

2 NORTH FULTON PARK COMMUNITY DESIGN & ENGAGEMENT REPORT





Photo: Harry Connolly

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Introduction

The property at 2 North Fulton Ave has laid vacant for almost a decade but that does not mean it has been forgotten. This place was once the site of a well used playground that many who live in the neighborhood remember fondly, whether it is memories of playing here as children or as one of the few places where you could let a child run while resting and talking with neighbors under a tree. By 2012 the equipment had fallen in to disrepair, and instead of replacing the equipment, the City was only able to remove it leaving it as an empty, grassy lot with a few benches, picnic tables, and a brick wall on the Fulton Ave entry. Neighbors like Shakira Franklin have never seen this lot as empty, but rather, as full of potential. Shakira remembers the playground fondly, but her vision for this space extends beyond replacing what was, into what it could be - a neighborhood hub and destination that servers as a desperately-needed place to beat the summer heat that is only getting more intense every season.

Shakira is not alone in seeing the potential of this lot and there is a groundswell of support among neighbors and residents of the adjacent Bon Secours Apartments. Bon Secours provides important services to this neighborhood through Community Works programming as well as developing a large number of affordable housing units encircling this lot with plans for more. Bon Secours also recognized the incredible potential that this space a focal point for the community. Acting as the organization behind the development of this project, Bon Secours purchased this property from the city and started to engage the community to allow the neighbors of the space to drive the visioning process. At the same time Bon Secours created a project steering committee that included Shakira Franklin, Edith Gilliard (president of the Franklin Square Community Association), George Kleb (Executive Director of Housing and Community Development at Bon Secours), Nii Sowah (Director of the Family Support Center at Bon Secours), and Daniel Greenspan (Enterprise Fellow at Bon Secours).

In Early 2019 Bon Secours hired Hinge Collective, a public interest design firm, to develop a design that was guided, and shepherded by members of the community. The process of engagement and design that was developed and executed by Hinge Collective and the Steering Committee is what is documented in the following pages. This report is not intended as a record of a fully completed process but is a documentation of the decisions that have been made, in full transparency, by members of the community about what kind of public space they want this lot to become. There is still work to be done, and we are confident that the work that is remaining will continue to be guided by the incredible people that have stepped up as leaders in this process. The construction of this park will not be the end of this process, as the making of all public space is an on-going process. The people that care for, inhabit, and make memories in this space, will be remaking it forever. The process of designing has been one that has not only planned for the physical changes but also has worked to strengthen the social structure that will allow this place to be the heart of this neighborhood for generations.



project partners:



Franklin Square Community

thanks to our sponsors:

MD Dept. of Housing and Community Development
Southwest Partnership
Enterprise Community Partners
Bon Secours
Sisters of Bon Secours
Chesapeake Bay Trust Foundation
Baltimore Gas and Electric Company

A Community Led Design Approach

The idea to build a park came from surrounding neighbors. Those same individuals, and more, were in the drivers seat as members of the design team.

Neighbors participated in the decision making process in three different ways that made room for community voices to lead as the experts on their own environment.







The Steering Committee, composed of community leaders, stakeholders, and active residents set the broad goals for the project and continue to provide on-going input and guidance. As the core sounding board for the overall project they guided both the engagement and design process. They also play a critical role in providing outreach assistance for identifying CDAs, updating the greater community about the progress of the project, and assuring that community voices continue to be represented.

The Community Design Ambassadors (CDAs) were a cohort of ten local residents that were selected from a pool of applicants in the 21223 zip code. Through a paid 8-week program, they joined the design team to provide their own personal expertise along with providing outreach into the community. They conducted interviews, planned and hosted events, and co-created the design options which they then presented to their neighbors for feedback. This group has personal ownership over the design and will remain involved with the park even after it is constructed.

Park Jam Design Events created a safe and comfortable space for anyone and everyone to share their ideas and be part of the process of shaping the space. These events were organized and hosted by the CDAs and the Steering Committee featuring free food, music, a raffle, and 5 different input stations to share thoughts. As an alternative to the traditional public meeting, these events were lively and fun gatherings where everyone saw a familiar face and felt inspired to share their dreams with each other and with the CDAs.

