



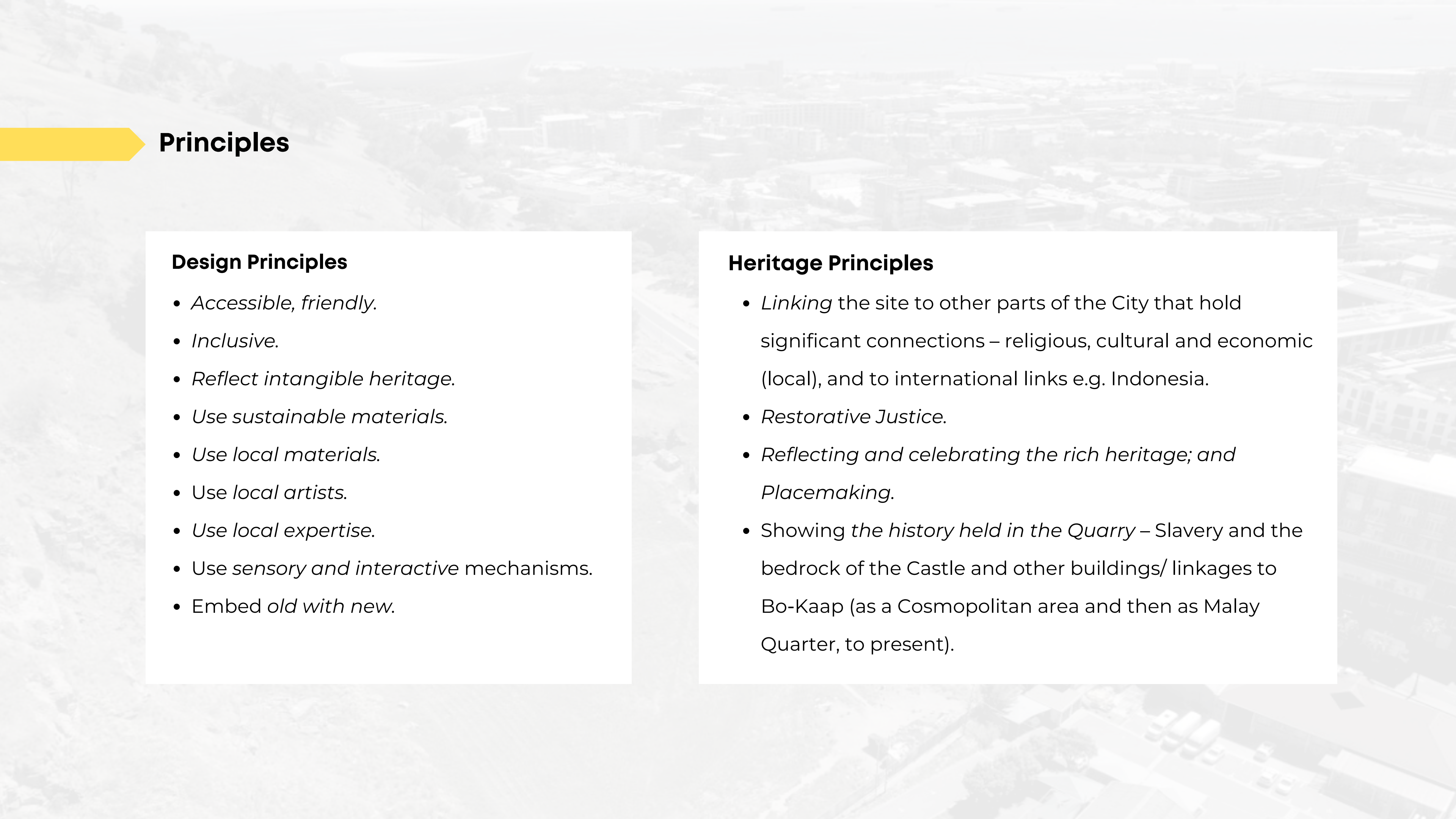
Stand Street Quarry

The Bedrock of The City

design
for development

-  **Area A:** Plaza
-  **Area B:** Historic Walkway
-  **Area C:** The Memory Centre
-  **Area D:** Roof Gardens
-  **Area E:** Restaurant
-  **Area F:** Market spaces
-  **Area G:** Sports Club





Principles

Design Principles

- *Accessible, friendly.*
- *Inclusive.*
- *Reflect intangible heritage.*
- *Use sustainable materials.*
- *Use local materials.*
- *Use local artists.*
- *Use local expertise.*
- *Use sensory and interactive mechanisms.*
- *Embed old with new.*

Heritage Principles

- *Linking* the site to other parts of the City that hold significant connections – religious, cultural and economic (local), and to international links e.g. Indonesia.
- *Restorative Justice.*
- *Reflecting and celebrating the rich heritage; and Placemaking.*
- *Showing the history held in the Quarry* – Slavery and the bedrock of the Castle and other buildings/ linkages to Bo-Kaap (as a Cosmopolitan area and then as Malay Quarter, to present).

Thinking about visual identity



The natural hues of the stone reflect a sombre past, and provide an authentic base. In contrast, the bright colours of Bo-Kaap's architecture infuse warmth and resilience of the people.

Using colours for branding inspired by local stone and Bo-Kaap's vibrant buildings blends the area's rich history with its lively spirit.

Branding Considerations | Overarching Branding Concept

A City Soaked with Stories

Imagine a city where monuments, memorials, and museums **aren't all clustered in one spot** but spread out all over the place. This way, every neighbourhood gets its own special piece of history or culture. It's like a treasure hunt with little gems everywhere!

This idea comes from something called **rhizome theory**, which is all about being **decentralized**, meaning there's no one centre; everything is spread out and can be accessed in **no particular order or hierarchy**.

Now think of **how many different stories and histories can be shared** when these landmarks are scattered throughout the city. **Instead of just one big story, there are several smaller ones**, each unique and important. This creates a rich tapestry of experiences and memories.

But the best part is how **everything is connected**. There are pathways and public spaces linking all these spots together, making it easy and fun to explore. This makes the city feel alive and ever-changing, with people and ideas flowing through it like a big, welcoming network. So, by connecting these cultural sites, the city becomes a vibrant, inclusive place where **everyone's story matters**.

Branding considerations | Overarching Branding Concept

Brand Strategy

Connecting The Quarry with Cape Town's Historical and Cultural Sites and intangible heritage.

Goal

To create a brand that identifies the The Quarry as a way of telling the story of intangible heritage, and linking with other historical and cultural events and sites in Cape Town, showing how they are all linked together in a network, like the roots of a plant.

Concept

Show how The Quarry and other places in Cape Town are connected by using the idea of a *root system*. It suggests that things are connected in many ways, without a clear beginning or end, much like roots spreading in different directions. This will help people see Cape Town's history and culture as a threads of stories and experiences.

The Brief

To provide specialist design services and consultancy for a co-design process that will result in translating the existing overarching conceptual framework and the intangible heritage into a set of surface design possibilities.

Suggesting potential approaches and ideas in the form of 'possibility boards' (identify where and what kind of design applications, and possible artists who can deliver the ideas). The boards would be a form of briefs for the process to move forward.

Our intention was to provide real options without being prescriptive.

Brand Elements

Logo and Visual Identity

New Name

A name for the quarry needs to be chosen to support strong branding and marketing.

Logo and Typography

Based on its name and location, reflecting its historical significance and vibrant culture.

Colour Palette

Mix of earthy colours drawn from rocks and pops of bright colours drawn from Bo-Kaap’s history and current culture.



Community participation and Input

Community participation and input into the name, types of images for the logo and colours of The Quarry Brand will be key to community ownership of the precinct.

The branding provides a wonderful opportunity for community participation, either in a workshops or through a wider invitation to suggest names using other methods.



This symbol represents opportunities for community ideas through co-design process.



This symbol indicates where women can be brought to front and highlighted in terms of their role as a backbone, as leaders, and implicated in driving change and sustaining communities.

Brand Elements

Visual Link

Introduce a Linking Symbol

Introduce a symbol that can appear at significant points at The Quarry site, and beyond. Acting as a trail of breadcrumbs, this symbol will be found all over the City, but particularly at the District Six Museum, Prestwich Memorial, Robben Island, The Castle and on tourism routes through the City and surrounding The Quarry. This can be placed on printed maps and given to tour guides to show the links. This symbol can grow feet with other heritage initiatives in the City.



Last Word about Brand Concept

By using rhizome theory to connect The Quarry with Cape Town's other historical and cultural sites, we can create a brand that shows how these places are all linked. This approach will highlight the rich and diverse heritage of Cape Town and help build a stronger sense of community and shared history.

Themes, Topics and Considerations

Themes



● Connectivity



● Rupture and Disconnection



● Re-imagining and reconnecting

Topics

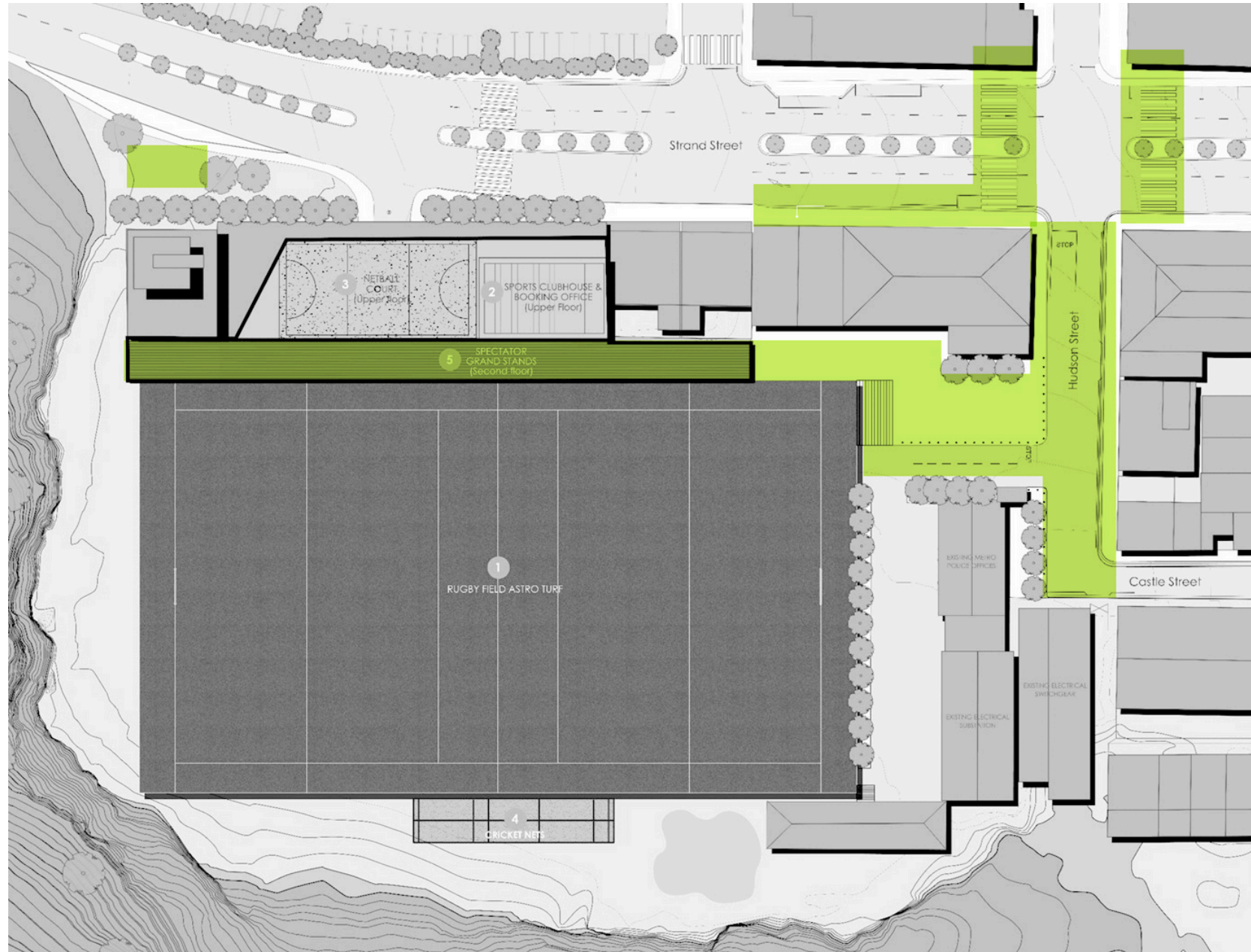
- **Islam** and spirituality
- **Community history** - cultural, social, political, spiritual, spatial
- Celebrates Bo-Kaap life
- **Sport in the Bo-Kaap**
- Community
- History
- **Slavery, colonialism and political exile**
- Bedrock of the City
- Islam, Cape Malay Quarter
- Connectivity
- **Restorative justice**
- Events and Sponsorship
- Future Cape Town
- Historical significance
- Islamic garden design
- Cosmopolitan - old, new
- Bo-Kaap and Cape Town
- Geology
- District 1
- Apartheid
- Visual celebration of complexity

Considerations

- Use site-specific stone
- **Low Maintenance**
- Collaborative
- Local-use
- Considered design
- Inclusive
- Local customs
- **Local artist**
- **Multi-functional**
- **Local business**
- Site-specific integration
- Storytelling
- **Interactive**
- Locally manufactured
- Visual communication
- Use local materials
- **Activity-based**

Area A.

