

Section 4 - Public Realm & Landscape proposals

Landscape Masterplan



Section 4

Proposed Masterplan - Green Infrastructure Strategy

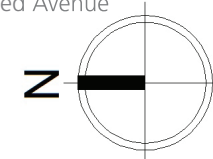


▲ Neighbourhood/District Parks

▲ SuD's Drainage Systems

▲ Natural Playscapes/Pocket Parks

▲ Tree Lined Avenue



District Park
4.33 Ha
to provide Passive and active recreation with a large play area which includes facilities for older and younger children (incorporating NEP, YCAP and LEAPs), teenager facilities



Neighborhood Park
2 No. 0.24 Ha & 0.42
Containing planting, seating and LEAP



Pocket Parks
3 No. ca.300 sq.m
Associated with Homezones and containing seating, planting and YCAP



Square / Plaza
Interim soft landscape pedestrian/cycle link to Luas. Future Square or Plaza when associated apartments developed. To incorporate link to LUAS and include hard paving and planting for meeting, sitting, people watching and associated with active use such as cafes.



Green Networks
Walking and cycling routes as well as ecological corridors with SuD's features link the other elements and open spaces and green infrastructure

“Green Infrastructure - The construction of a green network to ensure the conservation and enhancement of biodiversity; the provision of accessible parks, open spaces and recreational facilities; the sustainable management of water; the maintenance of landscape character; and the protection and enhancement of the architectural and archaeological heritage.”

(extract from Fortunestown LAP)

The proposed masterplan illustrates the application of the above concepts over a new urban area using green infrastructure to reinforce new identities and local distinctive neighbourhoods as well as ensuring that open and green spaces provide a range of other service to enhance the quality of life – biodiversity, sustainable urban drainage etc.

The LAP identifies a hierarchy of open spaces and streetscapes which have been accommodated on the site at Cooldown Commons as follows:

- Green Networks:
- District Parks:
- Local/Neighbourhood Parks:
- Pocket Parks:
- Home Zones:
- Squares and Plazas:

The Green Infrastructure plan to the left illustrates the lay-out of these areas structured around a central Green Link or Avenue and enclosed by a Green Corridor and network within the proposed Cooldown Commons Development. These are explored in more detail over the following pages.

Proposed Masterplan - Play facilities



Play Provision

Play is how children learn about themselves and the world we live in. and has been described as the “work” of the child by Maria Montessori. The environment for play should offer a richness of opportunity, an environment with lots of things to do. The following are key aspects of good play environments for children:

- Diversity is one of the most important aspects of children's play.
- Complexity and manipulability of places for the development of creativity in children.
- Children's own choices stress the importance of the natural environment above, particularly, fixed equipment play grounds as places to play.
- Children's favourite places include parks and open spaces within their own home range.
- Raw materials for creative play.
- Opportunities to meet other children.
- Natural elements such as bushes, rocks, trees, sand and water, long grass, hills mounds are the most valued for children aged between 4 & 10.
- Active play should be facilitated – walking, running, ball games, cycling/toy vehicles and play equipment.
- Good opportunities are created in areas with:

Traffic calming, street closures, walls and driveways.

Grassy areas set back from roads including small open spaces.

Footpath networks for pedestrians and cyclists.

Cul de sacs and informal spaces.

- Children's play should be catered for in the wider environment not just formal play spaces.

Teenagers & Young People

Vandalism and “hanging-out” in play areas by older teenage children reflects a lack of facilities and amenities designed for them. They are therefore spending evenings in places where they used to spend time as children. Research has shown that specifically designed seating areas for teenagers and young people often associated with basketball or similar amenities results in a dramatic reduction in nuisance calls to police stations re youths and anti-social behaviour

Play needs will be provided throughout the new development through formal play facilities as set out in the hierarchy below and the provision of open space, sports/recreation and amenities including opportunities for natural play throughout the schemes networks of open spaces.