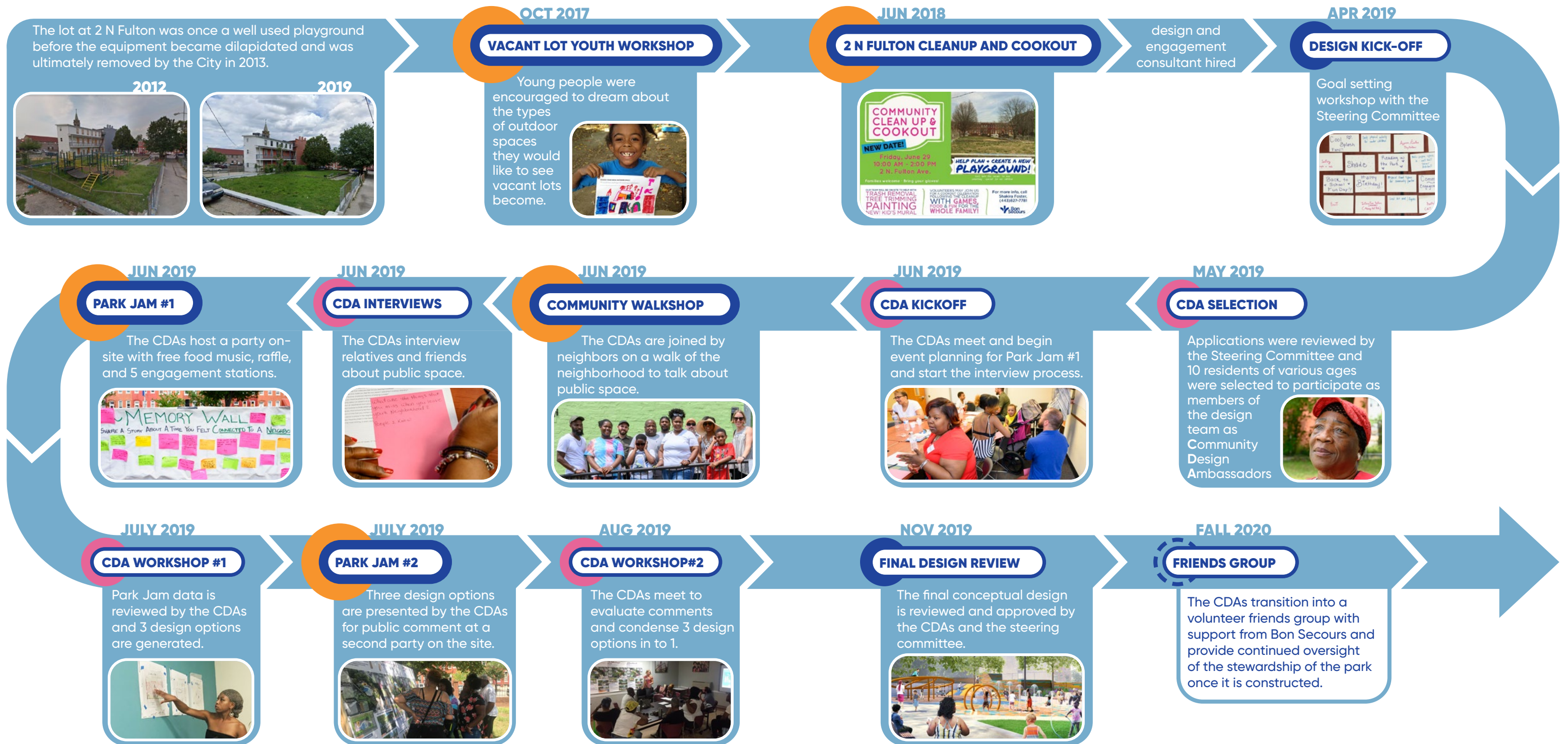
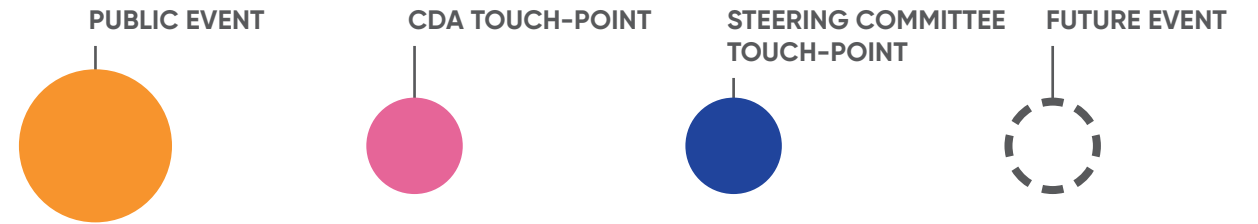


- Community Partners:
- Bon Secours Housing & Community Development
 - Franklin Square Community Association
 - Bon Secours Community Works Family Support Services
 - Residents of Bon Apartments
 - Community Design Ambassadors

	500+ community data points (comments, surveys and activities completed)		32 one-on-one interviews
	140+ neighbors at park events		220 paid CDA hours
	22 CDA applications received		200+ meals served
	8 local vendors participated		80 hours cleaning

Timeline of Community Engagement

Beginning with a youth workshop in the space exploring ideas for the future of vacant lots, the team built upon the energy and interests of the residents to grow local participation and commitment.



Setting the Goals

All work was guided by a set of core goals established at the onset.

During a goal setting workshop, the steering committee shared insights to determine the framework for the engagement and design process for the space.

Who will the park serve?

