

The Crichton 21st Century Intergenerational Village – Draft Design Statement

This document is to act as a visual reference guide for Architects and Planning teams to help them understand some of the key principles we are looking for in a development. It sets out 'non-negotiable' performance objectives and benchmarks for how these might be achieved. Due to COVID-19 we were not able to consult with all of the groups which we had intended to. We hope to continue developing this document in the coming months. This work was done in partnership with Architecture Design Scotland and involving a wide cross section of the local community.

"The Crichton quarter is an area of South **Dumfries** that extends in a wedge shape from the Nithbank site south east wards and includes the **Dumfries and Galloway** Royal Infirmary (DGRI), **Crichton** Hall, **Crichton** Estate and the Ladyfield housing site." (taken from The Crichton quarter Development framework 2018). The Crichton Estate is home to 88 businesses, University campus with 4 academic partners), the regions Further educational college, church, cultural venues, restaurants, café, spa, swimming pool, sports facilities, hotel, gardens and 85 acres of parkland. The Crichton Trust manage the estate and is exploring how it can develop in partnership with the local community and partners a multi-generational, connected community and innovative and adaptable housing models for rural communities.

The objectives of the project are to:

- Develop a vibrant and living place: that is inclusive, low carbon, sustainable, an intergenerational community
- Provide spaces where a caring, connected, and inclusive community can grow and develop
- Provide homes and services that can adapt and change as its residents needs change
- Build a community that is connected, part of, and an asset to the local area, its heritage and the environment
- Enhance routes and connections to The Crichton Estate and the town centre making it a positive addition to the town and Crichton quarter

The physical development must possess the following attributes to support people living, working, and visiting the place to realise those benefits through their daily experiences of the place. In the text below, spaces for experiences are described in relation to their nature to support that experience, but also:

A, the level of control an individual has over them

- *My Space* – I (with any person I live with as a family) have control over this 24/7; I/we control who can be there, the temperature, use etc .
- *Borrowed Space* – I (or a visiting friend/family member) can have control over this when I/we use it as if it were mine but at other times it may be used by other people or for other things (potentially including community space)
- *Community Space* – me and others in my community (physical and/or community of interest) use this space as and when we want to. Therefore, when I go there I'll generally recognise most of the other people there. Other people would only be there by invitation of a member of the community.
- *Public Space* – anyone can use this space.

B, the extent to which they feel private

- *Private* – people can't easily see in from public areas and I feel I can have a quiet conversation without being overheard from public spaces. I can do this without taking away any key aspects of that experience (like daylight or fresh air)
- *Semi-Private* – I can control if people can see in, but I can also choose to look out at the world and what's happening
- *Semi-Public* – I can see and hear what's going on around me, but other people don't feel they can just use the space I'm in

1 Non-negotiable objectives for people living there – be that as a long-term home or short-term step up/down care.

The size of each person's home environment will be different - from 'bed-sits', through flats, to houses – but the same experiences must be enabled. However, the scale or ownership of the space in which it happens may be different, therefore a range of 'views of success' are included in the benchmarks.

Non-negotiable performance objective. The experiences any development must enable	Benchmarks The physical criteria that would likely enable the objective to be met and/or some views of what success might look like for those aspects not easily written
1A The first impression of the village must be attractive to people of all ages and backgrounds. It must convey the ambition and ethos of the place as a "21st Century Intergenerational Village." It must feel a positive addition to the area so that moving there isn't seen as being part of something that is detrimental to a much-loved place.	• Attractive, accessible web information on project in development which encourages ideas and engagement, starting to build ethos/community in advance of the physical build. • Early phases set positive standard to build confidence, forming a quality gateway into the site • It should feel welcoming; non-institutional; easy to get about; pedestrian friendly and not dominated by cars; connected to the wider area; and feel a 'part' of the place/Crichton; that it has longevity. • There should be equality between all road users <i>Some views of what success might look like for initial impression</i>  (Left) Development integrated into the landscape. Non-institutional. (Middle) Density/public transport/links to landmarks. Accessible and open. Visual connections to landscape beyond. Mix of generations interacting – equality between users. (Right) Existing Crichton estate



(Left) Open space, absence of cars, balance between private and public space, paths. (Middle) There is room for cycling & walking. Cars exist but are not a priority. (Right) Pedestrian pathways in the landscape at Crichton

Post workshop notes:

*Suggestion for including water feature / house close to water. Water has major presence in Crichton landscape. Show the presence or absence of water and relationship of building to water/SUDs etc.? Show how to integrate with the specifics of this landscape.



