

4.3. Green space and infrastructure

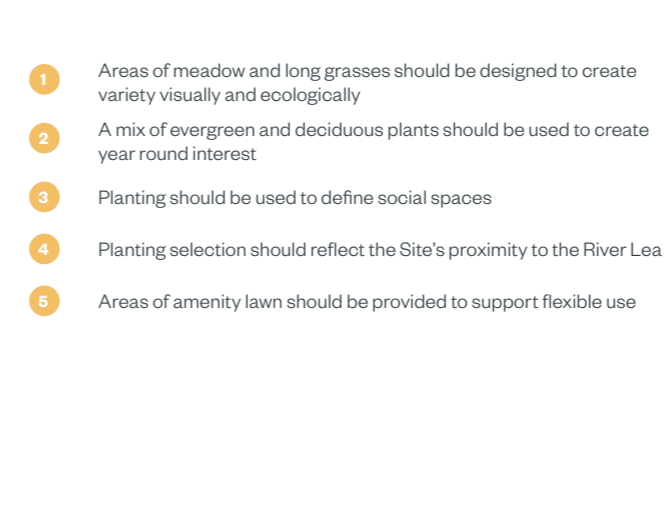
Planting selection and installation

Selection

- 4.3.21. The selection of ground flora planting mixes throughout **must** maximise native species diversity and be tolerant of future local climatic conditions. Where non-native species are selected, these **must** be selected to offer benefits to biodiversity or provide other sensory features.
- 4.3.22. Landscaping proposals **must** be designed with input from the wind consultant.
- 4.3.23. The selection of plant species within the areas of soft landscape **must** collectively promote the environmental and social aspirations of the masterplan.
- 4.3.24. Planting **should** be utilised to define space and create a comfortable, human scale within the public realm.
- 4.3.25. The soft landscape within the public realm **should** support Aberfeldy's identity.
- 4.3.26. A mix of evergreen and deciduous plants with varying flowering, berries, seeds, autumn colour, **should** be used within all public open spaces to create year round interest where possible. The precise mix may vary to suit the design.
- 4.3.27. Shrub and perennial species **should** be selected for their fitness based on their specific location.
- 4.3.28. Within park and green spaces, areas of amenity lawn spaces **should** be provided to support their flexible use. Where possible, mown amenity grass may incorporate low growing bulbs or wildflowers to bring additional value to the space.
- 4.3.29. Where large shrubs and ground covers are used, careful management of the planting **must** be undertaken to limit the obscuring of views.



Further information on planting selection and installation can be found in Chapter 7 "The Public realm" of the "Design and Access Statement: The Masterplan".



- 1 Areas of meadow and long grasses should be designed to create variety visually and ecologically
- 2 A mix of evergreen and deciduous plants should be used to create year round interest
- 3 Planting should be used to define social spaces
- 4 Planting selection should reflect the Site's proximity to the River Lea
- 5 Areas of amenity lawn should be provided to support flexible use

