

# Strathcona County Regional Park

Phase 1 Engagement  
What We Heard from the Community

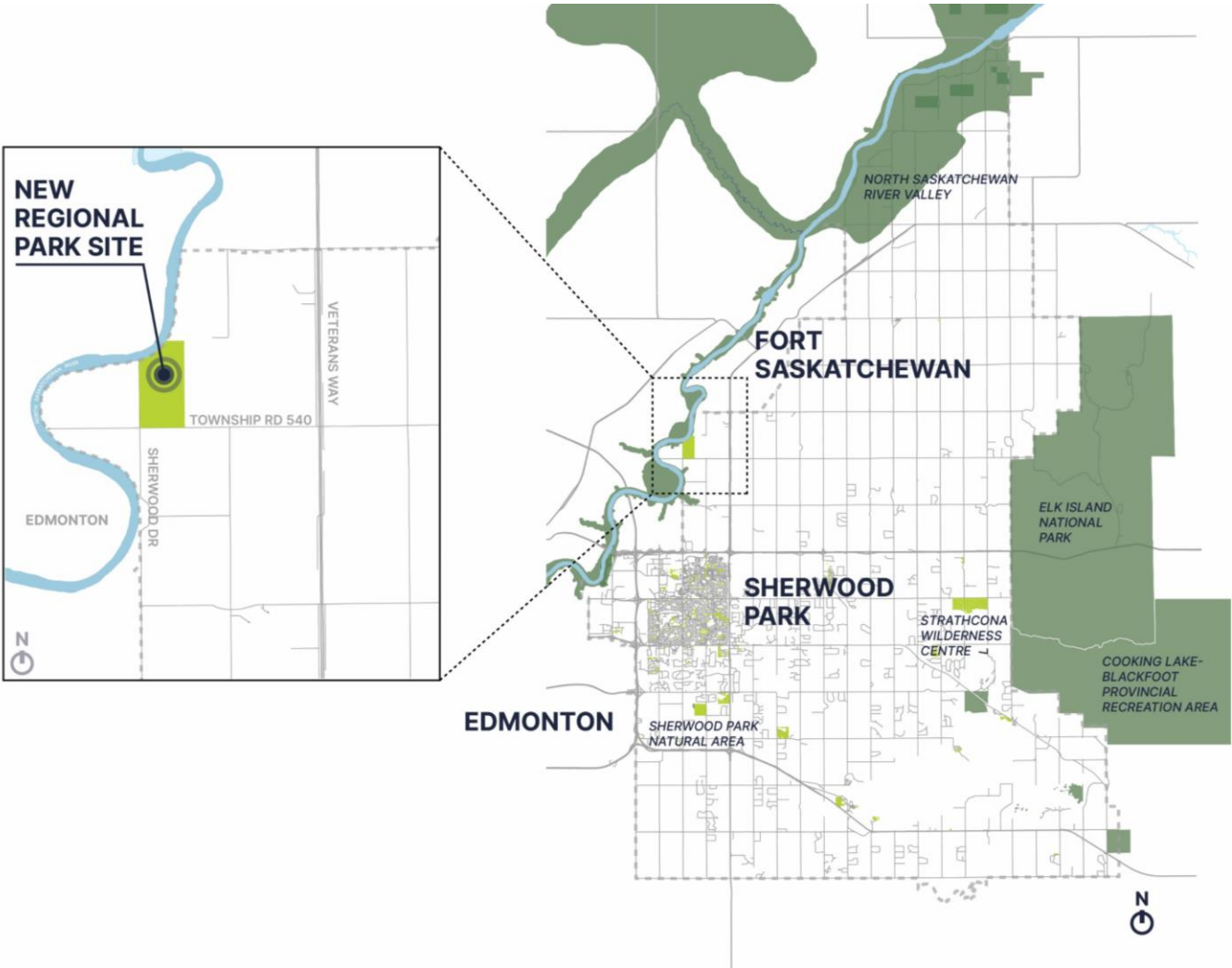
# Agenda

- 1. Project Goals**
- 2. Work Completed to Date**
- 3. Master Plan Timeline**
- 4. Phase 1 Engagement Findings**
- 5. Next Steps**