(Left) Approaches from community from road, footpath and cycle paths – development needs to fit into a landscape with wetlands on the peripheries and relate to the 'no-build zone' estuary and the merse. (Middle) Additional image which was suggested - Andy Goldsworthy 'Give and Take Wall". Illustrating idea of a shared boundary between places, translated into art/landscape and transition between landscape features, eg. connecting estuary to development. (Right) Crichton grounds

1B Arriving at your home for the first time, and every time after, must feel positive, welcoming, familiar, safe and comfortable.

- Covered spaces and entrances for pausing and connecting with neighbours

It must be possible to personalise the first impression of your home to give it some of your own identity.

- secure storage space for bikes, mobility aids etc. within easy reach of the arrival/entry/exit point, with charging points for electric bikes/scooters etc.
- Access/loading/drop off points (with charging) within easy reach of arrival/entry/exit point, without dominating view of home or nature of street (see below for nature of street),

Some views of what success might look like at different scales of home (house/flats/bedsit - for flats/bedsits the personalisation would be of an internal door to their home)



Like the communal spaces/shared areas. Feeling of safety and security. Windows overlooking communal areas. Accessibility to communal areas and car parking (layout allows for this to be at the rear of these homes) but all areas including the car parking/entrances need to be overlooked for safety and to encourage community connections.



Sheltered private space to pause, find keys, put down shopping, chat to neighbours etc. And areas that can accommodate cars, mobility vehicles, bikes and electric bikes



(Left/middle) Gardens or terraces that allow people to customise their homes and express something about who they are. (Right) Like the use of permeable surfaces that gives equality of road users, encourages slow driving and allows drainage, however pedestrian accessibility and accessible parking spaces next to homes that could be repurposed in a future with less dependence on car ownership. Use of variety road surfaces to demark road areas without effecting accessibility



Transition between inside and outside – providing sheltered spaces / structures that enable people to unload shopping and also to enable charging and storing of electric cars and accessibility vehicles for charging – but can be adapted over time to create different spaces as needed, eg. covered patio, studio, workshop, home office. Protection from the weather under a sheltered space. Charging / loading / unloading under cover.



Shelter to encourage connection and communication between neighbours aided by eg. covered walk-ways between building to enable accessible and all-weather navigation around the site (left) and/or using natural elements (trees etc.) for shelter / protection



Consideration of impact of waste bins/management on arrival point. (Left) Individual dwellings. (Right) Central collection point for denser housing, E-bike/bike storage was combined with bin storage.

1C Each home must be able to accommodate a wide range of people's needs with minimal physical change – a home for life.

- [Adequate space standards](#) and no barriers to living (bathrooms not too small, hallway and door widths, accommodate hospital beds and equipment) see also [HAPPI design principles for homes; Dementia Services Development Centre](#); SG publication - [Age Home and Community](#) (chapter 7) for further guidance
- Different uses closely/conveniently located so meeting your personal needs isn't made difficult ie.

- bathrooms and bedrooms on the same floor and at least one bedroom in each home where you can see the WC from the bed (with door left open).
- food prep/dining, living and WC on same floor.
- Space within the kitchen to allow for food prep areas and equipment at different heights for wheelchair users and non-wheelchair users to use the same kitchen (also see low tech solution like in Fit-Homes Kitchens to lower height of work tops).
- Plumbing/electricity/wall structure & finishes in place in all properties to allow installation of any non-standard fittings (such as washer/drier toilets, support rails, hoists, glazed cupboard/wardrobe doors etc) on a 'plug and play' basis as needed to suit. Bathroom floors designed to be used as wetrooms (with removal of bath if fitted) without installing new finishes/drainage.



(Left) Motion spot – fully accessible bathroom. (Middle/Right) Adjustable / accessible kitchen counter tops integrated into standard design layout.

- Range of size of homes plus shared/bookable spaces within the development to provide additional accommodation (sleeping/social) for occasional needs that cannot be met within the persons/family's home (see section 3 in relation to visiting family/friends staying over).
- High speed broadband connections provided for each property at the outset and wifi/LoRA and 4G/5G mobile coverage for entire site to enable assistive technology to be used across the site. This could be incorporated into the service/factoring/rental of the home.

