

THE MASTERPLAN

Thoughtfully planned around your wellbeing

We're creating one of the world's most beautiful townships. A place wrapped in the arms of nature, where you'll be spoilt with the finest facilities, leafy village streetscapes and a friendly neighbourly way of life. This plan shows a detail view of the first neighbourhoods of Providence. The features listed apply to the entire town of Providence.

Size

- ▶ Total of 670 hectares
- ▶ Approximately 7,000 homes, with a population of up to 20,000 residents

Splash'n'Play

- ▶ Waterplay fun for children of all ages
- ▶ Adventure playground
- ▶ Amphitheatre for community concerts
- ▶ Shaded BBQ areas
- ▶ Picnic grounds
- ▶ Climbing wall

Parks & Reserves

- ▶ 200 hectares of green space
- ▶ Parkland recreation grounds with shaded BBQ and picnic facilities
- ▶ Discovery walking and cycle trails

Discovery Trail

- ▶ Providence will be linked with an extensive walking and cycling trail that threads through the entire community, as a journey of discovery
- ▶ Artscape sculptures
- ▶ Fascinating stories of the history
- ▶ Nature pathways from the creek to the lookout

Education

- ▶ Early Learning Centre
- ▶ 2 future Primary Schools
- ▶ 2 future Secondary Schools

Health & Wellbeing Hub

- ▶ Community Centres for local residents
- ▶ Medical Clinic and consultation rooms
- ▶ Youth Centre
- ▶ Proposed Community Library
- ▶ Police Station
- ▶ Local Council Community Centre
- ▶ Day Spa

Sport & Recreation

- ▶ Cricket ground
- ▶ AFL Football oval
- ▶ Rugby field
- ▶ Soccer pitch
- ▶ Tennis courts
- ▶ Netball and basketball courts
- ▶ Multi-sports clubrooms
- ▶ Shaded playgrounds
- ▶ Outdoor gymnasium
- ▶ Exercise equipment fitness trail
- ▶ Cycle-ways and pedestrian paths linking vibrant social places
- ▶ Picnic/BBQ facilities
- ▶ Dog park

Town Centre

- ▶ Main street with alfresco dining
- ▶ Large retail and commercial opportunities
- ▶ Major discount department store
- ▶ Major supermarkets and specialty stores
- ▶ Family Tavern
- ▶ Town Park for markets

