



SUPPORTED BY
MAYOR OF LONDON

East
architecture
landscape
urban design
east.uk.com

Newham London

Co-designing Beckton Parks

Contents

The Story 03

Headlines 04

Timeline 05

Creating the Vision 06 - 07

The Ideas Rug 08

Co-design Workshops 09 - 10

Co-design Workshop #1 11

Co-design Workshop #1: Key findings 12 - 16

Co-design Workshop #2 17

Co-design Workshop #2: Key findings 18 - 22

Co-design Workshop #2 Survey Outcomes 23 - 26

Beckton Parks Masterplan Concluding Designs 27 - 45

The Next Steps 46

The Story

July 2023



Beckton Parks is the largest local authority managed green space in Newham. The parks are a much loved community asset, and have enormous potential to improve the health and well-being of Newham residents. This includes new and improved sports, leisure and cultural opportunities, scope for improving existing facilities and re-purposing areas to better meet local needs.

The creation of a masterplan for Beckton Parks is a long-term strategic programme spread across several phases. The views gathered within the Beckton Parks Playbook in 2022 have informed the community-led vision for the future of Beckton Parks. These views have formed the foundations of the emerging masterplan and have provided a rich starting point to develop the designs. This document demonstrates the process of community co-design that has followed the publication of the Playbook, these activities have been led by the master-planning team and have directly informed the design of the Beckton Parks Masterplan.

Headlines

In order to consolidate the community engagement carried out during the previous year as materialised in the Playbook, the London Borough of Newham commissioned a community co-design phase to accompany the development of the Beckton Parks Masterplan.

Since September 2022, Together with, East, alongside Daisy Froud (GLA Mayor Design Advocate) and Rufus Shakespeare, have organised a programme of co-design activities:

- Organised 6 in person design workshops each with a specific focus relating to the development of a series of design interventions across the parks
- Presented over 65 design interventions organised in 4 different areas of the Parks.
- Captured and analysed data input from 86 design review surveys
- Organised a public design exhibition at Beckton Globe Library

The co-design workshops were organised in 2 stages at the Beckton Globe Library Rotunda:

Co-design Workshop #1

- Saturday 26th November 2022: 10.00 - 12.30
- Saturday 26th November 2022: 14.00 - 16.30
- Saturday 3rd December 2022: 10.00 - 12.30
- Saturday 3rd December 2022: 14.00 - 16.30

Co-design Workshop #2

- Saturday 11th March 2023: 10.00 - 13:00
- Saturday 11th March 2023: 14:00 - 16:30



Comments on the emerging Beckton Parks Masterplan

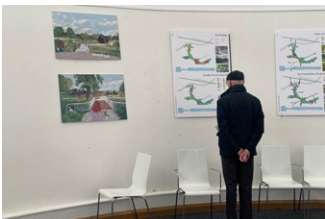
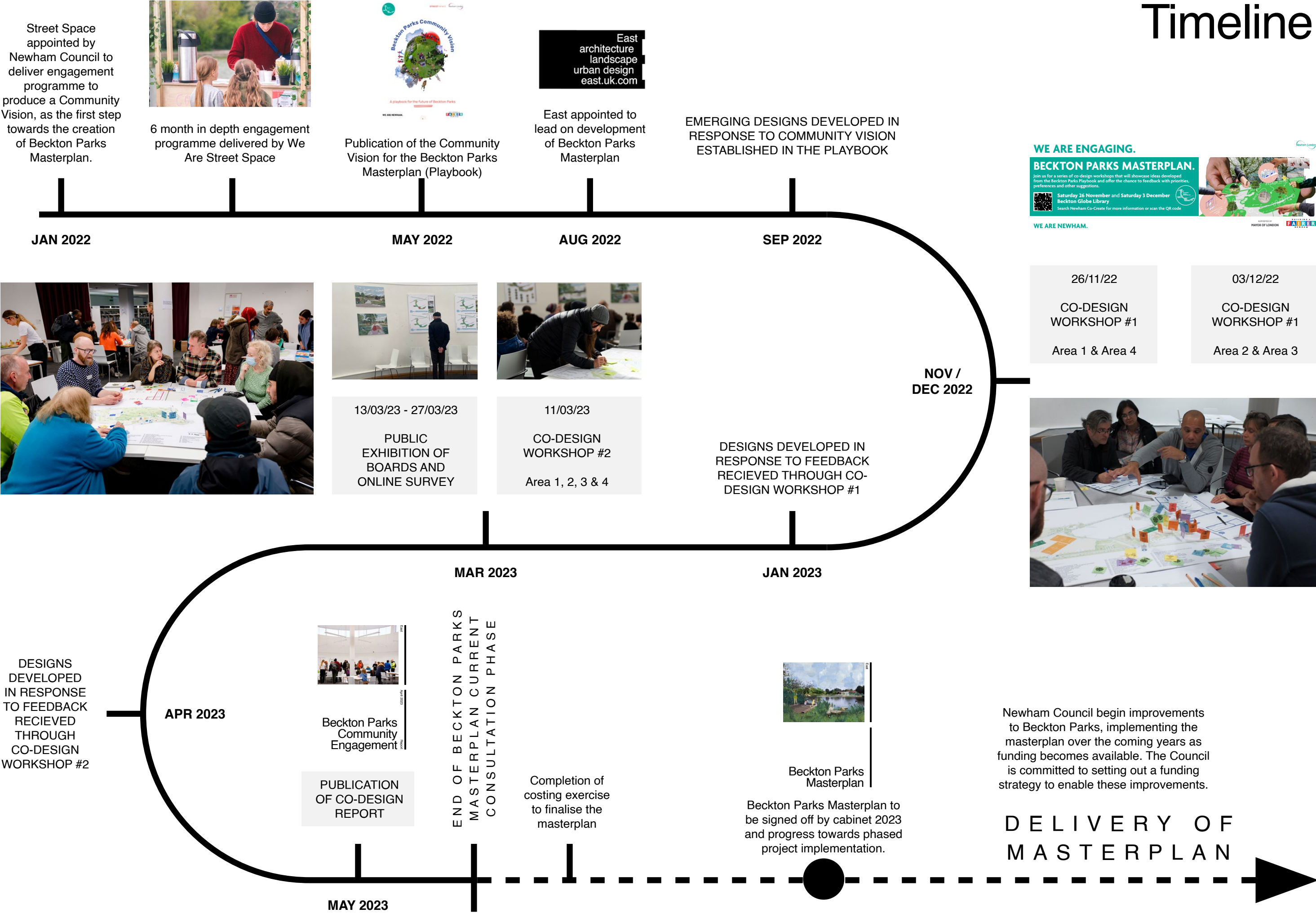


What should your parks do for the area and its community?

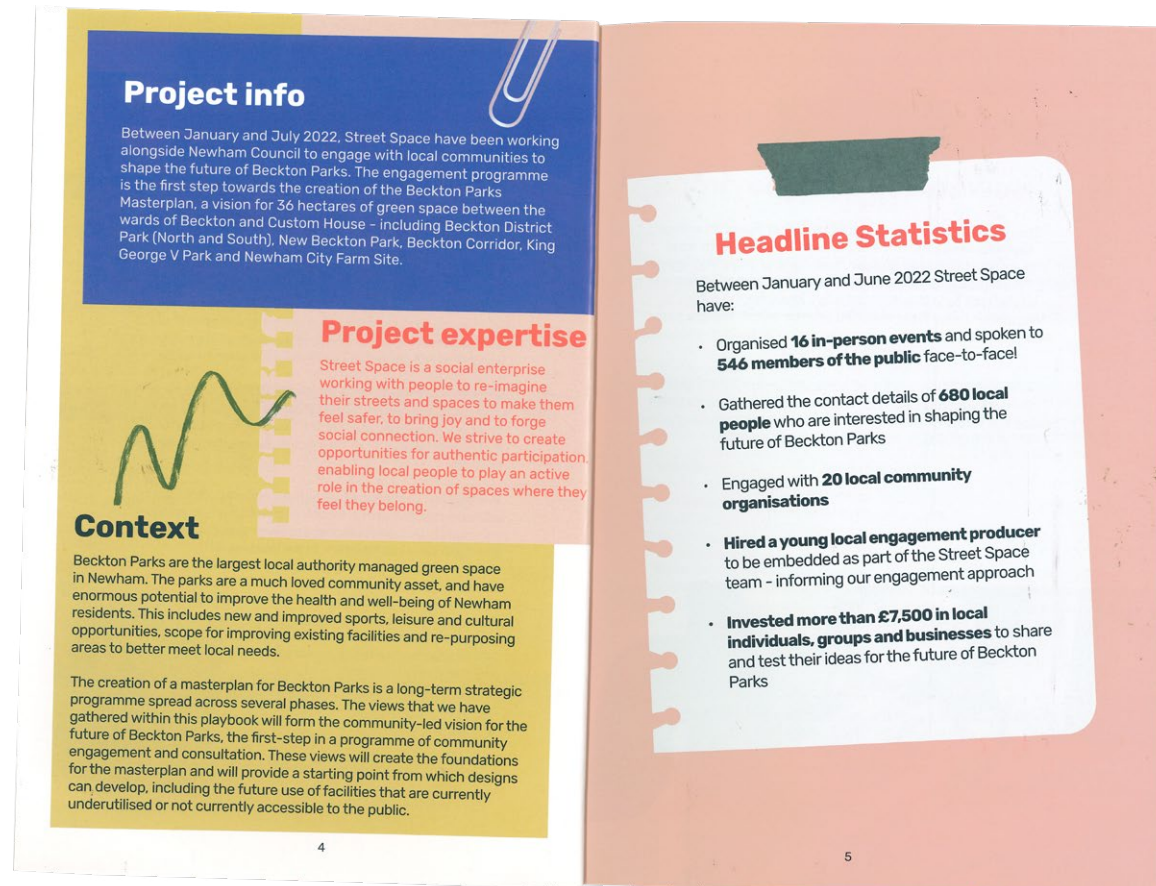


Review of the Masterplan maps at a co-design event

Timeline



Creating the Vision



Between January and July 2022, Street Space worked alongside Newham Council to engage with local communities to shape the future of Beckton Parks. The engagement programme was the first step towards the creation of the Beckton Parks Masterplan.

