questions that let them tell you what matters to them. Be a great host by including food at events, and never underestimate the value of fun! Go to them to host engagements.

Bring people along on the journey: Be inclusive. Actively seek ways to broaden the circle of participants and leadership. Communicate to bring people along in the story.

- Document and share your work. This can be as simple as holding a short Facebook Live session at the end of events or meetings, especially if you ask questions online that participants will want to answer.
- Organizing your files makes it easy to bring others into the project.

Show (and be) trusted faces: Seeing community leaders and champions builds trust for a project. Know what tasks can be outsourced without changing the face of the project. Develop leaders within the community. Understand how to lead while stepping back to make space for others.

Recognize the value of partners: You need them. This is not a solo job. Partnerships should be reciprocal, with both sides contributing and benefitting. Look for:

- Partners who can connect you with audiences you do not reach. Ask partners for advice on how to engage the audiences they know.
- Partners will have skills you need. Prioritize finding a partner(s) that can legally receive grant funding as a non-profit or charity.

Be flexible: Things will change and that needs to be okay. Go where the community's energy is, not where you think it should be (or where your plan said it would be). Be ready for opportunities to present themselves. Doing this kind of work invites them.

- People may want immediate answers. Stay optimistic and flexible, and don't over-promise or say "no" too quickly. It's more accurate to say that what the community can get is a matter of the work the community is willing to do!





Key Partners and Contributors for Creating Coventry:



Northern Hills Community Association

Trusted organization representing the target community (Coventry Hills)

Link for City of Calgary Parks, Federation of Calgary Communities, Ward 3, Calgary Public Library - Country Hills Branch

Access to volunteers

Contact point for key audiences (SPRY, locals)

Able to receive some grants

Key stakeholder



Vivo

Trusted organization serving many people in the community

Content expert for applied research and creating more accessible community spaces

Able to receive different kinds of funding as a charity

Access to volunteers

Willing to dedicate staff time to the project based on shared mission

Key stakeholder



City of Calgary

Parks Department (Potential funder; Landowner and key stakeholder)

Ward 3 Councillor & office (Representation and community champion; Bylaws navigation; Local and citywide knowledge; Connector)

Neighbourhood Partnership Coordinator (Connector; Resource)



SPRY in the Hills

Contact point for a key audience as the NHCA 55+ program partner

Volunteer systematic observers

Notre Dame High School

Contact point for a key audience

Federation of Calgary Communities

Experts in community engagement and urban planning

Connector

Volunteer facilitator

Parks Foundation

Subject matter experts

Potential funder

Volunteer facilitator

Haysboro Community Association

Content expert (playgrounds and community engagement)

Volunteer facilitator

Calgary Foundation

Key grant funder

Community Foundations of Canada/ McConnell Foundation/Government of Canada 150 Fund

Key grant funder

Kilometre Design

Planning, engagement, design, reporting

Mount Royal University (MRU)

Systematic observations and data analysis

Shoreline Homeowner Association

Key stakeholder for one park (around Coventry/Country Hills Village lake)

Contact point for key audience (locals)

University of Calgary urban planning students

Volunteer facilitators

Community Residents and Participants

Partner Milestones*:

Feb – Mar 2017

Committed to partnership with Vivo

Introduced Creating Coventry plan to Parks liaison

Summer 2017

Received a Calgary Foundation Neighbour Grant

Systematic observations of 14 playgrounds and parks in Coventry Hills (completed by Vivo, MRU and SPRY in the Hills)

Project introduction to partner organizations and request for help sourcing volunteer facilitators

Dec 17 – Jan 18

Received a Community Foundations of Canada/McConnell Canada 150 grant

Reported back to SPRY in the Hills on how data they collected was used

Update to Parks Liaison

Feb – Mar 2018

Updates to Ward 3 and to Ward 3 Councillor

Working session with the YYC Civic Innovation Lab's Tiger Team

Creation of a summer parks activation plan

Creating Coventry plan to NHCA Board and approval

April 2018

Update to Parks Liaison and Shoreline Housing Association

Meeting with City partners

Report back to partner organizations and participants signed up for updates

May 2018

Creating Coventry community picnic and Jane's Walk to reveal plan to residents

*Creating Coventry reported back to the NHCA and Vivo boards regularly through this process

APPENDIX 2.

– Park Observations

2.1 METHODOLOGY.

In order to evaluate the success of our neighbourhood park transformations, we created a baseline using SOPARC methodology (<https://activelivingresearch.org/soparc-system-observing-play-and-recreation-communities>). With the help of Dr. Dwayne Sheehan, Dr. Nadine Van Wyk, and Dr. Karim Youssef of Mount Royal University (MRU), Calgary, six volunteers from the NHCA's SPRY in the Hills seniors' program and MRU summer students were trained to take systematic observations of the 14 identified Coventry Hills park spaces containing playground equipment.

Each park space was visited 12 times, with 10 observations per visit. Visits were varied to cover different times of the day and different days of the week.

2.2 RESULTS.

The results of these observations were used to help target questions for the Creating Coventry #2 engagements (see Appendix 3.2.5 – Mapping + Survey (Creating Coventry #2)).

Analysis and Main Highlights of 14 Parks

data analysis conducted by:
Karim Youssef

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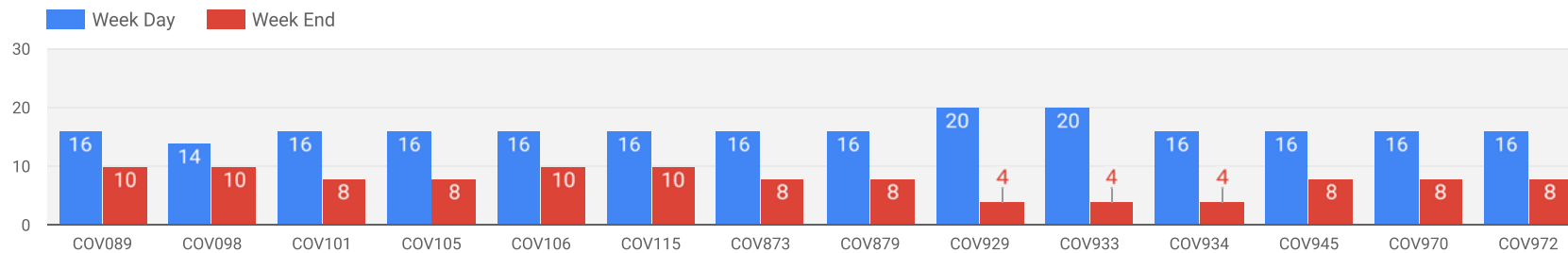
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Totals	Page 3
Totals by Time Period	Page 4
Physical Activity Level by Time Period	Page 5
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Interaction between Participants	Page 7
Primary Activity	Page 8

[Export CSV](#)

[Export CSV \(Excel\)](#)

[Export to Sheets](#)

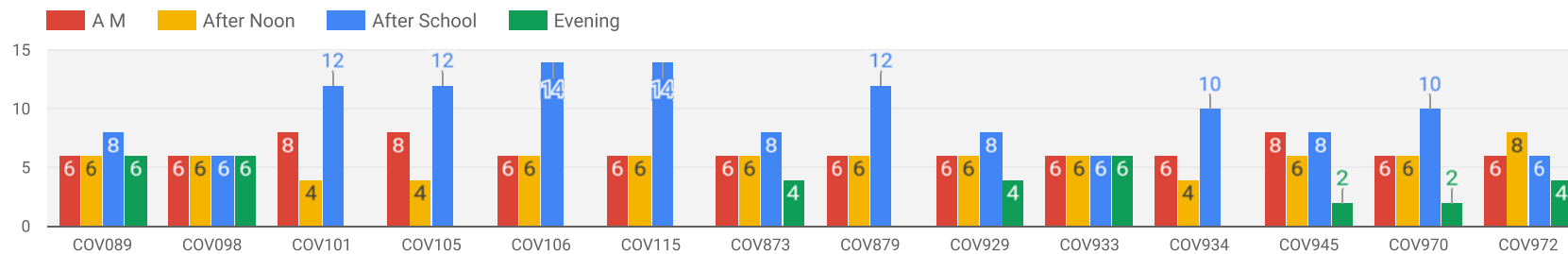
Number of Observations by Day Type and Observation Space



The number of observations on Weekdays ranged from one and one-half to five times the observations on Weekends.

The lowest number of observations was 20 and the highest number of observations was 26.

Number of Observations by Day Type and Observation Space

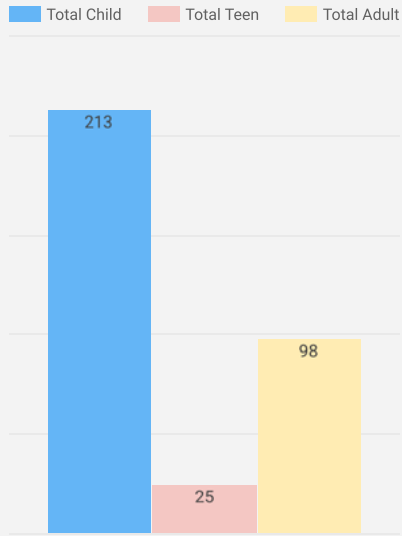


For some of the parks, the After School period had the highest number of observations. For two of the parks (COV106 and COV115), the After School period had more than half of the observations.

Six parks did not have observations in the Evening period.

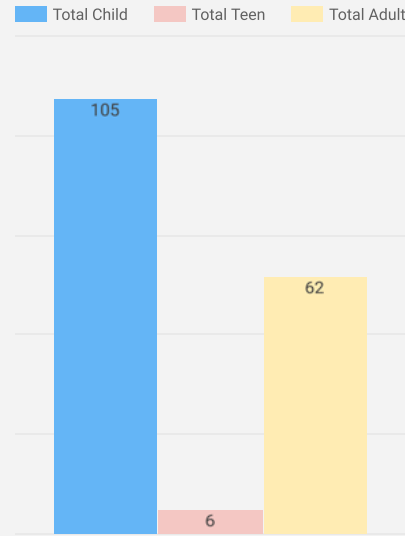
The two parks that had an equal number of observations for each of the time periods were **COV098** and **COV933**.

Total Participants by Age Group



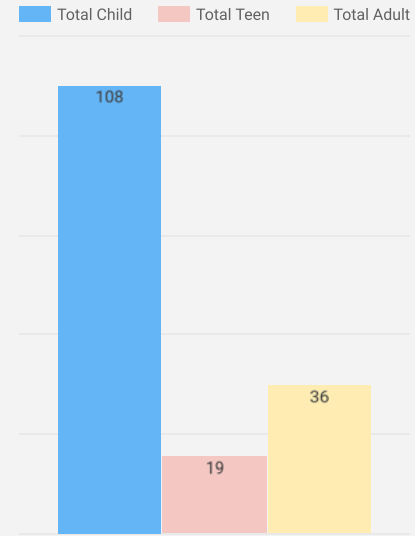
Teen participants are underrepresented

Total Participants by Gender Female Participants

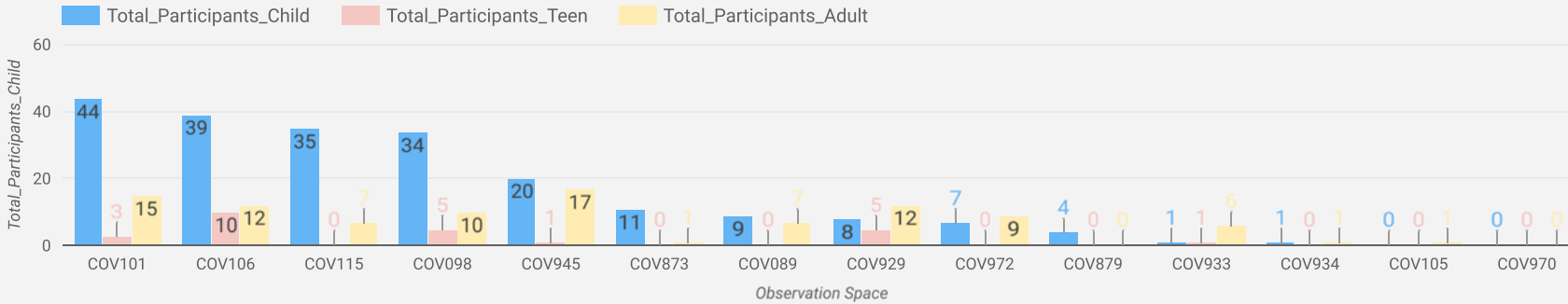


Children are represented equally by gender. However, teens are over-represented by males. Adults are over-represented by females.

