

Attachment D:
Two Concept Options: Habitat and Grow

Option A: HABITAT

Concept

The HABITAT theme focuses on just that - habitat - where a plant or animal lives, and gets food and water.

Three habitat types within the site support a diversity of plants and animals for visitors to discover:

A Pollinator Meadow

Meadows produce a variety of blooms that attract pollinators such as bees, butterflies, and birds.



B Shrubs and Smaller Forest Planting

The part of a forest made up of shrubs, grasses, mosses, lichens, and small trees. Most plant and animal diversity in the forest is found in this shrub habitat.



C Wetland / Infiltration

Wetlands are home to many types of plants and animals and are important food, shelter, and nesting areas for birds. Wetlands help reduce flooding and filter pollution from water.



LEGEND

▶ Entry Points

Habitat Types

- A Pollinator Meadow
- B Shrubs & Smaller Forest Planting
- C Wetland / Infiltration

Programming Features

- 1 Tall Tree Play Area
- 2 Habitat Sculpture
- 3 Nature Storyboards
- 4 Boardwalk
- 5 Insect Walls & Gallery
- 6 Nature Live-Camera
- 7 Bird & Bat Boxes
- 8 Observation Station
- 9 Forest classroom seating
- 10 Picnic Area
- 11 Single Benches
- 12 Small Hill
- 13 Fence

Option A: HABITAT

Programming Features

Community engagement feedback from 2021 provided three strong themes for future uses:

(1) Provide opportunities for play and playful elements that connect children with nature, (2) feature an educational component, and (3) provide a gathering place.



Playful

1 Tall Tree Play Area

- Tall timbers and interpretive elements are combined to create habitat-like children's play feature that also become a visual landmark for the site



2 Habitat Sculpture

- Art that provides habitat for animals and inspires interest and play



3 Nature Storyboards

- Interactive storyboards invite nature-based play and learning



4 Boardwalk

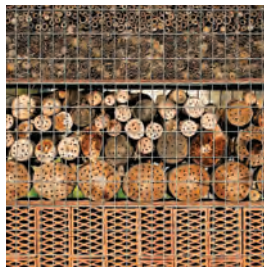
- A boardwalk around the wetland creates a play structure and allows for closer observation



Educational

5 Insect Walls & Gallery

- Walls filled with organic materials create insect habitat and transform the current bird enclosure into an insect gallery



6 Nature Live Camera

- Provides views of nests, dens, and night-time activity of animals that are usually out of sight



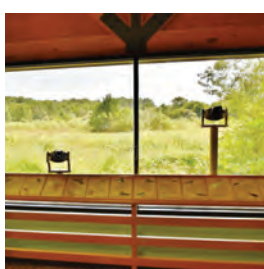
7 Bird & Bat Boxes

- Create sites for cavity-nesting birds and roosting bats; can be simple or sculptural



8 Observation Station

- Area where visitors can observe, identify, and record wildlife observations



Gathering

9 Forest Classroom Seating

- Long, continuous seating for large groups



10 Picnic Area

- Picnic and gathering area for groups and families



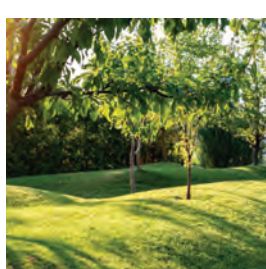
11 Single Benches

- Single benches allow rest and observation along habitat areas and on the boardwalk



12 Small Hill

- Buffers the area from the activities of the spray park and creates a hill to sit or play on



Option B: GROW

Concept

The GROW theme focuses on plants that are edible and grow well in the shade.

Three types of planting throughout the site will organise the space, encourage exploration, and educate visitors about food, growing, medicinal plants, and responsible harvesting.

A Fruit-bearing Plants

Fruit trees and berry bushes screen the area from the parking lot and road, and provide visitors with fresh fruit and easy harvesting opportunities.



B Edible Leaves, Roots & Flowers

Edible planting of different heights line the paths and create interesting views. Visitors can discover new smells, flavours, and textures by foraging, tasting, and exploring the site.



C Medicinal Leaves, Roots & Flowers

Medicinal plants will be scattered throughout the planting. Visitors can learn about the healing properties of different types of plants and sample remedies grown on site.



LEGEND

▶ Entry Points

Edible Planting Types

- A Fruit-bearing Plants
- B Edible Leaves, Roots & Flowers
- C Medicinal Leaves, Roots & Flowers

Programming Features

- 1 Hill Slide & Tunnel
- 2 Stump Steps
- 3 Plant Tunnel
- 4 Kaleidoscope
- 5 Rain Garden
- 6 Mushroom Wall
- 7 Art Shed
- 8 Garden Storyboards
- 9 Long Picnic Tables
- 10 Sky Canopy
- 11 Benches
- 12 Covered Seating/Serving



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Option B: GROW

Programming Features

Community engagement feedback from 2021 provided three strong themes for future uses:

(1) Provide opportunities for play and playful elements that connect children with nature, (2) feature an educational component, and (3) provide a gathering place.



Playful

1 Hill Slide & Tunnel

- Slide and tunnel are integrated into a hill to create a landscape play area



2 Stump Steps

- Log rounds provide natural seating and play



3 Plant Tunnel

- A living plant tunnel forms a whimsical entry into the garden



4 Kaleidoscope

- A large Kaleidoscope reflects and refracts imagery of the tree canopy



Educational

5 Rain Garden

- Channels collect and funnel rainwater throughout the site with small bridges where they cross pathways



6 Mushroom Wall

- A wood wall creates surfaces for various fungi species to grow



7 Art Shed

- The current bird enclosure is made into a carving shed for local artists to use and provide demonstrations



8 Garden Storyboards

- Interactive storyboards invite play and learning about plants and growing



Gathering

9 Long Picnic Tables

- Allow large groups to gather and share meals in the landscape



10 Sky Canopy

- Suspended rope system for drying dyed fabrics or prints; can be used for event decoration



11 Benches

- Single benches allow rest and contemplation among the gardens



12 Covered Seating/ Serving

- A sheltered seating area for weather-protected conversations or food serving

