

Reimagining the Queen's Park Farm

Engagement Summary Report – Phase 2

February 2023



We recognize and respect that New Westminster is on the unceded and unsundered land of the Halkomelem speaking peoples. We acknowledge that colonialism has made invisible their histories and connections to the land. As a City, we are learning and building relationships with the people whose lands we are on.

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Phase 2 Engagement Summary Report

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1.0 Introduction

The 2013 Queen's Park Masterplan stated the following recommendation for the farm space: *"It is recommended that the petting farm buildings and facilities receive ongoing upgrades...Design and programming for the farm should conform to contemporary animal welfare practices."*

The growing number of farm visitors and current animal welfare practices made it clear that the existing farm space was too small to comfortably house livestock that farm-goers have enjoyed. New Westminster's Parks and Recreation staff spent the past few years developing an action plan to re-imagine the long-standing use of the Queen's Park Farm.

The farm closure in 2020 due to the COVID-19 pandemic provided an opportunity to start a community conversation about the future of the space. During the summer of 2021, the farm reopened with alternative, socially-distanced programs (outdoor art gallery, concerts, educational programming) and the City of New Westminster launched Phase 1 of community engagement to gather input and ideas for new future uses. [Click here to access the Phase 1 engagement results](#). Based on engagement findings, City Council directed Parks and Recreation to proceed with plans to re-imagine the future use of the farm.

In the summer of 2022, Parks and Recreation staff collaborated with MOTIV Architects to develop two design concepts based on Phase 1 engagement input from the community. The designs were guided by the top ideas from Phase 1 engagement, which included featuring:

1. Children's play and playful elements
2. Educational features
3. Gathering space

Phase 2 community engagement was held from November to December 2022 where the two design concepts, called Habitat and Grow, were presented to the public for feedback.

The purpose of the engagement was to:

1. Inform how Phase 1 engagement input shaped the design concepts.

2. Present two design concepts, including description and details.
3. To understand the community's preference between the two design concepts.
4. To inform residents about next steps / project timeline.

This report summarizes the public feedback about the design concepts, which will be used to develop the final design for the future of the Queen's Park Farm.

2.0 Phase 2 Engagement Process

Public engagement ran from November 7 to December 6, 2022. During this period, the community was given various opportunities to review the two design concepts, Habitat and Grow, to ask questions, and to provide feedback.

Opportunities to Engage

- [Be Heard New West Project Webpage](#)
 - Phase 2 engagement launched November 7, 2022
 - 1,652 unique visitors from November 7 to December 6
- In-Person Drop-in Engagement (Queen's Park greenhouse)
 - November 19, 2022
 - 150 participants
- Virtual Community Workshop
 - December 6, 2022 (rescheduled from November 22)
 - 4 participants
- Be Heard - Survey
 - November 7 – December 6
 - 211 responses
- Be Heard – Quick Poll
 - November 7 – December 6
 - 201 responses
- Be Heard – Questions Tool
 - November 7 – December 6
 - 5 community questions; 5 answers from the City
 - 1 comment

The opportunities to engage were communicated through the following methods:

- Be Heard New West website
- Email notification to various City email databases:
 - Be Heard New West subscribers
 - Queen's Park stakeholder contacts
 - Parks & Recreation newsletter subscribers

- CityPage online newsletter subscribers
- Social Media – Facebook, Instagram, Twitter
 - Facebook: 9 likes, 8 comments, 4 shares
 - Instagram: 124 likes, 9 comments
 - Twitter: 5 likes, 1 retweet
- Notices in CityPage in the Record newspaper
- Posters at City facilities and at the Queen's Park Farm
- Digital monitor ads in City facilities

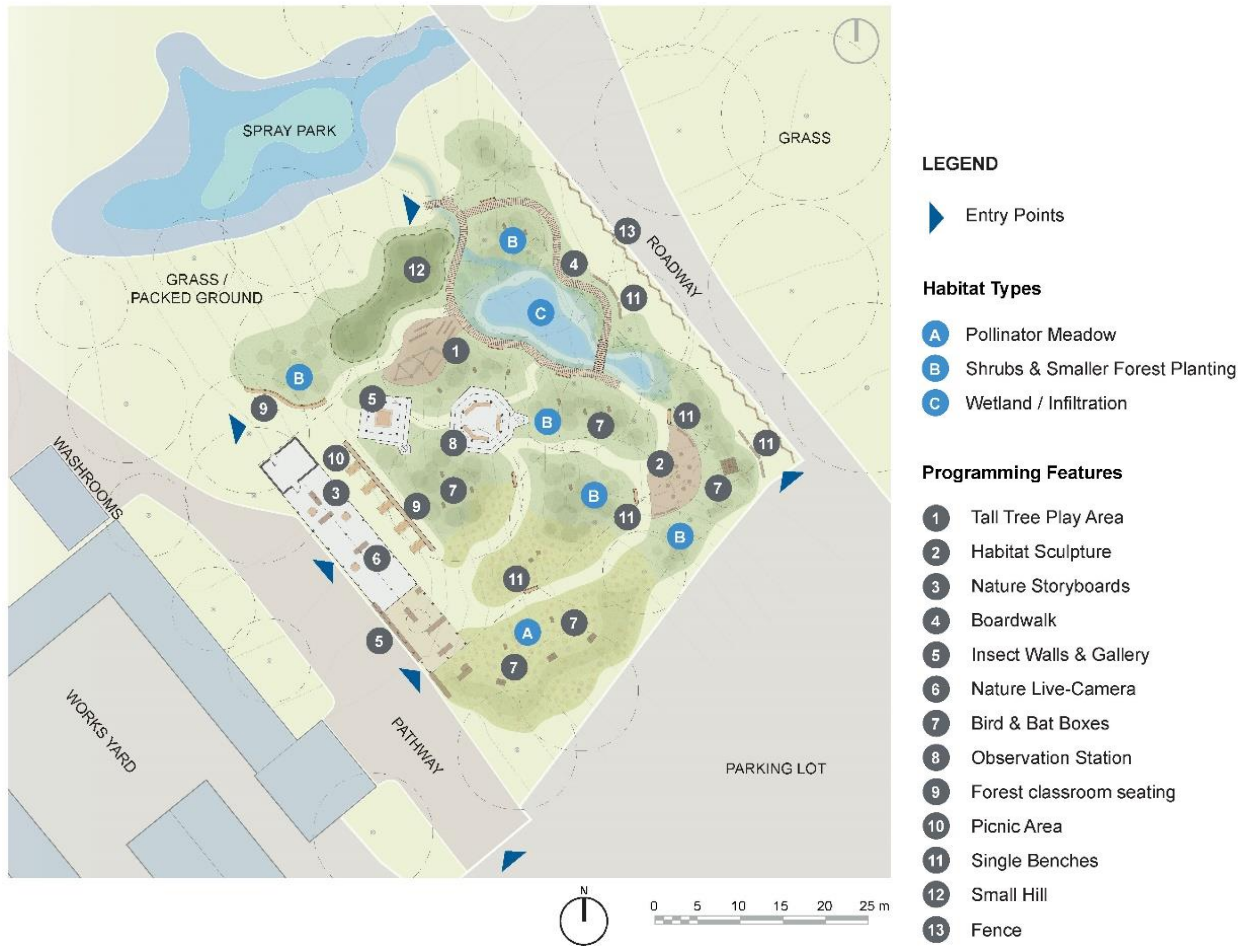
Important Note: this summary of engagement input does not reflect a representative sample of the New Westminster community. The input captured here reflects the views of those who self-selected to participate, and may not be representative of the views of other community members and stakeholders. Please see section "About Participants" in Section 5.0 – for demographic information and representation analysis.

