GILSTON PARK ESTATE VILLAGE 1 MASTERPLAN

Working Group - Workshop 1 Results

14th July 2021

Places for People

jtp

CONTENTS

INTRODUCTION

To ensure the vision of a sustainable new community is met for the Village 1 Masterplan (V1MP), a series of collaborative Workshop sessions with Working Group members are programmed in the following months. The purpose of these sessions is to identify critical concerns and aspirations for the scheme, to reach an aligned approach where possible.

The first Working Group session (Workshop 1) was held on the 14th of July 2021. The session provided a platform to gain in-depth local knowledge from the community and key stakeholders; to influence and positively shape future proposals.

This document summarises the emerging themes that came out of the session and will be combined with the results of future Workshop sessions to create a comprehensive summary of key challenges and aspirations for V1MP and collaboratively develop the masterplan and proposals.

WORKSHOP 1 AGENDA AND PURPOSE

WORKSHOP FOCUS

- Introduction to the Study & Engagement Process (for Working Group members).

- Identifying Problems & Aspirations (to brief JTP and V1MP).

- Team Working & Key Priorities (to inform Working Group Session 2).

- Start to develop a shared vision for the Village 1 Masterplan.

STRUCTURE FOR THE SESSION

- Introductions to the Working Group & Engagement Process. Cratus to introduce and pace the session.

- Start with 20min presentation by JTP:
    - Briefing and project background
    - Introduction to the V1MP study area
    - Engagement objectives, here to listen

- Activity 1: Problems & Aspirations - what are the issues and opportunities for the development of the site and its relationship with the surrounding area?

- Break

- Activity 2: Team Working & Key Priorities - working in small, facilitated groups to consider key opportunities for the site and its relationship with the wider area and start to plan ideas for the future.

- Activity 3: Report Back - opportunity to report back the findings from the small group workshops to the full Working Group.

- End of Workshop - Summary & Next steps.

ATTENDEES

- Places for People – Paul Mumford
- JTP – Charles Campion, Graeme Phillips, Alex Macauley, Lucy Bird
- Cratus Communications – Julian Seymour, Ashleigh Mclellan, Jennifer Cooper
- EHDC Leader - Cllr Linda Haysey
- EHDC Ward Councillor - Cllr Eric Buckmaster
- EHDC Officers - Kevin Steptoe, Sean Rushton + Jenny Pierce
- Harlow Borough Council elected representative - Cllr Mike Hardware
- Hertfordshire County Council Division members - Cllr Eric Buckmaster, Matthew Wood
- Hunsdon Eastwick & Gilston Neighbourhood Planning Group representative - Anthony Bickmore, Janine Bryant, Bob Toll
- Youth representative - Jake Shepherd
- Community representative - Bob Reed (Friends of Pishiobury Park)

SUMMARY OF EMERGING THEMES

The following 'emerging themes' represent the consensus views of Working Group members, shared as part of the online Workshop, and the responses provide a basis for developing the V1MP. Each theme is explored in more detail on the following pages, with a list of consensus points and challenges the developer and design team faces in addressing these.

1. A VIBRANT COMMUNITY

"A neighbourhood with a heart and a real sense of place."

2. DISTINCT NEIGHBOURHOODS

"Each village has a different feel, not cookie cutter villages!"

3. PLACES FOR ALL

"Centre of the village has good mix of shops & facilities providing everything you are likely to need!"

4. GETTING ABOUT

"A place I can move around on foot and by bike, and enjoy the experience and the environments I pass through."

5. LANDSCAPE AND NATURE

"A place where living close to nature and understanding its importance is key."

EMERGING THEMES

1. A VIBRANT COMMUNITY

"A neighbourhood with a heart and a real sense of place."

"Development that excites, feels safe and encourages community cohesion.."

''A place of opportunity and variety.''

CONSENSUS
- Inclusive and diverse neighbourhoods with a concentration of activity and social networks;
- Places and activities for teenagers and the elderly too;
- Community facilities and communal spaces designed to encourage people to meet and relax;
- Schools to play an essential role in community cohesion through activities and shared facilities;
- Community management and stewardship to be considered from the outset; and
- A range of local job opportunities and high-speed broadband and facilities to support working from home.

CHALLENGES
- Balancing the needs of existing and future communities and ensuring phasing delivers the right uses at the right time to ensure they are successful.

EMERGING THEMES

2. DISTINCT NEIGHBOURHOODS

"Each village has a different feel, not cookie cutter villages!"

''V1 being first new settlement in the area for a long time must get things right.''

''Residents have a strong identity with the place in which they live.''

CONSENSUS
- Each village to have its own identity but ensure cohesiveness throughout the settlement;
- High-quality design throughout;
- Villages to be connected - not isolated from each other;
- Spaces which feel safe and provide natural surveillance; and
- Adaptable and resilient homes which meet future needs.

CHALLENGES
- Ensuring sufficient variation in character across a comprehensively planned development; and
- Establishing appropriate density and a balance of different uses across the villages.

EMERGING THEMES

3. PLACES FOR ALL

"Centre of the village has good mix of shops & facilities providing everything you are likely to need!"

"Legible spaces that are accessible for disabled and dementia-friendly."

"Family sized homes - not all 'luxury residencies' that cannot be afforded by those on average incomes."

CONSENSUS
- A mix of homes and sizes, including affordable and homes for the elderly;
- A multi-functional and vibrant community hub / village centre with good footfall and a good mix of local shops and facilities;
- Flexible community spaces and a variety of businesses spaces, including for start-ups, grow-on-spaces, offices, light industrial, etc.

