

Entrance doors

Entrances must be simple, elegant and contemporary and focus on natural and hard-wearing finishes.

Door finishes should be painted, natural timber or metal. The material chosen for the front door is an important consideration, as it is something we come close to and touch, not just look at.

Where they are used, porches, canopies and surrounding glazing must be thoughtfully integrated within the surrounding architectural treatment.

The location and design of entrance features and doors must be composed as part of the street design. Consistent door designs can be a key part of the identity of groups of homes.

Entrances must be safe and feel well overlooked. They should be visible from the street and have natural surveillance either from windows within the home itself, windows from homes nearby, or both.

Windows composed in the street. The Avenue, Saffron Walden
Pollard Thomas Edwards

Pollard Thomas Edwards



Building design and elevations

Frontages

Building frontages must address with entrances and/or significant openings onto all the public spaces they face.

Prominent side elevations are as important as the main entrance frontage.

Form

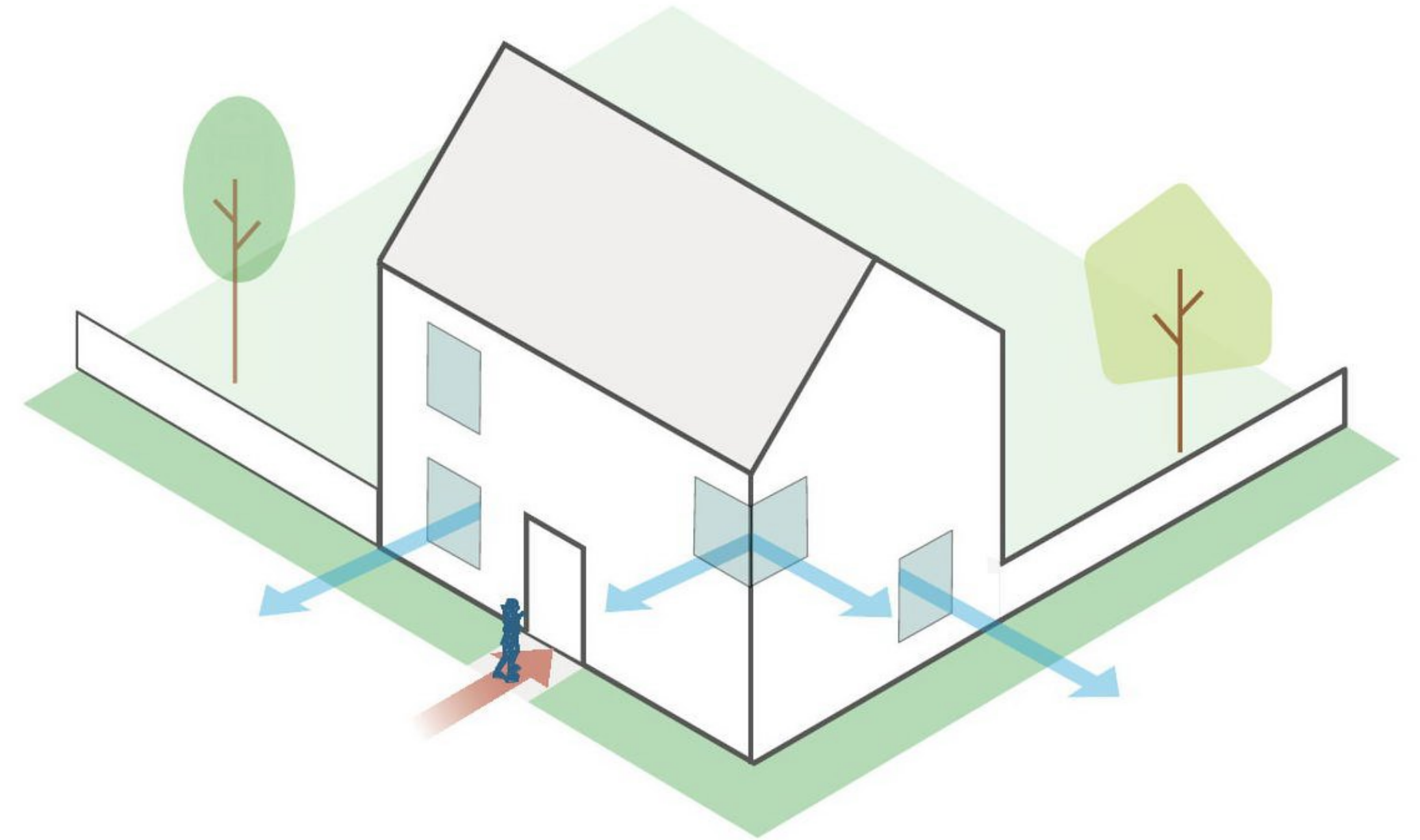
Building form should contribute to both the sense of identity of the individual home, and how it belongs in the street.

The roofscape of buildings and building groups must be considered as part of the urban design and character.

