



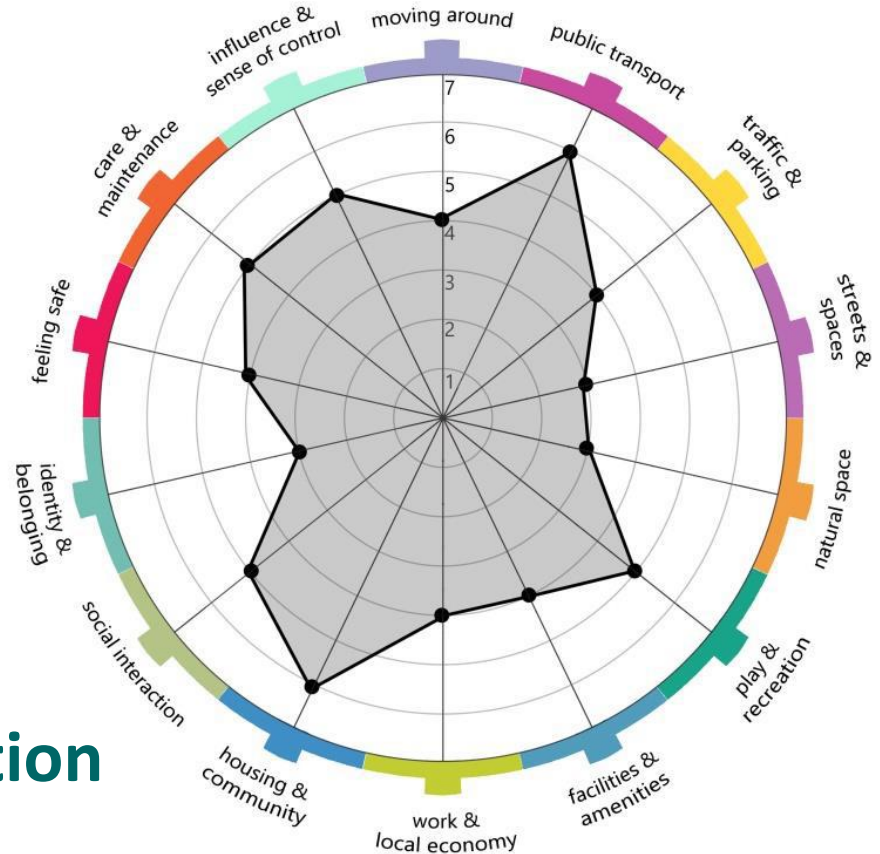
WHO European Healthy Cities Network

Workshop and Masterclass: Healthy People and Healthy Places in the WHO European Region

Design & Practical Application

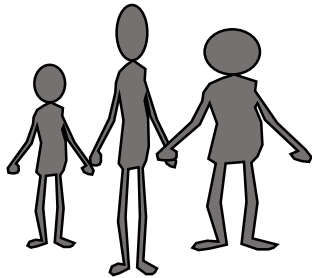
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[#placestandardalliance](https://twitter.com/placestandardalliance)



What Makes Great Places ?

People



A good city is like a good party: guests stay because they are enjoying themselves.

Source: Jan Gehl Cities for People pp.147.



Place Standard Principles....

What do I need to live my life?
How do I get there?
Is my experience good enough?



Are we having the right conversations with the
right people at the right time to change things for
the better?

Placemending

Learning from our mistakes.....



Source: A Bowman Photography

Places for People?.....or Cars?

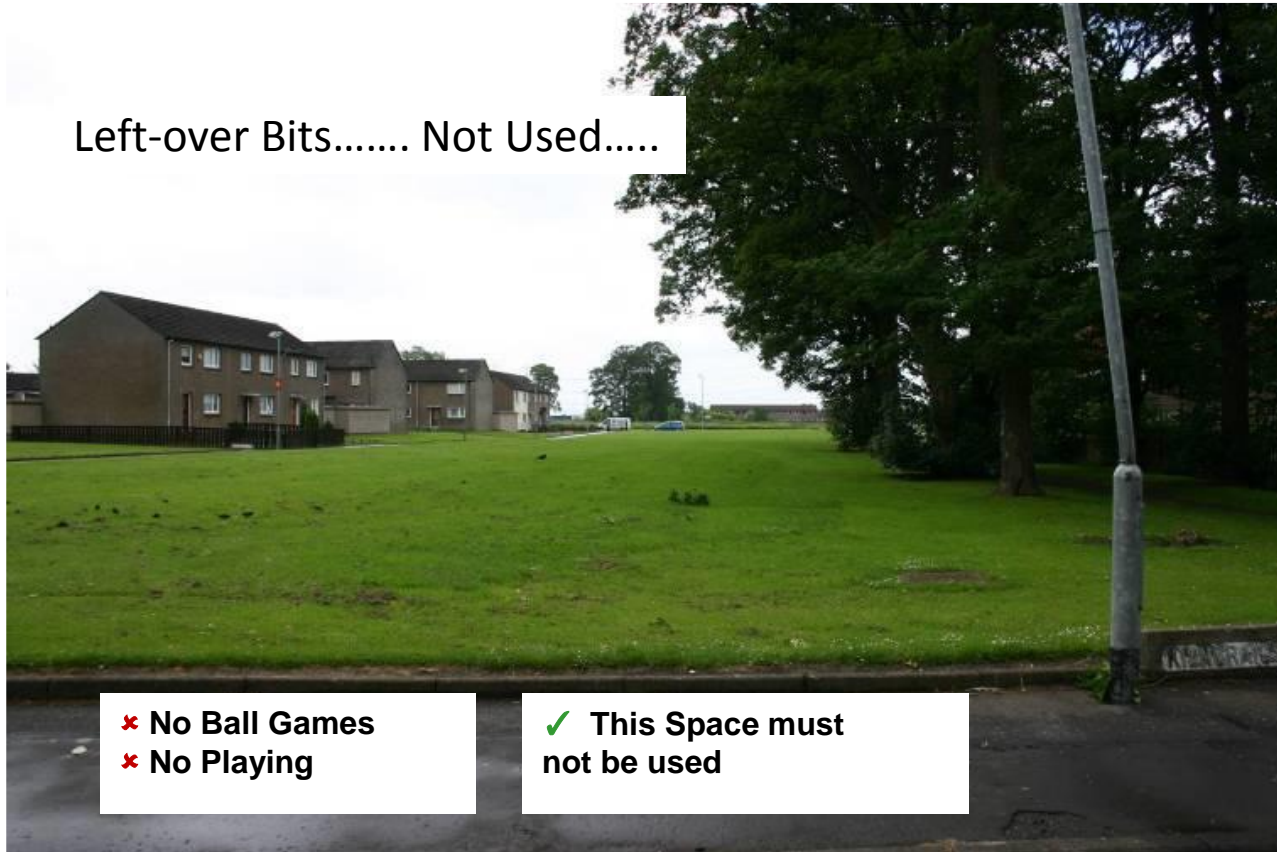


Planned and Designed from Above..... Looked good on paper!



No good for People!

Change How we Think.....



Play Space for all ages?

Local Event Space?

Local Art Space?

Growing Space?

Lighting/Seats.....