Plaza and Entry Points to Site



Practical Role of the Area

Entry points,
orientation area

Creative Opportunities

Visually invite, wayfinding signage,
welcome, spark Interest and curiosity,
create an entrance moment.

Area Focus

- The Plaza and entry points into the site will be used to **visually invite, welcome, and introduce visitors** to the multi-use sports complex.
- It will also be used to **spark interest and curiosity** at points where the site connects to the surrounding streets.
- **Wayfinding** elements such as signposts and maps woven into the surroundings create points that tell the story of this new precinct and how it holds layers of meaning and history.
- The plaza area is the **main connection point** between Bo-Kaap, the new complex, De Waterkant and the City, including important links such as District Six, The Castle and Robben Island.
- **Introduction of routes** of liberation, slavery and routes to sites of Kramats around the city, linking the Quarry to them. A meeting point for tourism guides at a Route Board describing all the links..

Area A. Plaza and Entry Points to Site

Area Focus Points

Focus 1: Story Arches.

Focus 2 a,b,c,d: Three Threshold Plinths on Strand Street.

Focus 3: Directional Signage on Pole(s) and Floor.

Focus 4: Map and Welcome Message.

Focus 5: Story-telling Mural below Pavilion.

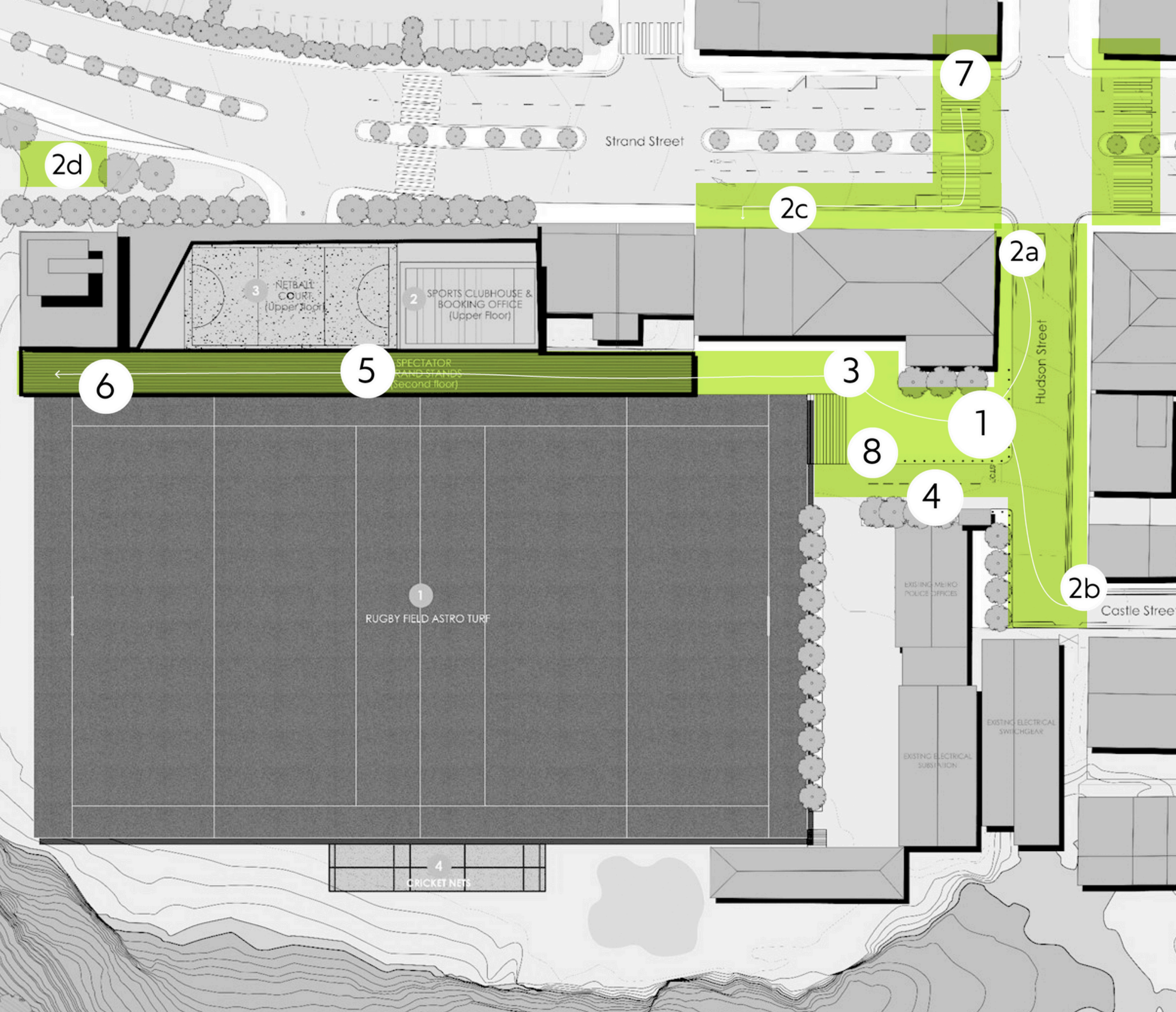
Focus 6: Pavilion Steps - Pop-Up Tables.

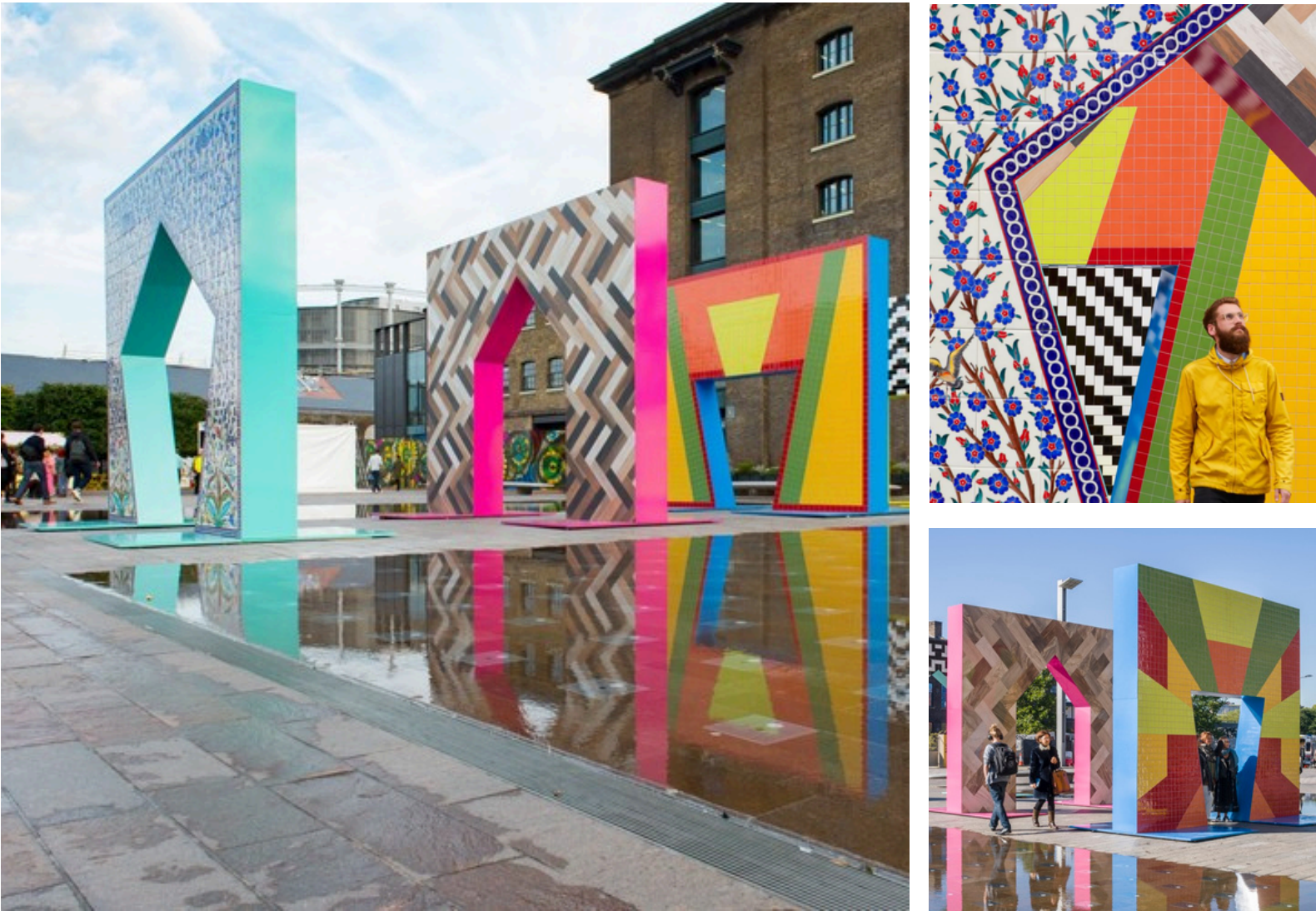
Focus 7: Traffic Calming/ Pedestrian Crossing.

Focus 8: Routes.

Function and Purpose

Welcome, direct and introduce visitors using the precinct. It sets the tone and describes what is on offer inside the facility.





Focus 1 Story Arches

Reconnecting Bo-Kaap to the City with Immersive Welcome Arches

Colourful arches invite visitors to step over the threshold into the renewed quarry space. The visitor walks through three arches - each depicting a significant phase in the history of the Bo-Kaap. We aim to create a moment of delight that opens visitors to the story of the Bo-Kaap and presents the layers of history and meaning. Each arch allows a view to the others, linking periods of time together.

Three artist-created arches tell the story of Bo-Kaap through the ages.

1. A Pre-Apartheid Cosmopolitan place (Connect)
2. The Bo-Kaap Malay Quarter (Disconnect but celebrating social cohesion)
3. Reconnecting to the City - a vibrant hub. (Re-imagined)

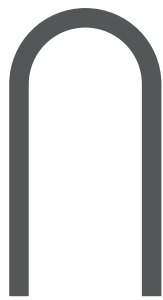
The idea of the story arches can be expressed in a variety of ways and materials by a commissioned artist. We suggest the name of The Quarry and logo signage is placed on the first arch on the street side.



There is a co-design opportunity to brainstorm content and images need to be represented here.

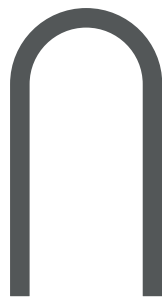
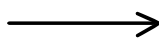


An opportunity to highlight women and their contribution and influence.



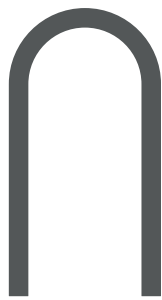
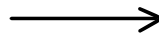
Cosmopolitan
Bo-Kaap

● Connect



Bo-Kaap as
Malay Quarter

● Disconnect



Bo-Kaap
Reconnected

● Re-connect

● Islam ● Cosmopolitan ● Apartheid ● Future Cape Town ● Slavery
● Community

● Low maintenance ● Local artist ● Inclusive
● Collaborative ● Interactive



**Threshold Plinths
(a, b, c,d)**

Four Threshold Plinths that visually tie with the entrance arches, spark interest and curiosity. They draw attention to the space and indicate points of entry. Display the new name of The Quarry precinct.

- Connect
- Visual celebration of complexity
- Local Artist
- Collaborative



Directional Signage

Directional information will be provided in a few ways. The primary direction will be on simple metal arrows on poles leading visitors to points of interest. The use of directional pathway designs that feature inlays will further help guide visitors to the site's attractions and facilities. A variety of inlays can be utilised. Directional arrows will appear at various points on-site. Pathways can highlight colours of stones from The Quarry identified in the overarching brand elements.

- Connect
- Community history
- Wayfinding
- Storytelling
- Low Maintenance



Welcome Note and Map of Precinct

Shortly after visitors pass the Arches and Directonal Signage they meet a Welcome Message and Area Map. Located in the Plaza central area, this map is a simple diagram of the site's attractions and their positions. It also shows elements such as the two smaller quarries, De Waterkant and Robben Island. The intro message may mention that this is the only formally accessible Quarry in Cape Town.

- Connect
- Bo-Kaap's relationship with greater Cape Town
- Site's relationship to Bo-Kaap
- Storytelling
- Wayfinding
- Low Maintenance

Focus 5



Story-telling Mural - Below the Pavilion

Visitors walk up the ramp to the Market / Trade area, to encounter a large-scale mural. It focuses on vibrant community aspects like Bo-Kaap food, sport, music and culture, setting a vibrant tone.



An opportunity for community ideas through co-design process.



An opportunity to highlight women and their contribution and influence.

- Re-connect
- Celebrates Bo-Kaap life
- New Cosmopolitan
- Local Artist
- Storytelling

Focus 6



Pavillion Steps

There is an opportunity to create seating for market visitors. Pavilions Steps will be empty on non-sports days and times. Simple boxes that function as tables turn the area into a place to eat, read or rest. It also opens the seating to catered events.

- Re-connect
- Community
- New Cosmopolitan
- Locally manufactured
- Multi-functional

Focus 7



Traffic Calming

A fun and eye-catching branding-related opportunity exists at the pedestrian crossings. A commissioned artist designs a pattern that brings life and interest to the entry points, both at Hudson and at the second entrance on Strand.