Young Children's Area for Play (YCAP)

This is a small play space with an activity area of about 100m² which specifically provides opportunities for play by toddlers and young children up to the age of 6 close to their homes. It contains features that enable young children to identify the space as their own, for example, a footprint trail, equipment such as small play animal shapes, special shaped seats or mounds. A YCAP facility is provided in each of the larger open spaces / parks and the smaller Pocket Parks throughout the development.

Local Equipped Area for Play (LEAP)

This is a larger play space with a minimum activity area of 400m² which provide play facilities for children up to 8 years of age within a wider catchment area. A LEAP would contain at least 5 types of play equipment to stimulate different senses and encourage different activities, of which at least two are individual pieces rather than part of a combination.

A LEAP is provided in the Neighbourhood Park and District Park

Neighbourhood Equipped Area for Play (NEAP)

This is a larger play space with a minimum activity area of 1000m². It is intended to provide play facilities for a wider range of children, particularly older children. The activity area in a NEAP would normally be divided into two parts: one containing a range of play equipment (at least 8 items) and the other providing a hard surface for ballgames. It is expected that a NEAP would be provided within each neighbourhood of around 800 units. In most cases, a NEAP will be co-located with a LEAP in order to provide a neighbourhood facility that caters for a wide range of children's ages. In such circumstances, it will be appropriate to incorporate within the hard surface provided, equipment for older children such as games walls, basketball ‘half’ courts with hoops, and associated areas for sitting, watching and talking with friends.

District Park



▲ New District Park with playing facilities and open space for sports amenities



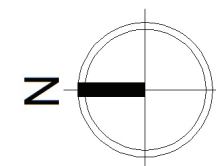
▲ Public park - Lawn for community activities, swale as moat feature in housing & park area

“District Parks should normally be located on public transport routes as well as walking and cycling routes. They should contain a wide range of activities and a mix of passive and active recreation such as allotments/community gardens, a large play area which includes facilities for older and younger children (YCAP and LEAPs). Teenager facilities should be included, but they do not necessarily need to be located as part of or adjacent to a playground. Teenager facilities could include hang-out areas located away from houses provided that they are well lit and in view of the wider community. Informal play areas should also be located with District Parks.”