Doing things differently

Doing things with people

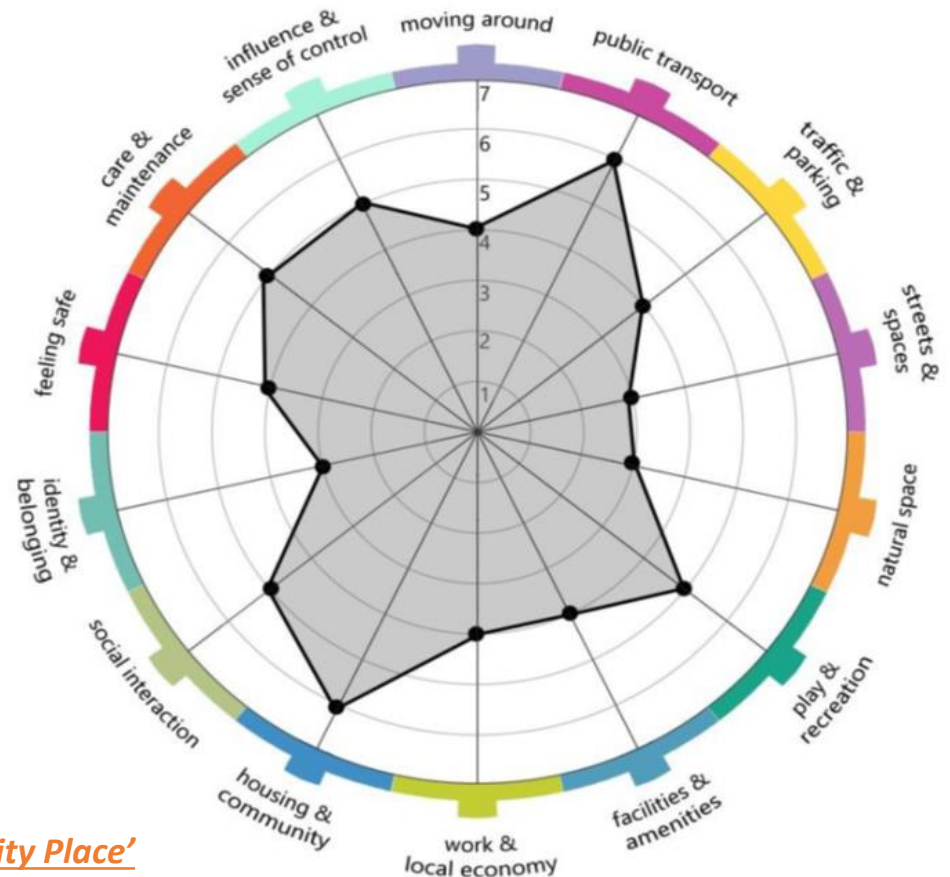
Local people are the experts

What is it?

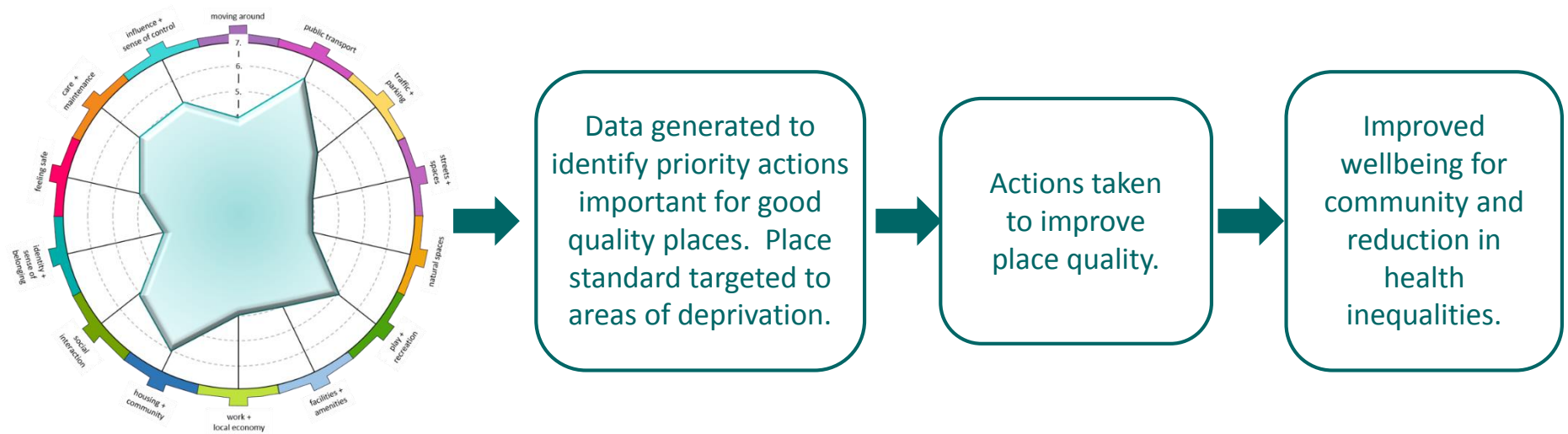
- A simple, free, easy to use tool to assess the **Quality of A Place**
- Booklet, Online, App – including multiple users
- To **facilitate conversations**
- Between communities, sectors and decision-makers
- **About priorities for action**
- Taking a **holistic view**
- Of all the factors that **make places work**

14 themes = broad range of physical and social characteristics of place that affect **health and wellbeing**

Key Outcome should always be 'Creating A Better Quality Place'



What does it do?



Using Place Standard.....

Before Change

Identifying needs and assets
Aligning priorities and investments
Empowering communities

During Change

Co - Design

After Change

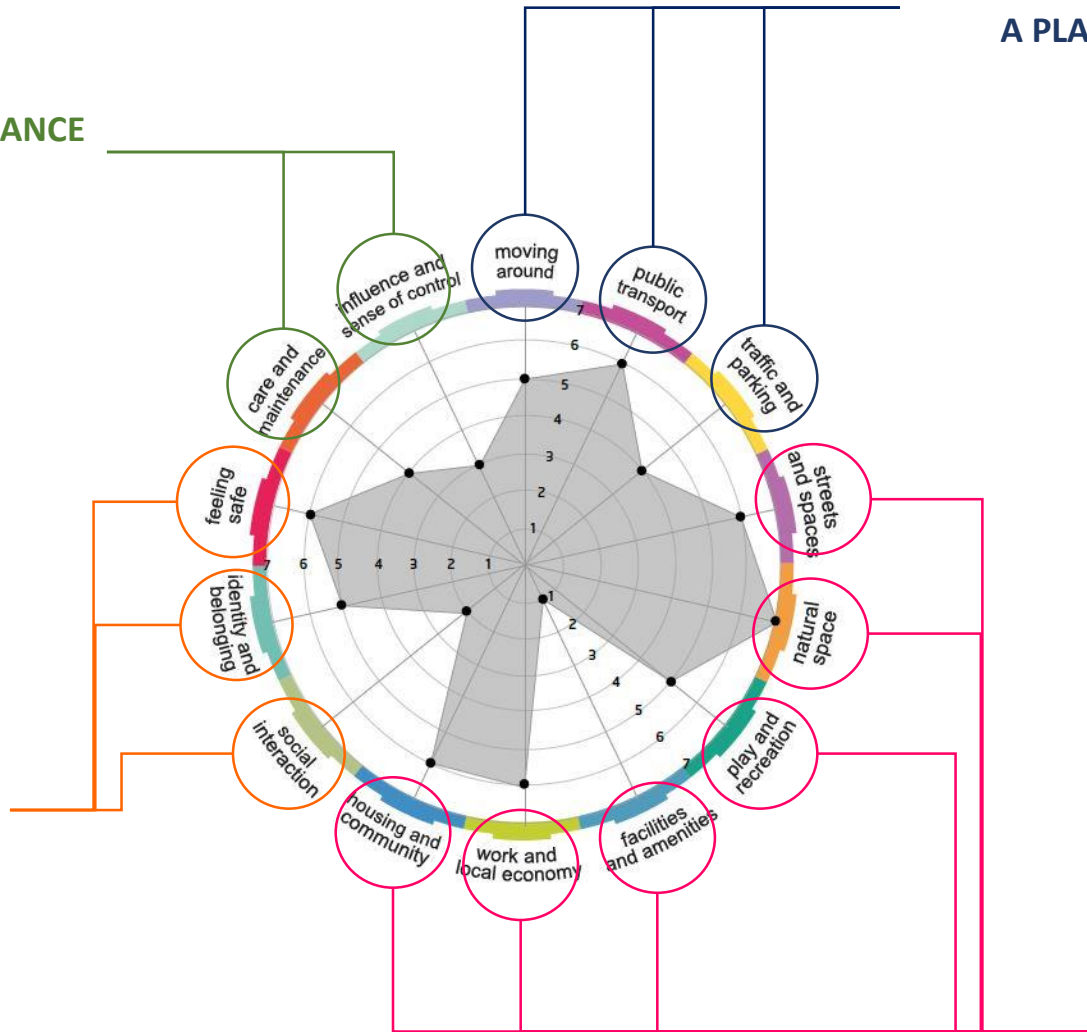
Monitoring changes and improvements
Shared Learning



GETTING AROUND A PLACE

STEWARDSHIP; GOVERNANCE & MAINTENANCE

PEOPLE ; PERCEPTIONS & CULTURE



THINGS WE NEED TO LIVE IN A PLACE

Having a voice in decision making and feeling empowered to make changes can help build stronger communities and better places. Having this sense of control can make people feel positive about their lives.

