

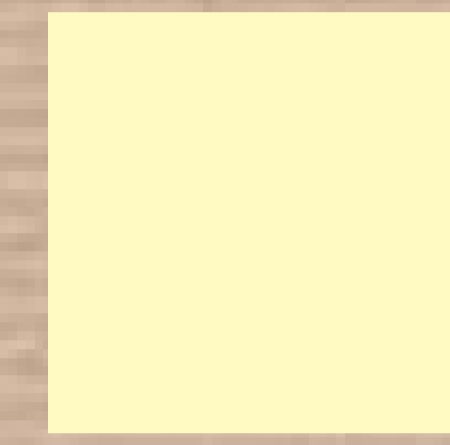
Before starting to design, we are reviewing with you what 'successful regeneration' would look and feel like for local people.

Newham Council's brief to the design team sets out the following aims:

1. A thriving neighbourhood centre with a range of commercial and community uses to support local community needs.
2. Approximately 800-900 new good-quality affordable homes.
3. A well-connected place, easy to find your way around, and with good links to other neighbourhoods and communities.
4. A place that feels safe at all times.
5. A scheme that takes advantage of forthcoming public transport improvements, and that offers a better 'sense of arrival'.
6. A better quality local environment where buildings and open spaces are designed to last.
7. An attractive place with a unique character where the architecture enhances or establishes local identity.
8. An ambitious, innovative engagement process that involves local people in all stages of design, creates a culture of collaboration, and celebrates and documents change.
9. A phased plan for delivery that minimises disruption to resident, business and community facilities.
10. A plan that allows delivery of initial phases to start as soon as possible.

Deliverability (who builds the scheme and how) and viability (designing a scheme we can afford to build) are vital to the last 2 aims) see Station 5 for more info)

Are any of these aims more important than others?



Are there any aims missing?

feedback post-it



PEACH's Alternative Plan, produced with local residents in 2017, sets out 4 aims and 6 principles

Regeneration should aim to:

1. Address Custom House's and Newham's problems: provide decent employment, secure affordable housing and improve safety and improve health.
2. Make Custom House function as a neighbourhood: before, during and after regeneration.
3. Work financially in the long term for the council and the community.
4. Directly improve the lives of current local residents.

6 principles:

1. 'Custom House is Our House': the community should have real control over the regeneration, in terms of both decision-making and future management.
2. 'Genuine Affordability': the majority of local housing, shops and services should be genuinely affordable to local people, linked to wages and income rather than market prices.
3. 'Spread the Love (and the Money)': benefits of regeneration should be spread across the whole neighbourhood, not just limited to demolition areas.
4. 'Take Care of What's Already There': Custom House is not a blank canvas. Support and improve what is already there; don't wipe it away and start again.
5. 'Protect and Grow Our Community': new neighbourhoods must be designed to preserve our community and welcome new members.
6. 'Long Term Investment': Regeneration should bring long term financial benefit to future generations of Custom House and the Council. Keep our assets and build a stable new economy.

Are any of these more important to you than others?

feedback post-it



Is there anything missing?

feedback post-it



What are your Priorities?

Take a set of sticky dots and mark those possible priorities below that matter most to you. Add any priorities you think are missing. Optional: note down any reasons for your choices.

What's Co-production?

Co-production is a different way of producing a plan or outcome to the way in which regeneration is normally done: one where decisions are taken WITH local people rather than on their behalf. It is based, we suggest, on the following principles:

1. Everyone works on an equal basis in co-production: community members, Council and architects, taking decisions together.
2. Co-production acknowledges that everyone has different skills, knowledge and experience to offer, and celebrates and benefits from that diversity.
3. Co-production aims to be accessible and inclusive to everyone.
4. Co-production recognises the time and resources that people contribute to the process, and where appropriate provides recognition, support and where possible reward for this.
5. Co-production understands that those people who live in a place know it best, and have a vital role to play in designing and improving it.