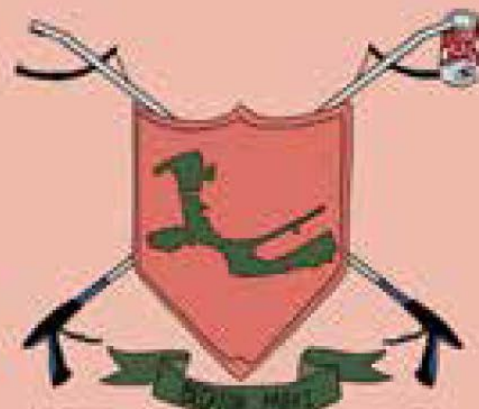
This Playbook was created by Street Space to reflect the wide range of conversations that happened with local stakeholders between January and June of 2022. Working with key local partners, events, activities and workshops were held to understand people's ideas for the future of the parks - these included pop-up hot chocolate bars, nature walks, litter picks, collage workshops, balloon-mapping exercises and more.

The culmination of these events and conversations is captured in the Playbook, which has acted as a resource to help shape the future of Beckton Parks, providing a rich starting point from which design proposals have been developed.

Six Principles



**CREATE INTENTIONAL
SPACES TO BUILD
INCLUSIVE COMMUNITIES**



**SUPPORT THE EXISTING
WHILST SHAPING THE NEW**



**PRIORITISE SAFETY
AND SOCIAL
CONNECTION**



**HARNESS GREEN SPACES
AS LEARNING PLACES**



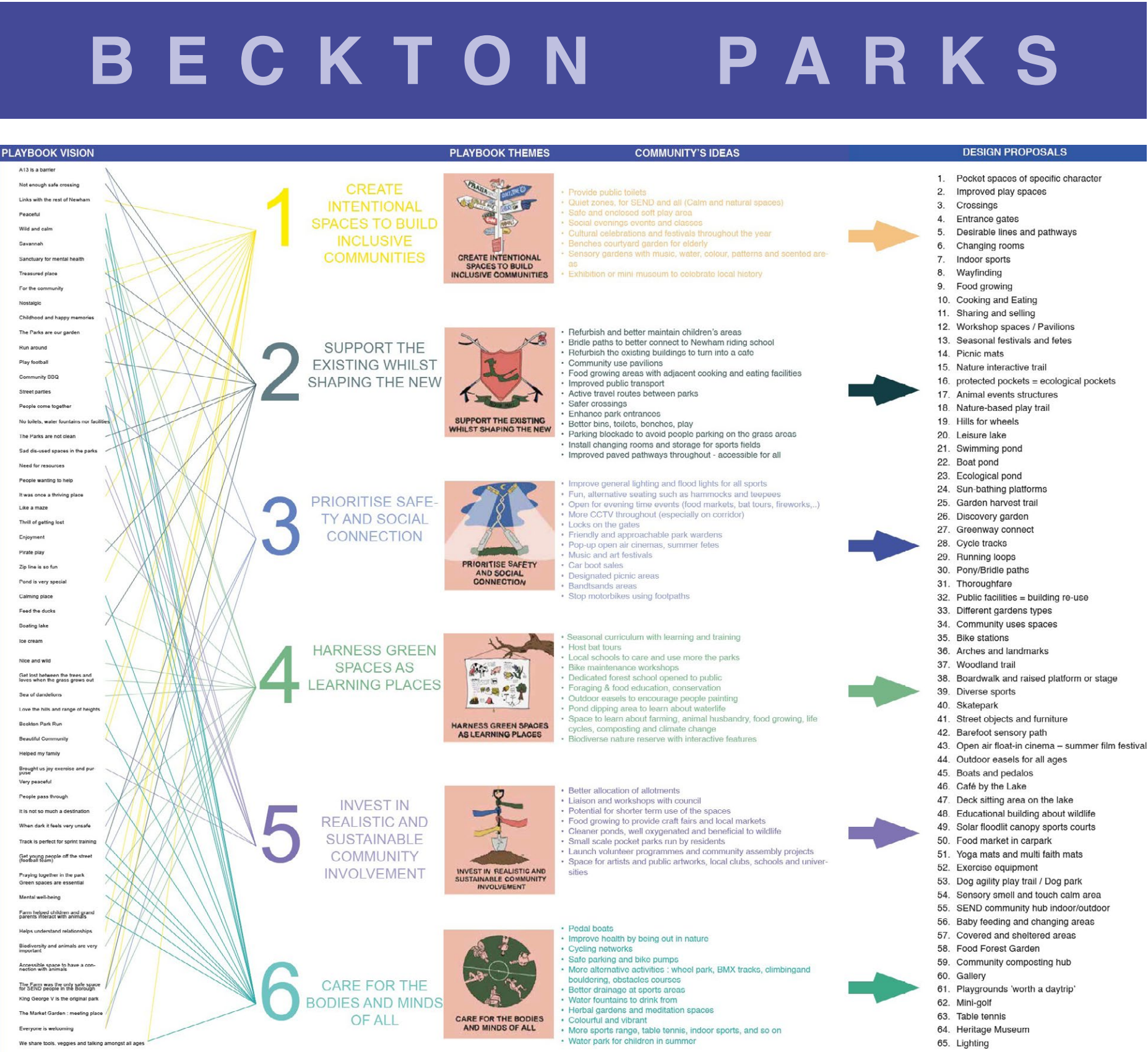
**INVEST IN REALISTIC AND
SUSTAINABLE COMMUNITY
INVOLVEMENT**



**CARE FOR THE BODIES
AND MINDS OF ALL**

The six principles for the future outline what is most important to local people for the future of Beckton Parks. Each principle aims to provide a starting point from which deeper (and more detailed) engagement can develop in the next phases of the project and has been used to guide the development of emerging design proposals through centring the priorities of the local community. The six principles are as follows:

- Create intentional spaces to build inclusive communities
- Support the existing whilst shaping the new
- Prioritise safety and social connection
- Harness green spaces as learning places
- Invest in realistic and sustainable community involvement
- Care for the bodies and minds of all



To begin developing the Beckton Parks masterplan East gathered all of the ideas compiled in the Playbook and made sense of these in relation to the 6 principles of the Community Vision.

East also met with relevant teams within Newham Council to discuss the development of the masterplan, aswell as with a range of relevant local partners.

The 'idea's rug' (left) visualises this process whereby ideas are organised from overall visions (left hand side column) into spatial principles (middle column) and then into design proposals (right hand side column).

The list of 65+ design proposals emerged from the community's vision, from which East extracted strategic objectives. This constituted the bridge between the engagement findings of the Playbook and the Beckton Parks Masterplan engagement strategy.

Once the ideas rug was established, East developed a first draft of the masterplan, spatialising the list of design proposals into a coherent whole. This acted as a starting point for the first round of co-design workshops, where participants were encouraged to review the list of design proposals in relation to the community vision through a range of activities.

Co-design Workshops



Presentation of the work



Locating ideas and concerns on maps of the site



Exhibition boards and break-out tables



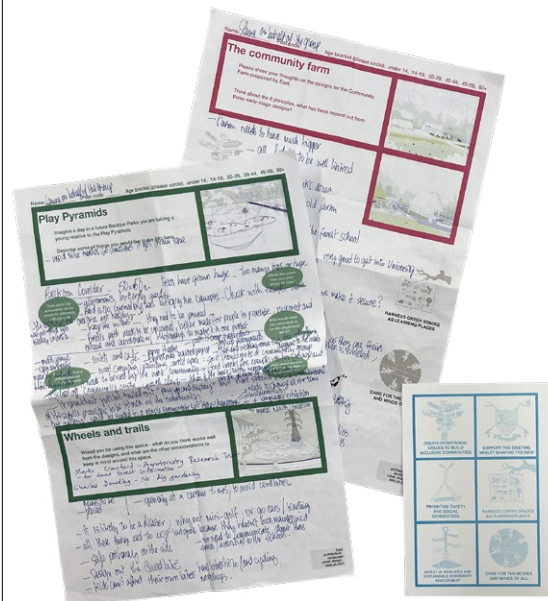
Mark-ups by the community on exhibition boards

The overall aims for these co-design sessions were as follows:

- To continue the involvement of local people in shaping the future of Beckton Parks, building on and refining the community's suggestions and ideas from the Playbook.
- Provide the next step towards the final draft of a Masterplan which the council will use when applying for funding, building business cases for the spaces, and developing the designs.
- Showcase the work that East have been doing - progressing the ideas from the Masterplan into architectural plans and early-stage designs.
- Highlight to stakeholders the realistic and honest timeline for delivery of the Masterplan.