4.4. Play and independent child mobility

Approach and principles

- 4.4.1. The independent mobility of children (i.e., their everyday freedom to get around as they choose) is integral to the success of the goal to make Aberfeldy Village a child friendly neighbourhood. For children and young people this might mean being able to reach destinations such as school, the shops, adjacent developments and the River Lea, but it is also about being active outside as part of play or hanging out with friends. It is vital the design of the whole environment supports children's and young people's rights to freely access and occupy public space. Designs **must** prioritise the vision and take a 'children first' perspective.
- 4.4.2. Designs **must** support and not impede independent mobility throughout the Site and beyond into the wider neighbourhood.
- 4.4.3. Public spaces, streets and formal and informal play spaces **must** be considered together to create safe, clear and navigable networks of well-connected spaces, so children can roam and play freely. These networks **should** connect into 'safe loops' in the existing neighbourhood so that children can visit friends, get to school, the local shops and the riverside.
- 4.4.4. The design of cycle infrastructure **must** support a range of ages and consider how cycling along each road (not just dedicated cycle routes) can be safe for young learners and confident children and young people alike.
- 4.4.5. The design of the streets and open spaces **must** protect and safeguard children from the dangers of traffic. Recreation spaces **must** have pedestrian priority (and be car free where possible) so children are able to access these areas safely and independently.
- 4.4.6. Open spaces **must** be located, oriented and designed to maximise natural overlooking from passers-by on adjacent routes and users of adjacent buildings, so children and young people are visible and there is opportunity for informal community supervision.
- 4.4.7. The design of traffic, pedestrian and cycle movement **must** be sensitive to incidental playable elements and doorstep play in the public realm, to safeguard everyone.
- 4.4.8. Segregated play areas for designated age groups **must** be avoided. Formal and incidental play spaces **must** be multifunctional and inclusive, incorporating playable elements and equipment which cater for a range of ages and abilities.
- 4.4.9. It **must** be apparent to young people that they are welcome in public space and permitted to occupy it, during the day and after dark. For example, signage **should** be positive and the design of street furniture (e.g., seating) **should** support a range of social uses and ages.
- 4.4.10. Playable elements and equipment **must** incorporate good levels of challenge and risk and include for physical, adventurous and imaginative play. The specification **must not** be maintenance or risk compliance led but determined by the play value a specific piece of equipment might deliver to a range of ages (i.e., according to a risk – benefit assessment). This is especially important for older children and teenagers.
- 4.4.11. All design solutions **must** benefit everyone and mitigate adversely impacting a particular age group.
- 4.4.12. Evening and night-time occupation of outdoor space **must** be provided for, including lighting to enable wayfinding, mobility, play and socialising for children and young people into the evening.
- 4.4.13. Biodiversity and greenery, for holistic sensory engagement and not just looking at, **must** be incorporated into all open spaces including streets.
- 4.4.14. Designs **must** consider the movement and occupation of parents and carers with very young children. For example, changes in level **must** enable easy manoeuvring of pushchairs and play areas **must** include seating.



Further information on play and independent child mobility can be found in Chapter 4 "Vision and Masterplan Development" of the "Design and Access Statement: The Masterplan".

The vision is for Aberfeldy Village to be a child friendly neighbourhood, one that is a safe place for children to play out. Young people will feel welcome and included and so all ages of the community will enjoy spending time outside.