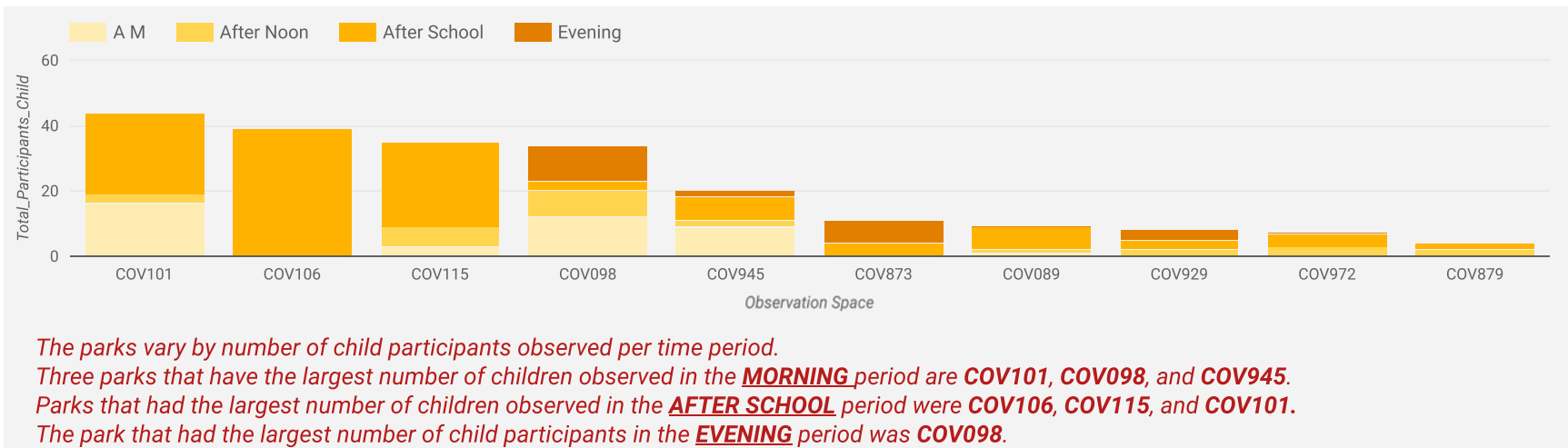
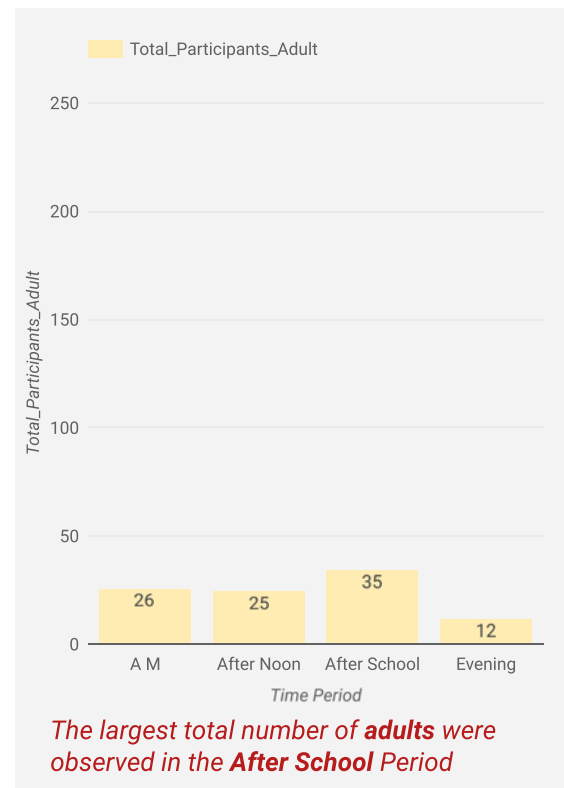
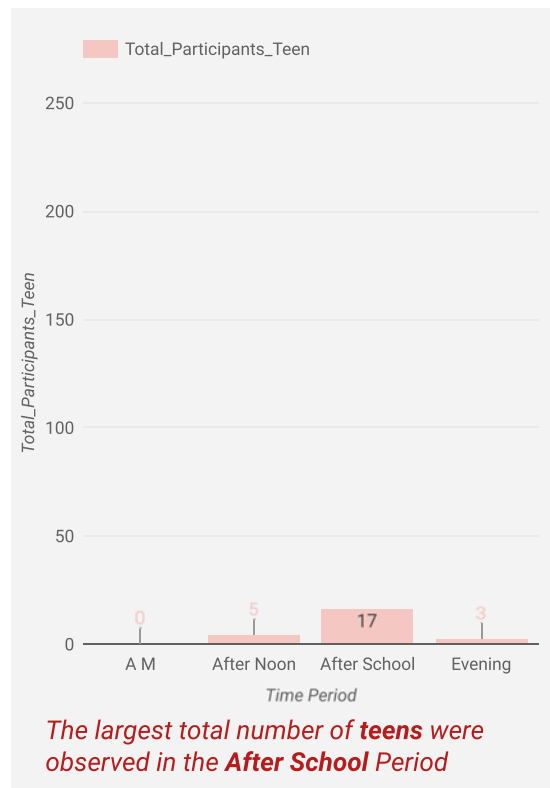
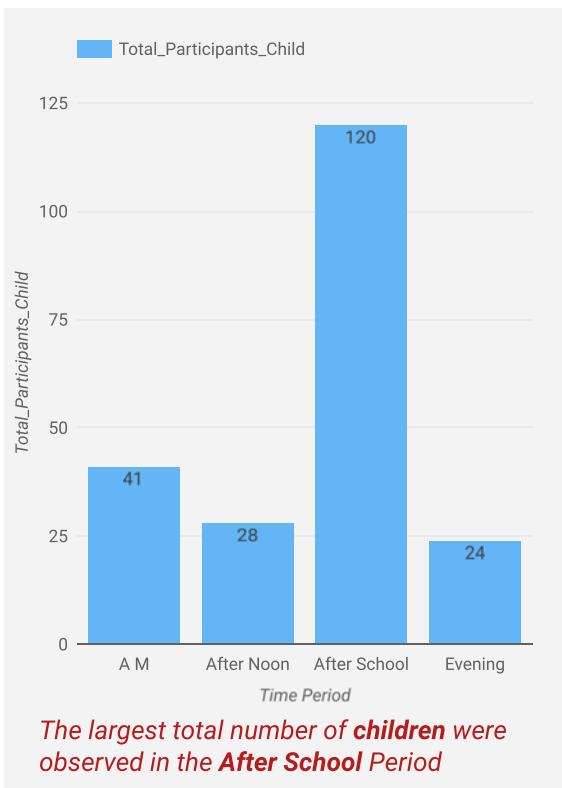
Total Participants by Gender Male Participants



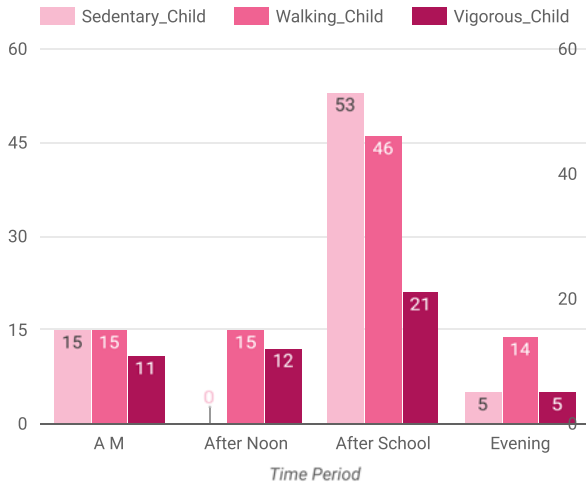
Total Participants by Age Group and Observation Space



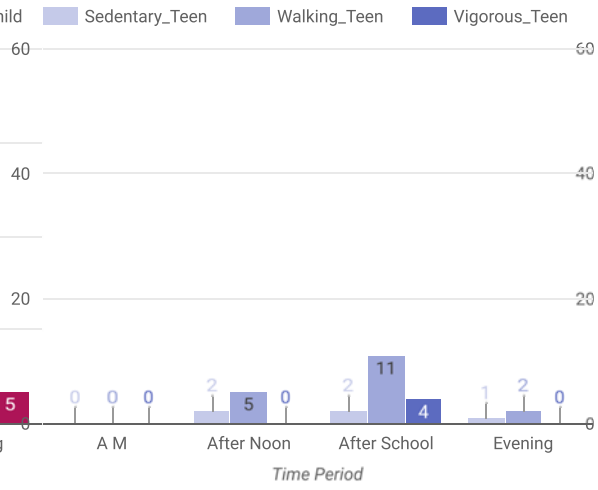
The three parks that had the largest number of child participants were: **COV106, COV101, COV115, COV098, and COV945**
 The park that the largest number of teen participants was park **COV106**



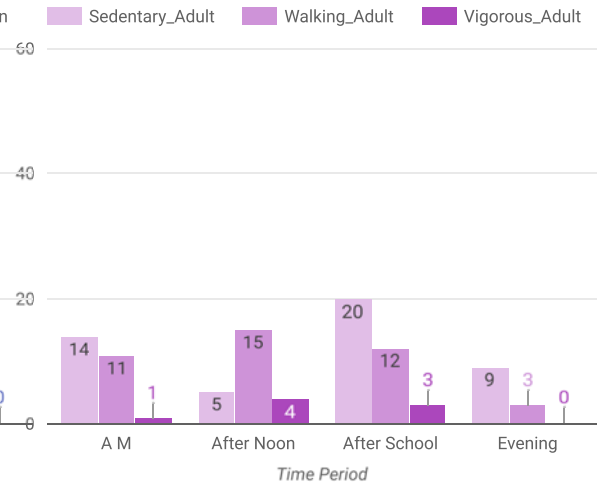
Child Physical Activity Level (totals)



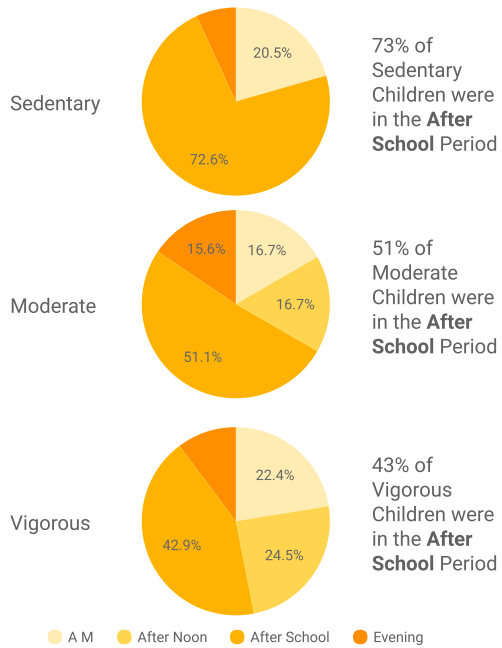
Teen Physical Activity Level (totals)



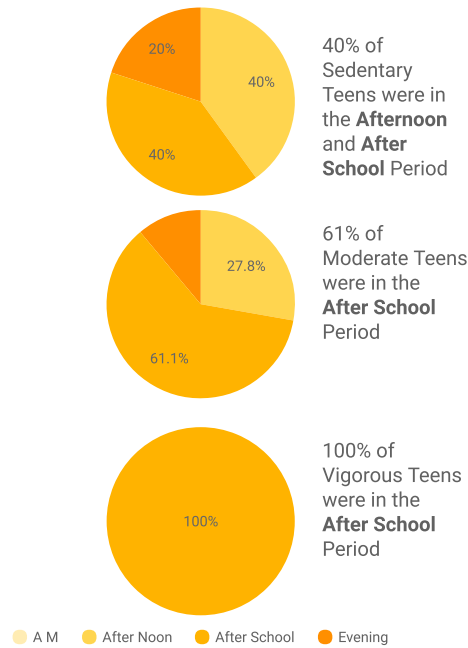
Adult Physical Activity Level (totals)



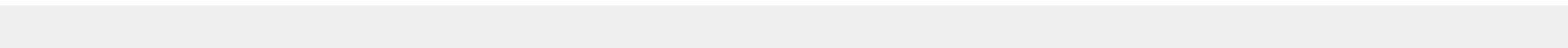
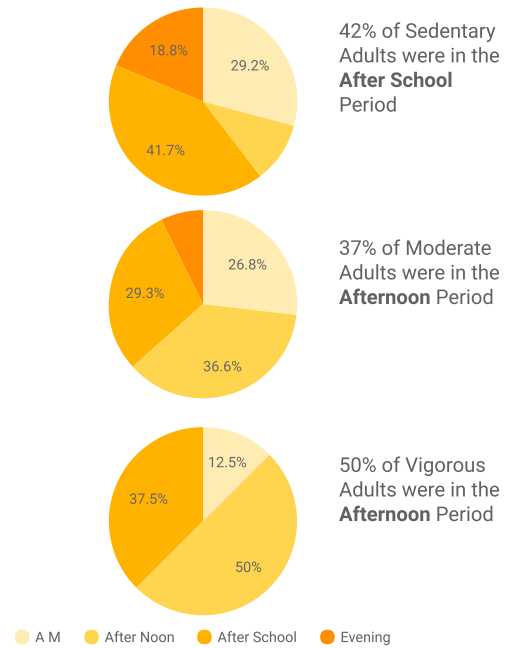
Child Physical Activity Level (percentage)