1D The design of both homes and shared accommodation must support residents' wellbeing. Residents must be able to sleep peacefully, awake refreshed, and feel more able and motivated to engage in the day. They must be able to relax in their home,

- Daylight and view to greenery from seated/lying in all rooms except bathrooms/WCs.
- Bedroom windows not open onto main public routes or spaces that are likely to be noisy.
- East daylight into at least one of the spaces in each home that used in the mornings.
- Framing views of the Landscape and the Criffel

and take time to themselves in activities they enjoy.

- Approach route to each home to be visible from inside the home so you can see who's coming and decide if you want to meet them, or avoid contact them.
- In each person's home there must be a place to sit in quiet and read a book, listen to music, watch TV, or carry out other solo activity from which there's daylight and a view to greenery and birds/wildlife.
- Access to care that meets Health and Social Care Standards that enables me to fully participate in the community if I wish. <https://hub.careinspectorate.com/national-policy-and-legislation/health-and-social-care-standards/>

Some views of success might look like (different scales, from window seat in a bedsit through a cosy nook in a shared space, to larger living room)



(Left) Provide quiet/private space for isolation at times (Right) Nice frame/view. But uncomfortable seating.



(Left) Ability to avoid folk, have both quiet and noisy spaces. Off social public spaces. Choice of spaces from noisy/public to quite/private. (Right) Conflicting views but all agreed on need for privacy and quiet at times



(Left) Living room - OWCH (Right) Finish housing model – common living room.

1E The design of homes and grounds must enable residents to grow, prepare and enjoy healthy food to the extent they're interested and able.

- Growing Spaces; both for individuals and for community endeavours (such as orchard)
- Small private gardens for pets and small children to play safely but food growing areas could be communal or allotment type areas.
- Attractive external space adjacent or close to each home to cook (BBQ) and/or eat in fresh air. Spaces to be sheltered from wind and shared spaces should have covered area for shade from sun to extend use.

Some views of what success might look like



(Left) Provide storage space as well as toilets and tea making spaces (Right) Communal seating areas coupled with allotment / growing areas. Also see 1G

- A place to make drinks and meals within my home and a place to come together in bigger groups (broader family/friends) to cook and share food
- Attractive space to eat inside with daylight and view to activity.

Some views of what success might look like (tea/prep to bedsit to domestic kitchen scale)
See 1C

Some views of what success might look like (shared kitchens/eating areas)



(Left) Feels like home, not institutional. Space opens up to outside cooking area. Like principle of shared cooking and eating space. (Right) Liked the idea of the bar/place to sit next to people cooking, where you can join in. Feels like a place to cook family/celebratory meals.



(Left) Dining room in Gundsollie Cohousing (Right) Dislike – feels institutional and scale wrong

Post workshop notes:

	*Spaces need services, facilities (eg. toilet, place to boil a kettle...) *Build in co-production spaces, eg. orchard, early on. Social and self sufficiency *Suggestion for shared winter garden (glasshouse-like, full grown plants inside, eg. Royal Botanic Gardens Edinburgh). *Need for different scale of spaces at different scales.
1F The layout of each home must enable families living there to come together and share activities, or individuals to opt out and be separate.	• Routes and living/cooking/eating spaces designed to give views of people moving around the home and views from one activity area to another so doing one thing (like cooking) doesn't force you to be disconnected from other people in the home. • Spaces designed to be used in different configurations (eg dining and living can be combined if people come to dinner) • Spaces designed to have areas where you can take yourself away from a group – see 1D for nature. • Easy to convert between open plan living and partitioned areas to suit individual needs of residents and families – for example sliding doors in OWCH development and moving walls of carbon Dynamic's Fithomes (see plan below). 
1G The layout of the area must make it easy to meet people and stay in touch. Through this contact and connection people must	• Any shared routes within buildings (connecting flat/bedsits) to have spaces to sit/chat within short walk of each persons 'front door', with room for pot plants or other features (like book depository) and daylight.

feel more able to ask and offer support and to contribute.

Some views of what success might look like



See also 1B

- External spaces just outside homes to have space to stop and talk, with seats and trees for shade to encourage people to use the space together.

Some views of what success might look like



1H The design of homes, streets and wider grounds must encourage people to be active. To get outside, feel the weather and get fresh clean air.

- At least one of the spaces in each person's home, that's used in the morning, to have a view to attractive external route or space.
- External spaces within short walk of all homes, designed for people sit quietly either alone or in small groups, to, potter or play. Spaces to be separated from traffic and other main through-routes and viewed from homes so more vulnerable people can be helped by family or neighbours if needed.