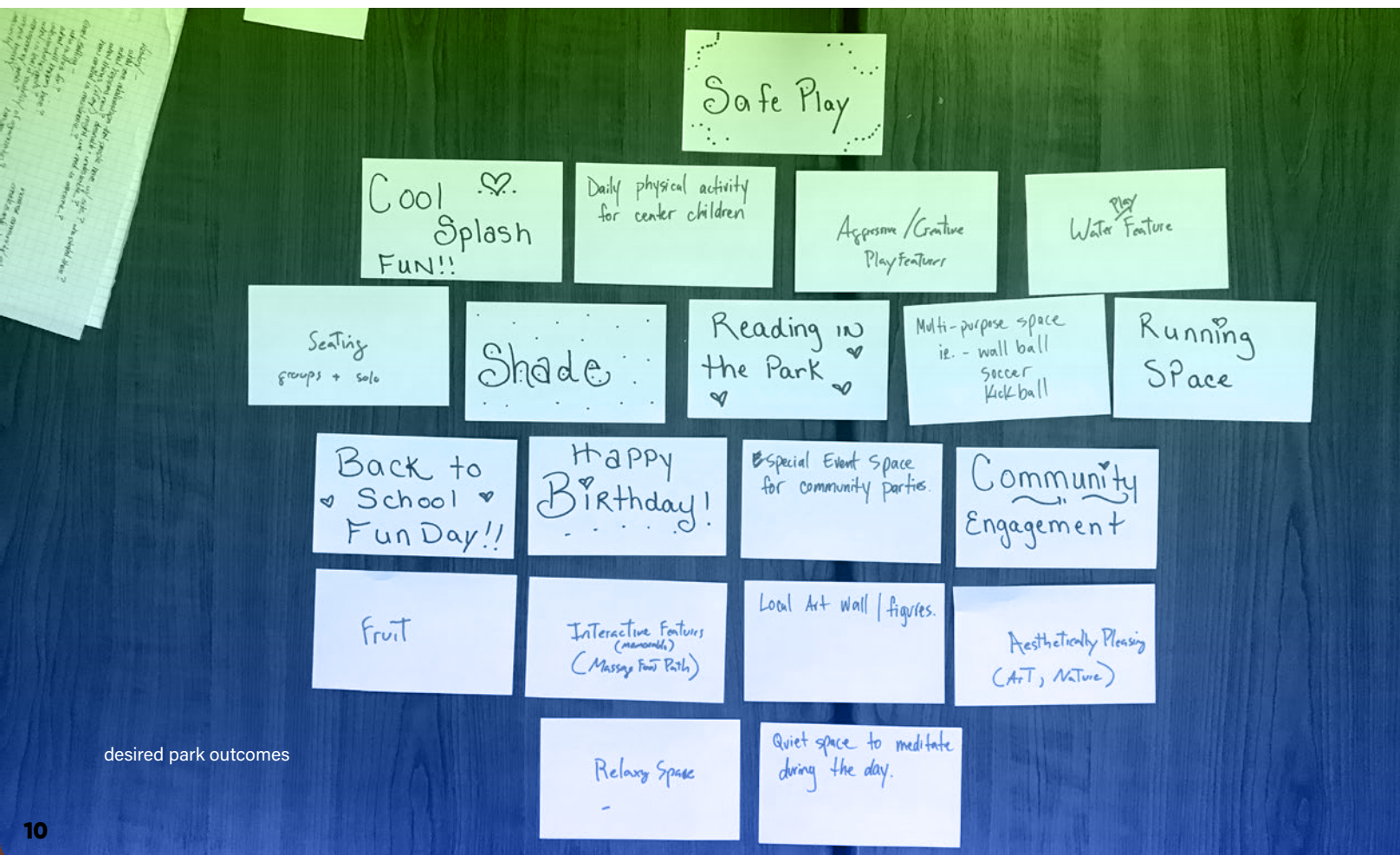
- **Residents within walking distance** - This should be a local destination and focus on serving the needs of those within a 5 block radius, especially those living directly adjacent in the Bon Apartments.
- **Community Works Head Start Program** - The space should be a resource for this existing program.
- **Seniors** - It should be a comfortable and welcoming place for those in the nearby senior housing.
- **Caregivers and families of all kinds** - The space should be welcoming to all and comfortable for caregivers.
- **Churches/summer camps/local organizations** - Organizations should be able to hold events or use this space in their programming for free.

What are the desired outcomes?

- **Safety** - The space should be a place where caregivers can relax in the confidence that their children can play safely and where children can focus on being children.
- **Relief from the heat** - A primary purpose is to provide a free and public place to cool off in the frequent and dangerous heat waves of summer.
- **Active and imaginative play** - This should be a place that supports unstructured play that encourages children to use their imagination as well as just run and be active.
- **Refuge and relaxation** - This space should be a place where one can restore and recharge.
- **Community celebration** - This should be a venue for all manner of events, parties and celebrations.

At the end of the workshop the Steering Committee was asked to develop a **project goal statement** that summarized the desired outcome.

TO CREATE A SAFE PLACE FOR CHILDREN TO PLAY IN A VARIETY OF WAYS, WHERE CAREGIVERS FEEL COMFORTABLE AND WELCOMED, THAT IS CENTERED AROUND A WATER FEATURE, WHICH IS FREE FOR ALL, BEAUTIFUL, RELAXING, AND CAN BE USED FOR ALL TYPES OF COMMUNITY EVENTS.



desired park outcomes



2

The Conceptual Design

Design Overview

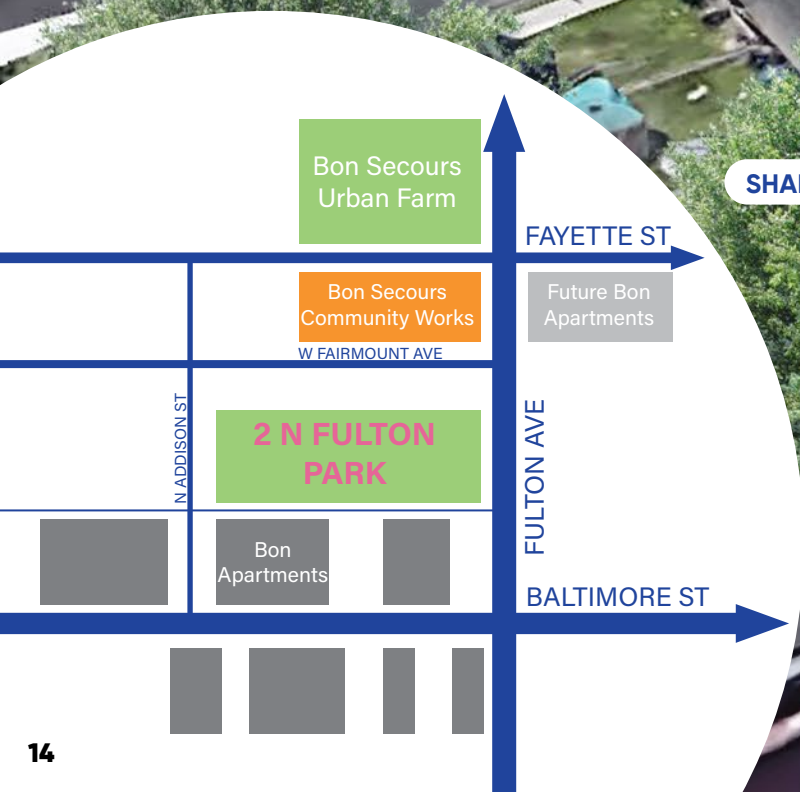
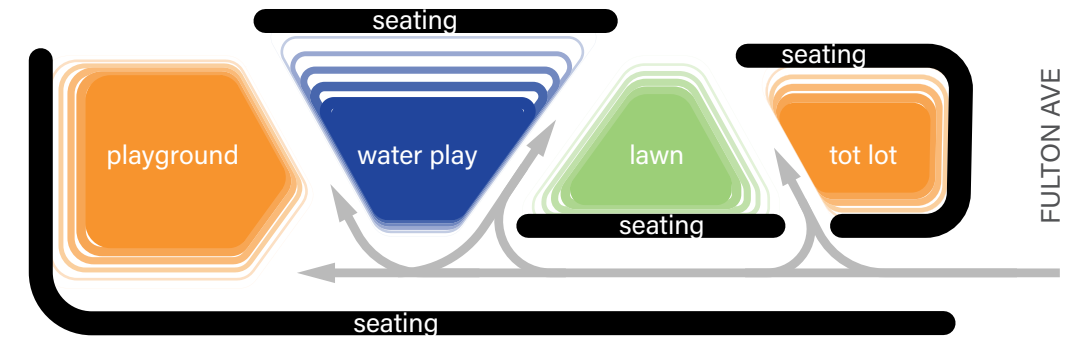
The final concept was generated with the community members as a part of the design team and incorporated all the ideas, and inspiration gathered during a robust engagement process.