# Location Map



# Recreation and Culture Strategy





# Master Plan Inputs

## Public and Stakeholder Engagement

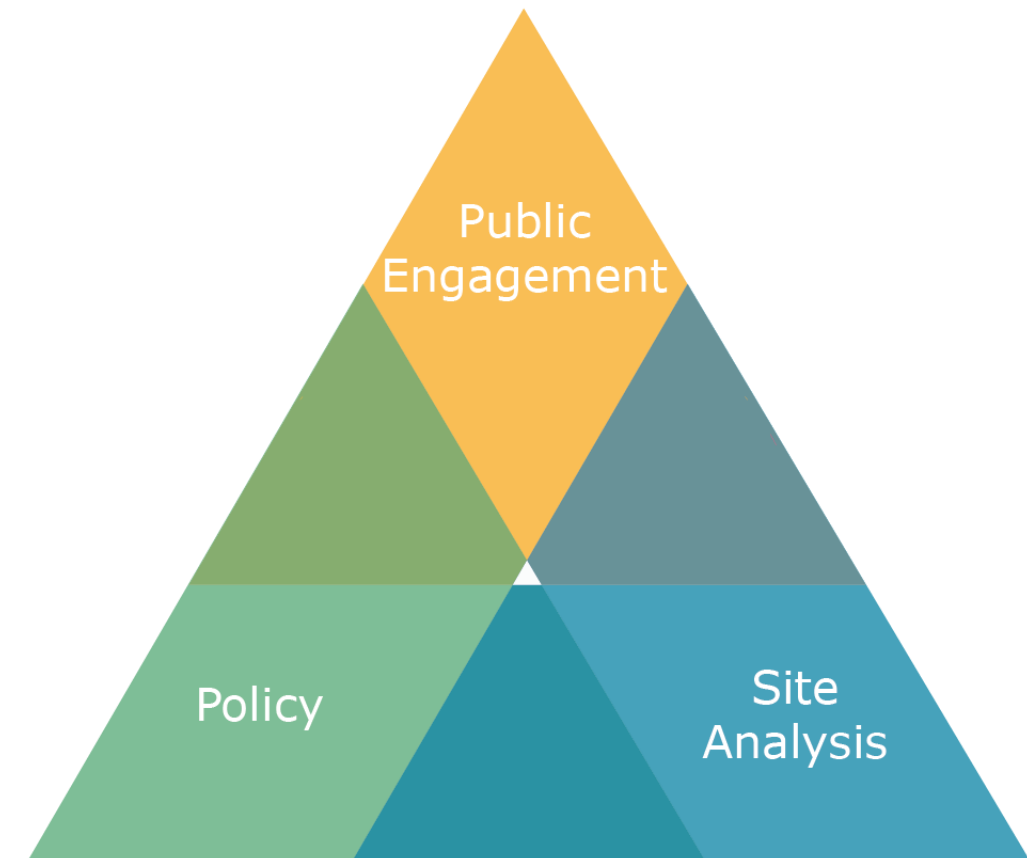
- To ensure the Master Plan responds to community needs

## Policy

- To ensure alignment with Strathcona County's strategic direction and the Recreation and Culture Strategy

## Site Analysis

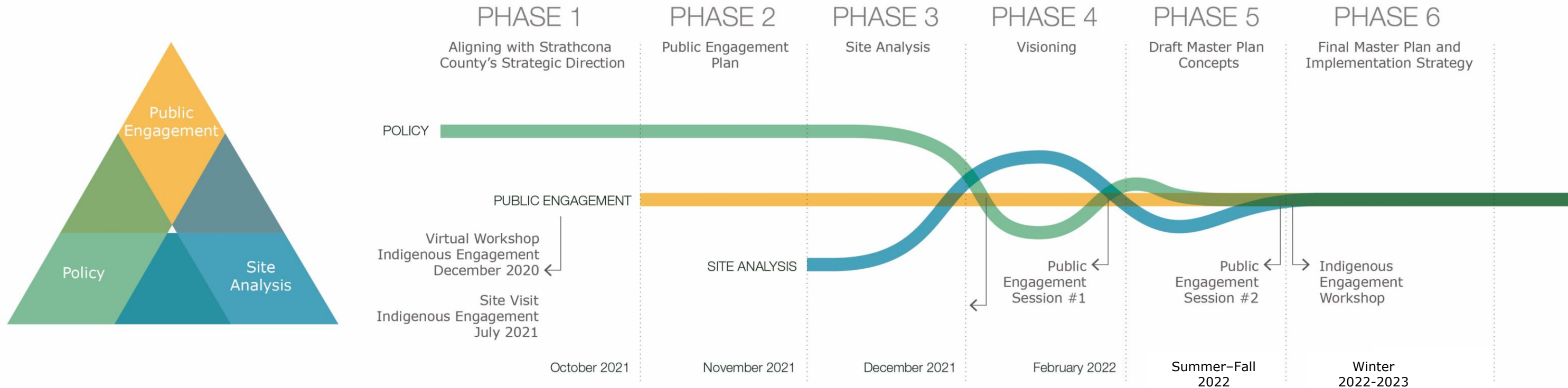
- To discover opportunities and determine appropriate uses for the site to share in a 15-year vision



# Timeline

- **2008:** River Valley Alliance endorsed Plan of Action identifies land in Strathcona County for a new regional park
- **2017:** Council approves acquisition of 290-acre parcel
- **2019:** County begins Indigenous Engagement Strategy for the Master Plan
- **2020-2021:** Virtual workshops and site visit with First Nations and Organization
- **2021:** Master Plan commenced including site analysis, policy review, and public engagement plan completed
- **2022:** First round of public and stakeholder engagement held virtually in February

# Master Plan Timeline



The Park Masterplan will be a 15-year vision for the community.