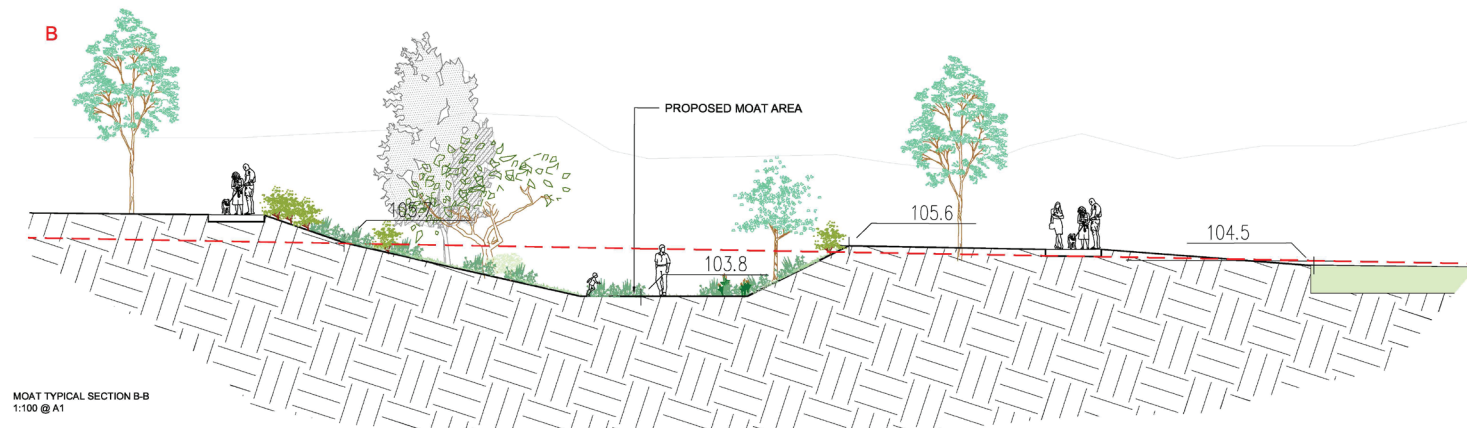
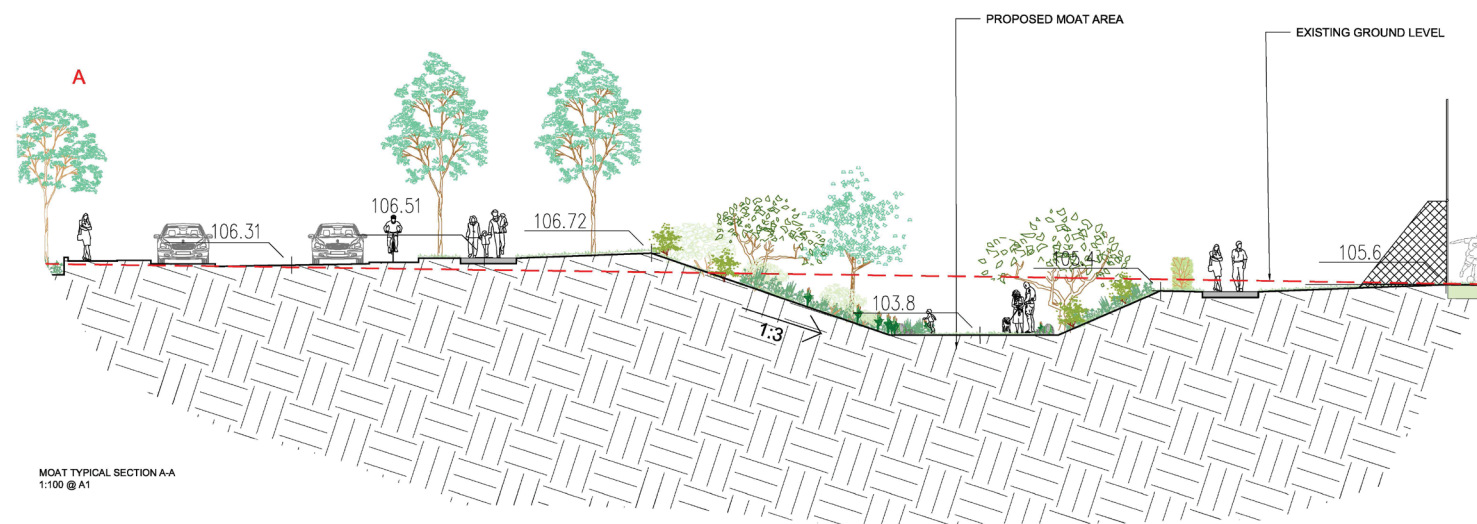
The District Park incorporates the Neighbourhood Park space across the new Main Street. The larger part of the District Park is located in accordance with the LAP to the east of the Main Street. Following feedback from consultation with the Planning Authority (ABP) the smaller north western corner park (in the LAP) has been swapped with an adjacent block of houses to create a better urban character, ensure better passive surveillance of the new park and locate some of the key park amenities more centrally within the new development. The two parks still work in tandem, with the active recreational areas located in the larger space

to the east of the new main street and play and related facilities located to the smaller area to the west. Both will be linked by a tabled area assisting in the calming of traffic and enhancing the sense of neighbourhood and pedestrian priority.

The larger space is bounded by a distinctive moat-like feature along the Main Street with access bridges crating a sense of arrival and adventure. The moat feature provides SUDS capacity functioning as a swale and also providing a linear habitat linking to the stream to the eastern boundary and wider green network. A simple robust landscape is proposed with trees structuring the larger space and open green areas suitable for uses as playing fields.