What do you think?

How do you think we should define co-production in Custom House?

What Skills and Knowledge do you need to be able to take part in the process?

We want to make sure that everyone is able to confidently take part in, and to enjoy this process. We are therefore keen to offer enjoyable useful training in key areas. Which of the possible areas below would you PERSONALLY be interested in receiving training in?

Please stick a green dot next to the ones you think would be the best.

Understanding architectural drawings

How to read plans and 3D drawings produced by architects

Landscape & Public Realm

How does one go about designing streets and open spaces? Could we create inviting shared spaces for people to enjoy?

Viability

How can truly affordable homes be created?

How can local businesses be supported?

How can the regeneration work long-term?

Sustainability

What do we mean by 'sustainability'? What are the different ways on which sustainable systems could be introduced into the regeneration plans?

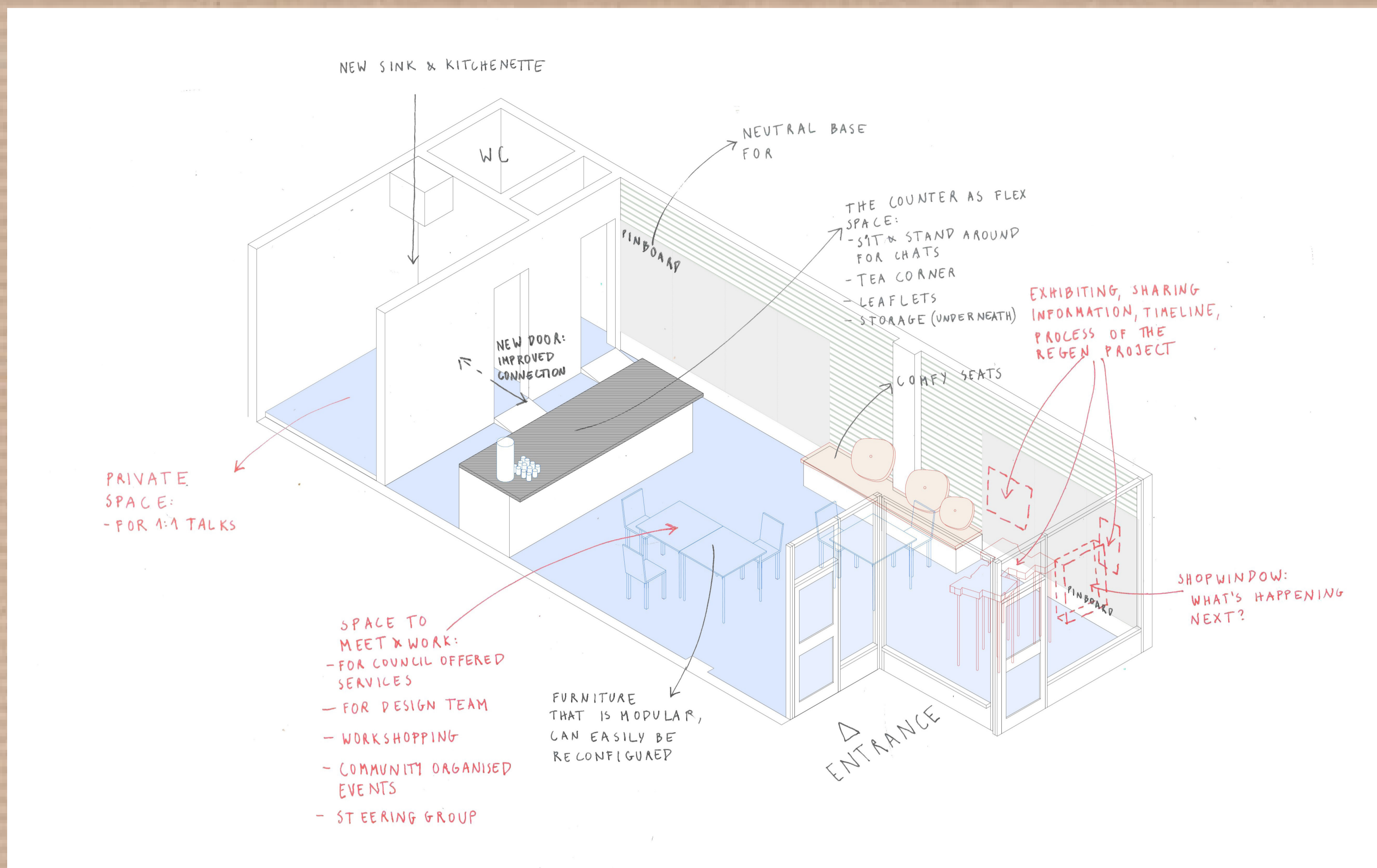
Planning

How does planning policy shape the built environment? What are the ways in which the planning system helps produce good buildings and spaces? What is its role on this?

Anything else? Please feel free to make other suggestions!

Project Space Proposals

What do you think?



The shopfront



The shop front of the Project Space has great potential even if shut!

1. Decorating the shutters with local young people can be a fun and creative way to engage with the space, the project and the high street.
2. An exhibition/information box can exhibit the latest of the regen project while the shop itself is closed.

What could happen in this space?

1. What can the Project Team offer?
 - Opening the space 3 days a week:
 - Information about the Regeneration Project
 - Meeting the stakeholders
 - Drop-in sessions
 - Engagement sessions
 - Council services: Tenant Residency Services (1 evening/week), Estate Services (1 day/week), Regeneration information (1 day/week)
 - And sometimes:
 - Exhibitions
 - Workshops
 - Steering Group meetings
 - LBN Safer Neighbourhoods appointments
 - LBN Buyback appointments
2. Other suggested uses:
 - Professional input from others needed:
 - Young people activities: games tournament, support and advice