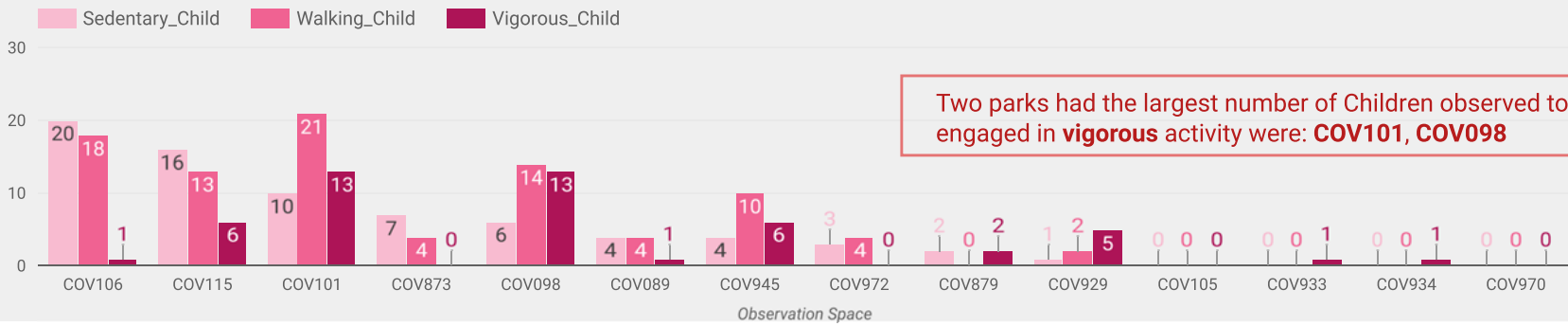
Teen Physical Activity Level (percentage)



Adult Physical Activity Level (percentage)

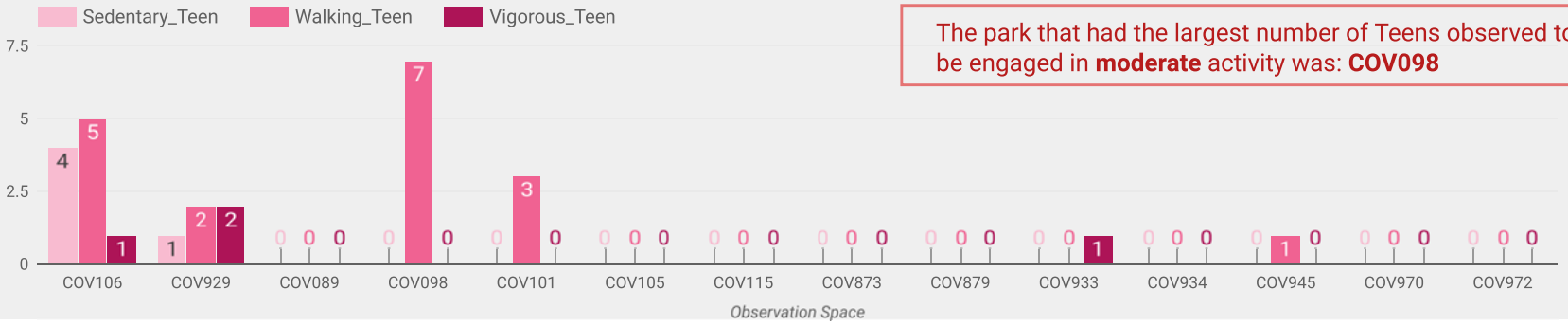


Child Physical Activity Level (totals) by Observation Space



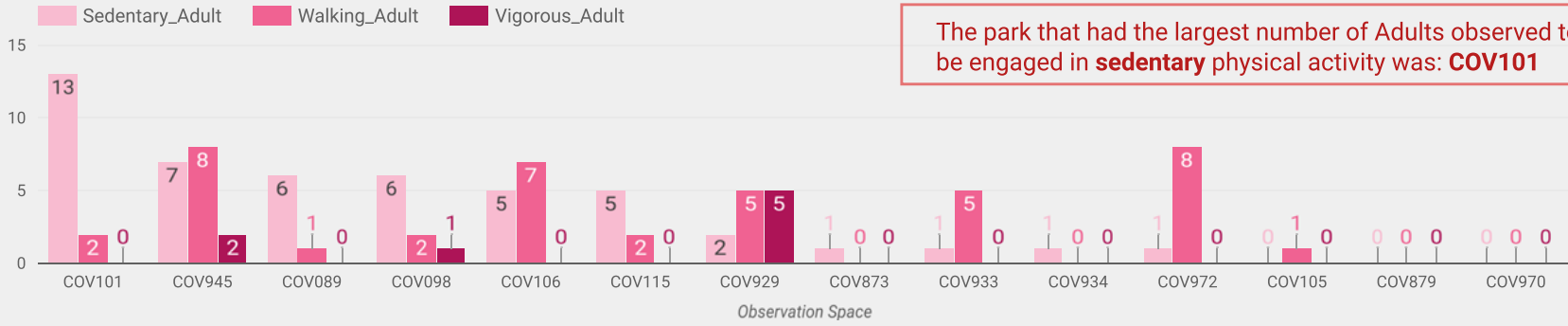
Two parks had the largest number of Children observed to be engaged in **vigorous** activity were: **COV101, COV098**

Teen Physical Activity Level (totals) by Observation Space



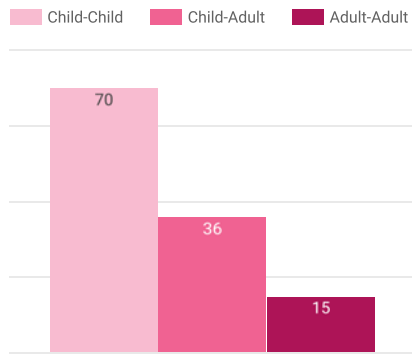
The park that had the largest number of Teens observed to be engaged in **moderate** activity was: **COV098**

Adult Physical Activity Level (totals) by Observation Space



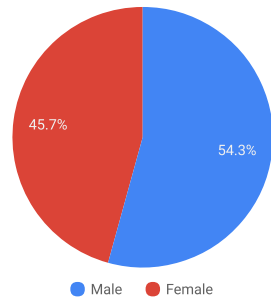
The park that had the largest number of Adults observed to be engaged in **sedentary** physical activity was: **COV101**

Interaction of Participants (totals)

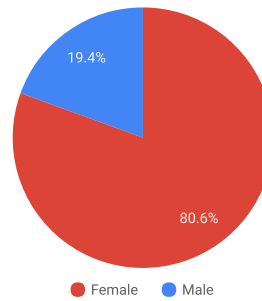


Interaction of Participants (percentages) by Gender

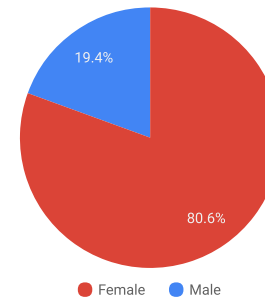
Child-Child Interaction



Child-Adult Interaction



Adult-Adult Interaction

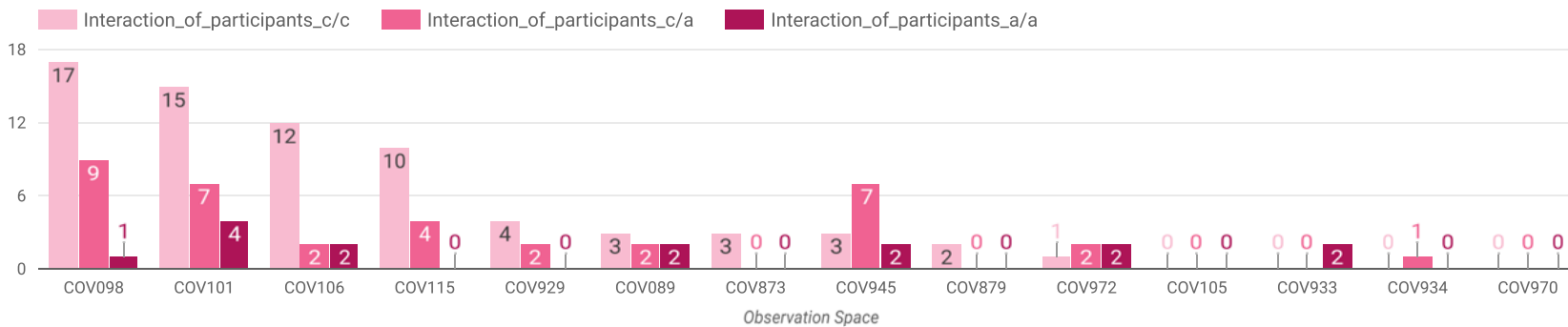


Child-Child Interaction was higher than Child-Adult Interaction which was higher than Adult-Adult Interaction

Child-Child Interaction were almost **equivalent** by gender

Child-Adult Interaction and Adult-Adult Interaction were predominantly between **Females rather than Males**

Interaction of Participants (totals) by Observation Space



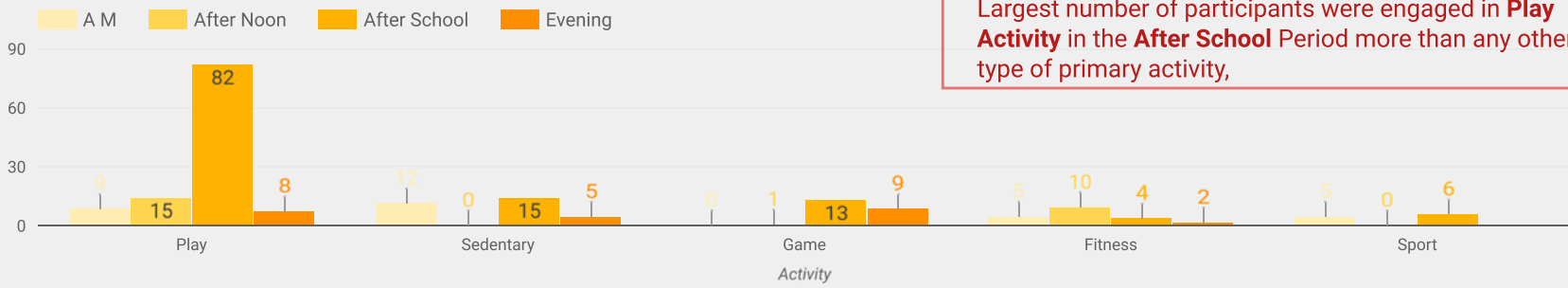
The four parks that had the highest child-child interaction were **COV098, COV101, COV106, and COV115**.

The three parks that had the highest child-adult interaction were **COV098, COV101, and COV945**.

The park that had the highest adult-adult interaction was **COV101**.

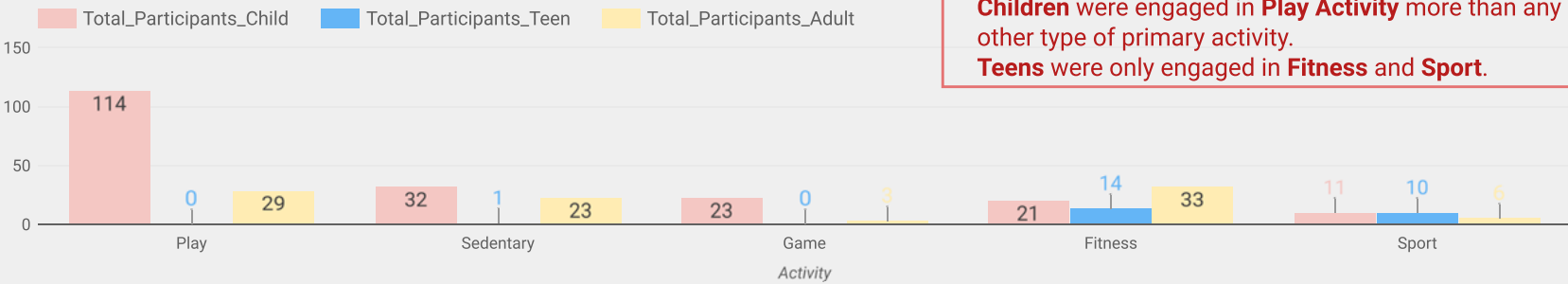
In a few parks, no interaction was observed for child-child, child-adult, or adult-adult, or for all three types of interaction such as park **COV105**.