District Park - con't



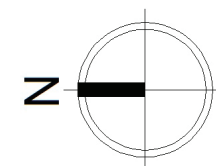
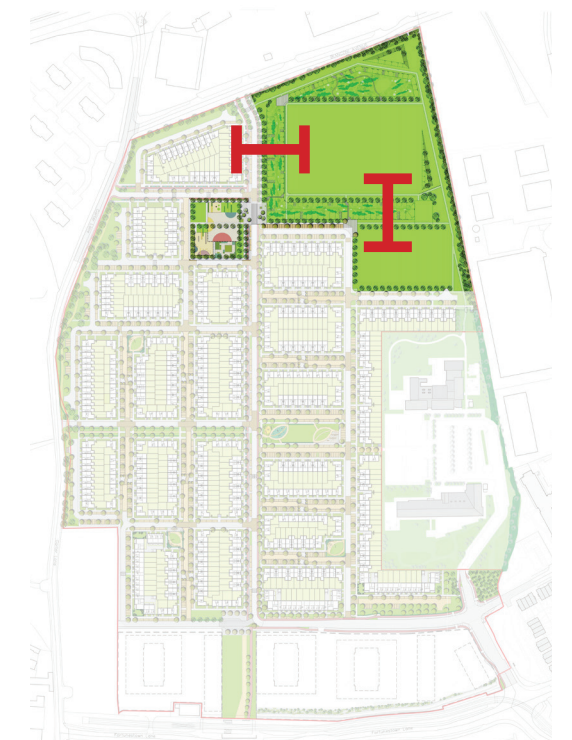
The larger space is bounded by a distinctive moat-like feature along the Main Street with access bridges creating a sense of arrival and adventure. The moat feature provides SUDS capacity functioning as a swale and also providing a linear habitat linking to the stream to the eastern boundary and wider green network.

Following comments from ABP the feature has been redesigned to minimise the potential depth of water and to enhance surveillance from adjacent areas and overlooking housing. The sides of the now wider swale are constructed at a gradient at 1:3 which reflects best practice in slopes around water bodies (whether intermittent or permanent) allowing who get into difficulty in the swale to easily crawl out on the gentle slope – the gradient also facilitates easier maintenance.

A simple robust landscape is proposed with trees structuring the larger space and open green areas suitable for uses as playing fields.

