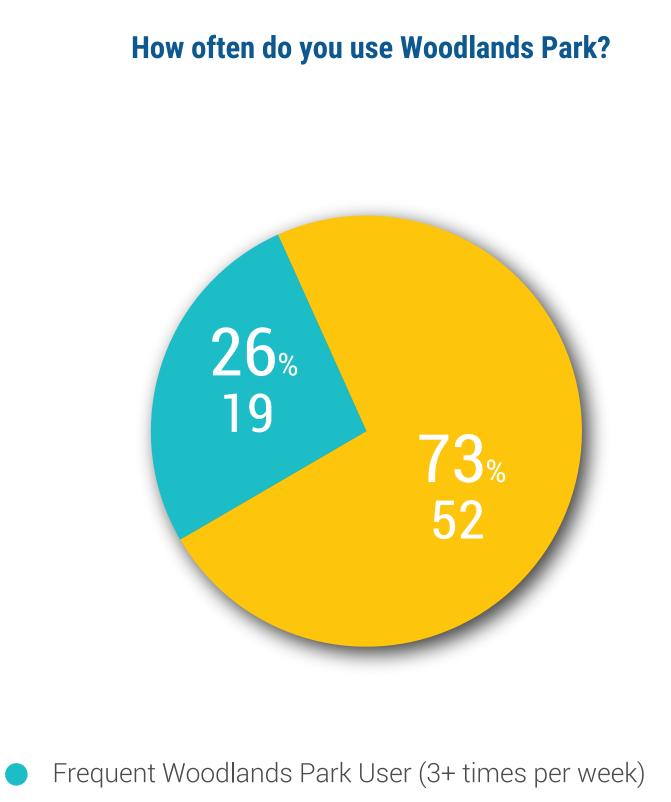


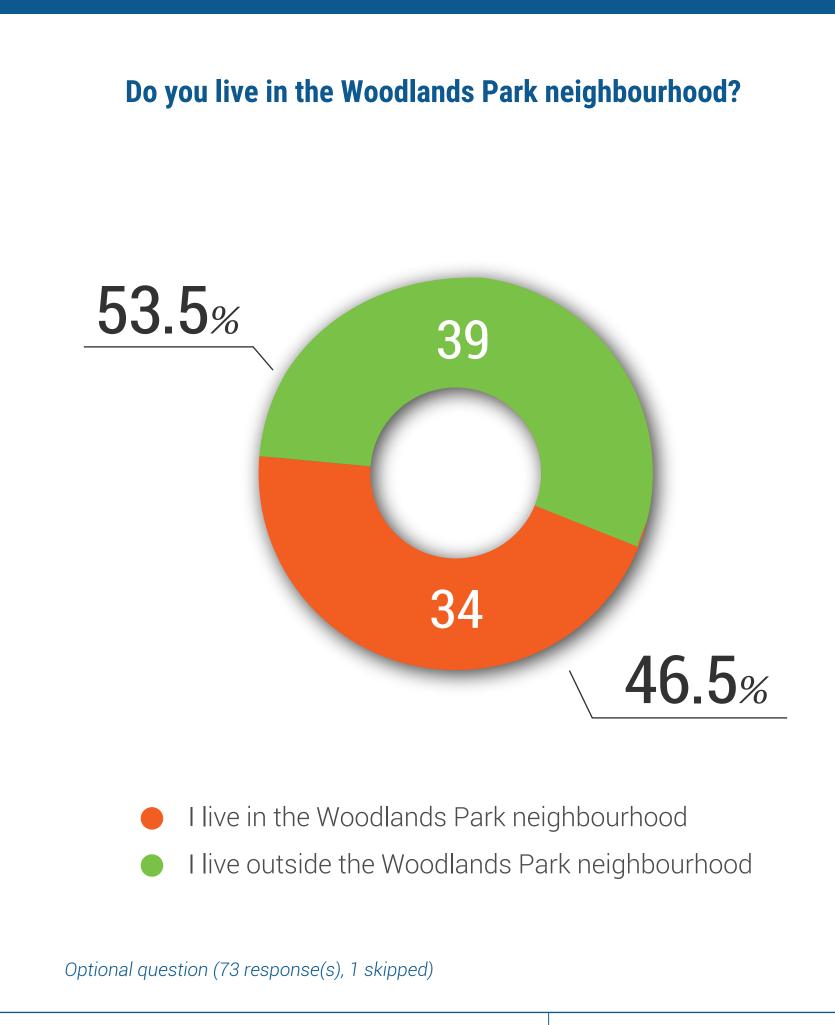
Woodlands Park Enhancements

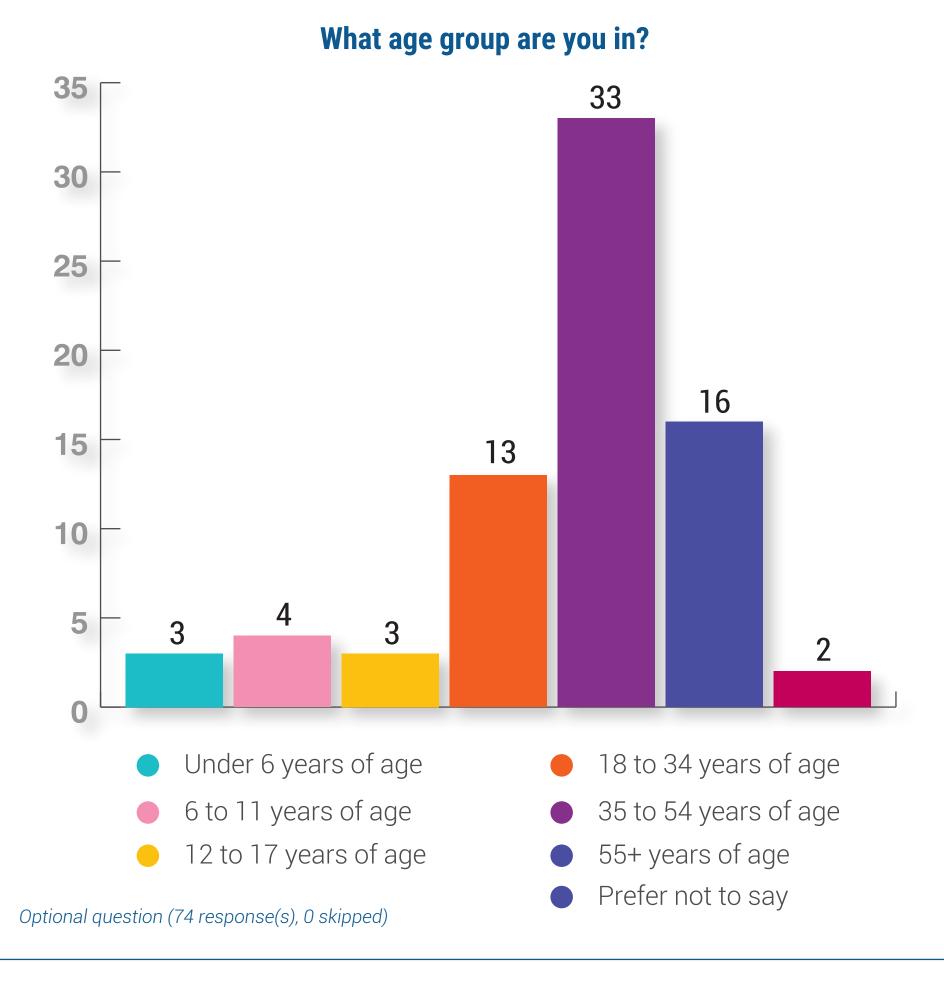
SURVEY RESPONSES



Occasional Woodlands Park user (1-2 times per week)

Optional question (71 response(s), 3 skipped)





Improve the existing soccer field

Feedback from Councillor Nann's April 30, 2024 Public Meeting

Community meeting space like in Powell Park, functional, aesthetic improvements, and storage in washroom building

Improved park maintenance (waste, overall cleanliness)