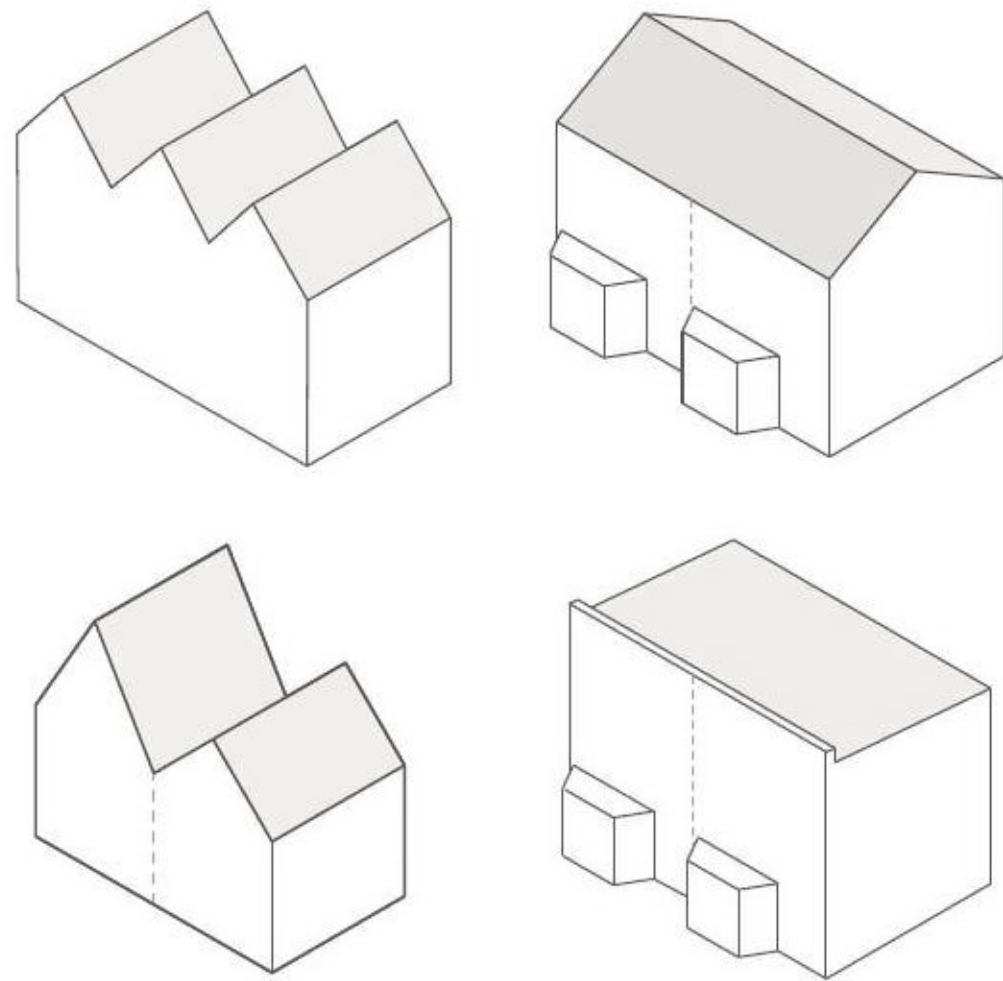
Varied roof forms, building modelling and bays should be used to break down larger footprint buildings to identify homes and integrate apartment buildings into streets of houses.

Roof drainage must be considered at the planning stage to avoid unsightly and contorted flashing details and intrusive untidy rainwater goods.

Further guidance on how buildings are required to come together in groups can be found in the [Built Form](#) section of the Code.



Activate façades on key locations and engage with the public realm on all sides to help provide natural surveillance



Terraced houses with variation, end terraced dwellings and roof scape



Corner window can be used to activate two elevations



Corner buildings must engage with both street frontages



Apartment building depth broken down into 2 gables. Prominent side elevations are as important as the main frontage

Character Areas

The Design Code includes three Character Areas.

- 1. The Village**
A lower density area of agricultural inspired buildings, including the local centre.
- 2. The Gateway**
An ordered network of urban inspired mid-rise terraced houses, mews homes, and apartments.
- 3. Parkside**
Semi-formal villas overlooking parkland edges, with mews and terraced homes behind.

Each Character Area includes special material, spatial, architectural and density characteristics to create sense of place.

These special characteristics work alongside the sitewide requirements of the Design Code, which apply in all Character Areas. The illustrations in this guidance are generated from the framework masterplan. They are intended to help design teams to understand and respond to the specific requirements and challenges of the different parts of the development, and how coding can be applied to create unique neighbourhoods.

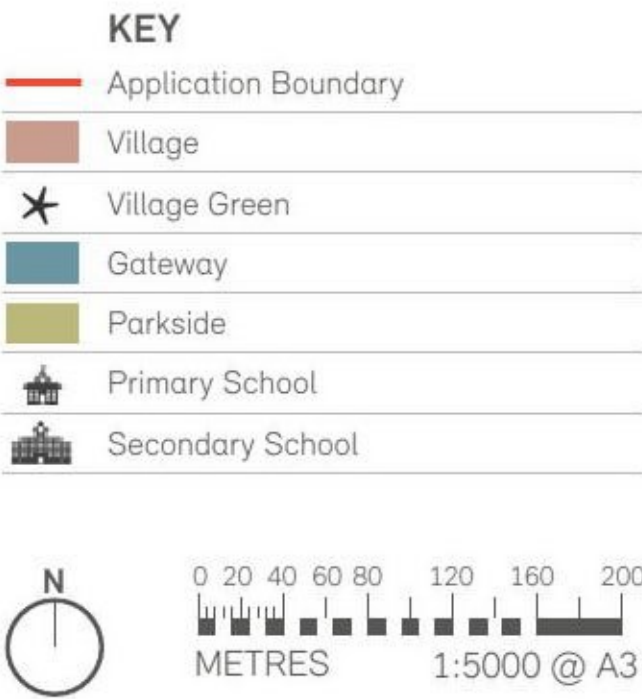
The three Character Areas must be incorporated as part of delivering harmonious variety and distinctive neighbourhoods.

The key characteristics set out for each Character Area should be followed.

Where character areas join, along the main infrastructure routes, transitions between character areas should be gradual. To enable this, the heights parameters of buildings lining the main routes allow for both sides of these streets to be 3+ storeys.



Three character areas are proposed: The Village, The Gateway, and Parkside



1. The Village - Contemporary building inspired by agricultural precedents, Perham, Taunton **Brandon Architects**



2. The Gateway - Knights Park **Pollard Thomas Edwards and Alison Brooks Architects**



3. Parkside - Rythm of gables overlooking green frontage, Mosaics (Barton Park), Oxford **Pollard Thomas Edwards**

The Village

The Village Character Area is a low-mid density area of agricultural and rural inspired buildings. It includes most of the local centre.