Co-design Workshops

Co-design workshop #1 activities worksheets



Co-design workshop #1 feedback forms



Co-design workshop #1 map activity



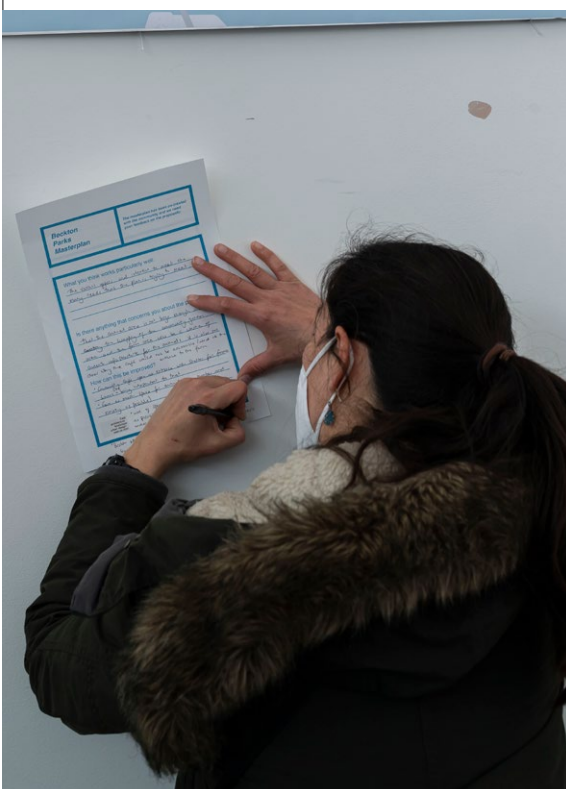
The engagement strategy combined a range of events and activities to capture a wide breadth of responses on general themes, as well as focussing on identified areas to discuss specific design proposals. The engagement methodology included the following:

- Co-design workshops and round tables
- Workshop feedback forms
- Online surveys
- Public exhibition of proposals at Beckton Globe Library Rotunda
- In-person survey dropbox

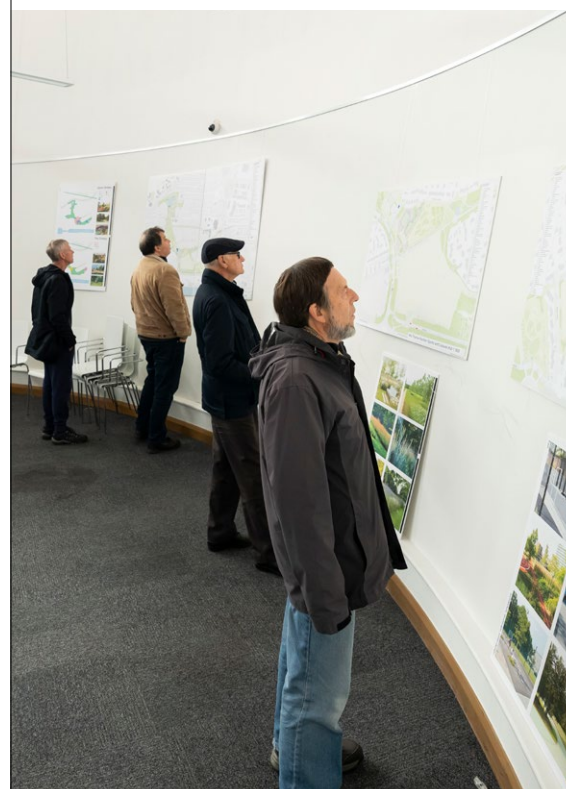
Each workshop employed a specific methodology and choice of activities for the day. Whilst feedback was captured informally by the masterplanning team, a set of forms and surveys were designed to give participants the opportunity to provide thorough feedback.

The surveys asked participants to share what they liked about the designs, what they were concerned about, and to give a priority rating for each element of the masterplan. The data from these surveys was then consolidated to measure outcomes and further inform the emerging masterplan.

Co-design workshop #2 paper survey



Co-design workshop #2 exhibition boards



Public review - Co-create online survey



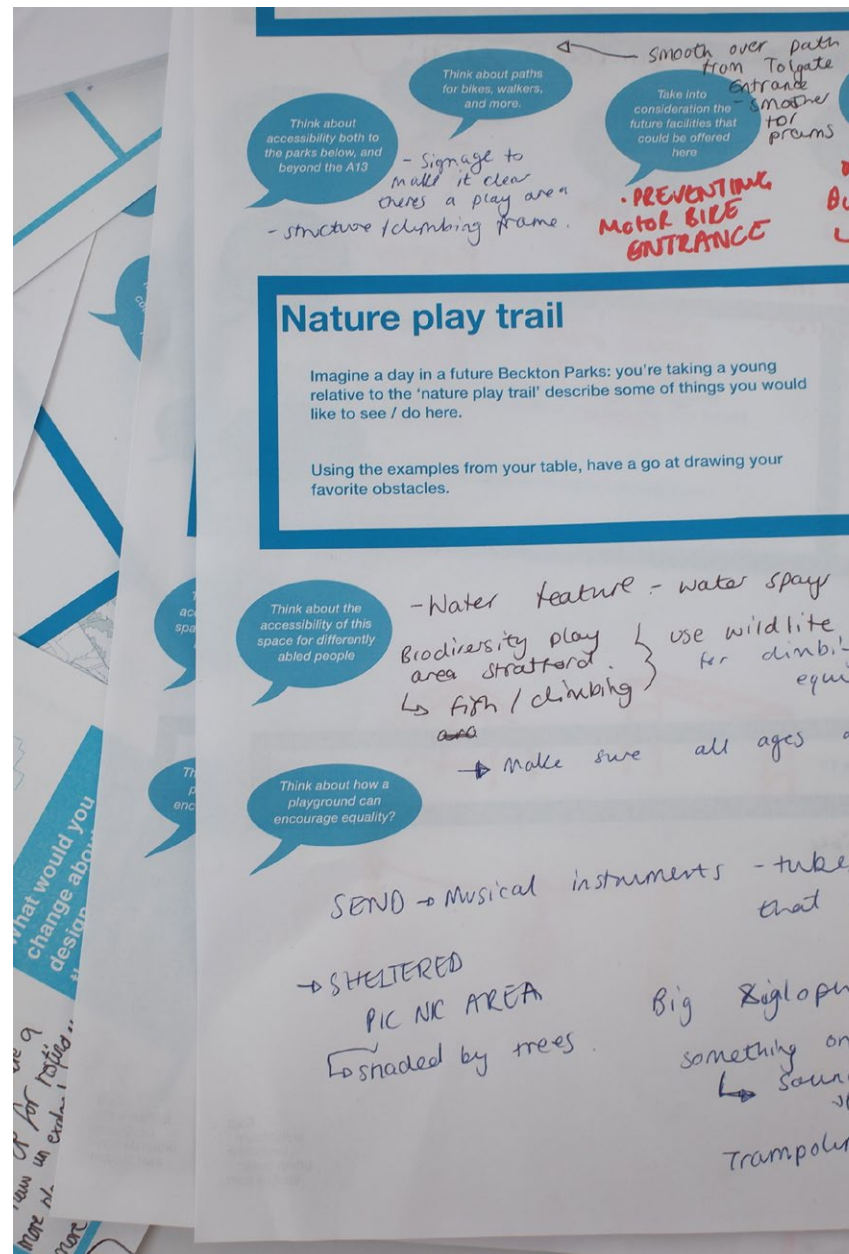
Co-design Workshop #1



Design activity tracing journeys across the park



Design mapping exercise



Worksheets provided at co-design workshop #1

At the first series of co-design workshops a first draft of the masterplan was shared with the community, inviting participants to provide feedback on the initial proposals.

The sessions began with an introductory presentation describing the process East had undertaken to develop the initial set of proposals. A series of exhibition boards showcasing the architectural plans were on display, with the masterplan team present to answer any questions. This was followed by a series of break-out tables focusing on different areas of the site, enabling participants to attend the area of most interest to them. The specific areas were as follows:

- Area 1 – The Lake and the surrounding park
- Area 2 – The Woodlands and Beckton Corridor
- Area 3 – King George V Park and the Newham City Farm site
- Area 4 – The sports fields and New Beckton Park

Worksheets were developed to gather feedback in relation to the areas listed above, prompting a range of design activities, including asking participants to imagine a day in the future Beckton Parks, as well as mapping out journeys across the park.

Feedback forms were provided at the end of the session asking for participants feedback on the emerging masterplan. Activity sheet responses were captured and analysed to develop and refine the design proposals ready for the second round of co-design workshops.

