



EAGLEBY CHILDREN ON NEIGHBOURHOOD PLAY

A Child's Voice Consultation Report
December 2020

Logan Together Community Active Partnerships (CAP) is an initiative supported by the Queensland Government. Together we are working closely with the local Logan community, to try different things and find ways to get local kids active and participating in play, sport and recreation.

Getting our children active from a young age is important. It is important for physical development, mental health, socialising with peers and setting up for a healthy future. We also know that if kids are active early, then they are more likely to keep being active throughout their lives.

The Community Active Partnerships program is a way of backing local kids and families to get active during the next three years. We are doing this in some funky ways. Establishing local Neighbourhood Play Networks is one of the approaches. To set up these projects it is critical that children participate in these locally designed activities and approaches.

Read more to find out what children in Eagleby think about their neighbourhood and play.



The Voice of Eagleby Children

Eagleby Neighbourhood Play Consultation Report



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Executive Summary

Outside free play is the main way children are active, particularly younger children. One of the trends in society is a rapid decline in the amount of outside play children engage in. So, Neighbourhood Play Networks will be established in three primary locations in Logan. To support residents, build and sustain their own local neighbourhood play communities, we wanted to engage and understand what community members, and in particular children, thought about their neighbourhood and their ability to play and connect with others. In Eagleby, 36 children (aged 11 and 12) shared with us through a series of workshop activities their personal views on their neighbourhoods, the broader community, and their views on play.

Children defined their preferred places, spaces and resources with terms like 'safe' and 'appealing' and their highlights were generally accompanied by family and friends. The community pool, parks and schools are spaces where the Eagleby community is doing well in supporting children's play. The shops, where children frequent often, was seen less favourably, because of no inbuilt play areas. Children are looking for quality opportunities for play in their community. Children do not see a separation between places for them to play and the community.

When children were given the proposition to play with neighbourhood friends, most children indicated they would like to play outside where they live, every day. However, most children indicated that currently they do not play in their neighbourhoods with local friends. Children who do play in their neighbourhood, ride scooters, bikes, play with balls, friends, and siblings. Most like to swim in the local community pool. Of the children that play most outside, are those living in more secure townhouse complexes. The most significant barrier to outdoor play was not feeling safe. Most concerns related to dangers including reckless driving, dangerous behaviour of other children, crime, violence and perceived dangers such as stranger danger and children being kidnapped. Children also acknowledged that uncared-for facilities inhibited their ability to play safely. Children told us they are looking to adults to solve the issue of supporting them to play in their community and with their friends. In their 'future Eagleby', they are seeking increased adult supervision and surveillance.

Overall, surrounding the 'current' and 'future Eagleby', children highlighted the value of family, friends, fun and freedom to play. When given the chance to build their ideal community, the 'future Eagleby' would be a space that entirely integrates children's needs and wishes and their ability to play freely, independently, and safely.

The Logan Together Movement acknowledges the support and efforts of Eagleby State School in providing a platform to honour children's voice and facilitate our ability to bring their experience at the centre of our frame of work. Mostly we thank and deeply appreciate the children who contributed to this activity. The richness of the report and what we learnt would not have been possible without you.

Introduction

Logan Together is a long term, whole-of-community campaign that aims to create the best life opportunities for every child in Logan. We are committed to responses and actions that focus on providing Logan children with every chance to grow up healthy and full of potential as any other group of Australian kids.

We understand that today, children face extra challenges to being active. The amount of time Australian children spend being active outdoors has plummeted. Seventy three percent of the previous generation spent most of their childhood outdoors playing as opposed to just 13% of the current generation (Planet Ark, 2013). In Logan, the number of kids considered 'vulnerable' under the Physical Health and Wellbeing domain in the Australian Early Development Census (AEDC) is growing.