Places that are well-cared for can make us feel positive, while those that are not looked after properly can have the opposite effect. Having proper maintenance arrangements in place, and ways in which residents can get support when needed, allows people to feel positive about their environment.

How safe a place feels can affect people's wellbeing and how they spend time there. Good design and maintenance can help make places feel safer and minimise crime and antisocial behaviour.

How people feel about a place can be influenced by many factors, including how a place looks; how other people view the place; and the place's culture and history. Places with a positive identity and where people feel they belong, can help build strong communities.

Feeling isolated can be damaging to our health and wellbeing. Good places provide a variety of spaces to meet and spend time with others.

The housing offer can determine who lives in an area and how a place looks and feels. Good places have a well-integrated mix of quality, sustainable homes that support a range of household sizes and people of different ages and incomes. Places that promote and encourage life-long living.

Walking and cycling are good for both our health and the environment. The design and layout of a place can encourage walking and cycling by providing safe and pleasant routes that can connect people to where they want to go.

Access to affordable, reliable and well connected public transport service is good for communities in any place. Good public transport allows people to get around in a sustainable way which in turn is good for the environment.

Places that are dominated by traffic and parked cars can have a negative impact on our daily lives. Appropriate arrangements for traffic and parking that allow people to move around safely can help to get the most out of a place.

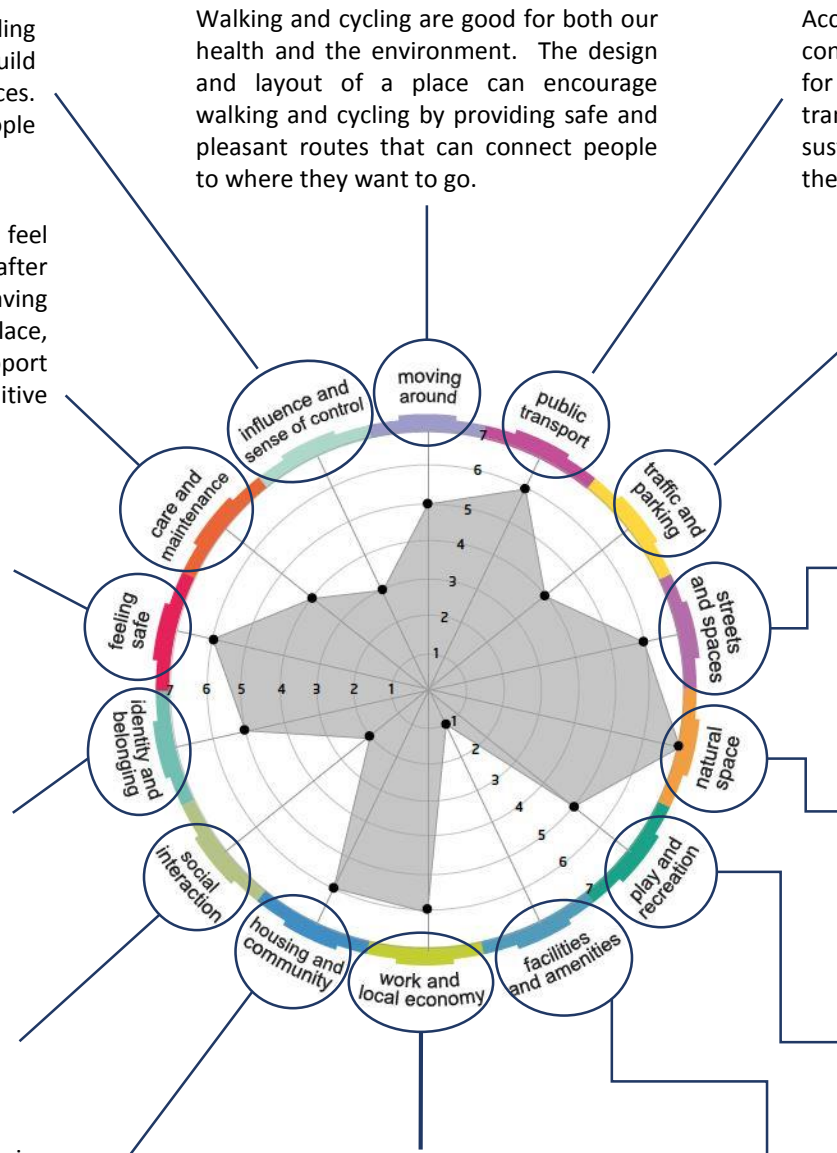
Buildings, landmarks, greenery, views and natural landscape can all help to create an attractive, distinctive place that people enjoy being in. These features can also help people find their way around.

Natural space includes a wide variety of different environments from parks, woodlands, fields, streams and rivers to green space alongside paths and roadways and tree lined streets. These spaces are good for wildlife, can improve air quality and benefit our health and wellbeing.