The Village is located on the south side of the development where it joins onto the northern edge of Cherry Hinton. It must be a good neighbour, connecting with the local community using low-rise homes and gardens to create secure back-to-back relationships with existing residential gardens. Design teams must undertake detailed early analysis of existing properties to identify any potential overlooking amenity issues.

The Village Character Area will form the bulk of the mixed-use local centre, alongside two residential neighbourhoods; East Village and West Village. The edges of these neighbourhoods are defined by the surrounding infrastructure of streets and green spaces.

Reflecting the lower density and agricultural character, The Village should generally feel loose and informal, transitioning to some formality along its northern boundary where it lines the south side of the Primary Street.

The scale of the Village is largely up to 2 storeys, with taller buildings only permitted in the area of the local centre and along the primary street boundaries. Where this additional height is available, it should celebrate significant points within the streetscape, as a tool to help generate focal points, and as a transition to higher density homes in the neighbouring character areas.

East Village

East Village is a network of informal residential lanes bounded by Teversham Drift, East Park, Primary Street and The Village Green. It is crossed by The Ridgeway (a car free route) and includes two neighbourhood parks and an area of allotments.

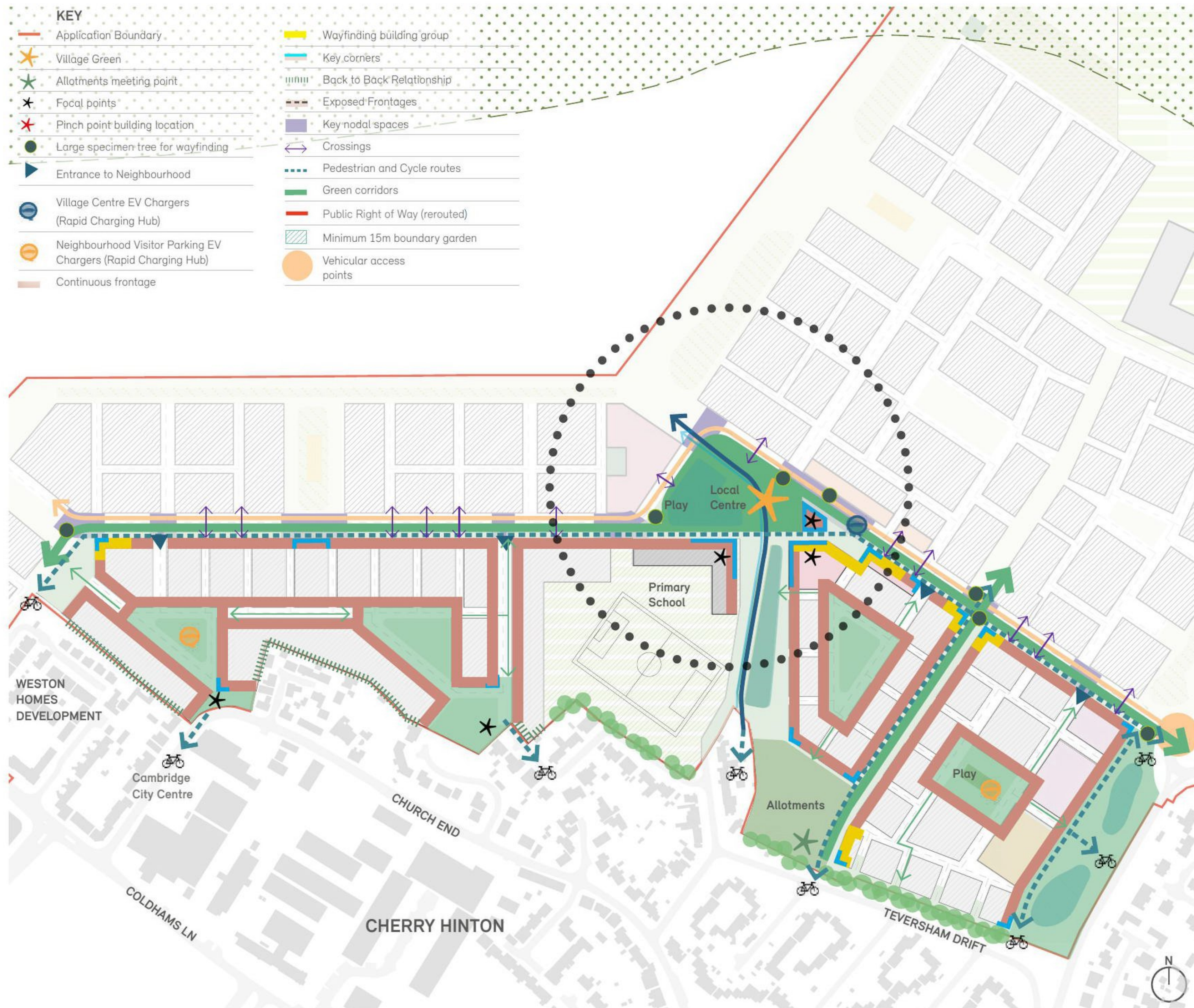
Noise risks to homes and amenity spaces from Cherry Hinton Road must be carefully considered.

West Village

West Village lies to the West of the primary school. Rear gardens of new homes must back on to and enclose the school playing fields boundary.

In contrast to East Village, West Village is potentially more formal, or semi-formal. It will be a low-rise residential area of streets and avenues, bounded to the north by the primary street, and to the south by the rear gardens of existing homes off Church End and recent development at Kings Meadow.

At its heart are two areas of linked green spaces, with frequent connections to the Primary Street. Well landscaped and overlooked walking and non-dedicated cycle links must be established to the south of the Village via modal filters, to connect to the existing street network.



The Village framework

Design Code, 25 May 2022

Built form and layout

Buildings in The Village should reflect rural building forms; barns, cottages, and other agricultural working buildings.

Roofs should typically be steeply pitched and work with building footprints to create simple, legible, building volumes.