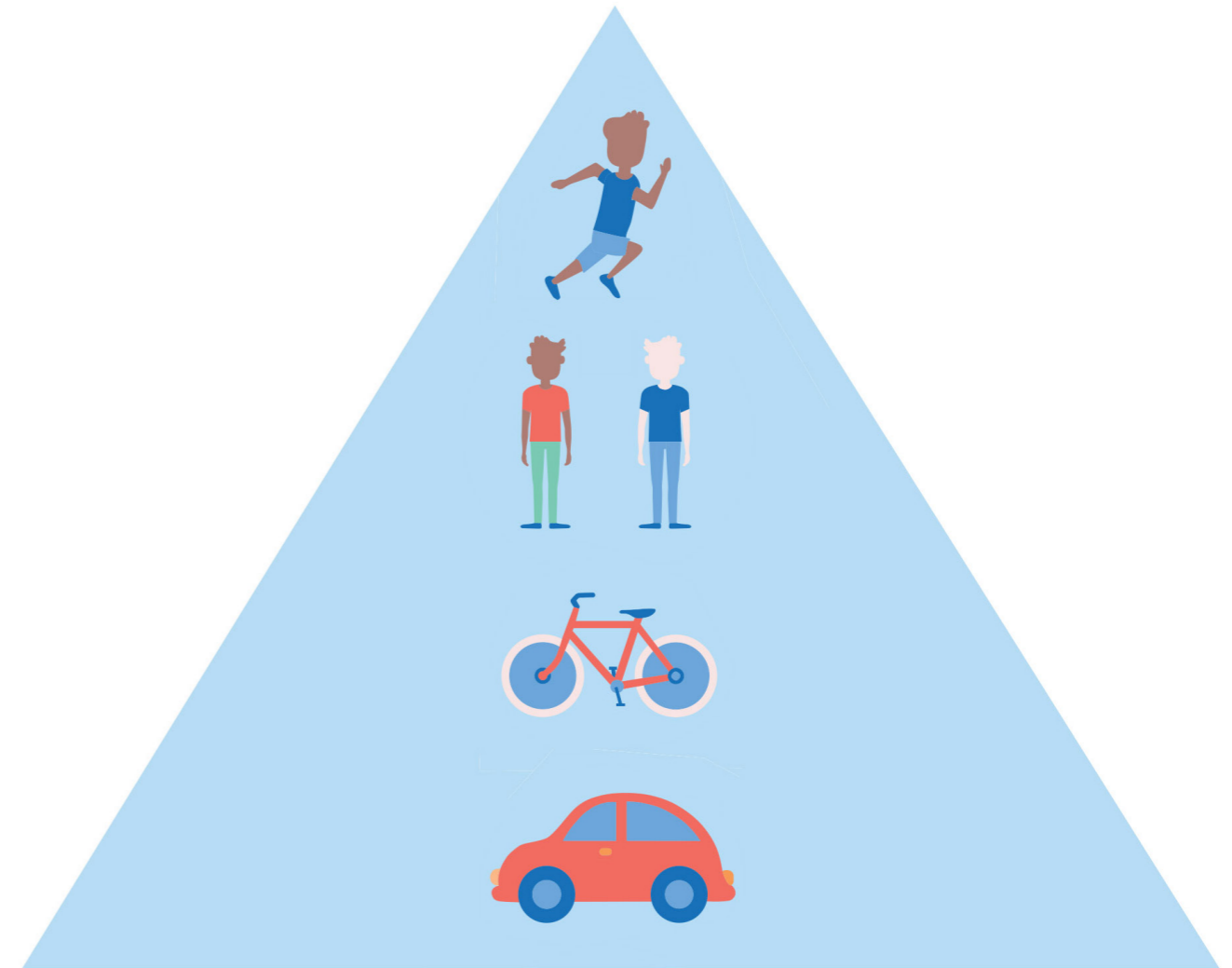


Fig.96 Child first approach to movement

4. 4. Play and independent child mobility

Definitions and distribution

All public realm should be playable, but play should not be all that happens in the public realm

4.4.15. In accordance with the GLA: Shaping Neighbourhoods: Play and Informal Recreation SPG (2012), play space **must** be provided for in a range of typologies addressing the needs of children of different ages at a ratio of 10sqm per child. This **should** be provided as a mix of informal playable space or equipped play space. When meeting the GLA quantities, play **should** be delivered only on the ground floor and podium levels, and follow the guidance in LBTH's High Density Living SPD.

4.4.17. These include playgrounds, playing fields, skate parks and other recreation areas.

Playable space

4.4.18. As defined in the High Density Living SPD, 'A playable space is one where children's active play is a legitimate use of the space. Playable space typically includes some design elements that have 'play value': they act as a sign or signal to children and young people that the space is.