# Phase 1 Public Engagement

## Public Engagement - February 2022

- A Story Map website developed
- Requests for ideas:
  - 2447 regional park surveys completed
  - 15 stakeholder representatives at workshops that completed discussion a guide
  - 90 newsletter members
- Feedback will be used to develop a vision, guiding principles, and draft park concepts



# Phase 1 Public Engagement

## Stakeholder Workshops February 2022

- Virtual workshops were hosted over Zoom
- Stakeholders were asked to identify opportunities and challenges and contribute to the vision
  - 13 other great parks and public spaces we can learn from



# Nature in the Park



Walking Trails - 92%

Habitat Conservation - 70%

Viewing Decks - 68%

Wetland Restoration and Protection - 61%

Restoration of Native Vegetation - 57%

Bird Watching - 54%

Star Gazing - 53%

Community  
Stewardship - 29%



# Movement to the Park



Driving - 86%

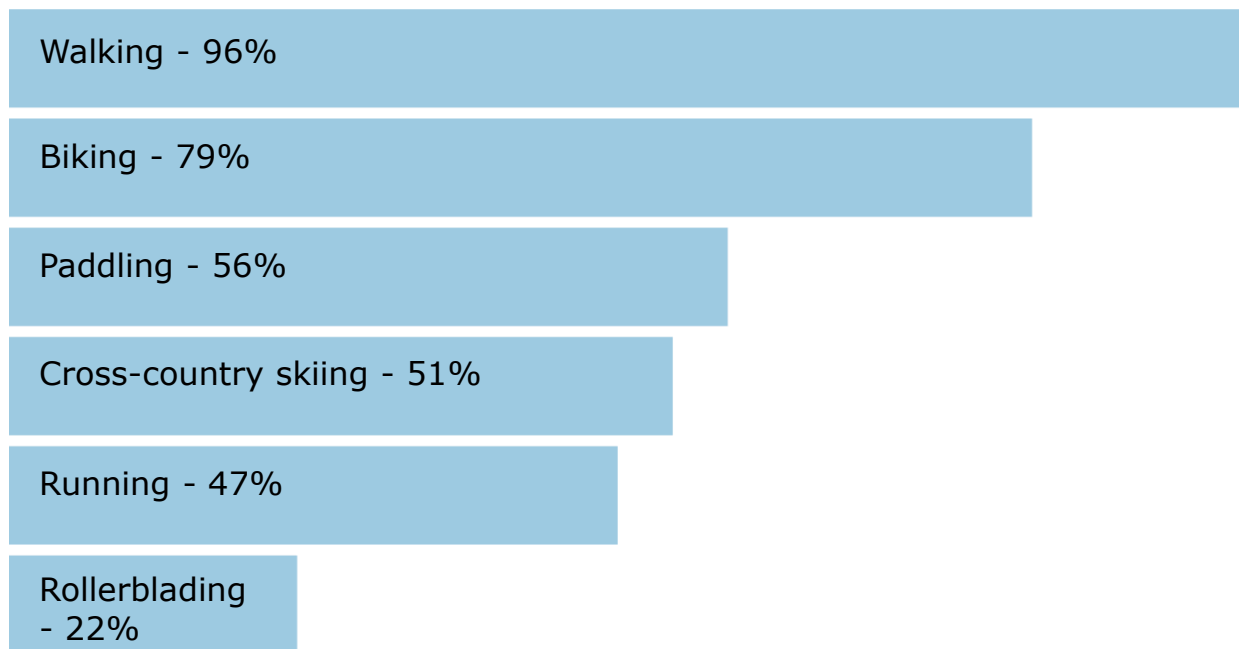
Biking - 72%

Walking - 41%

Bus /  
Shuttle - 18%



# Movement within the Park



# Community Connections

Small Community-led Events - 78%

Facility Bookings (e.g. Picnic Sites) - 66%

Environmental Stewardship Programs - 59%

Partnerships with Community Organizations - 50%

Large Cultural Events - 36%

Sporting Events - 32%





# Community Programs and Events

- Nature based community programs
- Recreational activities
- Family friendly programming
- Cultural and educational programming