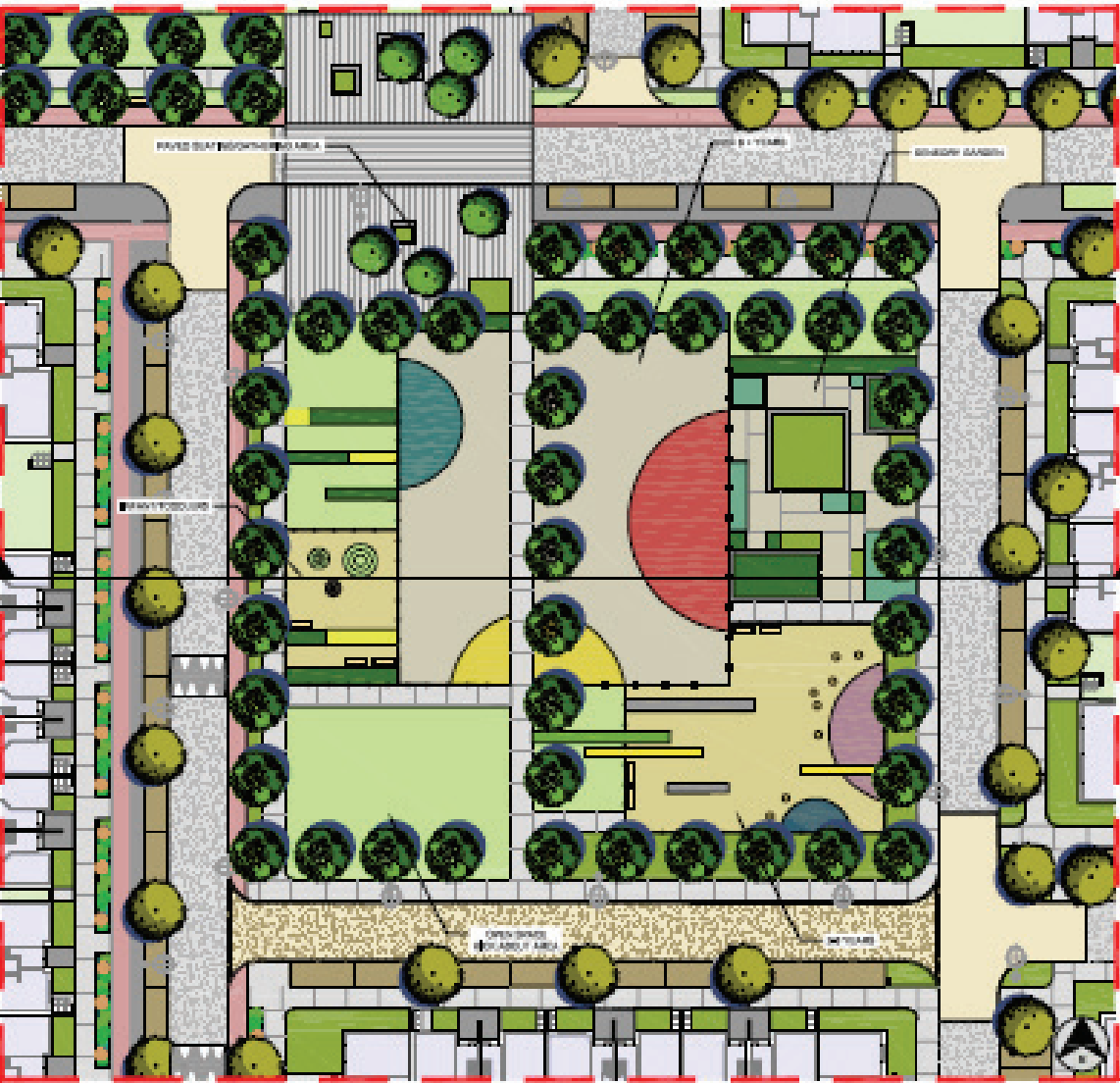


▲ reference images



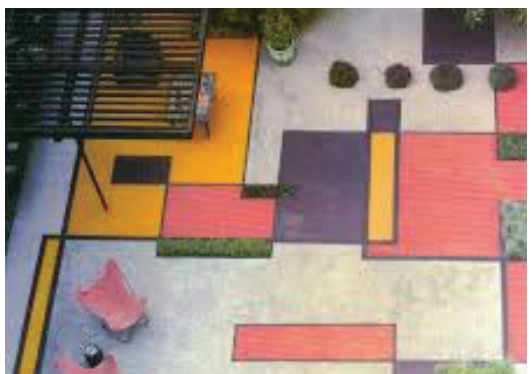
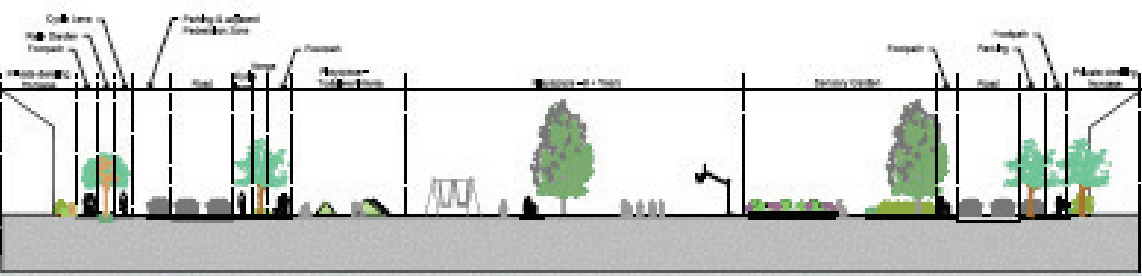
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District Park / Neighbourhood Park



LEGEND

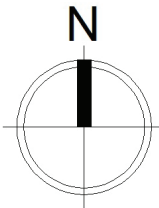
	Pathway
	Parking Bay
	Feature Path
	Safety Surface
	Coloured Textured Concrete
	Roadfinned Surface
	Cycleway
	Trail
	Feature Path & Plant
	Proposed Street & Planting
	Street Planting
	Grass & Hedge Planting
	Street Light
	Type 1
	Type 2
	Play Equipment