Number of Participants (totals) by Primary Activity and Time Period



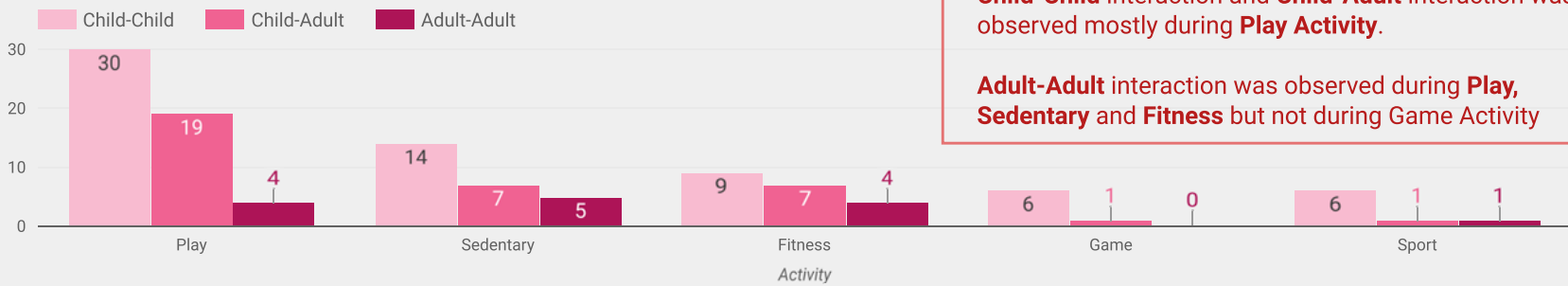
Largest number of participants were engaged in **Play Activity** in the **After School** Period more than any other type of primary activity,

Number of Participants (totals) by Primary Activity and Age Group



Children were engaged in **Play Activity** more than any other type of primary activity.
Teens were only engaged in **Fitness** and **Sport**.

Interaction of Participants (totals) by Primary Activity and Age Group



Child-Child interaction and **Child-Adult** interaction was observed mostly during **Play Activity**.

Adult-Adult interaction was observed during **Play**, **Sedentary** and **Fitness** but not during **Game** Activity

APPENDIX 3.

– Community Engagement

3.1 TIMELINE.

A series of 10 community engagements were carried out, between July 2017 and February 2018.

#	DATE	ENGAGEMENT	ENGAGEMENT TYPE	TARGET
1	12 Jul – 16 Aug, 2017	3 Things for Canada Action Squads – Creating Coventry	Facilitated Design	8-12-year-olds
2	28 Oct 2017 (AM & PM sessions)	Creating Coventry: Your Backyard Dream	Modified World Café – Inspiration – Ideas – Mapping – Priorities	All
3	24 Nov 2017	Backyard Dream Lite at Youth Night	Photos + Survey Activity	Youth
4	5 Dec 2017	Backyard Dream Lite at Notre Dame High School	Photos + Survey Activity	Youth
5	6 Dec 2017	Backyard Dream Lite at Notre Dame High School	Photos + Survey Activity	Youth
6	12 Dec 2017	Backyard Dream Lite at SPRY in the Hills	Photos + Survey Activity	Seniors
7	12 Dec 2017 – 15 Jan 2018	Online Survey	Online Survey	All
8	19 Feb 2018	Creating Coventry #2 at Family Day	Mapping + Survey – Route mapping – Destinations – Park nicknames – Activity stickers – locating – Suggestions for park data	All / families
9	20 Feb 2018	Creating Coventry #2 at SPRY in the Hills	Mapping + Survey – Route mapping – Destinations – Park nicknames – Activity stickers – locating	Seniors
10	23 Feb 2018	Creating Coventry #2 at Youth Night	Mapping + Survey – Destinations – Activity stickers – locating	Youth

3.2 METHODOLOGY.

3.2.1 – Facilitated Design (Action Squads)

The Calgary Public Library approached Moraig McCabe to put forward a community project that 8-12-year-old participants could take part in as part of their Canada 150 / 3 Things for Canada summer program (Action Squads) at Country Hills Public Library. A pilot “Creating Coventry” engagement was tested out on this group over their 6-week program.

The facilitation consisted of:

- **Presentation**
Overview of the Creating Coventry project and goals.
- **Inspiration**
Participants chose their 3 favourite photos and explained why.
- **Ideas**
Participants were asked to come up with ideas for a playground suitable for their age group (8-12-year-olds) and were given the opportunity to ask questions regarding scope.
- **Build**
Participants designed and built models of their ideas; models and “the why” were explained to Creating Coventry leads during a public showcase.

3.2.2 – Modified World Café (Backyard Dream)

Two, 1.5-hour engagement sessions were planned to solicit ideas and feedback from residents of Coventry Hills and the larger Northern Hills’ communities’ area. The facilitated sessions were designed around a modified World Café style engagement process (www.theworldcafe.com/tools-store/hosting-toolkit/).

Volunteer facilitators were given a copy of, and taken through, a Facilitator’s Guide (provided at the end of this section). Participants were self-grouped at tables of 6-8 people and led through the process by a volunteer facilitator.

Each session consisted of:

- **Overview**
Of the Creating Coventry project and goals.
- **Inspiration**
Participants chose their 3 favourite photos and explained why.
- **Ideas**
Participants were asked to come up with ideas for the park spaces in Coventry.
- **Mapping**
Participants were asked to suggest locations for the ideas and to mark on maps missing pathway links and pedestrian crossings needed to access the parks as a pedestrian or cyclist.
- **Priorities**
The most mentioned 14 ideas/themes were listed. Participants were asked to rank them according to what they would like to see most, second most, and least.

– Facilitator Guide

Creating Coventry – Backyard Dream Event

Date: Saturday, October 28th, 2017

Location: Main Street/Mezzanine (outside CPL & Jugo Juice), at Vivo: 11950 Country Village Link NE, Calgary T3K 6E3

Format: 2 x World Café style workshops with lunch for participants & volunteers for both workshops in between

Schedule (28th):

<i>Activity</i>	<i>Start</i>	<i>End</i>	<i>Duration</i>
Volunteer Intro & Info	09:00 (sharp)	09:20	20 min
Set up	09:20	09:40	20 min
<i>Volunteer runner: Coffee pick up #1 from Starbucks Coventry</i>	<i>09:20</i>		
Registration 1	09:30	10:00	30 min
Workshop 1	10:00	11:30	90 min
<i>Volunteer runner: Lunch pick up from Famoso</i>	<i>TBC</i>		
Lunch & Registration 2	11:30	12:30	60 min
<i>Volunteer runner: Coffee pick up #2 from Starbucks Coventry</i>	<i>12:00</i>		
Workshop 2	12:30	14:00	90 min
Clean up & take down	14:00		

Workshop Schedule (90 min):

1. **Registration** will take place for half an hour before the first session (from 9:30-10:00 AM), or from 11:30 AM - 12:30 PM (during lunch) for the second session.

Participants will be asked to sit at any table. Tables will be set up for groups of 6-8 (max 10/table at full registration).

2. **Introduction & Overview** (10 min)

The workshops will start promptly at 10:00 AM (Session 1) or 12:30 PM (Session 2) with an introduction to the project by Moraig & Tracey and an overview of what all participants will be covering during the 1.5 hour event.

3. **Inspiration** - choose your favourite imagery and ideas (10 min)

This activity will involve participants choosing their three favourite images from those on display around the space. They will each be given 3 post-its to write why they like the chosen image so much, and asked to stick it beside the image.

Images displayed will be of playgrounds, park spaces and outdoor activity-based equipment from around the world.

4. **What** would you like to see in Coventry's green spaces? (15-20 min)

Participants will be asked to give us ideas for their "backyard dreams", e.g. what would they like to have in their community playground/park spaces?

Examples for facilitators to get things going may range from a pump track, a community garden, a picnic area with a reading nook, or a full-sized basketball court that could be turned into a rink in the winter, to more exciting activities like a zipline or a skate park. Even the wildest ideas have elements that we can take away from them, so don't discount anything!

During this portion, participants can either just list ideas on their table's sheet, or they can draw what they would like to see! Paper and pens/coloured pencils/crayons will be available.

Followed by: <COFFEE BREAK> (5-10 min)

The coffee break is designed to give us time to create a ranked list of the 14 most popular ideas from all the tables.

Participants will be asked to swap tables at this point, to mix up the energy in the room and give them the opportunity to meet new neighbours.

5. **Where** in Coventry should each activity type be planned for? (15-20 min)

(a) A ranked list of the 14 most popular ideas will be shown, and each table will be asked to match up the locations on the map (a large map will be provided to each table) with the activities.

Considerations for facilitators to present to their table:

- *Size of site*
- *Distribution of activities (i.e. do you want two playgrounds close together to have the same type of activity appealing to the same demographic?)*
- *Surrounding demographics (residents will be able to give insight into this, but we will hopefully have demographic data for a 300m walk zone of each playground before the 28th from the NPC)*

(b) Participants will also be asked by facilitators to note on the maps where there are missed walking and cycling linkages and paths, where pedestrian crossings may be needed for safe use of these sites, and note the best routes between adjacent playgrounds (highlight barriers).

Participants will be asked to swap tables at this point, to mix up the energy in the room and give them the opportunity to meet new neighbours.

6. **Priorities, priorities...** What do you want most? (10 min)

Participants will be asked to rank the 14 most popular ideas in terms of what they would like to see built first. They will be asked to use 3 different colours (hopefully green, yellow & red) to rank their choices as:

- Green: First choice (most urgent/most desirable)
- Yellow: Second choice
- Red: Least interested in

7. **Wrap up** and further information (10 min)

A quick overview of “what we saw today” (Tracey/Moraig).

Thank you to all the participants, volunteers and event sponsors, and let everyone know the timeline for what happens with the results of their workshop data, and how participants will be able to get preliminary results and participate in feedback.

Opportunity for questions from participants.

Updated 19/10/2017 MM

TABLE #:

Facilitator:

< INTRODUCTION

Tracey & Moraig will give a brief intro to the project, explain what participants should expect from the workshop, and what we hope to get out of it.

FACILITATOR NOTES:

ACTIVITY 1

Inspiration

Choose your favourite imagery and ideas (10 min)

- Give each participant 3 sticky notes and a marker
- Ask participants to choose their three favourite images from those on display around the space and to write on each of the sticky notes WHY they like each of the 3 images
- Sticky notes should be stuck on or beside the image

FACILITATOR NOTES:

ACTIVITY 2

Ideas

What would you like to see in Coventry's green spaces? (15-20 min)

- Ask participants to give us ideas for their “backyard dreams”, e.g. what would they like to have in their community playground/park spaces?
- Participants can write their ideas on your table's IDEAS sheet, or draw what they would like to see using the paper, pens/crayons available

Examples to get things going may range from a pump track, a community garden, a picnic area with a reading nook, or a full-sized basketball court that could be turned into a rink in the winter, to more exciting activities like a zipline or a skate park. Even the wildest ideas have elements that we can take away from them, so don't discount anything!

- Choose a table representative to call out 3 ideas from the table at the end of this activity
- Facilitator will bring the list and drawings up to the front to be collated

FACILITATOR NOTES:

< COFFEE BREAK (5-10 min)

- The coffee break is designed to give us time to create a ranked list of the 14 most popular ideas from all the tables
- Participants will be asked to swap tables at this point, to mix up the energy in the room and give them the opportunity to meet new neighbours

ACTIVITY 3

Mapping

Where in Coventry should each activity type be planned for? (15-20 min)

- Each table will have a map of Coventry showing the sites
- A ranked list of the 14 most popular ideas from Activity 2 will be shown at the front
- Ask participants to match up the locations on the map with the activities

Considerations for facilitators to present to their table:

- *Size of site (i.e. a smaller site may not be able to accommodate a full size soccer pitch, but may fit a basketball court?)*
 - *Distribution of activities (i.e. do you want two playgrounds close together to have the same type of activity appealing to the same demographic? Where are the school playgrounds?)*
 - *Surrounding demographics (residents will be able to give insight into this, but see also the tables in the appendix at the end of this document)*
- Ask participants to also note on the maps where there are missed walking and cycling linkages and paths, where pedestrian crossings may be needed for safe use of these sites, and note the best routes between adjacent playgrounds (highlight barriers).

At the end of the activity, participants will be asked to swap tables again, to mix up the energy in the room and give them the opportunity to meet new neighbours.

FACILITATOR NOTES:

ACTIVITY 4

Priorities, priorities...