3.0 The Design Concepts

Two conceptual designs, called Habitat and Grow, were presented to the public for feedback. Larger versions of the designs below can be found at the following links: [Habitat concept](#), [Grow concept](#).

The Habitat concept focuses on where plants and animals live, and get food and water. The habitat types proposed in this scheme include pollinator meadow (attracting pollinators), shrubs and smaller forest planting (supporting animal diversity) and wetland area (providing food, shelter and nesting area for birds and other animals). The Grow concept focuses on plants that are edible and grow well in the shady forest environment. The three types of planting encourage exploration and educate visitors about food, medicinal plants and responsible harvesting. Both concepts include unique opportunities for play, educational programming and places to gather / socialize.

Habitat Concept Plan



Habitat Program Features

Playful



Tall Tree Play Area



Habitat Sculpture



Nature Storyboards



Boardwalk

Educational



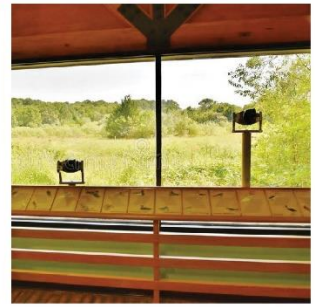
Insect Walls



Nature Live Camera



Bird & Bat Boxes



Observation Station

Gathering



Forest Classroom



Picnic Area

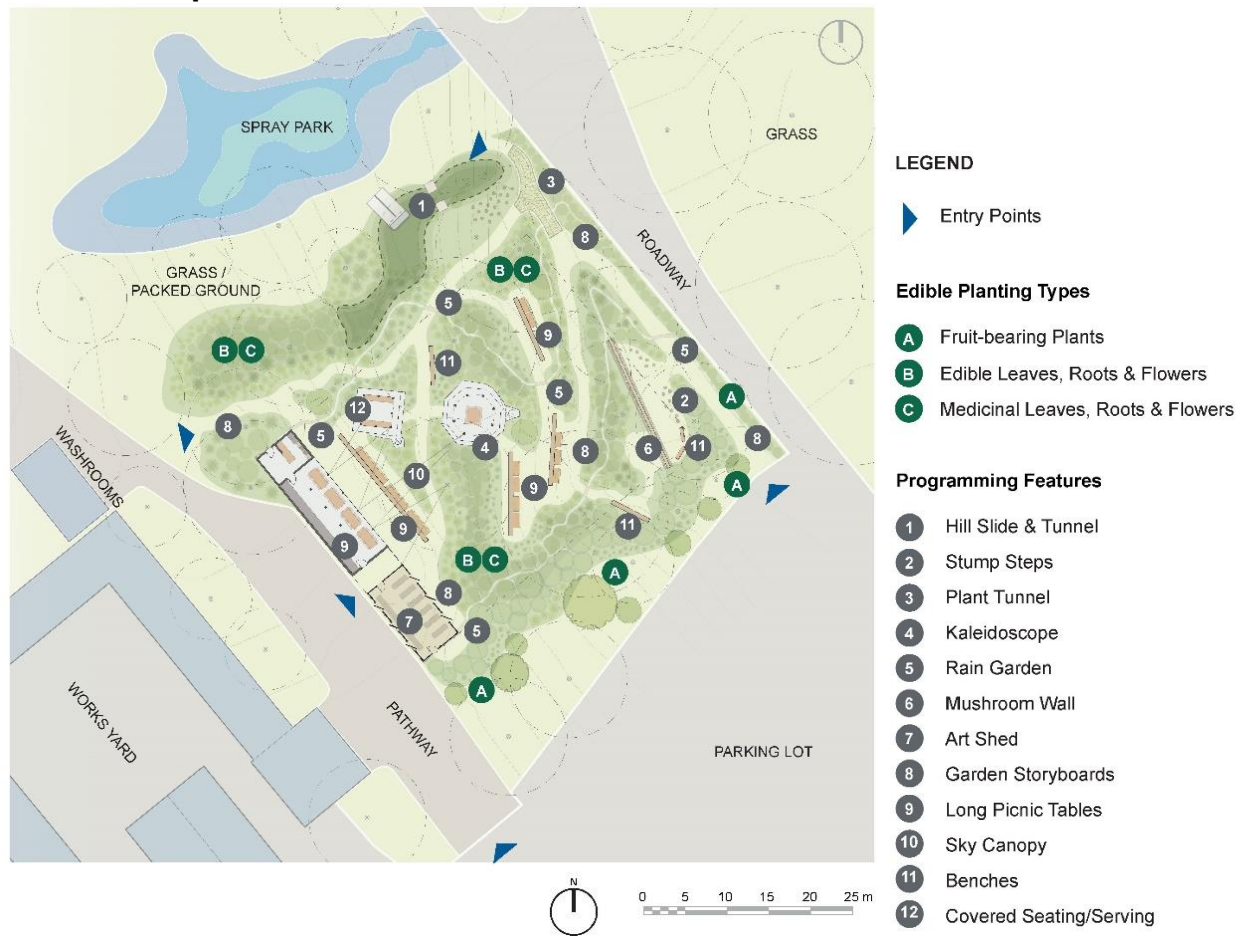


Single Benches



Small Hill

Grow Concept Plan



Grow Program Features

Playful



Hill Slide & Tunnel



Stump Steps



Plant Tunnel



Kaleidoscope

Educational



Rain Garden



Mushroom Wall



Art Shed



Garden Storyboards

Gathering