Two main ideas rose to the top during the design workshops. The first is that there is **"a child in everyone"** that deserves to play. The team recognized the importance of feeling invited into the space and onto the park amenities regardless of age or ability. Opportunities

for entering gradually and literally dipping your toes into the action would encourage intergenerational play that would benefit the health and well being of everyone.

The second is that **"it takes a village to raise a child"** and it therefore needed to be comfortable for the full spectrum of neighbors. Using the model of a village or the stoop, the park is connected with paths and has areas to sit along the edge while the children can run in full view and protection of the community.

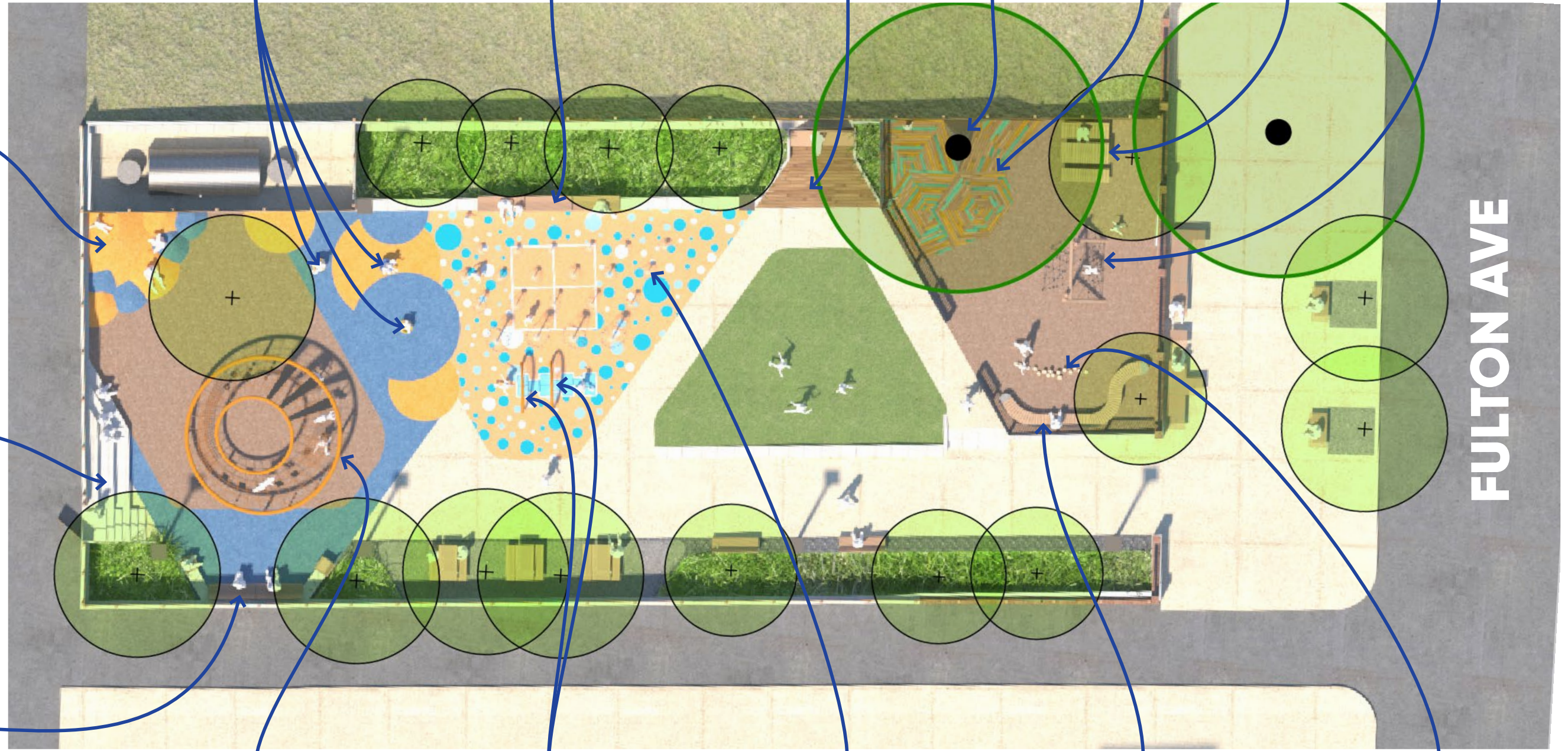
The park is calm and quiet at the edges and active along the center spine. Each space has a gradient of ways to engage so every person can choose their own level of play.