What do you want most? (10 min)

- Ask participants to rank the 14 most popular ideas (from the list at the front from Activity 2) in terms of what they would like to see built first
- Give each participant one of each coloured dot to rank their choices as:
 - *Green: First choice (most urgent/most desirable)*
 - *Yellow: Second choice*
 - *Red: Least interested in*

FACILITATOR NOTES:

< WRAP UP

- Wrap up and further information (10 min)
- A quick overview of “what we saw today” (Tracey/Moraig)
- Thank you
- Timeline for what happens with the results of their workshop data, and how participants will be able to get preliminary results and participate in feedback
- Opportunity for questions from participants

APPENDIX:

1. DEMOGRAPHIC DATA

- The data shown is for a 300m walk zone around each playground, kindly supplied by the City of Calgary's Neighbourhood Partnership Coordinator for the Northern Hills Community Association.
- Some playground walk zones overlap:
 - 1 & 2
 - 3, 4 & 8
 - 4, 5, 6 & 8 (4 & 5, and 5&6 significantly, where 4 & 6 overlap)
 - 7 & 8
 - 9 & 10 (marginally)
 - 10 & 13
 - 10 & 14 (marginally)
 - 11 & 12 (significantly)
 - 12 & 1

PLAY - GROUND #	# RESIDENTS / AGE GROUP										TOTAL RESIDENTS
	0-4	5-14	15-19	20-24	25-34	35-44	45-54	55-64	65-74	75+	
1	142	256	80	73	317	334	206	84	35	10	1537
2	54	115	40	36	122	140	109	58	20	9	703
3	67	123	68	79	147	174	174	82	31	21	966
4	91	129	72	78	170	165	190	97	44	22	1058
5	82	123	59	65	156	140	160	106	34	12	937
6	54	118	87	75	140	137	185	98	46	6	946
7	57	138	42	30	149	153	91	41	24	5	730
8	159	359	179	128	255	396	368	159	66	24	2093
9	166	283	92	63	326	342	169	52	42	9	1544
10	99	204	58	62	172	244	137	62	41	13	1092
11	37	82	29	28	78	87	51	28	4	1	425
12	68	154	62	63	120	177	132	71	16	4	867
13	101	170	48	41	158	208	126	45	30	9	936
14	128	121	35	33	225	216	78	44	22	9	911

Notes for Table 1 (above):

- Highlighted cells show the **largest age groups (total count) for each playground's walk zone:**
 - Green = highest/1st
 - Yellow = 2nd
 - Pink = 3rd

Notes for Table 2 (below):

- Highlighted cells show show the **playgrounds which have the largest concentrations of each age group (as a percentage of total residents):**
 - Green = highest/1st
 - Yellow = 2nd
 - Pink = 3rd

PLAY - GROUND #	% RESIDENTS / AGE GROUP										TOTAL RESIDENTS
	0-4	5-14	15-19	20-24	25-34	35-44	45-54	55-64	65-74	75+	
1	9.2	16.7	5.2	4.7	20.6	21.7	13.4	5.5	2.3	0.7	1537
2	7.7	16.4	5.7	5.1	17.4	19.9	15.5	8.3	2.8	1.3	703
3	6.9	12.7	7.0	8.2	15.2	18.0	18.0	8.5	3.2	2.2	966
4	8.6	12.2	6.8	7.4	16.1	15.6	18.0	9.2	4.2	2.1	1058
5	8.8	13.1	6.3	6.9	16.6	14.9	17.1	11.3	3.6	1.3	937
6	5.7	12.5	9.2	7.9	14.8	14.5	19.6	10.4	4.9	0.6	946
7	7.8	18.9	5.8	4.1	20.4	21.0	12.5	5.6	3.3	0.7	730
8	7.6	17.2	8.6	6.1	12.2	18.9	17.6	7.6	3.2	1.1	2093
9	10.8	18.3	6.0	4.1	21.1	22.2	10.9	3.4	2.7	0.6	1544
10	9.1	18.7	5.3	5.7	15.8	22.3	12.5	5.7	3.8	1.2	1092
11	8.7	19.3	6.8	6.6	18.4	20.5	12.0	6.6	0.9	0.2	425
12	7.8	17.8	7.2	7.3	13.8	20.4	15.2	8.2	1.8	0.5	867
13	10.8	18.2	5.1	4.4	16.9	22.2	13.5	4.8	3.2	1.0	936
14	14.1	13.3	3.8	3.6	24.7	23.7	8.6	4.8	2.4	1.0	911

2. PLAYGROUND INFORMATION

PLAYGROUND #	LOCATION	FALL SURFACE AREA (n.b. not whole park area)	Equipment (as of 2016)
1	153 Covewood Pa NE (COV972)	461.7 + 145.9	CLIMBING WALL STRUCTURE 2 x MULTI PLAY COMPLEX SWING CLIMBER
2	79 Coverton Gr NE (COV970)	248.6	TALK TUBE DIGGING TOY SLIDE TEETER TOTTER SEESAW MULTI PLAY COMPLEX CLIMBER
3	980 Coventry Dr NE (COV945)	332.1	MULTI PLAY COMPLEX SWING
4	303 Covington Ba NE (COV934)	208.5	2 x MULTI PLAY COMPLEX SWING
5	230 Coventry Ci NE (COV933)	203.3	2 x MULTI PLAY COMPLEX SWING
6	236 Coventry Gr NE (COV929)	184.1	SWING 2 x SPRING TOY MULTI PLAY COMPLEX
7	160 Coventry Rd NE (COV879)	120.2	MULTI PLAY COMPLEX
8	152 Coventry Ci NE (COV873)	223.2	STATIONARY TOY SPRING TOY MULTI PLAY COMPLEX SWING
9	85 Covebrook Pi NE (COV115)	378.0	SWING MULTI PLAY COMPLEX
10	90 Covepark Sq NE (COV106)	511.4	SLIDE STATIONARY TOY 2 x FITNESS EQUIPMENT 2 x SWING 2 x MULTI PLAY COMPLEX
11	163 Coville Ci NE (COV105)	132.1	SWING SLIDE
12	19 Coville Ci NE (COV101)	286.2	2 x SPRING TOY SWING MULTI PLAY COMPLEX
13	118 Coventry Hills Dr NE (COV098)	448.1	MULTI PLAY COMPLEX SWING
14	265 Covermeadow Cr NE (COV089)	357.0	SWING 2 x MULTI PLAY COMPLEX

3.2.3 – Inspiration + Survey (Backyard Dream Lite)

The following short survey was designed by Simon Ng (Vivo) to be completed by teens in a short time period. It was also used for the targeted SPRY in the Hills and Notre Dame High School engagements.

– Survey information sheet

This was displayed on the boards with the inspiration photos, and available alongside the survey sheets. One or more facilitators was available at each session to explain to participants what the project was about, the purpose of the questions, and what the results would be used for.

CREATING COVENTRY

The Creating Coventry project is an opportunity to create and rebuild the different play areas/ park sites around the Coventry area of Calgary. We would like to hear what you would want to see in these areas and how we can rebuild these areas to make it more attractive for kids, adults, pets, and families.

To help us, here is what you must do:

1. Take a survey and pen from the table provided and walk to each of the 4 whiteboards to look at all the pictures we posted.
2. Based on your observations, you can answer the 4 short questions:
 - Rank your top 3 Spaces (**Picture numbers are labelled in top right corner of every picture**)
 - Which one is the most important?
 - If you can add something to these play areas, what would you add and at which play area? (**Refer Coventry Map to pick designate playground**)
 - Age
3. After you have completed your survey, please hand it in with one of the volunteers.

Thank you for your feedback and initiative in making a change for our community!

Creating Coventry Feedback Questions

AGE:

1. Each picture on the whiteboard is labelled with a number in the top right corner. Based off your observations, write down your top 3 favorite ideas.

-
-
-

2. Out of the top 3 you choose, which one would you say is your favorite? Why?

3. Refer over to the **CREATING COVENTRY MAP** at the end of the whiteboards. Each park site in Coventry is labelled with numbers (COV101, COV972). What would you add to these spaces? Which park site would you pick to have your ideas come to life?

3.2.4 – Online Survey

To solicit further ideas and opinion from residents, particularly those who were unable to participate in the modified World Café engagement, an online survey was designed to capture the main questions. The SurveyMonkey link was distributed by community newsletter, email and on social media, and specifically shared to the Coventry Hills Community Facebook group, by both Vivo and NHCA.

The online survey was open from December 12, 2017 to January 15, 2018 and promoted several times on social media during this period.

The survey was set up as follows, using preliminary analysis of the data collected from the previous engagements:

Question	Answer Choices									
	a	b	c	d	e	f	g	h	i	j
1 How old are you?	5-14	15-19	20-34	35-54	55+					
2 Which community do you live in?	Country Hills	Coventry Hills / Country Hills Village	Harvest Hills	Panorama Hills	Other					
3 Which type of outdoor recreational space would you like to see most in Coventry Hills?	Community gathering + event space / community garden / outdoor theatre	Full size basketball court that converts to an ice rink in winter	Imaginative natural play spaces / natural playground / gardens	Adventure playground / parkour / climbing wall / zipline	Pump track / skate park that can also be used for sledding in winter					
4 Which of these matters most to you at an outdoor park?	Visual appeal	Connectivity + accessibility	Shade	Availability of seating	Safety / lighting					
5 Please select the type of park activities you would most like to see in Coventry Hills: (multi-choice)	All season space (e.g. sport court / ice rink combination, playgrounds that can incorporate winter play)	Bikes (e.g. pump track, bike tracks)	Community gathering + events (e.g. picnic tables, BBQ pits, outdoor theatre / movies, community gardens)	Dog park (fenced, off-leash)	Fitness + exercise (e.g. adult fitness equipment, walking tracks)	Gardens with seating and shaded areas (e.g. forest food gardens, landscaping, butterfly / bird gardens)	Imaginative play (e.g. natural playgrounds, musical equipment, games)	Sport fields / courts (e.g. basketball, tennis, soccer)	Thrills (e.g. ziplines, skate park, pump track, parkour, climbing)	Water-based (e.g. spray park, outdoor wading pool)

In addition, images of two park spaces were chosen at random, and the following questions asked:

Q6: Show a picture of COV972 (Park #1)



What would your #DreamSpace be for this park at 153 Covewood Pa NE? So far, the common suggestions to #CreatingCoventry have been ziplines or a natural play space.

[text box for answer]

Q7: Show a picture of COV115 (Park #9)



When this park at 85 Covebrook PI NE is replaced, should it be with a community gathering + event space, an all-season park space with a skating rink / basketball court, or something else?

[text box for answer]

– Social Media

In addition to the formal survey, during social media project engagement notices and updates questions were asked on social media about nicknames for the community parks, walking routes, shortcuts and #dreamspace ideas.

3.2.5 – Mapping + Survey (Creating Coventry #2)

One of the learnings from the previous engagements was to bring the engagement to where the people are, so for the final whole community engagement, we planned a short mapping exercise and survey to coincide with the community's popular, free Family Day events at Vivo.

This engagement was designed primarily to gather more data about what residents would like to see in which parks. It also an opportunity to get more feedback on questions that cropped up as a result of the data analysis of the systematic observations and previous consultations, and of looking at how wayfinding could be implemented to link the parks for pedestrians and cyclists.

Matt Knapik of Kilometer Design, was engaged to help us create easy to navigate consultation boards that would be interesting and fun for participants. Images of these boards can be seen at the end of this section.

This session consisted of:

- **Mapping**
 - Loops – participants were asked to draw their walking and cycling routes on a map of Coventry.
 - Shortcuts + Informal Pathways – participants were asked to draw “missing link” pathways and the locations of shortcuts on an acetate film layered on to a large map of Coventry Hills.
 - External Links – participants were asked to place sticker dots of locations they walked to onto a map of the greater Northern Hills area.
- **Nicknames**

Participants were asked to inform us of their nicknames for the community parks. The nicknames already gathered through social media were “seeded” onto the board to encourage participation.
- **Ideas confirmation**

The most popular park activity ideas from the previous engagements were translated into activity icons. Participants were asked to let us know if any activities were missing from this list.
- **Siting Ideas**

Participants were asked to place stickers of the activity icons onto a large map of Coventry Hills, indicating what they would like to see in which park(s).
- **Popularity**

From the analysis of the systematic observations data (see Appendix 2.2 RESULTS.), it was noted that some parks were heavily used, and some were barely or not used at all. Participants were asked to post sticky notes of any ideas as to why those listed were popular or unpopular.

Creating Coventry



Creating Coventry is a joint initiative between Northern Hills Community Association and Vivo for Healthier Generations to use evidence and the community's voice to create a masterplan for parks and green spaces in Coventry Hills.

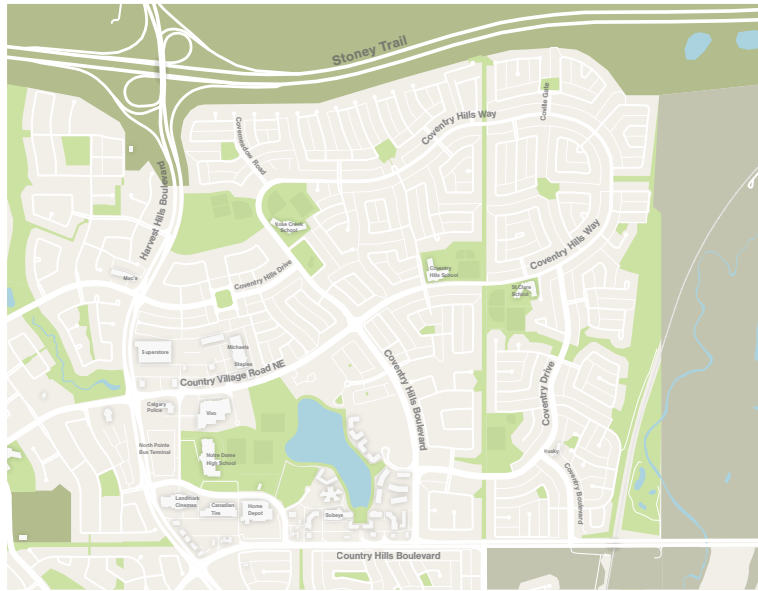
Coventry Hills, one Northern Hills community, has 14 playgrounds, all of which were installed within a 10-15 year time span and will have to be replaced in the coming decade.