Where different building footprints are combined, the forms and roofs should be composed to create a cluster of distinct but related rural structures.

Materials

Material use should reflect the increased use of accent and rural materials within the site wide palette, such as the use of painted boarding. Patterned brickwork should be used to add texture and variation.

As important as the materials themselves, is the care in which they are used. The rural and agricultural buildings that inspire The Village are refined but also practical and unfussy structures.

Openings

Openings should reflect the tradition of agricultural structures and generally be large and simple.

As well as the size of openings themselves, this can be helped by the thoughtful use of carefully detailed cladding, shutters, shading and canopies.

Creating secure boundaries

Designs must maintain secure perimeter block principles combining frontages and high quality boundary treatments.

To maintain a softened, rural and agricultural feel, threshold boundaries must be traditional estate rail fences, hedges or informal natural planting. Exposed rear garden boundaries must be walls or hedges. Hedges must be planted in front of walls or good quality timber fences to ensure a secure boundary.

The building line can vary in a composed way with typically up to +/- 2m variation. This variation is to allow for smaller, more rural, groupings to be formed. Variation can be increased in key locations e.g. to help create pinch points. Suggested locations for these are identified on the framework plan.



Added height and a simple brick gable capture the corner of a street The Avenue, Saffron Walden **Pollard Thomas Edwards**



Gable fronted homes with decorative brickwork, Abode **Proctor and Matthews**



Threshold combining hedges and estate rail fencing The Avenue, Saffron Walden **Pollard Thomas Edwards**



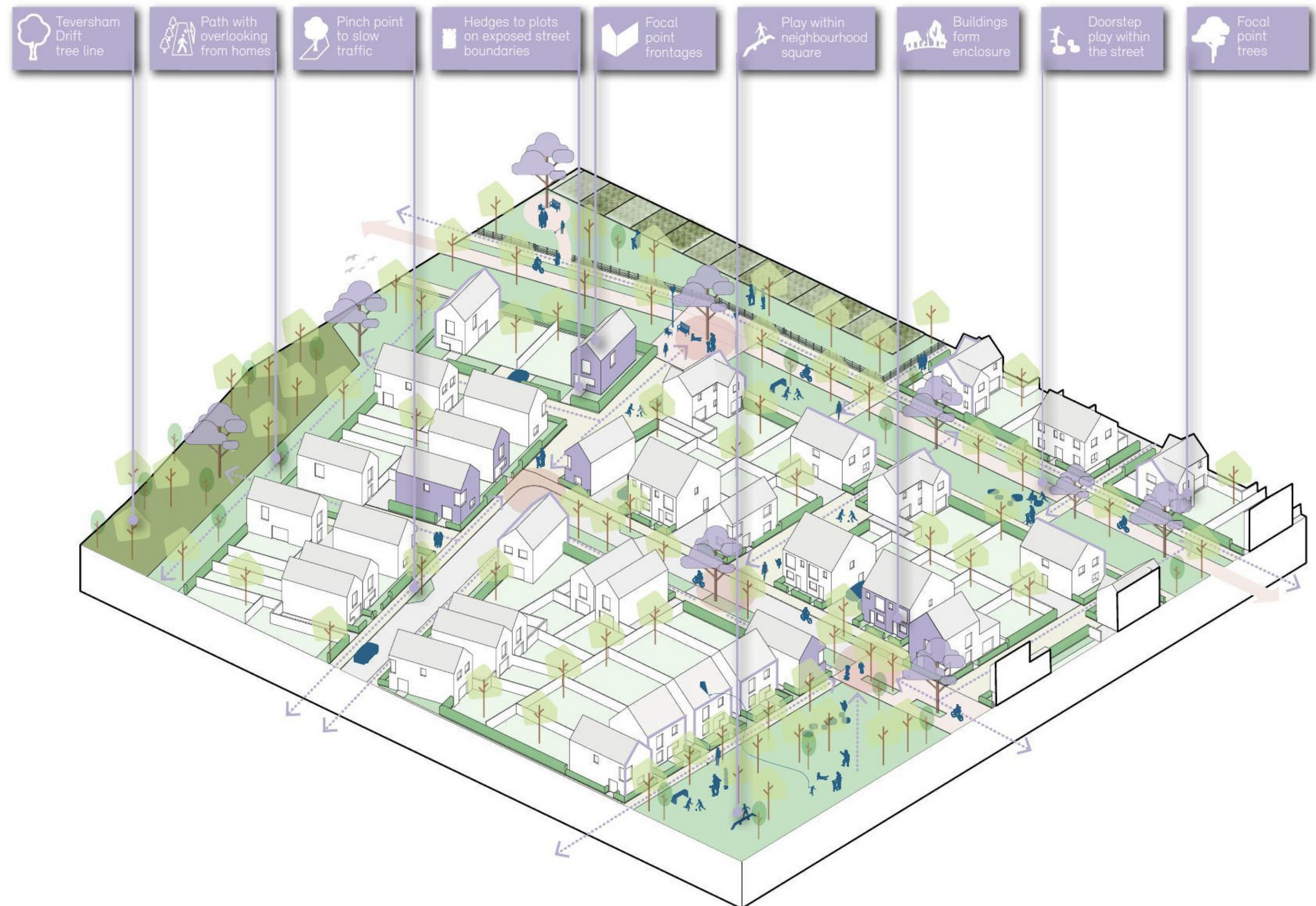
Car free overlooked by homes and surrounded by walls and hedges, Abode **Proctor and Matthews**



Contemporary building inspired by agricultural precedents, Perham, Taunton **Brandon Architects**

This diagram illustrates how an example area of The Village character area can be developed following the principles set out within the Code.

- Individual low-rise buildings are arranged together with hedge-lined lanes to form enclosure
- Clusters of buildings with focal point frontages are arranged at junctions
- Trees are positioned as focal points at the end of lanes.