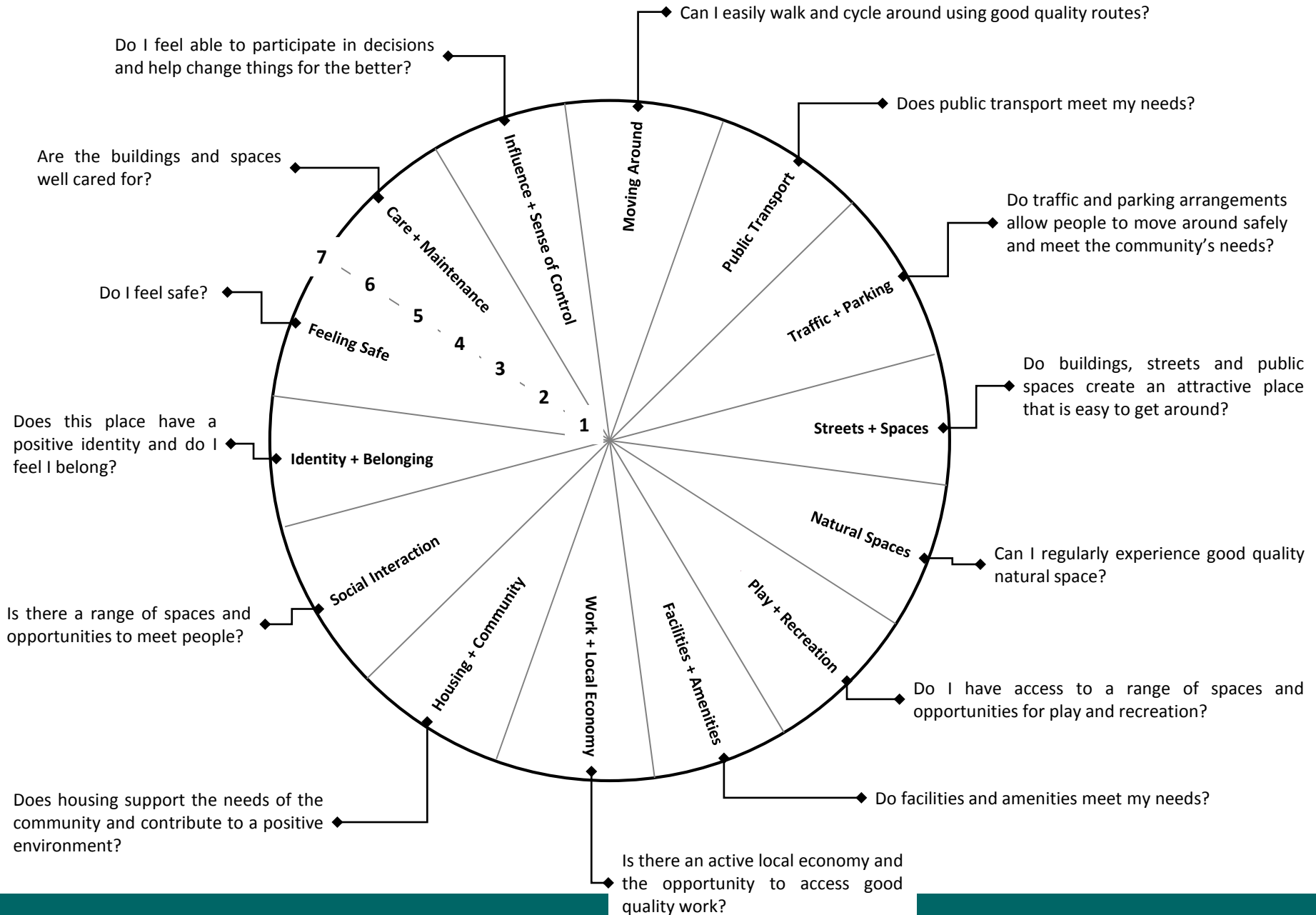
Good places encourage children to play and adults to enjoy leisure and sporting activities. Opportunities for play and recreation can improve the quality of our lives and our health.

Facilities and amenities are the things we need to live and enjoy life; this can include local shops, schools, nurseries, libraries, GPs and places to eat and drink and meet friends. Access to good quality facilities and amenities is important in supporting people to lead healthy, fulfilling lives.

Good quality work can offer important benefits through the income, activity, social networks and sense of identity and satisfaction that brings. A thriving local economy can provide work opportunities and help create lively and attractive places where people want to spend time.



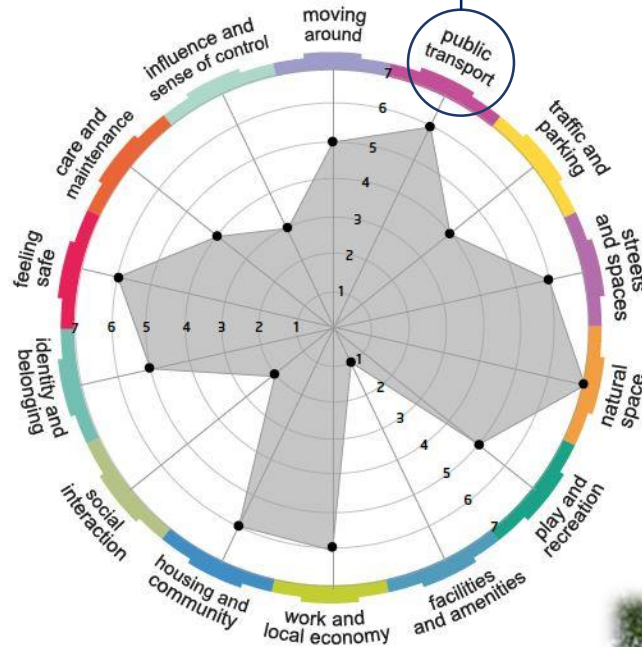
In My Place.....



Public transport



Does public transport meet my needs?



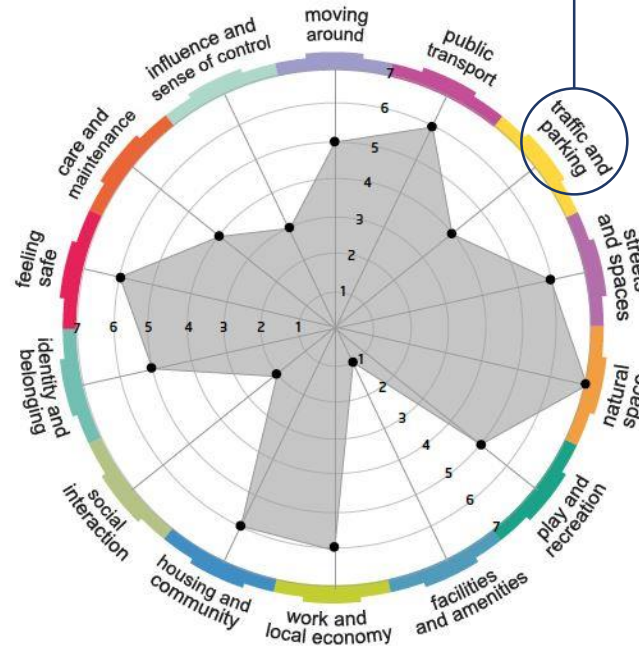
- Catching a bus, train or tram...
- connections
- cost
- walking experience
- networks
- cycling
- shelter design
- the weather
- accessibility for all
- seating
- service information/timetables
- cycle lockers/stores
- getting to work, etc.....



Traffic & parking



Do traffic and parking arrangements allow people to move around safely and meet the community's needs?



spaces for cars versus spaces for people....

- accessibility
- networks – connected and legible
- cycling provision
- congestion
- the weather
- air quality
- driver experience
- crossing points – clear and visible
- barriers
- getting to work etc.
- impact on people
- impact of vehicles



TRANSPORTING 72 PEOPLE

Car: 60, 1,000 sq.m.

Bus: 1, 30 sq.m.



Streets and spaces



2009



2014

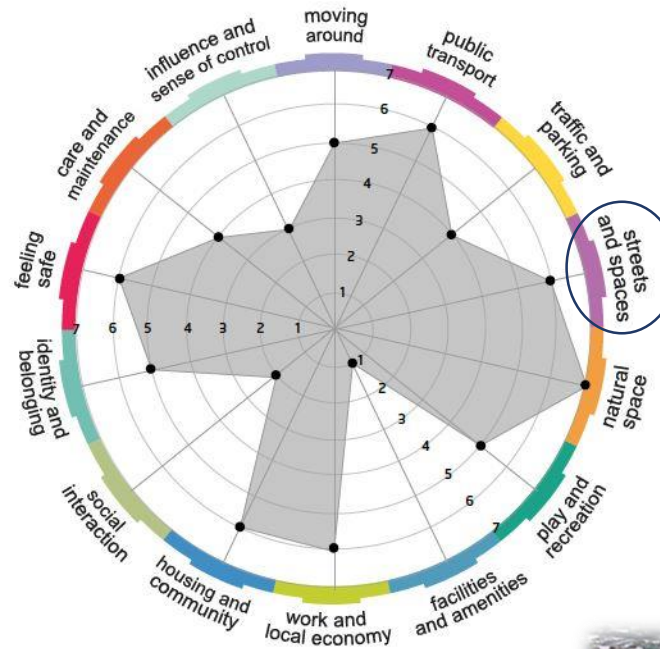


2009



2014

Do buildings and public spaces create an attractive place that is easy to get around?



experiencing my place....