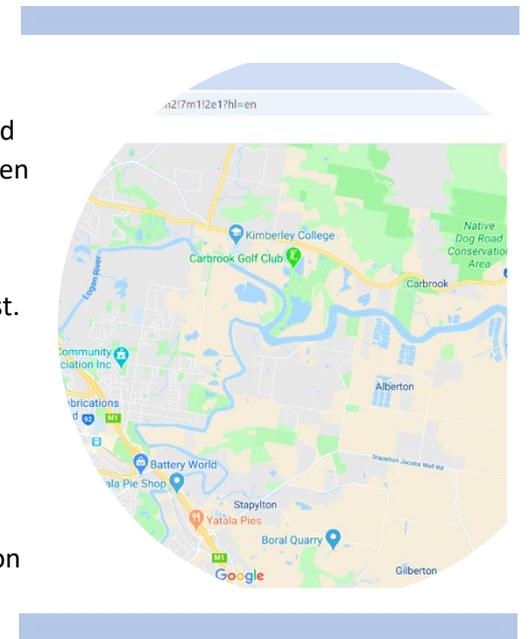
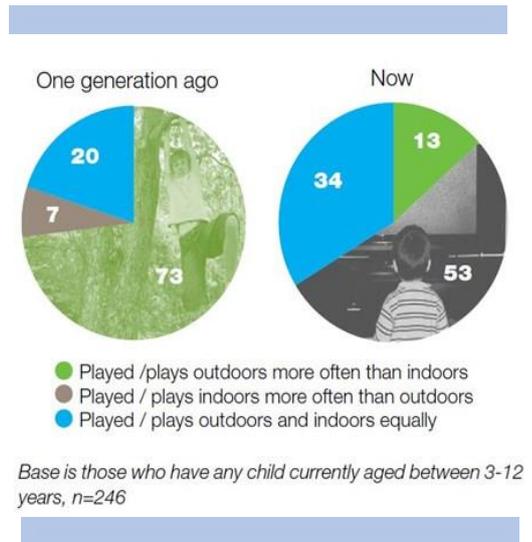
In 2015, 14.2% of Logan kids were vulnerable on the Physical Health and Wellbeing domain. In 2018, that number rose to 16.3% nearly twice the national average. Logan kids are now more likely to be vulnerable on this domain than any other measured through the AEDC (AEDC, 2018).

If we are to achieve our overall Logan Together aims of growing kids up well, we must get serious about physical health and wellbeing. The Community Active Partnership (CAP) Program is one way we are gearing our efforts to increase physical activity and encourage children, their families and communities to connect and be active for life. The CAP Neighbourhood Play Network project is about increasing neighbourhood play opportunities and supporting residents to build and sustain their own local neighbourhood play communities.

Community engagement/consultation and codesign processes are the building blocks to setting up and sustaining play networks. This report shows the early stages of this approach through the relationships built with community members in Eagleby. Eagleby children (under 15) make up 22.5% of the population (slightly higher than the state average). It makes sense, with these numbers and the topic of play, that we directly go to an informed source – the children of Eagleby.

Eagleby community is bounded by the Logan River in the north, the Albert River in the east, and the Pacific Motorway in the south and west. The area's extensive river frontages are key features of the area. However access to, and enjoyment of, the rivers and surroundings is limited. There are developed parks with playground facilities and vegetated areas left in their natural state for residents to enjoy (https://profile.id.com.au/s_eagleby/suburb-profile).

What we will discover throughout this report is the rates of participation in neighbourhood play; the level of motivation for neighbourhood play; as well as children's perception of their neighbourhood's capacity to support these outdoor play activities.



Methodology

The approach of engaging children in the consultation process, is grounded in the value held that children 'have an inherent right and capability to contribute to decisions that affect their lives' (Harris, P., & Manatakis, H 2013).

Long have we known from early childhood theories, research and practice that children are active constructors of meaning, with voices to be heard and the capacity to express their views with wisdom and insight. Children are key informants and experts on their own lives (McNaughton, 2002) and, indeed, are our best source of advice for matters affecting them (Osborn & Bromfield, 2007).

[\(http://www.earlychildhoodaustralia.org.au/our-publications/every-child-magazine/every-child-index/free-articles/engaging-childrens-voices-free-article/\)](http://www.earlychildhoodaustralia.org.au/our-publications/every-child-magazine/every-child-index/free-articles/engaging-childrens-voices-free-article/)

The consultation process was not part of a research and/or evaluation activity however the adoption of ethical and child safe practices informed the engagement and workshop design.

The workshops consisted of six facilitated sessions with 36 students (aged 11 and 12) from Eagleby State School. Participation was voluntary. The workshops included six different themes, each designed to cater for varying communication styles. Workshop sessions included:

1. Identifying our favourite places in Eagleby: drawing my favourite place in Eagleby
2. Neighbourhood Mapping: locating the places I like, the places I do not and why
3. Neighbourhood Play Mapping: where I play, who I play with, and what activities I play
4. Neighbourhood Play Human Continuum: opinion activity
5. Future Eagleby: building our ideal neighbourhood
6. Vox Pop Cubby: individual interviews on neighbourhood play

The first three activities were group activities, and children were seated at tables with 2 to 5 of their peers. After each activity was complete, the facilitator ensured there was time to talk with the children about their creations. They were asked open ended questions in order to better understand and explore their points of view. This was done to ensure that the recorded information was captured with the child's lens, and to avoid adult interpretations.

