

# CHILD FRIENDLY STRATEGY

## 4. CHILDREN SCALE

## 5. SOCIAL CONNECTEDNESS

## 3. CONTACT with NATURE

Children are in daily contact with the natural elements, materials and species.

Children have the opportunity to be in an environment that belongs only to them, where they can hide and feel safe. Where the big ones can't fit.

The children and all inhabitants are in immediate spontaneous contact with the others. They form new relationships, communicate and get to know their home environment

## 6. WAYFINDING

Children orient themselves on their daily routes according to orientation points specified by landmarks.

## 7. OWNERSHIP and CARE

Children have the opportunity to take care of crops or animals either individually or in the community.

## 8. DECISION MAKING

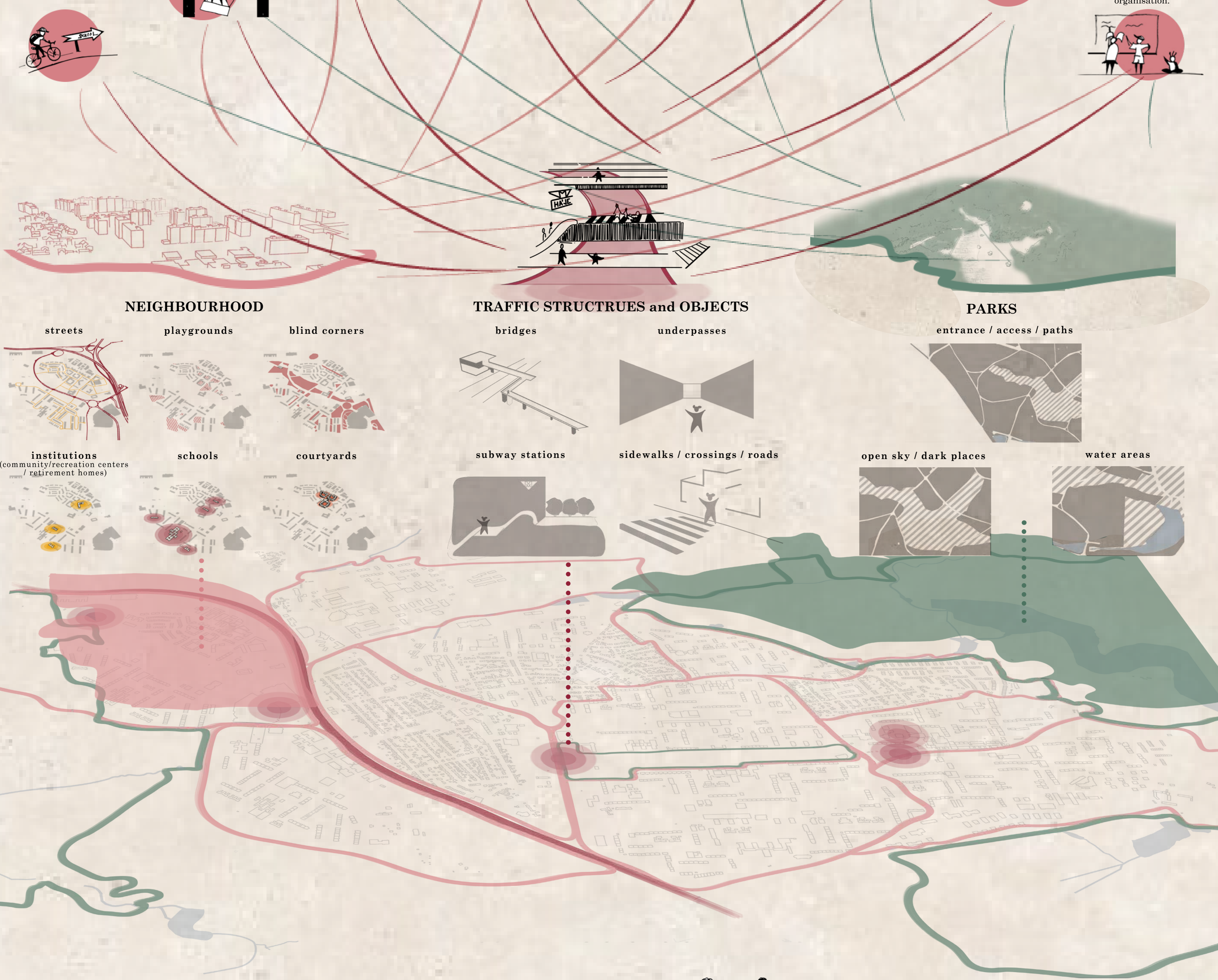
Co-assessment of preferences and wishes of the youngest to the oldest using appropriately chosen participatory methods, carried out by a specialised organisation.

## 1. MOBILITY

Creation of *child-friendly travel routes* encourage children to explore the city more independently and to get involved in urban life.

## 2. PLAYABILITY

The aim of designing play spaces is to offer children an environment in which they can experience a wide range of different types of play, environments and experiences.



### CHILD FRIENDLY SOUTH TOWN - friendly to CHILDREN, friendly to ALL

The childfriendly city parameters are the basic pillars on which the neighbourhoods, parks and traffic routes/objects, each of their spatial zones should stand on a narrower scale, in order to design this space, child-friendly' and with these spaces the whole city. By implementation of these principles into spatial units, it is as if the territory guarantees that it is close to children's needs and wishes - and therefore to all other inhabitants. Providing a healthy, safe and playful environment for their current and future, physical and mental development.

# CHILD FRIENDLY STRATEGY

# 1. MOBILITY

Creation of *child-friendly travel routes* encourage children to explore the city more independently and to get involved in urban life.



# 2. PLAYABILITY

The aim of designing play spaces is to offer children an environment in which they can experience a wide range of different types of play, environments and experiences.



# 3. CONTACT with NATURE

Children are in daily contact with the natural elements, materials and species.



# 4. CHILDREN SCALE

Children have the opportunity to be in an environment that belongs only to them, where they can hide and feel safe. Where the big ones can't fit.



# 5. SOCIAL CONNECTEDNESS

The children and all inhabitants are in immediate spontaneous contact with the others. They form new relationships, communicate and get to know their home environment



# 6. WAYFINDING

Children are in daily contact with the natural elements, materials and species.