Artwork above by Alistair Luke (local Muslim artist, Cape Town)

- Re-connect
- Celebrates Bo-Kaap life
- New Cosmopolitan
- Local artist
- Collaborative

Focus 8



Routes

Highlighting routes that link The City with intangible history will be a key feature in the Plaza area. An opportunity for Heritage and Tourism.

A Route Map highlights a number of routes, for example:

- District Six Route.
- Robben Island.
- Circle of Islam starting at Tanu Baru site.
- Slave Routes.
- Routes linking historical sites - District Six, Prestwich Memorial, Robben Island, The Castle.
- Routes around the Quarry to Bo-Kaap, Noon Day Gun and Mosques and Kramats, including the washhouse sites and the two other Quarries - Washer Women Quarry and the Prayer Quarry.
- Liberation Routes.
- Including the Quarry in Red Bus Routes.
- Bo-Kaap/Signal Hill/town Route.



An opportunity for community ideas through co-design process.



An opportunity to highlight women and their contribution and influence.

Re-connect

Community

Slavery

Old Cosmopolitan

Bo-Kaap's relationship with greater Cape Town

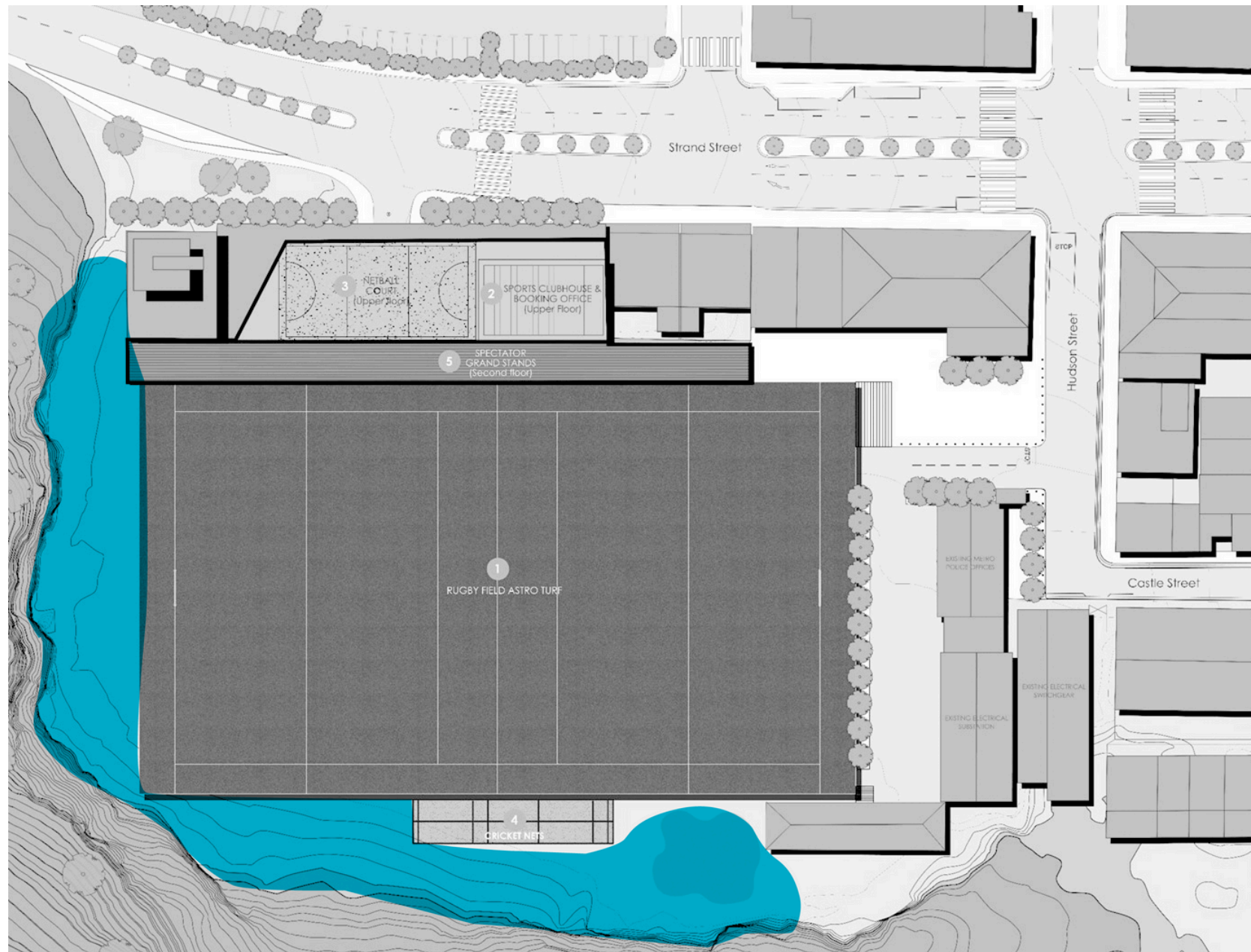
New Cosmopolitan

Wayfinding

storytelling

Low Maintenance

Area B. Historical Walkway



Area Focus

- The Historical Walkway offers an opportunity for visitors to learn about The Quarry.
- Through signboards and information embedded in walkways, four areas have been identified as focus points for telling stories and opportunities for activities: 1.) The Pathway, 2.) The Minbar (a place of reflection and prayer), 3.) A Play Area (focusing on children) and 4.) A Gathering or Kuier Spot (a multi-purpose sitting area to enjoy different things). 5) Running /hiking start point.

Many stories can be told along the Historic Walkway in different ways. We have organised these into:

- 'About the Rock', where it has travelled, as well as the people/slaves who worked in The Quarry.
- 'About Islam' offers insights into origins of Islam in the Cape and the use of The Quarry as a Mosque.
- Finally, a set of stories about the community history of the Bo-Kaap.

Practical Role of the Area

Walk, learn key information, find shade, eat something, play, pray

Creative Opportunities

Commemorate the quarry as a Mosque, tell stories about Islam, slavery and local geography. Talk about Cape Islamic culture.

Area B. Historic Walkway

Area focus points

Focus 1: Pathway and Seating Treatment.

Focus 2: The Minbar.

Focus 3: The Play Place.

Focus 4: The Gathering Spot.

Focus 5: Running/hiking start point,

Signboards

Signboards a, b, c: About the Rock, where it has been used, and Slavery

Signboards d, e, f: About the Minbar

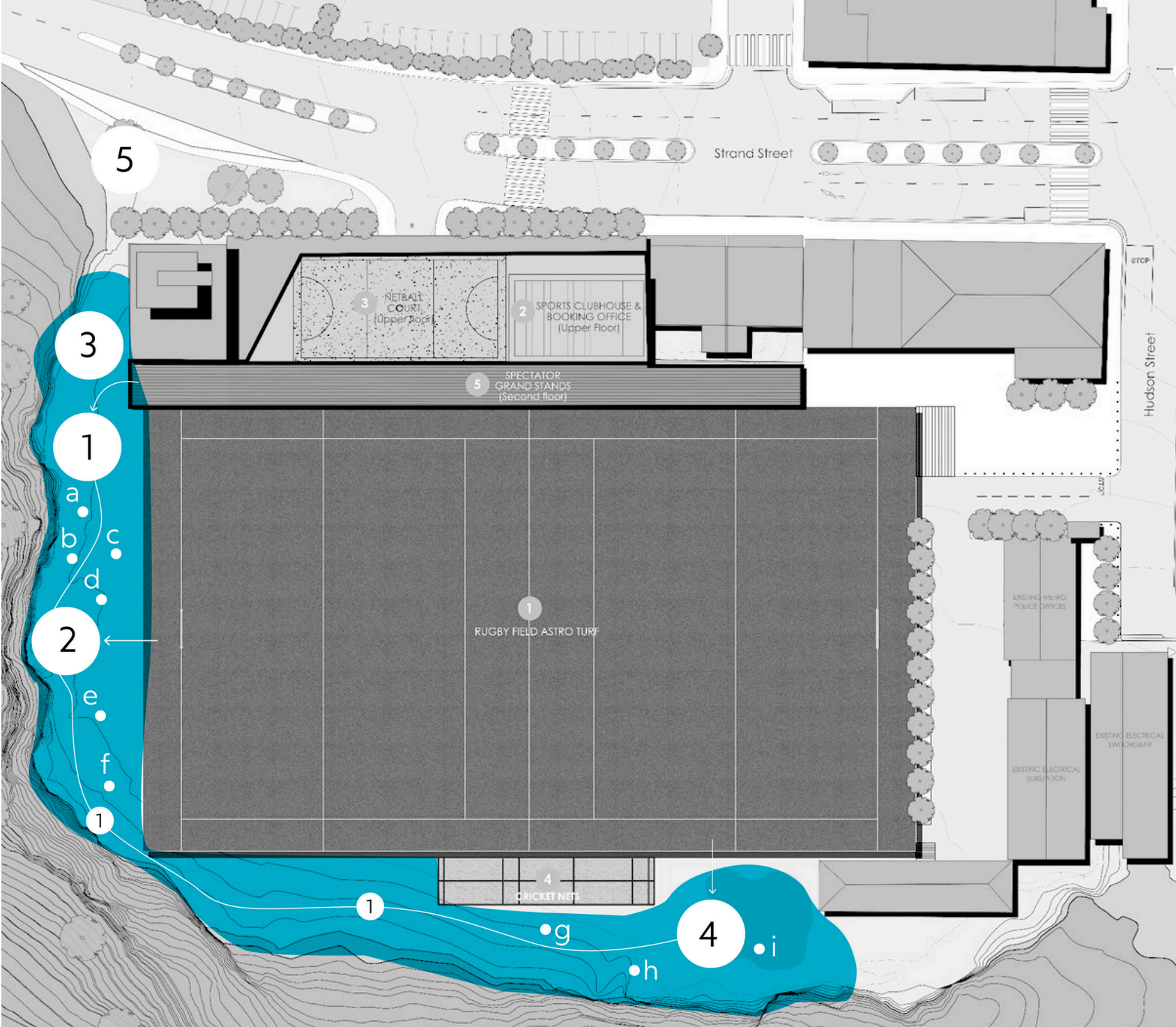
Signboards g, h, i: About Bo-Kaap History

Lighting

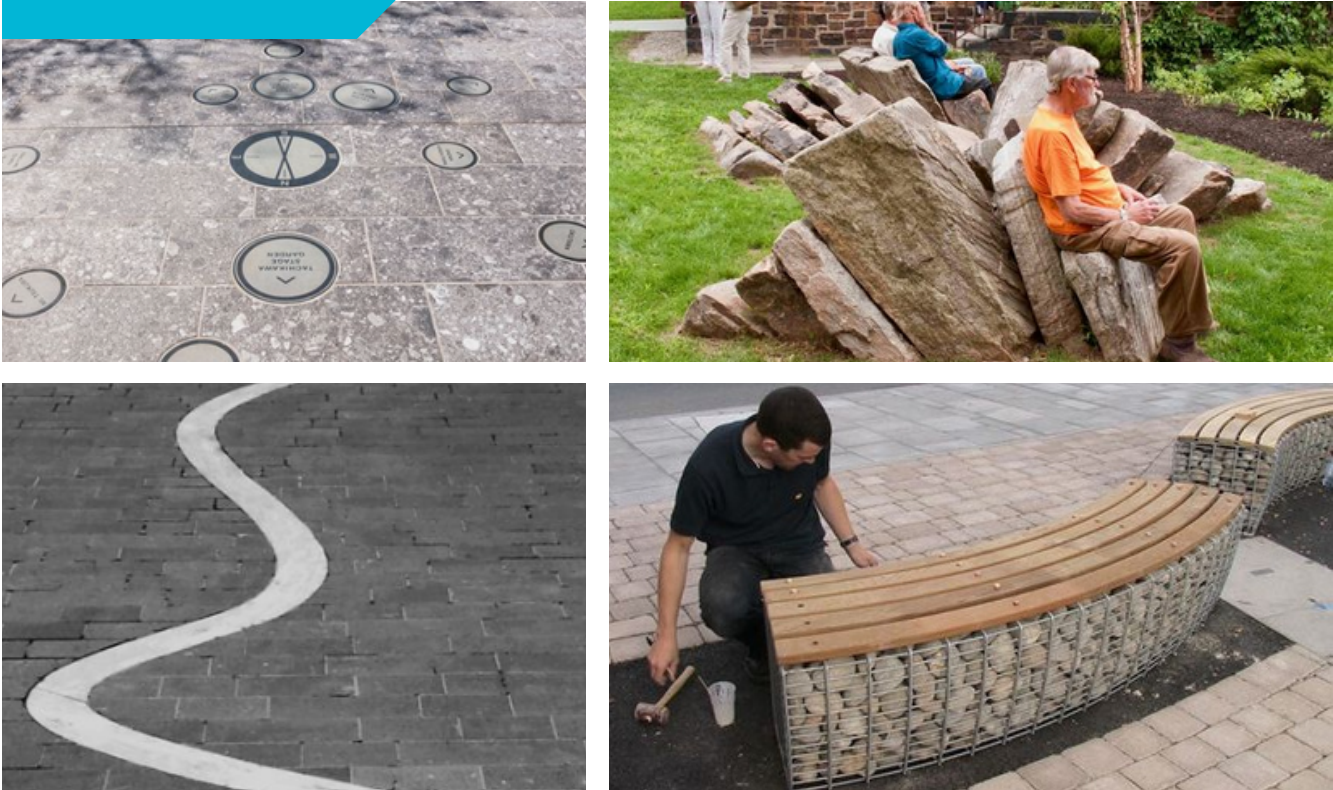
The focus areas and rock face.