Long Picnic Tables



Sky Canopy



Benches



Covered Seating

4.0 What We Heard

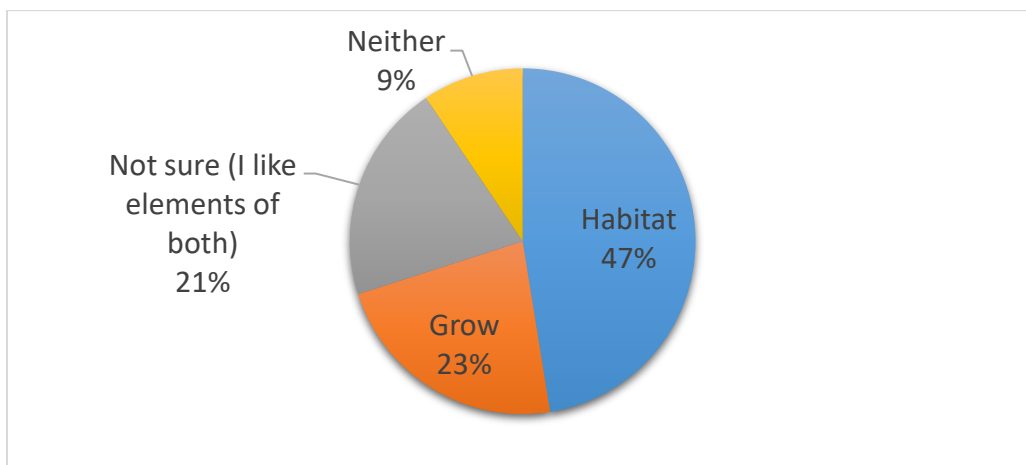
The following is a summary of the engagement feedback on design preferences and themes collected through in-person and online surveys, the on-site drop-in event and an online community workshop. Staff sought ideas for the future design of the farm from members of the public. All verbatim comments were recorded and can be found in the [Verbatim Report](#) on the [Be Heard New West project website](#).

Design Concept Preference

The drop-in engagement, Be Heard survey, and Be Heard quick poll gave community members an opportunity to share their preference between the Habitat and Grow design concepts.

Question: Which design concept would you prefer to take over the former space in Queen's park?

Choice	Percentage	Total	Drop-In	Online Survey	Poll
Habitat	47%	206	27	108	71
Grow	23%	98	25	44	29
Not sure (I like elements of both)	21%	89	33	42	14
Neither	9%	41	2	17	22
Total Responses		434			



Program Feature Preference

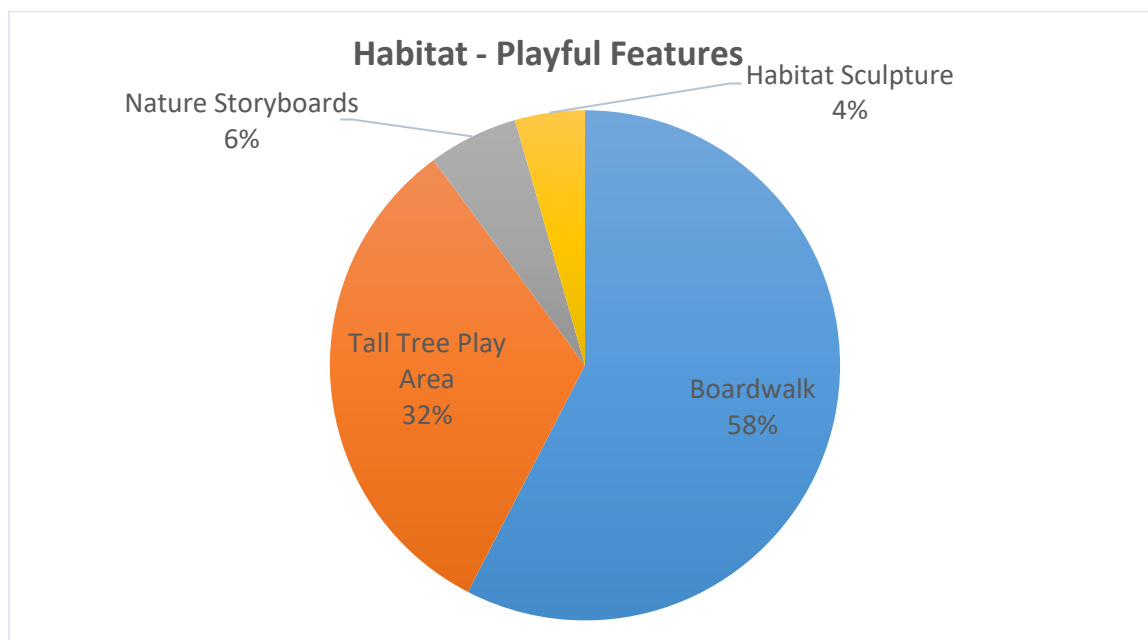
Community members who participated in the drop-in and completed the online survey had further opportunity to choose their favourite program features within the playful, educational, and gathering elements. At the drop-in session, participants selected program features using dot stickers.

Question for the Habitat concept:

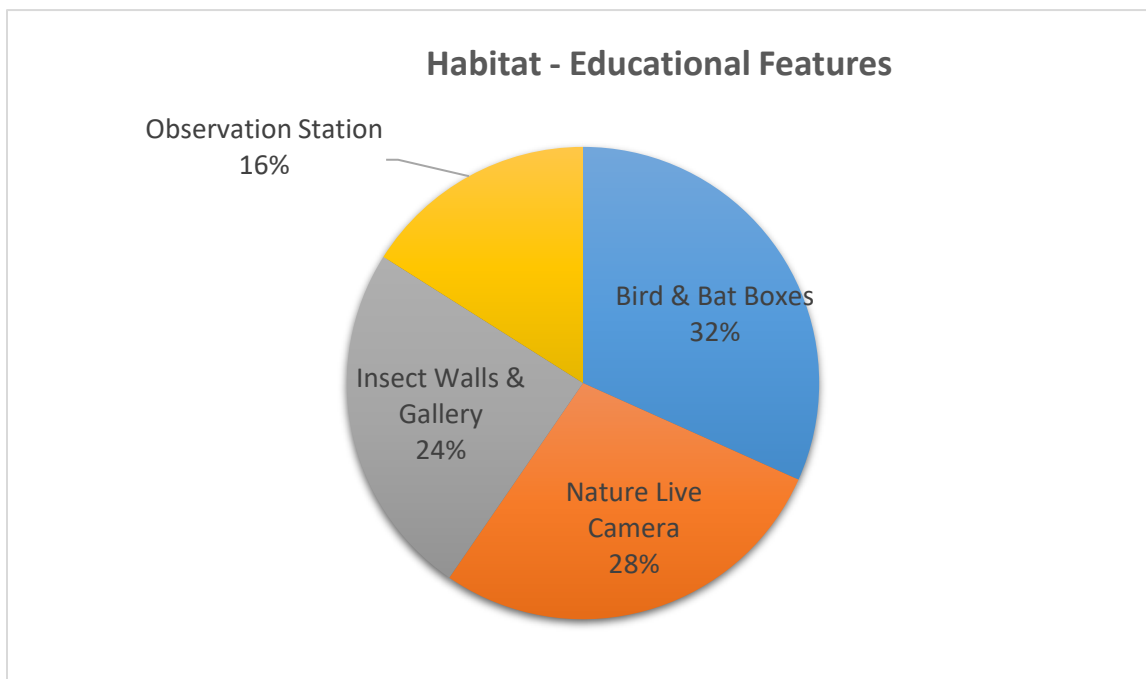
Drop-in: Place a dot next to your 3 favorite features.

