

The sign of a good place to live

Building for Life 12



East Leake Neighbourhood Plan Group

Building for Life Workshop

Monday 12 May 2014

Building for life is the industry standard, endorsed by Government, for well designed homes and neighbourhoods that local communities, local authorities and developers are invited to use to simulate conversations about creating good places to live

Building for Life was created by capturing the qualities of successful schemes. They are summarised in 12 easy to understand questions that consider:

How the development fits into the wider neighbourhood – will it be a good neighbour?

Whether the development creates a sense of place – will it be an attractive place to call home? Will it have a sense of character?

The design of the street and the home – are streets kid friendly? Is there enough car parking, is the garden a decent size and is there somewhere to store the wheelie bin?

How to use BfL 12

BfL comprises of 12 questions, 3 chapters with four questions in each chapter:

- Integrating into the neighbourhood
- Creating a place
- Street and home

Based on a simple 'traffic light' system

(red, amber and green) we recommend that new development aim to:

- Secure as many '**greens**' as possible
- Minimise the number of '**ambers**' and;
- Avoid '**reds**'

Integrating into the neighbourhood

1 Connections

Does the scheme integrate into its surroundings by reinforcing existing connections and creating new ones; whilst also respecting existing buildings and land uses along the boundaries of the development site?

Connections are
really important



Integrating into the neighbourhood

2 Facilities and services

Does the development provide (or is it close to) community facilities, such as shops, schools, workplaces, parks, play area, pubs or cafes?

Integrating into the neighbourhood

3 Public transport

Does the scheme have good access to public transport to help reduce car dependency?

Integrating into the neighbourhood

4 Meeting local housing requirement

Does the development have a mix of housing types and tenures that suit local requirements?

Creating a place

5 Character

Does the scheme create a place with a locally inspired or otherwise distinctive character?

A local flavour



Creating a place

6 Working with the site and its context

Does the scheme take advantage of existing topography, landscape features (including watercourses), wildlife habitats, existing buildings, site orientation and microclimates?

Are there features that need to be carefully designed into the development?





Working with the landscape

Creating a place

7 Creating well defined streets and spaces

Are buildings designed and positioned with landscaping to define and enhance streets and spaces and are buildings designed to turn street corners well?

Garages are
never a good
way to turn a
corner



Creating a place

8 Easy to find your way around

Is the scheme designed to make it easy to find your way around?

Views to existing landmarks



Street and home

9 Streets for all

Are streets designed in a way that encourage low vehicle speeds and allow them to function as social spaces?

Good quality
materials and
planting, and
well
overlooked