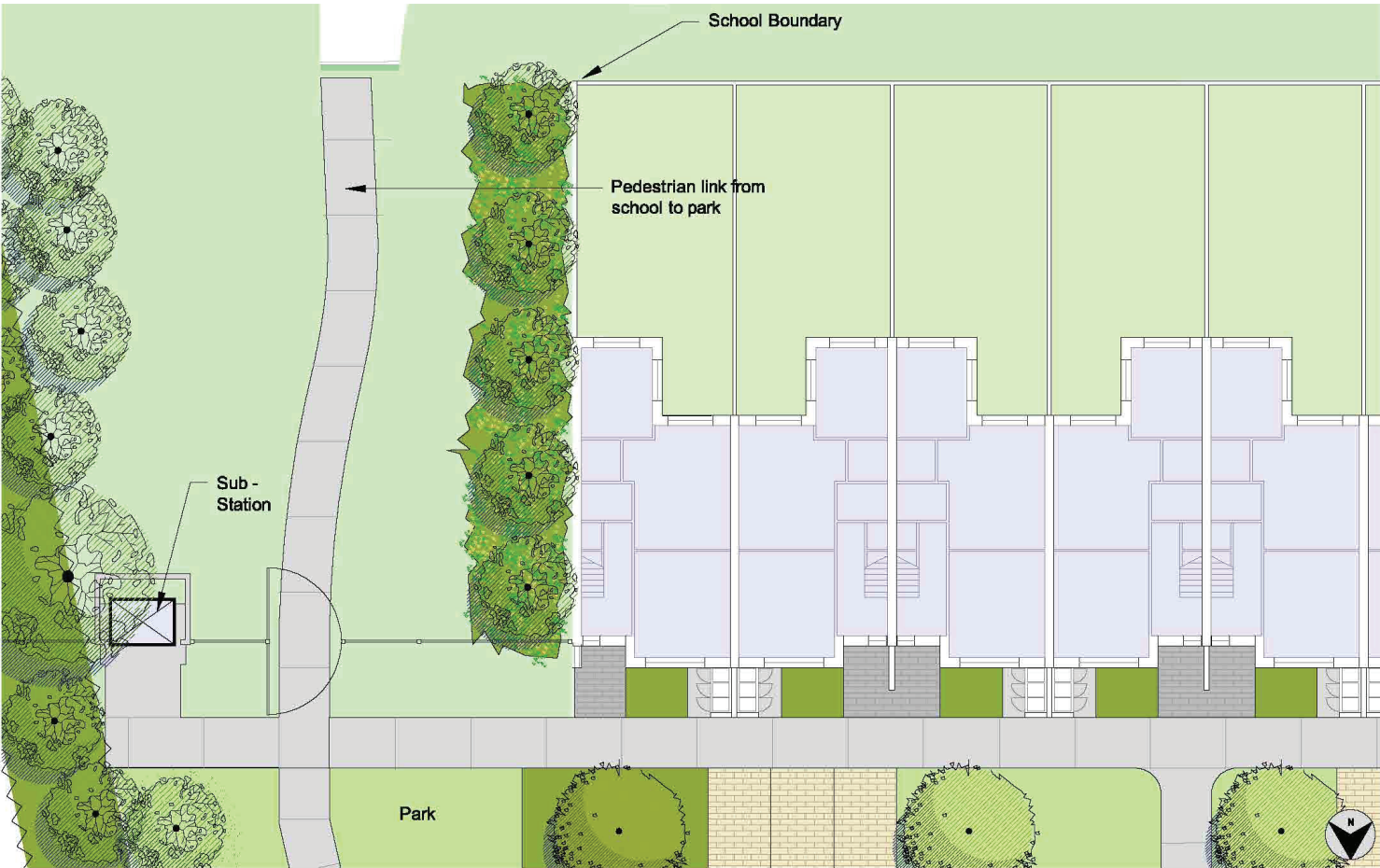
The smaller part of the District Park is a new "square" to the west of the Main Street and designed with a deliberately urban character and although recommended buffer distances to adjacent houses have been retained the resultant layout ensures adequate surveillance of the most intensive part of the new park.