# Use of the Park



Observe Nature - 88%

Hike / Trail Run (Natural Trails) - 83%

Picnic - 83%

Walk / Run (Paved Pathway) - 80%

Canoe / Non-motorized Boating - 65%

Cycle - 64%

Quiet Contemplation / Meditation - 63%

Walk the Dog - 60%

Ice Skate - 56%

Play with the Kids - 55%

Cook with Family / Friends - 54%

Cross-country Ski - 50%

Toboggan/Snowshoe- 46%

Mountain bike- 42%

Attend an event/Watch a performance 36-38%

Disc golf - 33%

Active Sports

Trails + Pathways

Community + Gathering

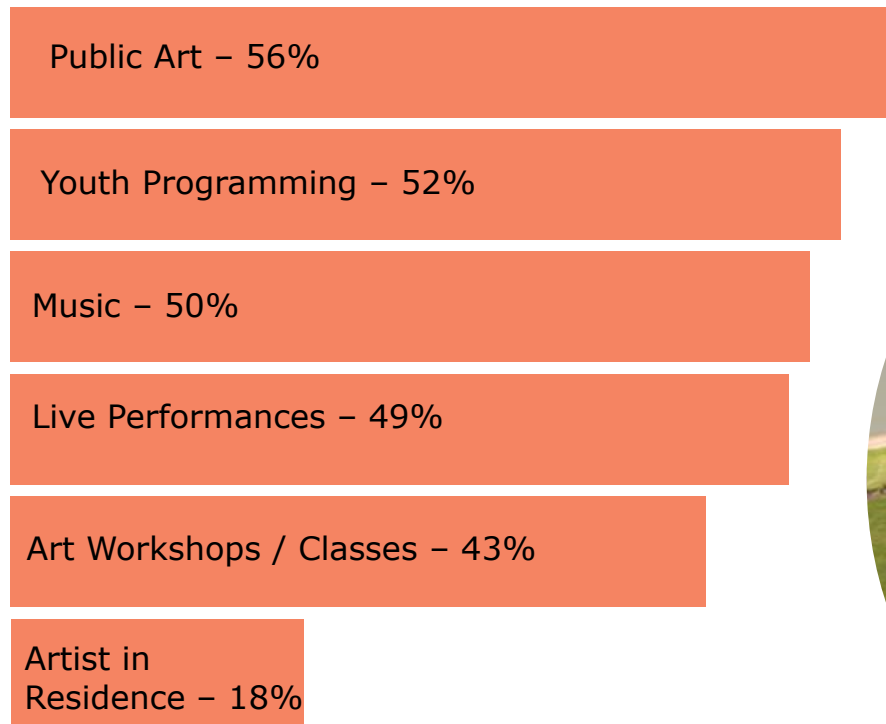
Rest + Wellness



# Creativity in the Park

1/3 of responses showed concern about noise, overcrowding and disturbing wildlife

- Programming that prioritizes nature
- Gatherings for art and cultural programs
- Gathering spaces and recreational amenities for all ages



# Educational Opportunities



Educational Signs - 75%

Walking Tours - 66%

School Partnerships / Programs - 63%

Archaeology - 56%

Interpretive Centre - 51%

Story-telling - 48%

Citizen Science - 39%



# Learning and Stories

- Indigenous histories
- Environmental learning
- Land use and history
- Evolution of the landscape
- School and family-based programs



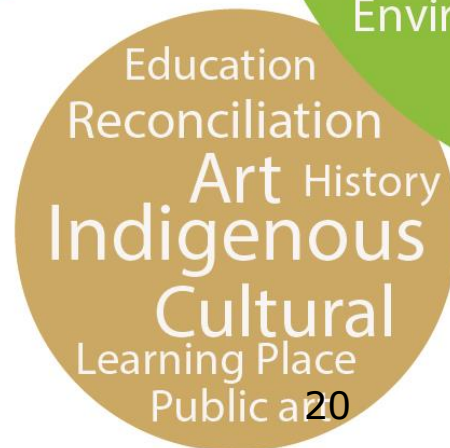
# Educational Program and Events

- Learning about and in nature
- Arts, culture and history
- Recreational lessons and educational programming for all ages





- Recreation + Accessibility
- Nature, Wildlife + Sustainability
- Inclusivity + Community
- Quiet, Peaceful + Low Infrastructure
- Art, Culture + History
- Health + Wellness





# Stakeholder Workshop

## Key Opportunities

- Opportunity to conserve environmentally sensitive areas in advance of development intensification and increased use
- Accessible trails, activities and nature programming for people of all ages and abilities
- Partnership and funding opportunities (e.g. Indigenous engagement + regionally specific programming)
- Opportunity to commemorate history of the site
- Recreation potential with current waterbodies
- Four season tourist attraction
- Financially accessible events and gatherings possibilities
- Programming like an education/science/nature centre
- Music festivals and gardening programming