Some views of what success might look like, from shared courts to small gardens



(Above) Too 'urban'

Post workshop notes:

*Looking for something more 'natural/unique/that doesn't feel so clean and tidy'. Wild-looking, not too 'designed'. Respond to specific landscape of Crichton, routes with vistas opening out into historic landscape/borrowed outlook to the river. Orientate and relate to the landscape.



Need to connect with existing landscape as an asset. (Eg. Above - Scottish Parliament landscape space which uses local plant species from surrounding area, wild-flower bed etc. set within a designed landscape framework to soften and connect/root the building into its place?)

- Safe (well-lit and observed/observable) and pleasant routes for a walk/run/dogwalk/cycle from each home's front door. Places to stop regularly along routes for people with physical health challenges, with seats and features of visual/seasonal interest. Layout designed to give loops of different lengths and natures; some more quiet and contemplative (discouraging fast use and dogs) and others more open for cycling, running or stretching the dog's legs. Planting to provide visual interest and encourage biodiversity throughout.

Some views of what success might look like from streets to parks

- Public landscape spaces designed to accommodate a range of shared (tai chi, gym classes) and solo (jungle circuit) exercise and areas with play equipment for children. Also sheltered quiet spaces to sit, read or picnic.
- Central and overlooked places for children to play safely and have some level of independence.

Some views of what success might look like



(Left) Multigenerational play ground and sports area. (Right) Sættedammen Cohousing Community, Denmark: play area in the centre of the community in a 'village green' or 'green courtyard'. All houses face this area.

1J The area (development and wider site/campus) must have a range of opportunities to take up and maintain hobbies; to enable creativity and meaningful occupation; to use skills and volunteer. To socialise and engage in the life of the community.

- Walking and cycling routes to existing local facilities including Easterbrook's bistro, pool, spa, as well as Crichton Golf Club, Easterbrook Hall for events, Solway House workshops, local allotments adjacent to Ladyfield, The Crichton Glasshouses, Crichton Central. So that people can have access to low cost bookable spaces/classes/clubs within 10 mins walk/scoot/cycle/bus of homes
- Easy access to educational facility (college/library) with lifelong learning access within 10 mins walk/scoot/cycle/bus of homes
- Reorganised facilities to ensure that residents can access shared space (both physical and virtual) to communicate what's going on, to offer and ask for contributions (skills/time/support) and to come together to discuss and make decisions about the development of shared activities and spaces.
- Shared – public – attractive social meeting/eating space (catered) within 5min walk/scoot/cycle/bus of homes.

NB. many of these may be provided be use/re-use of existing spaces and facilities rather than building new.

Some views of what success might look like



Images of existing facilities: (Left) Easterbrook conference and events venue (Middle) Easterbrook pool and spa (Right) Crichton golf club



- Consideration to loud and quiet shared places. Open access to existing library on site to wider community. 24hour access to co-working facility at The Crichton to provide quiet study spaces for students and workers

- Outside event space eg. for live music, galas, cultural events, street parties, watch big screen streamed events

Some views of what success might look like



Outside amphitheatre– but consideration might need to be given to access to wider community and parking.



(Left) Like the idea of a roof to protect communal space from the weather. Covered areas and entrances for pausing and connecting with neighbors

- Community facilities such growing spaces, 'mens-shed', music practice spaces, multifunction spaces or skiffle sheds within short walk of homes on routes to 1H below. External shared facilities

to have shelter and accessible WC provision to allow you to go there in confidence come rain or shine. These are to enable sharing economy and also enable intergenerational cross community links to form.

Post workshop notes:

- * Access to co-working, studio and music practice space locally is critical to enable to people to continue and start new hobbies.
- *Need to reuse/reorganize and build on existing spaces (services)
- *Health and social care needs. Lack of bridging facility.
- *Hub/touchdown point.

1K The layout of the development must make it easy to get into town; to access support and amenities.

- Bus stop with services into town centre within short walk of all homes Rerouting of Crichton's existing bus routes to ensure close to housing.
- Walking route to bus stop and walking/cycle route to town that are accessible and give low gradient options, well-lit and observed from occupied buildings.
- Bus stops to provide wifi, bus information, a solar charging, bike parking and sheltered and more open (sunny) seats
- Cash points, community shops, post box and GP clinic space on or adjacent to the site.

Some views of what success might look like for street/routes



Safe, attractive and integrated cycle route. Connection to town. See also 1H, less dense development.