Online survey: Which of the “playful” / “educational” / “gathering” elements would you most like to see featured in the final design?

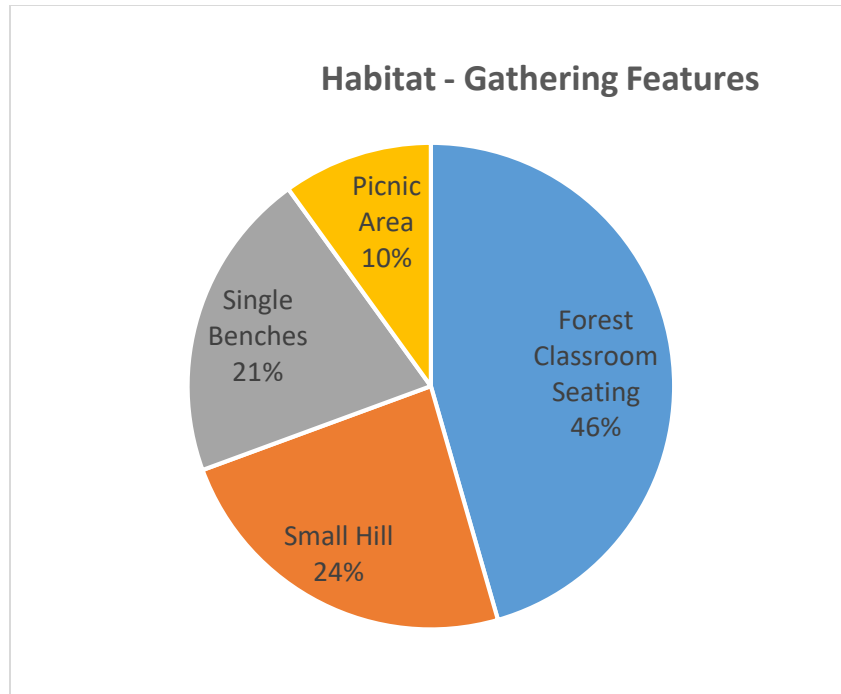
Choice	Percentage	Total	Drop-In	Online Survey
Habitat - Playful Features				
Boardwalk	58%	182	56	126
Tall Tree Play Area	32%	102	39	63
Nature Storyboards	6%	18	9	9
Habitat Sculpture	4%	14	7	7



Choice	Percentage	Total	Drop-In	Online Survey
Habitat - Educational Features				
Bird & Bat Boxes	32%	91	26	65
Nature Live Camera	28%	80	26	54
Insect Walls & Gallery	24%	70	18	52
Observation Station	16%	46	11	35



Choice	Percentage	Total	Drop-In	Online Survey
Habitat - Gathering Features				
Forest Classroom Seating	46%	128	32	96
Small Hill	24%	67	15	52
Single Benches	21%	58	21	37
Picnic Area	10%	28	5	23

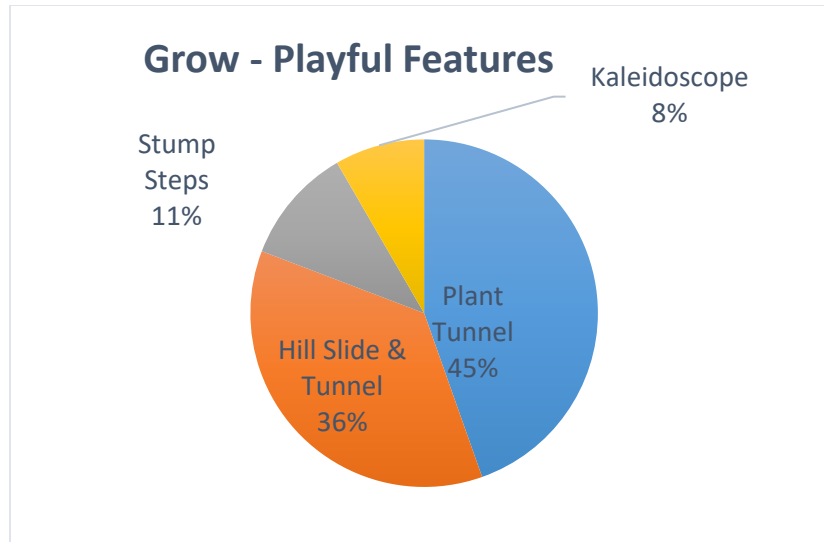


Question for the Grow concept:

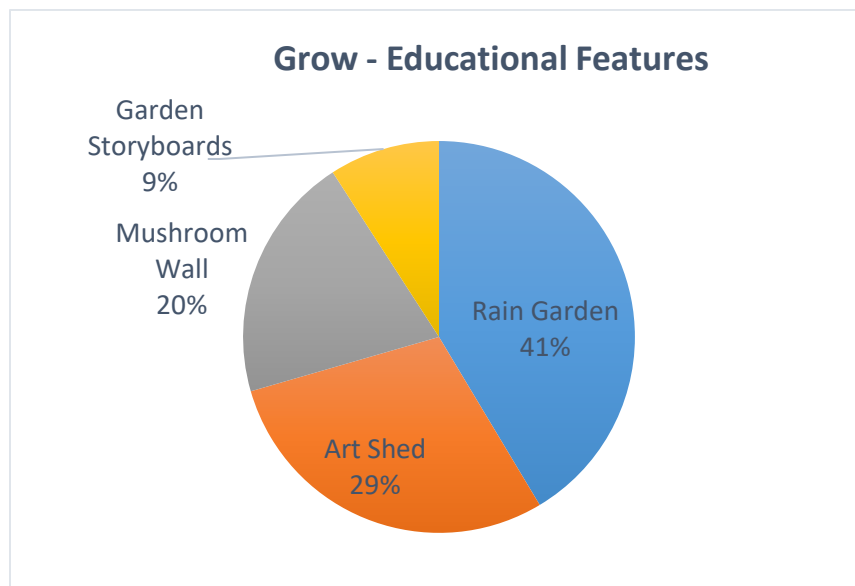
Drop-in: Place a dot next to your 3 favorite features.

Online survey: Which of the “playful” / “educational” / “gathering” elements would you most like to see featured in the final design?