A collection of visual depictions
created in Workshop Activity 1 – My
Favourite Place in Eagleby



Activity Sessions and What We Heard

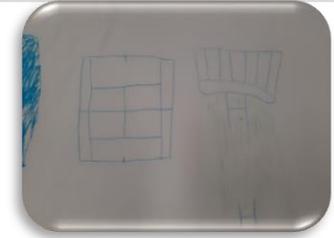
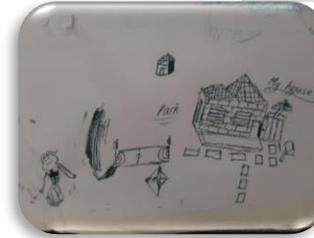
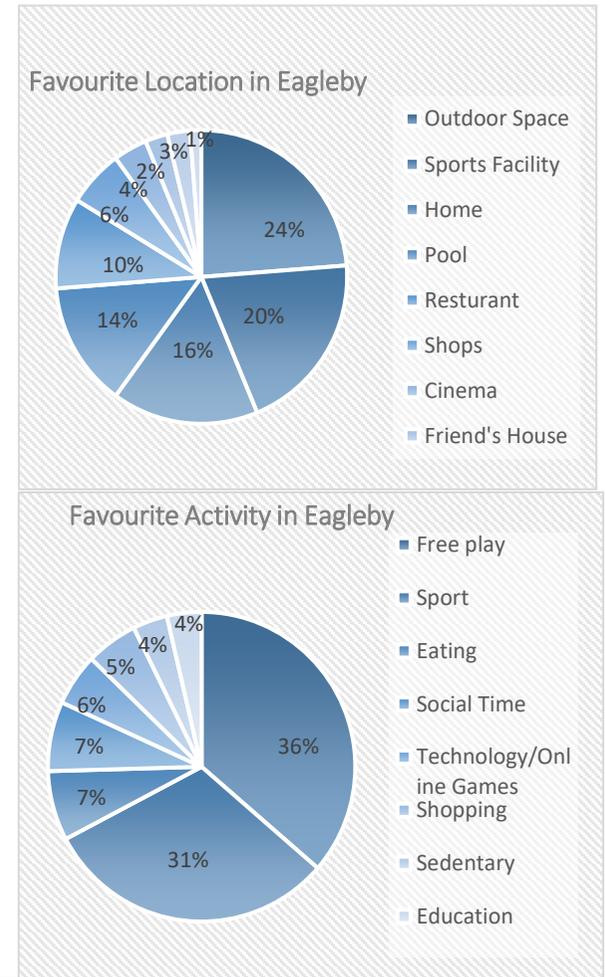
Activity 1	My Favourite Place in Eagleby
Purpose	To understand where children identify where their favourite places are in Eagleby

Children’s Insights When children identified their favourite place in Eagleby, their responses about ‘place’ were inextricably intertwined with activities. Children shared who accompanied them at their favourite locations. For example, some children identified that their favourite place was at a park because it allowed them to spend time with their family.

Twenty-four percent of children identified their favourite location as an outdoor space such as a park, beach or the Eagleby Wetlands. This was closely followed by ‘sports facility’, which was identified as a favourite location by 20% of children. Examples of sports facilities included basketball and netball courts and rugby fields. Sixteen percent of children referred to home as their favourite place, as they can undertake many of their favourite activities there, such as playing, socialising and eating. Of note, the ‘pool’ was ranked 4th however it was a recurrent theme, children expressed consistently throughout the day, as a place of significance.

Of the activities identified, 36% involved unstructured, child-led free play (self-directed). Examples of these activities included playing in the park, playing at home and playing with friends and family. This was closely followed by sport activities at 31%, which were largely child-organised games. Sporting activities included basketball, rugby, volleyball and karate.

Findings The children’s preference shows a favourable value to being outside (58%) and being physically active (67%). By thematically mapping the children’s favourite places in Eagleby, we could see location choice was based on what they are doing and who is with them. Children valued spaces that supported them to be independent, active, and spend time with friends or family.



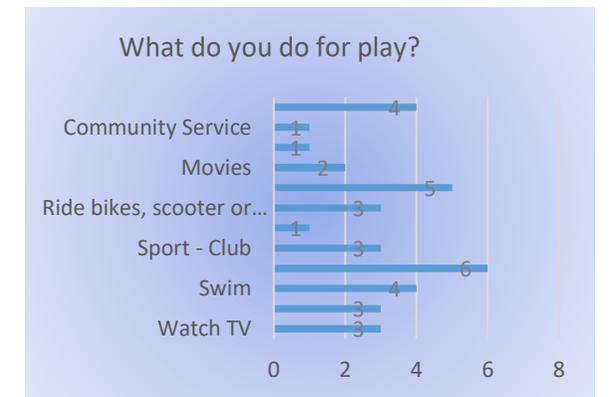
Activity 3 Neighbourhood Play Mapping

Purpose To extend our understanding about friends, connections and where and what Eagleby children did for play.

