



PLAYGROUND SAFETY AND INSPECTION WORKSHOP

Kidsafe NSW promotes the development and management of safe, creative playspaces as environments which encourage children's learning, development, activity, socialising and enjoyment.

The Playground Safety and Inspection workshop promotes:

- the different types of playspaces built for children today and how injury can be reduced through informed design;
- the development of playspaces that is both appropriate and challenging for children;
- an understanding of the current Australian Standards for playgrounds;
- the purchase of compliant playground equipment and surfacing; and
- improved inspection, documentation and maintenance regimes for playground equipment.

This workshop is presented by the *Kidsafe NSW* Playground Advisory Unit (PAU) drawing on combined qualifications and experience in Occupational Therapy, Children's Services, Landscape Architecture, Horticulture and OHS Auditing. The PAU Project Officers are UTS Level 3 Comprehensive Inspectors and experienced in conducting playground inspections. PAU Project Officers also hold Certificate IV Training and Assessment qualifications. The *Kidsafe NSW* PAU is represented on the Australian Standards committees for Playground Equipment, Contained Play Facilities and Toy Safety.



Agenda

Time	Session
8:45am	Registration
9:00am	Introduction to <i>Kidsafe NSW</i> Playspaces: experiences and expectations Challenges, hazards and injuries Managing play in playspaces
10:30am	Morning Tea
10:45am	AS 4685:2004 Playground Equipment (fall heights; fall zones; entrapment; swings; slides; spring rockers) AS/NZS 4422:1996 Playground Surfacing
12:30pm	Lunch
1:00pm	Playground maintenance issues Playground site inspection (bring your hat) Discussion of findings and prioritisation
3:00pm	Afternoon Tea
3:15pm	Documentation and playground management systems Inspiring playspaces
4:30pm	Workshop Close

***Kidsafe NSW* Playground Advisory Unit**

Locked Bag 4001
WESTMEAD NSW 2145 02 9845 0890
kidsafe@chw.edu.au kidsafensw.org