Function and Purpose

Use the pathway hugging The Quarry to offer interactive and experiential stories. It will be multi-purpose – telling stories, offering a place of prayer and contemplation and a place to rest, walk, play and be together.



Focus 1



Pathways and Seating Treatment

The Pathway winding around the edge of The Quarry is used as a canvas for embedding stories. This may take the shape of metal inlays between the paving (giving facts and figures) or imprinted in the pathway (names of slaves or dates of stages in which The Castle was built). These may be snippets of history, timelines and events.

Seating is made from slabs of rock and gabion boxes scattered along the Pathway and landscape. This allows people to sit at many spots along the walkway and feel in touch with the physical environment.

- Rupture and Disconnection
- Restorative justice
- History and stories
- Bo-Kaap stories
- Local Rock as material
- Interactive
- Low maintenance

Focus 2



Simple sketch of a commemorative Minbar

The Minbar

A free-standing elegant reminder of the Minbar that was once used in The Quarry acts as a focal point in the ruins of the Minbar. It serves as remembrance of a holy place, and a place of reflection and prayer. There are also possibilities for reconstruction and restoration.

The floor treatment around the area changes from a pathway to a reflection area with paving and vegetation patterns, like a prayer carpet. If this is not possible the pattern can also be pavers. Benches and rocks (seating) are scattered on the outskirts of the area. This area is used to tell stories about Islam, using the inlays and information boards.

- Rupture and Disconnection
- Islam
- Heritage site
- Spirituality
- Prayer and contemplation
- Restorative justice
- Local rock as material
- Low maintenance



Heritage badge to highlight the historic status of the Minbar to be designed as part of the site's branding.

Focus 3



The Play Place

A scattered rock installation becomes a place to tell stories of men chiselling big slabs of slate used to build The Castle. A smaller rock might have an inscription that reads: “One slave carried 500 rocks of this size out of the quarry every week.” Another might read, “Six horses moved a boulder of this size to the castle site in two days.”

This scattered rock installation serves as a place to play, sit and climb while providing snippets of information about The Quarry rock, Old Cape Town, and slavery.

- Rupture and Disconnection
- Slavery
- Community
- Future Cape Town
- Low maintenance
- Inclusive
- Interactive

Focus 4



The Gathering Spot

This community-centered area features a cosy, amphitheater-like gathering area. It is intended for informal music gatherings, storytelling, poetry sessions, community meetings, or gatherings of friends and family. A small Islamic-inspired water feature completes the space.

- Connectivity
- Storytelling
- Cosmopolitan
- Low maintenance
- Local Artist
- Collaborative
- Islamic garden design
- Community history
- Restorative justice
- Inclusive
- Interactive

Focus 5



Running and hiking

The Quarry provides a link between the city and the mountain, offering easy access to trails for runners and hikers. This location also offers opportunities for various physical activities, making it more accessible and inclusive for everyone.

- Re-imagining and reconnecting
- Sport in the Bo-Kaap
- Events and Sponsorship
- Community
- Low maintenance
- Inclusive
- Interactive
- Cosmopolitan
- Future Cape Town

Signboards



Colour-coded signboards group stories together.

Signboards a, b, c:

About the rock and where it has been used, bedrock of the City, stories about the lives of slaves.

Signboards d, e, f:

About the Minbar, the story of Islam in the Cape and the first Mosque. First mosque gathering. Learning through singing during prohibition years.

Signboards g, h, i:

About Bo-Kaap history – covering themes of Connect - Disconnect - Reconnect - Stories of the washer women, children running to foreshore while fathers are fishing. Cosmopolitan nature of pre-apartheid era.



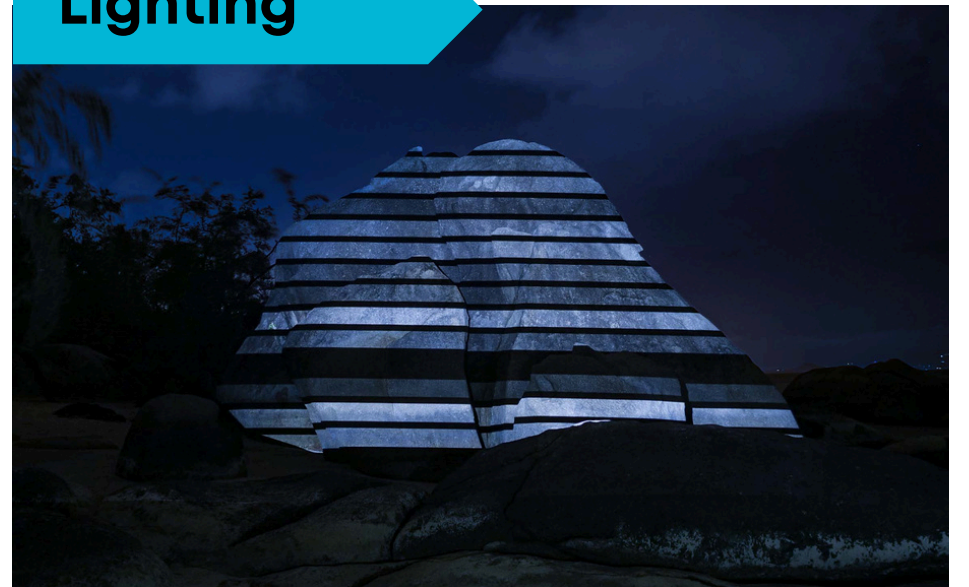
There is a co-design opportunity to brainstorm content and images need to be represented here.



An opportunity to highlight women and their contribution and influence.

- Connectivity
- Rupture and Disconnection
- Re-imagining and reconnecting
- Community history
- Geology
- Visual communication
- Bedrock of the City
- Storytelling
- Low Maintenance
- Islam
- Cosmopolitan
- Inclusive
- District 1
- Slavery
- Site-specific integration

Lighting



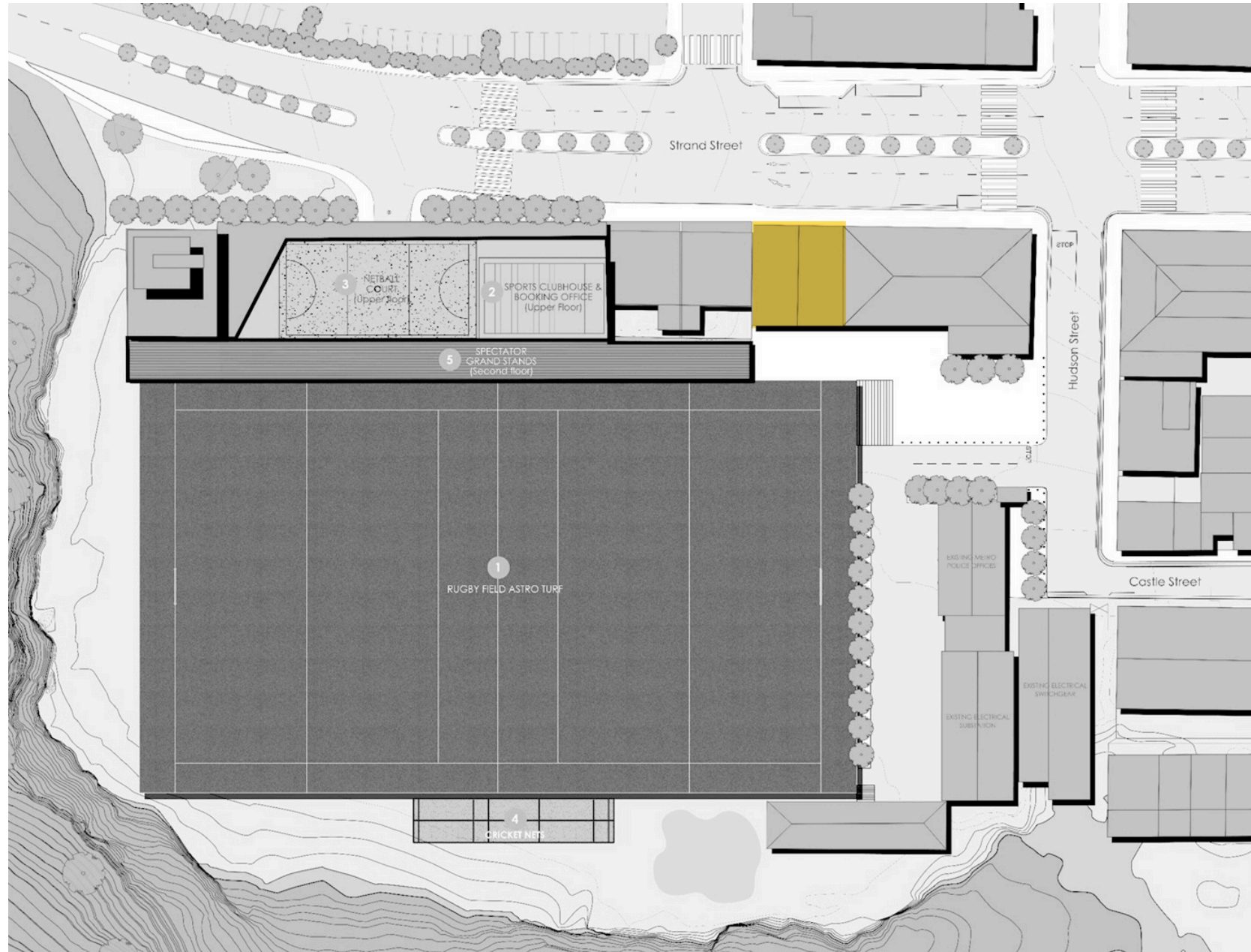
Event Lighting

The Quarry can provide a mesmerising backdrop for projection mapping for special events, significant moments, private functions.

- Re-imagining and reconnecting
- Events and Sponsorship
- Multi-use
- Future Cape Town
- Interactive
- Historical significance
- Collaborative

Area C.

Memory Centre



Area Focus

- The Memory Centre is the Old Fire Station.
- It offers information on all aspects of Bo-Kaap history.
- Visual, audio, interactive and tactile techniques.
- Use floors, walls, ceilings, installations and displays.
- In particular, it is a place to learn about Islam.
- A large non-opening window provides a viewpoint and connection between Strand Street and The Quarry, allowing light in without the noise of the traffic.
- Directional links to Prestwich, Robben Island, and District Six museums and memorial centres.

Practical Role of the Area

Museum space, educational, information hub

Creative Opportunities

Share information about aspects of history in an interesting and interactive way.



Area C. Memory Center

Area focus points

Focus 1: Windows Connecting Outside.

Focus 2: Interactive Exhibit.

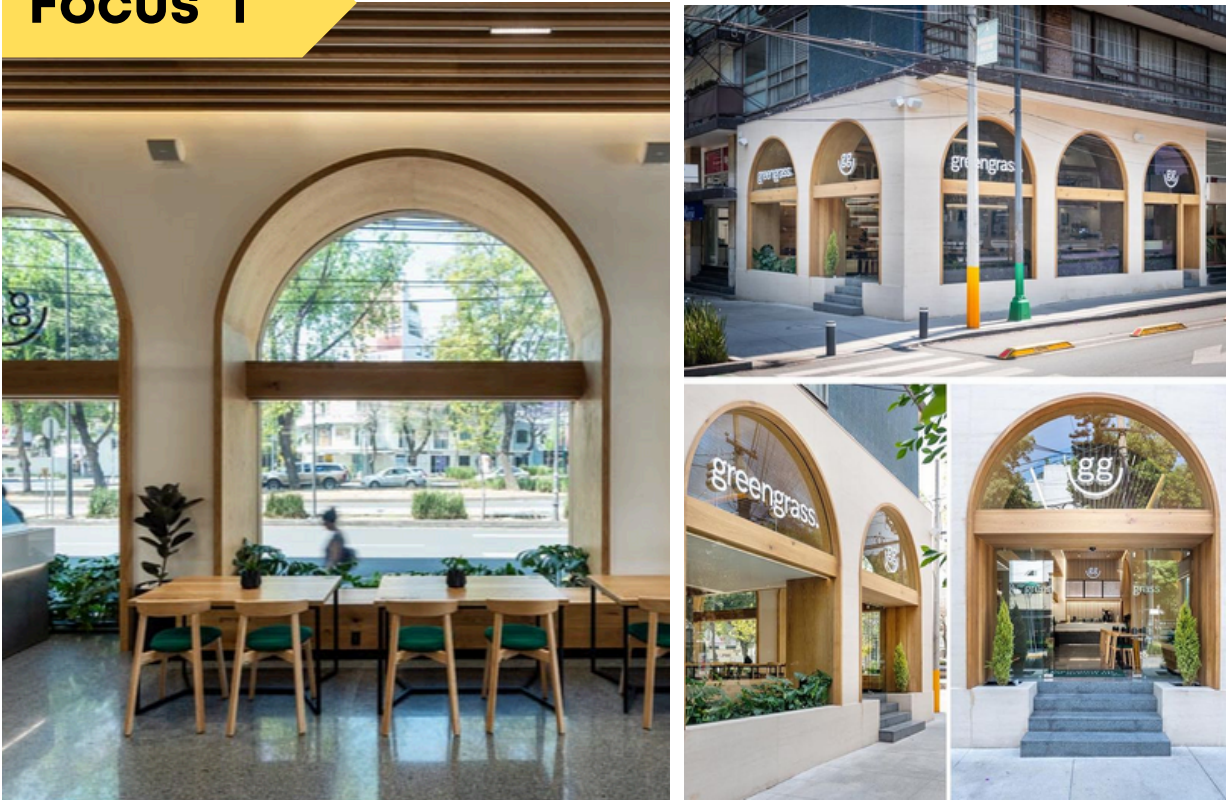
Focus 3: Displayed Items.