FULTON AVE

FULTON AVE

Park Elements



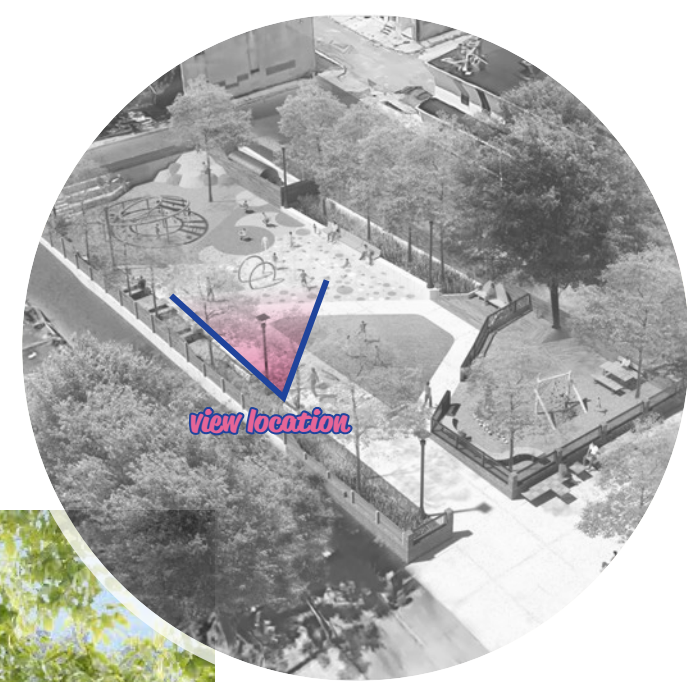
FULTON AVE

Playground / Water Play

The water play features are central elements of the park providing free access to cooling activities during hot summer months. The surface is painted with games that can be played at all time of year and can act as an extension of the playground or lawn during other seasons.

The playground area provides high energy gross motor and creative play opportunities for children of all ages

and abilities. A series of rest areas are nestled around the park. These include spaces for picnics along the main path, an opportunity to sit and dip your toes in the water near the tidal pool, a lounge with full visibility of the playground, and amphitheater seating where caregivers can socialize while have a full view of the park.

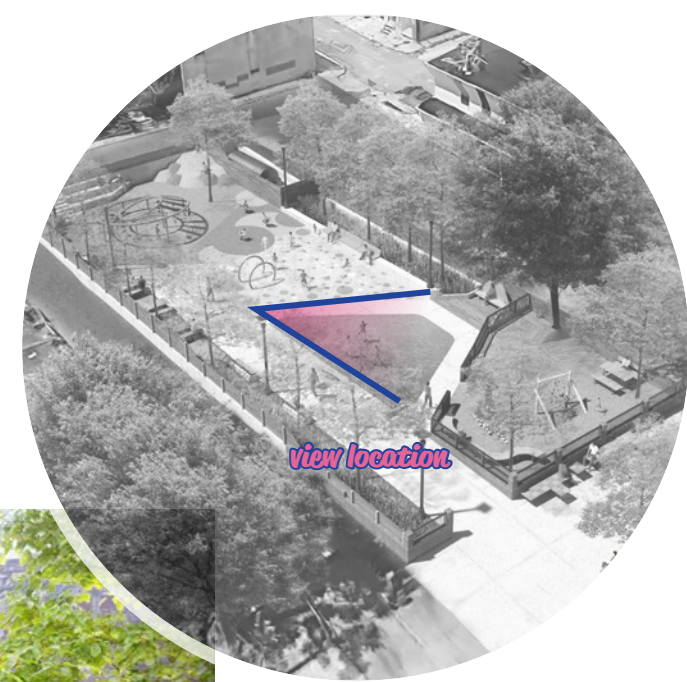


Tot Lot Nature Play

An area devoted to younger children is tucked under an existing and loved tree known as "Mother Shade." Faceted wood decking surrounds the tree to protect it, provide manipulated walking surfaces for new and early walkers to practice coordination, and enhances rolling toy play opportunities. The wall provides additional tactile and sensory opportunities for small hands.

The play equipment, made from natural materials, allows exploration at different skill levels. Shaded seating is found inside the fence which can be fully closed for added safety or opened to include the lawn in more active play.

The Nature Sacred Bench is immersed in the densely planted natural beds. A built in shelf to hold a journal allows community members to write "bench stories."





3

Community Design Ambassador Program

CDA Program Overview

Ten residents acted as Community Design Ambassadors (CDAs) by gathering community knowledge, hosting public events, and ultimately steering the development of the design.

The CDAs were paid a stipend to participate in an 8-week program which consisted of the following components:

Design Curriculum

The curriculum included as part of the 8-week program was based on the idea that all members of the cohort were already experts on their own environment. The goals were to highlight what they already knew about what made public space successful (or not successful), identify the vocabulary necessary to express their opinions, understand the process of working in the city of Baltimore, and provide a safe space to explore and create.

Interviews

The CDAs conducted peer interviews that uncovered personal stories about relationships to places, memories of being outdoors, and perceptions of public space.

Design Workshops

Participating in design workshops the CDAs generated the main concepts that were used to develop 3 design alternatives. CDAs also were the primary design decision makers when it came time to synthesize community feedback to refine the design concepts to become one final proposal.

Event Planning

The CDAs hosted public events that were used to gather feedback and engage the larger community to become active in the planning and design of the space. As hosts, CDAs presented the designs, encouraged friends to give their opinions, and identified vendors and entertainment.



Community Design Ambassadors Selection

The CDAs program was open to anyone in the 21223 zip code interested in making a difference in their neighborhood and participating in the design of a public park. The application process was intentionally simple, with just 3 short answer questions so as to maintain a low barrier for entry. The application was spread via

social media, distributed throughout the neighborhood and presented at existing public meetings. Once all applications were received, the steering committee was charged with selecting the individuals to achieve a representatively diverse set of backgrounds and interests.



Each member of the CDA cohort was given:

- stipend of \$375 to compensate for time and expertise
- sketchbook & pen
- reusable name tag with CDA title
- "My Voice, My Park" button
- glossary of design terminology
- detailed information for conducting productive interviews with their family, neighbors, and friends



Photos: Harry Connolly

Peer Interviews

Memories of spending time outdoors, alone or with others, help to understand what makes this neighborhood feel like home. These stories bring out the unique qualities of this neighborhood.

