



Active Design Guidance Summary

EVERYDAY ACTIVITY DESTINATIONS

Everyday Activity Destinations – these are those places where people spend most of their time and which are essential to meeting people’s day to day needs. They include **schools, workplaces, shops, homes and community facilities and, importantly, the linkages between them.** These may be termed as **Active Travel Routes** which are any routes which provide safe, convenient and direct access that can be used for walking, running or cycling between different places.

Accessibility

	AC1 As part of the master plan are Everyday Activity Destinations (schools, workplaces, homes, shops, community facilities) accessible to all travel modes with particular design, routing and locational emphasis given to walking and cycling?
	AC2 Does the design enable the most direct and safe Active Travel Route between all Everyday Activity Destinations (either in or outside of the master plan area)?
	AC3 Are Everyday Activity Destinations co-located to offer the opportunity for linked trips?
	AC4 Are homes within a reasonable walking and/or cycling distance of Everyday Activity Destinations or public transport services linking to Everyday Activity Destinations?
	AC5 Are Active Travel Routes to Everyday Activity Destinations prioritised ahead of car linkages in terms of distance and directness?
	AC6 Does the design and layout of Everyday Activity Destinations help prioritise pedestrian, cycle and public transport access through providing: <ul style="list-style-type: none"> • Direct and welcoming pedestrian access from the street? • Public transport stops? • Well designed and conveniently located cycle parking? • Controlled car parking?
	AC7 Is provision made for public conveniences, drinking fountains and changing facilities (for example at workplaces) at Everyday Activity Destinations?
	AC8 Is appropriate access provided for disabled users and those with impaired mobility?
	AC9 Has cycle storage been integrated into the design of new homes, workplaces and Everyday Activity Destinations?

Amenity

	AM1 Are Active Travel Routes between Everyday Activity Destinations: <ul style="list-style-type: none"> • Direct and well-lit without blind corners? • Fronted and overlooked by development and/or other road-users to create natural surveillance? • Integrated with open spaces and accessible play spaces to create a variety of experiences along a route?
	AM2 Are flexible and durable high-quality public spaces proposed that form a focal point that might support civic, cultural and community functions such as markets, public art, open-air performances, sports demonstrations etc.?
	AM3 Does the quality, design and layout of open spaces enhance the setting of development?
	AM4 Are high quality durable materials and street furniture employed throughout to define a strong identity for Active Travel Routes?

Awareness

	AW1 Are Everyday Activity Destinations co-located with sports and leisure facilities in a manner that promotes awareness (e.g. locating health and sports centres together)?
	AW2 Are Active Travel Routes to and between Everyday Activity Destinations: <ul style="list-style-type: none"> • Direct, unobstructed and legible as to their function and destination? • Offer a more direct route than car routes? • Clearly signed to communicate the potential for day to day trips to achieve physical activity targets?
	AW3 Are developers/occupiers of buildings using health promotion measures to inform residents, staff, pupils, customers of the opportunities that exist for physical activity?
	AW4 Has cycle storage been integrated into the design of new homes, work places and Everyday Activity Destinations, and has this been advertised and highlighted as a feature of the development?

INFORMAL ACTIVITY AND RECREATION

Informal Activity and Recreation – this includes sport and physical activity opportunities that might be used spontaneously such as **children’s play areas, multi use games areas, skate parks, home zones, allotments, parks and gardens and other informal parkland, natural greenspace and civic spaces.**

	AC10 Are informal sport and recreation facilities located: <ul style="list-style-type: none"> • Within an integrated network of open space and recreational opportunities? • On, or close, to Active Travel Pedestrian and Cycle Routes between Everyday Activity Destinations? • Adjoining development in order to provide good natural surveillance?
	AC11 Are a range of informal sport and recreation facilities within a reasonable walking distance of homes along safe, direct and well overlooked Active Travel Routes?
	AC12 Are informal sport and recreation facilities co-located with other: <ul style="list-style-type: none"> • Formal sport and recreation uses to create Sports Hubs? • Everyday Activity Destinations or other community uses?
	AC13 Is children’s playspace effectively integrated into streets and spaces in accordance with best practice?
	AC14 Are informal sport and recreational activities generally open and available throughout the week and take account of seasonal variations?
	AC15 Is the design of squares and open spaces sufficiently flexible to support occasional use for a broad range of community, cultural and sporting events?