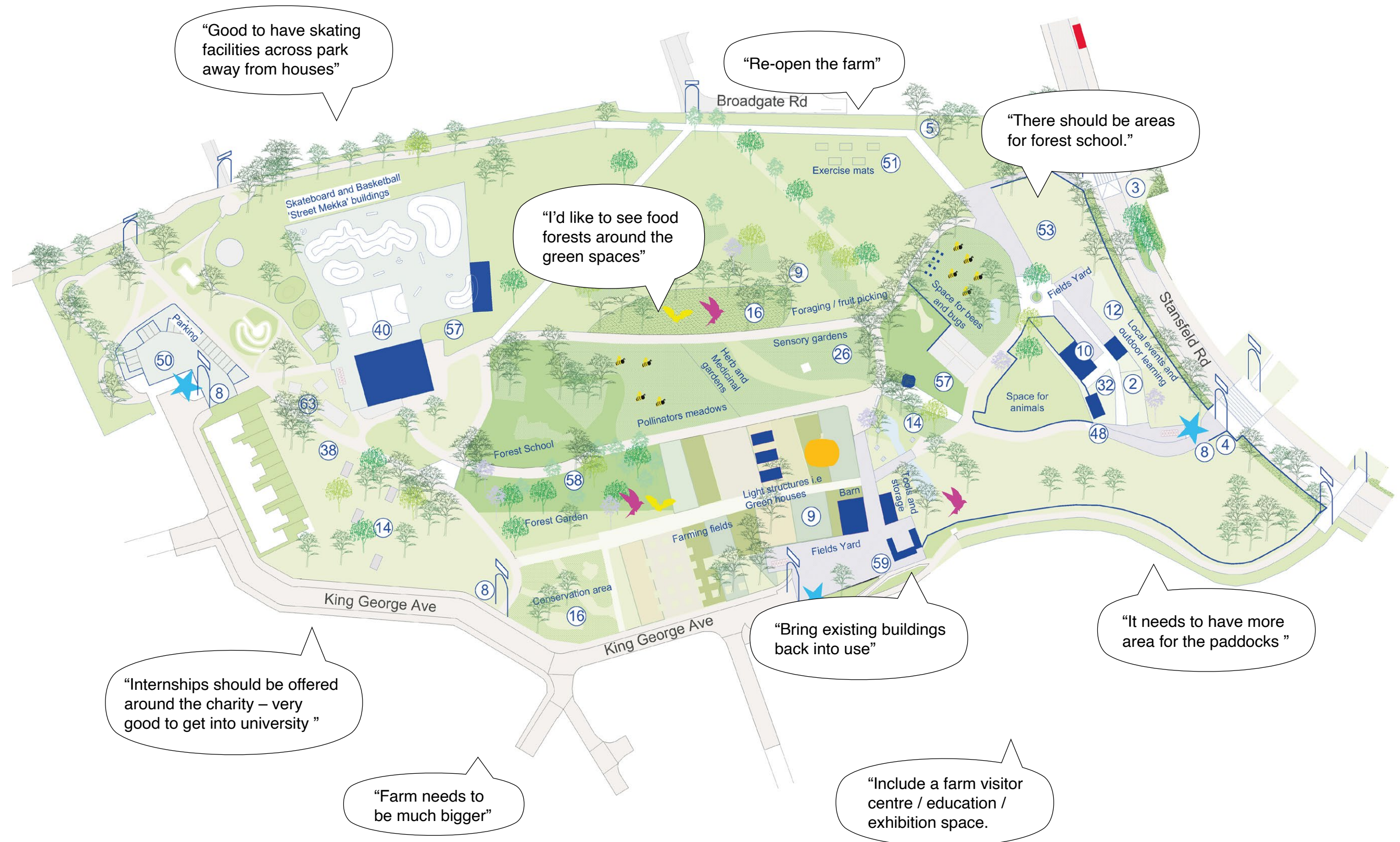
Co-design Workshop #1 : Key Findings 11/2022



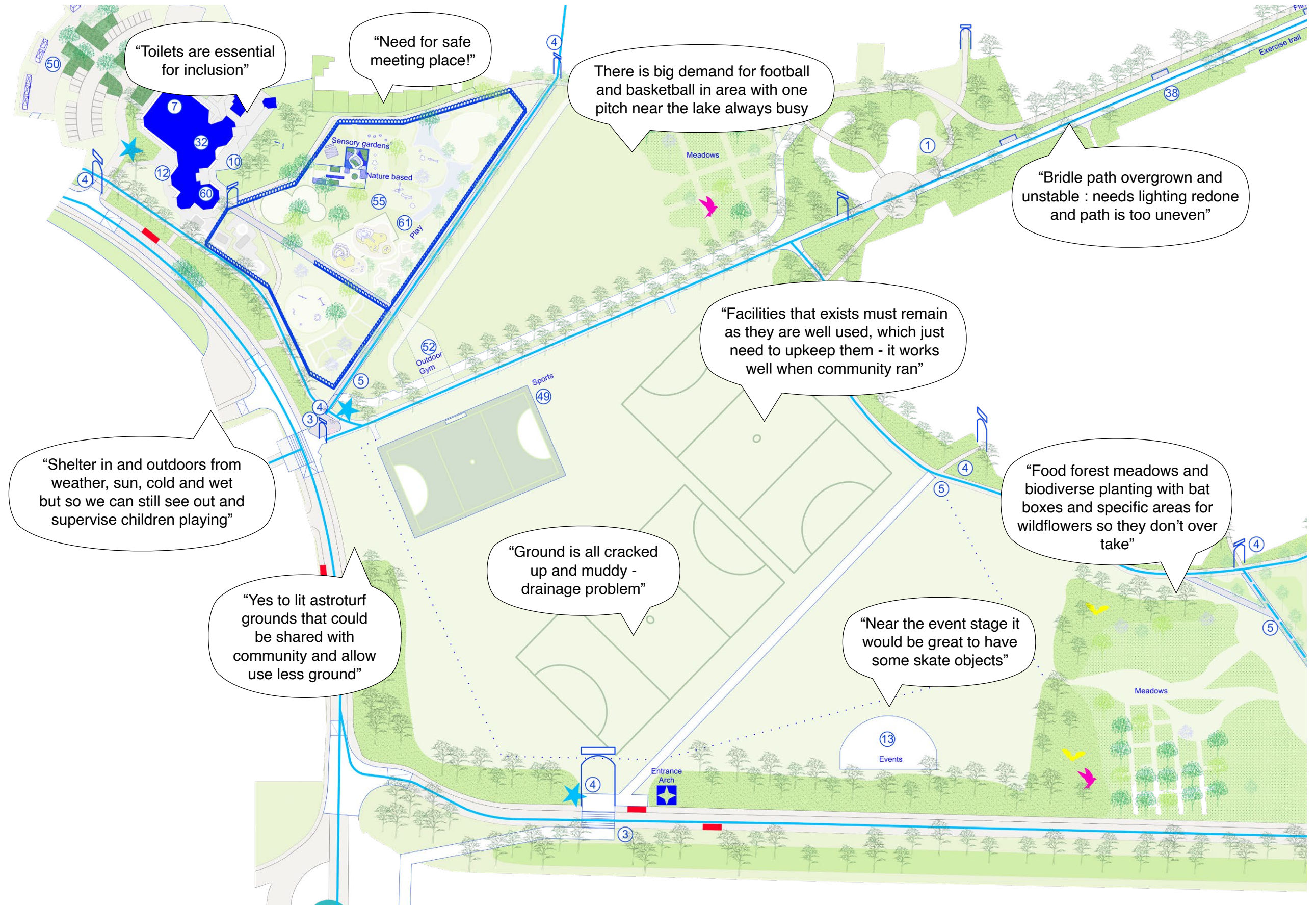
Co-design Workshop #1 : Key Findings 11/2022



Co-design Workshop #1 : Key Findings 11/2022



Co-design Workshop #1 : Key Findings 11/2022



Area 4: The sports fields and New Beckton Park

Co-design Workshop #1 : Key Findings 11/2022



Co-design Workshop #2

Following the first phase of co-design workshops, the Design Team reviewed the feedback and updated the design proposals. The second phase of co-design workshops acted as a public review of the evolved masterplan. The sessions began with an introductory presentation by Newham Mayor Rokhsana Fiaz and Councillor Asser, Deputy Mayor and Cabinet Lead for Environment and Sustainable Transport.

The workshop followed a similar format to the first, with a series of exhibition boards showcasing the developed architectural plans, alongside design strategies for the entire site. Alongside this there were four separate tables focusing on specific areas of the site, building on the interest displayed at the first round of workshops. These areas were as follows:

- Area 1 – Ecological Lake and Inclusive Play Park
- Area 2 – Community Farm, Green Skills Hub and Skate Gardens
- Area 3 – Will Thorne Pavilion Sports and Leisure Hub
- Area 4 – New Beckton Park

These areas were attended by members of the masterplan, participants were encouraged to add post-it notes to the architectural plans, providing feedback on specific design elements.

Alongside this in-person surveys captured peoples feedback, asking participants to prioritise a range of design proposals from 1 (low priority) to 5 (high) priority, to understand which areas people felt were most important.

After the event, the exhibition boards were left on display to the public for a further two weeks, with feedback forms and a drop-off postbox for those who were unable to attend the event. This was supported further by an online survey. Please see the following pages for the results of these surveys.