Dedicated play space

4.4.16. As defined in LBTH's High Density Living SPD as 'Spaces where play is identified as a prime function'.

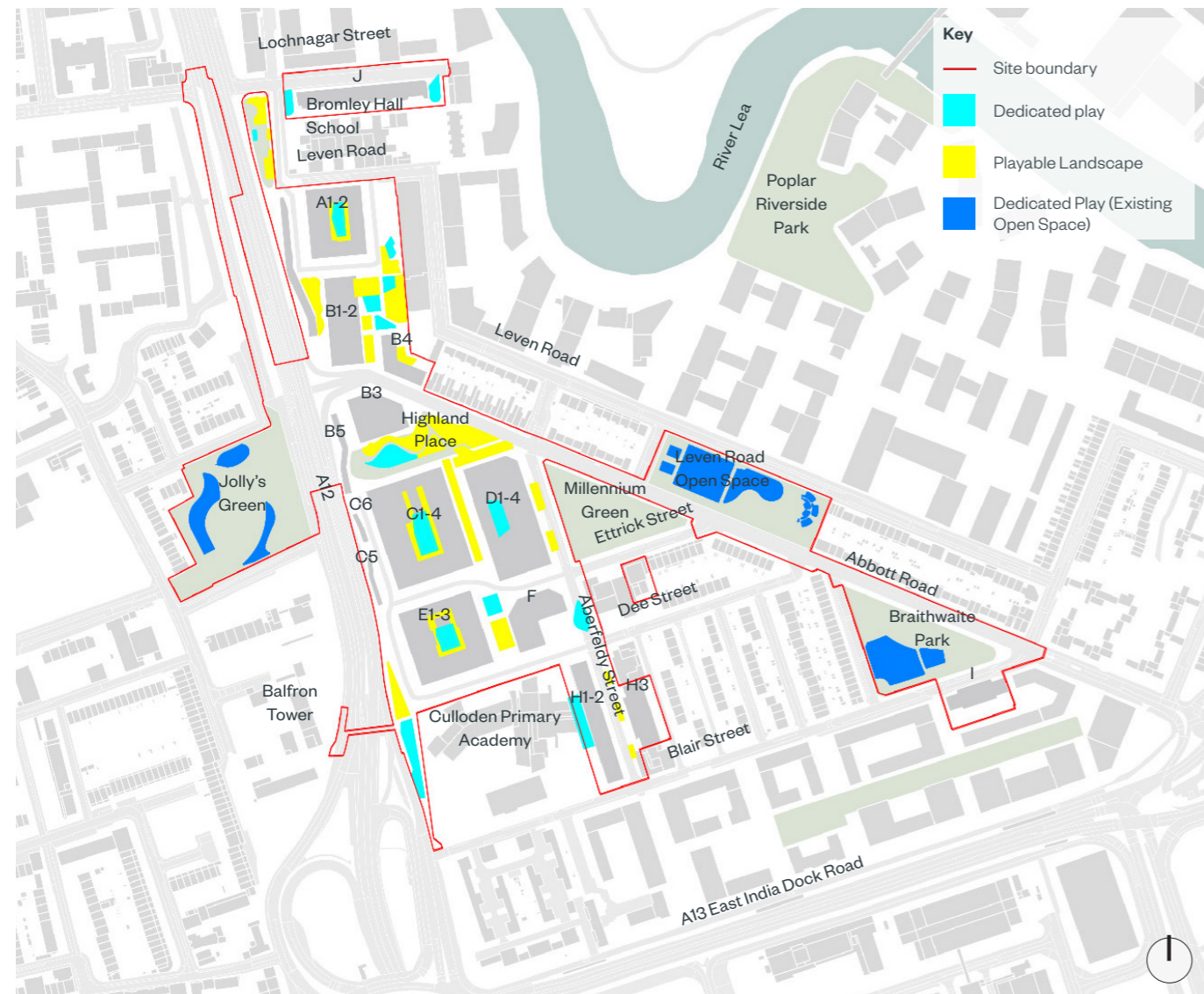
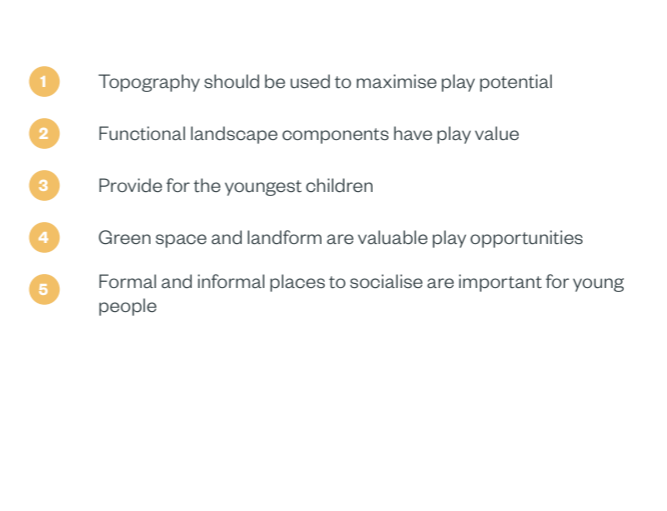


Fig.97 Illustrative diagram showing the distribution of dedicated play and playable space (illustrative plan)



- 1 Topography should be used to maximise play potential
- 2 Functional landscape components have play value
- 3 Provide for the youngest children
- 4 Green space and landform are valuable play opportunities
- 5 Formal and informal places to socialise are important for young people

4.5. Private amenity and thresholds

Approach and principles

4.5.1. Private amenity space **must** be included in thresholds wherever street width allows for residences.

4.5.2. Private amenity space **must** be designed in a way that it feels like an extension of the home, to encourage its use, opportunity for chance encounters with neighbours and natural surveillance of the spaces around it.

4.5.3. Planting of a minimum of 1m depth **should** be provided adjacent to residential windows wherever private amenity space is not accommodated. This **should** be a biodiverse mix.

4.5.4. Sunlight and access to green infrastructure **should** be considered when determining the offer of depth of private amenity space. The depth of private amenity **must** be between 1000-1800mm.

4.5.5. Low seating height walls **should** be integrated into the private amenity boundary design. These will provide opportunities for social interaction and informal play opportunity.