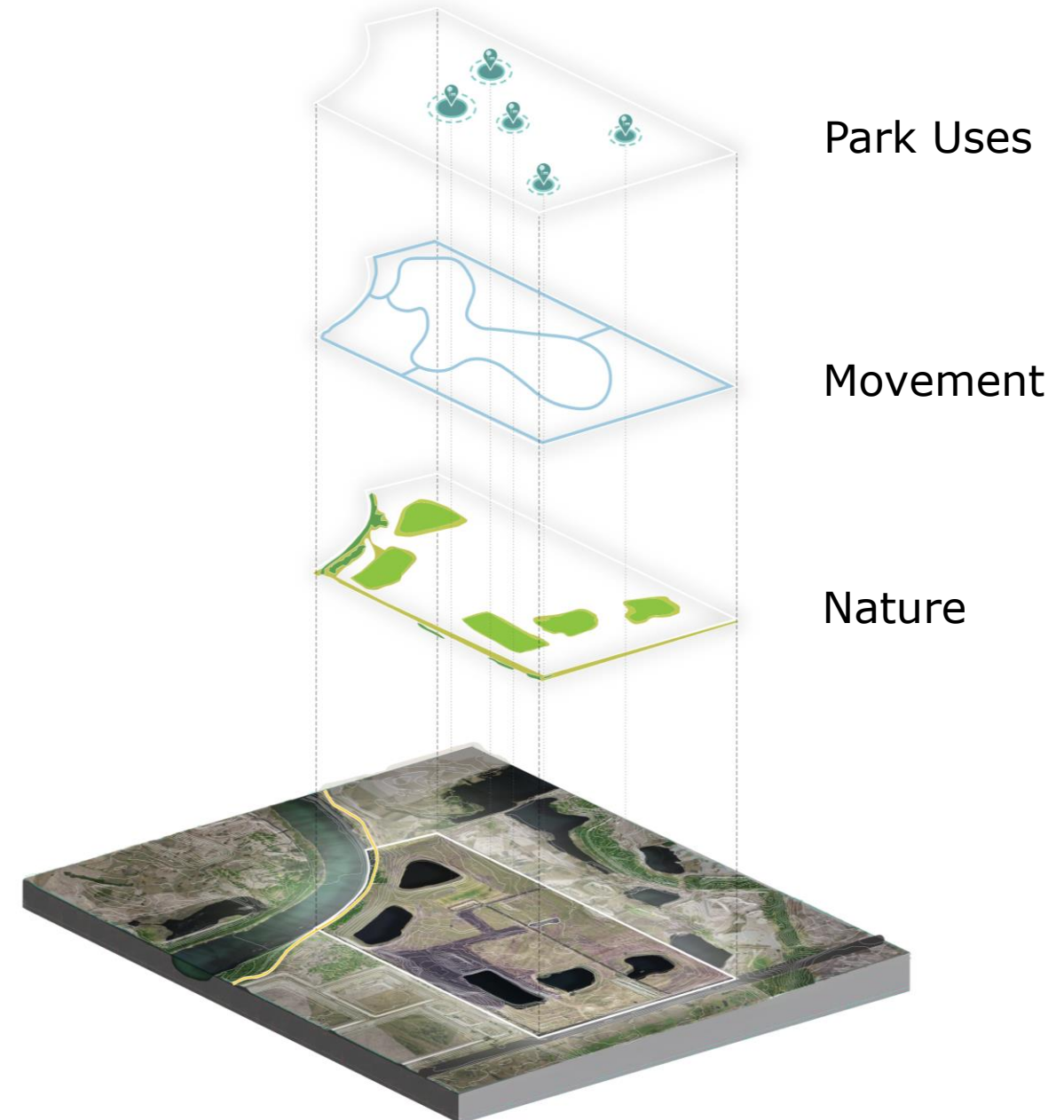
# Stakeholder Workshop

## Key Challenges

- Providing practical commuting options (e.g., public transit, bus/shuttle) and connecting to the regional trail network
- Balancing the need for adequate parking