CHALLENGES
- Meeting the varying needs of residents, while ensuring flexibility.

EMERGING THEMES

4. GETTING ABOUT

"A place I can move around on foot and by bike, and enjoy the experience and the environments I pass through."

"A Sustainable Transport Corridor (STC) that is more convenient and cost effective than driving and parking at the station or Harlow town centre."

"STC could be the glue that connects the whole settlement together. There should be a way of encouraging patronage of sustainable travel."

CONSENSUS
- A place that encourages active travel for pedestrians, cyclists, and those less able to get about;
- Legible and walkable neighbourhoods; and
- Sensitive connections to existing settlements.

CHALLENGES
- Encouraging people to use active and sustainable transport over cars; and
- A place that isn't dominated by cars or parking spaces.

EMERGING THEMES

5. LANDSCAPE AND NATURE

"A place where living close to nature and understanding its importance is key."

''Parks and green spaces that fulfil multiple needs - play, dog walking, relaxation, social gatherings, sport.''

CONSENSUS
- Multifunctional open spaces for play, dog walking, relaxation, social gathering, and sports;
- Increase biodiversity and encourage nature and a connection to the wider landscape; and
- Outdoor sports facilities with social spaces.

CHALLENGES
- Ensure existing ecology and setting of existing villages are protected;
- Providing a landscape setting that is high-quality but allows for effective management by a stewardship body; and
- Providing multi-functional green corridors that benefit both people and nature.

ACTIVITY 1 - PROBLEMS & ASPIRATIONS

RESULTS - MIRO BOARD

The extract below details the responses shared by Working Group members as part of Activity 1 - 'Problems and 'Aspirations'. The aim of this activity was to list the potential issues and opportunities presented by the development of the site and its relationship to the surrounding area, in the form of 'Post-It-Notes,' shared via Miro or via Microsoft Teams chat function. The following pages lists each of these responses under each of the two categories and groups them into various themes relating to their content.
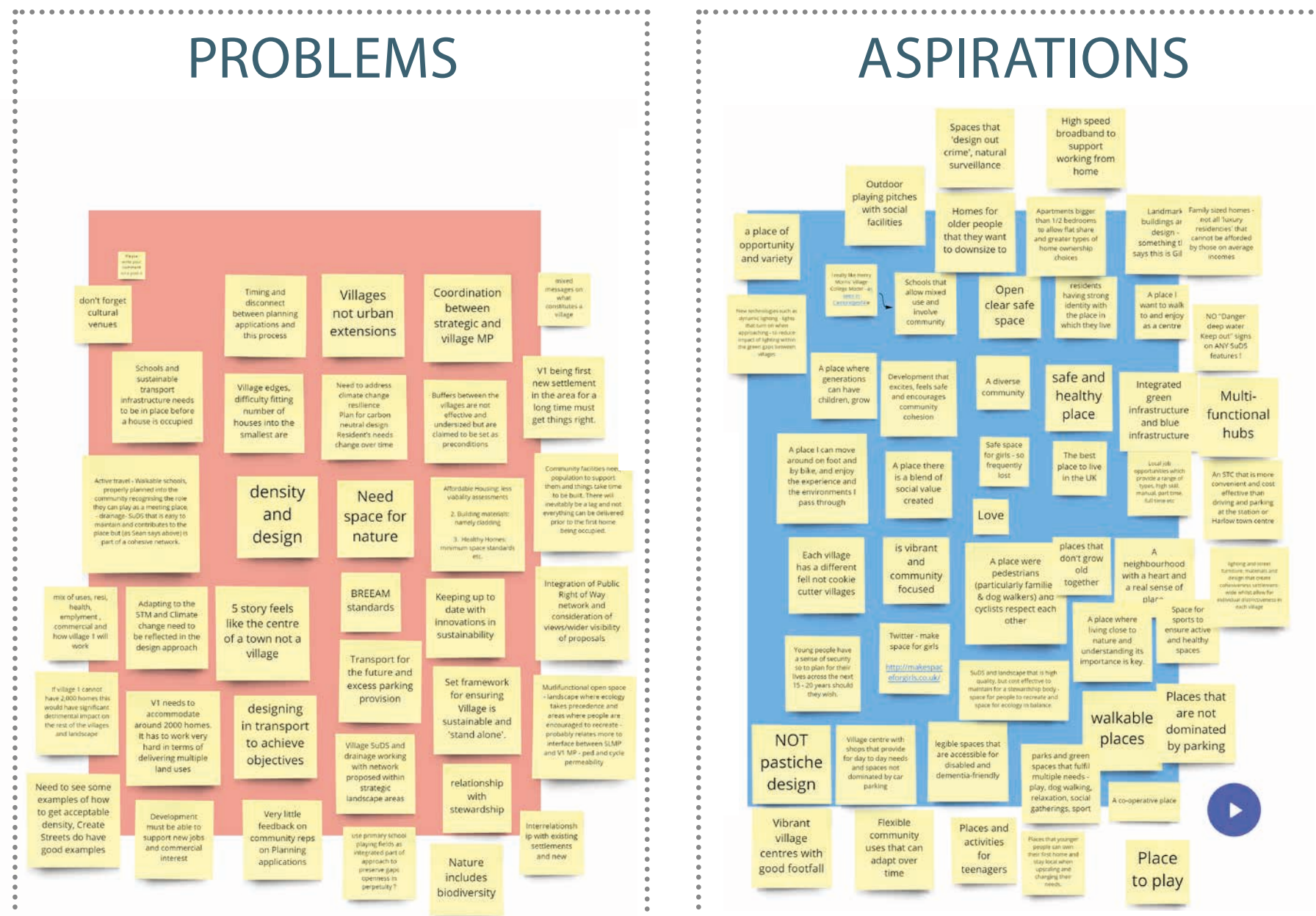
Extract of Miro board - please see Appendix 2 for further detail

ACTIVITY 1 - PROBLEMS & ASPIRATIONS

RESULTS - PROBLEMS

COMMUNITY

- 'Very little feedback on community reps on planning applications.'

