

Ein Ibrahim Community Garden

Place-making project



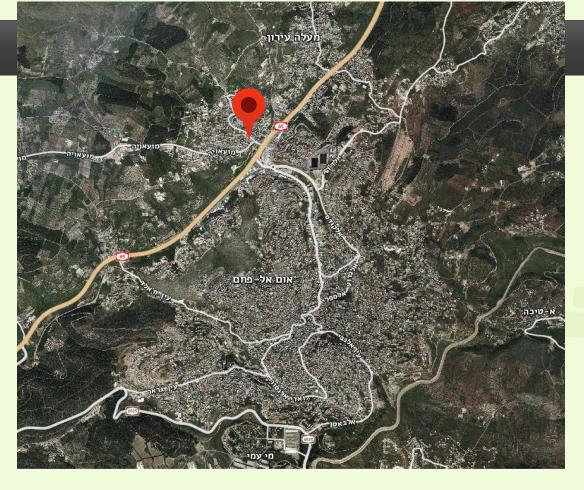


Location background

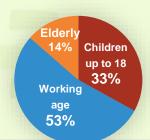
Umm Al-Fahem

- Population: 54,240
 (Affoula 49,169)
- Density: 2,081 person/sqkm (Affoula - 1,678 person/sqkm)
- Socio-economic index: 2/10 (Affoula – 5/10)

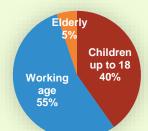




Population distribution by age of Israel



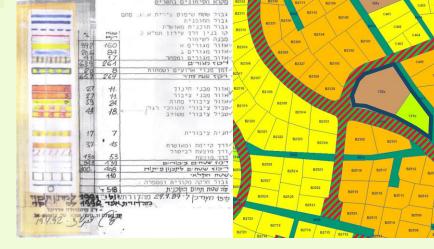
Population distribution by age of Um Al-Fahem











Open public spaces =~ 1040 m2 Public buildings =~ 2340 m2 Sum = 3380m2



Location & Land-use





School Medical center Kindergarten Bus station mosque

Services around



Public transportation



Medical center



Kindergarten



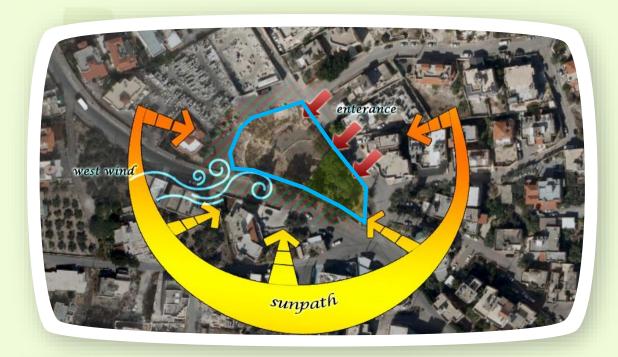
School



Mosque



Site analysis







As we see the southern area is full of trees so it goes good with the sun movement from east to west in the hot days.

The upper playground area is exposed to sun the whole day so we need pergola to give shade.

Because of official land use the upper part has the potential to build on it public building, the focus is on the lower shaded part of the garden, and to implement place-making project that could survive and serve as well.













Current situation









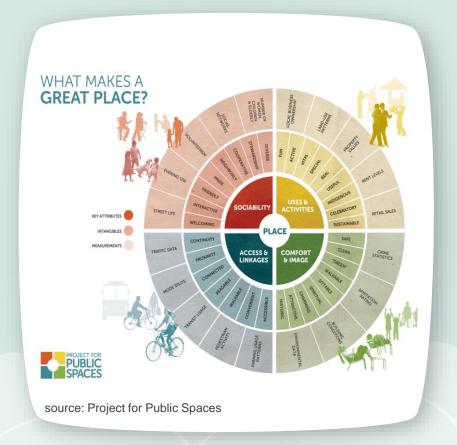




Current situation



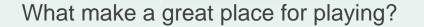




What makes a great place?



Legend Type of Play Activities The Design Allows source: Urban Clinic 95 project





Criteria



Social, imaginative play (comfort & green)

- Engaging with street art
- Planting
- Story telling seats
- Reused material



Freedom of Movement (Accessible)

- Sidewalk & crosswalk
- Benches
- Continuous borders and planters
- Ramps, safe crossings & lane markings



sensory exploration, and manipulation (playful)

- Chalk boards
- Sandbox
- Natural Play Elements
- Fencing



Physical challenge (playful)

- Tyres Hill
- Climbing & jumping
- Rocks & trees















What to do?























What to do?









Before

After

Suggestion







Before

After

Suggestion





- to prevent parking in that area
- to be more attractive to neighborhood's residents

Way of work:

start at day 1

- Raise the southern wall by blocks and mortar
- Build flower beds (120*40*40 cm) with space of 80 cm between.