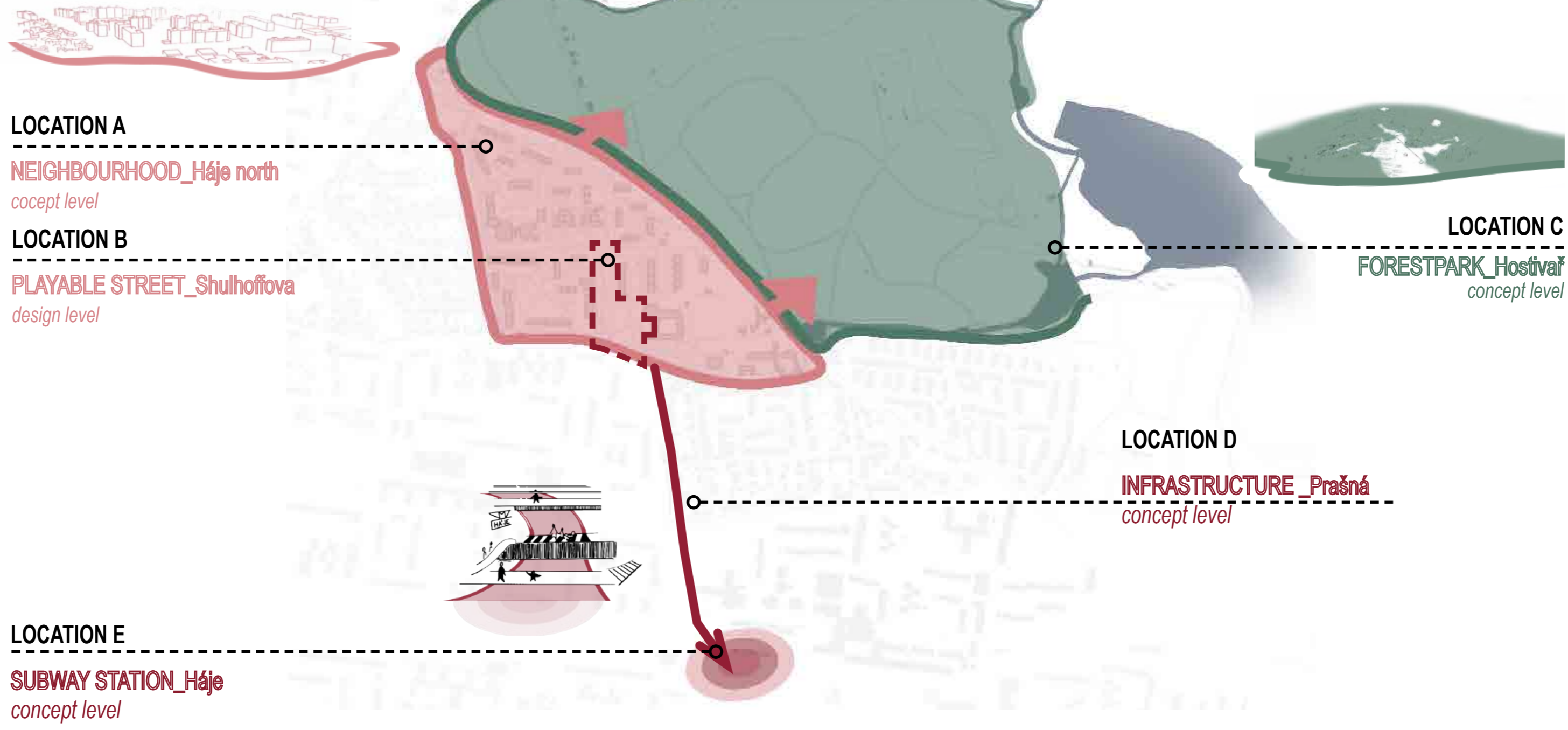
# 7. OWNERSHIP and CARE

Children have the opportunity to take care of crops or animals either individually or in the community.

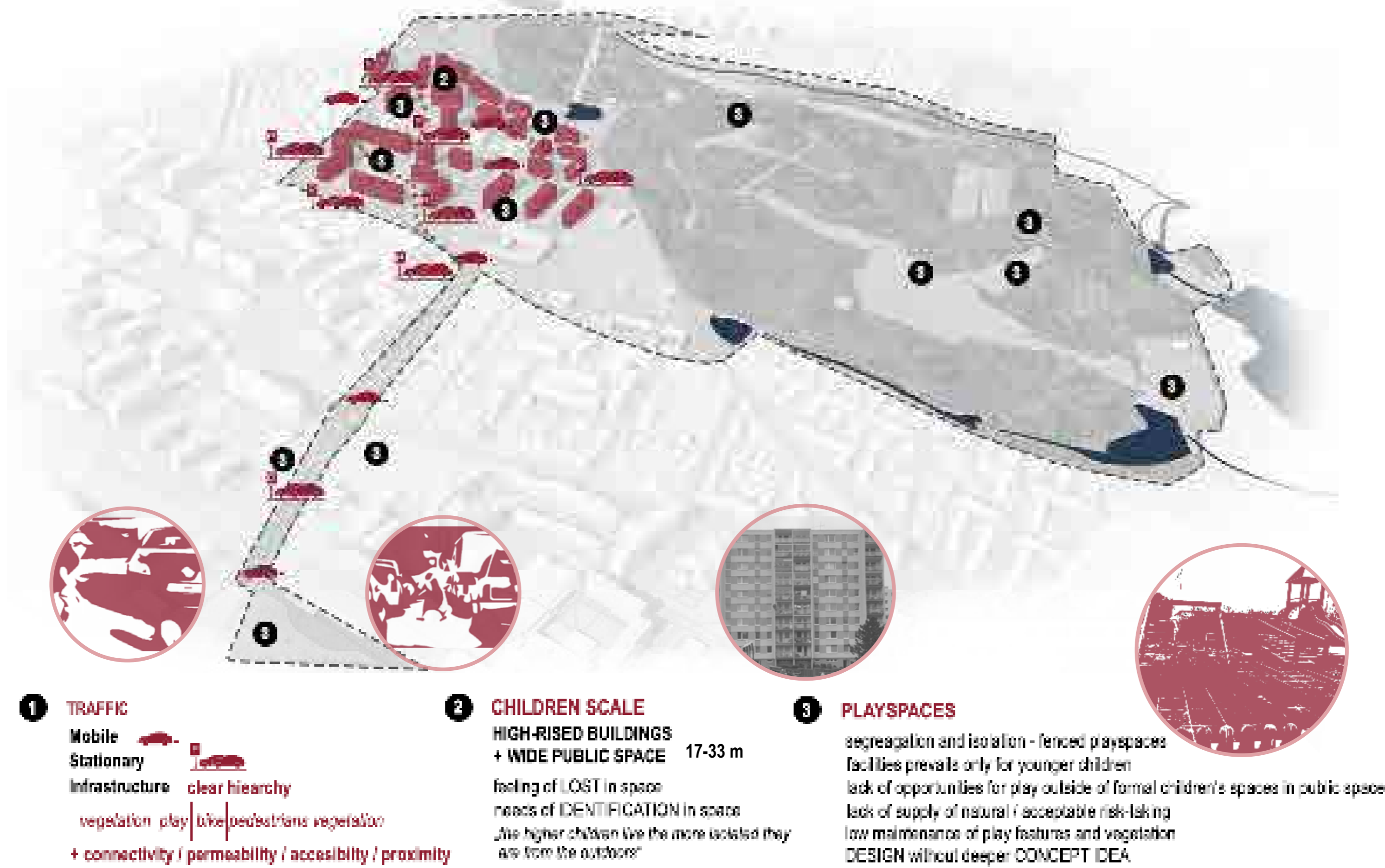


# 8. DECISION MAKING

Co-assessment of preferences and wishes of the youngest to the oldest using appropriately chosen participatory methods, carried out by a specialised organisation.