Local Centre

Market Square

The Market Square is a multi-use space framed by flexible community, retail, and mixed use residential uses. Together with the Village Green and primary school it creates the Local Centre, the most significant group of buildings and spaces within the development.

The co-location of these different uses within a small area, helping them to support one another, coupled with their high visibility on the primary street to encourage footfall, is intentional.

When balancing priorities, the placemaking, social, and economic functions of the Local Centre are vital. A place-led design approach should be followed to prioritise its function by mitigating vehicle movement and reducing design speeds through e.g. changing surface treatments and emphasising a unified surface.

Building Design

The Market Square must be lined with special buildings and mixed-use frontages to create a family of agricultural and rural inspired structures that give an architectural and social focus to the development.

Reflecting the Village character area requirements, this family of buildings should be inspired by agricultural precedents e.g. contrasts of texture, varied building heights, aisled frontages with wide openings, and distinctive silhouettes.

The community building must be a distinctive structure, located at a prominent focal point to act as a highly memorable building. It should be designed in the round and address both the Market Square and Village Green – acting as a hinge between the two spaces.

At least 250m² of flexible community space must be provided.

At least 500m² of flexible retail space must be provided with its primary frontage facing the Market Square.

All buildings that front onto the Market Square should provide flexible-use active frontages on the ground floor. This is to help ensure the square is a focus of activity.

Market Square surface

The Market Square must have a unified surface treatment, extending to meet all the surrounding frontages and incorporating both the carriageway of the primary street and cycle routes.

Demarcation of space will be required. Emphasis should be placed on the use of varying texture and low kerbs.

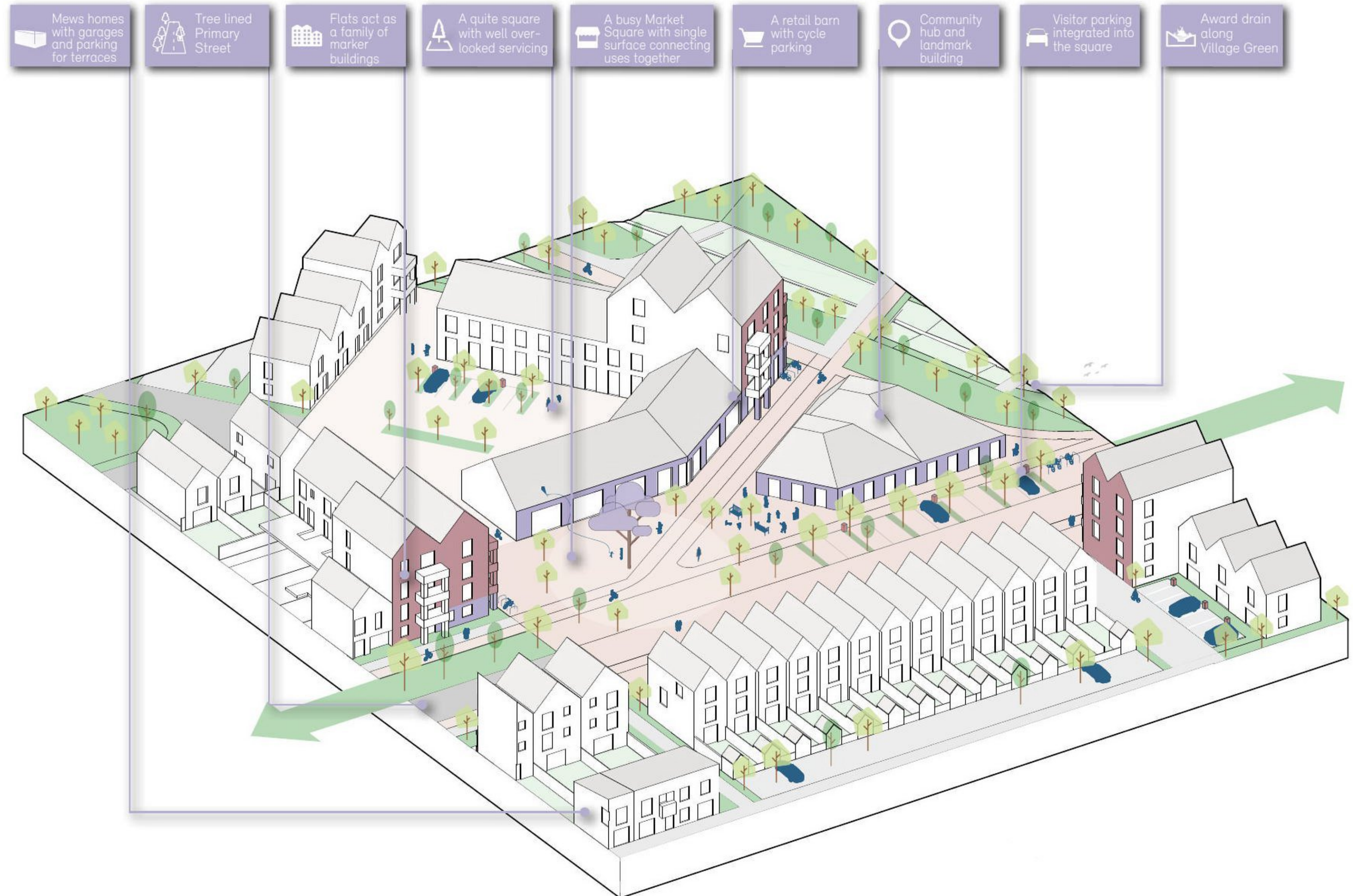
The Market Square must be capable of hosting pop-up uses and provide spill out space for surrounding non-residential buildings. Frontages should generally be pulled back at least 7m from the carriageway.

Parking

The square should include a small amount of visitor parking, intended to act as an EV-charging hub, alongside convenient cycle, e-cycle and e-scooter parking.

Visitor and staff car parking provision should be minimised. Any parking spaces located within the market square must be shared by all market square users.