and protecting the natural feel of the park
- Environmental challenges like flooding and lack of trees to create microclimates

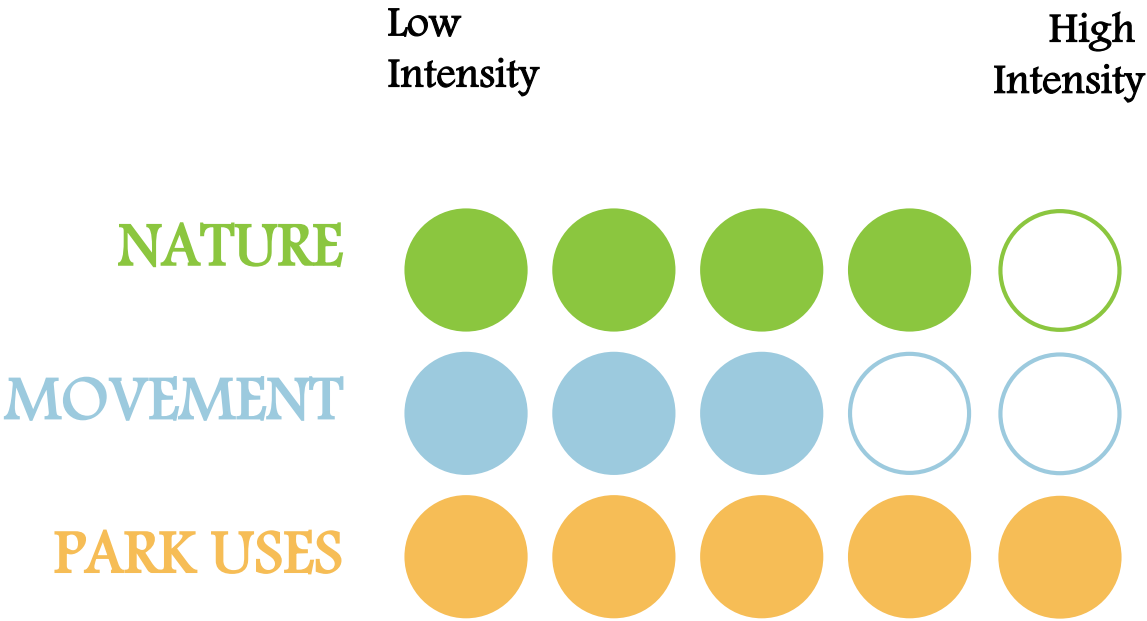
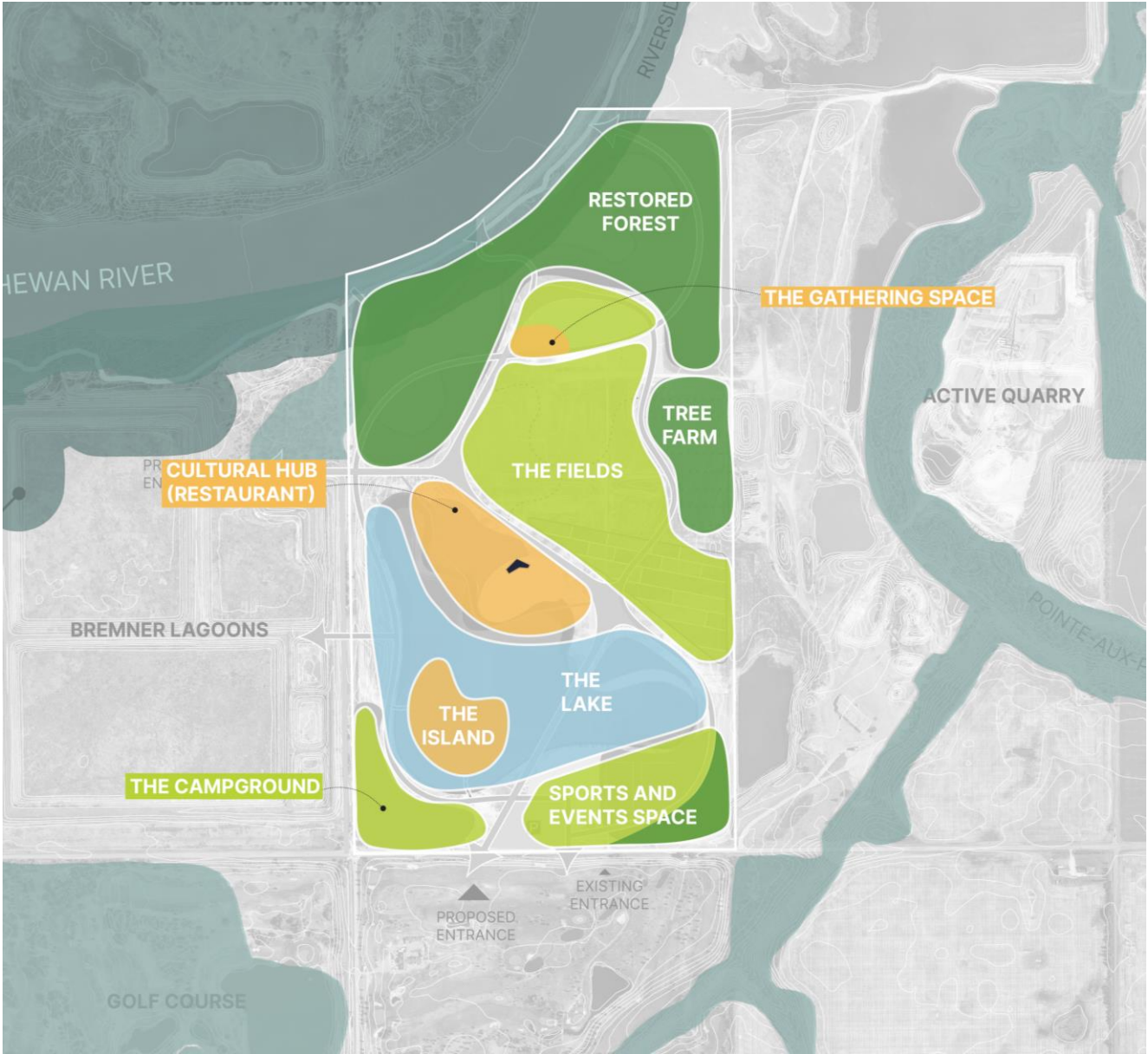
# Next Steps: Concept Design