- 'Relationship with stewardship.'

- 'Affordable Housing:
- Less viability assessments
- Building materials: namely cladding
- Healthy Homes: minimum space standards etc.'

- 'Don't forget cultural venues.'

CONNECTIVITY

- 'Schools and sustainable transport infrastructure need to be in place before a house is occupied.'

- 'Active travel - walkable schools, properly planned into the community recognising the role they can play as a meeting place, - drainage- SuDS that is easy to maintain and contributes to the place but is part of a cohesive network.'

- 'Adapting to the STM and Climate Change need to be reflected in the design approach.'

- 'Transport for the future and excess parking provision.'

- 'Integration of Public Right of Way network and consideration of views/wider visibility of proposals.'

- 'Multifunctional open space - landscape where ecology takes precedence and areas where people are encouraged to recreate - probably relates more to interface between SLMP and V1 MP - ped and cycle permeability.'

LAND USE / DEVELOPMENT EDGE

- 'Mix of uses, resi, health, employment, commercial and how village 1 will work.'

- 'If village 1 cannot have 2,000 homes this would have significant detrimental impact on the rest of the villages and landscape.'

- 'Need to see some examples of how to get acceptable density, Create Streets do have good examples.'

- 'V1 needs to accommodate around 2000 homes. It has to work very hard in terms of delivering multiple land uses.'

- 'Development must be able to support new jobs and commercial interest.'

- 'Village edges, difficulty fitting number of houses into the smallest area.'

- 'Density and design.'

- '5 storey feels like the centre of a town not a village.'

- 'Villages not urban extensions.'

- 'Use primary school playing fields as integrated part of approach to preserve gaps openness in perpetuity?'

- 'Buffers between the villages are not effective and undersized but are claimed to be set as preconditions.'

- 'Mixed messages on what constitutes a village.'

- 'Interrelationship with existing settlements and new.'

ACTIVITY 1 - PROBLEMS & ASPIRATIONS

RESULTS - PROBLEMS

OPEN SPACE AND NATURE

- 'Need space for nature.'

- 'Nature includes biodiversity.'

- 'Village SuDS and drainage working with network proposed within strategic landscape areas.'

PROCESS AND PHASING

- 'Community facilities need population to support them, and things take time to be built. There will inevitably be a lag and not everything can be delivered prior to the first home being occupied.'

- 'Timing and disconnect between planning applications and this process.'

- 'Resident's needs change over time.'

- 'Coordination between strategic and village MP.'

- 'V1MP being first new settlement in the area for a long time must get things right.'

SUSTAINABILITY

- 'Need to address climate change resilience.'

- 'Plan for carbon neutral design.'

- 'BREEAM standards.'

- 'Keeping up to date with innovations in sustainability.'

- 'Set framework for ensuring village is sustainable and 'stand alone'.'

ACTIVITY 1 - PROBLEMS & ASPIRATIONS

RESULTS - ASPIRATIONS

COMMUNITY

- 'Schools that allow mixed use and involve community.'

- 'Residents have a strong identity with the place in which they live.'

- 'A place where generations can have children, grow.'

- 'Development that excites, feels safe and encourages community cohesion.'

- 'A diverse community.'

- 'Safe and healthy place. Multi-functional hubs.'

- 'A place there is a blend of social value created.'

- 'Is vibrant and community focused.'

- 'A neighbourhood with a heart and a real sense of place.'

- 'A co-operative place.'

- 'Vibrant village centres with good footfall.'

- 'Flexible community uses that can adapt over time.'

CONNECTIVITY

- 'A place I can move around on foot and by bike and enjoy the experience and the environments I pass through.'

- 'An STC that is more convenient and cost effective than driving and parking at the station or Harlow town centre.'

- 'A place were pedestrians (particularly families & dog walkers) and cyclists respect each other.'

- 'Village centre with shops that provide for day to day needs and spaces not dominated by car parking.'

- 'Walkable places.'

- 'Places that are not dominated by parking.'

- 'A place I want to walk to and enjoy as a centre.'

INCLUSIVE DESIGN

- 'A place of opportunity and variety.'

- 'Homes for older people that they want to downsize to.'

- 'Apartments bigger than 1/2 bedrooms to allow flat share and greater types of home ownership choices.'

- 'Family sized homes - not all 'luxury residencies' that cannot be afforded by those on average incomes.'

- 'Safe space for girls, Make space for girls   http://makespaceforgirls.co.uk.'

- 'Young people have a sense of security so to plan for their lives across the next 15 - 20 years should they wish.'

- 'Local job opportunities which provide a range of types, high skill, manual, part time, full time etc.'

- 'Places that don't grow old together.'

- 'Legible spaces that are accessible for disabled and dementia-friendly.'

- 'Places and activities for teenagers.'

- 'Places that younger people can own their first home and stay local when upscaling and changing their needs.'

ACTIVITY 1 - PROBLEMS & ASPIRATIONS

RESULTS - ASPIRATIONS

OPEN SPACE AND SPORTS

- 'Open clear safe space.'

- 'NO "Danger deep water Keep out" signs on ANY SuDS features !'

- 'Integrated green infrastructure and blue infrastructure.'

- 'Space for sports to ensure active and healthy spaces.'