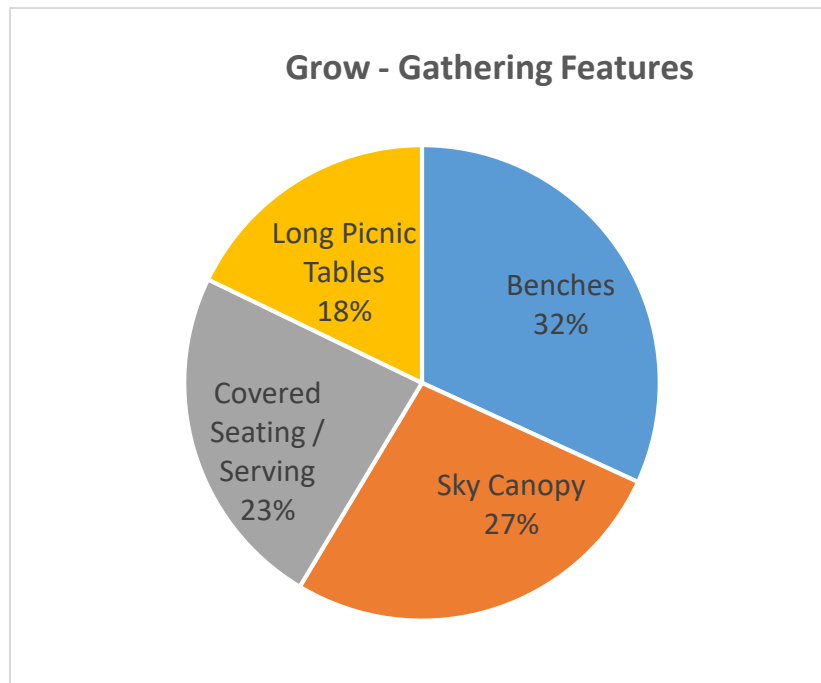
Choice	Percentage	Total	Drop-In	Online Survey
Grow - Playful Features				
Plant Tunnel	45%	144	48	96
Hill Slide & Tunnel	36%	117	48	69
Stump Steps	11%	35	9	26
Kaleidoscope	8%	27	11	16



Choice	Percentage	Total	Drop-In	Online Survey
Grow - Educational Features				
Rain Garden	41%	118	25	93
Art Shed	29%	83	29	54
Mushroom Wall	20%	58	25	33
Garden Storyboards	9%	26	0	26



Choice	Percentage	Total	Drop-In	Online Survey
Grow - Gathering Features				
Benches	32%	50	7	43
Sky Canopy	27%	42	13	29
Covered Seating / Serving	24%	37	26	11
Long Picnic Tables	18%	28	4	24



Key Themes

The City received a total of 171 written and verbal comments on the design concepts at the in-person drop-in, the virtual community workshop, and the Be Heard survey. Each engagement activity asked participants open-ended questions so they could elaborate on their preferred design concept. Responses were gathered and analyzed for key themes. In some cases, a single response may have generated up to three themes. Themes with four or more mentions are listed below. For a full list of comments, please see the [Verbatim Report](#) in the documents library on the [Be Heard New West project website](#).

Open-ended questions:

In-person Drop-In: If you have time, please use a sticky note to tell us a little bit about why you chose that option.

Virtual Community Workshop: Are there any particular elements from either of the two concepts that stand out to you? Which concept do you prefer? Why?

Be Heard Survey: Please tell us a little bit about why you chose that answer.

Key Themes	# of Mentions	Sample Comment
Support for the Habitat Concept		
Let's give back to nature and support wildlife habitat.	16	<ul style="list-style-type: none">- "We take away so many space for wildlife, it's important that we dedicate space for them to flourish"- "We need more places for wildlife. Creating a habitat for animals will benefit the environment a lot more and enhance the park."- "I think it's important to support ecosystems for creatures as we densify cities."
Support for educational opportunities and connection with animals in this concept.	10	<ul style="list-style-type: none">- "I prefer the Habitat concept because I think it will be a great space to educate kids, visitors and our community on the some of the types of habitats animals and insects need. We are experiencing significant changes to our climate and environment and I believe the more education we all have on how important it is to maintain and ensure these types of habitats continue to exist for all kinds of animals is so important."- "Kids aren't connected to much these days and need to be connected to animals."
The Habitat concept seems to be closely related to the former farm.	9	<ul style="list-style-type: none">- " I'm more on the Habitat side of things than the Grow side. It feels like it would be closer to what we had previously with the petting farm"- "we loved the animals that used to live at the farm, but now that we've accepted they

		are gone, we would still like to see a replacement that has something to do with living creatures."
The Grow concept can be developed elsewhere.	4	- "The GROW design details can be developed in other places."
Support for the Grow Concept		
Support for educational opportunities on native/edible planting and indigenous food/plant history.	10	<p>- "I think knowing edible plants native to our area is a lost skill and it would be great for kids and families to have an interactive place to learn that again as well free snacks :)"</p> <p>- "That would be a nice relationship to build with the First Nations in regard to their history and food history. Recognize that long history of land use – that would be good"</p> <p>- "Grow offers a more interactive educational format. Also provides an excellent opportunity to collaborate with indigenous groups and showcase their knowledge"</p>
Opportunity to encourage food growing and community involvement.	7	<p>- "I would be great if this design helps inspire our community to grow more of its own food"</p> <p>- "I think it is important for people learn about food growing options."</p> <p>- "I am interested in growing my own food supply and feel this has a similar goal and encourages / educates community to get involved in same"</p>
Educational opportunities on food security and biodiversity.	6	<p>- "While both concepts are attractive have strengths, I ultimately prefer the food-oriented model. It would be a benefit to educating the public about edible plants indigenous to the region, addressing food insecurity, and re-Indigenizing local food systems."</p> <p>- "The grow option promotes more food security for our community and educates/inspires neighbors to grow their</p>

		own, thereby creating even more green space in new west"
Support for Both Concepts		
Support for program features from both concepts.	11	<ul style="list-style-type: none"> - " Love a combination of ecologically appropriate food, medicine and habitats! Wetlands, boardwalks, plant tunnel" - "There are strong components in both. The native fruit and food great idea but then I also like the native bird and bat boxes and the plant tunnel!"
The Habitat and Grow approaches should not be mutually exclusive.	9	<ul style="list-style-type: none"> - "These options don't seem mutually exclusive to me - fruit eating plants are important for birds, decaying logs provide habitat for fungi, insects and birds, and the rain garden seems like it would integrate with the wetland...etc. I hope the final design includes elements of both." - " I also think that these models are not necessarily exclusive: growth of edible plants will foster wildlife habitat" - "Both ideas are great! Can't we embrace both? I mean, animals also need fruits..."
Both designs are great educational opportunities.	5	<ul style="list-style-type: none"> - "I love the elements that would enable local teachers to use this space with their students to educate about how nature needs our support and improves our mental health. I would like to see educational elements about how, with our support, nature can help in mitigating the climate crisis in whichever concept is chosen (habitat or grow)." - "Nature and its inhabitants need to be known, appreciated and respected. As well as cared for and nurtured by visitors and users."