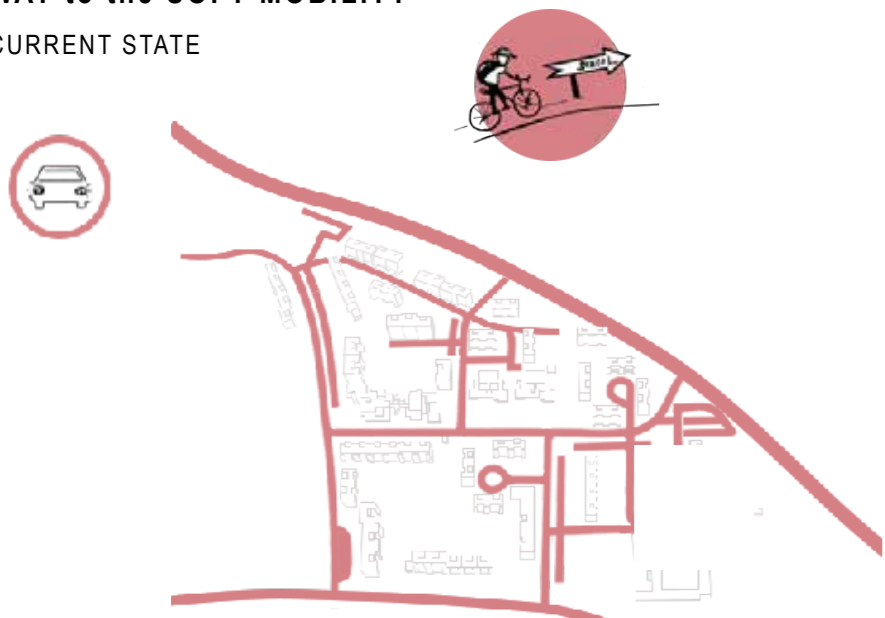
## MAIN PHYSICAL BARRIERS to VALUABLE PLAY in the SOUTH TOWN