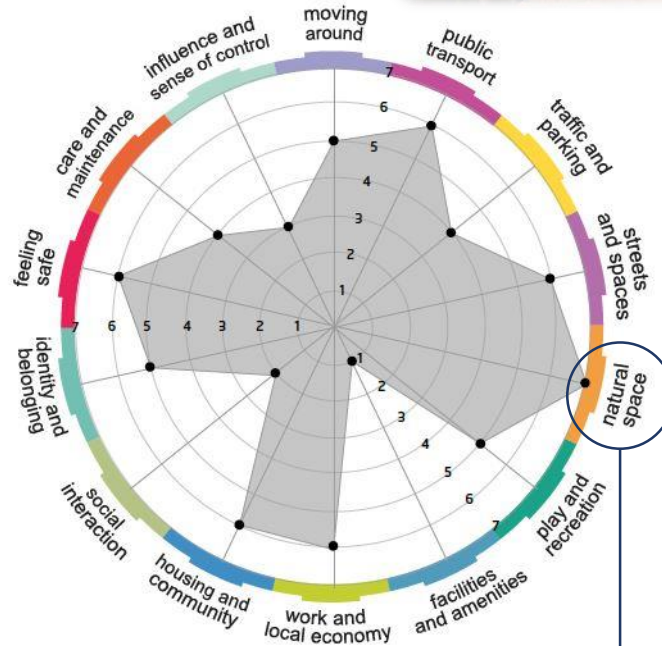
- what is it like to live here
- distinctive forms and features
- topography
- well-known buildings
- parks
- street greenery
- public square(s)
- flooding
- vacant + derelict sites
- vacant and derelict buildings
- public art
- easy to find your way around (street layout)
- physical barriers
- visual barriers



Natural spaces



Can I regularly experience good quality natural space?



easy access to a range of natural spaces...

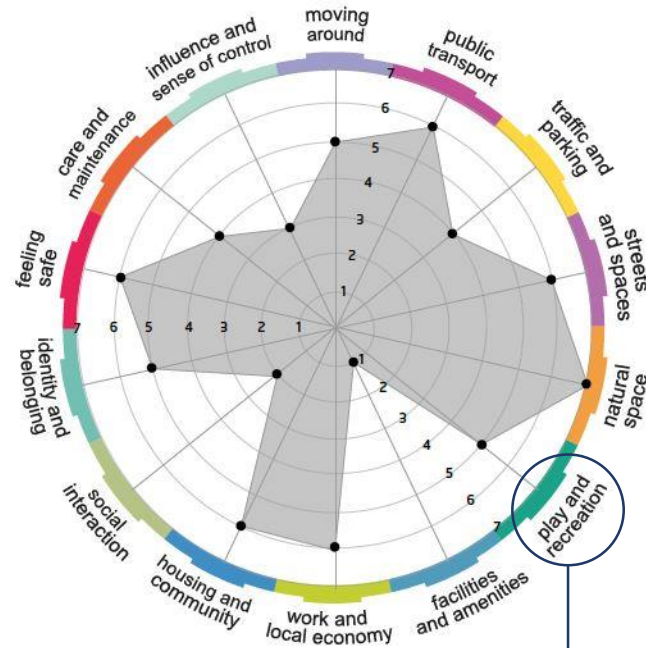
- multifunctional spaces
- green
- open
- feel safe
- natural habitats
- biodiversity / ecology
- play for all ages
- relaxing
- exercising
- seating
- lighting
- facilities – toilets, cafes, etc.
- growing spaces (food locally)
- mix of activities



Play and recreation



Do I have access to a range of space and opportunities for play and recreation?



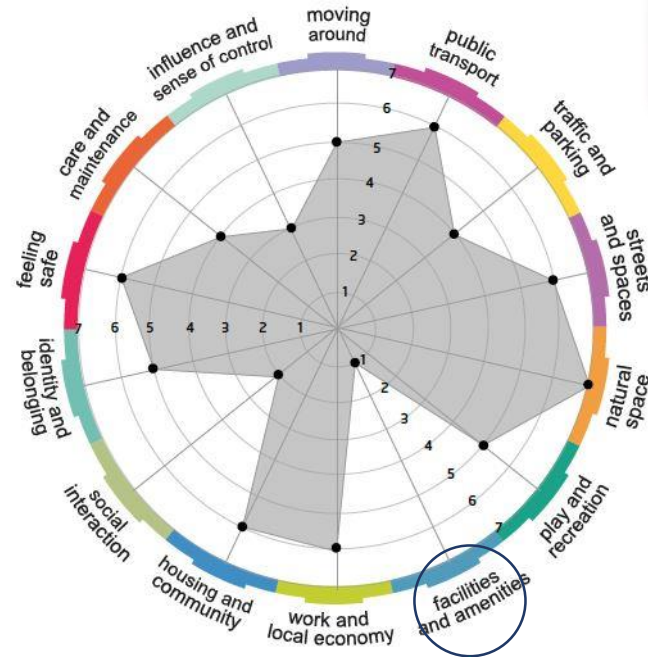
Permission to play.....

- inclusive play
- school age children
- feel safe
- teenagers
- toddler
- adults
- risks
- natural play
- pre-schoolers
- play for all ages
- relaxing
- seating
- lighting
- facilities – toilets, cafes, shelters, etc
- clear signals to play
- mix of activities

Facilities & Amenities



Do facilities and amenities meet my needs?