Children's Insights Extending on Activity 2, children provided visual depictions that further represented their places of interest but built on where their friends lived, and where and what they did for play. Only 2 children said they had friends they play with in their immediate neighbourhood. Children were asked to consider what they do after school, or what they were looking forward to most during the school holidays.

Home, shops, and parks (of various types i.e., theme parks or skate parks) are where children play most. Notably only one comment was made about the neighbourhood being a place for play. Playing with friends outweighed all others by more than double and self-directed sport seemed to be the most common play activity children identified.

Findings Ultimately, children identified activities mainly in an outdoor setting, often accompanied by friends or family, however there is still a significant percentage of children indoors using sedentary type activities for play. The shops are the biggest space where children play. These places are not typically designed for play and Eagleby has no shops with inbuilt play areas. Play in this regard means a space to spend time with friends.



Activity 4 Neighbourhood Play and Human Continuum

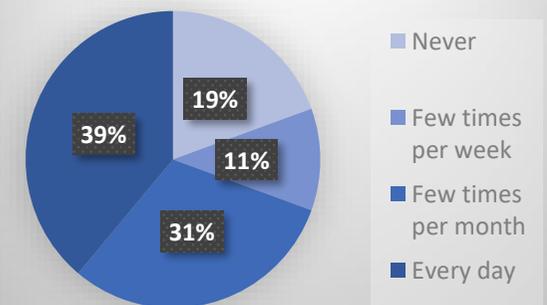
Purpose To clarify with the children their participation, perspectives, motivations, and other thoughts on outdoor play and their neighbourhood's capacity to support them to play where they live

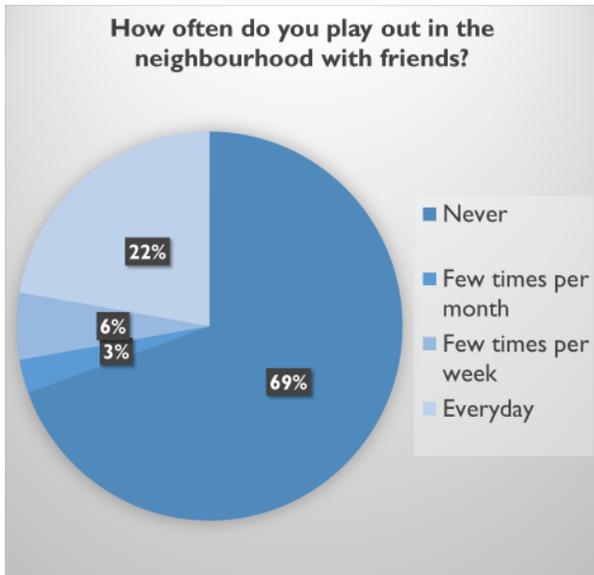
Children's Insights A higher proportion of children stated they play outside every day or at least a few times a month. It is noteworthy that 19% of children stated they never play outdoors. Sixty-nine percent of children indicated that they do not play in their neighbourhood with friends mainly citing safety concerns and/or friends living elsewhere. Seventy percent of children mentioned they would like to play outside with friends every day or a few times a week with the remaining 30% preferring to stay indoors. When directly asked about playing in their neighbourhood and safety, over half indicated it was unsafe because of issues like unsafe drivers, fear of abduction and violence. Twenty-five percent of children considered their neighbourhood very safe for playing because they live in a gated community. Finally, children were asked if their neighbourhood needed changing or if it was perfect as it is. A resounding 94% believe change is needed (see page 9 for detailed breakdown of children's insights).

Findings The children's input suggests a higher proportion of children would like to play outdoors and preferably with friends. A recurrent theme of feeling unsafe to play outside was voiced. Children were nearly unanimous in their thought that their neighbourhood needed changing. Options included increasing more space to play such as green spaces, skate parks or tree houses to name a few. There was also a desire for cleaner living, with some children stating that "houses are not very clean.... lots of rubbish in yards". Exploring and deepening our understanding of what children are doing in their leisure time and the quantity and quality of physical and social activity, both in and outside of their home, would further help understand how to support children be more active

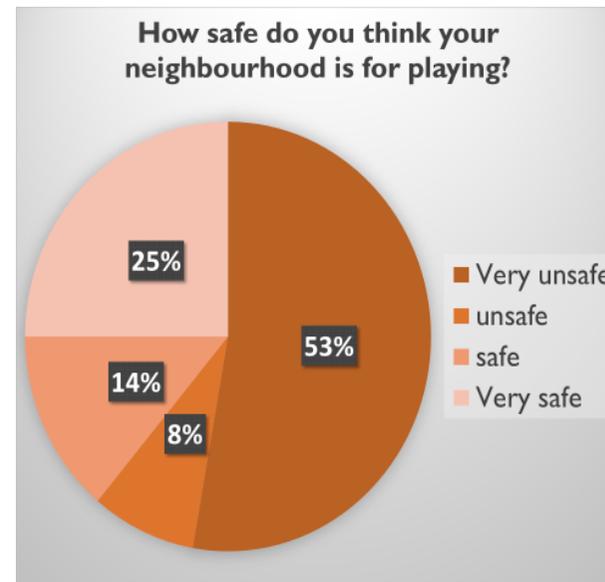


How often do you play outdoors?

