

FOR BUILDING COMMUNITY

## Open Space & Landscaping Design Workshop

Wednesday, 20th July (18:30-20:30)

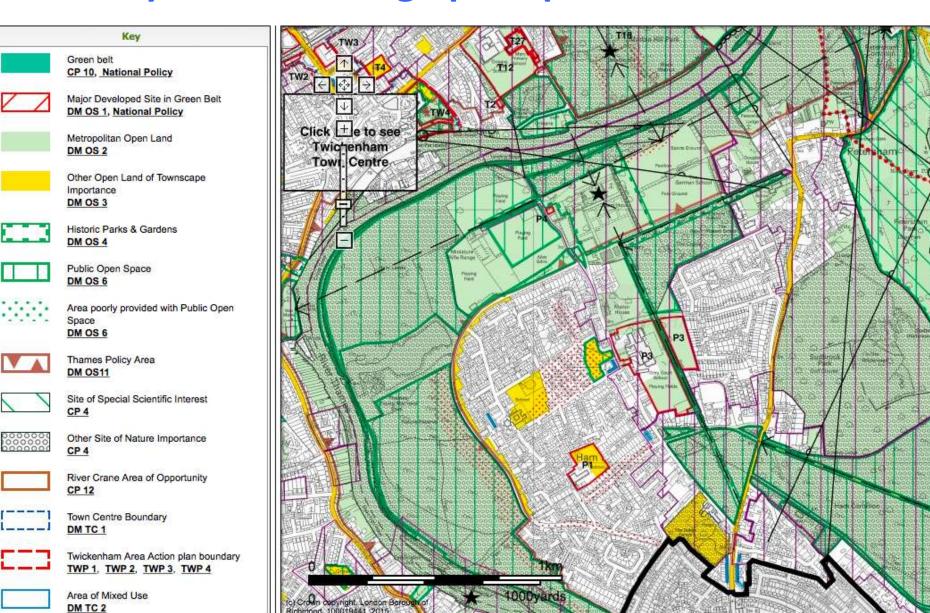
Ham Youth Centre



#### Introduction: Focus of the session

- This second session thinking about open space and landscape.
- A key consideration is the nature of the current open space, both the green and the 'amenity' space around the flats: how it is appreciated and used.
- What is the wider context?
- What are the opportunities?
  - Can the 'open space' be improved
  - Can new amenities and play be introduced
  - Can Ham Close provide different spaces for different age groups and activities
  - Is there a chance for different types of open space: possibly introducing more private open space
  - What should be the character of new 'streets'
- First part is a presentation followed by break out discussion session in groups.

#### LDF Map - surrounding open space





#### **Ham Close now**



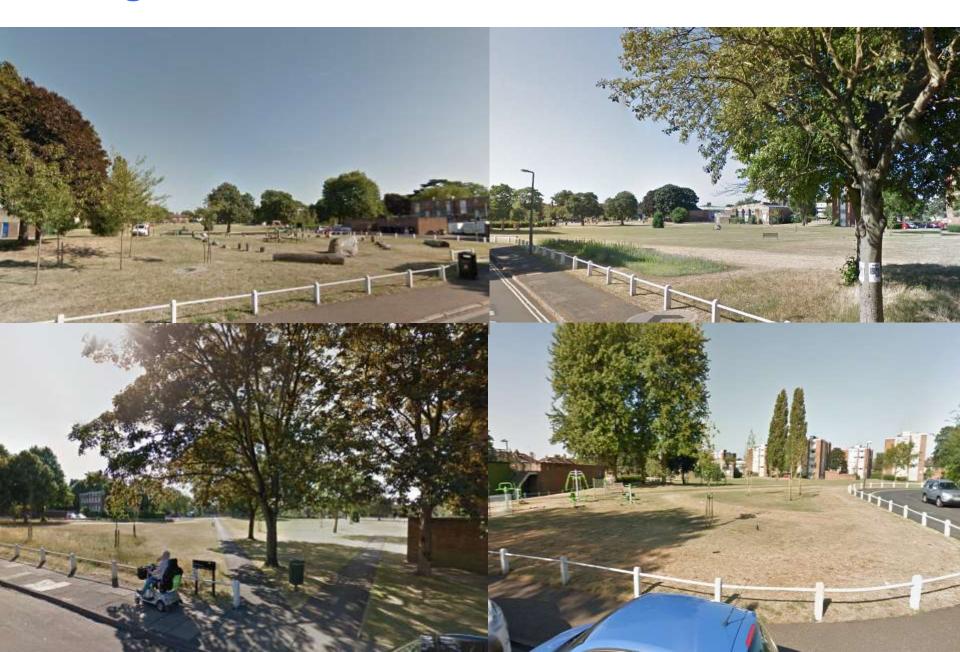


#### The Existing Landscape and Open Space

buildings do not have private amenity space.



### The green



# The green: Some ideas and possibilities

The village green to be kept and maintained, but are there opportunities to further improve it for all to benefit from?

Keep informal as part of the character of the surrounding area?

Possibly some light touch interventions?

#### Opportunities:

- Introduce some more trees and benches?
- More Informal play integrated into landscape?
- Introduce more informal ecology?
- Others Café? Land art / public art?



## Positives, Negatives and Opportunities

In the workshop discussion session:

- Identify the positives, including the nature and character of the green, how is it used and for what
- Existing trees
- What are the negatives?
- Can it, should it be improved?
- What are the opportunities?
- Edge condition to Ham Close?



#### Ham Close: Open space



#### **Ham Close Opportunities**

What is the current character and feel of Ham Close?

What are the opportunities?

- Informal 'soft streets'
- Private and communal 'gardens'
- Different spaces and places for different occasions, and activities and people
- Discreet informal localised safe play
- Pedestrianised areas and routes
- Links between village green and Ham Close green spaces



### Possible ideas: Buildings and park land



### Possible ideas: 'Shared gardens'



#### Possible ideas: 'Green' streets



#### Possible ideas: 'Productive' shared landscapes



#### Possible ideas: An edge to the green



#### **Open Space and Landscaping Session 1 Feedback**

- Green space and landscaping as important as new buildings
- The green is well loved, as is the way it 'bleeds into' Ham Close
  - Opportunity to explore improvements to natural play space and synergies between play space and fitness equipment, provision of more benches (and bins), outdoor seating for café(s), public art
  - Shouldn't lose space for playing football and dog walking
- Retain mature trees (of value tree survey required) where possible and explore planting more mature trees on the green and throughout the development (softening buildings)
- Informal landscaping should avoid uniformity and consider different 'zones' of use
- More private amenity space (defensible) space for Ham Close residents (balconies / private gardens / shared gardens) need to consider maintenance
- Gaps between buildings important these should be green / landscaped and contribute to a feeling of 'openness'. Ensure light enters properties and avoid overlooking
- Secure by design
- Second 'green' or a green link through the development
- Enhance green space and encourage use by all (explore the creation of productive space allotments / vegetable growing, informal play space, BBQs, quiet areas etc.)
- Appropriate lighting to minimise impact(s) on wildlife
- Explore provision of green roofs, solar panels and/or rooftop gardens
- Use of land to the rear of the shops little to no encroachment on the green
  - Opportunity to link community facilities with green space
- Links to transport (one-way system?) informal, should avoid uniformity, different characters and routes through the development

#### Possibly putting it all together