Mayor Fiaz discussing the proposals with community members



Discussion around the updated drawings

Name: _____
 Postcode / ward: _____
 Age bracket: under 14 / 14-19 / 20-29 / 30-44 / 45-59 / 60+
 Email: _____
 Would you like to be contacted about the future of this project: Y / N
Already being contacted

What would you prioritise?
 1 = Low priority
 5 = High priority

Ecological lake with opportunities for swimming 1 2 3 4 5

Improved crossings, entrances and paths with benches and lighting 1 2 3 4 5

Large playground with SEND provision and cafe/toilets 1 2 3 4 5

Improved woodland with more paths and benches 1 2 3 4 5

Skate Hub 1 2 3 4 5

Will Thorne Pavillion with cafe, community hall and toilets 1 2 3 4 5

Improved tennis 1 2 3 4 5

Community Farm and Green Skills Hub 1 2 3 4 5

Improved sports facilities including outdoor gym and all weather pitch 1 2 3 4 5

Event space 1 2 3 4 5

Forest garden 1 2 3 4 5

Improved Stansfeld Road with raised tables, tree planting and raingardens 1 2 3 4 5

Improved biodiversity and focus on green skills, food growing and forest schools 1 2 3 4 5

Feedback forms provided at co-design workshop #2

Co-design Workshop #2 : Key Findings 03/2023



Co-design Workshop #2 : Key Findings 03/2023



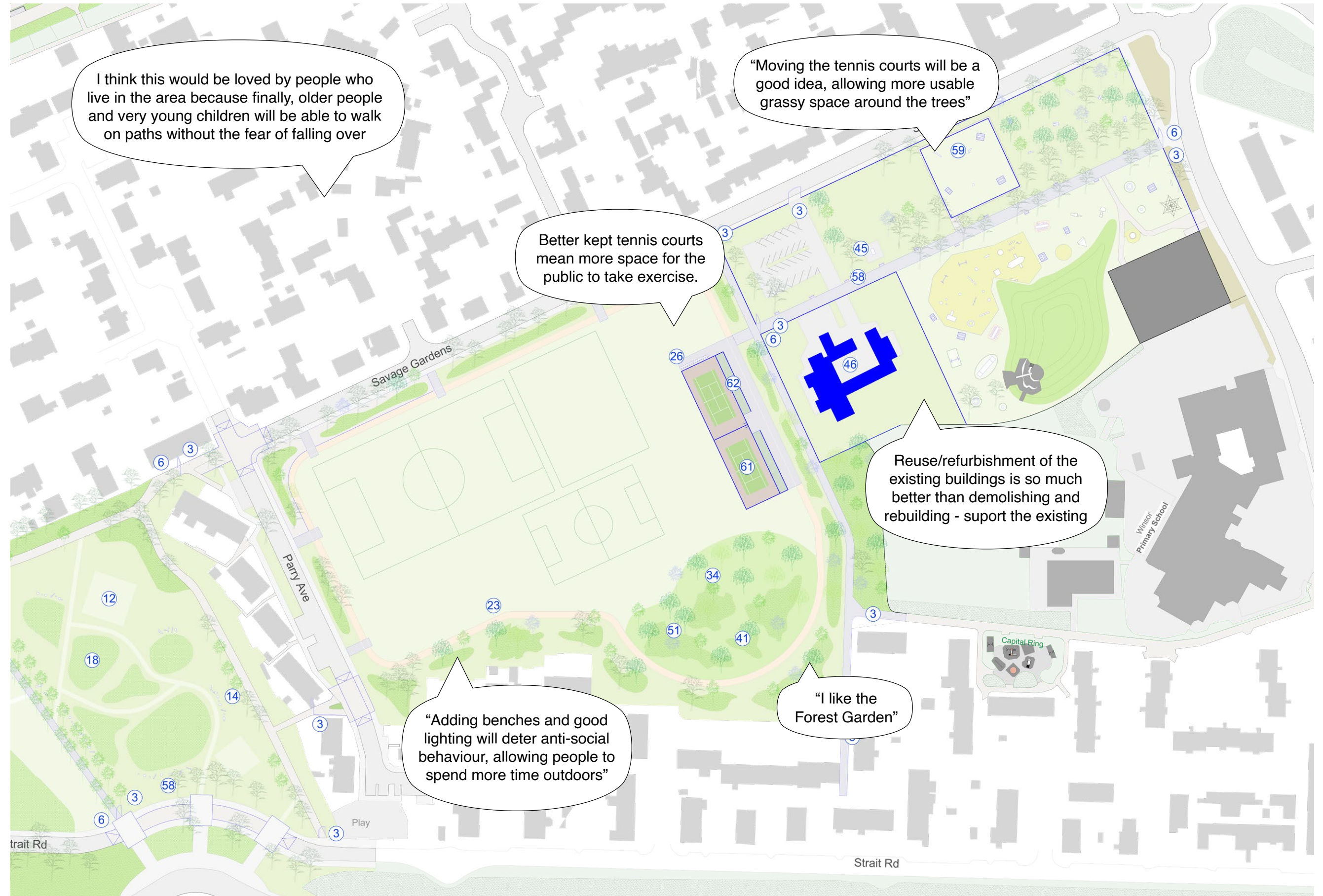
Co-design Workshop #2 : Key Findings 03/2023



Co-design Workshop #2 : Key Findings 03/2023



Co-design Workshop #2 : Key Findings 03/2023



Co-design Workshop #2 Survey Outcomes



At the second series of co-design workshops, survey forms were used to gather both qualitative and quantitative data. Participants were asked to give a priority rating for each element of the masterplan.

The questions were structured around both Design Strategies and Design Elements, to gain feedback on both the broader masterplan and specific design interventions.

Design Strategy questions focused on the following strategies:

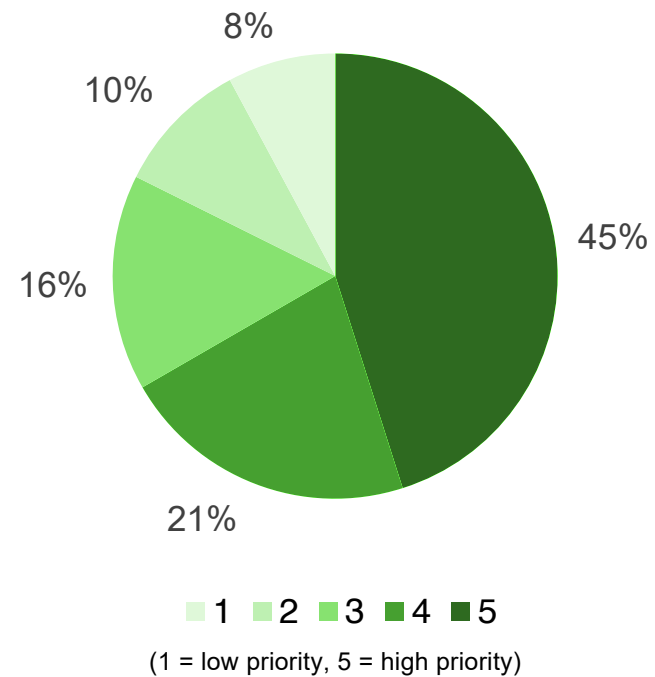
- Green Infrastructure
- Key Connections
- Routes
- Sports
- Play

Design Element questions focused on the following areas:

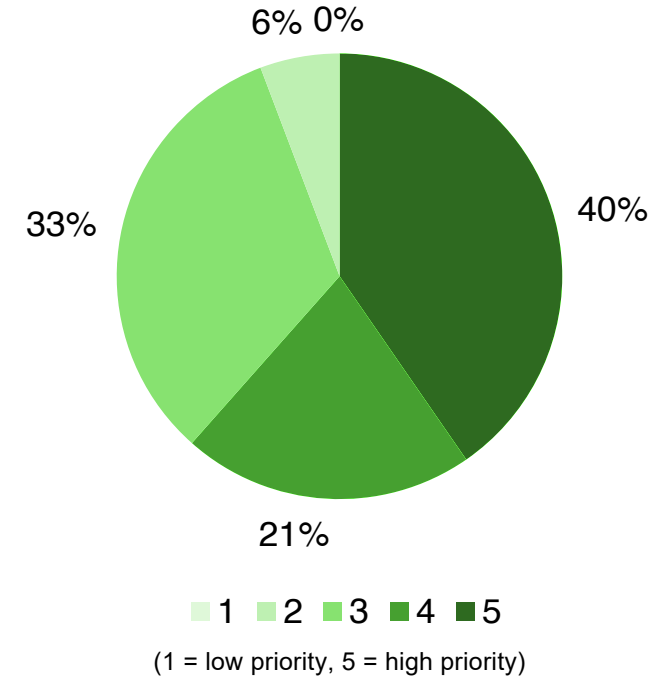
- Inclusive Play Park
- Ecological Lake
- Community Farm and Green Skills Hub
- Skate Hub
- Will Thorne Pavilion
- Events Space

Design Strategy Question Outcomes

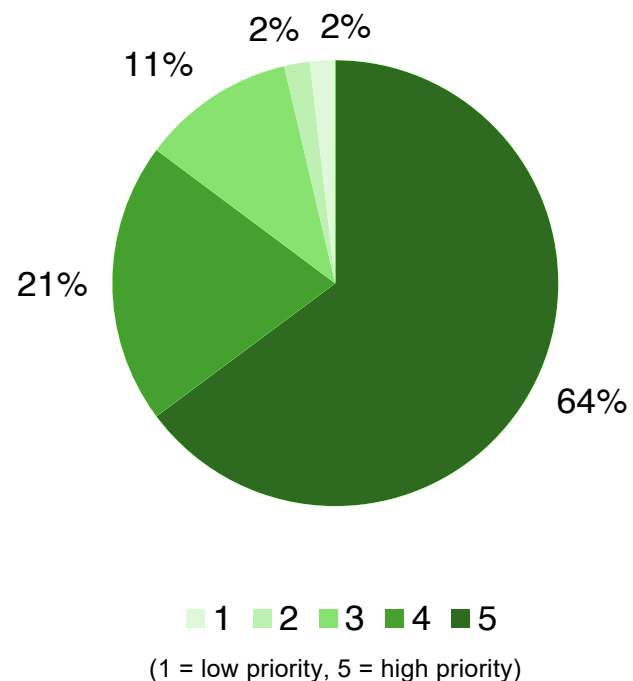
Q1: How important is it to improve biodiversity and focus on green skills, food growing and forest schools?