What do we improve?

(good place)

- comfort and image







- to improve safe walk to the garden
- to be more welcoming

Way of work:

at day 2

- Painting by artist of crosswalk & sidewalk

What do we improve? (good place)

- Access & linkage
- Comfort & image (good play for playing)
- Freedom of movement.
- Social, imaginative play







- To have comfortable and shaded informal seating area
- To be close to caregivers seats in manner of safety to little kids.

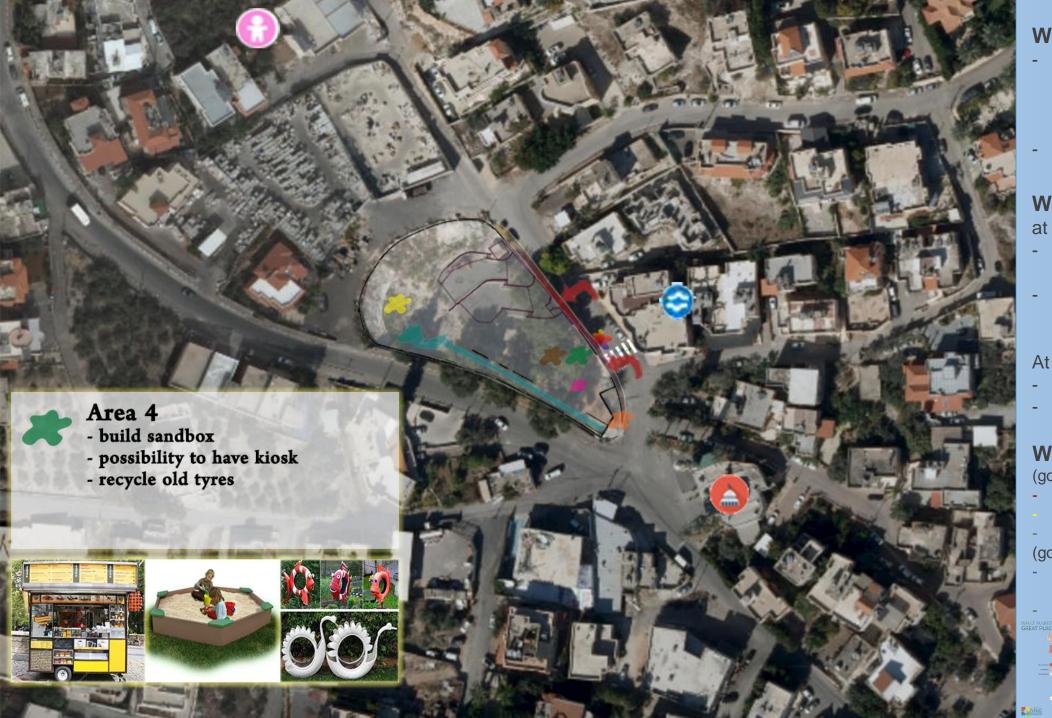
Way of work:

At day 1

- Clean up the area
- Maintain the wall
- To build seats around tree
- Have grass in that area
- Add chalkboard on the southern wall (or chalk paint)
- Fix wooden seats beside the tree

What do we improve?

- Sociability
- Comfort & image (good play for playing)
- Sensory exploration & manipulation
- Social, imaginative play
- Freedom of movement



- To have a good place for little kids to play safe and for their caregivers too
- Sustainability of the place by kiosk presence

Way of work:

at day 1

- Build the borders of the sandbox
- Decide place for the kiosk and prepare area for it clos to entrance

At day 2

- Fill with sand
- Make artistic shapes from tyres

What do we improve?

- Sociability
- Uses and activities
- Comfort & image (good play for playing)
- Sensory exploration & manipulation
- Freedom of movement







to have a good place for little kids to play safe and for their caregivers too

Way of work:

at day 1

- Set up the area of tyres
- Build the hill of tyres with sand
- fix maze boardsAt day 2
- Planting with community

What do we improve?

- Comfort & image (good play for playing)
- Social, imaginative play
- Freedom of movement
 - Physical challenges







To have a small amphitheater for the neighborhood

Way of work:

at day 1

- Clean up
- Build a few rows
- Small stage of concrete

What do we improve? (good place)

- Sociability
- Comfort & image (good play for playing)
- Freedom of movement







- playground for different ages
- To be more safe and comfortable
- To be more attractive to kids
- To be accessible

Way of work:

at day 1

- Clean up
- Make ramp and steps of entrance
- Build pergola
- Fencing parts

At day 2

Floor painting

What do we improve?

- Sociability
- Comfort & image
- Access & linkage (good play for playing)
- Social, imaginative play
- Freedom of movement
- Physical challenge