Focus 4: Information - Digital and Printed.

Function and Purpose

It serves to educate visitors by providing context, information, and personal stories to enhance understanding and reflection. Its function is to preserve history, and promote awareness and learning through exhibits, archives, and educational programmes.

Focus 1



A Window Connection

The old doorway of the Old Fire Station becomes a window or wide door opening that connects the Memory Centre with Strand Street, while still retaining a calm and reflective environment, and retaining the original building design/facade. A window or door glass offers a branding opportunity.

 An opportunity for community ideas through co-design process.

- Re-connect
- Visual celebration of complexity
- New cosmopolitan
- Local Artist
- Inclusive
- Collaborative
- Light

Focus 2



Interactive Exhibit

A exhibit focused on Islamic and Bo-Kaap history through the ages. Stories are told through sound bites and videos combined with printed information and artifacts. A place where visitors can learn about the roots and growth of Islam in Cape town.

 An opportunity to highlight women and their contribution and influence.

- Connect
- Disrupt
- Re-connect
- Community history
- Bo-Kaap and Cape Town
- Islam, Cape Malay Quarter
- Slavery, colonialism and political exile
- Apartheid
- Quarry's relationship to Bo-Kaap
- Storytelling
- Interactive
- Easy to navigate
- Low Maintenance
- Inclusive

Focus 3



Displayed Items

Islamic musical instruments, textiles, tiles, pots, calligraphy, art and religious artifacts form a significant part of the Memory Center exhibition. Items for different times of year and cultural significance. Textile and dress making forms an important part of Cape Malay culture and industry in the last century. Garment pieces should be well-lit, dust-free and presented in a fresh, interesting way. Models of Cape Town Mosques could be displayed. Accompanying QR codes point to short videos that explain the use or context of the piece on display.



An opportunity to highlight women and their contribution and influence.

- Disrupt
- Re-connect
- Community history
- Islam, Cape Malay Quarter
- Bo-Kaap and Cape Town
- Storytelling
- Interactive
- Collaborative
- Inclusive

Focus 4



Re-coloured photographs of Bo-Kaap present recent history in a new warm light

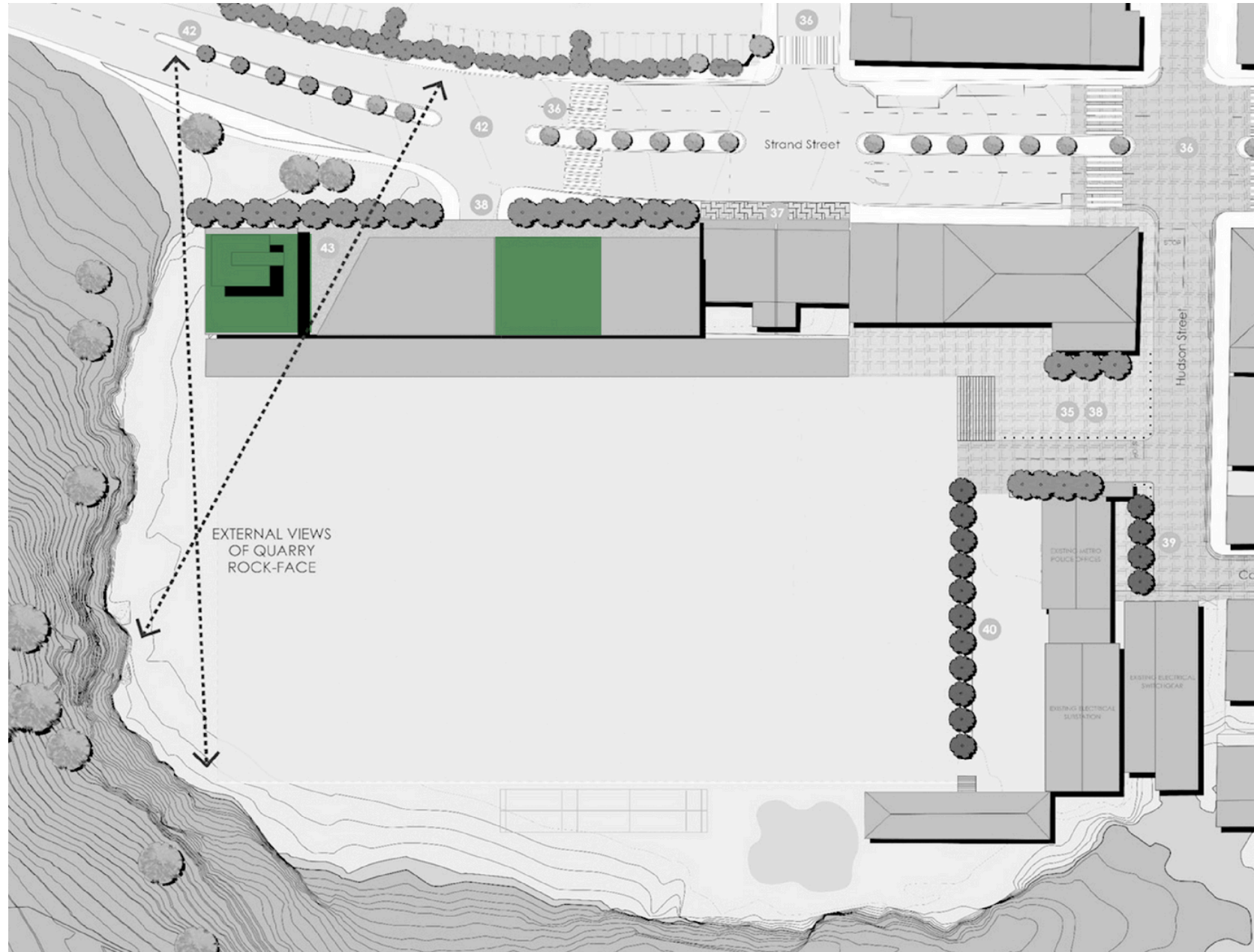
Information - Digital and Printed

Printed exhibition boards featuring stories and timelines are used throughout the space. QR codes offer oppportunities for community video content without using more screens. Re-coloured historic photographs offer a way to tell the stories in a vibrant and relatable way.



- Connect
- Disrupt
- Re-connect
- Community history
- Bo-Kaap and Cape Town
- Islam, Cape Malay Quarter
- Slavery, colonialism and political exile
- Apartheid
- Storytelling
- Interactive
- Low Maintenance
- Inclusive

Area D. Roof gardens



Area Focus

This area proposes two gardens. The Reflection Garden offers a tranquil space above and away from the site's activity, ideal for quiet, prayer, and contemplation. The Exploration Garden provides a vantage point to observe the city's connections and understand its interlinked nature.

Both gardens are designed with low-growing plants to withstand the wind, following a simple Islamic contemplation garden quadrant style. Maps display how The Quarry is connected to other historic sites in the city.

Practical Role of the Area

City greening, improved view from high buildings close by. Calm space, contemplation.

Creative Opportunities

A visual link to Robben Island, Table Mountain and the City. A place to connect to the City landscape and the 'old' Bo-Kaap.

Area D. Roof gardens

Area focus points

Reflection garden

Focus 1: Imprint of 'Original' Bo-Kaap on floor.

Focus 2: Seating for reflection

Focus 3: View finder mechanism to The Tana Baru Cemetery

Exploration garden

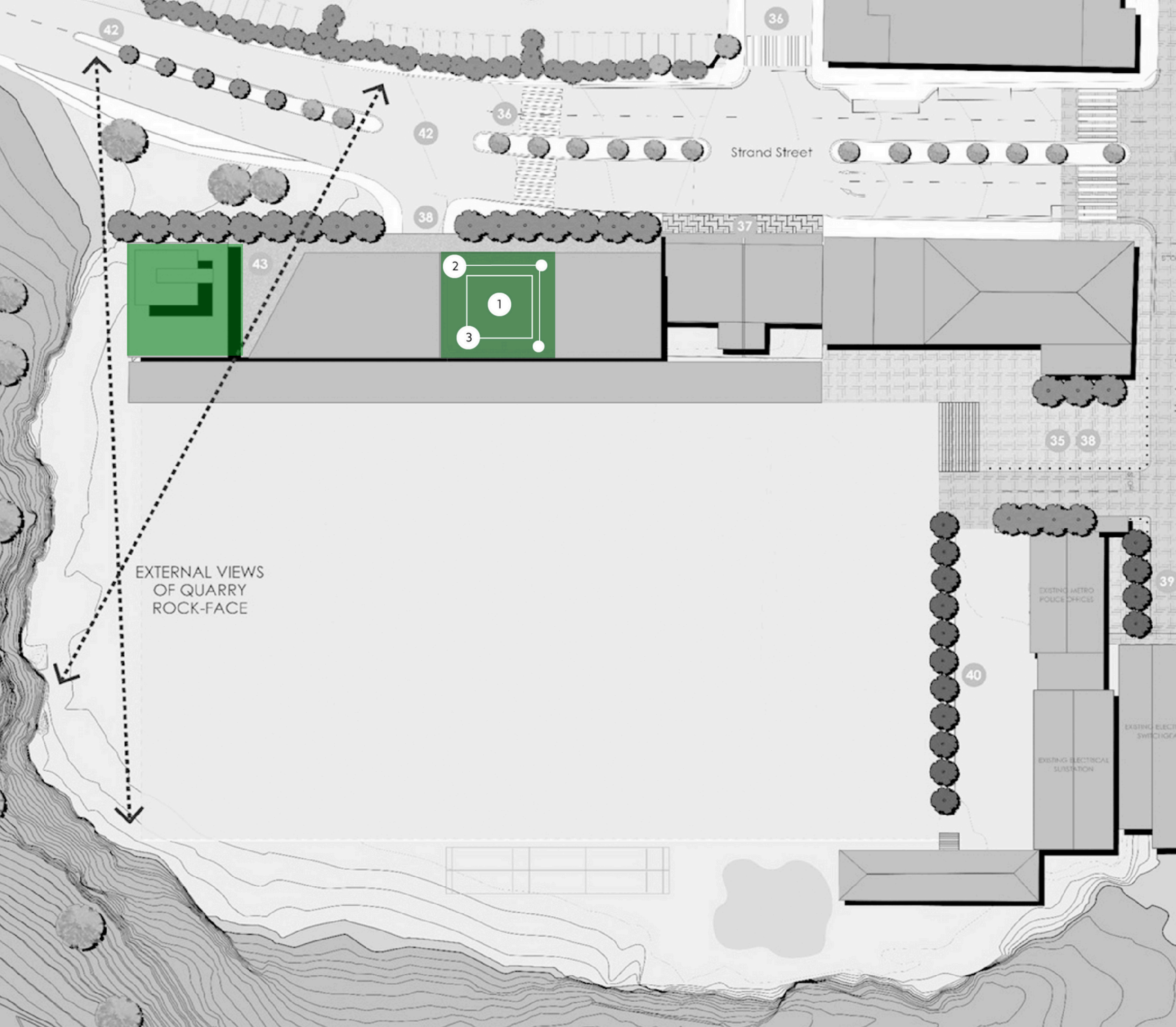
Where cableway will eventually be

Focus 1: View point(s) to Significant Sites.

Focus 2: Directions to other global historical events and facts.

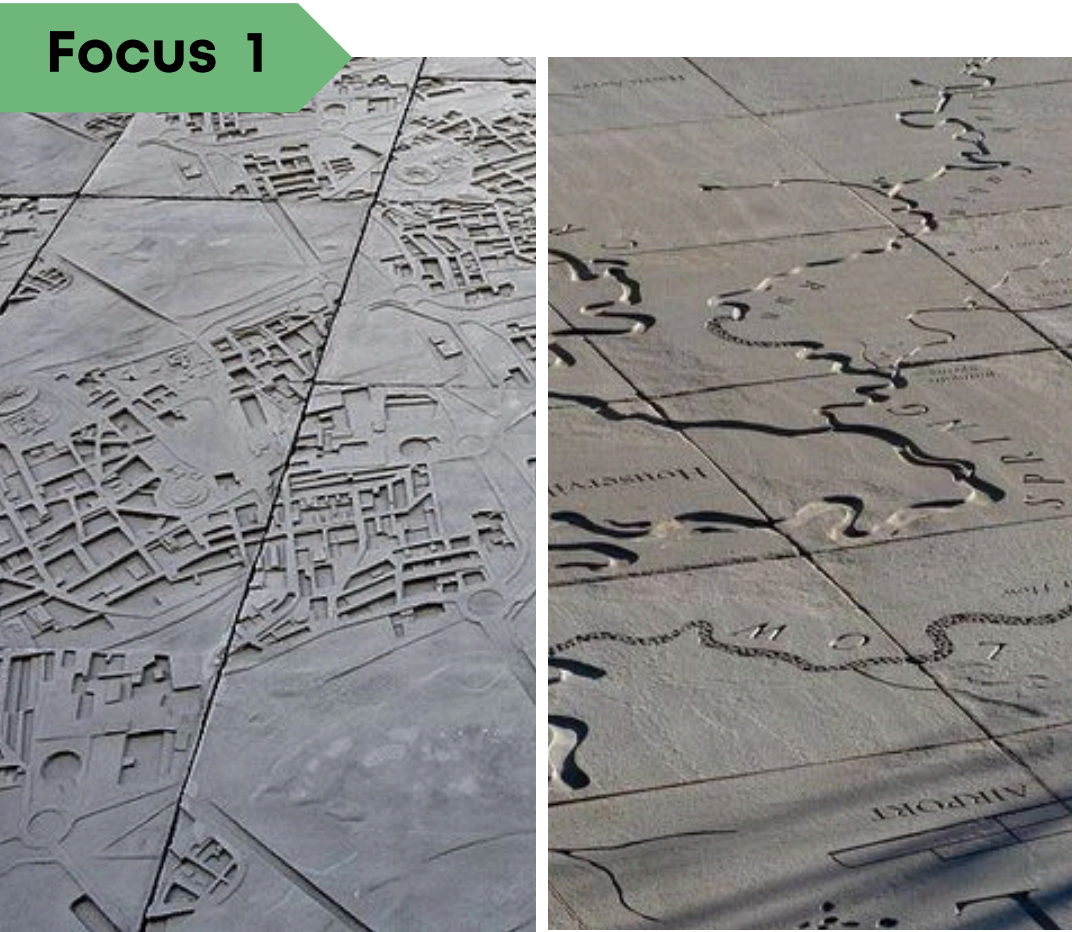
Function and Purpose

The roof garden offers tranquil views of historically significant sites and includes displays of original and contemporary maps, enriching the visitor experience with historical and geographical context.