- Create two park concepts from stakeholder and public feedback (e.g. recreation-focused and nature-focused)
- Focus on 3 themes:
  - **Nature** (e.g. active restoration)
  - **Movement** (getting to and around the park)
  - **Park Use** (site features and amenities to support programming)

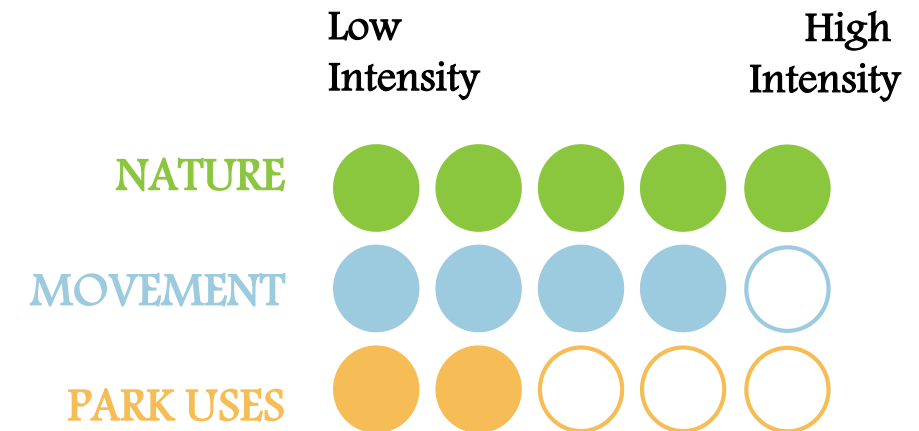
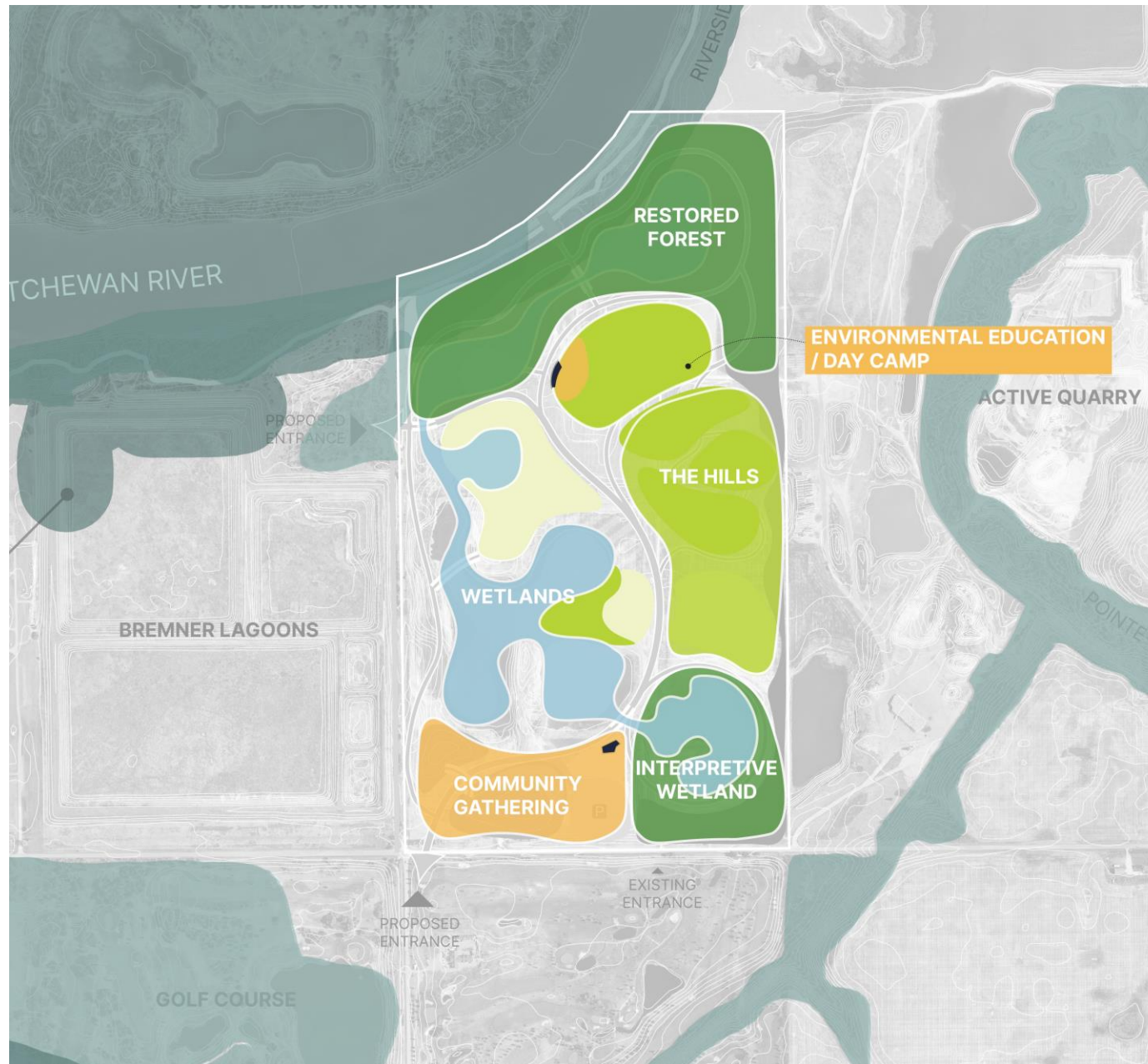




# Concept A: Lake Loop



# Concept B: Weaving Wetlands





# Concept A: Water Experiences





# Concept A: Park Experiences





# Concept A: Lake Loop

- Restored Forest
- The Gathering Space
- The Fields – maintained open fields and reference to gardens / agriculture
- Tree Farm
- Cultural Hub – with an anchor / catalytic use building
- The Lake – offering varied experiences along the water's edge, including connected wetlands, gravel beach
- The Campground – Indigenous traditional knowledge and lifeways
- Sports and Event Space