4.5.6. Low hedges **should** be provided within private amenity spaces. These will help to soften hard boundaries, increase soft landscape integration and provide an additional buffer for the encouragement and enjoyment of the amenity space provided.

4.5.7. There **should** be a minim of 1m depth included within retail areas for active retail frontage. This area will allow for retail uses to spill out into the street and encourage interaction, ranging from fruit and vegetable displays to outdoor seating opportunities.

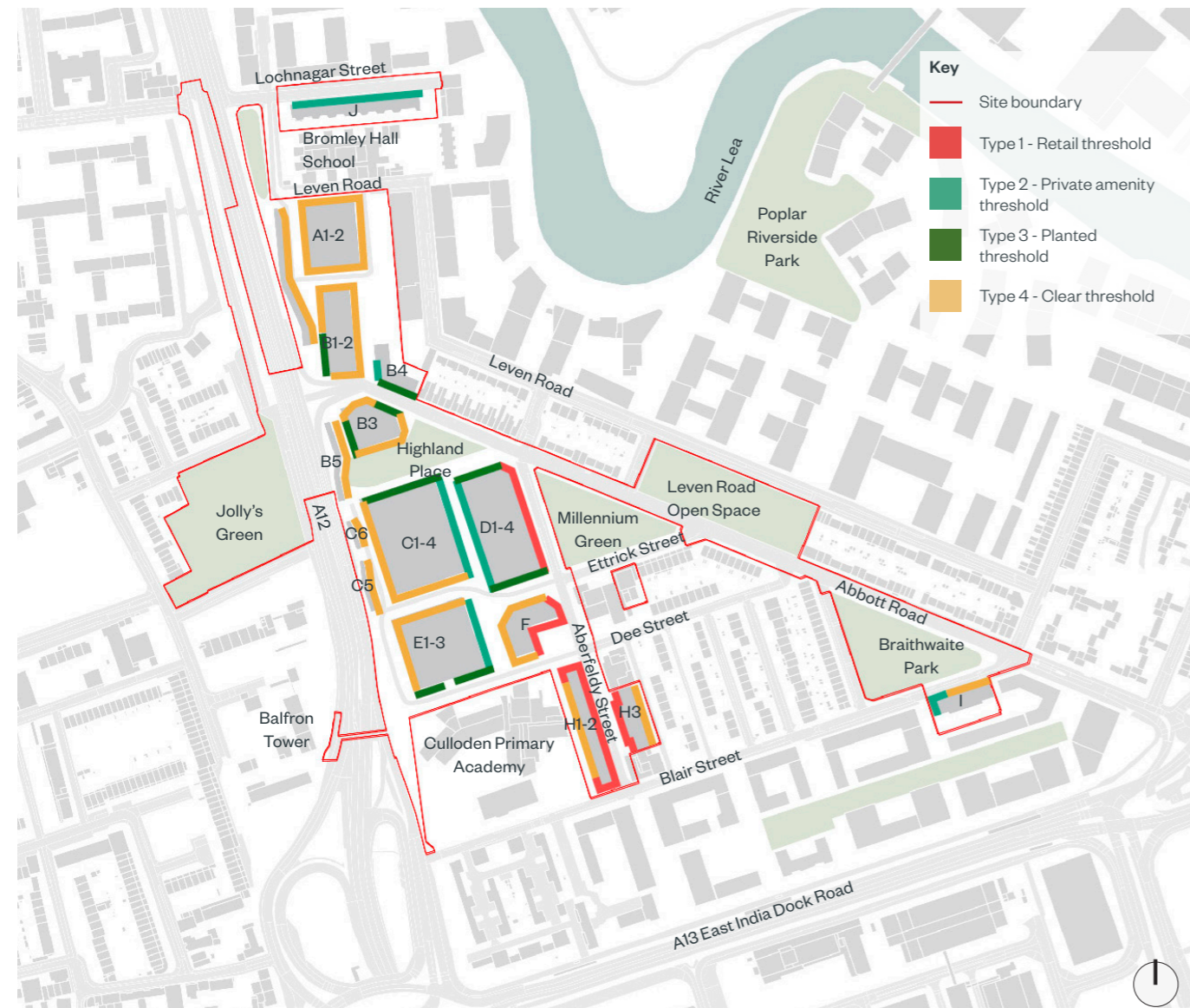


Fig.98 Threshold typologies location plan (illustrative plan)



- 1 Low seating walls should be integrated into the private amenity design for play and socialising
- 2 Low hedges should be provided within private amenity spaces to soften the environment
- 3 Planting should be used in front of residential properties for screening where amenity space is not able to be accommodated
- 4 Spill out space should be provided for retail units to encourage activation

Private amenity space must be designed in a way that it feels like an extension of the home, to encourage its use, opportunity for chance encounters with neighbours and natural surveillance of the spaces around it.