Community Design Ambassadors conducted peer interviews to collect stories from the neighborhood to help the design team understand the relationships that community members already had with outdoor places.

Four main themes emerged in the interviews:

childhood memories

Most people were long time residents of the neighborhood

Fond memories of playing on the block and being "raised by the whole block"

Fondest memories of spending time with grandparents, parents, uncles, aunts

Most exciting or fun childhood memories were with large peer groups

Older generations had more freedom to play outside.

All the same games: tin can alley, four square, hot butter beans

Younger generations played outside with friends even when the weren't supposed to.

Memories of playing outside year-round

Rec centers and playgrounds played an important role in supporting childhood freedom and activity.

feeling welcome

EVERYONE said they felt welcome when people said "hello"

Most people knew everyone, or almost everyone on their block

Most people missed their neighbors when leaving the neighborhood

escaping stress

Most people were relaxed in private spaces; porches, back yards, and houses

Going to local natural areas was also mentioned multiple times

ways things can improve

Everyone noted how the drug trade has had a huge effect on safety

Almost everyone talked about how neighbors used to spend more time outside together and be a more close-knit community

Everyone wanted more safe places for children to play

More opportunities for families to spend time together

Multiple mentions of wanting to bring back block parties

More cleanliness of the streets

More parental involvement in the lives of their children

"On Poppleton St everybody knew everybody. Everybody looked out for each other"

"If I could change anything about the playgrounds it would be to have the parents be there with their kids"

"We made our own block parties at the playground. No fighting just fun."

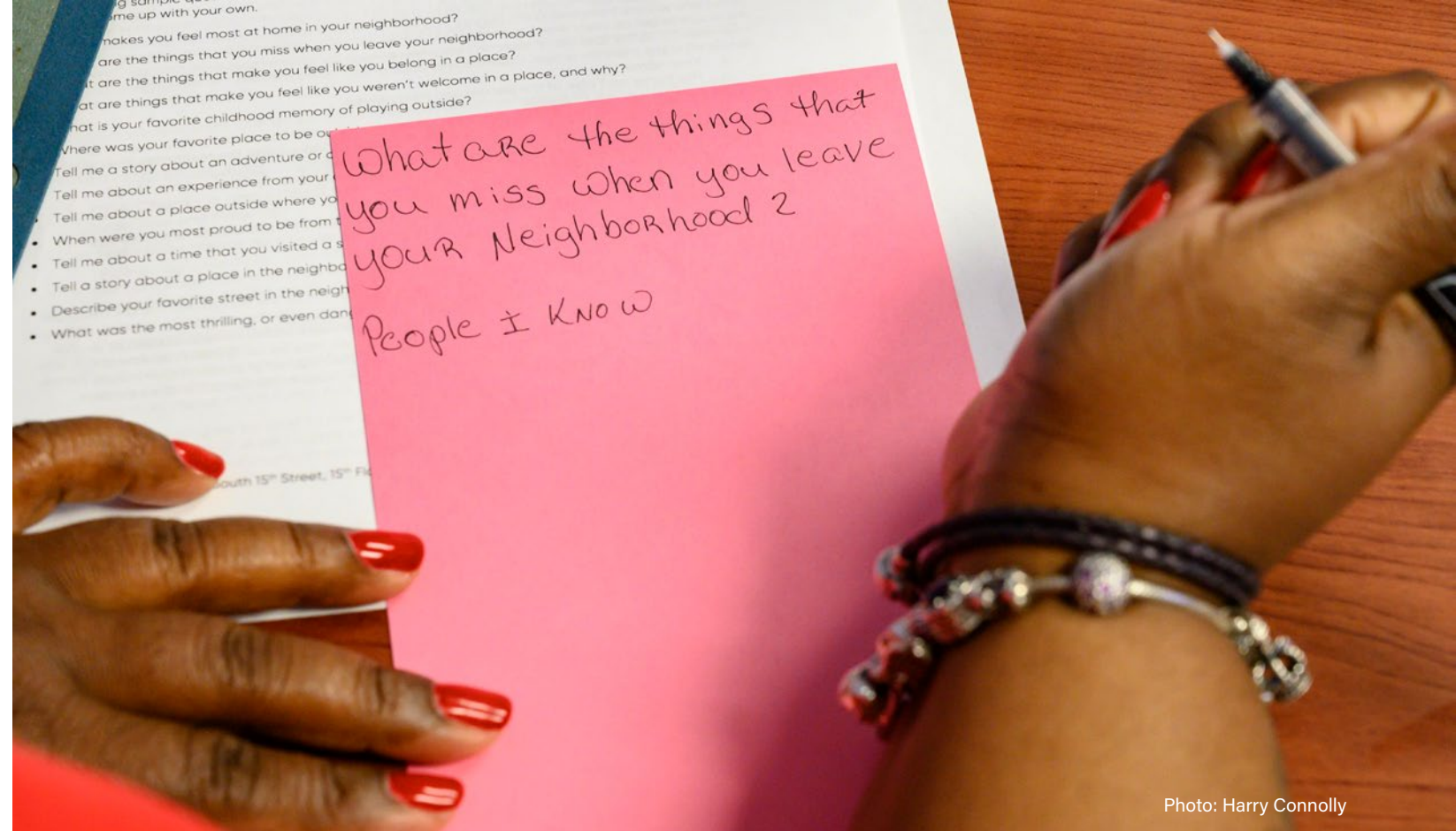


Photo: Harry Connolly

Developing the interview questions was an initial activity at the CDA kickoff meeting. Some guidance was provided on how to formulate questions that were open ended and provided prompts for conversation. The group was encouraged to develop their own questions which were tested by interviewing each other.

Documentation of the interviews was achieved through an audio recording app or by taking notes. All of the interviews were transcribed and discussed at a following meeting to identify the main themes and determine how those stories could be used to inform the design of the park.



Photo: Harry Connolly

Interview questions

What makes you feel most at home in your neighborhood?