To date, approximately 250 people have engaged in online surveys, in-person engagements and volunteer systematic observations of the current park spaces.

The full community-led plan will be unveiled in May/June 2018 at an event in the Coventry Hills parks.



1 What loops do you walk/run/bike in Coventry Hills?



Please take a sheet and draw your local loops. If your loops run off the map, show us where they leave and where they return. Use a different colour for each loop on your map. Please write your name and age on the back of the page.

2 Please indicate any shortcuts or informal pathways on the map below.



The pink lines on this map show the pathways and mid-block connectors that we have documented. Please indicate other informal pathways or shortcuts in Coventry Hills.

3

Where do you walk to outside of Coventry Hills & Country Hills Village?

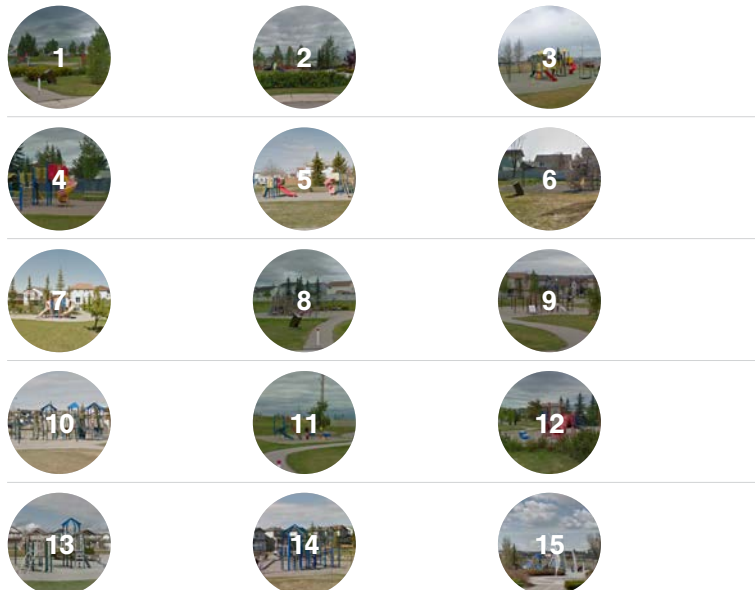


- A – Save on Foods shopping centre
- B – Panorama Hills green space
- C – Mac’s strip mall
- D – Captain Nichola Goddard school
- E – Panorama Hills school
- F – St.Jerome school

- G – Country Hills golf club
- H – McDonald’s / Petro Canada
- I – Harvest Hills lake & Ascension school
- J – T&T Supermarket shopping centre
- Other places (please mark on the map)

4

Do you have any nicknames for your local parks & playgrounds?



These parks all have a number and an address, but we don't know what residents call them. Please add your nicknames above. The numbers match the labels on the large map.

5

You have told us you'd like more of these things in your parks. Is anything missing?

Current Facilities



Play Structure



Swing



Spring Toy



Slide



See-saw



Basketball Hoops



Stationary Toy



Digging Toy



Talk Tube



Climbing Structure

Community Ideas



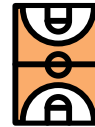
BBQ



Social Seating



Natural Playground



Full-size Basketball Court



Dog Park



Water Park



Pump Track



Skating Rink



Exercise Equipment



Public Art



Zip Line



Skate Park



Flower/Bee Garden



Trampoline



Bike Path



Parkour Elements



Tree Maze



Creative Playground



Sledding Hill



Landscape Improvements



Little Free Library



Social Spaces



Game Spaces

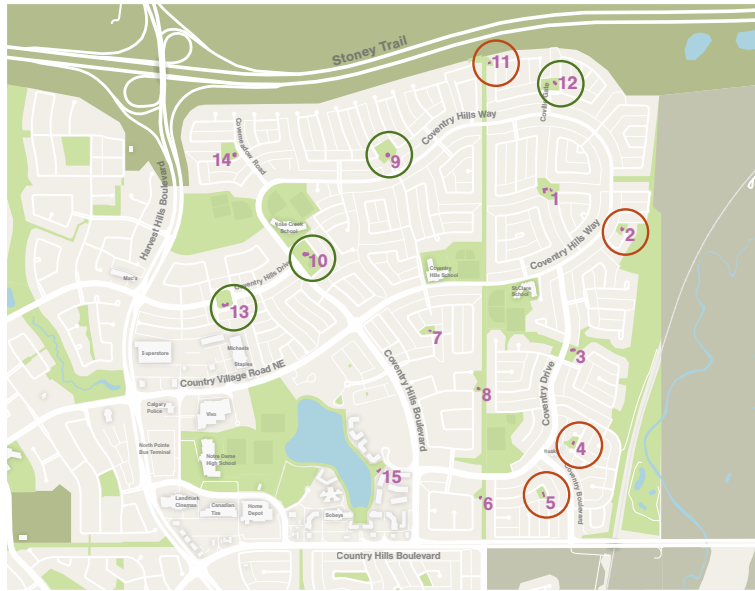
6

Which spaces are best suited to these new ideas for Coventry's parks?

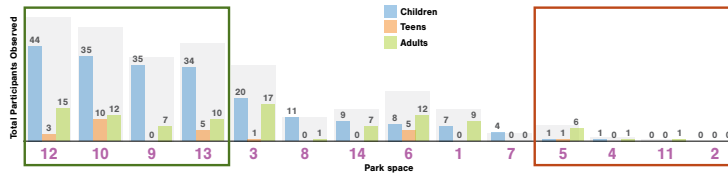
Using activity stickers, choose your favourite green space ideas and stick them on the map where you think they would work the best.



7 It seems that four parks are used a lot, and four parks are used very little. Why do you think this is?



Total Participants by Age Group and Observation Space



Why are these parks popular?

Why are these parks not?

THANK YOU!

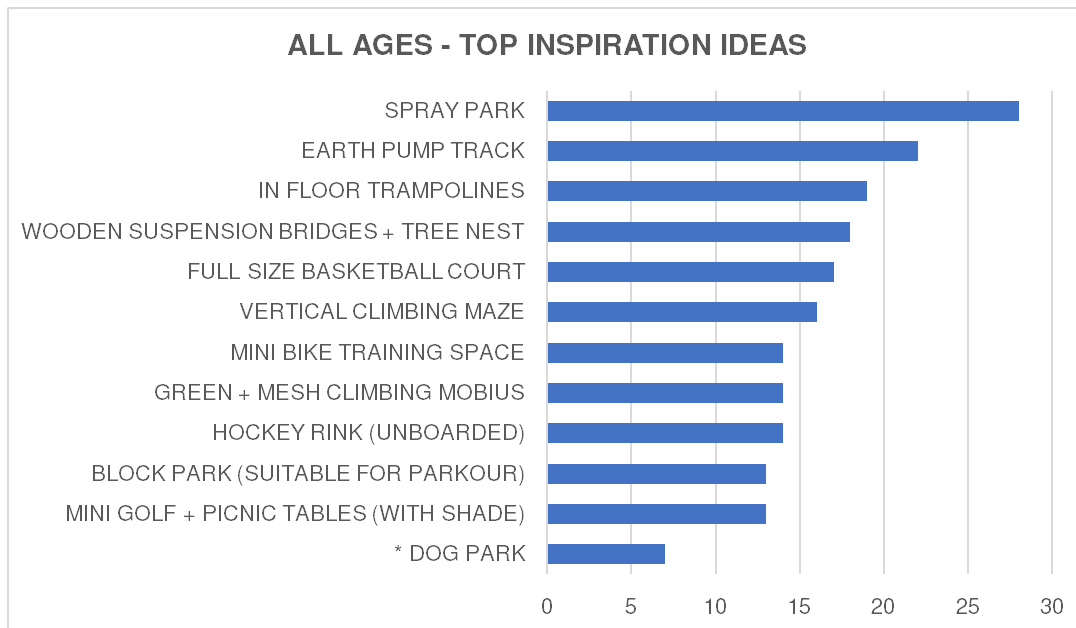
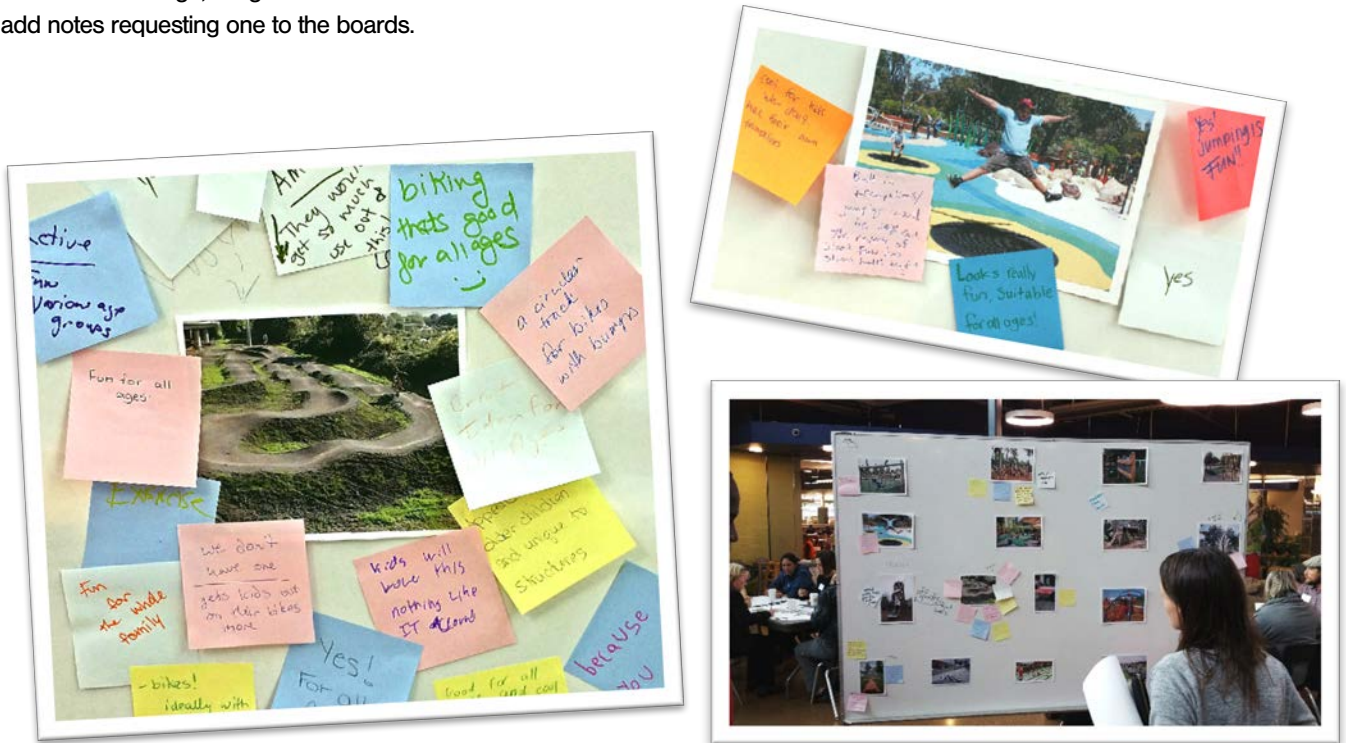


3.3 RESULTS.

A summary of the results from each of the main consultation areas.

