

City of Toronto – Parks Development & Capital Projects

Davisville Community & Aquatic Centre

Phase 2 Youth Workshops Feedback Summary

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Project Background

The City is planning to build a new aquatic and multi-use community centre on the Davisville Junior Public School site, located east of the intersection of Yonge Street and Davisville Avenue. The facility will include two indoor swimming pools and several multi-purpose rooms to serve various community needs.

The Davisville Community & Aquatic Centre (CAC) will be a welcoming space where residents of all ages and abilities can come together and participate in a wide range of programming.

The new three-storey Davisville CAC will be accessible, and target net-zero energy building design. It is planned to include:

- A 25-metre lane pool
- A leisure/tot pool
- Two floors of community, multi-use space
- A small lobby
- WIFI access throughout
- Gender-neutral washrooms and change rooms
- An active roof
- Storage and staff office space

The Davisville CAC will share facilities with the Davisville Junior Public School next door (currently under construction). The City will have access to the school's double gymnasium and underground parking garage when the Community and Aquatic Centre is open to support City recreation programming.

Youth Workshop Overview

Youth will be an important user group at the new community recreation centre. To ensure the centre is designed to be welcoming for local youth, the project team held three online youth workshops in this second phase of community engagement. This included virtual workshops with:

- Ms. Sullada's grade 5 class at Davisville Senior Public School
- Mr. Baker's grade 5 class at Maurice Cody Junior Public School
- Ms. Lim's grade 11 Architectural Design class at Northern Secondary School

Each workshop lasted approximately 30-60 minutes and was hosted online using Google Jamboards, an interactive online platform that allows participants to vote, leave notes and questions throughout the workshop.

Summary of Feedback – Overall

Students are excited about the new Community and Aquatic Centre. They suggested hosting community tours of the building when it opens so that community members of all ages can learn about what features and programs are available for use. Additional feedback from all three classrooms is summarised below.

Pools

The most popular leisure pool features include (in order of popularity):

- A climbing wall
- A water mushroom (waterfall)
- Water jets
- Spray toys
- A dumping water bucket

Other suggestions for pool features include:

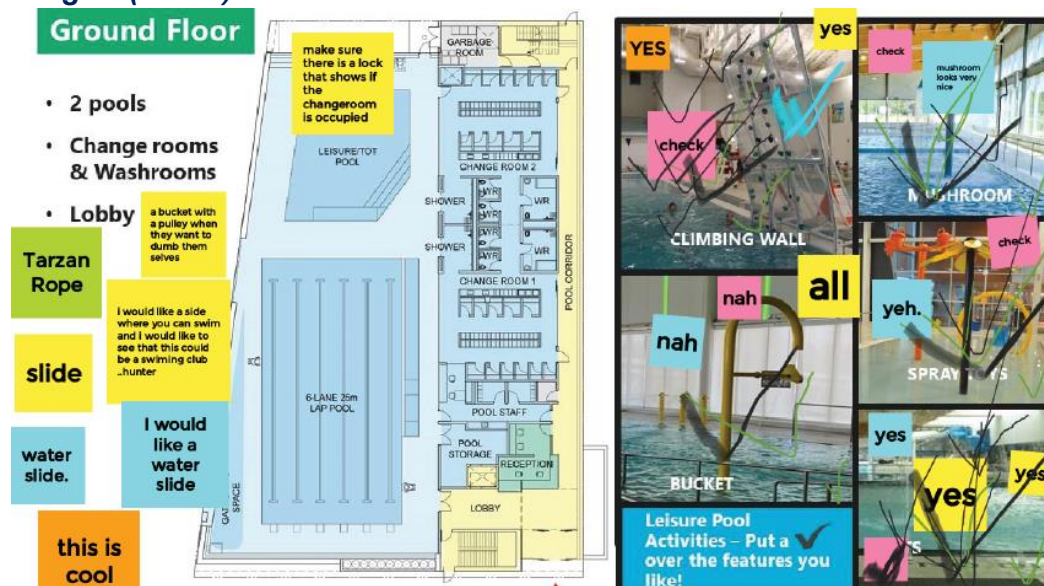
- A water slide
- A tarzan rope
- A water balance beam

Activities students want to participate in at the pool include (in order of popularity):

- Leisure swim with friends
- Playing in the leisure pool water features (e.g. water jets, dumping bucket etc.)
- Diving
- Cannonballs/jumping into the pool
- Climbing wall (over water)
- Swim classes and swim club
- Opportunity to be employed as a lifeguard
- Eating and hanging out by the pool

A student noted that they really liked the glass and skylights, which made the pool area feel very open.