For further details of car and cycle parking provision refer to the [Movement](#) section of the Code.



The Market Square, illustrating how design principles can be combined

Village Green

Where the Market Square provides a largely hard landscape with a focus for shopping and community events, the Village Green must provide a focus for play, natural space and SuDS landscape.

The Village Green incorporates the award drain and SuDS attenuation.

The Village Green must include formal play. Principle play structures should reflect the Village Character Area and can act as a focal point.

For further details of the design for the Village Green refer to the [Public Spaces](#) section of the Code.

The Primary School

The primary school must be given a green, natural, and play focussed setting by the Village Green. The school forms an important frontage onto the green and the entrance should be located near to the play space, and be given prominence to act a focal point.

The Primary School should follow the Village character area. As a large footprint building, its roofscape should be broken down into smaller elements inspired by agricultural buildings.

Staff parking and servicing for the primary school must be located away from the village green frontage and be hidden behind the building line.

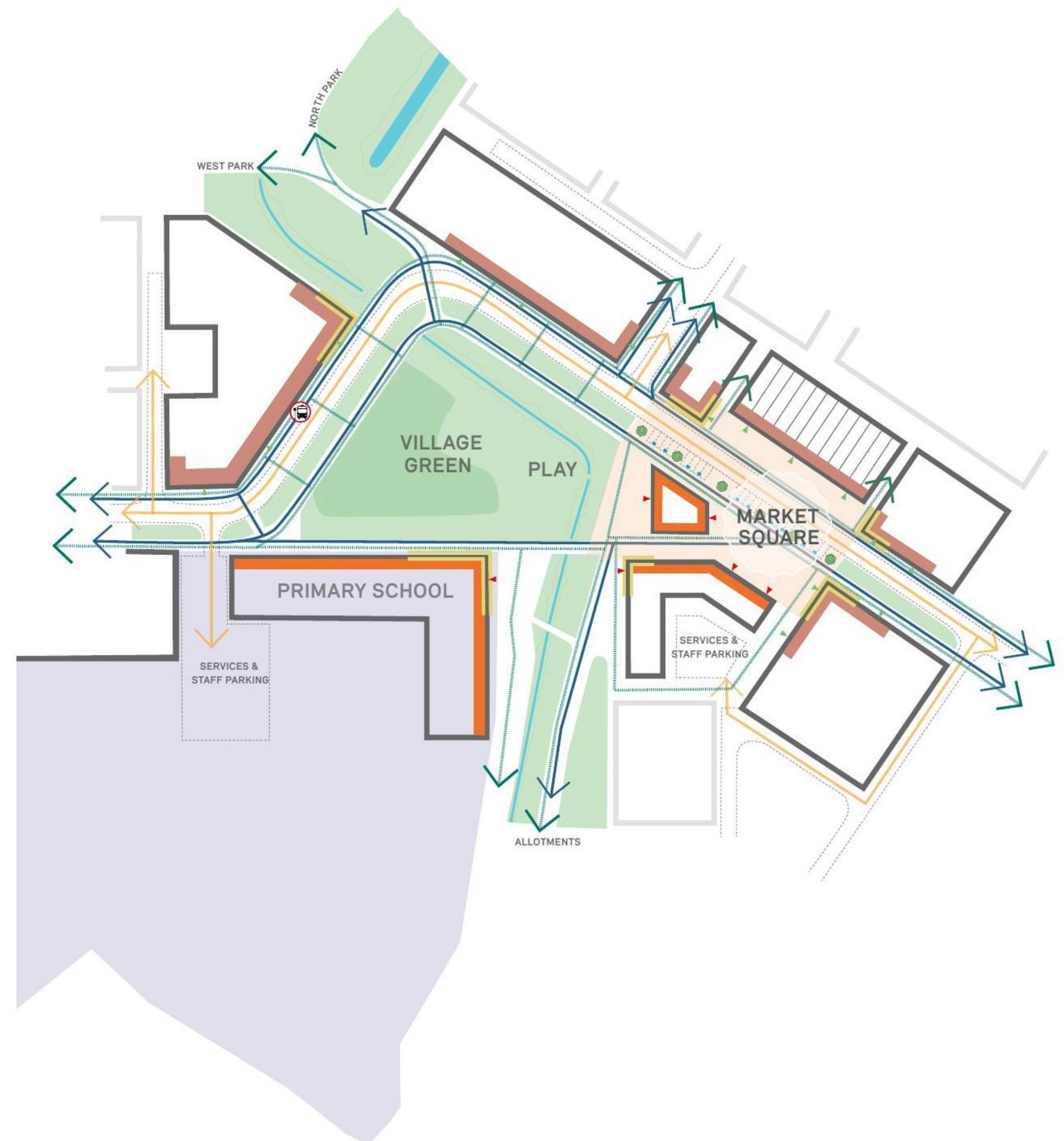
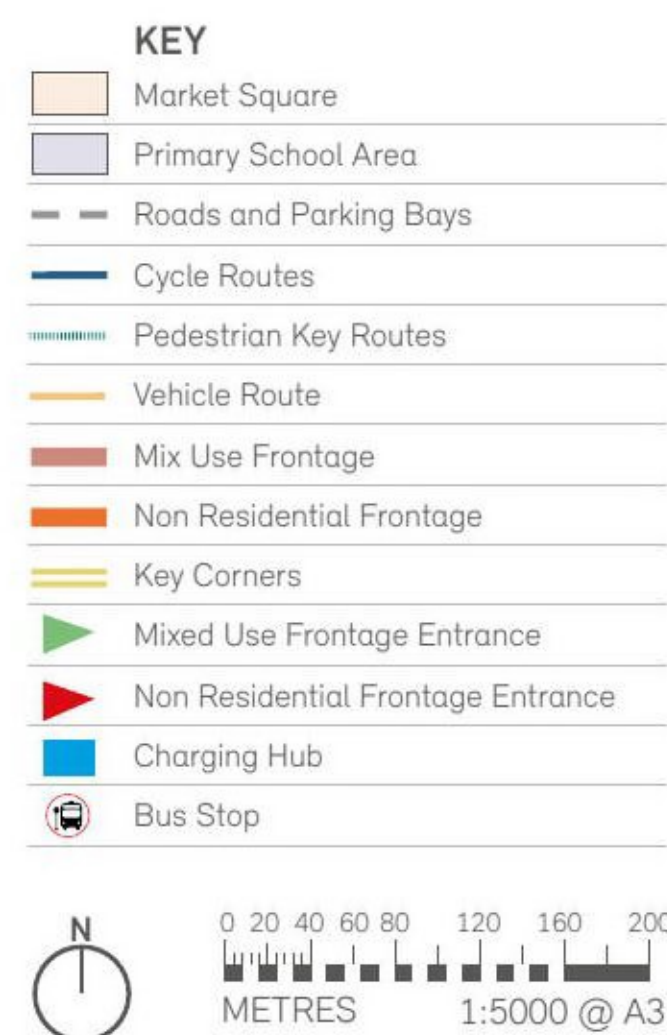
Future uses