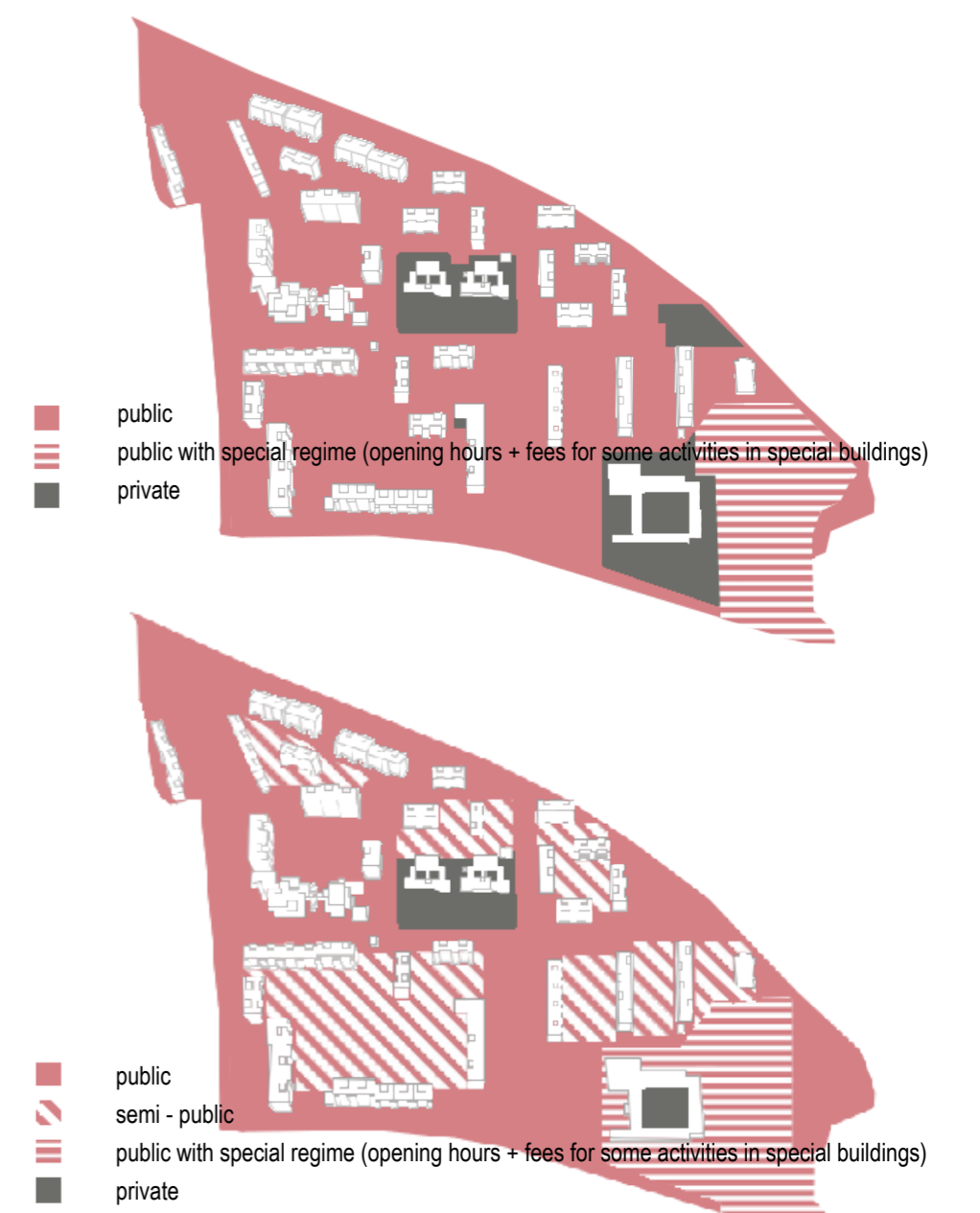
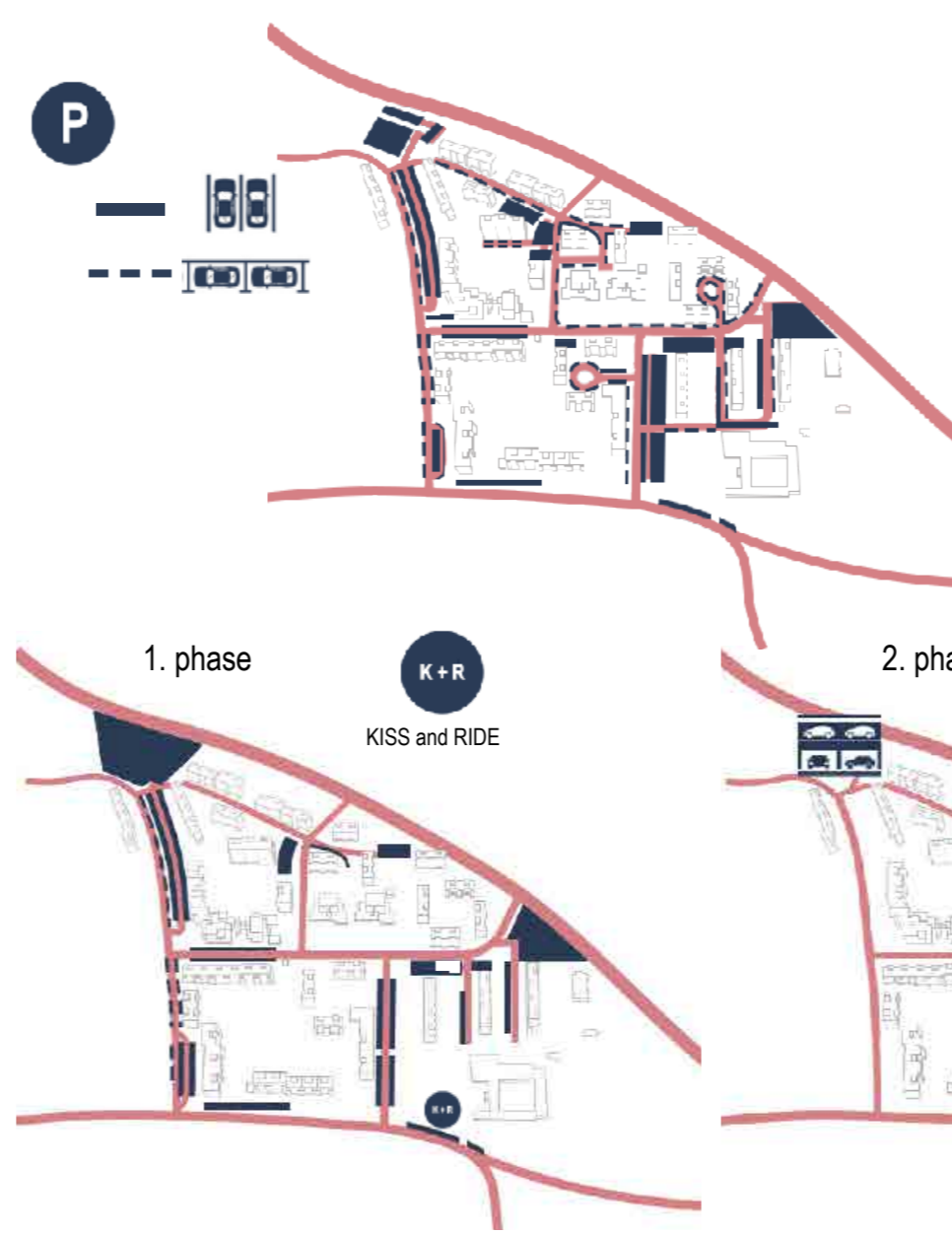
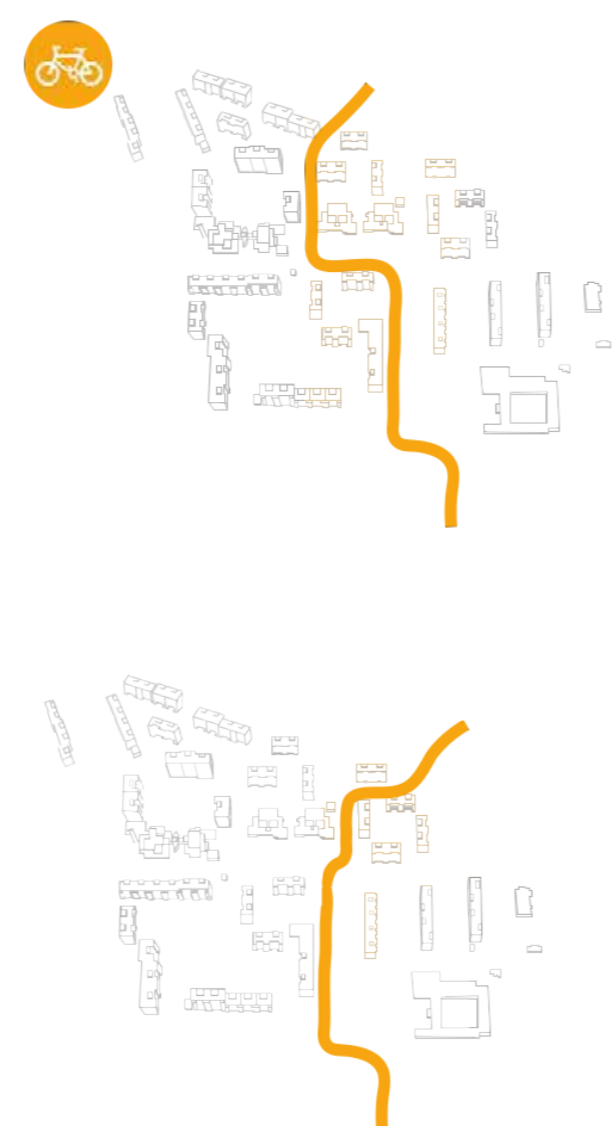
## CHILD FRIENDLY NEIGHBOURHOOD

Fourth Grove was studied in the greatest detail to understand the broader relationships and issues affecting the detailed design area of the street. Therefore, its overall concept was addressed at the level of mobility and the hierarchy of public spaces determining in principle the character of a safe, playful and community environment for children and others.