- 'A place where living close to nature and understanding its importance is key.'

- 'SuDS and landscape that is high quality, but cost effective to maintain for a stewardship body - space for people to recreate and space for ecology in balance.'

- 'Parks and green spaces that fulfil multiple needs - play, dog walking, relaxation, social gatherings, sport.'

- 'Place to play.'

- 'Outdoor playing pitches with social facilities.'

TECHNOLOGY

- 'High speed broadband to support working from home.'

- 'New technologies such as dynamic lighting - lights that turn on when approaching - to reduce impact of lighting within the green gaps between villages.'

QUALITY OF DESIGN

- 'Landmark buildings and design - something that says this is Gilston.'

- 'Use of By Design principles - legible neighbourhoods.'

- 'Design buildings (homes, business space, shops, community facilities) that can be adapted over time.'

- 'Each village has a different feel not cookie cutter villages.'

- 'Lighting and street furniture, materials and design that create cohesiveness settlement-wide whilst allow for individual distinctiveness in each village. '

- 'NOT pastiche design.'

- 'Spaces that 'design out crime', natural surveillance.'

- 'I really like Henry Morris' Village College Model - as seen in Cambridgeshire.'

- 'The best place to live in the UK.'

ACTIVITY 2 - TEAM WORKING AND KEY PRIORITIES

RESULTS - MIRO BOARD

The extract below details the responses shared by Working Group members as part of Activity 2. This activity involved breaking up into two groups and looking at key priorities. Two key topics emerged from discussions in Activity 1, with each team to discuss one of these topics in more detail and then report back their findings to the full Working Group. Group 1 looked at the topic 'What is a village?', with Group 2 looking at 'A place for everyone'. The following pages show the consensus points that emerged from these discussions and an extract from each group's Miro board responses.

GROUP 1:
'WHAT IS A VILLAGE?'

GROUP 2:
'PLACES FOR EVERYONE'
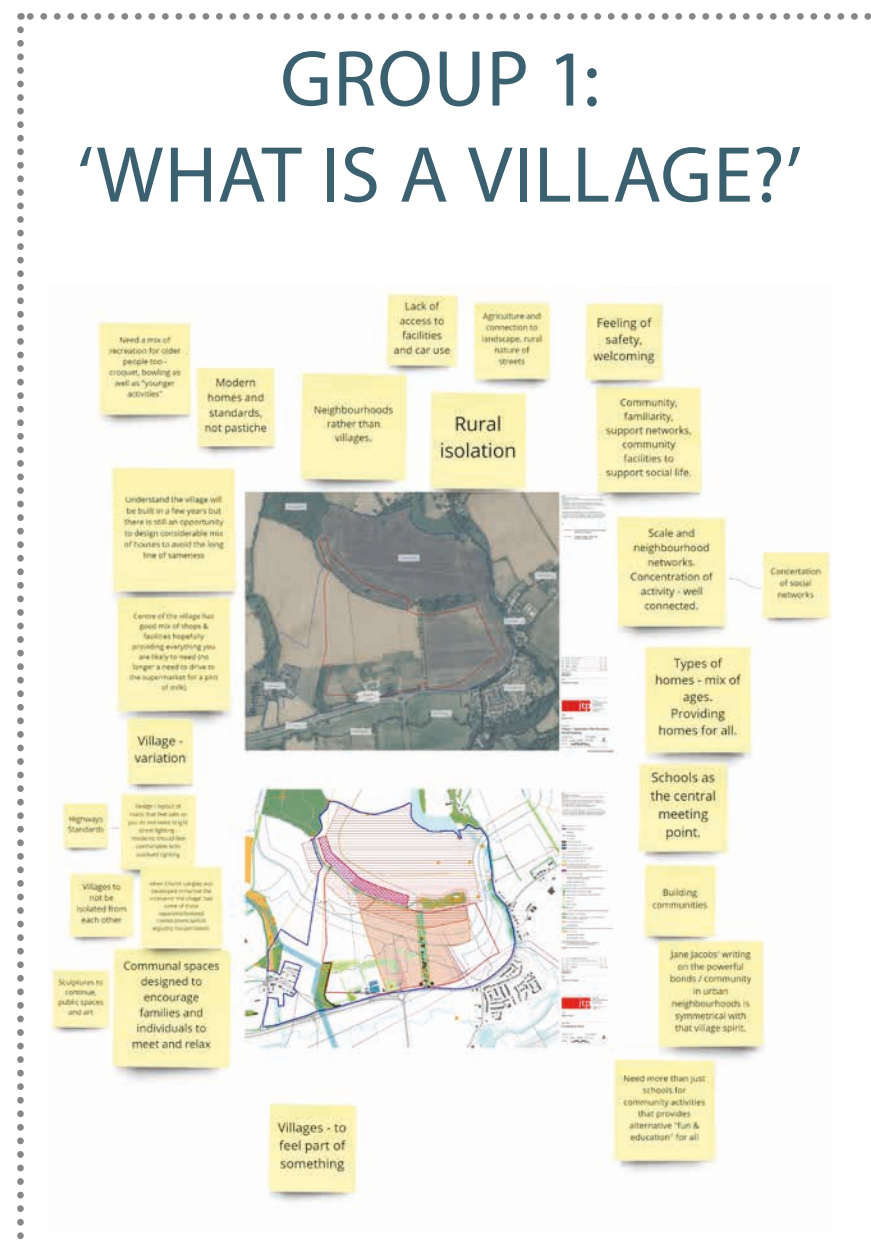
ACTIVITY 2 - KEY PRIORITIES

