

D6

DISTRICT SIX PUBLIC REALM STRATEGY

WORKSHOP 6

WHAT IS THE PUBLIC REALM STRATEGY?

The City of Cape Town has launched an exciting initiative to enhance the quality of District Six's (D6) streets and public spaces as part of the overall Local Area Spatial Development framework's approval. The **Public Realm Strategy** will be working alongside other initiatives of District Six, building on previous work done and developing the concepts of the 2012 Spatial Development Framework in more detail. The focus is on developing the streets and spaces between the buildings as meaningful quality public spaces – stitching together the area. The project aims to create representational spaces and places within District Six, where we remember the **past**, where we share in the **present** and where we work towards a shared **future**.

This process will inform a **Public Realm Investment Framework** and **Guidelines for Public Spaces and Streets** in District Six. Through developing a Public Realm Strategy (PRS) with the community over the next few months, we seek to build on what makes District Six distinctive and to celebrate key public spaces.

THE OBJECTIVES:

- Creating a 'sense of place' – Focusing on spaces/places where people can meet and engage with one another, the natural environment and living memorialisation.
- Celebrating culture and community – taking history/memory into consideration.
- Focusing on different user groups, especially the youth and elderly and how they use spaces.
- Highlighting the value of activating the public realm.
- Improving way-finding to provide a fitting welcome and enhanced environment for the community of District Six and the visitors to the cultural institutions in the area.
- Incorporating elements of resilience and sustainability.
- Supporting sustainable communities.

WE WANT TO HEAR YOUR FEEDBACK!

We are taking note of all comments via the email:
D6publicrealmstrategy@capetown.gov.za



FOR MORE INFO

WORKSHOP 6 - SUMMARY

As part of the District Six Public Realm Study, we are working with nominated community representatives, referred to as the District Six "Caretakers", in a series of co-design workshops in addition to larger online public meetings. The last of six workshops was held on 28 March 2021 at the District Six Museum Homecoming Centre. The workshop focused on the **Guidelines for Spaces**:

1. Presentations: Setting the scene for the making session, the team presented on the topic of GUIDELINES for good public space: A recap of the CCT Urban Design Policy; CULTURE & MEMORY in public space; and EXAMPLES of good public space of different types at various scales.

2. Making Space: The workshop then turned to "making" different types of public spaces at a human scale through the use of models, 3D elements and drawing. In two groups Caretakers were asked to, build public spaces, thinking through the issues discussed, different users and the functions that can be accommodated. These discussions contribute to a set of principles and guidelines that inform how to create public spaces in future projects.

MAKING SPACES:

The public realm consists of a different types of public spaces, with a variety of conditions and sizes. The guidelines and design for spaces will vary depending on the type of spaces, function, size and the elements around a space. Some spaces around District Six:

a. Soft Space

- Large Green +Green Network
- Medium Sized Green parks
- Local Parks +Play Parks +Green Spaces

b. Hard Space

- Urban Squares + Pedestrian Intersections
- Small Pausing Spaces Along Streets

c. Institutional Buildings and Space

- Public Squares at Religious institutions
- Forecourts at Educational Institutions

d. Spaces of Connectivity/ Gateways

Gateway Areas of confluence/ additional complexity/ unique conditions



Streets

Variety of streets with different sizes, functions and needs

For the sake of getting input on a range of spaces, four different types of spaces were chosen for discussion. These presented a range in size, function, complexity and conditions to discuss and build. Teams were provided with scaled plans and a mixed toolkit with 3D trees, benches, paths and building facades and drawing equipment to illustrate ideas and discuss how to create good public spaces. The Spaces included:

1) Small Play Park

3) Space next to a building

2) Hard Space Under a Highway

4) Large Park



GROUP WORKING SESSION:

The workshop used the making, modeling and building of spaces to explore what guidelines for the public realm could help to build better spaces in the future. The models are not seen as “designs” to be implemented, but rather as tools for discussion about a set of guidelines that will inform how spaces are built.

Here are some of the ideas expressed in the workshop:

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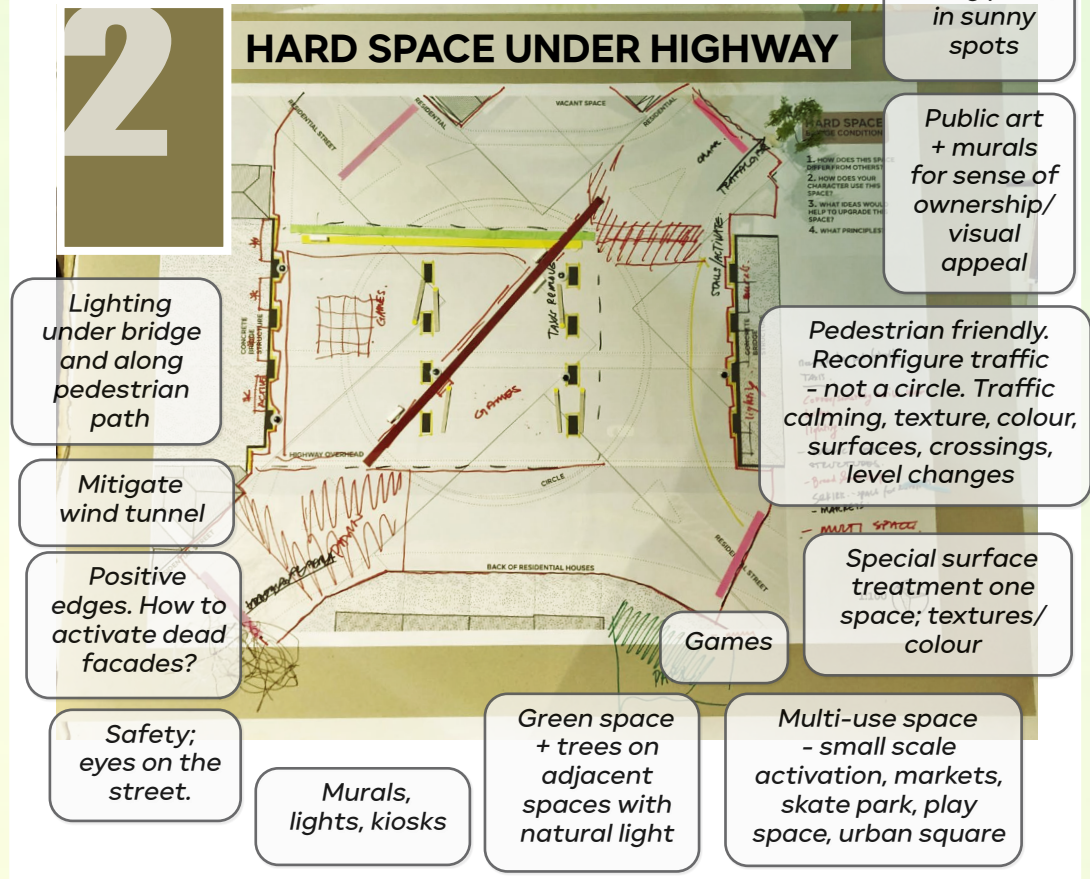
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GROUP 1:

1 SMALL PLAY PARK

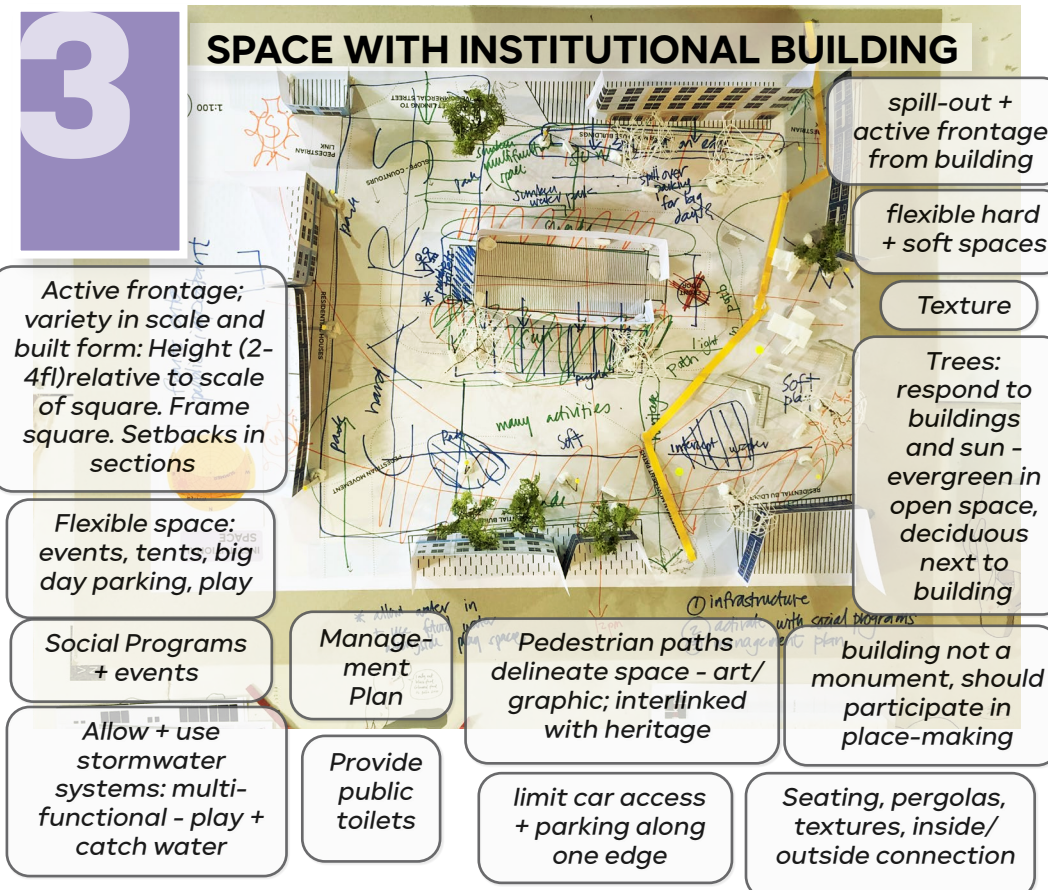


2 HARD SPACE UNDER HIGHWAY



GROUP 2:

3 SPACE WITH INSTITUTIONAL BUILDING



4 LARGE PARK