### WAY to the SOFT MOBILITY CURRENT STATE



### PROPOSAL STATE

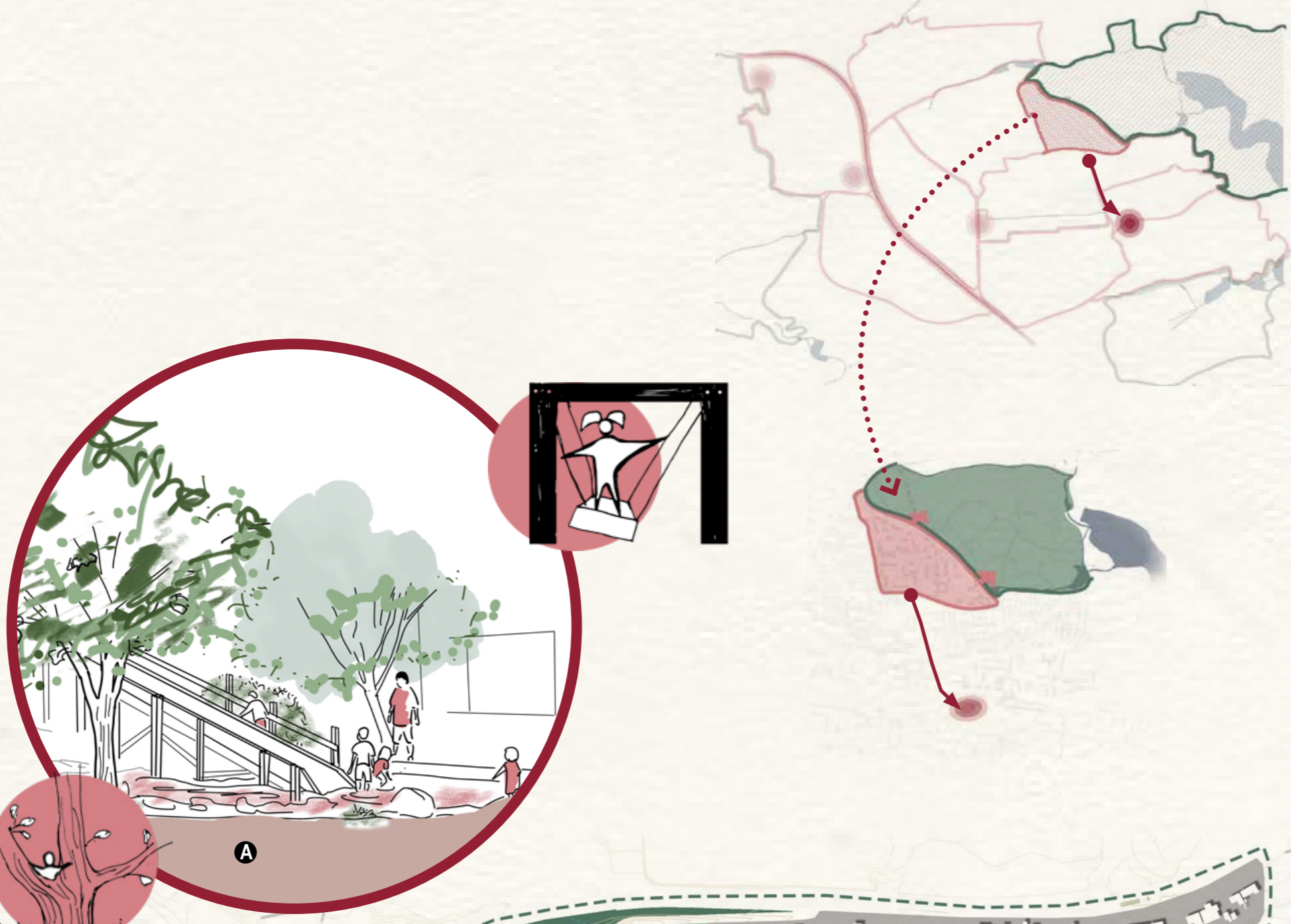


# CHILD FRIENDLY



# SOUTH TOWN



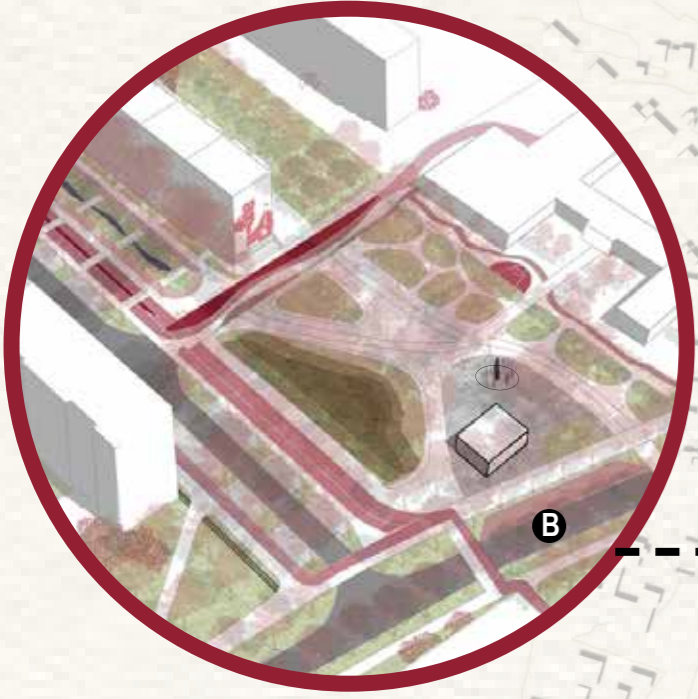


COMMUNITY GARDEN + NATURAL PLAYARD A

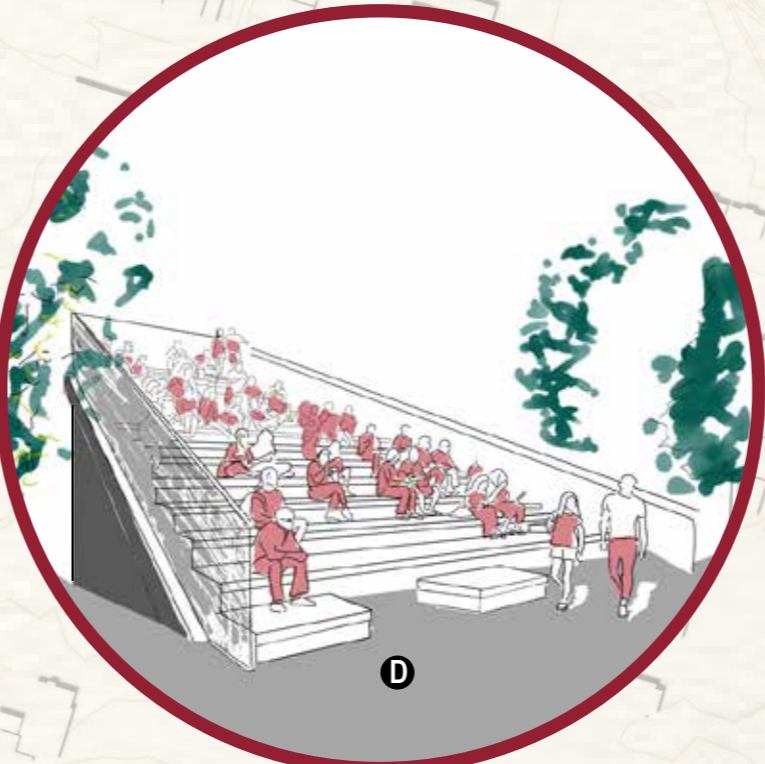
FOREST SKATE PARK C



PLAYABLE STREET B



METRO STATION SQUARE D



ORCHARD MEADOW G



FOREST SCHOOL C



LEGEND

NEIGHBOURHOOD North Háje

- Location A boundaries
- Location B boundaries
- CAR-FREE NEIGHBOURHOOD
- SCHOOL as COMMUNITY HEARTH
- CHILD-FRIENDLY TRAVEL ROUTES
- NEIGHBOURHOOD PARK SQUARE
- COMMUNITY GARDEN + NATURAL PLAYARD
- ROADS
- PLAYABLE STREET
- PLAY(COURT)YARD
- PLAYABLE CORRIDORS
- PUBLIC SPECIAL-REGIME AREA (sport)
- PRIVATE SCHOOLYARDS / AREAS (unpropositional areas)
- NATURAL BELT
- NATURAL PLAY-CORNER

FORESTPARK Hostivař

- Location C boundaries
- WOODLAND with FOREST COVER