GROUP 1 RESULTS: WHAT IS A VILLAGE?
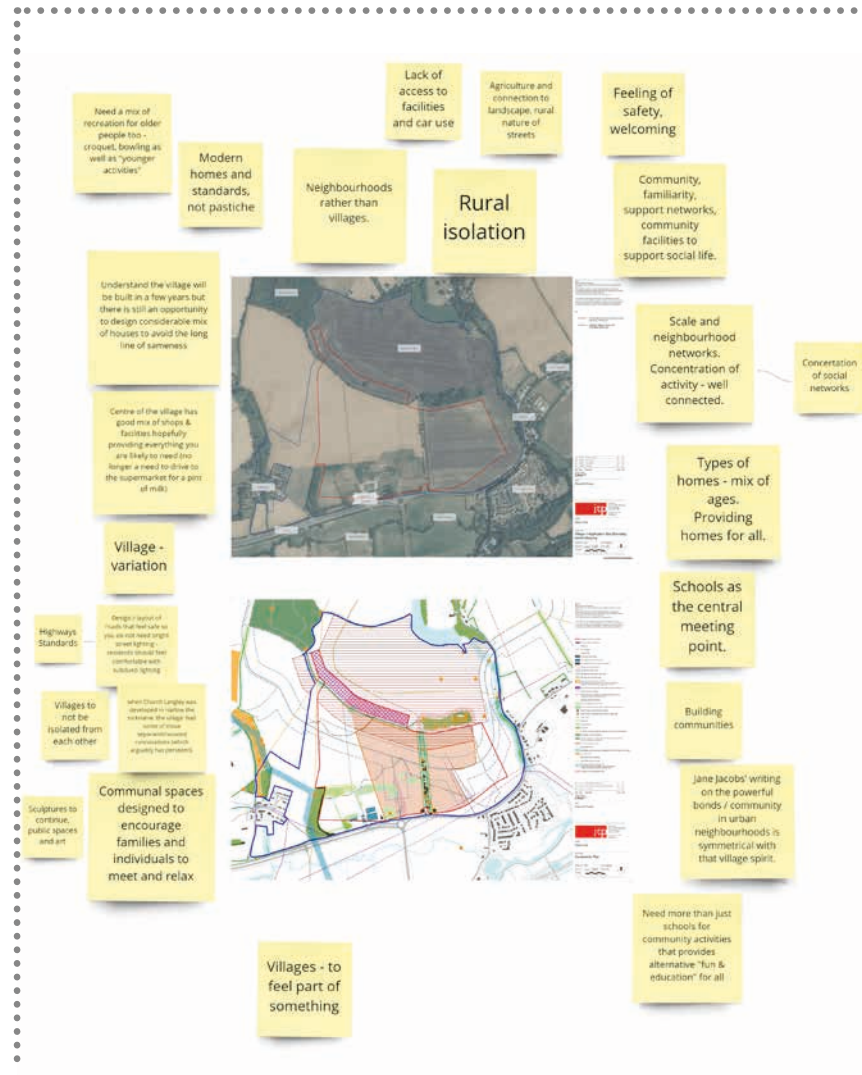
Extract of Miro board - please see
Appendix 3 for further detail

WHAT IS A VILLAGE? ...

1. Building communities and feeling part of a collective – a village spirit;

2. Scale: a concentration of activity and social networks;

3. A mix of homes for all ages – providing homes for all;

4. Community, familiarity, support networks and community facilities to support social life;

5. Community facilities and communal spaces designed to encourage people to meet and relax;

6. Variation in character and distinctive spaces – avoiding pastiche;

7. Connection to and integration of landscape;

8. A feeling of safety, a welcoming place;

9. Villages to be connected – not isolated from each other;

10. A mix of recreation for all ages – croquet, bowling for elderly as well as 'younger activities';

11. Avoid car dependence, isolation, and lack of access to facilities which Villages can result in; and

12. Schools as the central meeting point.

" *Neighbourhoods rather than villages* "

ACTIVITY 2 - KEY PRIORITIES

GROUP 2 RESULTS: PLACES FOR EVERYONE

Extract of Miro board - please see Appendix 3 for further detail

PLACES FOR EVERYONE ...

1. Multiplicity of homes for everyone;

2. Village Centre needs to be a focus, including a school;

3. Creating communal spaces and destinations. Connecting to existing institutions (Moorhen and Dusty Miller). 'Make happy incidents' – places for people to meet, gather and socialise;

4. Sustainable Transport Corridor (STC);

5. Empty space integration - Poundbury how Dorset cereals was integrated;

6. Changing patterns of work supported;

7. Governance of commercial units, shops, cafe units in town centre;

8. Governance of open space, community facilities;

9. Community, worship spaces, places to meet;

10. Links with wider community, healthy hubs;

11. Digital connectivity; and

12. Creating an early concept / destination.

" *A place for opportunity and variety* „

NEXT STEPS
V1MP WORKING GROUP - WORKSHOPS 2-4

WORKSHOP 2 - SEPTEMBER 2021

WORKSHOP FOCUS

- Feeding back from Workshop 1.
- Introduction to 'Hands-On-Planning' and masterplanning strategies / themes.

Strategies / themes:
- Placemaking & Phasing
- Character Areas & Density
- Ecology and Biodiversity
- Access and Movement
- Green & Blue Infrastructure
- Mixed-use Centres
- Stewardship

Report Back:
- Articulating the Vision & Drawing Consensus.

WORKSHOP 3 - NOVEMBER 2021

WORKSHOP FOCUS

- Feeding back from Workshop 2.
- A detailed look at Design Code examples and methodologies.