Neither Concept is Preferred		
Prefer former petting zoo model.	9	<ul style="list-style-type: none"> - "I believe the petting zoo should return with an educational farm/grow element to it because urbanization and condo development has squeezed out the opportunities for children and adults to experience rural elements which could be incorporated into the design. Bring back the animals, Please!!" - "The options are all less-than what they are replacing." - "keep this space for animals!!"
Both designs are not unique and duplicates existing park features.	5	<ul style="list-style-type: none"> - "They are unimaginative, there could be so much more done instead of basically taking away the structures and putting some plants, bugs and squirrels for the community to interact with and benches, the park is already full of those" - "These concepts are not comparable to the farm and worse yet, they are repetitions of features found all over the park."
General Concerns		
Concerns about overall maintenance requirements and long-term viability of both designs.	8	<ul style="list-style-type: none"> - "I'm unsure which concept I like better, but I think the one that can be maintained and taken care of (today and in the future) is the best one. This could really be a destination for people, but it would take time and resources to maintain it. That's not always easy to do." - "Want items to be usable over and over and capture attention more than once" - "I like the Habitat option more because it's educational, fun and requires less maintenance. I can see the Grow option needing a lot of time and maintenance and may be damaged easily by the public."
Provide more kid-friendly, kid centric activities.	8	<ul style="list-style-type: none"> - "given that the previous farm space was very geared to children it would be nice to have lots of elements for kids." - "The petting zoo was oriented towards families and children, and was a fantastic

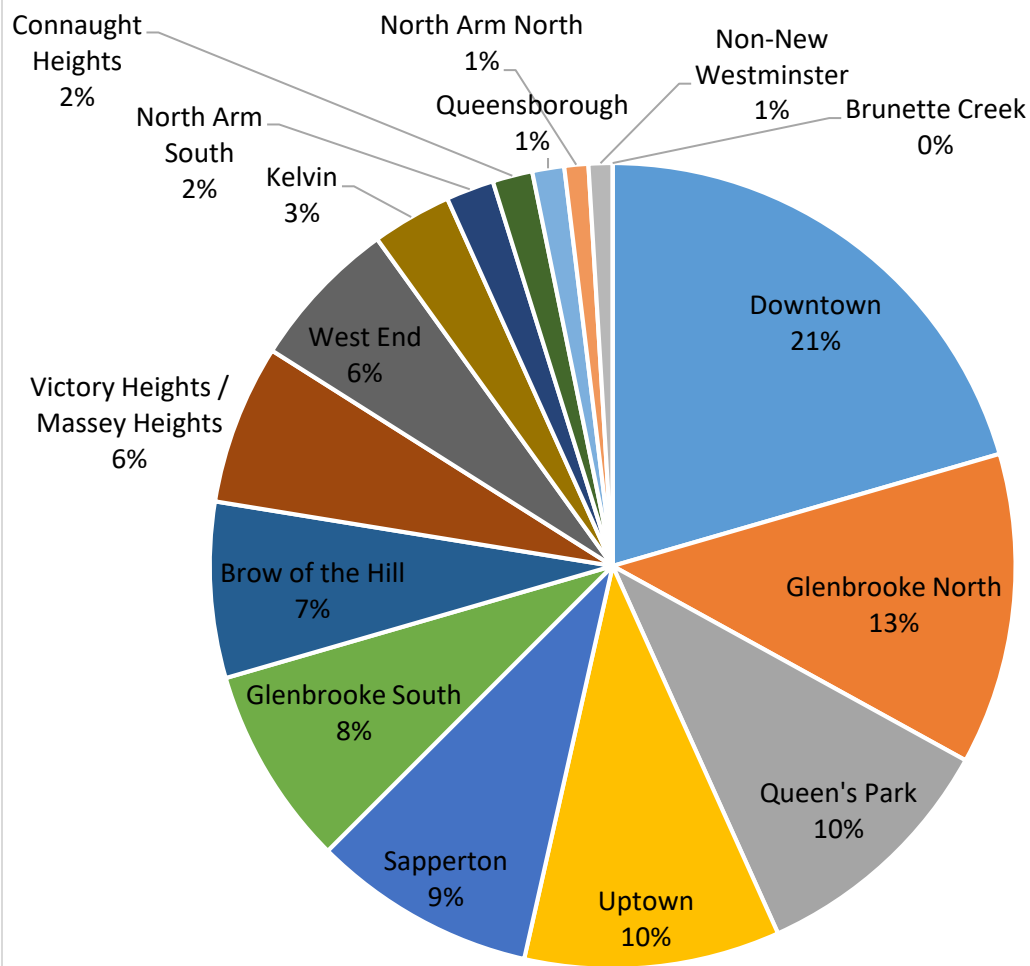
		compliment to the park. It gave families something to do. I'd like to see more elements for children incorporated into these designs."
Concerns that people may over harvest with the Grow concept.	8	<p>- " I'm unclear on the logistics of providing edible plants and fruit to all visitors. Will harvesting be controlled, or can anyone pick anything anytime? Are there risks that inexperienced visitors (especially children) might pick and eat something they shouldn't? "</p> <p>- "I also worry that the edible plants in the Grow concept would be quickly ravaged and not leave much to see/enjoy."</p>
Concerns that the designs may attract unwanted animals / insects - for example, bees / stinging insects.	7	<p>- " I like elements of both... but there's already So many rats in new west that more edibles just seems like a bad idea"</p> <p>- "Inviting bees near a food centric picnic area, and next to the sort park where children play in bath suits and in bare feet is problematic."</p> <p>- "I'm also worried about the wetland becoming a mosquito breeding ground next to the splash park."</p>
Reserve space for nature.	4	<p>- "Please don't make this an 'entertainment' venue aimed at kids. Please keep it as 'natural' as possible which will be an education in itself"</p> <p>- "Emphasize the natural, not the play."</p>

5.0 About Participants

The information below includes participants from the in-person drop-in, the Be Heard survey, and the Be Heard poll. Be Heard participants who completed the survey and also answered the poll have only been counted once.