Maintain some open, un-programmed space

Bike racks and seating

More recreational, cultural and SUPIE programming

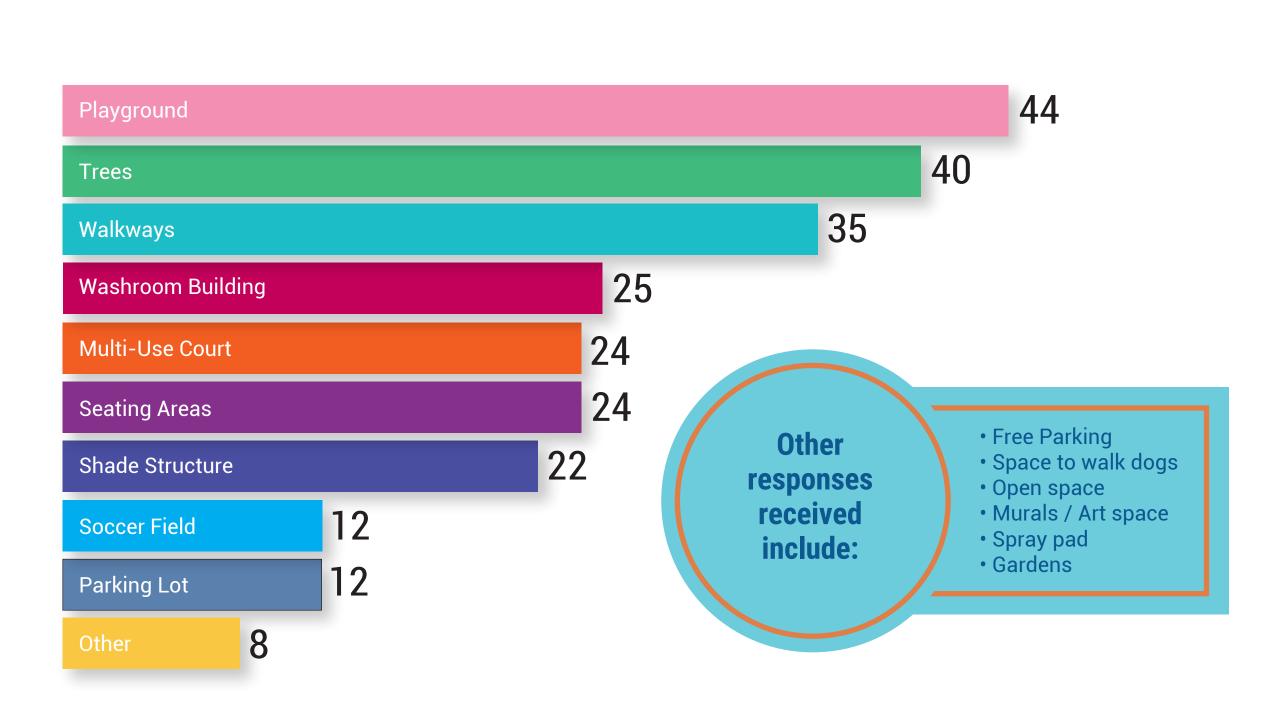
Family washroom and change rooms

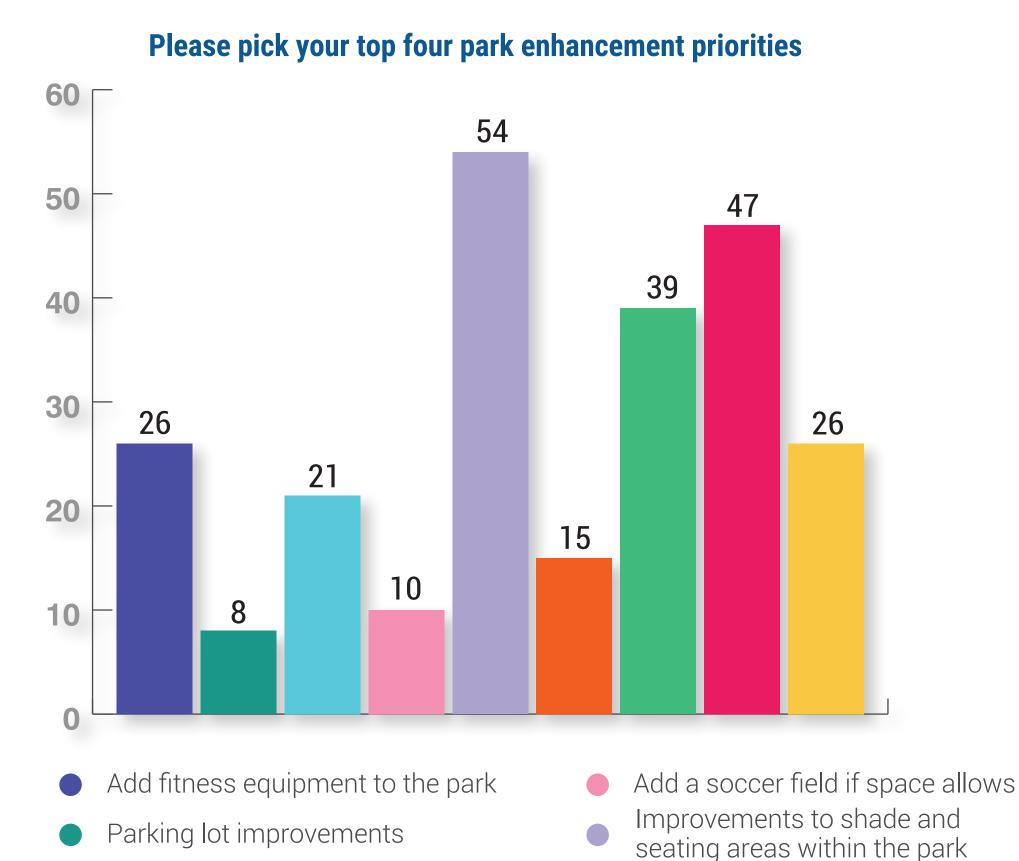
Bump outs, cycling transition from Sanford Ave. into the park

Improved park lighting, sightlines, safety and security

Upgrades to parking

Woodlands Park offers a range of existing activities. Please select what you currently value most about the park





Other responses received include:

- Skate park
- Add a baseball field
- Futsal court
- Street hockey nets
- Tennis / Pickleball court
- Outdoor ice rink
- Replace the rusted chain link fence
- Make the park safer
- More walkways / walking loop Parking for bikes and scooters
- Off leash area (dog park) Move playground further back from
- Barton St. for child safety
- Expand the art wall
- Create an 'art park' with paths, trees, possibly a garden, enchanting lighting fixtures and art statues / structures etc

- - · Clean, safe, accessible washrooms for families
 - More accessible play equipment / structures
 - for users of all abilities Climbing structure

 - Fitness equipment
 - Fence around the park Improved maintenance for seating areas
 - and gardens
 - Drinking fountain
 - Pavillion / gazebo for events, gatherings
 - and performances

 - More shade
 - Native plantings, rocks and shade trees Pollinator gardens and bird nesting boxes
 - Community garden

Add another shade structure

Create a separation (buffer) from Barton St.

Other

Optional question (74 response(s), 0 skipped)

Improve the existing soccer field