Circle geometric pattern & textured Play Surface & urban furniture with square geometric pattern for Sensory Garden



North School Entrance & Link to District Park



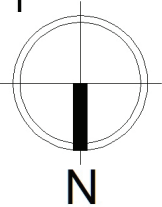
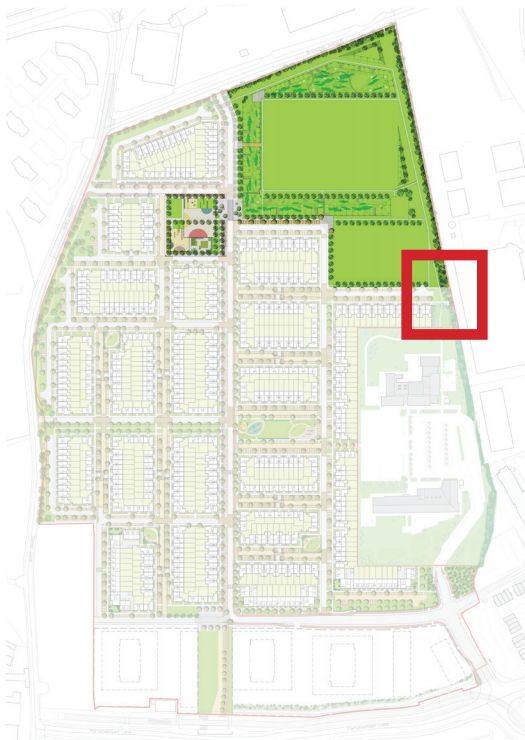
DETAILED SCHOOL/PARK AREA
1:200 @ A3



