

CODE

SCHOOL

With design codes being the hot topic of 2021 we are hosting a series of training events for practitioners on the coding process and components

Code School comprises the following three modules -

- 1/ An introduction to Design Codes & Guides**
- 2/ Preparing & using Design Codes**
- 3/ Components of good Codes & Guides**

Each module will be packed with explanatory talks, case studies, exercises and Q&A discussions

**Expert speakers include -
URBED, Greater Cambridge Shared Planning Service, Public Practice, WSP + others tbc**

Register your interest to reserve a place

from
£50 per session

Urban
Design
London

CODE SCHOOL

Starts
after
Easter

Contact

Event Enquiries
info@urbandesignlondon.com
Information
www.urbandesignlondon.com

Code School comprises three modules -

Module 1 - An introduction to Design Codes & Guides

Design Codes & Guides Explained

Explaining what the tools are and what you can expect them to achieve for your area

Codes, Guides & Communities

The importance and role of communities in delivering well designed and beautiful places

Design Processes

Looking at what needs to happen before, during and after Codes and Guides are written and who is responsible for what

Design Policies

How best to draft planning policies that embed good use of Codes and Guides

Module 2 - Producing & using Design Codes & Guides

Design at Different Scales

How to work up site, local and area wide Codes and Guides

Character Appraisals

How to understand your area and use this information to create Codes and Guides

Producing, Procuring & Partnering Codes

Looking at who might work on Codes and how local authorities can procure them

Assessing Code Compliance

How to tell if a code is being applied correctly and what to do when it is not

Evaluating Code Success

How to set up monitoring systems to tell if your Codes have met your objectives

Codes & Planning Permissions – Looking Ahead

How Codes work with both automatic and express planning permission

Module 3 - Components of good Codes & Guides

Fundamentals for Creating Local Identity

How to consider existing context, and set requirements for an area's future identity, sense of place and character as created through its buildings, materials, detailing, wayfinding and the structure of the area.

Streets, Movement & Parking

Setting requirements for different movement facilities and connections for different modes, street typologies and their various design specifications and how parking bin spaces and serving should be accommodated

Landscape Design & Nature

Setting down objectives and requirements for green infrastructure, water management, flood risk and biodiversity. Looking at how to consider networks and different types and uses of public spaces

Use, Activity & Supporting Community Life

Explaining how to ensure efficient land use, mix of activities, community facilities and vitality including explaining requirements for housing types and tenures

Built Form, Layouts & Blocks

Including requirements for different building forms, how to consider height, ways to set area densities, explain important building lines and how elements fit together to form blocks and layouts

Buildings

Explaining what gives buildings identity, how to set out what they should look like, required space standards and how buildings should perform in the long term, their resource efficiency and how they should visually fit with their surroundings