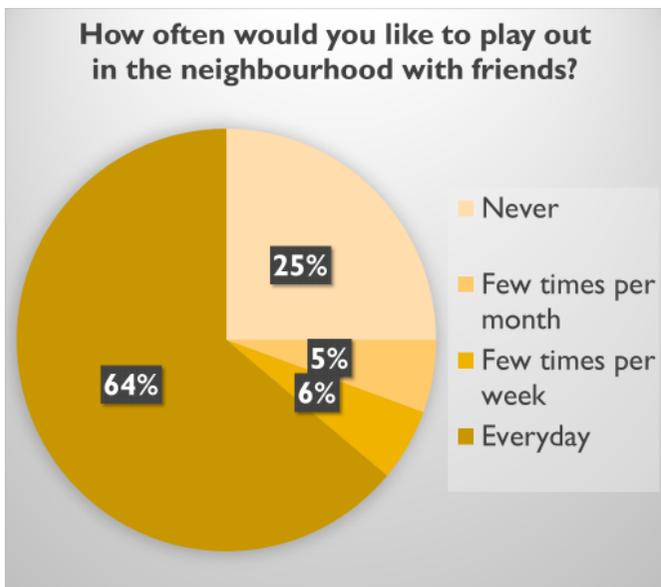




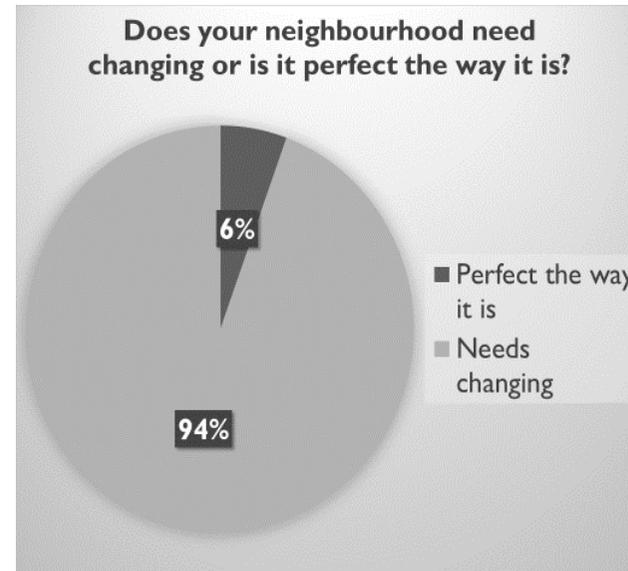
- COMMENTS
- Too dangerous
 - Too lazy to walk outside
 - No one to play with
 - I used to, but now I don't
 - Kids in my street too little for me to play with
 - Not allowed to go outside
 - Friends don't live near me
 - No friends
 - No friends in my street
 - I live on a main road
 - Play with my friends in the complex
 - I play with my brothers and my mates
 - Kick the rugby ball
 - Play hand ball
 - Ride bikes and scooters
 - I play with my next-door neighbours
 - I throw the ball
 - Go to the swimming pool
 - Ride scooter and go to the shops
 - We live in the same street as each other
 - We go to the pool



- COMMENTS
- People who drift in cars around corners
 - There was a guy on a motorbike revving it up. He took off and car came and he swerved and road it up on the path
 - Too many predators
 - People come zooming around the corners every second
 - Gun shots in my street, some in my driveway had a gun pointed to his head
 - You could get kidnapped
 - Someone could take me
 - I feel safe because we live in a complex
 - Because there are no roads, I live in a complex
 - They are all scared, no one wants to fight me
 - Not that many cars coming in my street
 - My old man is a coconut heads - means no one would dare mess with me



- COMMENTS
- I want to play volleyball
 - Get away from annoying sisters
 - I like play sport outside
 - We swim in the unit pool
 - I got my friends place to ask him to play and he never wants to play
 - My friends live too far away
 - I would like to go to the pool
 - I would like to play out in the neighbourhood more
 - I like to stay inside
 - Everyone is rude to me
 - I don't feel safe
 - I don't feel safe



- COMMENTS
- Our neighbourhood is just perfect
 - Needs to be less people in the world
 - Needs to be more speed cameras
 - Houses are not very clean
 - There is lots of rubbish in people's yards and when there is lots of rubbish people are not so happy
 - More places to play
 - More green open spaces
 - More space
 - More space in our complex to play
 - Places for people to chill out
 - Tree houses
 - More skate parks
 - Closer pools
 - More sports