- MEADOWS
- WATER
- COMMUNITY GARDEN + ORCHARD
- PRIVATE AREAS (unpropositional areas)
- ORCHARD
- CAMPING ZONE
- CHILD-FRIENDLY TRAVEL ROUTES
- SKATE and BIKERS ROUTE
- NATURE TRAIL
- FOREST PUMPTRACK and SKATEPARK
- PUBLIC SPECIAL-REGIME AREA (animals observation)
- PLAYGROUND AREA
- PLAY FEATURES (in groups / bigger inclusive one)
- SAFE ACCES to WATER (+ water feature)

INFRASTRUCTURE street Prašná

- Location D boundaries
- CHILD-FRIENDLY TRAVEL ROUTES
- NEIGHBOURHOOD CENTRAL SQUARE
- PLAYABLE STREET
- ROADS
- NATURAL BELT
- NATURAL PLAY-CORNER

SUBWAY STATION Háje

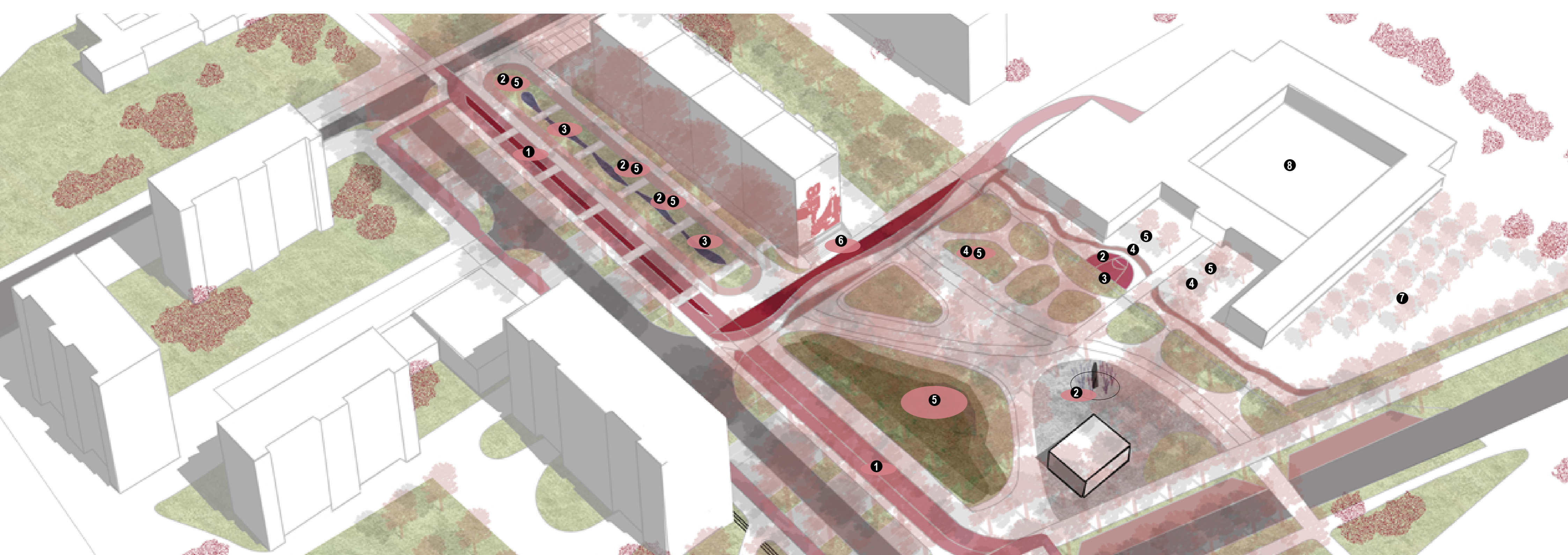
- Location E boundaries
- CENTRAL SQUARE
- PARK SQUARE



CHILD-FRIENDLY SOUTH TOWN

Bc. Petra Pchálková · Studio Rehwaldt & Conception · FA ČVUT · CHILD-FRIENDLY SOUTH TOWN · Landscape architecture · LS 2022/23 · Master thesis