4. 6. Podiums

Approach and principles

- 4.6.1. Communal Amenity Space **must** be delivered in accordance with the Local Plan and The High Density SPD.
- 4.6.2. The ratio of play to communal amenity space within podiums **should** be 80% play to 20% communal. Of the 80% play, 50% of this **should** be dedicated play and 50% playable. Playable space **should** be designed to be used by a wide range of users.
- 4.6.3. Communal amenity **must** be inclusive and accessible. These spaces **should** be flexible and provide for a wide range of use, including shelter where appropriate to allow for use throughout the year.
- 4.6.4. To encourage use of the podium and support residents private amenity space, the curtilage spaces of residential units with direct access to a podium are encouraged to include a soft landscape semi-private landscape buffer.
- 4.6.5. Where there are front entrances, these **must** be coupled together to encourage the opportunity to meet and socialise with neighbours. These **should** include a low seating wall at 500mm high between residences, and a soft planting boundary with the podium. See "Fig.99 Front entrances should be coupled".
- 4.6.6. For rear entrances to private amenity space, these **should** be coupled together wherever possible. This is designed to limit paths crossing the soft landscape semi-private zone.



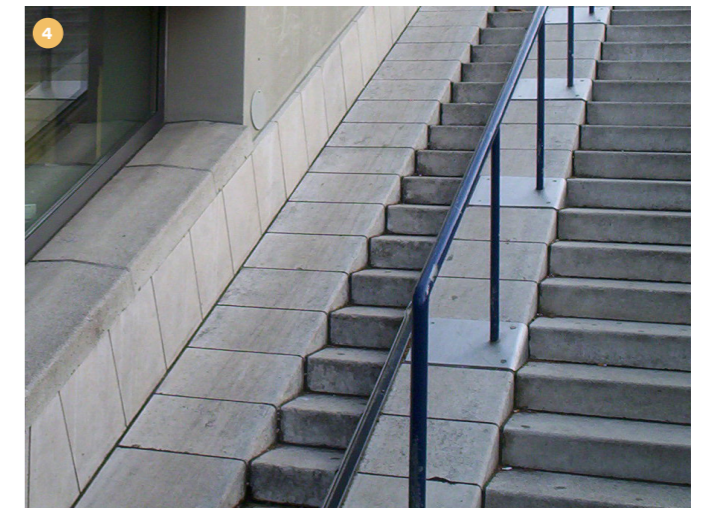
Fig.99 Front entrances should be coupled

- 4.6.7. Private amenity spaces **should** be screened from neighbours through planting or a privacy screen, with a soft planting boundary against the podium. See "Fig.99 Front entrances should be coupled" and "Fig.100 Terraces have privacy with good access to communal amenity".
- 4.6.8. Podium landscapes space **must** contain a variety of areas designated for different purposes to support their use by local residents. The different areas may include seating, small door-step play areas, access routes, green landscape areas, and other elements supporting their use as amenity space.
- 4.6.9. Sunlight, wind and micro climate **must** be considered in the design and layout of any communal spaces to ensure that functions and elements are positioned appropriately.
- 4.6.10. Seating areas and doorstep play areas **must** be located and designed to minimise conflict with adjacent residential units and maximise their potential exposure to sunlight whenever possible.
- 4.6.11. Local variety and place-making **should** be developed at podium level to support a localised sense of place within residential blocks.
- 4.6.12. Where there is stepped access to communal amenity provided from the public realm, a buggy ramp **should** be incorporated into the design of the steps to improve accessibility.



Fig.100 Terraces have privacy with good access to communal amenity

Communal spaces should be designed for a wide range of users, offering important access to nature and the outdoors.



- 1 A range of spaces from intimate to more open should be designed
- 2 Microclimate must be considered for planting types and functionality of the spaces
- 3 Shelter should be considered in conjunction with any proposed uses
- 4 Buggy Ramp access should be incorporated into any stepped access points
- 5 Playful paths and loops should be considered within the podium design