Q3: How important is it to improve sport facilities, including outdoor gym and all-weather pitch?



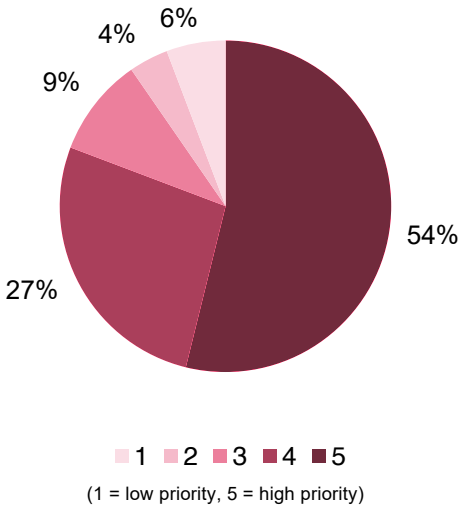
Q2: How important is it to improve crossings, entrances and paths with benches and lighting?



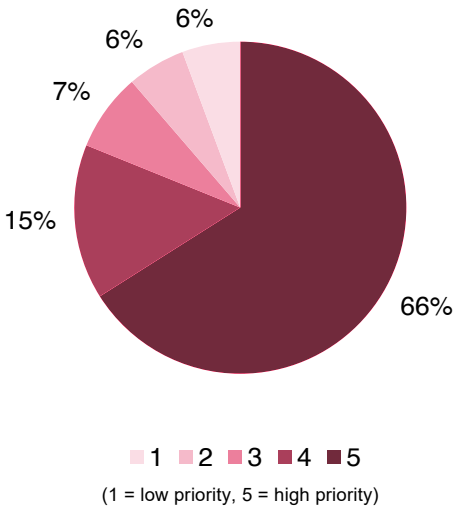
To understand this data set we have plotted how many people from a pool of 57 ranked the priority of each question from 1 (low priority) to 5 (high priority). This is displayed as percentages in the pie charts.

Design Element Question Outcomes

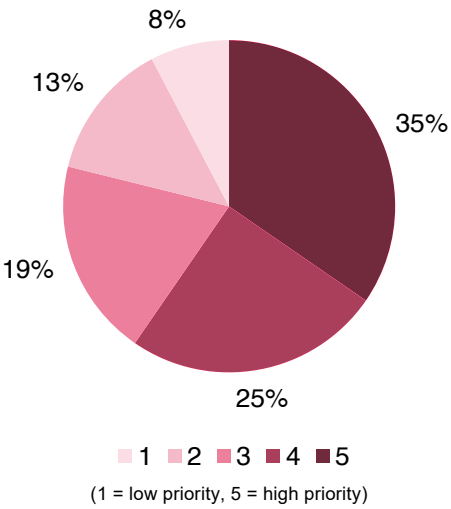
Q4: How important is it to have a large playground with SEND provision and café/toilets?



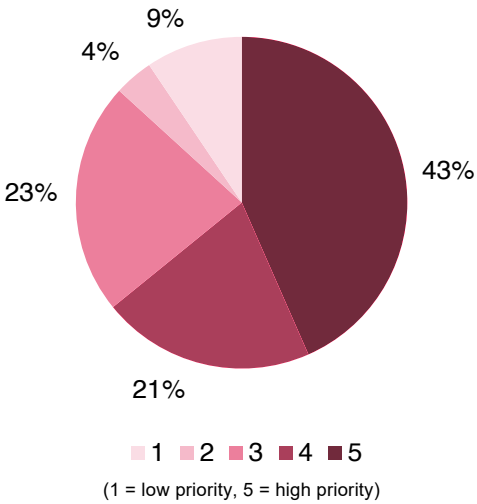
Q7: How important is it to provide a Community Farm and Green Skills Hub?



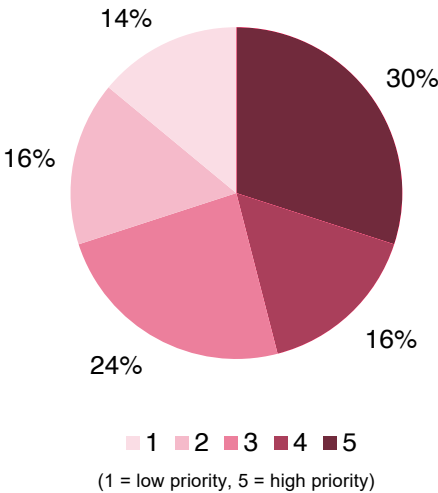
Q10: How important is it to provide facilities for events?



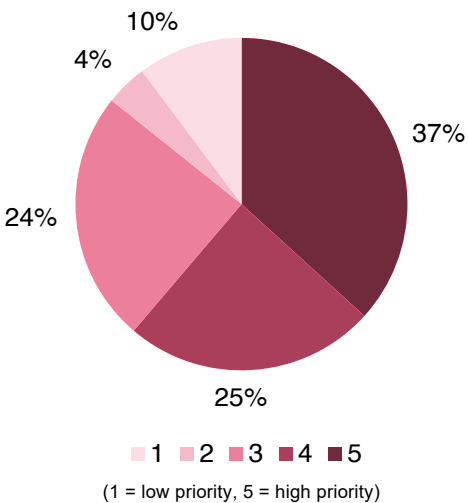
Q5: How important is it to improve the ecology of the lake?



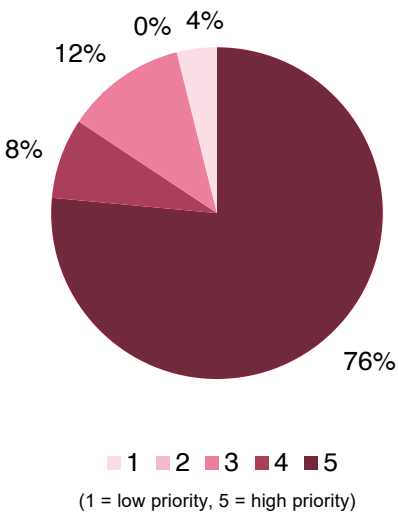
Q8: How important is it to provide a Skate Hub?



Q6: How important is it to improve Stansfeld Road with raised tables, tree planting and rain gardens?



Q9: How important is it to improve the Will Thorne Pavillion with café, community hall and toilets?



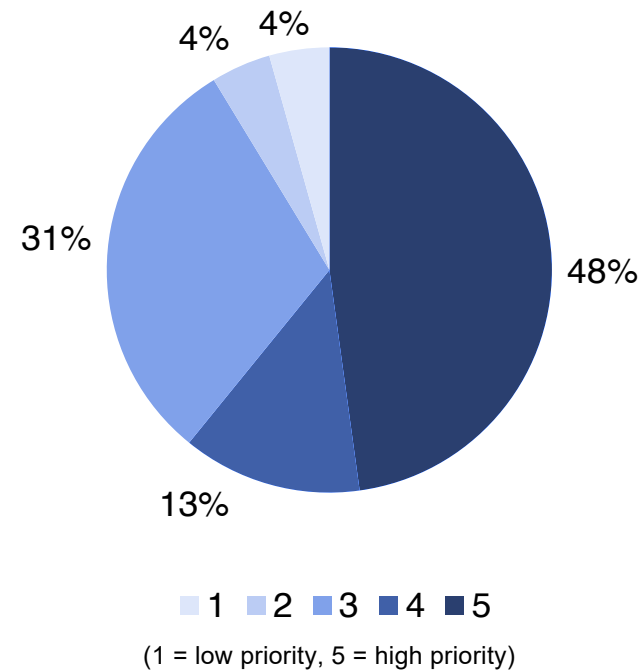
Top 3 Design Element questions with a score of 5 (high priority) from a pool of 57 people:

Q9: Will Thorne Pavillion	76%
Q7: Community Farm	66%
Q4: Inclusive Play Park	54%

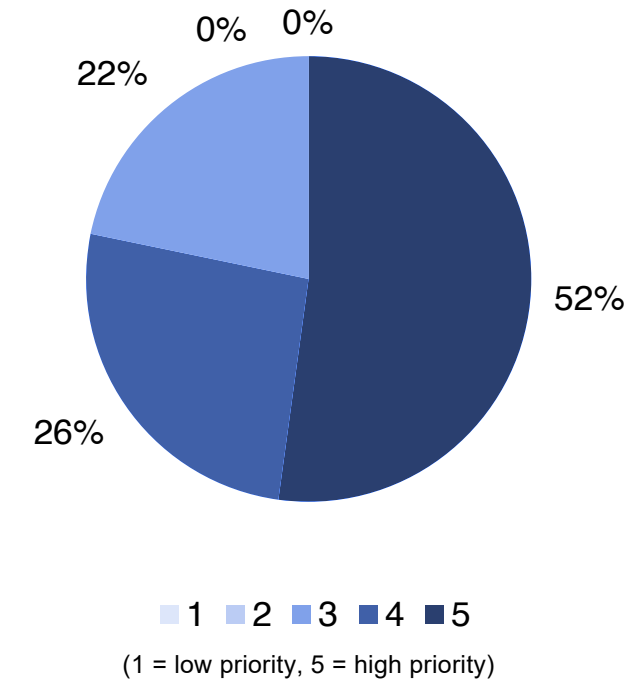
To understand this data set we have plotted how many people from a pool of 57 ranked the priority of each question from 1 (low priority) to 5 (high priority). This is displayed as percentages in the pie charts.