Future additional non-residential and community uses should be focussed within the Local Centre to promote the benefits co-location.

The parameter plans show potential mixed uses on all frontages extending around the Village Green. This allows space for future multiple non-residential uses, including possible health uses.

Local Centre framework

The plan opposite illustrates some of the key design considerations that must be reflected in the design of the Local Centre.



The Gateway

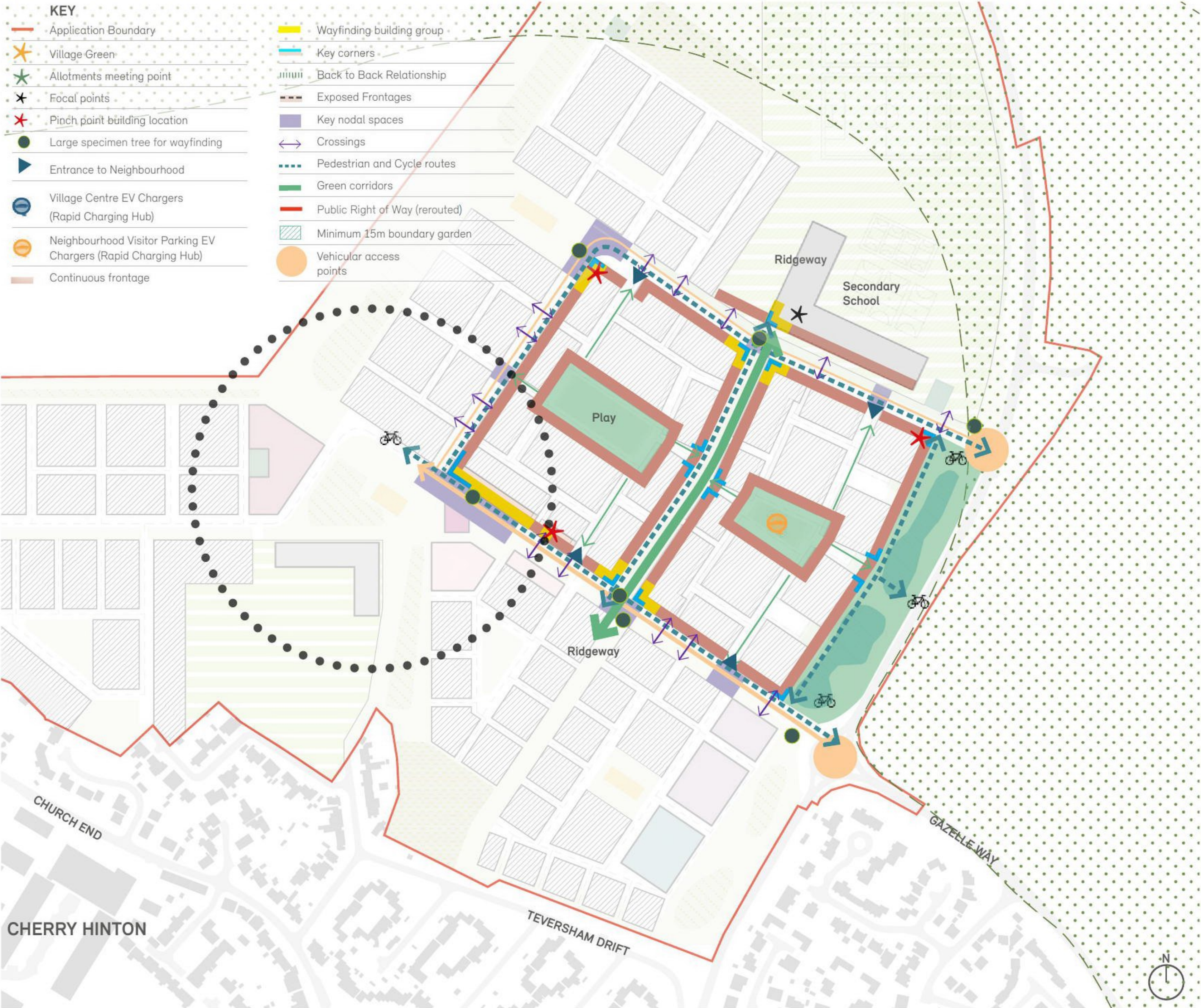
The Gateway draws its inspiration from historic and contemporary residential areas of central Cambridge, with a network of ordered streets and mid-rise terraced houses and apartments.

The Gateway forms the central and eastern parts of the site and connects the local centre to the secondary school via The Ridgeway, which splits The Gateway into two neighbourhoods.

The edges of these neighbourhoods are defined by the surrounding infrastructure of streets and green spaces, all of which must be treated as key frontages.

The more formal streets that line key frontages lead on to less formal squares and small scale mews lanes.