1L The use of technology must support people to live the way they want to.	• IT Built in – SMART home including wiring/wifi to add sensors and support systems in each room on a plug and play basis as needed and as technology advances. • Fibre to the home included as basic utility as part of services charges that would could also include basic utilities like water, electricity and heating provided on a not for profit basis. • Built in key safes and mobile phone/voice/face activated locks for residents, cares and family to safely activate properties • Sensors for temperature, humidity and movement (see ARMED Project) fitted as standard to enable integration with wearable health tech. • Digital Hub/Alexa/Google home to help manage care provision for residents, contact family and control internal environment
1M The home and wider estate must be sustainable and economical to maintain and run.	• Well insulated/ efficient energy / high standard of airtightness / low cost heating systems – close to Passivhaus Standard. • Orientation of buildings/windows, form of buildings and use of landscape to provide shading and support natural ventilation. • Controls for heating/ventilation systems to be simple and intuitive to use (see above – connection to sensors for remote monitoring) • Explore potential for use of site-wide shared utilities, eg. district heating, heat/water recovery, solar, ground source heat pumps and site-wide WiFi/data • Allow for easy maintenance – external access to services/meters for tradesmen / security when not there. • Landscape designed to positively cope with increased rainfall • Living memory of the site have a large volume of water flowing over it to the river/estuary <i>Some views of what success might look like with swales, accessible rain gardens and useable suds ponds</i>



Swales, drainage and water courses need to be features in the design of the site as the movement of water is a key to the geography of the site. are important



(Left) Built in drainage as a feature between buildings

- *Local materials
- *Attractive, efficient, feels like it 'belongs here'.
- *Best use of natural assets. Circular economy

2 Non-negotiable objectives for people working there be that in the public, private and voluntary sector

NB

- Some of these people may be residents (so some of the spaces for working may be within or closely connected to homes) and some may be working in other people's homes. However, the experiences should be common to all people working there.
- The needs below may be met through existing environments on the site (as they are currently, or with modification) and/or new buildings/spaces/routes.

Non-negotiable performance objective. The experiences any development must enable	Benchmarks The physical criteria that would likely enable the objective to be met and/or some views of what success might look like for those aspects not easily written
2A The first impression of the place must be attractive to people who may want/need to work (private, public, voluntary) and invest in the place.	• Bus stop with services into town centre within short walk of all workplaces • Walking route to bus stop and walking/cycle route to town, accessible, well-lit and observed from occupied buildings (occupied before/after normal working hours). <i>Some views of what success might look like for street/routes</i> See 1K <i>Some views of success might look like for initial visual impression of village</i> See 1A • Wifi/broadband to minimum of current IEEE standards in all working areas and public spaces • Strong/attractive virtual presentation, co-branded/co-ordinated across all amenities services / employability links on site to build vibrancy and awareness of range of possibilities with platform to support time sharing economy.
2B Arriving at work for the first time, and every time after, must feel positive, welcoming, safe and comfortable. Work environments must support the mental and physical wellbeing of occupants.	• Accessible parking for essential car users and sustainable transport (bikes/scooters) within 5 min walk of entrances to working spaces and homes (for those supporting people in their home). The view to working places (along pedestrian routes) must not be obscured by general parking. • Access routes for deliveries/collections and the storage of waste must not reduce the qualities of the experience below <i>Some views of success might look like from outside and initial arrival spaces /vehicle parking</i> See 1B

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| | <ul style="list-style-type: none">• Workplaces to have suitable and sufficient lighting that is by, as far as reasonably practical, natural light, natural ventilation, and a view to greenspace so the parkland feel is part of the working experience.• The interior finishes and layout must provide a positive working environment, conveying pride in the place and the people who work there. Some views of what success might look like for these are included in the sections below for different types of working environment. |
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2C The range of facilities within the area must:

- enable sharing between the public and 3rd sector by bringing people with historically separate, but complimentary, roles together so they can develop their skills and each provide a broader range of support and more tailored/cohesive support to residents.
- enable all people in the area to work (paid or voluntary) and learn in new and adaptable ways

For each Business/Service there must be:

- Places for staff/volunteers to sit and work in comfort where personal belongings are secure and from where it is possible to take sensitive conversations (work/financial) away from people who should not hear such things without needing to pack up your stuff. These should be different in nature (size of grouping, café style/desk based) to allow people to choose what works best for them for the task they're undertaking, the level of isolation they need from interruption, and their length of stay.
- Spaces to meet with clients/colleagues and people in other organisations, to share skills/learning and plan work (within 15mins walk of solo working areas / walk of homes)
- Spaces to study/read and participate in training/courses (within 15mins walk of solo working areas / walk of homes)

Some views of success might look like for a range of 'solo' working environments, including relationships to 'private' chat/call spaces etc where they're part of a bigger room/space



- Depending on the needs of the organisation the person works for, these could be dedicated to, or shared between specific organisations, or be more broadly available at the Crichton adjacent to the site.
- Office type working environments to be accessible from homes via quality walking routes and/or public transportation.