Online Survey Outcomes

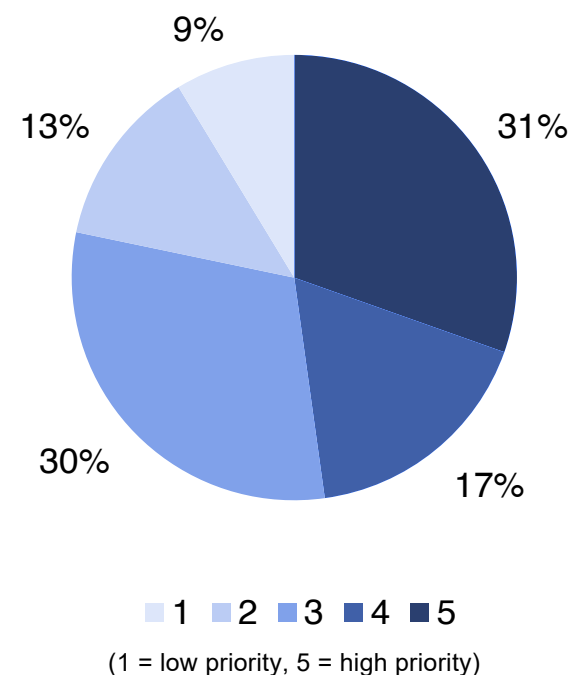
OQ1: How important is it to improve the play facilities across the park with accessible play and SEND provision?



OQ3: How well do you feel the designs of the masterplan align with the six principles from the community vision?



OQ2: How important is it to provide open air swimming opportunities?



Alongside the questions asked within the in-person surveys, the online survey had three additional questions. These were included to gain additional insight relating to participant responses from co-design session #2, particularly around the offer of swimming in the lake.

As these questions were not included on the in-person survey, we have treated this as a separate data set. We used the same approach to understand this data, plotting how many people from a pool of 23 ranked the priority of each question from 1 (low priority) to 5 (high priority). This is displayed as percentages in the pie charts.

Beckton Parks Masterplan Concluding Designs

The following designs take into account all feedback obtained through the co-design process and mark the end of this phase of design.



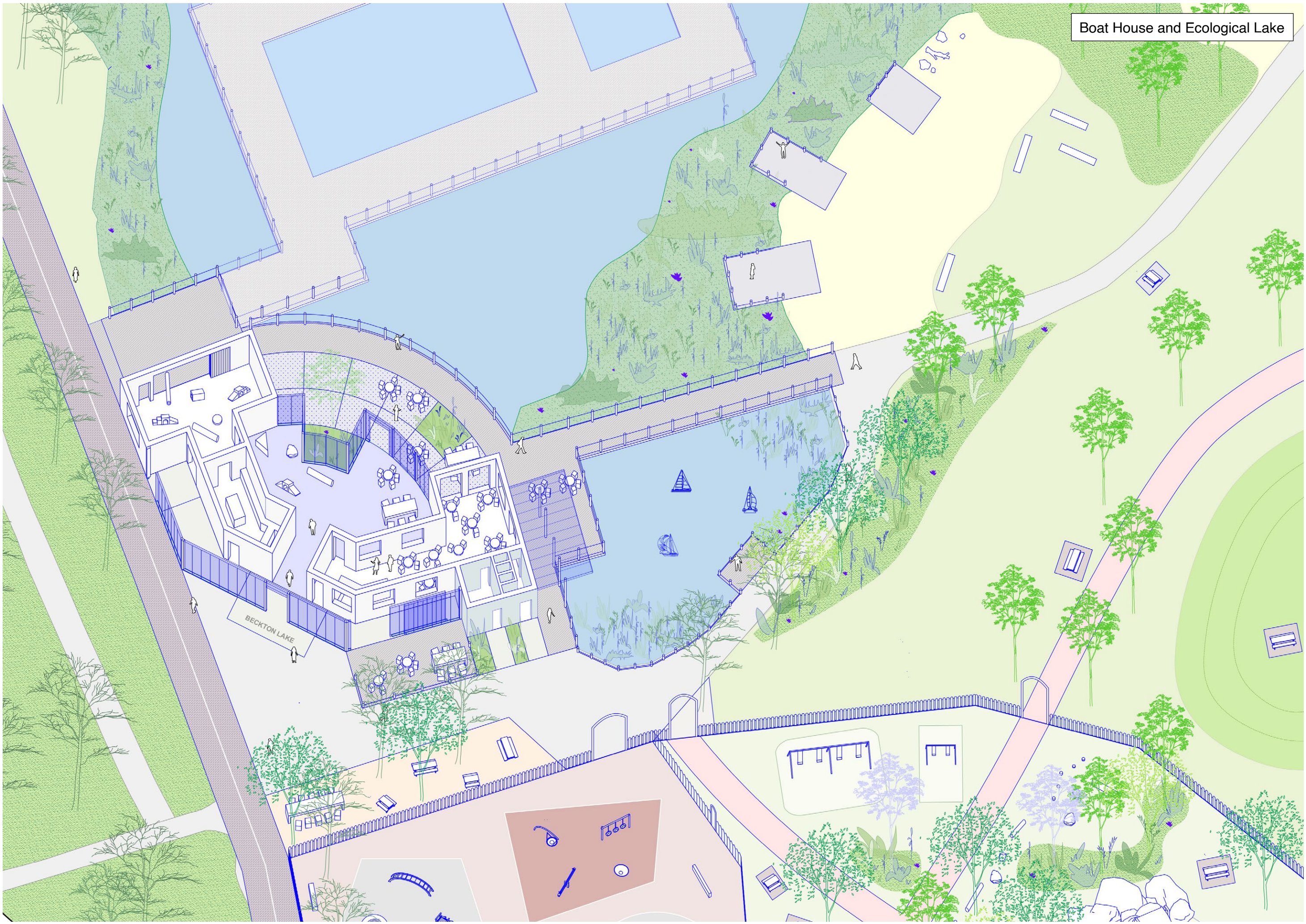
Illustrative Map of Beckton Parks

Ecological Lake & Inclusive Play Park



Interventions

1. New footbridge crossing over A13 to connect with greenway and new north-south pedestrian cycle route.
2. New footbridge over lake with observation deck into new reed bed habitats.
3. Reed bed planting to create deep ecological 'soft' edge to improve the biodiversity of flora and fauna whilst creating a barrier for people seeking to access the lake.
4. New cycle and pedestrian route to connect park spaces along a north-south spine running down Stansfeld Road to Royal Albert DLR from the proposed cycle and footbridge.
5. OPTIONAL: Central floating lido containing swimming within a small area of the lake without disturbing the wildlife.
6. Cleaning up of shrubbery and opening-up of the 'beach' area to the public, access to water restricted by ecological edge.
7. Open space for picnics and sunbathing with accessible picnic benches along path edge.
8. Lakehouse building refurbished with community cafe, outdoor terrace, indoor play space and fully accessible/inclusive public toilets.
9. Large inclusive playground with range of play equipment including SEND (special educational needs and disability) provision, enclosed by a perimeter fence providing a safe space for children to have fun, explore and learn.
10. Under 5's play and SEND play equipment.
11. Water based play with large slides and climbing opportunities.
12. Sports based play, existing MUGA (multi-use games area) improved and extended with informal ball courts and stage.
13. Calm nature based play with SEND focus, sheltered by a ring of trees.
14. Sensory nature based play area.
15. Adventurous play equipment for older children.
16. Existing generator refurbished as playful way finding opportunity.
17. Raised tables and zebra crossings at key points along Tollgate Road to connect the green spaces to enable and encourage access.
18. Improved entrance with zebra crossing, integrated gates, wayfinding, lighting and cycle parking.
19. Painted signage across existing railings along Tollgate Road.