Residential densities in The Gateway should range from 35-50dph.



The Gateway Framework

Built form and layout

Buildings in The Gateway should reflect residential town building forms and generally be arranged in terraces.

Roofs should be pitched or concealed behind a parapet.

Buildings should be composed to maintain sloe knit streets and buildings, with minimal deviation in the building line.

Materials

Materials should largely be Gault brick, dressed with metal and/or stone details.

Important façades and focal point buildings should be highlighted with the coherent and elegant use of accent materials e.g. contrasting bricks such as red brick patterning.

As important as the materials themselves, is the care in which they are used. Terraced streets do not need to be identical but must be composed into groups. Decorative materials and textures must be used to help explain the buildings, provide focal points, and give homes identity, for example highlighting the ground floor and entrance.

Openings

There should be a hierarchy of openings, using scale and details to highlight ground floor entrances and defining windows.

Building façades should incorporate depth and modelling, including features such as bays and recessed entrances, particularly on important frontages.

Boundaries

Gaps between buildings and exposed residential boundaries that front onto public open space should be enclosed with walls.

Building line and thresholds

The building lines should be maintained with no more than +/- 0.5m variation.

Front thresholds on key frontages should be a low wall and hedge.

Thresholds on mew streets should be softened with a combination of low and climbing planting.



South Gardens, Elephant Park, Southwark **Maccleanor Lavington**



Accordia, Cambridge **Maccleanor Lavington**



Knights Park **Pollard Thomas Edwards and Alison Brooks Architects**



Knights Park **Pollard Thomas Edwards and Alison Brooks Architects**



Marmalade Lane, Cambridge **Mole Architects**



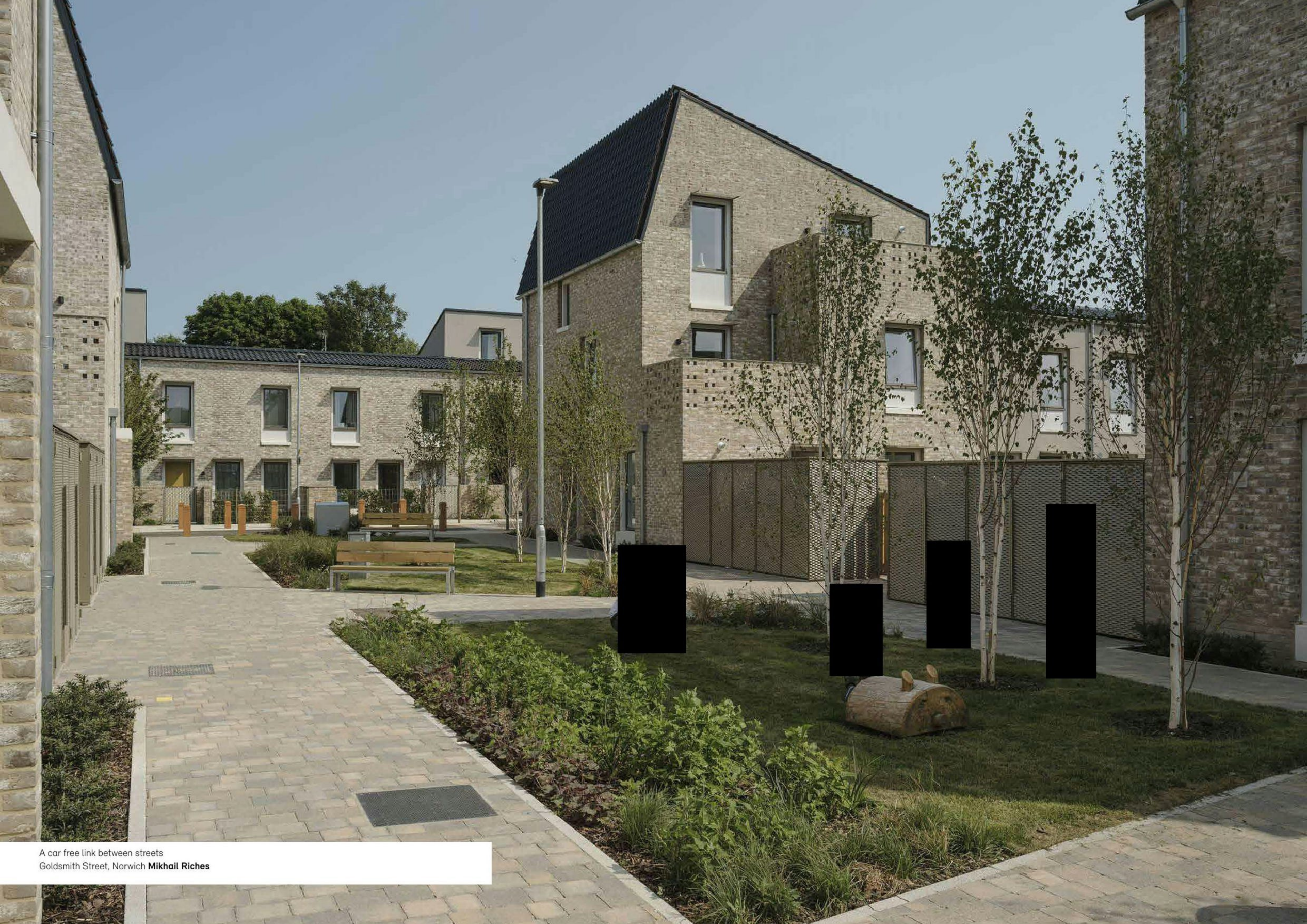
Goldsmith Street, Norwich **Mikhail Riches**

This diagram illustrates how an example area of The Gateway Character Area can be developed following the principles set out within the Code.

- Terraces of buildings line the key frontages
- Mews homes and squares provide parking for terraced houses
- Development becomes less formal behind the key frontages.



Gateway Perimeter Block



A car free link between streets
Goldsmith Street, Norwich **Mikhail Riches**