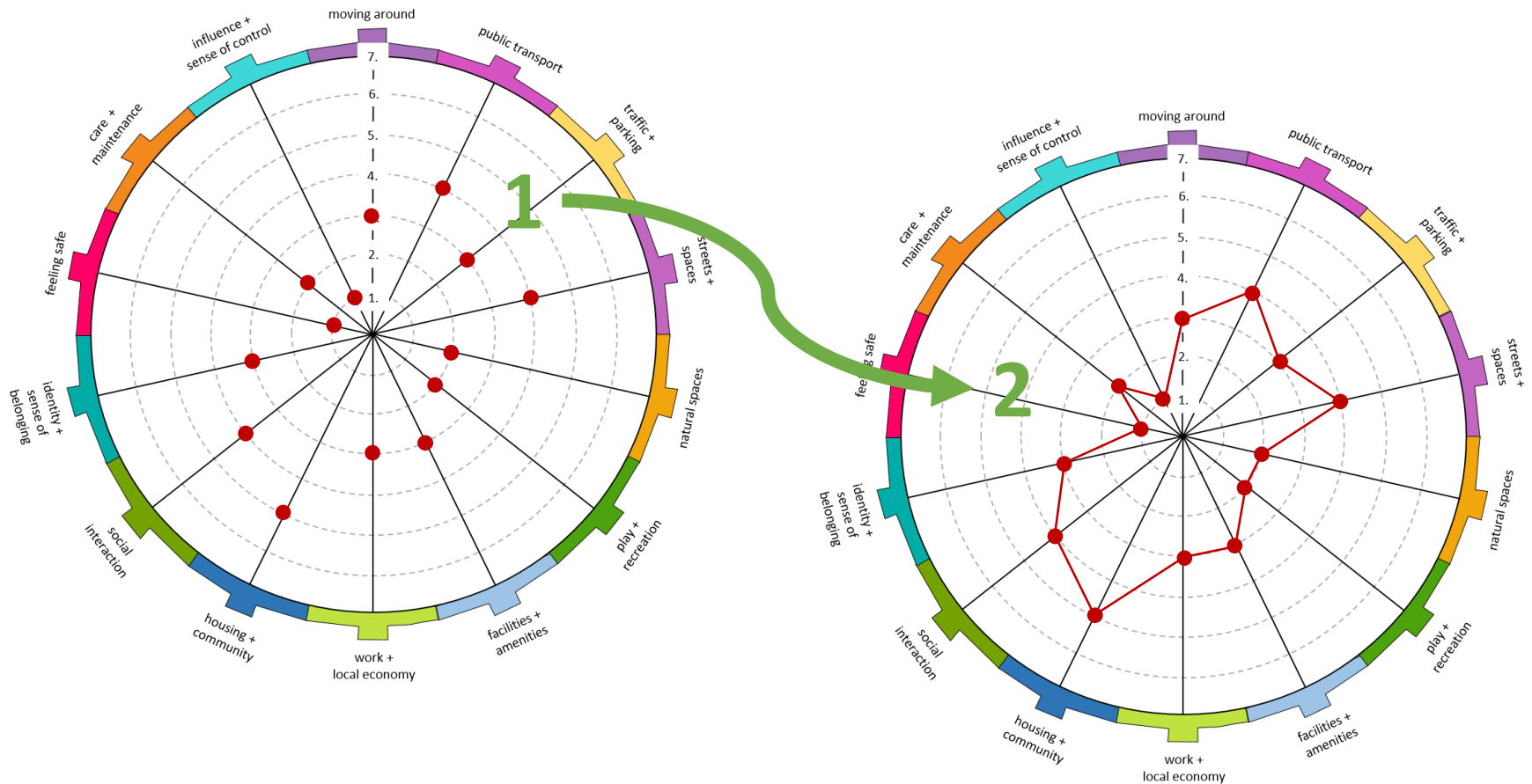


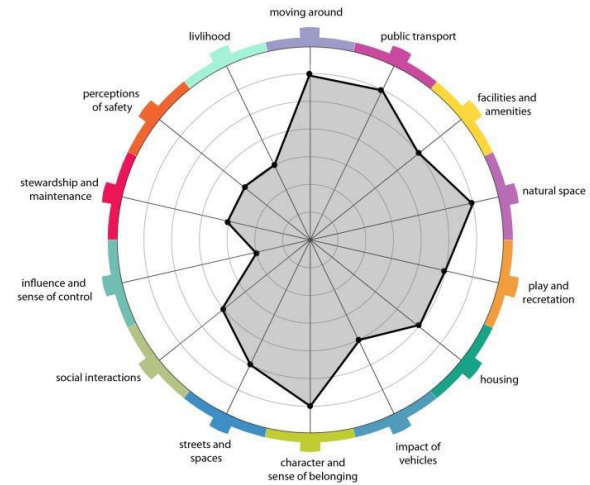
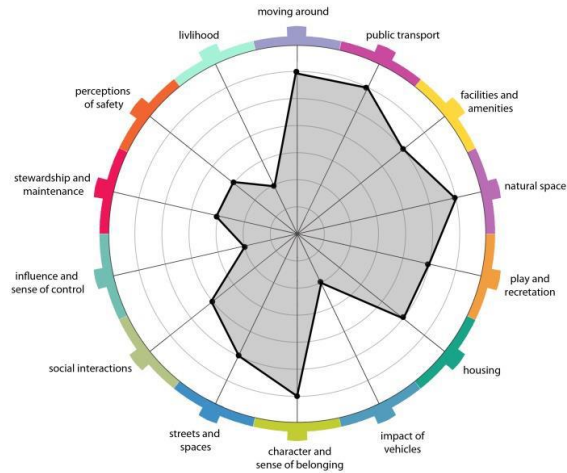
Local hubs / facilities....

- local shops
- community centre
- innovation and design
- food growing spaces
- connectivity
- creativity – sharing facilities and uses in existing spaces
- bin storage and collection
- recycling hubs
- clean and tidy buildings and spaces
- volunteering – encouraging and opportunities
- cost and accessibility
- encouraging social enterprise
- use and role of technologies
- community co-operatives

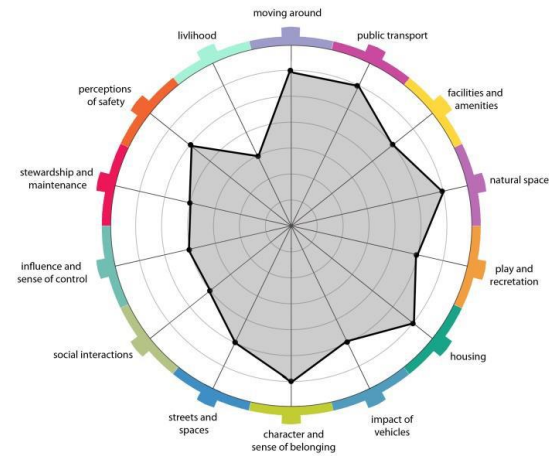
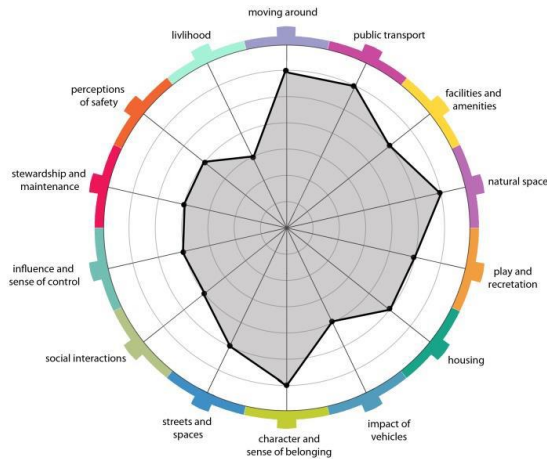
How do I use it?

The Place Standard is very easy to use. Users consider each question in turn rating a place on a scale of 1 to 7. One means there is a lot of room for improvement, 7 means there is little need for improvement, the quality is as good as it can be. Then you plot the ratings on the compass and join the dots to make a 'spider' diagram.





Different Locations will have different graph shapes i.e. coastal; rural; city centre; neighbourhoods; etc.



Feeling Safe

- General feeling that Queensferry is a safe place to live and travel around.
- However, the lack of a visible police presence was raised by a number of respondents, and seen as a concern with the rising population.
- The recent spate of burglaries was mentioned a number of times.

Work and Local Economy

- The overwhelming view was that Queensferry is a dormitory town for Edinburgh and other settlements, and that access to work in these places is good – if you have a car.
- There is an active local economy, but it is centred on the tourist trade and service sector roles – restaurants, hotels, Tesco etc.
- A number of respondents highlighted the lack of 'professional'-type jobs locally, and how big employers (eg Hewlett Packard) previously located there had left.

Moving Around

- General feeling Queensferry is easy to move around on foot.
- Most groups mentioned the poor state of the High Street.
- Views on cycle paths were mixed – some commented on their increased quality due to recent improvements and others commented on they are not well connected.

Public Transport

- Generally the bus services are seen as poor, both within Queensferry and for connections to other places. Comments centred on their prices, irregularity, and the withdrawal of services into Fife and West Lothian.
- There was also a view that some areas in Queensferry are much better serviced than others.
- Train services are viewed more positively, but are seen as expensive and overcrowded.

Facilities and Amenities

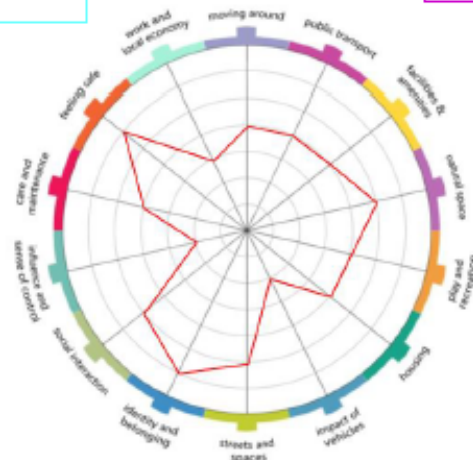
- Concern over the capacity of existing school and medical facilities being reached.
- Leisure facilities are limited, and those available (e.g. the pool at Queensferry High School) are in poor condition. Facilities are available in surrounding settlements, but usage depends on access to a car.
- The town has a fair number of shops, but they are seen as catering more towards tourists than residents.