Neighbourhood Representation

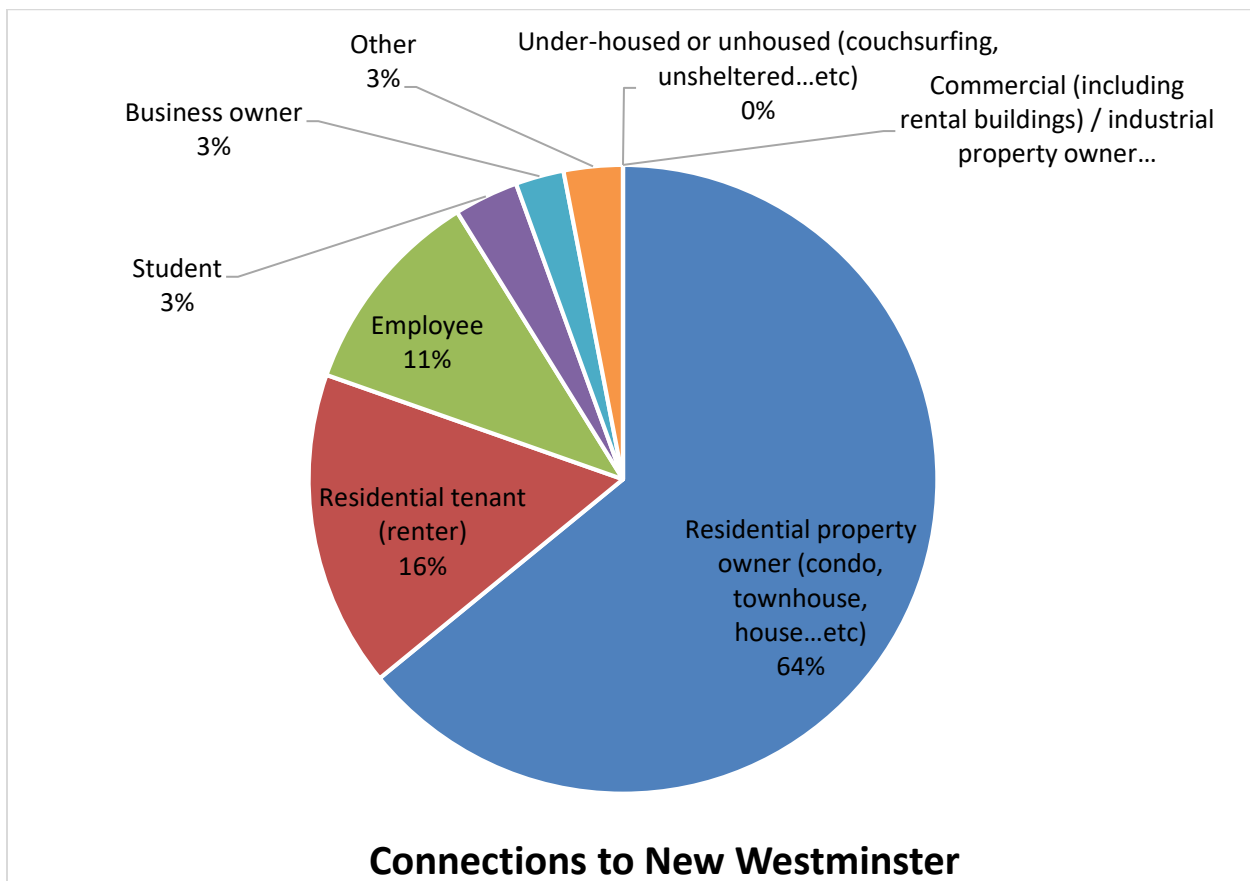
Neighbourhood	Percentage	Total	Drop-In	Survey	Poll
Downtown	21%	64	17	40	7
Glenbrooke North	13%	39	9	27	3
Queen's Park	10%	32	10	19	3
Uptown	10%	32	9	22	1
Sapperton	9%	28	10	16	2
Glenbrooke South	8%	25	4	18	3
Brow of the Hill	7%	22	4	18	0
Victory Heights / Massey Heights	6%	20	1	17	2
West End	6%	19	4	15	0
Kelvin	3%	10	3	5	2
North Arm South	2%	6	0	6	0
Connaught Heights	2%	5	3	2	0
Queensborough	1%	4	1	2	1
North Arm North	1%	3	0	3	0
Non-New Westminster	1%	3	0	1	2
Brunette Creek	0%	0	0	0	0
Total responses		312			



Number of Respondents based on Neighbourhood

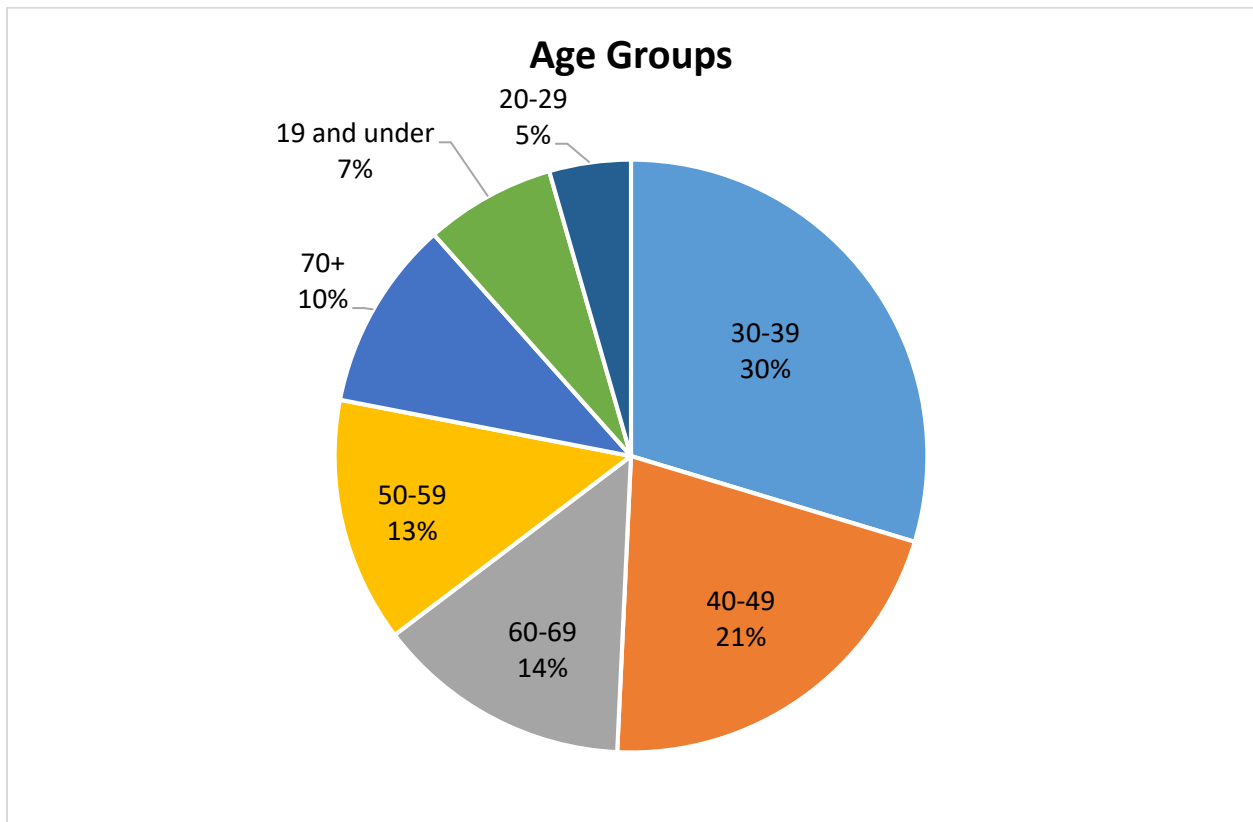
Connections to the City (select all that apply)