Reflection garden

Creative brief by Design for development



Imprint of Original Bo-Kaap on floor

Displayed on the Reflection Roof Garden floor is a historic map of Bo-Kaap, showing it was once much larger. Different line qualities and a legend illustrate these changes. This map helps reconnect with Bo-Kaap's past and highlights sites like the Wash House in a neighbouring quarry. It offers a unique chance for inter-generational storytelling and sharing the area's rich history.

An opportunity to highlight women and their contribution and influence.

- Re-connect
- Community
- History
- Low maintenance
- Storytelling
- Interactive

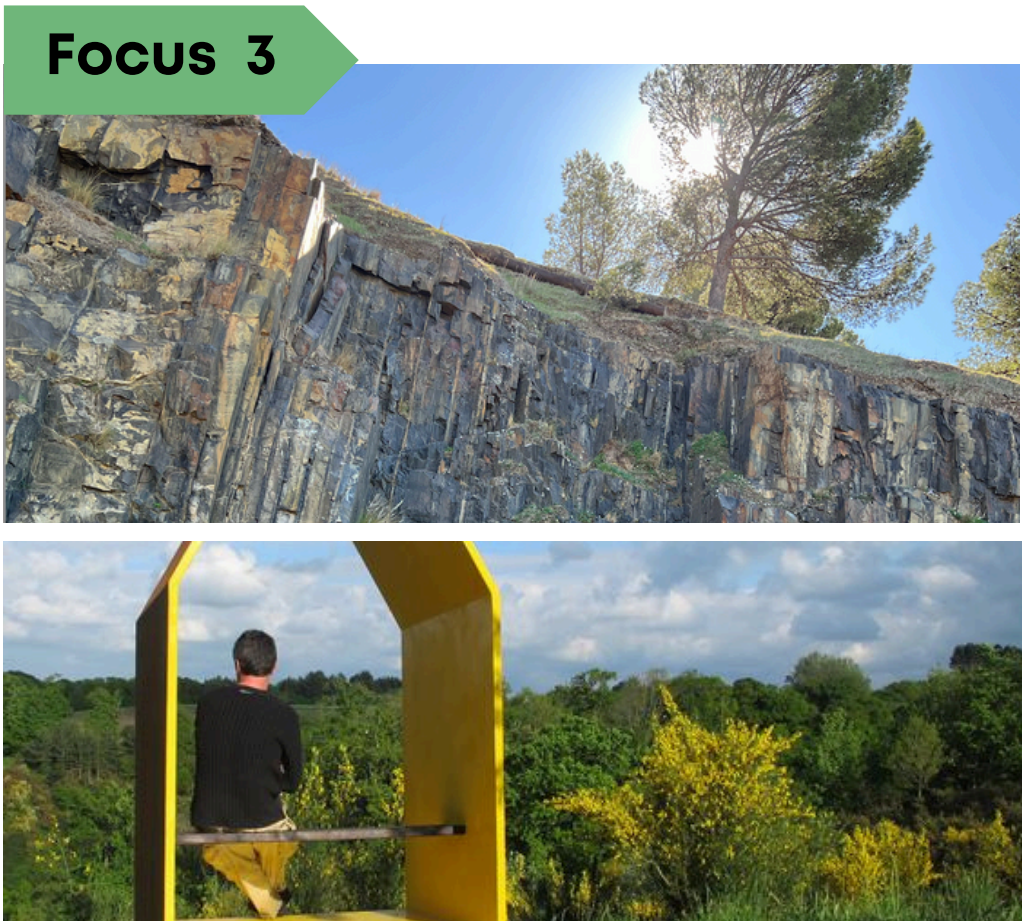


Seating

The roof garden, designed in a quadrant to reflect Islamic garden principles, will offer visitors a serene space for reflection and remembrance. Seating will be available in a style consistent with the pathway's seating, or benches for added comfort.

An opportunity for community ideas through co-design process.

- Re-connect
- History
- Islamic garden
- Locally manufactured
- Multi-functional
- Storytelling



View Point to the Tana Baru Cemetery

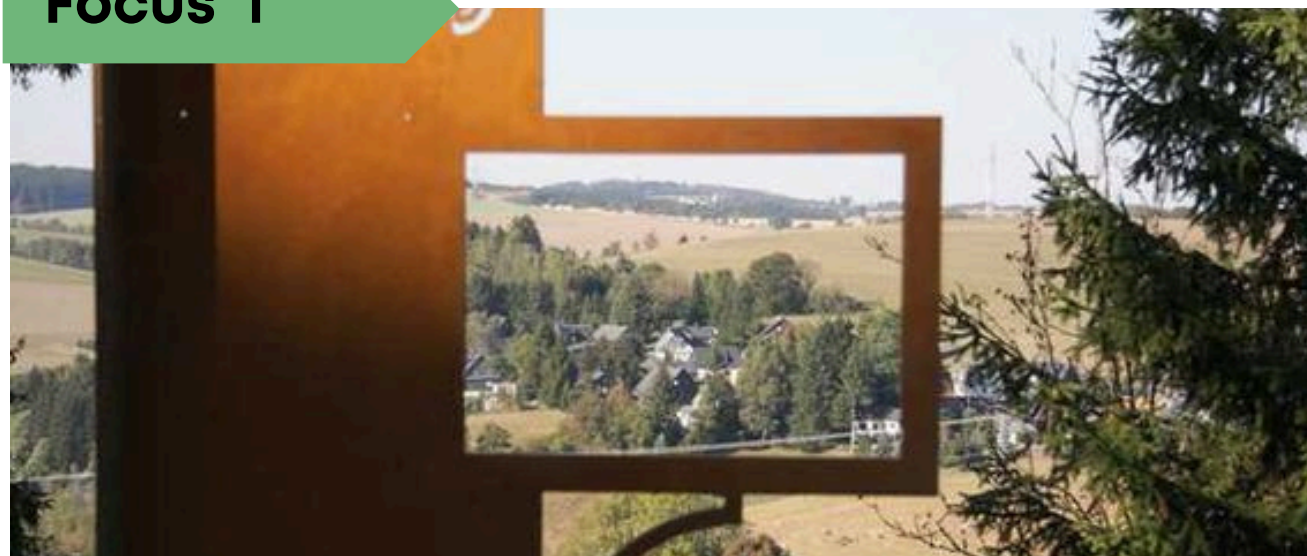
A viewpoint positioned towards the Tana Baru cemetery. It also offers a view of the Quarry's rock face, encouraging contemplation of the site. Accompanying text highlights the significance of the cemetery and the quarry. We also propose the replacement of the fencing at the top, to be designed by local artisans.

- Re-connect
- Community history
- Islam
- Local Artist
- Collaborative
- Inclusive

Exploration garden

Creative brief by Design for development

Focus 1



View Point(s) to Significant Sites

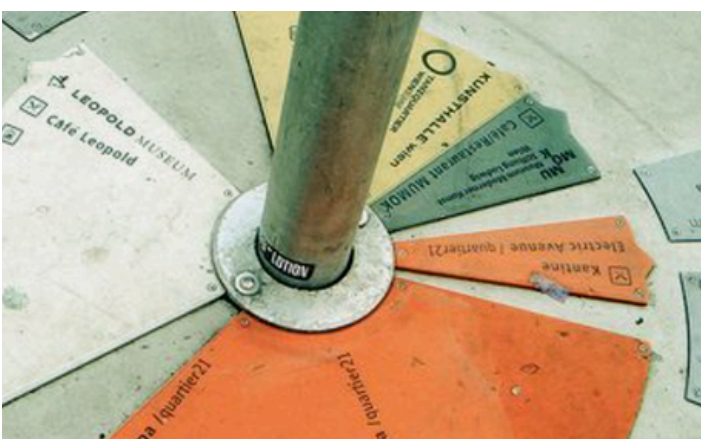
A series of a view finders frame Robben Island, Table Mountain and other significant sites. Accompanying text highlights its significance to Bo Kaap. Sites obscured by buildings can feature a laser-cut outline sketch in the frame.



An opportunity for community ideas through co-design process.

- Re-connect
- Locally manufactured
- History
- Storytelling
- Community
- Interactive

Focus 2



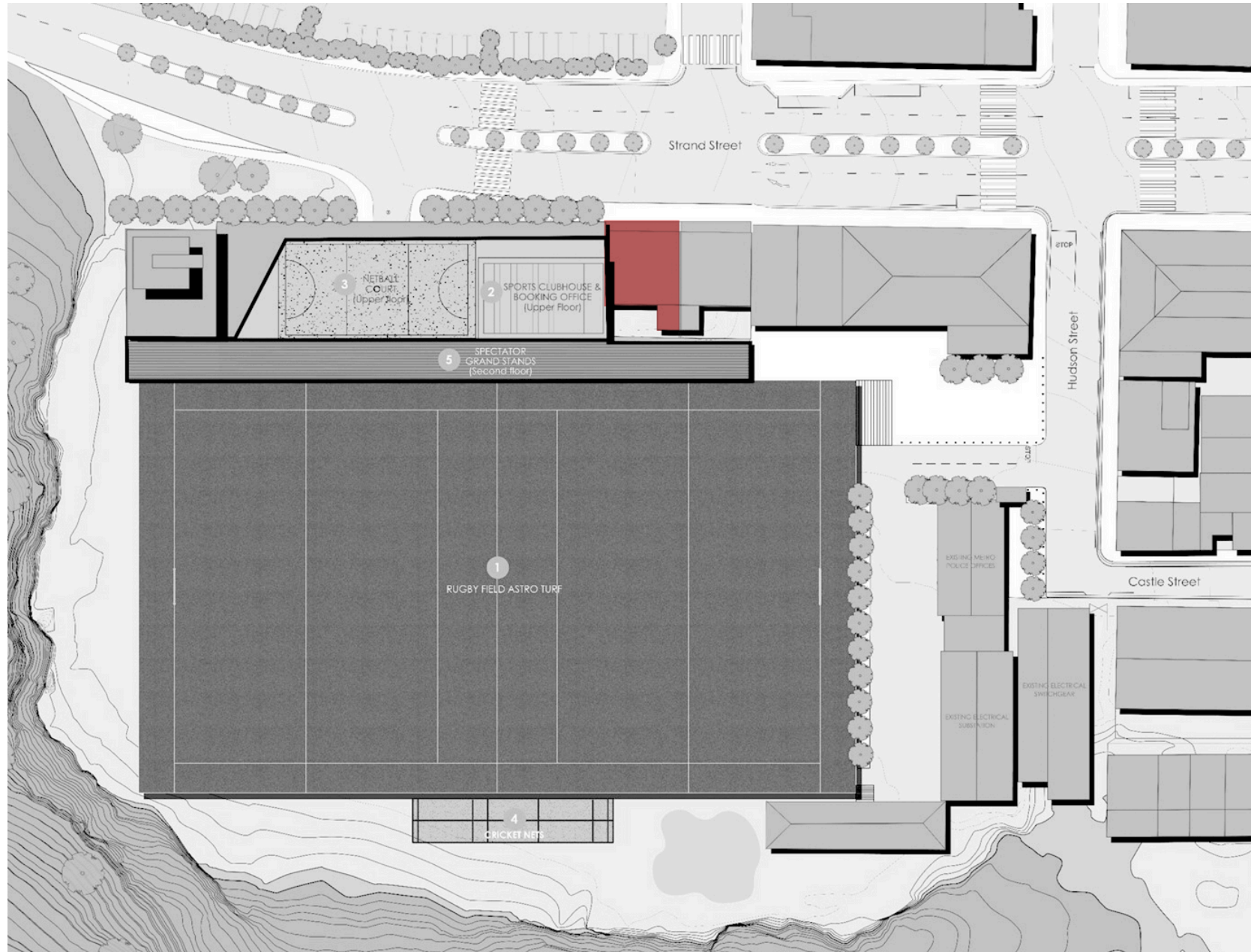
Directions to other global historical events and facts.