	AM5 Does the design of informal sport and recreation facilities create a high quality environment through: <ul style="list-style-type: none"> • Use of high quality materials and landscape planting? • Careful integration with existing development and the broader landscape and open space framework? • Providing links into woodlands and other natural environments to enhance the range of informal sport and recreation opportunities?
	AM6 Are informal sport and recreation facilities fronted and overlooked by adjacent/surrounding development whilst maintaining residential amenity particularly with regard to minimising disturbance from noise?
	AM7 Has the integration of play opportunities for young children into residential areas been explored?
	AM8 Have measures been put in place to maintain pavilions, changing facilities, storage areas, landscape planting and play equipment?

	AW5 Are informal sport and recreation facilities located in prominent positions?
	AW6 Is appropriate high quality provision made for all age groups within the community including the incorporation of ‘lifestyle sports’ and flexible facilities that might meet a number of needs?
	AW7 Has an imaginative approach been taken to promoting activity targets through informal recreation?
	AW8 Are opportunities for informal sport and recreation to fulfil activity targets appropriately signed?

FORMAL SPORTS AND LEISURE ACTIVITIES

Formal Sports and Leisure Facilities – these are those facilities where sport or physical activity will be the deliberate and primary purpose of the visit. This includes **swimming pools, formal pitches and indoor facilities used for team sports, athletics, countryside and water sports.**

	AC16 Does the design and layout of formal sports and leisure facilities prioritise pedestrian, cycle and public transport access through providing: <ul style="list-style-type: none"> • Direct and welcoming pedestrian access from the street including safe crossing points? • Public transport stops? • Well designed and conveniently located cycle parking? • Controlled car parking?
	AC17 Will the sports and leisure facility meet the needs of the whole local community and be physically accessible? Have wider stakeholders been consulted in the planning and design of new facilities?
	AC18 Are formal sports and leisure facilities co-located with other: <ul style="list-style-type: none"> • Sports and leisure facilities to create a multi Sport Hub, club or site? • Everyday Activity Destinations including schools or other community focal points? Has the potential to share access, parking and reception facilities with other uses been explored?
	AC19 Are formal pitches integrated within a broader landscape framework?
	AC20 Has the viability, management and long-term maintenance of the facility been demonstrated considering issues such as the servicing of grass pitches, the impact of noise, floodlighting or vehicular access on adjoining uses and the potential impact of flooding on grass pitches?
	AC21 Are appropriate sports pavilions, equipment storage areas and changing rooms being provided to enable full access to be made to the formal sports and leisure facilities? Has this been considered as part of the long term viability and maintenance programme of the facility?

	AM9 Is the master plan underpinned by a strong and well defined landscape framework that provides a range of formal and informal sport and recreational opportunities that are integrated into the landscape/ natural environment?
	AM10 Have formal sports and leisure facilities been co-located or integrated alongside other appropriate uses such as schools to make efficient use of land? Are shared reception facilities available?
	AM11 Does the facility contribute positively to the public realm by being of a good architectural quality, having strongly defined entrance points and reception areas, and minimising adverse visual impacts?
	AM12 Is an appropriate relationship proposed between formal sports and leisure facilities and adjoining residential areas, particularly through minimising noise and light spillage from floodlighting?

	AW9 Are formal sports and leisure facilities located in prominent positions within the master plan playing a positive role as landmarks and attractions?
	AW10 Does the design of the sport and leisure facility communicate the uses that it accommodates, promoting activity on the street and encouraging its use?
	AW11 Is appropriate signage employed to communicate the location and availability of formal sports and leisure facilities (especially where a prominent pavement-side location is not possible or where facilities are located within large open spaces and playing fields)?
	AW12 Is the reception area designed to encourage use of the facility, promote legibility and contribute activity to the public realm?
	AW13 Is there a community involvement strategy in the long term planning, design, use and management and promotion of facilities?