Terrace Town 2016 – Pam's very general notes

Super broad concepts

- We do collect data, do analysis, define problems, and work on solutions (think about a scientist).
- Some of that data is about the population (size, age, family size, etc.), environment, etc. Often times we look how things change – benchmarks.
- We think about the future and learn from the past
- Think of how things impact each other – connectedness – interrelationships
- We want to include, protect, preserve, conserve, increase choice, improve health, and create great places.
- We think about places and use design to improve them or solve problems. Is a place somewhere you want to be? Does it feel safe? Can everyone get there?
- Have you ever been on a farm? What does a farm have to do with us here in [name of City or Village]?

Concepts

1. Planning versus architecture = how cities function vs. how buildings function
2. Building – parcel – city – region - +
3. Images and scale: blueprint (building), site plan (a block), map (a city or bigger)
4. Land use (residential, commercial, utilities, public, etc.)
5. Transportation – various modes and their impacts. Streets can be many things (cars, buses, bikes, people only all the time or just sometimes).
6. Sustainability – think of how resources are used including land
7. Meeting special needs – example of Dane county park with wheelchair accessible fishing piers
8. Special places – dog park, dream parks, nature trails, capital…have kids list more. Tell them that their answer cannot be a store, water park or restaurant. Ideally we should work toward making more special places. Examples of features that make things special – view, nature, special use, public art, public space (use photos of local parks, beautiful views, public art, public places like libraries and schools, sidewalks/bike paths/nature trails).

Exercises

1. Guessing game – orthophoto included – good for site plan and land use concepts
2. Guessing game of my favorite places in Dane County (try to do this during slide presentations)
3. Guessing game of places located in the school district – how would you describe these places (also via slides, concept of "sense of place")
4. Map/place/scale: School district, Madison, Dane, Wisconsin, United States (can come with introduction of where I work)
5. Solve a problem – Examples: Why can't some kids ride their bike to school?; cars are driving too fast on a residential street; one Grandpa couldn't take his kids fishing. Think of a problem in your neighborhood or at your school.
6. What's this? – cell tower, solar panel, rain garden, traffic circle

Visual aides/tools

1. Photos of favorite places (poster or presentation)
2. Orthophoto of school district (poster sized for wall)
3. Orthophotos manipulated with GIS
4. Copy of local plans (City, Village or town) for that area
5. Copy of Dane County Comprehensive Plan
6. Copy of Dane County Parks & Open Space Plan

VISITS – these are some of the questions I have asked kids during my visits.

First visit, Introduction to me and Planning
Q: What does an architect do? Thinks of use of a building, the needs of the people using it, thinks of how it will work, etc. They think of how they want the building to look and feel.

Planners do the same but for much bigger places. Instead of one building we think of neighborhoods, towns, cities, etc. We think of the current and future needs and how we want to make places feel.

What are some of your favorite places? Mine are my neighborhood park, my boys' school, dog parks, downtown capital square, Vilas zoo….Others are downtown Chicago, my Uncle's Farm, Milwaukee Art Museum, …

What do you think happens when a place grows, when there are more people living in a place?

Where will people live, how will the get around, where will the housing be? When a city grows and develops what is it replacing? Trees, animal habitat, agriculture. How is it effecting the environment? How will the new development be used? How will people get there? How will it effect it's neighbors?

We can also solve problems, meet special needs:

When you work on your city, you may have to solve some problems, and think of particular needs.

Think of needs now and into the future, for people and places.

So, as you work on your cities I will help you think about these things and also talk about architecture. Architects will provide the best help with design. How we design and build our buildings is very important.

Take – big orthophoto. Little orthos of school, and maybe power point slides of green buildings and land uses.