Image 1 (below): Pool related feedback from one of the virtual Jam Boards.



Change Rooms

Feedback on the change rooms include:

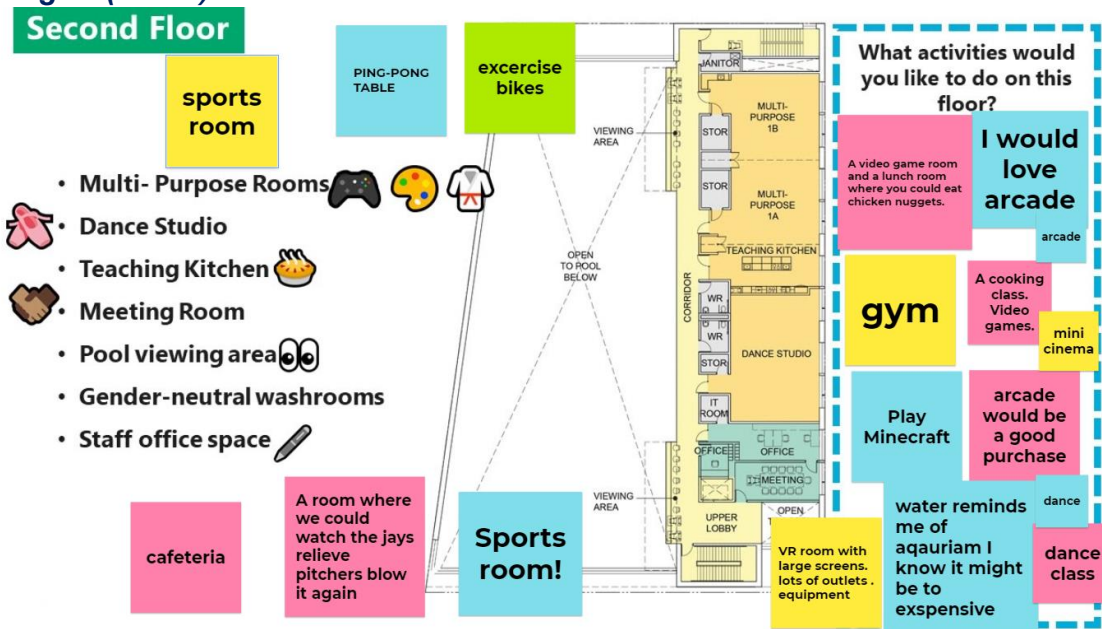
- Students like the change cubbies
- Install changing stall locks that clearly show (on the outside) if a change stall is occupied

Second Floor

Activities students want to participate in on the second floor include:

- A café/Cafeteria/places to eat and buy food
- An arcade/arcade games
- Aquarium viewing
- Art classes (e.g. sketching classes)
- Board game room
- Cooking classes
- Dance classes
- Exercise bikes
- Gymnasium/ place to play sports
- Gymnastics
- Movie room/cinema/ viewing parties
 - For movies, sports games, etc.
 - Including a large screen and comfortable seating for many people
- Pokémon club
- Ping pong table
- Video game club
 - Including large screens, game guides, and multiple gaming systems
- Virtual reality room
 - Including large screens and plenty of outlets, so the VR equipment can be used in a multi-purpose room

Image 2 (below): Second floor related feedback from one of the virtual Jam Boards.



Active Roof

Activities students want to participate in, or features students would like on the active roof include:

- A bottle filling station on each end of the roof (two in total)
- A petting zoo/fish tank
- Astroturf (instead of real grass)
- Baseball
- Campfire/roasting marshmallows
- Colourful LED light displays
- Drop-in and casual space to allow students to hang out with friends without specific programming
- Eating lunch
- Flying drones
- Football
- Go carts
- Gymnastics
- Hanging out with friends
- Hosting a birthday party
- Hosting special school events
- Hot tub
- Jogging
- Mini golf
- Movie nights
- Obstacle course
- Parkour
- Permitting of the greenspaces
- Pokémon
- Soccer
- Solar powered ovens
- Stargazing (with or without telescopes)
- Walking a dog
- Yoga
- Zipline

Additional feedback on the active roof includes:

- Students like that there are different activity spaces for different preferences
- Students like that there is casual space on the roof that will allow for friends to hang out together
- Students like that the seating and tables can be rearranged for various events and uses
- Ms. Lim's grade 11 Architectural Design class prefers the roof to have a green or neutral colour pallet over a colourful pallet.

Image 3 (below): Active roof related feedback from one of the virtual Jam Boards.