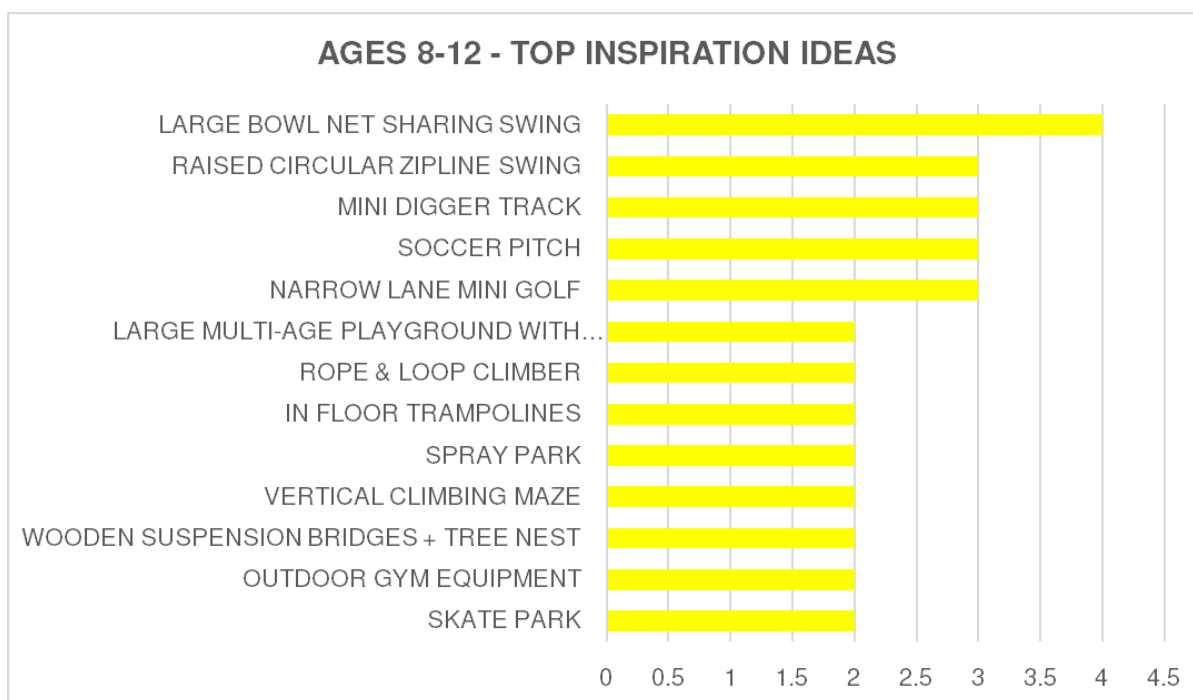
3.3.1 – Inspiration

The results of the Action Squads and all Backyard Dream engagements were combined. From the selection of 88 photographs shown to participants, #26 spray park, followed by #28 earth pump track and #9 in-floor trampolines, were the most frequently chosen as their top three favourite ideas. “Dog Park” is included here because although it was not shown as an image, a significant number of residents chose to add notes requesting one to the boards.

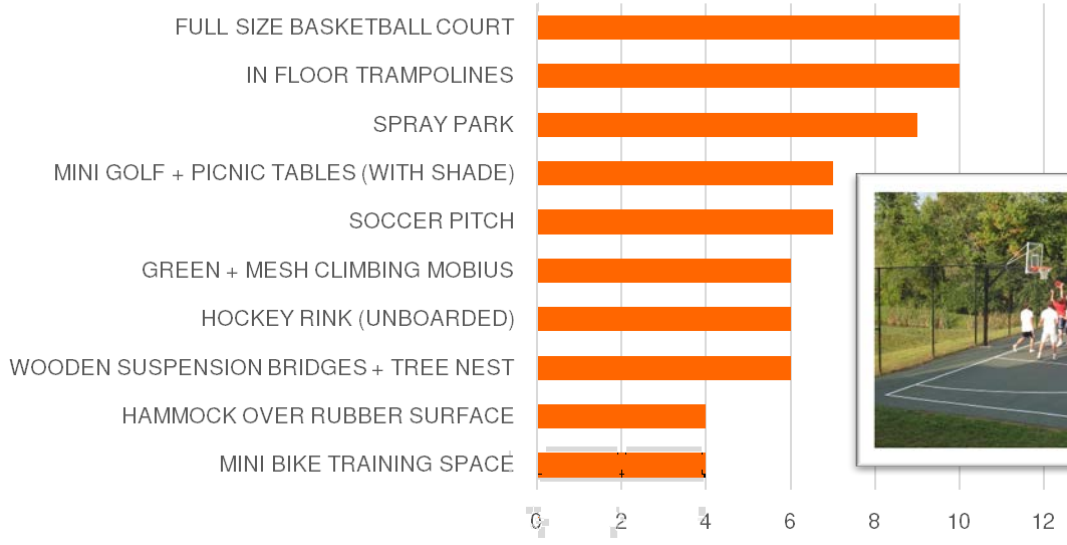


When splitting out the engagements, the group of 8-12-year-olds favoured #42 – large bowl net sharing swing as their top choice, and the teens had a joint top pick of #35 – full size basketball court and #9 in-floor trampolines. The seniors had a much more diverse range of items, making a top 10 difficult, with #29 – mini golf + picnic tables (with shade), #69 – mini bike training space, and #52 – tropical themed wood playground with sand as their three equal top picks. The main Backyard Dream engagements, which although they had a spread of most ages, were mostly attended by families, chose #28 – earth pump track as their top pick.

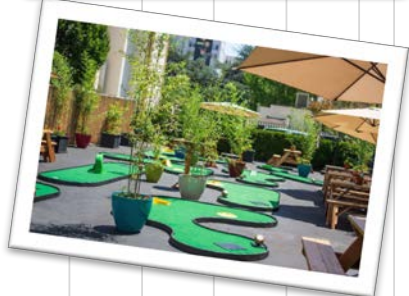
This is important to remember when designing a space for a particular demographic – although some general themes may apply, particular types of activity appeal more to certain age groups, so it is important to consult and engage thoughtfully and thoroughly.

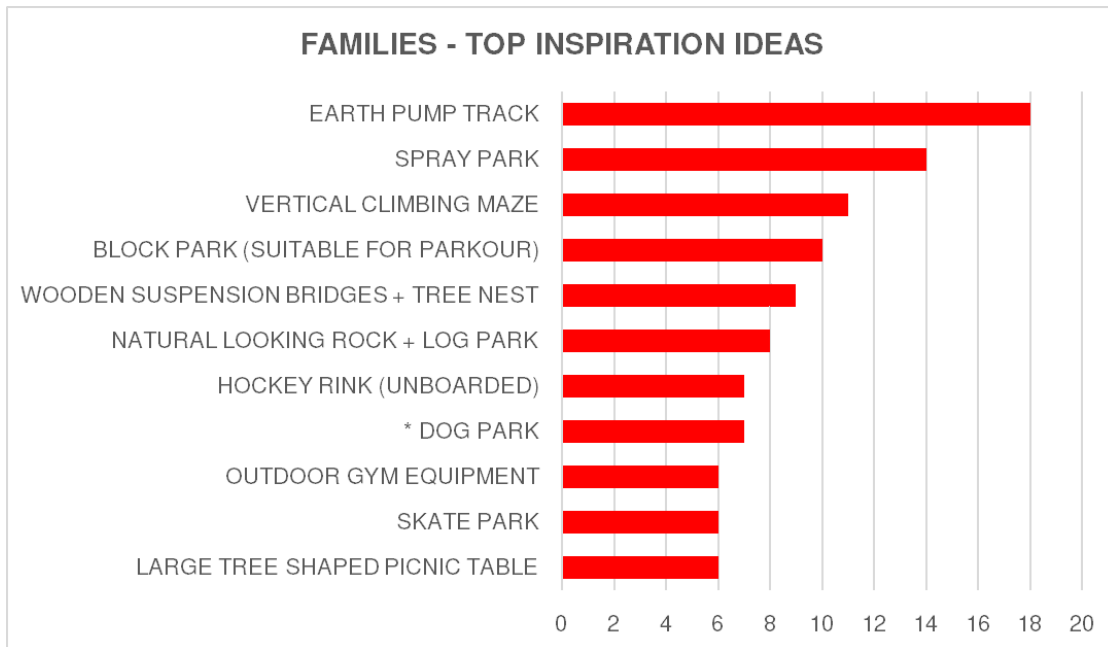


YOUTH - TOP INSPIRATION IDEAS



SENIORS - TOP INSPIRATION IDEAS



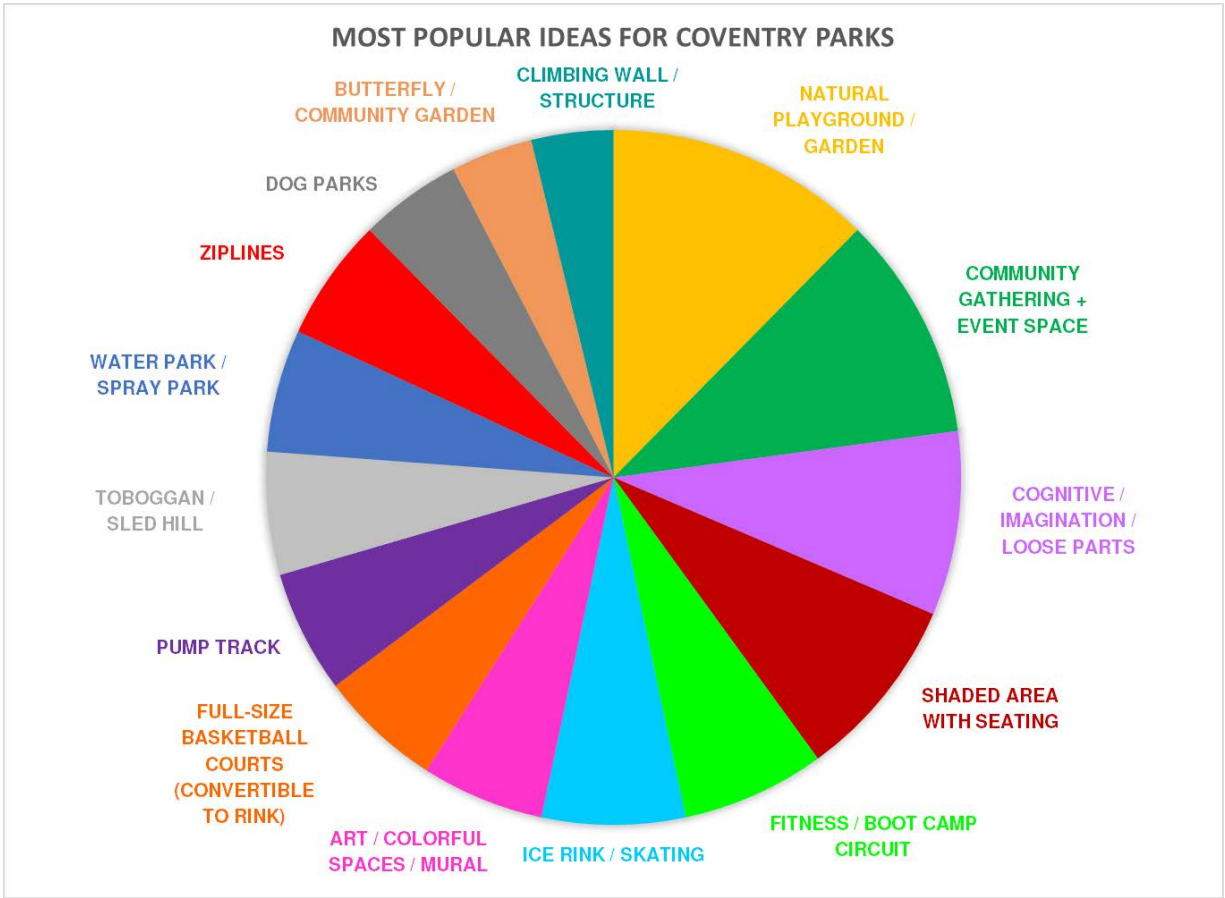


In considering *why* the images were chosen, common themes were:

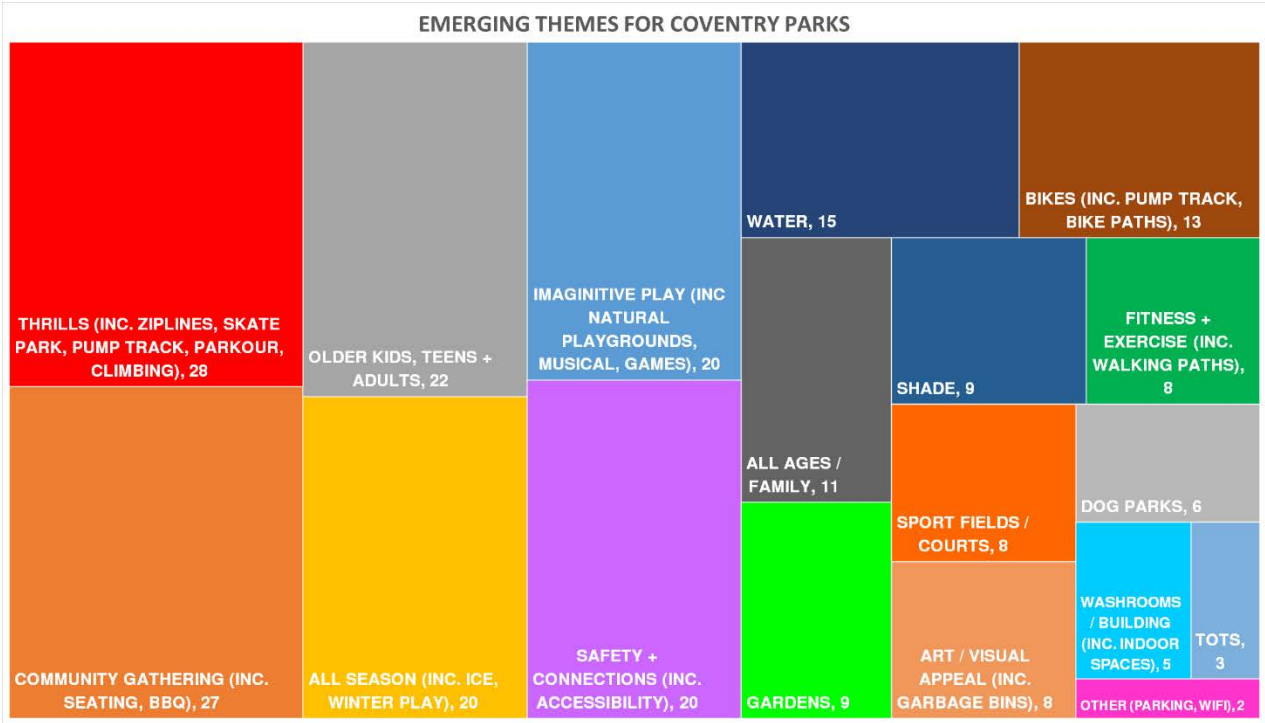
- Fun (most mentioned word)
- Community gathering / bringing people together / socializing
- All ages
- All seasons
- Multi-use
- Imagination / creativity required
- Challenging
- Exercise
- Inviting appearance / landscaping
- Safety

3.3.2 - Ideas

Many ideas were suggested by residents for the Coventry Hills parks at the Backyard Dream events, and the collated most popular ideas are shown below. The most popular in each session were used to create a list for participants to choose their priorities (see 3.3).