Design Codes:
- Methodology & Structure
- Contents & Examples
- Regulatory Plan
- Design Principles
- Character Areas & Typologies
- Materiality and Detailing
- Dos & Don'ts

WORKSHOP 4 - JANUARY 2022

WORKSHOP FOCUS

- Feeding back from Workshop 3.
- Presentation of Engagement findings.
- Presentation of Masterplan & Design Code.

APPENDIX 1: MIRO BOARD EXTRACTS

INTRODUCTORY PRESENTATION AND BASE MATERIAL
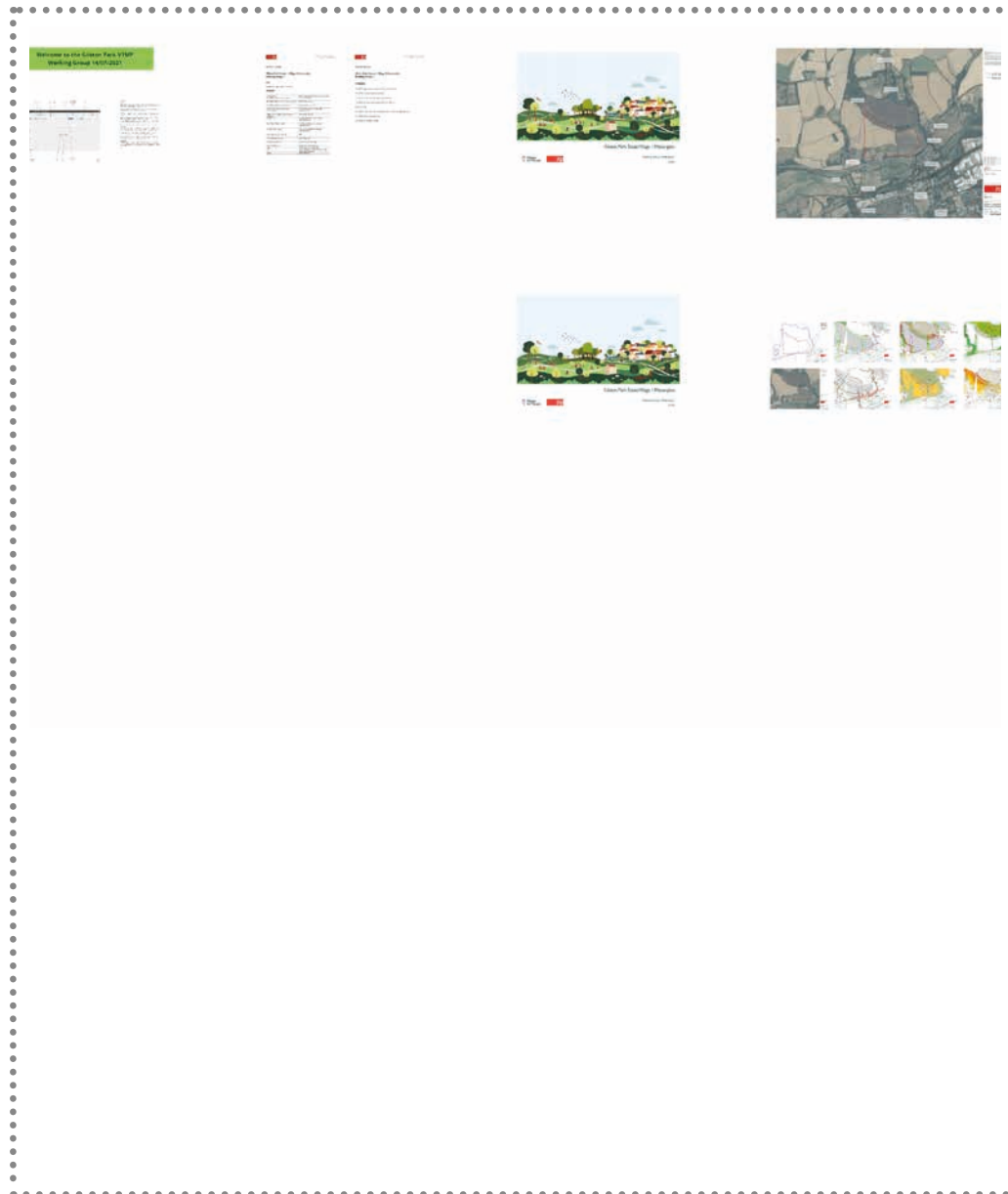
ACTIVITY 1: PROBLEMS & ASPIRATIONS

ACTIVITY 2: TEAM WORKING & KEY PRIORITIES

GROUP 1

What is a village?

1. Communities - a concentration of activity and social networks
2. Feeling part of a collective
3. Community facilities and communal spaces designed to encourage people to meet and relax
4. Variation and distinctive places
5. Connection to and integration of landscape