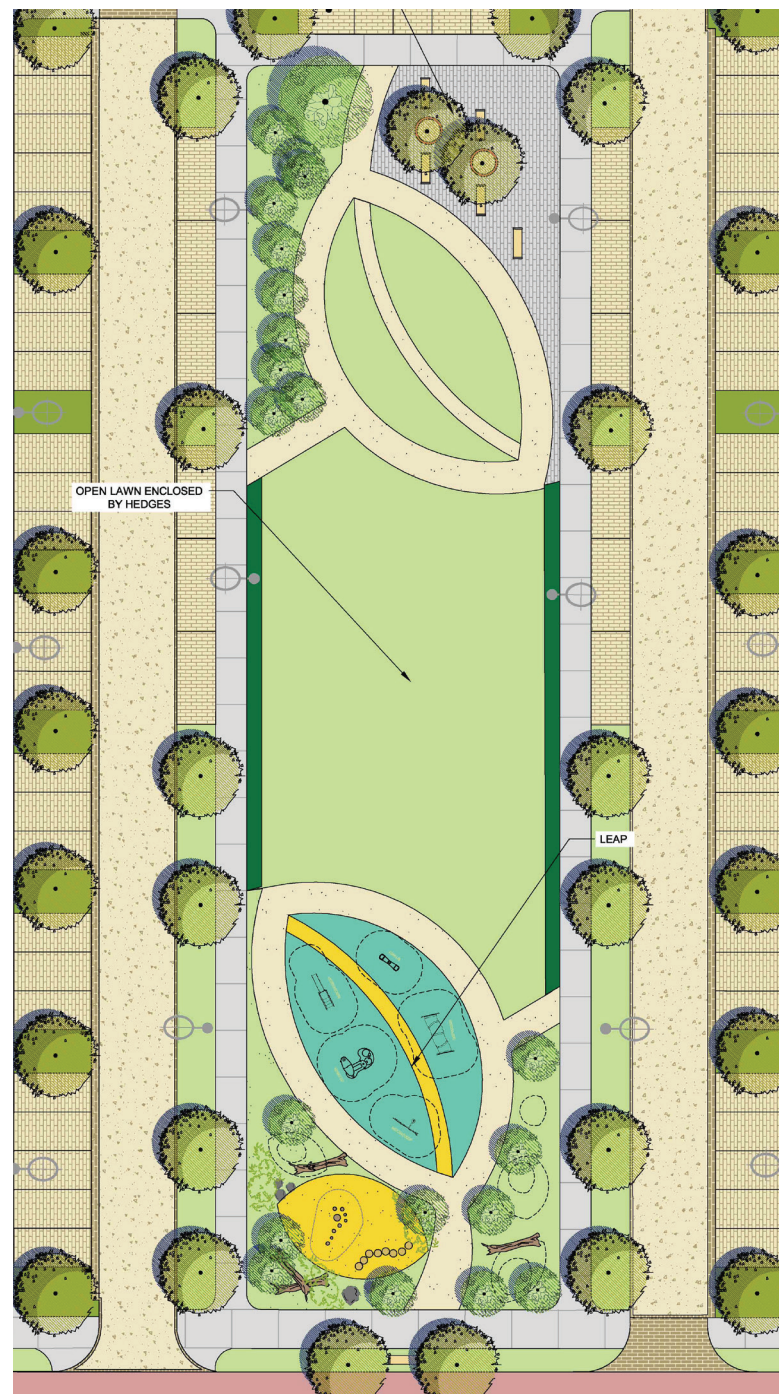
ELEVATION - SCHOOL/PARK AREA
1:200 @ A3

- LEGEND
- Existing Boundary Vegetation
- To be managed and supplemented with additional trees/shrubs
 - Proposed Parkland Trees
 - Dense native shrubs to protect private boundaries
 - Grass
 - Shrub Planting
 - Wildflower Meadow Mix
 - Footpath
 - Private Threshold Paving
 - Proposed New Boundary Fence + Gate

Feedback from the Local Authority also highlighted the need to improve the relationship between the new school and the district park. The neck of land between the two, lying at the east end of the adjacent housing terrace had the potential to be poorly supervised and attract anti-social activity. Several variations of reorganising the house layout were assessed prior to the simple solution of ceding the neck of land to the school and moving the school security boundary to the front façade line of the terrace and ensuring all publicly accessible land lies to the front of these houses avoiding unsupervised spaces



Local/neighborhood Parks



▲ Local park located centrally within neighbourhood overlooked on all sides by dwellings



POCKET PARK A WITH YCAP - PLAN VIEW
1:200@ A1



POCKET PARK B WITH YCAP - PLAN VIEW
1:200@ A1



POCKET PARK C WITH YCAP - PLAN VIEW
1:200@ A1

LEGEND

	Footpath
	Parking Bays
	Feature Paving
	Traffic Calming
	Private Threshold Paving
	Road/Shared Surface
	Proposed Street Trees
	Proposed Parkland Trees
	Shrub & Hedge Planting
	Seating & Street Lighting
	Natural play elements including logs, sensory planting, boulders
	Play Surface
	Play Equipment

“A Local/Neighbourhood Park should normally be a small hard or soft landscaped place located within 10 minutes walk from home (serving homes within a 400m radius of the park). It should contain activities such as a small playground for younger children, (LEAPs) or a small community garden if the community wishes to develop it. They should preferably be located close to a local shop and be overlooked thereby providing a meeting place for locals and a seating area in the sun”

A neighbourhood park is proposed as an architectural set piece closing the access from Garter Lane between the Main Street and the proposed school further north. Houses are organised around the regularly shaped space creating a traditional green “square” with footpaths, sitting areas trees and lawns. The space also provides an opportunity to arrange car-parking in the adjacent streets,

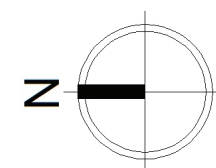


▲ Circle geometric pattern & textured Play Surface & urban furniture with square geometric pattern for Sensory Garden

“Pocket parks are normally located very close to houses, are small but well overlooked and can contain facilities for very young children (YCAPs) but not play equipment. Pocket parks can be characterised by a small seating area and by items that can be touched or looked at and they tend to be a focus for local life. They should be approximately 100m2 and be adjacent to and overlooked by the homes which they serve.”
3 pocket parks are proposed as part of the network of open spaces and located at corner sites in the home zones.

Phase 2

Larger blocks of apartments will enclose communal courtyard gardens with planting, paving and furniture for residents.



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