## CHILDFRIENDLY PARAMETERS

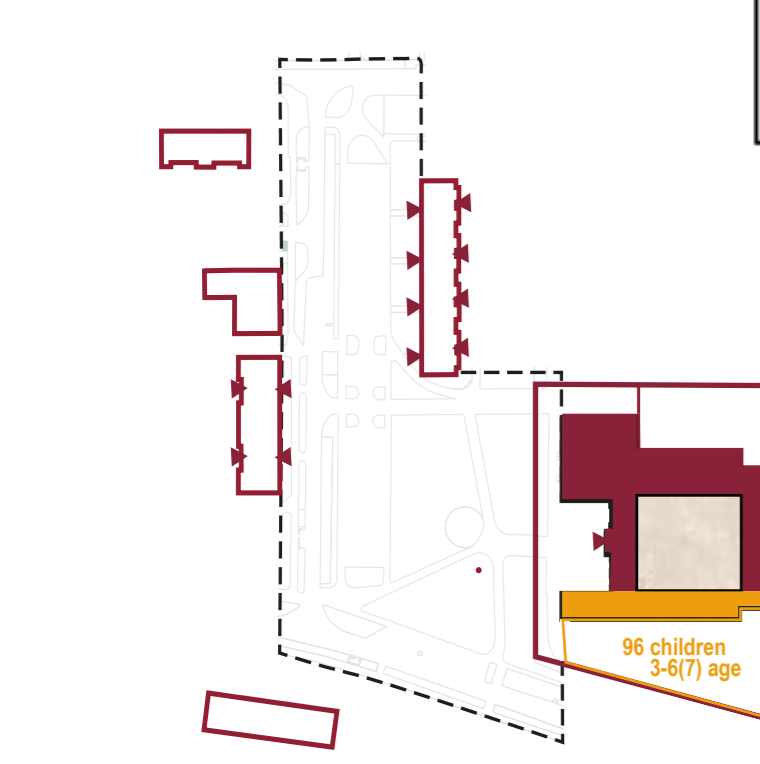
- 1. MOBILITY
- 2. PLAYABILITY
- 3. CONTACT with NATURE
- 4. CHILDREN SCALE
- 5. SOCIAL CONNECTEDNESS
- 6. WAYFINDING
- 7. OWNERSHIP and CARE
- 8. DECISION MAKING

The proposed area consists of three urban units - a street, a park square and a school forecourt. The area of the street through which children pass daily through the square to the school Květnák 2 has a dismal character. The design connects the spaces based on established parameters leading to child-friendly planning. The main childfriendly travel route connecting the whole district with Hostivařský

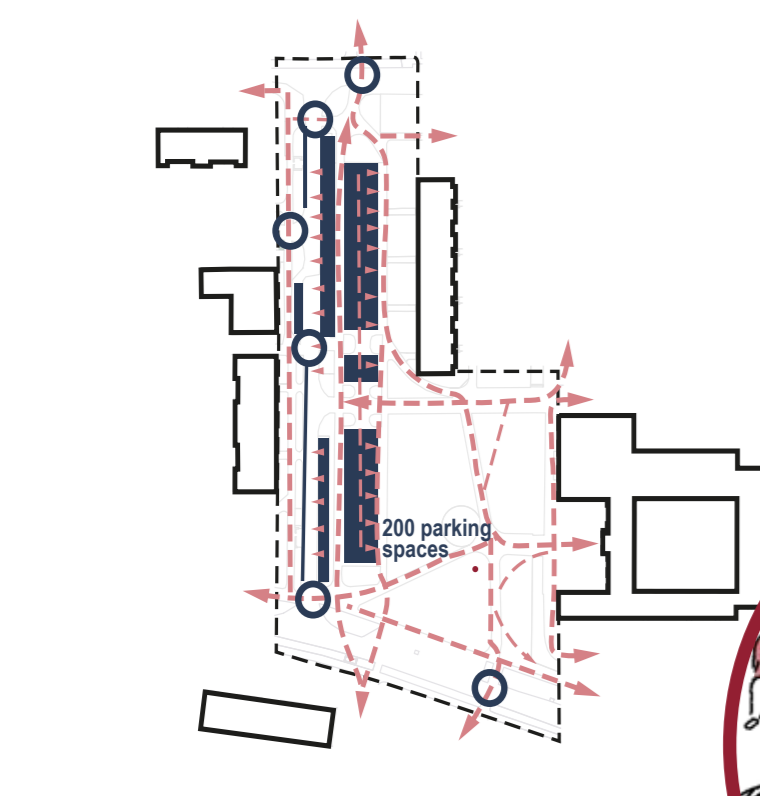
lespark and Háje metro station runs through the area. It takes the form of two divided lanes for two-way traffic of cyclists and skaters (other means on wheels). The street is designed to suit both children and adults. It offers inclusive and individual elements of play and recreational character while preserving the functions of the three main urban planning units.