GROUP 2
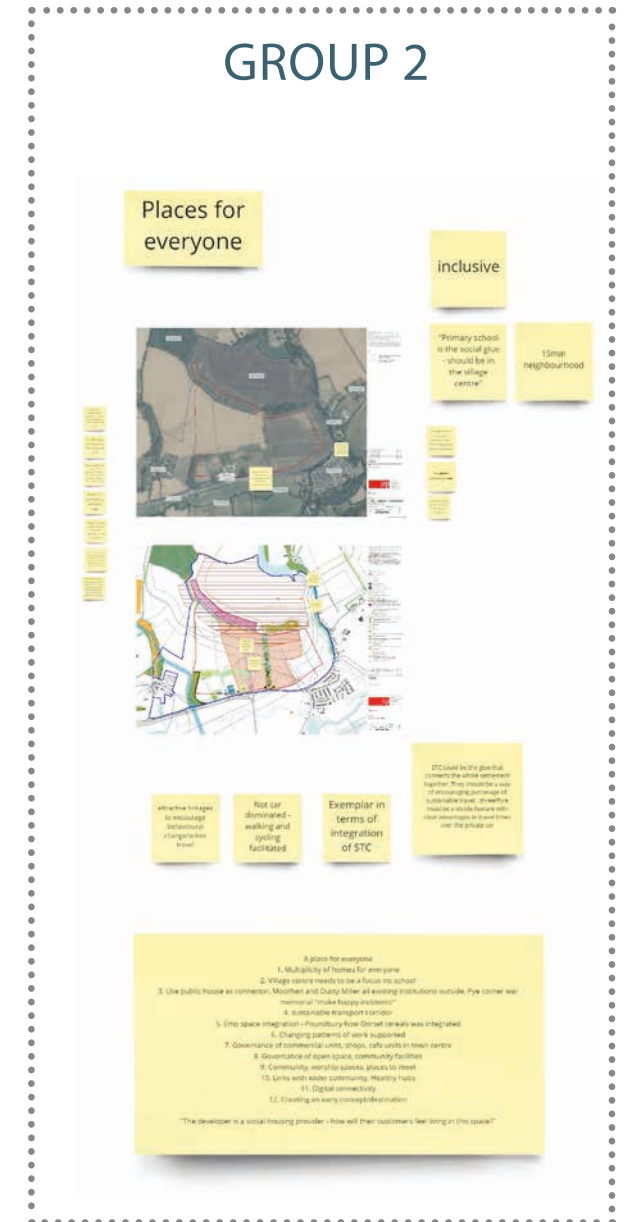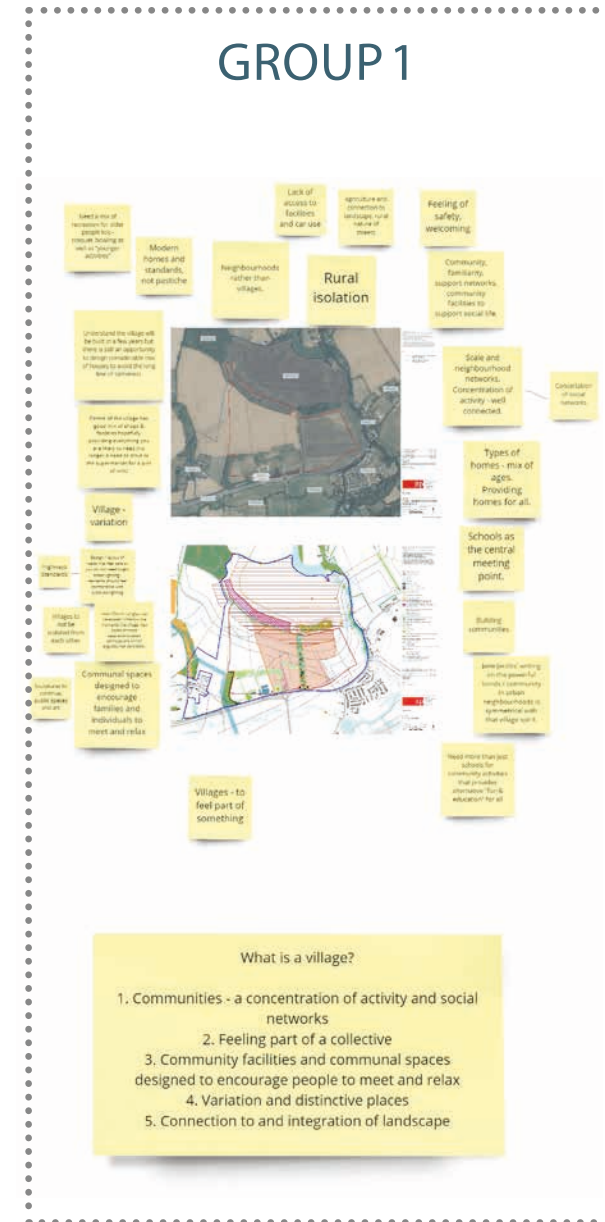
APPENDIX 2: MIRO BOARD EXTRACTS (ACTIVITY 1)
ACTIVITY 1: PROBLEMS AND SOLUTIONS

PROBLEMS

- don't forget cultural venues
- Timing and disconnect between planning applications and this process
- Villages not urban extensions
- Coordination between strategic and village MP
- mixed messages on what constitutes a village
- Schools and sustainable transport infrastructure needs to be in place before a house is occupied
- Village edges, difficulty fitting number of houses into the smallest are
- Need to address climate change resilience Plan for carbon neutral design Resident's needs change over time
- Buffers between the villages are not effective and undersized but are claimed to be set as preconditions
- V1 being first new settlement in the area for a long time must get things right.
- Active travel - Walkable schools, properly planned into the community recognising the role they can play as a meeting place, - drainage- SuDS that is easy to maintain and contributes to the place but (as Sean says above) is part of a cohesive network.
- density and design
- Need space for nature
- Affordable Housing: less viability assessments 2. Building materials: namely cladding 3. Healthy Homes: minimum space standards etc.
- Community facilities need population to support them and things take time to be built. There will inevitably be a lag and not everything can be delivered prior to the first home being occupied.
- mix of uses, resi, health, emplyment, commercial and how village 1 will work
- Adapting to the STM and Climate change need to be reflected in the design approach
- 5 story feels like the centre of a town not a village
- BREEAM standards
- Keeping up to date with innovations in sustainability
- Integration of Public Right of Way network and consideration of views/wider visibility of proposals
- If village 1 cannot have 2,000 homes this would have significant detrimental impact on the rest of the villages and landscape
- V1 needs to accommodate around 2000 homes. It has to work very hard in terms of delivering multiple land uses
- designing in transport to achieve objectives
- Transport for the future and excess parking provision
- Set framework for ensuring Village is sustainable and 'stand alone'.
- Mutlifunctional open space - landscape where ecology takes precedence and areas where people are encouraged to recreate - probably relates more to interface between SLMP and V1 MP - ped and cycle permeability
- Need to see some examples of how to get acceptable density, Create Streets do have good examples
- Development must be able to support new jobs and commercial interest
- Very little feedback on community reps on Planning applications
- Village SuDS and drainage working with network proposed within strategic landscape areas
- relationship with stewardship
- use primary school playing fields as integrated part of approach to preserve gaps openness in perpetuity ?
- Nature includes biodiversity
- Interrelationship with existing settlements and new

