Design Criteria

Things to Think About

When we plan improvements to the canalside, there are lots of things to think about and limits to what we can change.

Use this information to make sure your designs are realistic then we might be able to choose your ideas and build them for real!

How to use this resource...

This interactive pdf will make the most sense after visiting and exploring your canalside. It is designed to prompt thoughts and discussions about design criteria. Only finished designs that have taken into account realistic ideas can be considered for application in real life.

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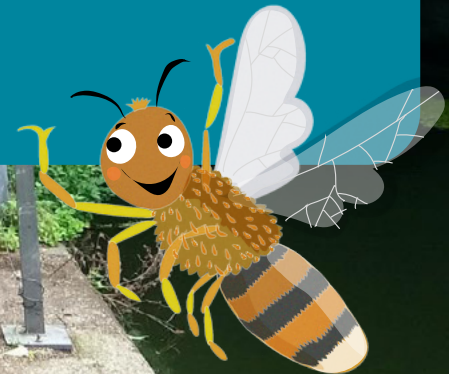Click on the buttons to explore the waterside space.

Listen to the environment

Think about how the site sounds...

Will your design suit the **soundscape**?

You might not want to design a relaxing bench if your site is next to the railway line!
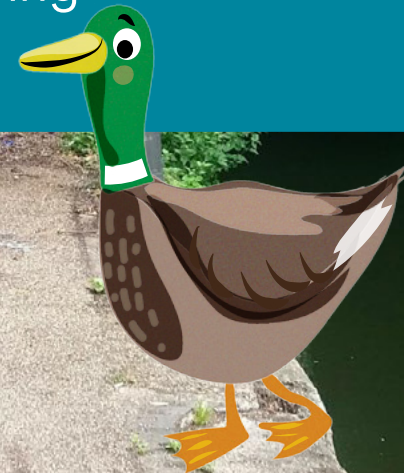
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Graffiti

Graffiti can be great and inspiring, or it can damage spaces. What do you think of the graffiti in your space?

Graffiti can be removed, but it will reappear quickly. Can you think of a way to stop your area being covered in graffiti?

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Remember that canals have been here for a long time. They are a special kind of place.

Will your design keep this **special look** and feel for years to come?

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Are there any **dark corners** that people could hide in, or dump rubbish in?

How could your design improve this?

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Walls can get complicated...
Some walls are very old – they may be in need of repair, or need protection to survive into the future.
Some walls belong to someone else, so we can't change them without permission.

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Cost

Remember we will need to pay for your design! So keep your ideas low cost and simple – no screens, gizmos or fairground rides please!

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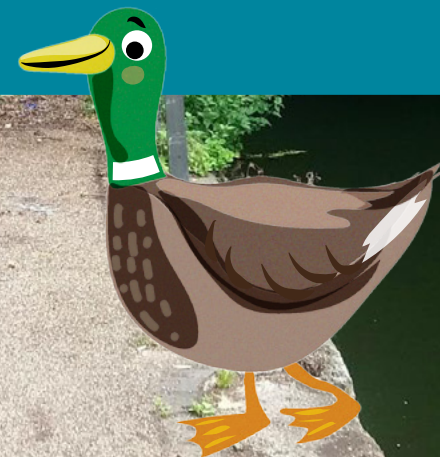Think carefully about which **materials** to use.
Are they going to last for many years?
Are they easily damaged?
Are they kind to the environment?
Do the materials fit in with what is already there?

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Sharing the space

When there are lots of people and not much space, people get squashed together. Sometimes people then get hurt, cross or wet!
Can your design help with the space? How can we remind people to share the space with **kindness**?
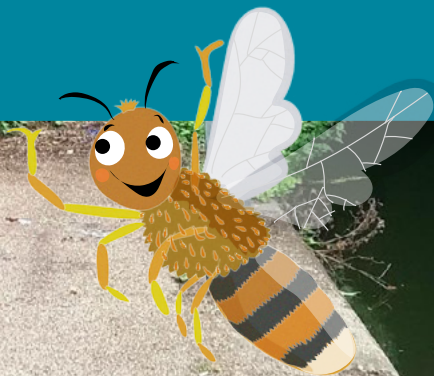
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Drilling & digging

You might **not** be able to dig here!

There are lots of wires, cables and pipes under our paths and flower beds! We have to be careful not to damage them when we build new areas.
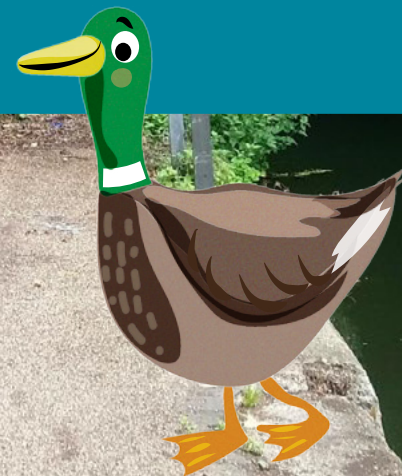
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Is your site **accessible**?
Can push chairs and wheelchairs get there and move around?
Is it safe for older people or young people?
Can your design make it easier for everyone?

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Mud

Some areas naturally get trampled and turn to **mud**.

Can your design improve these areas?

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Litter

Are there areas where litter is collecting? Where is it coming from?

A bin may help **BUT** these are very expensive because someone has to empty them everyday, otherwise they become big piles of rubbish and it gets even worse! Can you think of a way to stop the rubbish being there in the first place? Or a way of making people take it home with them?

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Think **wildlife!**

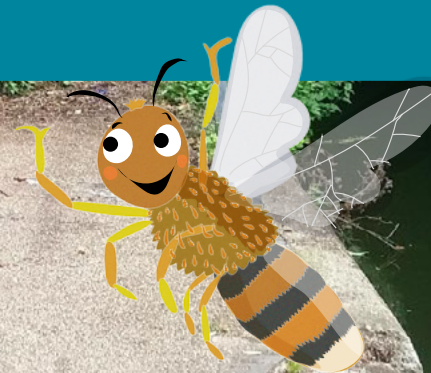Good habitat areas can attract bugs, bats and small birds. Bad ones can attract rats and pigeons...

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If you want to add new plants, are they the **best for our wildlife**?

Using native plants will provide more food and habitat for local species. Including flowering plants will provide nectar for bees and other insects.

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Will my ideas make it **safe** for all canal users?

How can I make sure?

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- Will the plants in this space need much **looking after**?
- Will they need **watering**?
- Will they need **cutting or mowing**?
- Will they grow larger or live for just one year?

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