# Concept B: Water Experiences





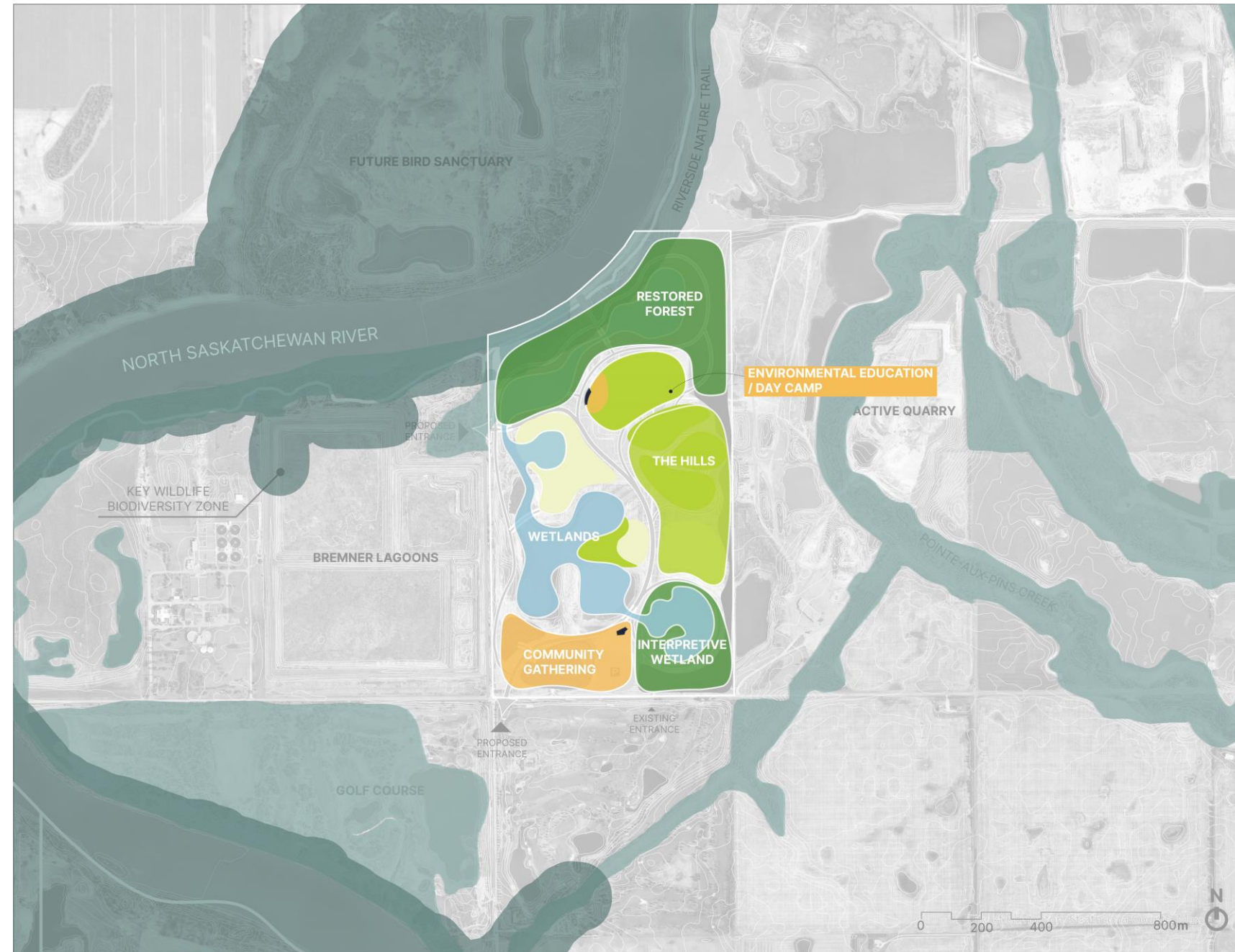
# Concept B: Park Experiences



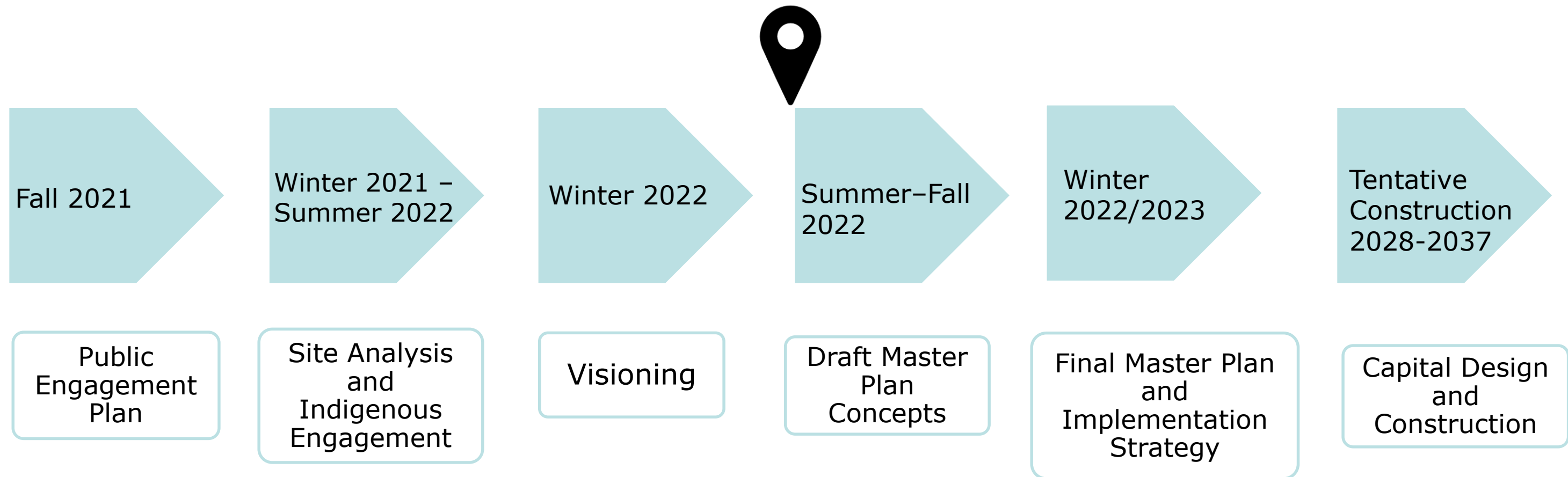


# Concept B: Weaving Wetlands

- Restored Forest
- Environmental Education / Day Camp
- The Hills
- The Wetlands
- Interpretive Wetland
- Community Gathering with open air pavilion



# Next Steps and Timeline



The Park Masterplan will be a 15-year vision for the community.



# Questions