Care and Maintenance

- Buildings are generally well maintained.
- There are problems with litter, dog fouling and graffiti in streets and parks.
- Gritting in winter can be selective
- Issues with cobbles on the High Street

Influence and Sense of Control

- Many respondents felt their opinions were lost within the system.
- There was a view that public involvement in important issues has been lacking in the past, and where their views would not make a difference.
- Generally respondents felt they had little control or influence over events (particularly young people).



Natural Space

- Although there are few natural spaces within the town, Queensferry benefits from being surrounded by publicly accessible estates.
- However, access to these is dependent on having a car.
- There is concern that access to a lot of these will be lost with the new housing developments.

Play and Recreation

- While there are play parks within Queensferry, they are not distributed evenly. Some families have trouble accessing them.
- There is a general lack of recreational facilities (e.g. bowling alley, quality swimming pool, cinema).
- Teenagers and younger people are poorly catered for in terms of activities.

Social Interaction

- Queensferry offers a lot of clubs and organisations.
- Some felt there was a lack of facilities for these organisations, e.g. no dedicated community centre.
- Others identified the High School as a good space for such activities.

Identity and Belonging

- Queensferry is seen as having a strong community identity, separate from Edinburgh.
- However, some respondents felt this was more tied to their local area than Queensferry as a whole.
- There is a fear this sense may be lost with the new housing developments.

Streets and Spaces

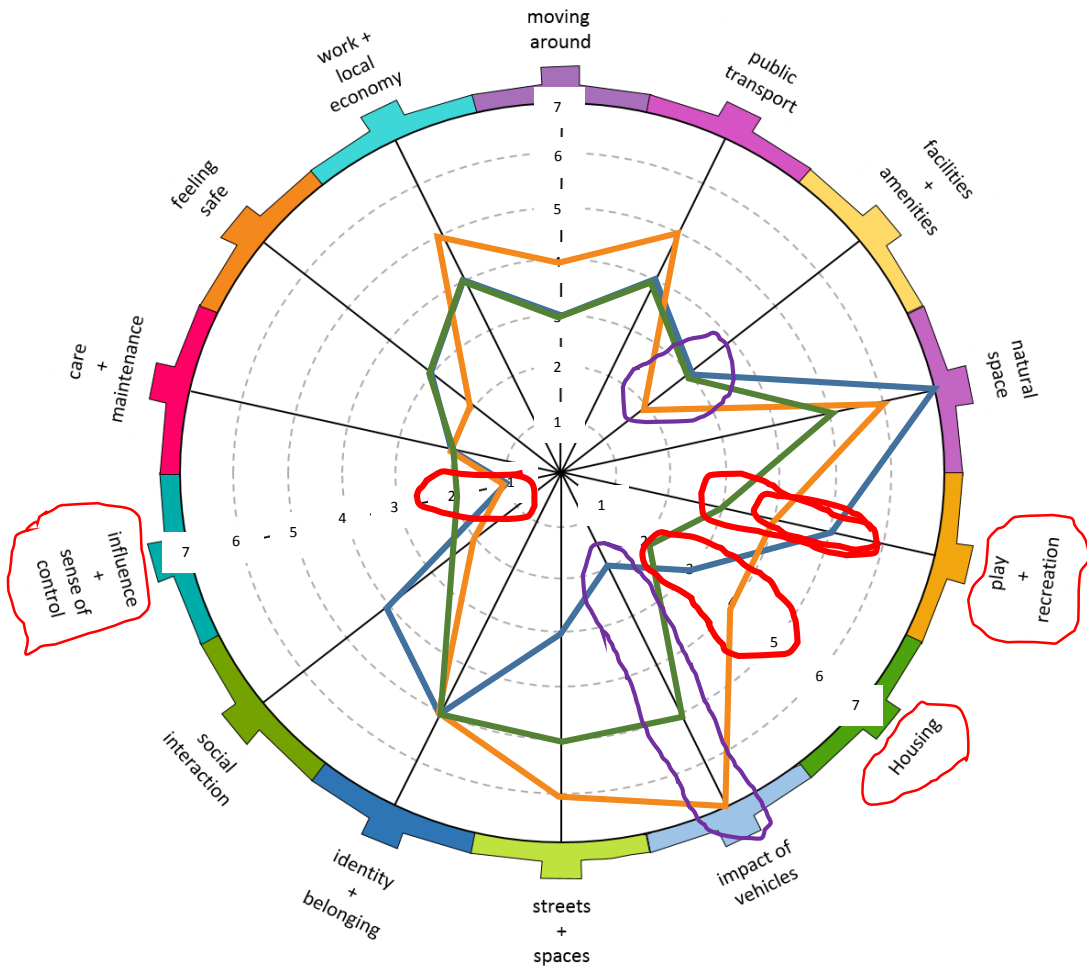
- Queensferry has a number of quality historic buildings, making it pleasant to walk around.
- However, the signage is quite poor in the centre, and should be improved to assist tourists with finding their way around.
- The poor quality of pavements and roads (e.g. potholes) was raised.

Impact of Vehicles

- Traffic congestion is seen as a problem across the town, especially along the High Street and the schools along Station Road. This is increased when there is an incident on the Forth Road Bridge.
- The High Street needs better traffic management, as it is constantly blocked by delivery trucks and tourist coaches.
- There is a lack of parking along the Waterfront.

Housing

- The existing housing mix caters mainly for families, and there is a lack of smaller 1 or 2 bedroom properties for those seeking either an affordable first home or to downsize.
- Lack of a care home and sheltered accommodation.
- There was a general concern that the new housing sites will not cater towards these needs and provide more large and expensive family housing.



Priorities for Action:

Influence + Sense of Control:
 Let local people be involved in the process from the beginning – what needs changed; How it will be changed; Help choose who they want to work with; etc.

Housing:
 More housing options needed for older people and starter homes for young people.

Play + Recreation:
 new seats, lighting and café with toilets in our Park.

Different Methodologies.....