Directional signage pointing to global historical places and events can highlight Bo-Kaap's cosmopolitan connections with multiple countries, stemming from its diverse heritage before Apartheid. These signs underscore the area's rich history and its integral links to significant international narratives.

- Re-connect
- Locally manufactured
- History
- Low maintenance
- Cosmopolitan
- Storytelling

Area E.

Restaurant



Area Focus

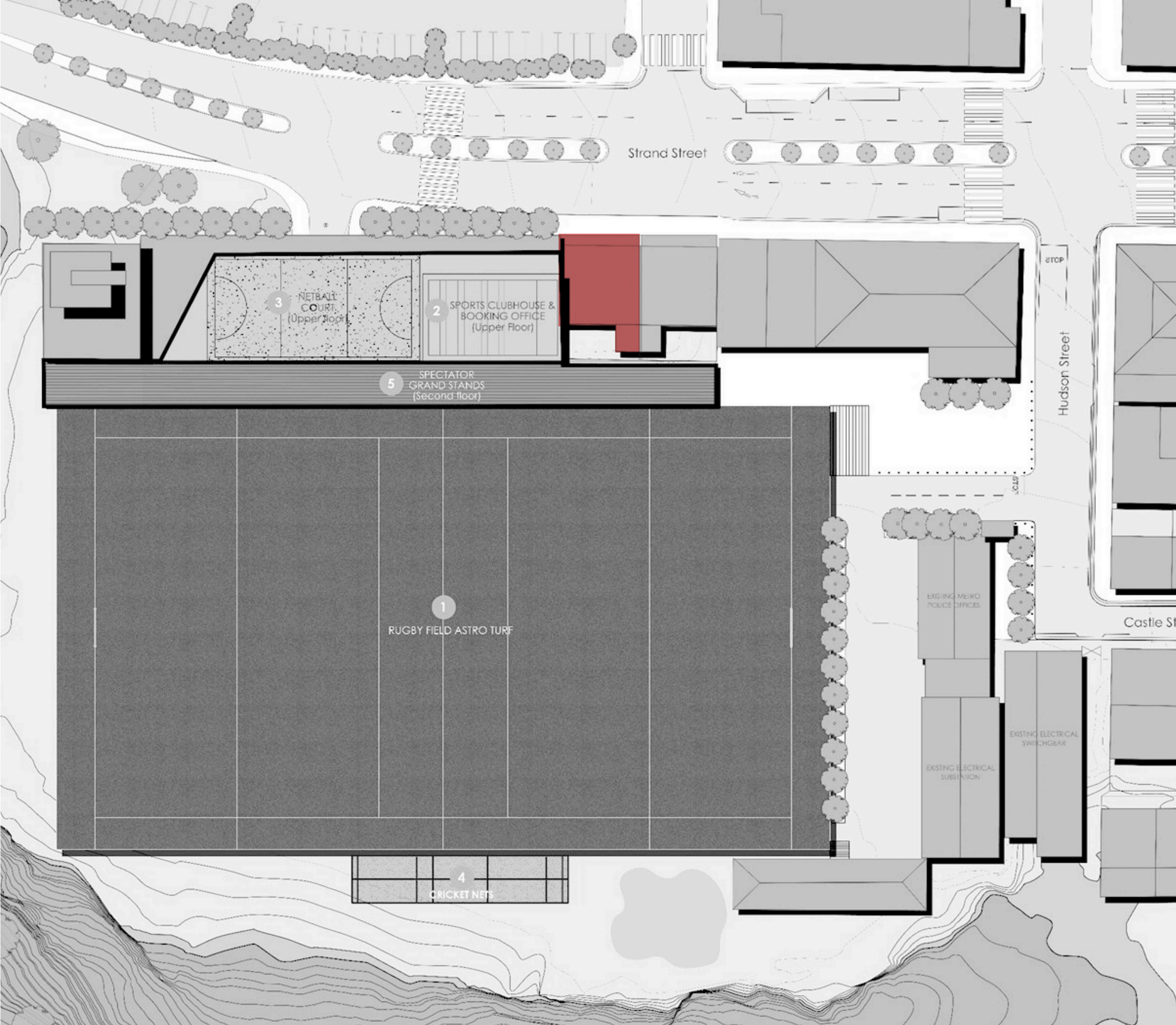
- The Restaurant space within the memorial is dedicated to fostering community participation, celebrating food, and supporting entrepreneurship and local business.
- A huge draw card for local and international tourism and economic boost. This has trade, social, cultural and tourism benefits.
- It is a place where local and international visitors can enjoy a delicious lunch, while also reflecting on the rich history, culture, and community spirit that food embodies.
- This vibrant space will host festivals and events, becoming a hub for communal gatherings and celebrations. It will offer local entrepreneurs opportunities to showcase their culinary talents and artists a platform to depict the area's heritage, creating a dynamic environment where tradition and innovation blend seamlessly.

Practical Role of the Area

A place to eat, to run restaurant and market, venue for events and festivals

Creative Opportunities

Celebrate spices, food and community. Storytelling and art create a vibrant space where people can gather.



Area E. Restaurant

Area focus points

Focus 1: Local food - Local custom

Focus 2: Community-led Restaurant

Focus 3: Artist Opportunities

Function and Purpose

Sharing and eating, culture, community.
Linked to fun, play and sports.
Also linked to Islamic foods.
No alcohol and no commercial advertising.

Focus 1



Local food - local custom

A draw card for locals residents and town workers to find affordable lunch options that reflect community food customs. No alcohol and only local community advertising promotes business in the area and gives opportunities for Cape Town residents.



An opportunity for community ideas through co-design process.

- Re-connect
- Celebrates Bo-Kaap life
- Community
- Local business
- Storytelling
- Interactive

Focus 2



Community-led Restaurant

The Restaurant offers opportunities for entrepreneurs, allowing them to submit ideas and proposals for potential allocation of restaurant space for a set term, which can be extended if deemed a good fit.

Community events, such as Ramadan, can be celebrated in the Restaurant as a long-table event, focusing on community participation and celebration through the sharing of food and culture. These events can extend into the Market area or be contained within the Restaurant space.

- Re-connect
- Community
- New Cosmopolitan
- Local business
- Multi-functional
- Collaborative

Focus 3



Artist Opportunities

The Restaurant is filled with artwork from local artists commissioned to create art and murals that celebrate Bo-Kaap life, food, music, and people.

This could follow an annual or quarterly commission structure, refreshing the space regularly and enticing people to return to see something new. Above: Cape Town artist Ricky Joshua.

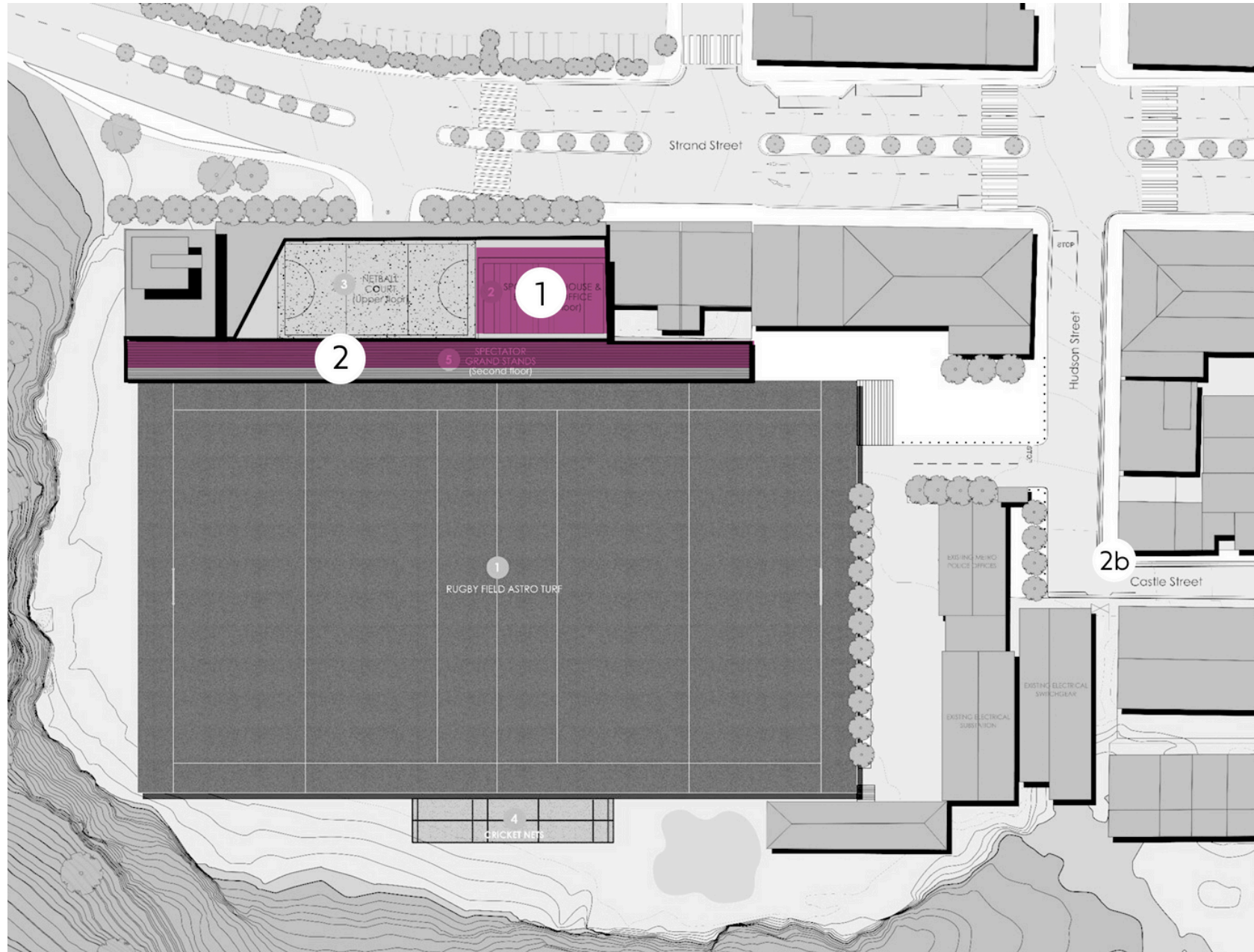


An opportunity to highlight women and their contribution and influence.

- Re-connect
- Celebrates Bo-Kaap life
- New Cosmopolitan
- Local customs
- Collaborative
- Inclusive

Area F.

Market Spaces



Practical role of the area

A place to showcase local products - both craft, art and food.

Creative Opportunities

Inclusive, open market design that encourages entrepreneurial opportunities to local Capetonians.

Area Focus

Focus 1: The Spice Market:

- Fosters community participation, celebrating spices and supports entrepreneurship and local business.
- It is a place where visitors local and international can enjoy local spice trade and products while learning about the history, of traders of times gone by, reflecting on the rich history, culture, and community spirit that spice trade offer.

Focus 2: The Lineal Market

- Fosters local talent and products, and offers opportunity to local entrepreneurs to showcase their products.
- An opportunity to honour businesses that have operated in the area for nearly 100 years, for example Atlas and others.

The curated markets sell locally made products, to ensure diversification and quality.

Focus 1



Spice Market

The Spice Market offers trading, story telling and tactile and sensory opportunities. Traditional traders in this space can play a role in leading and curating the space. Opportunity for workshops around history of spices and usages in food and health.



There is a co-design opportunity to brainstorm content and images need to be represented here.

- Re-connect
- Community history
- Community
- Economic and tourism
- Activity-based
- Considered design

Focus 2



Lineal Market

The Lineal Market runs along the sports field, divided by screens to create a feeling of openness. The market would be curated to ensure variety and quality of products, local goods or local traders.