Analysing and condensing the ideas collected, the following themes emerged:



3.3.3 – Priorities

During the Backyard Dream engagements, participants were asked to rank or prioritize their ideas. Although some activities were mentioned by almost all groups, when challenged to prioritize what residents would like to see installed most, some of these were ranked as least important to the participants.

Collated priorities from both AM + PM groups									
<i>highlighted = above average</i>									
<i>italicised themes are combined from AM & PM</i>									
<i>blank cells = not on top 14 themes list for that session</i>									
THEME	GREEN (1st choice)			YELLOW (2nd choice)			RED (Not important)		
	A.M.	P.M.	TOTAL	A.M.	P.M.	TOTAL	A.M.	P.M.	TOTAL
(Adult) Fitness/boot camp circuit	1	2	3	2	3	5	2	4	6
Adventure/parkour/climbing wall	3	0	3	7	1	8	1	3	4
Art/colorful/mural space		1	1		1	1		2	2
Community gathering/event space	5	1	6	2	1	3	1	0	1
Dog park	8		8	1		1	1		1
<i>Full size basketball court that converts to ice rink (all season/all ages park)</i>	7	6	13	7	1	8	4	4	8
<i>Loose parts/imaginative play/educational</i>	0	1	1	0	5	5	4	0	4
<i>Natural play spaces/natural playground/gardens</i>	7	6	13	3	3	6	1	1	2
Pump Track	3		3	3		3	2		2
<i>Shaded area / shelter with seating + community/butterfly gardens</i>	1	1	2	4	1	5	2	2	4
Skatepark	1		1	1		1	2		2
Sled hill	2	0	2	0	0	0	2	2	4
Theatre + outdoor movie / craft space		0	0		2	2		2	2
Water/spray park	3	2	5	4	3	7	7	2	9
Ziplines	1	3	4	1	2	3	5	1	6

To make the results more relevant, a scoring system was based on choices being made from 14 top themes each session:

- Green was 1st priority out of 14 themes; so, 14 points
- Yellow was 2nd priority out of 14 themes; so, 13 points
- Red was last priority out of 14 themes; so, -1 points;

The rationale for red being allocated as -1 was because participants singled it out as their last priority.

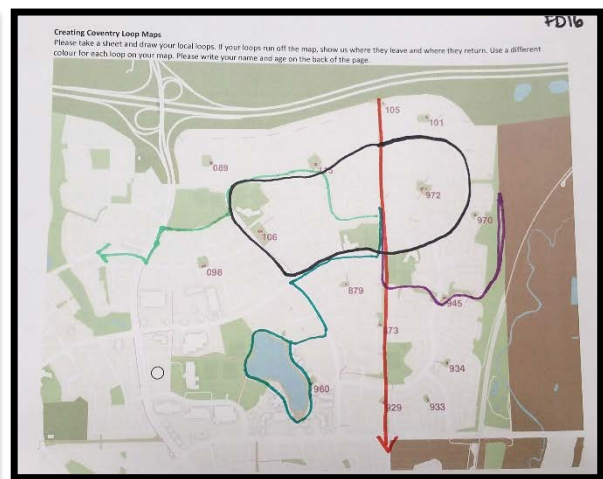
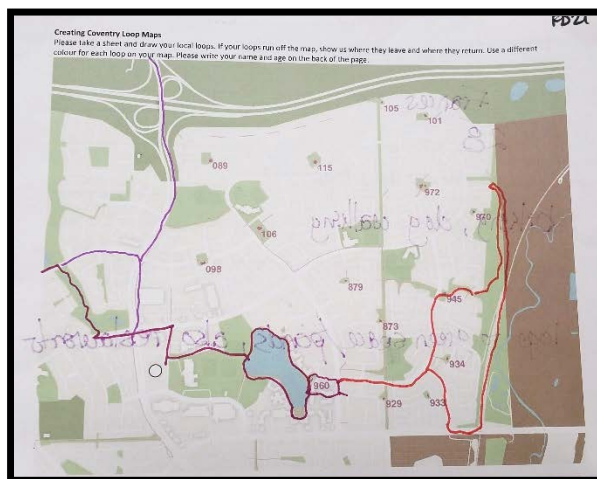
BACKYARD DREAM PRIORITIES (Ranking)	
<i>Highlighting: green = top 25%, red = bottom 25%</i>	
Theme Scores (Priority)	
(Adult) Fitness/boot camp circuit	101
Adventure/parkour/climbing wall	142
Art/colorful/mural space	25
Community gathering/event space	122
Dog park	124
Full size basketball court that converts to ice rink (all season/all ages park)	278
Loose parts/imaginative play/educational	75
Natural play spaces/natural playground/gardens	258
Pump Track	79
Shaded area / shelter with seating + community/butterfly gardens	89
Skatepark	25
Sled hill	24
Theatre + outdoor movie / craft space	24
Water/spray park	152
Ziplines	89

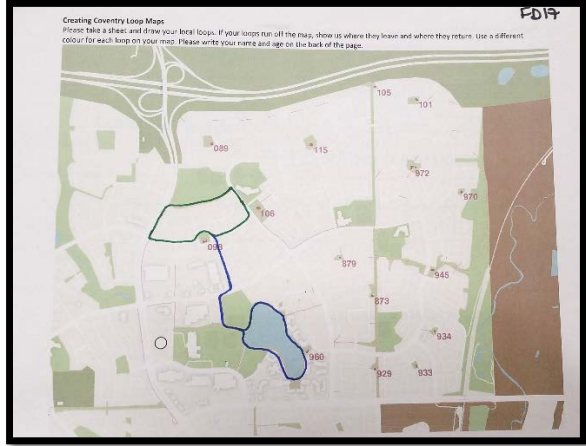
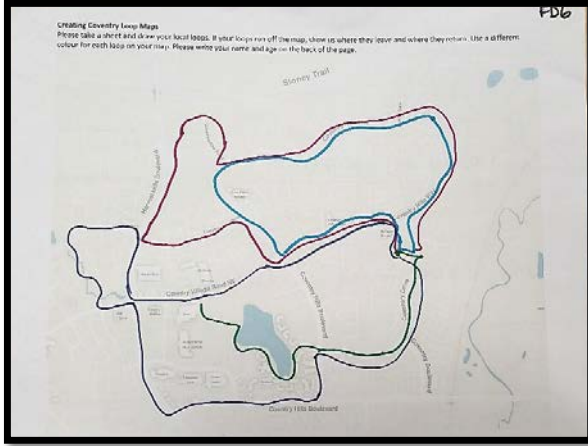
3.3.4 – Mapping

The mapping analysis has been represented in the main body of this report. The following images were taken at Creating Coventry 2 engagements and show the mapping as contributed.

Loops

Participants drew their walking and cycling routes on a map of Coventry. Examples are shown below.





External Links

Participants placed sticker dots at locations they walked to onto a map of the greater Northern Hills area.



3.3.5 – Nicknames

Residents were asked to inform us of their nicknames for the Coventry parks, on social media during a video update to the community, and at the Creating Coventry 2 engagements on Family Day and at Youth Night at Vivo.

PARK #	NICKNAMES		
	Family Day	Youth Night	Social media
1	Spider web park		Yellow park, Spider park, Backwoods park, Spider web park
2		Green Tree park	
3			Husky park, Red slide park, Twirly park
4	Husky park		Husky park
5		Twin park	
6			
7			
8			Purple park
9	Close park		The cul-de-sac park
10	Community gardens		The big park, Blue park
11			
12	Castle park		Castle park
13			The little park, The traffic square park, Round about park
14	Covemeadow Park		
15	The lake park, Vivo/Lakeside park		

3.3.6 – Siting Ideas

The analysis of the collected data, regarding what participants felt should be sited where, has been represented well in the main body of this report. The following image was taken at the main Creating Coventry 2 engagement and shows the activity stickers as located.



3.3.7 – Popularity

When asked why some parks were popular and some weren't, participants gave the following explanations:

Popular parks:

- The most used park is at Nose Creek school because it has the most fun structures.
- More appropriate for older kids.
- Dog friendly areas.
- Toddler equipment in playgrounds.
- It's close to our house.

Unpopular parks:

- In red these are near to main roads, highways, but in green near the communities.
- They are older, smaller and not as appealing.
- 11 is hidden and small.
- Need exercise equipment (outdoor perm. type).
- Need more benches for adults.
- 11 is too small.
- Parks in general are not very fun any more... Safe equipment trumps fun and there is no imagination. Most of Coventry's parks are metal bars on gravel :(
- Park closer to vivo is not appr. for older kids.
- The parks are not suitable for the whole family. Selective of age.
- They're all young child/toddler parks.
- 4 / 5 Didn't know it was there.

General comments:

- No gravels on the playground.
- Please no gravel/sand on playgrounds.
- (Re: green space by railway line) Chain link fence cutting access.
- PG 15: Playground for 6+ kids. The new playground is for toddlers.

APPENDIX 4. – Next Steps

4.1 COMMITTEES.

With 14 playgrounds and other community park spaces to plan and implement replacement projects for over the next 10-15 years, many hands will be required to make light work! The NHCA has been, and will continue to be, recruiting for help with a variety of tasks, some small and a few large, to help this project come to life.

If you are interested in volunteering, please contact the NHCA office (located inside Vivo):

Email: engage@northernhills.ab.ca or creatingspace@northernhills.ab.ca

Tel: 403-226-6422

4.2 COMMUNITY PARK ACTIVATION.

A decade is a long time, and while we work through the Creating Coventry plan, we can be building community right here in our backyard community parks. In 2016-2017, Vivo introduced the Play Ambassadors to parks in Coventry Hills, who encouraged residents to get out and have fun! With little outlay, these emissaries of #GenH inspired people to come out to play, get active, and enjoy our community green spaces.

For summer 2018, a small group of volunteers, guided by Moraig McCabe and Nicole Dawe, have already started activating our park spaces through a community picnic and Jane's Walk (May). Some pop-up community events are also being planned (from July) to animate our park spaces, foster neighbour relations and most of all, have fun!

4.3 WAYFINDING.

During the community engagements, it became clear that some of the playgrounds weren't really being used. In trying to find out why, one of the reasons that we were told in conversation (and as seen in the results of 3.3.7 – Popularity) was that people didn't know they were there. We also discovered that people needed help to find some of the lesser known pathways and shortcuts in our non-grid neighbourhood.

To help to resolve these issues and promote walking and cycling around the neighbourhood from one park to another, the Creating Coventry team is working towards the design and implementation of wayfinding around the community. In the later stages of the parks transformation process, this will be a valuable tool to direct park visitors from one amenity to another, so they can enjoy the full gamut of what Coventry has on offer, be that a social gathering space, an adult fitness circuit, a basketball court, community gardens, public library, or school.

The benefits of wayfinding in a community and parks have been well researched and published. A few great examples of community-led projects can be found at www.walkyourcity.org/, or for something closer to home, check out a recent pilot project in the Edmonton River Valley park system www.edmonton.ca/projects_plans/parks_recreation/river-valley-park-system-wayfinding-signs-for-parks-trails.aspx

4.4 DID IT WORK?

When this project was first devised, we felt it prudent to follow in the trailblazing footsteps of Haysboro CA and undertake systematic observations of our parks (see Appendix 2). This gave us not only valuable information for helping to create the Coventry plan, but also serves as a baseline to measure the success of our initiatives and park transformations against. As we continue through the next steps in the Creating Coventry journey, we will continue to evaluate our successes and learn from our failures. Watch this space!