Activity 5 Eagleby Children’s Ideal Neighbourhood

Purpose To inform grown-ups what Eagleby children would like to see in their ideal future neighbourhood and broader community

Children’s Insights The children were given a challenge to imagine what they would like Eagleby to look like by 2120. A three-phase approach was used through this activity and nothing was off the table. When asked ‘what are important things to consider when planning ‘future Eagleby’, children highlighted practical, personal and community areas for consideration like shops, school, roads, safety, health and family. With imaginations allowed to soar, children expressed improvements that focused extensively on areas of play i.e., water theme park, hover board skate park, surfboard park, and floating kids play area. As they settled into this phase, the children started introducing amenities such as a train station, a high school, a sports stadium, a gaming centre, more play spaces, and picnic areas. Children considered amenities that would improve their community and quality of life. Other comments alluded to previous reflections on ‘safety’ and suggested, “build a gate around Eagleby and make Eagleby bigger”, inferring the need for more space to build all the ideas put forward.

The next phase sought to prioritise their ideas and hone-in on a good starting point. Once again, the children produced practical and thoughtful considerations with houses and hospitals given immediate priority followed by a pool and supermarket. A school that catered for day-care, kindergarten, primary and high school was next, along with an electricity generator. Bouncy roads were next as well as police. At this point they finished and were ready to start building. It was then pointed out that they did not ask for any play areas, sports space or green spaces. This was then added as the last priority area.

In groups, the children were allocated 2 priority areas, except one group, who were given the task of building the outdoor play space. For 40 minutes, the children worked together on their presentations, detailed in Appendix 1, which shows the amazing ingenuity and creativity of these children.

Findings Of the nine domains built in the ‘future Eagleby’, six of them supported active outdoor play, and five of them came with dedicated play spaces, except for the power generator, hospital, and police station. The roads were made bouncy to support children with their play and the supermarket came with an indoor pool. All were set amongst nature and included trees, rocks, a central river and other water elements.

Outdoor play area

The dedicated play areas built catered for creative, risky or adventurous play, with climbing walls, large slides, trees to climb, water for swimming, rivers to play in, high structures for children to jump from, sand pits, swings, ladders and tunnels to crawl through. The children were still considerate of other needs and added toilets to public spaces. They also built sport fields, basketball courts, soccer fields and wide-open green spaces that are open for all types of activity. Priority was given places to relax and hang out with their friends and just socialise.



Findings Cont.

Several key themes emerged from what the children were telling us about the type of community they would like for their 'future Eagleby':

1. Increased surveillance - The education facility was designed with extensive security including an abundance of cameras. This was not a wide-open space, more a place for containment and protection. The 2 storey police station, with 50 officers, (just for Eagleby), suggests that children see police are necessary to address safety issues highlighted throughout the various sessions.
2. Opportunities for fun, out in the community with friends - Most of the domains built included outdoor play elements incorporating face to face activity with friends, even the roads. This highlights that children want space to hang-out with friends. The community pool was given prominence in planning. Children built sport facilities that are not currently accessible. The children placed basketball and netball courts, sports fields in public spaces.
3. Children's plans support their health and wellbeing – Without discussion or planning, the children's plans catered for their developmental, physical and literacy needs.
4. Shops are important - Children seemed to observe a lack of shops and expressed need to improve what is already existing. The shops were more than a space for children to buy items. Shop is another safe space for children to meet with friends, hang-out and have fun.
5. Nature is important - In every domain, except the power generator, the children included trees, rivers, creeks, forest areas, water large green spaces. This suggests children do not want a community that does not include nature.
6. Demonstrated consideration - The children rose to the occasion providing ideas of how the community should be shaped to improve the quality of living for all. A hospital, the day-care and kindergarten, the parks and green spaces, the police station, the power generator, the mall. These were priority areas they wanted to build, and all are community assets. In building these spaces, the children demonstrated how their needs could be catered for.
7. Children want a community with people in it - The children made few remarks about improving their homes or creating conditions that kept them indoors. Ninety-nine percent of the elements built, promoted active community citizenship, and encouraged people to be out, connecting, and active. They imagined a future where Eagleby is filled with people being safe, social, and having fun.
8. Children's inclusivity - Comparing the future-space and the current community identifies the areas where they feel their needs are not met. Current planning appears to compartmentalise children to certain spaces of the community e.g., school, parks and pools. However children don't see themselves as separate community members requiring separate spaces. They see themselves as community members belonging to all aspects of the community - the parks, paths, shops, roads, schools, hospitals, even the police station.



Activity 6 Vox Pop Cubby

Purpose To provide children with the opportunity to share their thoughts, ideas and concerns surrounding play without the pressure of anyone watching or listening.