SOLUTIONS

- Spaces that 'design out crime', natural surveillance
- High speed broadband to support working from home
- Outdoor playing pitches with social facilities
- Homes for older people that they want to downsize to
- Apartments bigger than 1/2 bedrooms to allow flat share and greater types of home ownership choices
- Landmark buildings ar design - something th says this is Gil
- Family sized homes - not all 'luxury residencies' that cannot be afforded by those on average incomes
- a place of opportunity and variety
- I really like Henry Morris' Village College Model - as seen in Cambridgeshire
- Schools that allow mixed use and involve community
- Open clear safe space
- residents having strong identity with the place in which they live
- A place I want to walk to and enjoy as a centre
- NO "Danger deep water Keep out" signs on ANY SuDS features !
- New technologies such as dynamic lighting - lights that turn on when approaching - to reduce impact of lighting within the green gaps between villages
- A place where generations can have children, grow
- Development that excites, feels safe and encourages community cohesion
- A diverse community
- safe and healthy place
- Integrated green infrastructure and blue infrastructure
- Multi-functional hubs
- A place I can move around on foot and by bike, and enjoy the experience and the environments I pass through
- A place there is a blend of social value created
- Safe space for girls - so frequently lost
- The best place to live in the UK
- Local job opportunities which provide a range of types. high skill, manual, part time, full time etc
- An STC that is more convenient and cost effective than driving and parking at the station or Harlow town centre
- Each village has a different fell not cookie cutter villages
- is vibrant and community focused
- A place were pedestrians (particularly familie & dog walkers) and cyclists respect each other
- places that don't grow old together
- A neighbourhood with a heart and a real sense of place
- lighting and street furniture, materials and design that create cohesiveness settlement wide whilst allow for individual distinctiveness in each village
- Young people have a sense of security so to plan for their lives across the next 15 - 20 years should they wish.
- Twitter - make space for girls http://makespaceforgirls.co.uk/
- SuDS and landscape that is high quality, but cost effective to maintain for a stewardship body - space for people to recreate and space for ecology in balance.
- A place where living close to nature and understanding its importance is key.
- Space for sports to ensure active and healthy spaces
- NOT pastiche design
- Village centre with shops that provide for day to day needs and spaces not dominated by car parking
- legible spaces that are accessible for disabled and dementia-friendly
- parks and green spaces that fulfil multiple needs - play, dog walking, relaxation, social gatherings, sport
- walkable places
- Places that are not dominated by parking
- Love
- A co-operative place
- Vibrant village centres with good footfall
- Flexible community uses that can adapt over time
- Places and activities for teenagers
- Places that younger people can own their first home and stay local when upscaling and changing their needs.
- Place to play

ACTIVITY 2

GROUP 1: 'WHAT IS A VILLAGE?'

Need a mix of recreation for older people too - croquet, bowling as well as "younger activities"

Lack of access to facilities and car use

Agriculture and connection to landscape, rural nature of streets

Feeling of safety, welcoming

Modern homes and standards, not pastiche

Neighbourhoods rather than villages.

Rural isolation

Community, familiarity, support networks, community facilities to support social life.

Understand the village will be built in a few years but there is still an opportunity to design considerable mix of houses to avoid the long line of sameness

Scale and neighbourhood networks. Concentration of activity - well connected.

Concertation of social networks

Centre of the village has good mix of shops & facilities hopefully providing everything you are likely to need (no longer a need to drive to the supermarket for a pint of milk)

Types of homes - mix of ages. Providing homes for all.

Village - variation

Schools as the central meeting point.

Highways Standards

Design / layout of roads that feel safe so you do not need bright street lighting - residents should feel comfortable with subdued lighting

Villages to not be isolated from each other

when Church Langley was developed in Harlow the nickname 'the village' had some of those separatist/isolated connotations (which arguably has persisted)

Building communities

Sculptures to continue, public spaces and art

Communal spaces designed to encourage families and individuals to meet and relax

Jane Jacobs' writing on the powerful bonds / community in urban neighbourhoods is symmetrical with that village spirit.

Need more than just schools for community activities that provides alternative "fun & education" for all

Villages - to feel part of something

GROUP 2: 'PLACES FOR EVERYONE'

Places for everyone

inclusive

"Primary school is the social glue - should be in the village centre"

15min neighbourhood

attractive linkages to encourage behavioural change/active travel

Not car dominated - walking and cycling facilitated

Exemplar in terms of integration of STC

STC could be the glue that connects the whole settlement together. They should be a way of encouraging patronage of sustainable travel - threerfore must be a visible feature with clear advantages in travel times over the private car

Places for People

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