What are the things that you miss when you leave your neighborhood?

What are the things that make you feel like you belong in a place?

What makes you feel like you weren't welcome in a place, and why?

Tell me about an experience from your childhood that shaped who you are today?

What is your favorite childhood memory of playing outside?

Where was your favorite place to be outside as a child?

Tell me a story about an adventure or discovery you made playing outside when you were a kid?

Tell me about a place outside where you go to escape from stress in your life?

When were you most proud to be from this neighborhood, and why?

Tell me about a time that you visited a space where you didn't feel welcome?

Tell a story about a place in the neighborhood that is important to you.

Describe your favorite street in the neighborhood.

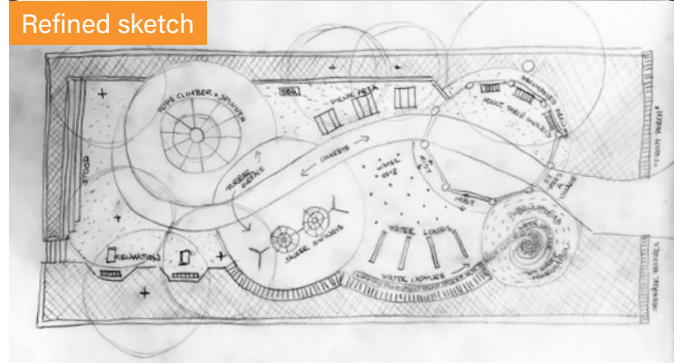
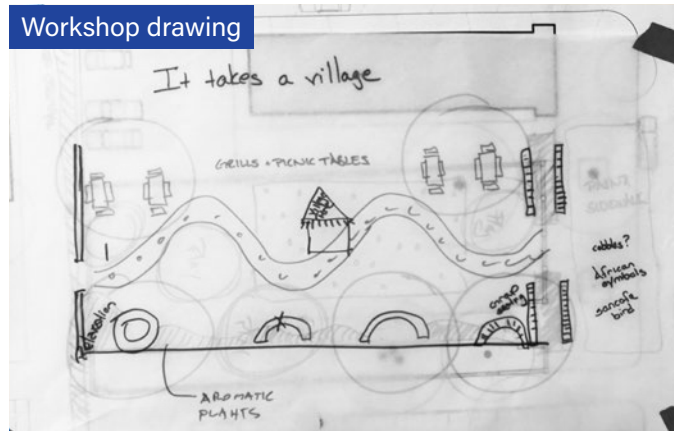
What was the most thrilling, or even dangerous thing you did as a kid playing outside?

Design Workshop #1

Information gathered from the one-on-one interviews and during the first public event were considered in developing three design concepts based on different social experiences.

Drawing on the stories and memories shared by the community, the CDAs identified the below mantras to guide different goals and approaches to designing the site.

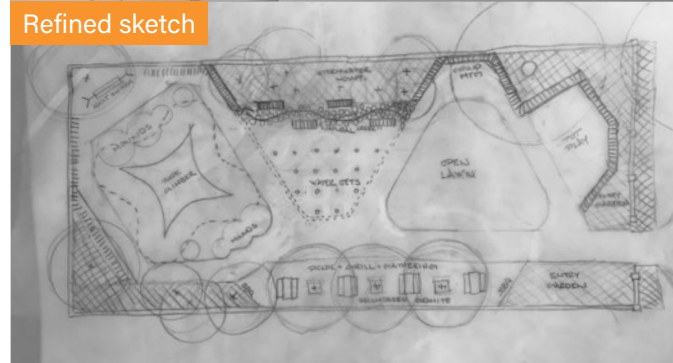
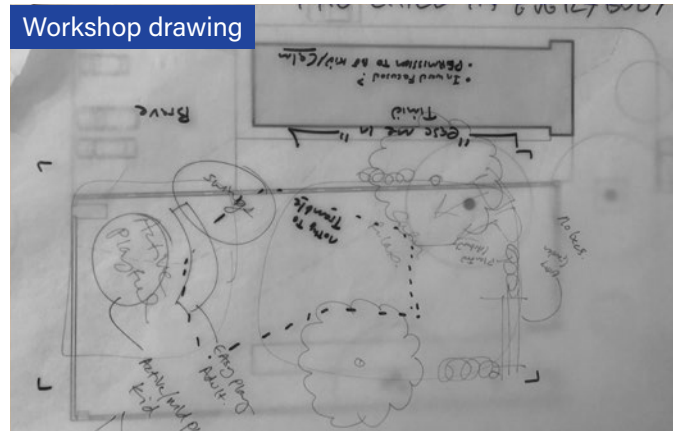
It takes a village



This concept is a response to stories and fond memories of a feeling of the neighborhood as a family that raises and cares for children communally.

- Open center where children play with seating for caregivers at the edges
- Comfortable seating for elders at the entry with visibility of the whole space
- A central path that connects the whole "village"
- Elements that play off of the idea of a village with circular shade and play structures

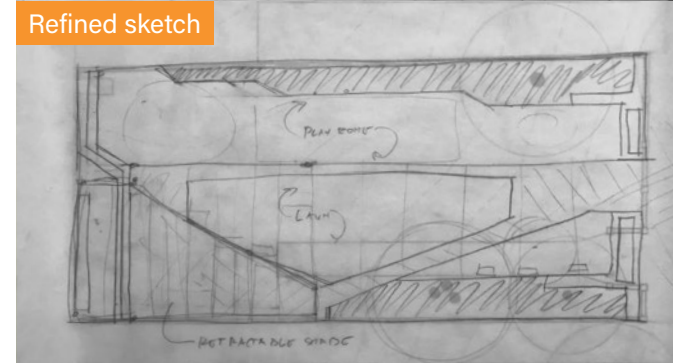
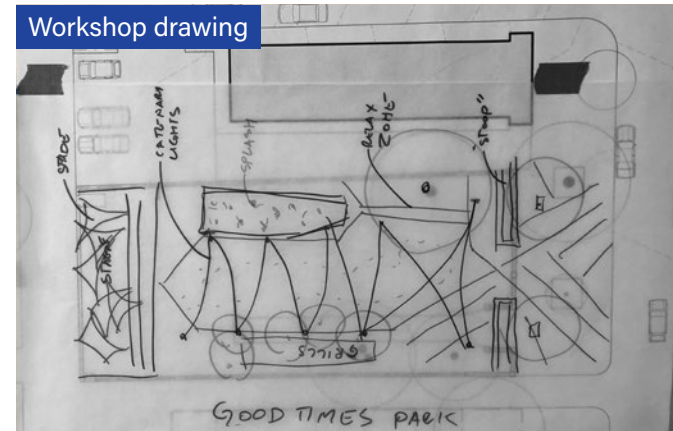
The child in everyone



