



AUGUST 2014 v1

# HUNTERVILLE REPORT

# CONTENTS

1.	SUMMARY	3
2.	LONG TERM PLAN	4
3.	THE DETAIL	5
4.	AGILE PLANNING PROCESS	7



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CLIENT: Rangitikei District Council  
Version 1: 26/8/2014





# 1. SUMMARY

## Kids, can you help me find my sheep?

Creative Communities International (CCI) was engaged by Rangitikei District Council to conduct an Exploring Possibilities Workshop in Hunterville on Saturday, 23 August 2014.

David Engwicht shared the basic principles of place making with participants before leading the participants on an exploratory walk of the town centre.

It was on this walk that the idea of a children's adventure trail, leading from the dog statue to the flock of sheep in the centre of town, was conceived.

Participants then brainstormed ways of implementing this adventure trail. A steering group was formed and it was decided to start with the end-point of the adventure trail, the village green in the town centre.

The group will organise the makeover themselves, using the Creative Communities agile planning model. Creative Communities will review plans as they emerge to ensure they embody good place making practice.





# 2. LONG TERM PLAN

- 1 ENTRY SIGNS inviting kids to help {name of dog} find his sheep. Physical "tent" to indicate camping ground
- 2 PLATFORM around dog sculpture to make it more interactive. First clue on the trail.
- 3 BRIDGE MAKEOVER - paint and make funky. Next clue.
- 4 PARK make more family-friendly. Paint fence "playground" colours.
- 5 TOILET BUILDING - paint funky colours. Make it a tourist attraction in own right.
- 6 HIGH STREET CROSSING - remove car park either side and create a farm-style gateway. Sheep hoof-prints across the road.
- 7 GATEWAY - same gateway as six. Story of lamb who got squashed because she did not look both ways before crossing.
- 8 BUSINESS SUPPORT - businesses give out a playing card that explains the trail and a reward (e.g. chocolate dog) for anyone who finds the sheep. They also add their own enhancements to the trail.
- 9 THE VILLAGE GREEN - this space becomes the town square with sheep grazing on the grass.
- 10 THE SHEERING SHED - old fire station can become an extension of the experience and possibly a place where families can have an indoor picnic.



## PROJECT PRIORITY LIST

1. Name the dog competition
2. The Village Green - Town Square (9)
3. Platform around dog (2)
4. Remove car parks and create crossing points on High Street (6) & (7)
5. Bridge and play area (3) & (4)
6. Pull together as a trail. Entry signs. Clues. Playing cards. Retailer involvement.
7. Toilet block (5)
8. The Sheering Shed (10)



# 3. THE DETAIL



- These entry signs should invite children to “help find the sheep”.
- The fact there is a camping area should be indicated with a real (or replica) tent on the grass.



- The painted bridge is the first step in the adventure



- Fence and toilet block can be painted to reflect the adventure trail theme and draw the eye as people drive down the highway.
- A super sized toilet graphic should be added to increase visibility of toilet



- A raised deck around the sculpture will allow children to interact with it and also increase visibility.
- Ensure town name is included in deck so it appears in tourist photos.



- These tables need upgrading. These should be supplemented with “little-people” chairs and table.
- One option is to replace them with picnic rugs and picnic baskets with menu of items available from local shops - managed by local businesses.



- One parking bay to be removed on both sides of High Street so children are not walking between parked cars.
- Crossing points are marked with farm fencing and hoof prints on road.



# THE VILLAGE GREEN

9



*Suggest removing this raised garden section and making entire centre island flat lawn*



*Loose furniture or platforms will encourage people to make themselves at home*

This space should be a civic square for locals and the destination point for the adventure trail



# 4. AGILE PLANNING PROCESS



This is the next phase. Creative Communities will review work plans as they are developed to ensure they meet the overall place-making objectives of this project.

## 1 FRAMEWORK

### 1.1 Place Making Framework

- An overarching place making strategy
- Potential early initiatives.
- First early initiative.
- Process for delivering first early initiative with clearly defined roles for all players.

MILESTONE: Sign off on Place Making Framework

## 2 BASE PLAN

### 2.2 Base Plan early initiative one

- Principles and concept plan for first initiative
- Scope of work
- What client is putting in Resource Bank

MILESTONE: Sign off on Base Plan

## 3 WORKSHOP

Participants:

- 3.1 Refine Base Plan
- 3.2 Create resources bank
- 3.3 Generate ideas & select design elements
- 3.4 Nominate Drivers
  - Drivers oversee the implementation of one design element
  - Ideally there are one or more people who are the coordinator/s of the project.

MILESTONE: Drivers identified

## 4 WORK PLAN

Drivers meet on a regular basis:

- 4.1 Preliminary action-plan prepared by each driver
  - Proposed design, materials needed, approvals needed, and proposed budget.
  - Creative Communities reviews action plans and design concepts
- 4.2 Budget allocation to each subgroup
- 4.3 Overall work plan
- 4.4 Subgroups prepare for makeover
- 4.5 Prepare sequence of activities for makeover

MILESTONE: Sign off on Work Plan

## 5 MAKEOVER

Ensure someone is responsible for each of the following:

### 4.1 Morning briefing session each day

- Schedule for day (have this displayed somewhere) including meal breaks and end of day celebration.
- Groups that will be active. Visibly identify groups – e.g. coloured armband, T-shirts or hats.
- Leaders of groups (visibly identify leaders).
- Site safety issues and safety board.

### 4.2 Site safety

- Have a designated site safety officer.

### 4.3 Documentation

- Someone to document makeover – photo and video. Be sure to get before and after pictures.

### 4.4 Catering and end of project celebration

- Ensure lunch and tea breaks are provided for. These are prime team-building times that let the volunteers know they are valued.
- Have an end of project celebration.

MILESTONE: Celebration of completion

## 6 REVIEW & ADJUST

Drivers and other stakeholders meet:

### 5.1 Review

- What is working well? How can we make it work even better?
- What needs changing or fixing up?
- What did we learn from the entire process? How would we do it differently next time?

### 5.2 Adjust - make changes

### 5.3 What is the next project?

- Revisit the Place Making Framework. Adjust if necessary.
- Choose next project.

MILESTONE: Space and Framework both adjusted