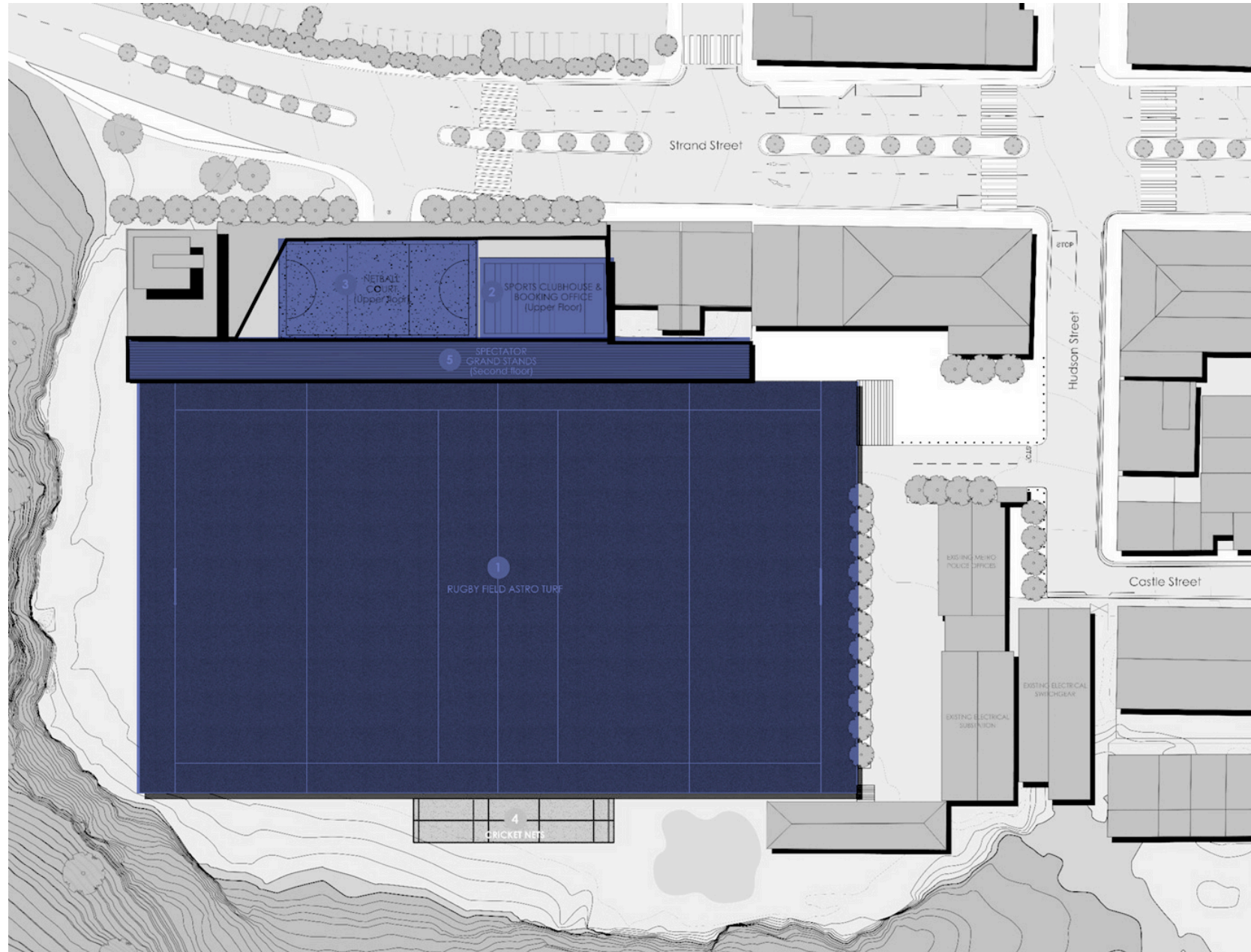


An opportunity to highlight women and their contribution and influence.

- Re-connect
- Celebrates Bo-Kaap life
- Collaborative
- Inclusive
- Community
- Economic and tourism

Area G.

Sports Club



Practical role of the area

Player locker rooms, and meeting area, equipment storage.

Creative Opportunities

A place to celebrate sports teams and sport heroes of the the past.

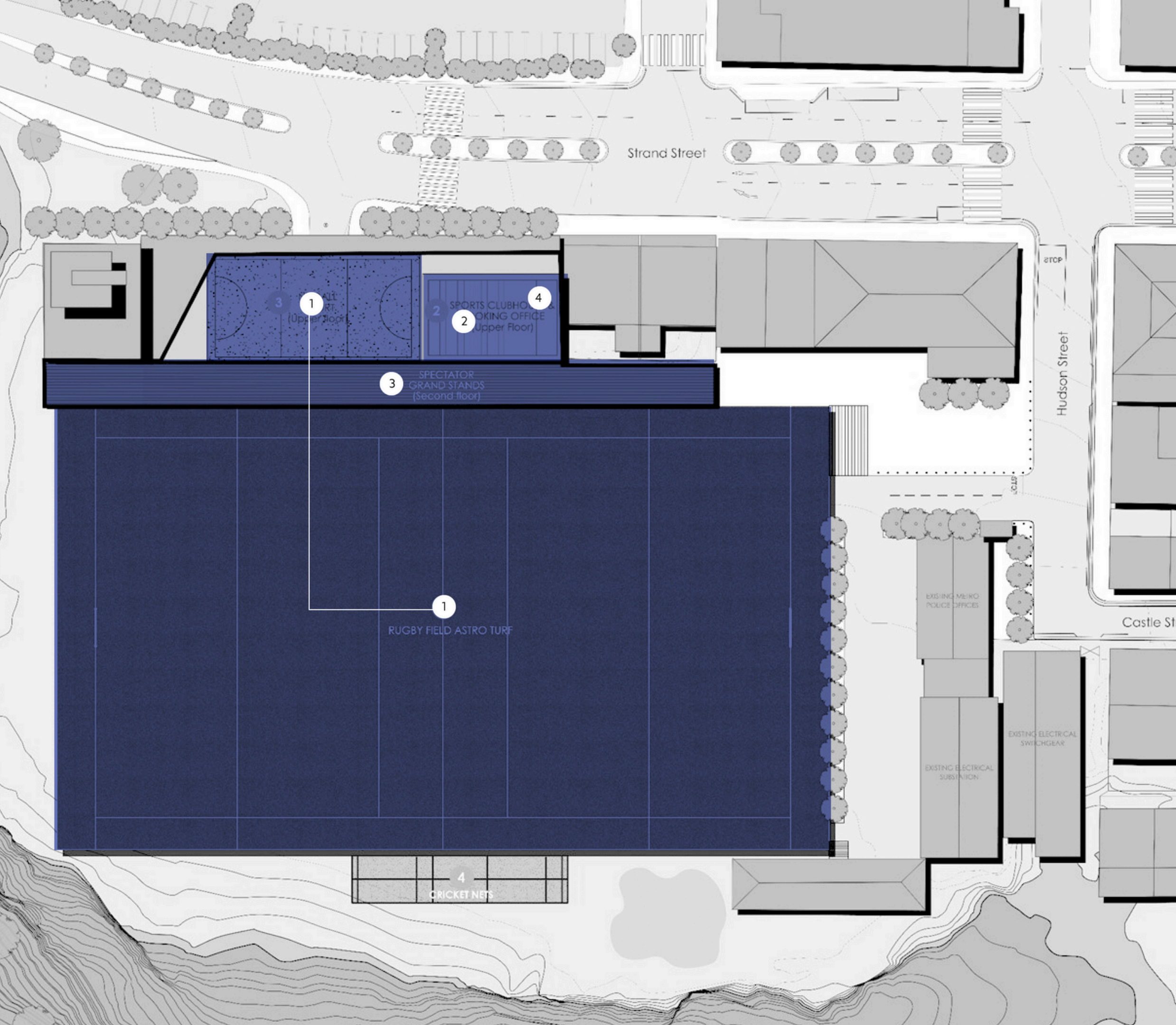
Area Focus

The Sports Club, built in response to the community's specific request, functions as a hub for recreational activities and athletic development.

It provides space to remember the sports clubs of old and honour the sports legends from the area.

Designed to be low maintenance and practical, the club offers a safe and inclusive environment for people of all ages to engage in physical exercise and team sports, especially important for women.

By catering to the community's recreational needs, the sports club fosters community spirit, promotes healthy lifestyles, and celebrates the rich sporting heritage of the area.



Area G. Sports Club

Area Focus Points

Focus 1: Astro turf Treatment.

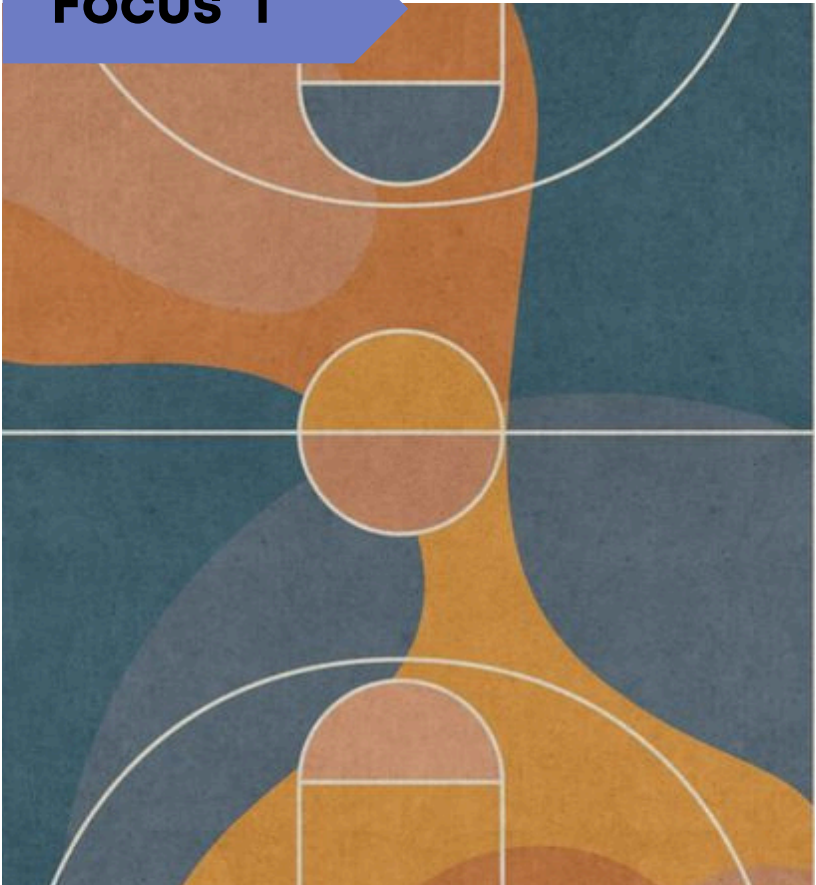
Focus 2: Rugby/Soccer/Cricket Clubs Remembered.

Focus 3: Legends Remembered.

Function and Purpose

A sports field at the memorial site provides a place for the community to play and stay active. It brings people together, helping everyone stay healthy and strengthening community ties.

Focus 1



Astroturf Treatment

Astroturf that fits the colours of the quarry and branding will bring visual cohesion to the site. It will strengthen branding efforts across the site and delight visitors as they enter.



An opportunity for community ideas through co-design process.

- Re-connect
- Sport in the Bo-Kaap
- Community
- Local-use
- Activity-based
- Multi-functional

Focus 2



Rugby/Soccer/Cricket Clubs Remembered

The video about Bo-Kaap mentions a few of the rugby team names used in the past. These can be commemorated with newly imagined emblems coupled with a rugby ball, soccer ball, netball or cricket bat.

- Re-connect
- Community history
- Sport in the Bo-Kaap
- Collaborative
- Inclusive
- Low maintenance

Focus 3



Legends Remembered

Sporting legends can be commemorated on posters/murals in the communal areas of the sport clubs. Commemorative plaques can also be inlaid on pavilion steps or simply listed on the wall.



An opportunity to highlight women and their contribution and influence.

- Re-connect
- Community
- Celebrates Bo-Kaap life
- Low maintenance
- Collaborative
- Inclusive

Projects

Branding

Co-ordinate, curate, and moderate design briefs for the projects.

A. Plaza

- P1. Design Logo and Branding Guidelines, including Heritage Linking Symbol.
- P2. Design Arches and Plinths.
- P3. Design Directionals – Directional Signage, Directional Floor and Wall Inlays, Maps on walking surfaces (Plaza, Historical Walkway, Reflection and Exploration Gardens), and Welcome Map and Routes Map.
- P4. Design story-telling mural below pavilion.
- P5. Design Metal pop-up boxes that serve as tables on the pavilion steps.
- P6. Design traffic-calming Pavement Art at two pedestrian crossings.
- P7. Development of Routes - expanding existing and development of new routes. A Route Map highlights a number of routes, for example: District Six Route. Robben Island. Circle of Islam starting at Tanu Baru site. Slave Routes. Routes linking historical sites - District Six, Prestwich Memorial, Robben Island, The Castle. Routes around the Quarry to Bo-Kaap, Noon Day Gun and Mosques and Kramats, including the washhouse sites and the two other Quarries - Washer Women Quarry and the Prayer Quarry. Liberation Routes. Bo-Kaap/Signal Hill/town Route.

B. Historical Walkway

- P8. Design Pathway and inlays, and seating for Minbar (plus special prayer mat style paving treatment), Play Area (plus special inlays of information into the rock) and Gathering Area, and Running/Walking Meeting Point.
- P9. Design Arch and Steps for Minbar.
- P10. Design nine colour-coded Information Boards with illustrated cutouts.
- P11. Source Project Mapping system.

C. Memory Centre

**This is a project in itself with many sub-projects.*

- P12. Design Window/Door to Strand Street.
- P13. Design map on floor.
- P14. Collect, curate and design Community Memories and Photographs Boards.
- P15. Collect, curate and design Community Memories and Audio recordings station.

D. Reflective and Exploration Gardens

- P16. Design metal view-finding mechanisms for Tana Baru, Local and International sites.
- P17. Design Islamic style quadrant gardens.

E. Restaurants and F. Markets

**These are a projects in their own right with many sub-projects.*

- P18. Design community-style long-table seating tables for both restaurant and spice market area.
- P19. Commission, curate and create artwork for restaurant and spice market.
- P20. Create stall designs that reflect cultural stories including transparent patterned screen between stalls.

G. Sports Club

- P21. Source Astroturf with colours that reflect the Quarry stone.
- P22. Collect, curate and design sports club emblems and re-create logos and emblems.
- P23. Collect and design posters celebrating sports legends.

Notes Some projects will apply across the defines areas. Construction for each project will be a parallel project with different skills required as separate project. Each project may need one designer/artist or a team with different skills.

An aerial photograph of a city, likely Los Angeles, featuring a large stadium (SoFi Stadium) on a hillside in the background. The foreground shows a mix of urban development and green spaces. The image is overlaid with a semi-transparent blue filter.

**Thank you for listening.
Any questions?**