Children's Insights A private child-friendly and safe sound studio space was set up and the children answered the following questions via a tablet:

1. What are three words to describe your neighbourhood?
2. Where do you play? Who do you play with? What do you do?
3. What would make your neighbourhood better? (and whose job is it to make it happen)

Ten children chose to record their thoughts. Of these 10, 26 comments were collated. Fifty eight percent of comments described their neighbourhood positively, with one-word responses such as 'nice, fun, amazing, caring and kind'. Thirty four percent of negative comments were more detailed, "I don't have a third word because there isn't much that happens there", "Very boring, not many young ones living there, basically a retirement...", "Sometimes there are bad things", as well as words such as scary, whacky, and boring". The remaining 8% of comments were neutral.

A higher proportion of comments stated, when playing outdoors, the children use community parks and the pool. The remaining comments suggested children play in their neighbourhood or at home. Most children play with friends and family, with only one child saying they play alone. Most children (9 of the 10) said their activities were physically active, while only one said they played mostly with a screen. The responsibility to make things happen in their neighbourhood, was evenly split between self-responsibility and others. 'Others' included local government, builders, gardeners (in relation to constructing more parks and playgrounds). However, they named themselves in relation to finding more activities to do to address their boredom. The child who said they would like the neighbours to not complain as much, said "It's really their job because I can't change how they act or anything".

Findings Generally, we heard children are looking for more opportunities to hang out, socialise with friends, have fun and be outdoors. Dominant comments included more parks and playgrounds with a few re-affirming the need for safety and surveillance. Consistent messaging is that children enjoy time for fun with family and friends.



"Caring, cause they (our neighbours) always care for us."

"I don't have a third word because there isn't much that happens there."

"(More) Playgrounds and parks. Anything outdoors. Because of the amount of people who sit inside and do nothing. I think there are a lot of people who do nothing."

"Ride bike, scooters or play on the swings at the park."

"Strangers, but we'll make friends in a while."

"My phone has a lot of apps, so I love it."

"I play with my two friends who live in the complex."

"I don't play with anyone because no-one is near me."

"The more we help around the area, the more it will get better."



"Kids hotel. Where we could go when parents are busy. There could be education on one side, and we could have fun on the other. Open to any age, teen and below."

Conclusion

Eagleby Children on Neighbourhood Play

The six workshop activities facilitated rich, insightful, and sound reflections from the children of Eagleby, about neighbourhood play, with several key themes emerging in both the current and the future Eagleby. Through their creativity, words, and actions, they expressed very clear views on the value of being active in outdoor spaces that are safe and preferably with family and friends.

Children saw the entire community as a place that could be fun and a space for connection. In the 'future Eagleby', children integrated themselves and their outdoor play needs, into numerous community elements - even the roads. Children built sport facilities that are not currently accessible, such as soccer fields, basketball, and netball courts. These are places for children to be active and together. Specific to "neighbourhood" play, children designed houses grouped in community clusters with play spaces, where access to local friends would be easy and abundant. No roads were noted in these spaces.

Children observed a lack of shops and expressed a need to upgrade what already exists. The shops were more than just a space for children to buy items, they are another safe space for children to meet with friends, hang-out and have fun. Nature was important and included in almost every aspect of their community design.

Repetitively, throughout the workshop series, was the presenting challenge children felt with playing outdoors and keeping safe. Even the education facilities where children spend most of their time, were designed with extensive security. This included an abundance of cameras and a wall wrapped around the school designed for containment and protection. Additionally, the extensive two-storey police station, with 50 officers, (just for Eagleby), suggests the children see police presence as necessary to address their safety concerns. Overall, the "safety" design elements demonstrate that children see the current level of surveillance as insufficient to support their capacity to play safely in their local area.

The children made few remarks about improving their homes or creating conditions that kept them indoors more. Ninety-nine percent of the elements constructed, promoted active community citizenship, and encouraged the people to be out connecting and active. They imagined a 'future Eagleby' filled with people feeling safe, being social, having fun, and being healthy.

The children demonstrated throughout the consultation process, that they can contribute creative, resourceful, and practical advice. They rose to the occasion when given the chance to provide their ideas of how they think the community should be shaped to improve the quality of living for all. The ideas and solution the children built, supported the entire community, not just children and young people. Priority areas they wanted to give effort to and improve included the hospital, day-care, kindergarten, the police station, the power generator, and the mall. All these resources are community assets and were given precedence over parks, green spaces and sports facilities. All these priority areas are not dedicated play spaces, however the children cleverly designed themselves into most of them.