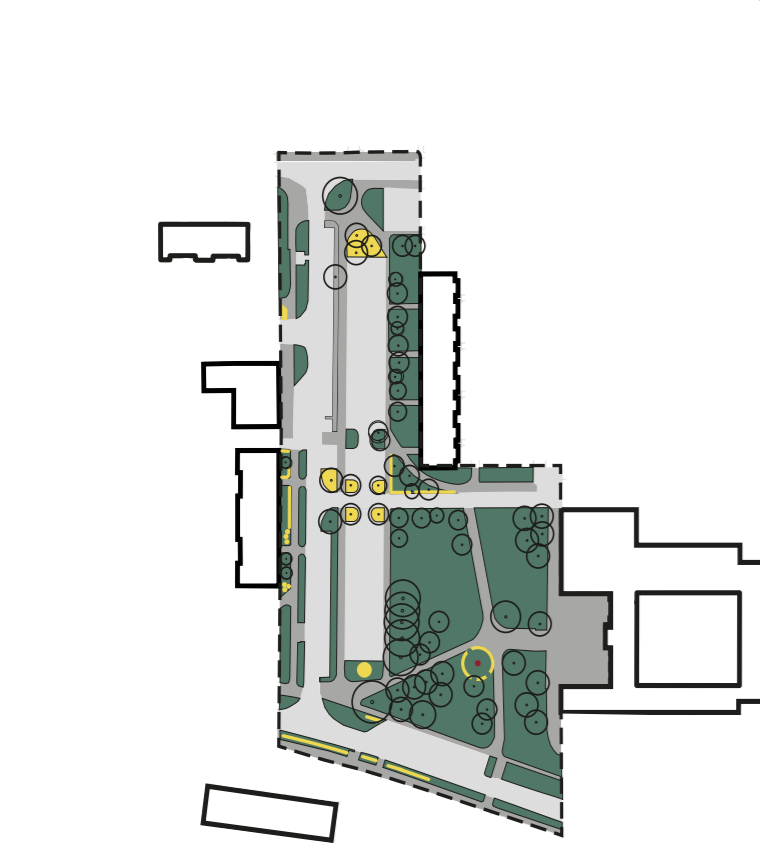
### ANALYTICAL OVERVIEW



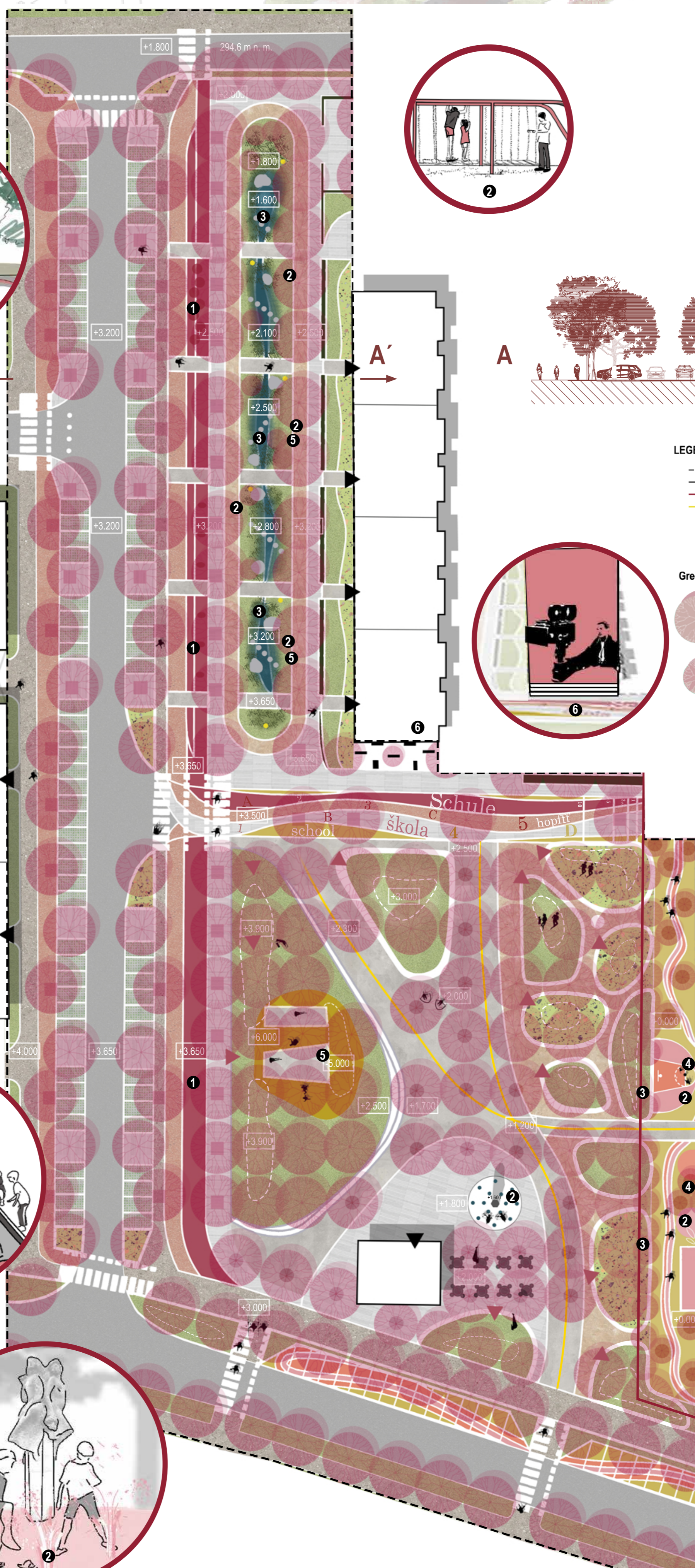
- LEGEND**
- entrances
  - nursery school
  - primary school
  - housings
  - outdoor area
  - outdoor area



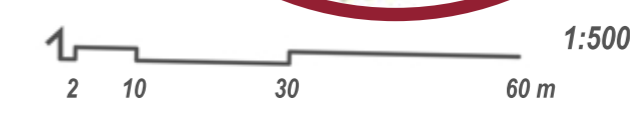
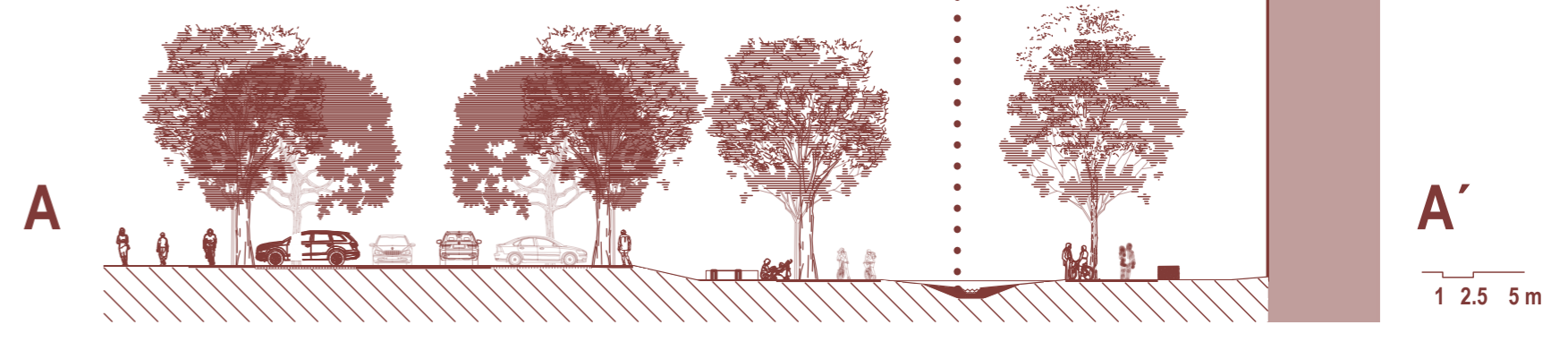
- LEGEND**
- pedestrians
  - carparking
  - crossings



- LEGEND**
- deciduous
  - coniferous
  - bushes
  - lawn
  - sculpture



- LEGENDA**
- boundaries of study area
  - buildings
  - school fence
  - line light (level with the ground)
  - spot light (level with the ground)
  - sculpture 'Youth' (origin situation)
  - ▲ entrances
  - ▶ barrier free access
- Water element (concept on rainwater management)**
- stream
  - zone with gravel
  - macrophytes grasses
  - stones
- Surfaces**
- brush concrete
  - concrete paving
  - grassed concrete paving
  - EPDM
  - cycle path - orange asphalt
  - skate path - red asphalt (other wheels)
  - threshing floor
  - road - black asphalt
- Greenery**
- origin trees deciduous
  - proposed trees deciduous
  - proposed small deciduous tree (1-3 m height)
  - proposed small coniferous tree (1-3 m height)
  - hedge
  - perennial meadow seed mix
  - mixed flower bed
  - park lawn



# PLAYABLE STREET