Boat House and Ecological Lake

Boat House and Ecological Lake



The Woodlands



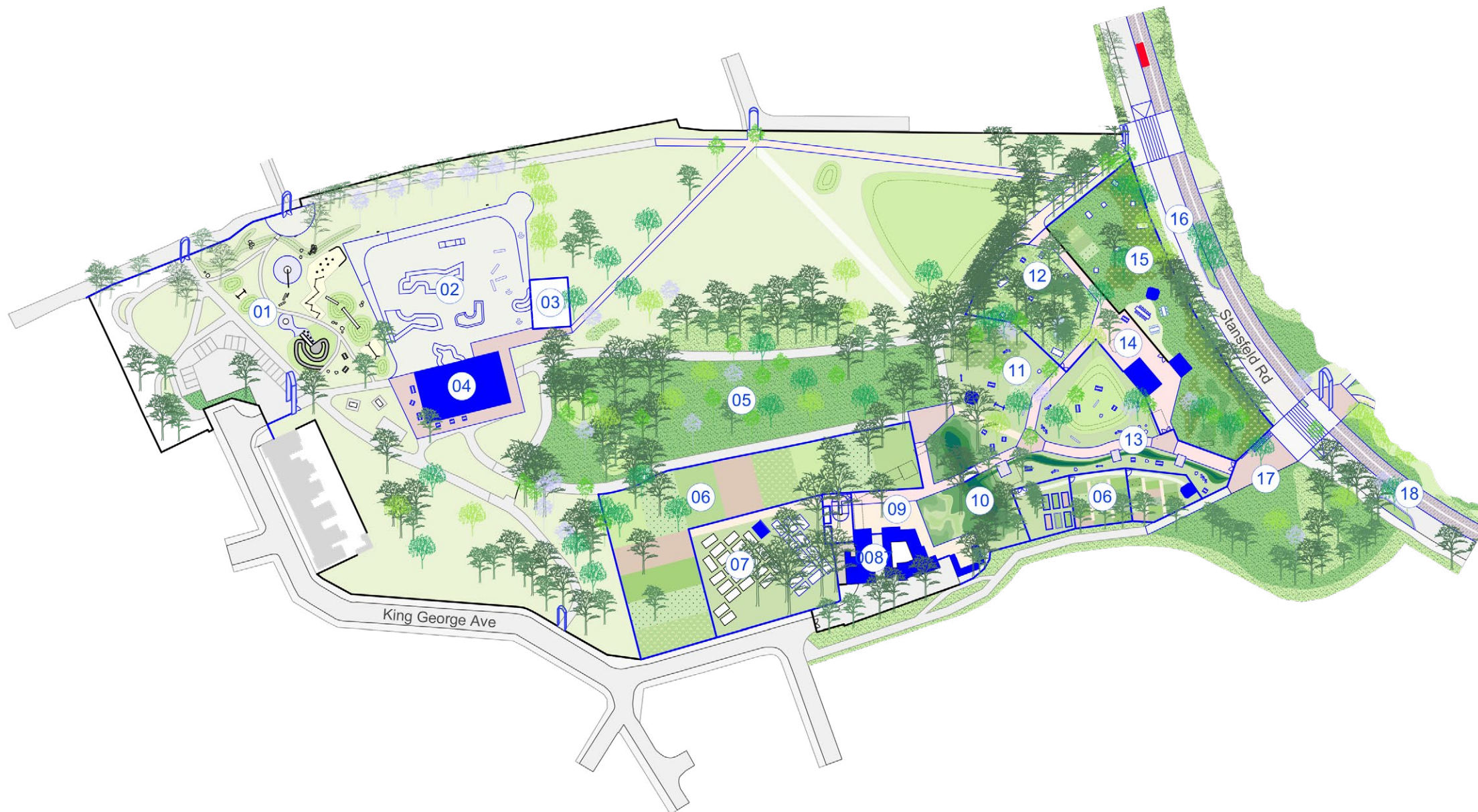
Interventions

1. Natural play trail connecting the play and green spaces across the park, from Beckton Park DLR to the new inclusive playground.
2. Woodland management including cleaning up of shrubbery and opening-up of clearing to eliminate dense undercover ground planting to open-up long vistas throughout.
3. Traffic calming build-outs with rain gardens and tree planting, helping with rainwater surface runoff and air pollution.
4. New cycle and pedestrian route to connect park spaces along a north-south spine running down Stansfeld Road to Royal Albert DLR from the proposed cycle and footbridge.
5. New accessible pathway with seating and low level lighting to minimise nature disturbance.
6. Nature based play for younger children.
7. Raised tables and zebra crossings at key points to connect the green spaces to enable and encourage access, transforming Stansfeld Road into a road which sits within the park rather than a road which divides the park.
8. A series of meandering paths to encourage wandering and discovery.
9. Generous dog park with agility trail, seating and planting.
10. Improved entrance with zebra crossing, integrated gates, wayfinding, lighting and cycle parking.
11. Seasonal meadow planting.
12. Existing car park retained for use by Will Thorne Pavillion.
13. Sustainable draingae systems and swales.



Woodlands

Community Farm with Green Skills Hub & Skate Hub



Interventions

1. Improved adventure playground.
2. Existing area of tarmac transformed into new area for skateboarding, wheel sports and parkour. To include bumps, bowls and objects for both experienced and new users, attracting a wide range of community members to the space.
3. Construction of new indoor-outdoor structure to include provision for skating, rollerblading, climbing, bouldering and more.
4. Existing visitor centre retrofitted into indoor-outdoor skate facility, including youth space provision and fully accessible/inclusive toilets.
5. Existing overgrown paddocks re-established as parkland.
6. Space for animals and farming.
7. Community Market Garden allotment plots expanded to increase community food growing offer.
8. Existing buildings, large barn and toilet block, retained as a base for the management of the Community Farm and Green Skills Hub.
9. Demolition of structurally unsound stable structures and creation of a large open space to be utilised by community farm / green skills hub offer.
10. Existing pond regenerated and naturalised with linear swale collecting surface run-off from Stansfeld Road, providing water for the site.
11. Existing concrete area naturalised and combined with central grass mound to create parkland with SEND (special educational needs and disability) play and picnic area.
12. Beehives and orchard.
13. New accessible public pathway through the Community Farm and Green Skills Hub, creating a new connection between the woodlands and King George V Park.
14. Existing structures retained to provide opportunities for forest schools and outdoor learning within a contained, lockable area.
15. Layered forest food garden and outdoor learning area.
16. Raised tables and zebra crossings at key points to connect the green spaces to enable and encourage access, transforming Stansfeld Rd into a road which sits within the park rather than a road which divides the park.
17. Improved entrance with zebra crossing, integrated gates, wayfinding, lighting and cycle parking.
18. Traffic calming build-outs with rain gardens and tree planting, helping with rainwater surface run-off and air pollution.







Community Farm with Green Skills Hub



Skate Hub

Will Thorne Pavillion Sports & Lesiure Hub



Interventions

1. Natural play trail connecting the play and green spaces across the park, from Beckton Park DLR to the new inclusive playground.
2. Improved public realm around Will Thorne Pavillion.
3. Seating area including large group benches.
4. Sports based play for younger children.
5. Informal open ball court, MUGA (multi-use games area) edges socialised with sports-based play opportunities, stages and seating.
6. 5g floodlit football pitch.
7. Cricket nets.
8. Exercise area with callisthenic equipment.
9. Dense undercover planting and tree planting around ballcourts to avoid create traditional cage-like MUGAs.
10. Meadows and food forest garden.
11. Formal back court with stage, seating areas and mirrored wall providing opportunities for dance.
12. Loose bound gravel running track.
13. Small ramps and objects for bicycle, scooters, rollerblading and skateboarding.
14. Bouldering including climbing opportunities for children.
15. Accessible pathway with seating, exercise mats and lighting.
16. Outdoor gym extending existing bridle path to create callisthenic exercise opportunities, supported by fixed outdoor gym equipment for all age ranges.
17. Enhanced bridle path.
18. New entrance mat with level crossing, integrated gates for vehicular access, wayfinding, lighting and cycle parking.
19. New hard surfaced area providing space for market stalls with power supply, supported by new entrance from Stansfeld Road with vehicular access.
20. Enhanced football pitches.
21. New cycle and pedestrian route to connect park spaces along a north-south spine running down Stansfeld Road to Royal Albert DLR from the proposed footbridge.
22. New accessible pathway with seating and lighting to connect to Royal Albert DLR.
23. Improved entrance with zebra crossing, integrated gates for large vehicular access, wayfinding, lighting and cycle parking.
24. Landscaped events space for small scale community events, with vehicular access, power supply and the potential for stage and seating.
25. Large open area designated for use for large scale events in the future, supported by the creation of the new vehicular entrances on Stansfeld Road and on Strait Road.
26. Allotments with key holder access.
27. Beckton Corridor improved as segregated pedestrian cycle route with exercise mats, seating, wayfinding, lighting and CCTV.
28. 5k Park Run Route.



Will Thorne Pavilion Sports & Leisure Hub

Andrewes Gardens

Stansfeld Rd

Will Thorne Pavilion Sports & Leisure Hub





Beckton Park Market & Events Space

New Beckton Park



Interventions

1. Beckton Meadows established with seasonal planting, mown paths and natural play.
2. New accessible pathway with seating and lighting to connect to Beckton Park DLR.
3. Natural play trail connecting the play and green spaces across the park, from Beckton Park DLR to the new inclusive playground.
4. Raised table and level crossings to create better access to Beckton Park DLR.
5. Open air gathering space.
6. Improved connection between Beckton Park and Savage Gardens, including raised tables, footway widening, entrance gates, lighting and wayfinding.
7. Enhanced football pitches.
8. Informal gravel path creating a route across the park around the football pitches.
9. Existing running track widened and upgraded to hard surface.
10. Informal sports based play for younger children.
11. Flood lit tennis courts, relocated due to existing poor condition and positioning amongst trees.
12. Cricket nets.
13. Realignment and upgrading of existing path to create an accessible route with clear sight lines and lighting.
14. Stroud Pavilion refurbished - future use to be explored.
15. Existing play enhanced and enlarged with varied equipment, including SEND (special educational needs and disability) provision.
16. Dog park in existing tennis court footprint with agility trail, seating and planting.
17. Arboretum.
18. Park edge realigned to create accessible route and clear sight lines, with new entrance gate, wayfinding and lighting.
19. Opening up of the existing entrance between the two sides of the Park to the public.





Enhanced Orchard & Running Track

Next Steps



East are now working to finalise the masterplan report. This involves costing all elements of the proposed masterplan and making recommendations for implementation based on a combination of findings from this report and the cost plan. Once concluded, Newham Officers will present this at cabinet for approval. Once approved, the masterplan will be published and available to the public.

Implementation of the Beckton Parks Masterplan will happen through a sequence of phased projects delivered over the coming years. Community engagement will continue to shape the design and delivery of these projects.