"It's better for the kids to answer these questions instead of adults, because adults can do whatever they want with the place, but they don't actually know what would benefit the children"

Bryson - 12 years old

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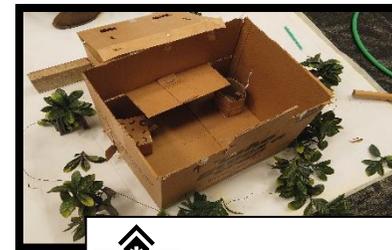
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Appendix 1 - Eagleby Children's Ideal Neighbourhood



Housing : Children built multi-storey futuristic homes, large homes, with large windows. The children prioritised space, trees, play structures, shade and outdoor gathering spaces.



Hospital : Children built a large structure, with nicely set out gardens, welcoming FRIENDS sign at the front, technology, elevators



The Mall: This group built two large two storey structures connected by an escalator. The upstairs area on one building had an inside pool. Many shops including Foot Locker, Cineplex, City Beach, a Gaming Centre as well as food markets and fast-food outlets. They made mention of replacing the existing IGA with an IGA Super. These comments suggest that children would like to see improved shops, a greater diversity and creating more shops where children can connect and have fun. The community pool featured heavily throughout the entire 'future Eagleby' discussions, so it was interesting to see they combined the swimming inside the shops, seemingly linking their two favourite things to do; swim and go to the shops.

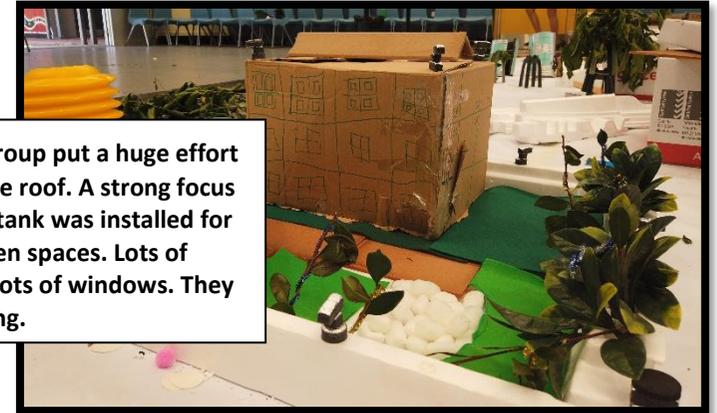


Water Theme Park: Children built large generous swimming areas. Trees were added to the area, and children took great care in decorating the bases of trees to make them look nicer. Traditional swimming lanes were built. Also included were floating islands, shade structures, a diving board, slides, sun beds and floating pontoons

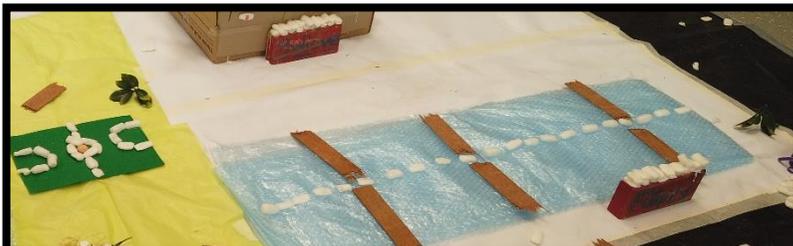




Day-care, Kindergarten, Primary School and High School This group put a huge effort into accommodating all levels of education and care for children under one roof. A strong focus was on surveillance with security cameras installed everywhere. A water tank was installed for water, along with sand pit, shade structures and lots of trees and green spaces. Lots of opportunities to play were created. The building was 3 storeys high with lots of windows. They built the whole structure within a compound-like setting.



Electricity generator: The children considered the power needs of the community in designing their 'future Eagleby' and seemed to cater for green energy sources. The group built a structure that looked capable of catering to the power needs of their community. This structure comprised many intricate parts such as solar panels, storage units, chimney stacks, ventilation hoses, water ponds, and what looks like an aerial or antenna.



Bouncy Roads The thinking behind the suggestion of future roads being bouncy was driven by a few considerations including safety, a future energy saving idea as well supporting their play and activity interests. The children said if the roads were bouncy, it would not hurt when they fell off their skateboards, scooters, and bikes. It would also slow down cars which would reduce potential hazards. Other benefits included it would make travel more fun and save power by bouncing. This idea shows amazing ingenuity and creativity, combining the considerations of future energy reduction as well as catering for the needs of drivers and children. It also addresses speeding car concerns the children had mentioned.





Police station Increased surveillance and security were solutions to the safety concerns dominating a lot of the day's discussion and were present across many areas of the community they built. The police station was significant in size to hold 50 police. It was also a very welcoming building with the word BELIEVE written across the front door. Trees were used to decorate the space. A transparent floor and trap doors were installed to support the police to monitor prisoners below. An interesting message to the community was prominently positioned on the side of the station stating, 'You Be Bad, We Get You'