Some views of success might look like for meeting/training/learning spaces



Within 15mins walk of office/co-working areas there must be

- Sheltered external spaces you can sit in and work, or meet with colleagues, should you choose
- Publicly accessible space (internal and external) where the work and achievements of staff/businesses/volunteers can be shared and other people can engage in this.

Some views of success might look like



Existing Crichton grounds and amenities. (Right) Crichton central café, coworking and live venue.
See also 1J

2D The place must make it easy to meet the personal needs of those working there (private, public, voluntary sectors).	• Toilets and changing facilities only accessible to those working and within 15m of working areas • Calm, reflective space (within 5mins walk of office/hub space) where workers can take a break alone, or with another person for support. • External areas to eat lunch (within 5mins walk of office/hub space). <i>Some views of what success might look like (internal and external)</i> 
	Shared social space (within a few minutes from the hub/office). Accessible without going through an area of building occupied by one organisation. Including: • Space to store and prep own lunch and drinks. • Seating arranged in a range of groupings to allow people to choose to be more social or more secluded. • Attractive enough to encourage use. • Daylight and view to greenspace. <i>Some views of success might look like</i> See above 1E and 2C • Local services and leisure/recreations opportunities within 15 mins walk of working areas with routes to meet standards in 3C below • Options for places to buy lunch (including vegan options) within 15 mins walk of working areas with routes to meet standards in 3C below

3 Non-negotiable objectives for people visiting – (the broader community)

Non-negotiable performance objective. The experiences any development must enable	Benchmarks The physical criteria that would likely enable the objective to be met and/or some views of what success might look like for those aspects not easily written
3A The development must be seen as a positive addition to The Crichton (not privatising a level of 'public' asset)	Development <u>should</u>: • Offer a positive addition / be a part of Crichton (visually) • Allow visitors to experience the: people; scenery; wildlife; vibrancy • Celebrate what's good there • Look ambitious. Each phase should build momentum and confidence • Offer pride in place, history • Feel creative Development <u>should not</u>: • Be dominated by fences • Stand out badly / look like it's been parachuted in <i>Some views of success might look like (and maybe what's not wanted.)</i>   New development sensitively integrated with existing buildings and landscape. (Above examples - Diakonsissestiffelson Co-housing community, Copenhagen, Denmark.)

3B Visitors to the village must be able to engage with and feel welcome in the community	• Short-term accommodation for visiting friends/family within development • Accommodation for short term rental for holiday/business visitors/visiting creatives, people attending training/events. • Guest accommodation situated through-out community • Shared facilities to also include Dining rooms with accessible kitchens to enable residents to host family meals and events • Family homes to include some flexible space for guests/hobbies/businesses • These units to meet standards in 1 above for the residential experience.
3C The development must include (physical/digital) connections that allows visitors to be active and connect with the place/world	It <u>should</u> have: • Smooth (accessible) paths: that have no/few obstacles; that feel safe (are well lit and observed) • Be looked after / cared for • Regular stopping points (bench with a view) • Outdoor exercise areas • Seasonal destinations/points of interest – facilities for a range of interests • Shared information on what's going on; opportunities for fun • People as a priority – not cars • Accommodate a mix of vehicles (eg. large/small, cycles, ebikes and mobility scooters) • Different lengths of routes and natures of walk for kids, dogs, fast bikes etc., provide opportunities for a good wander about • A sense of pride • Access to toilets and water (within building/facility open in daylight hours 7 days a week within max 100m and eye line Free WiF and LoRA. 4G/5G coverage (as part of phone contracts) across the whole site accessible by visitors and workers at all times. It <u>should not</u> have/be dominated by: • Heavy/fast traffic • Litter • Scary dogs

Some views of success might look like (and maybe what's not wanted.)



(Left) Intergenerational Playground and activity spaces – like mixture of hard and soft landscaping important for maintenance, accessibility and safety (though not so urban). (Middle / right) Central and overlooked places for children to play safely and have some level of independence but that also allows adults and children to play together. See also 1H



E-bike charging and EV charging – See also 1B