Connection	Percentage	Total	Drop-In	Survey	Poll
Residential property owner (condo, townhouse, house...etc)	64%	232	40	174	18
Residential tenant (renter)	16%	59	15	39	5
Employee	11%	39	5	32	2
Student	3%	12	10	2	0
Business owner	2%	9	0	9	0
Other	3%	11	0	8	3
Under-housed or unhoused (couchsurfing, unsheltered...etc)	0%	0	0	0	0
Commercial (including rental buildings) / industrial property owner	0%	0	0	0	0
Total responses		362			



Age Groups

Age group	Percentage	Total	Drop-In	Survey	Poll
30-39	30%	100	19	74	7
40-49	21%	71	20	48	3
60-69	14%	47	11	30	6
50-59	13%	45	7	30	8
70+	10%	35	17	16	2
19 and under	7%	24	23	1	0
20-29	4%	15	3	12	0
Total responses		337			

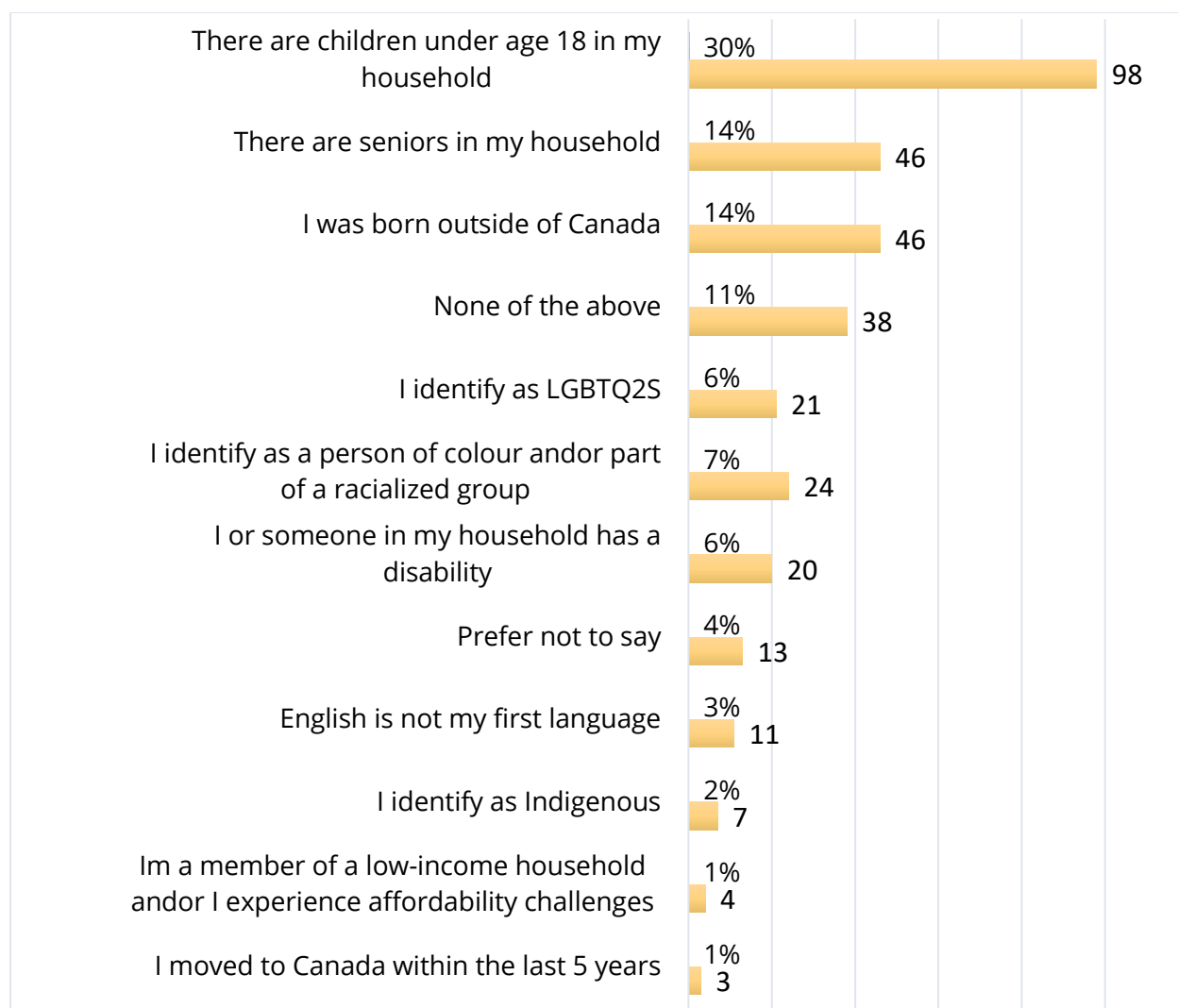


Additional Demographic Information

(Select any / all that apply)

Please note: Responses for this question were only collected through the Be Heard survey and Be Heard poll (this question was not asked at the drop-in engagement).

Connection	Percentage	Total	Survey	Poll
There are children under age 18 in my household	30%	98	90	8
There are seniors in my household	14%	46	42	4
I was born outside of Canada	14%	46	44	2
None of the above	11%	38	32	6
I identify as LGBTQ2S	6%	21	19	2
I identify as a person of colour and or part of a racialized group	7%	24	22	2
I or someone in my household has a disability	6%	20	19	1
Prefer not to say	4%	13	9	4
English is not my first language	3%	11	10	1
I identify as Indigenous	2%	7	7	0
I am a member of a low-income household and or I experience affordability challenges	1%	4	4	0
I moved to Canada within the last 5 years	1%	3	1	2
Total responses		331		



6.0 Next Steps

City staff are considering and applying feedback from this phase of engagement as they develop a final preferred concept for the future of this unique space in Queen's Park.

This engagement summary and the final design concept for the future of the farm are expected to be presented to City Council in March 2023. Please check back on Be Heard for more details on the final plans for the space.

Implementation of Phase 1 of the final design is anticipated for summer 2023.