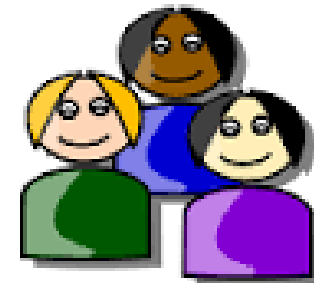
- 1-2-1s



- Workshops



- Surveys

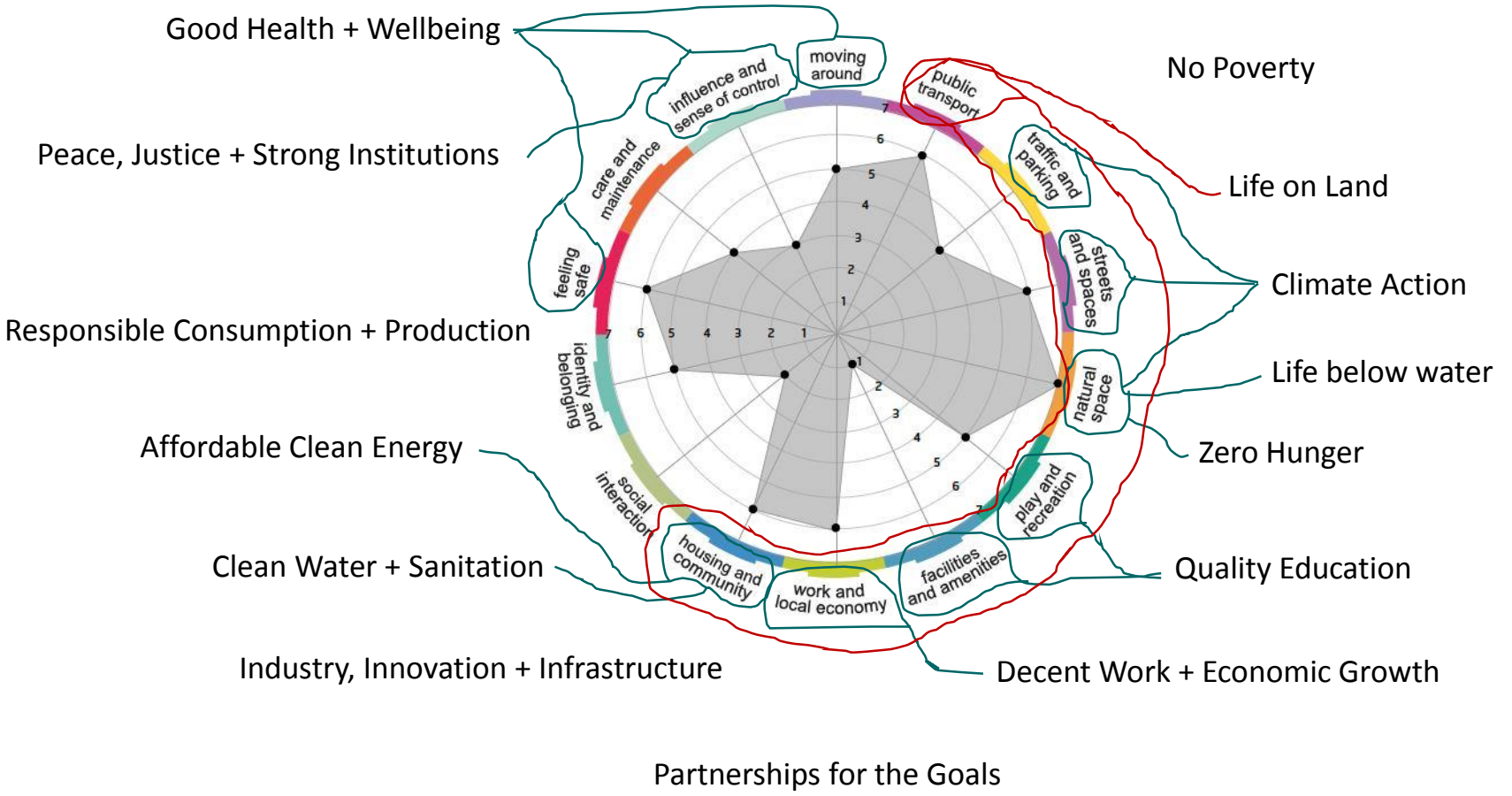


Using Place Standard to Shape Health 2020 Discussions?

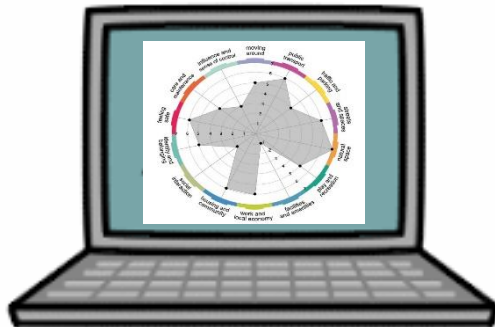
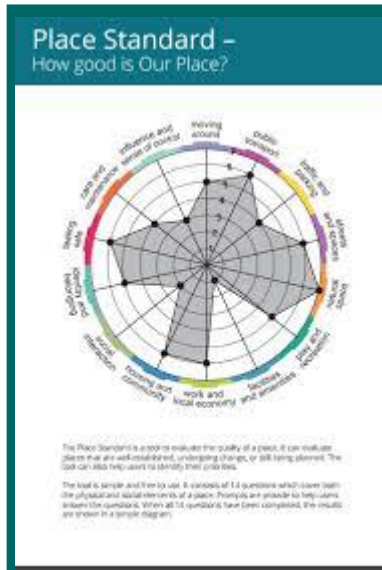
Sustainable Cities + Communities

Gender Equality

Reduced Inequalities



Booklet



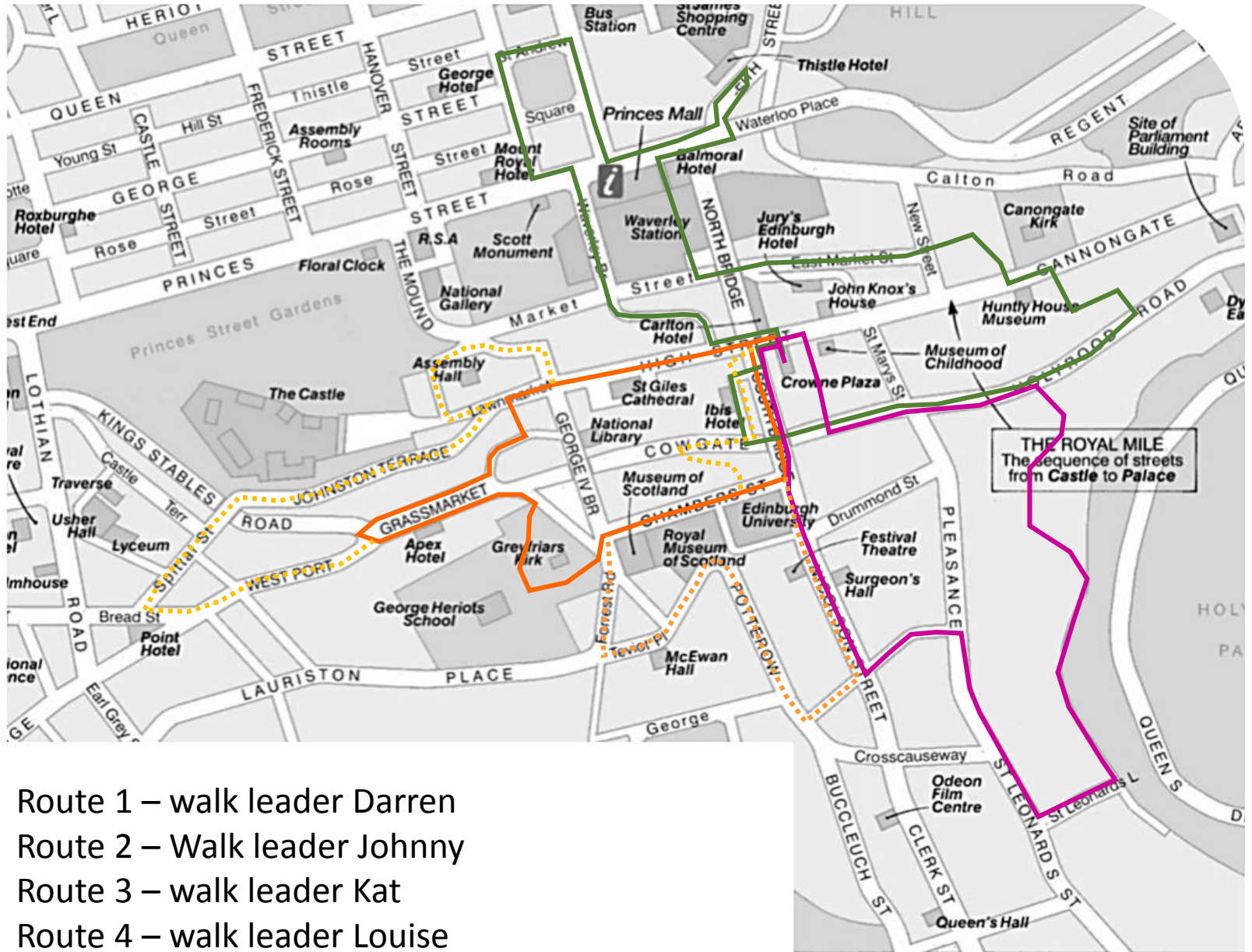
Online



Phone App.

Today is a Facilitated walkabout

Over to you.....



- Route 1 – walk leader Darren
- Route 2 – Walk leader Johnny
- Route 3 – walk leader Kat
- Route 4 – walk leader Louise

Thank You!

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If you plan for people and places...
you get more people and places.