 - Professional advice services (skill training; business support; work, financial and legal advice; expectant parents support sessions)
 - Community input needed:
 - Community swap-shop/barter
 - Arts and crafts activities
 - Library, book swap
 - Community meetings, e.g. TRAs, coffee mornings
 - Activities for the elderly, e.g. Bingo
 - After-school clubs

How could this be nurtured/managed?

- Regular opening hours 3 days a week
 - Could there be a local keyholder? The CLT?
 - Could the Steering Group be a keyholder?
 - Could the space be booked by the community?
 - We have to consider safety: lighting, buzzer system

Any other suggestions?

Viability & Deliverability

Who are we?

Montagu Evans are Development Consultants who are employed by the Council to help to make sure that this regeneration stacks up financially; we are the money people!
There are two main parts of our work: the 'viability' and the 'delivery'.

What is viability?

Regeneration both costs and makes money: viability is about how much it will cost, how much we can make and what we want/need to spend money on. We don't have endless money, so we have to priorities what to spend on: affordable housing? Youth center? Etc etc How can we make enough money to cover our aims?

It's like an equation:

MONEY MADE: £XXX

MONEY COSTS £XXX

£XXX?

What is delivery?

Delivery is who does what, when and how? For example: who is going to front the money (could be a developer, could be the Council, could be a combination)? Who is going to build the houses, who is going to sell houses and where will that money go? Who is going to manage the new blocks/parks/streets etc?

Why does this matter?

Money affects everything! There are lots of different ways to make it and ways to spend it in regeneration and all of these will have an effect on the community's priorities. For example it's the same as working out how much money you have available for your weekly shopping and what you spend it on.

What are we going to do?

We are going to co-produce our answers to the above questions, to make sure that our viability and delivery works for everyone.

**What else would you like to know
about the project?**

What could we explain better?

**What would they mean in real life?
*If we achieve them, what will
Custom House be like to live and
work in?***

**How can we make this process
work well for the community?**

**What are the most important
points in the process for you?**