The ideas in this concept were inspired by stories of spending time with family, playing, talking, just doing the same things together. The focus of this idea is to encourage caregivers to join in the play and make it easy and comfortable to do by degrees.

- Seating is placed close to all play equipment
- Water play area has a place to just put your feet in the water without getting your whole body wet
- Incorporate play elements that can be used as seating for adults
- The edges are the quiet and the center is active to allow you to choose your own level of play

Let the good times roll



This concept is responding to stories about block parties and big neighborhood gatherings. The primary focus of this idea is that it inspires people to come together for a good time. It also picks up on community preferences for bright colors and bold patterns.

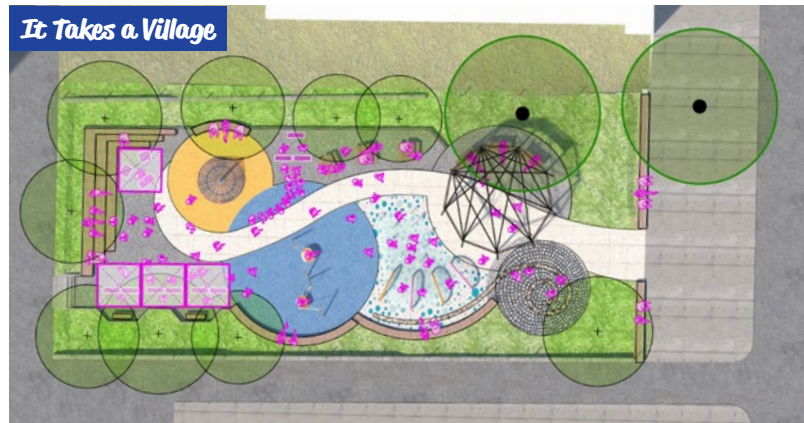
- Wide open lawn in the center to accommodate events and running games
- Lifted, shaded stage makes it easy for performances, DJs and bands
- A brightly colored mural on the ground makes the space vibrant and welcoming



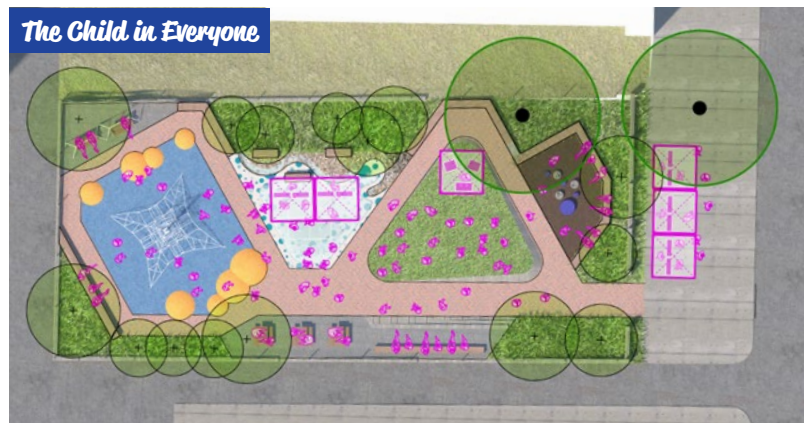
Design Workshop #2

After sharing their design alternatives at a second public event, the CDAs reviewed public feedback and prioritized the design aspects that best reflected the needs and aspirations of the community.

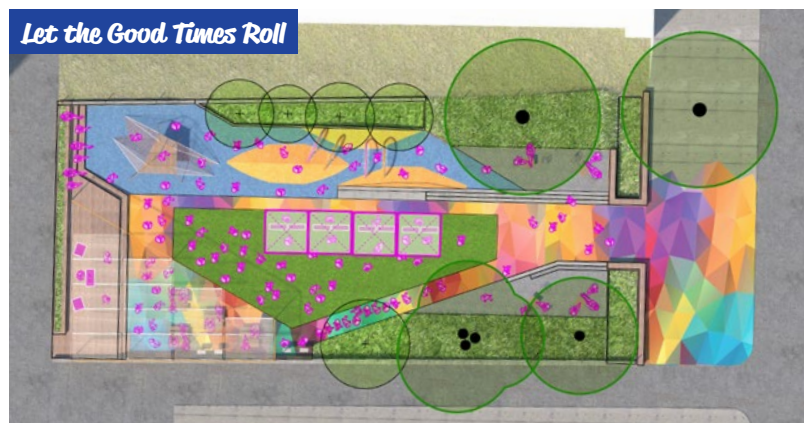
The first step was to identify "what to keep" from each design option to create a hybrid design that captured the most important features.



- What to keep**
- Has the best water play with lots of options
 - Seating around the entire perimeter
 - Benches at the sidewalk
 - Swinging benches near the entry
 - Lots of variety of play
 - Aromatic garden
 - Amphitheater seating



- What to keep**
- The ability to wade in water and get feet wet without going all the way in and getting soaked
 - Ability to play games when the water is not on
 - Separate toddler play area
 - Rubber mounds
 - Long benches with room for everyone
 - Lawn area that both kids and adults can use

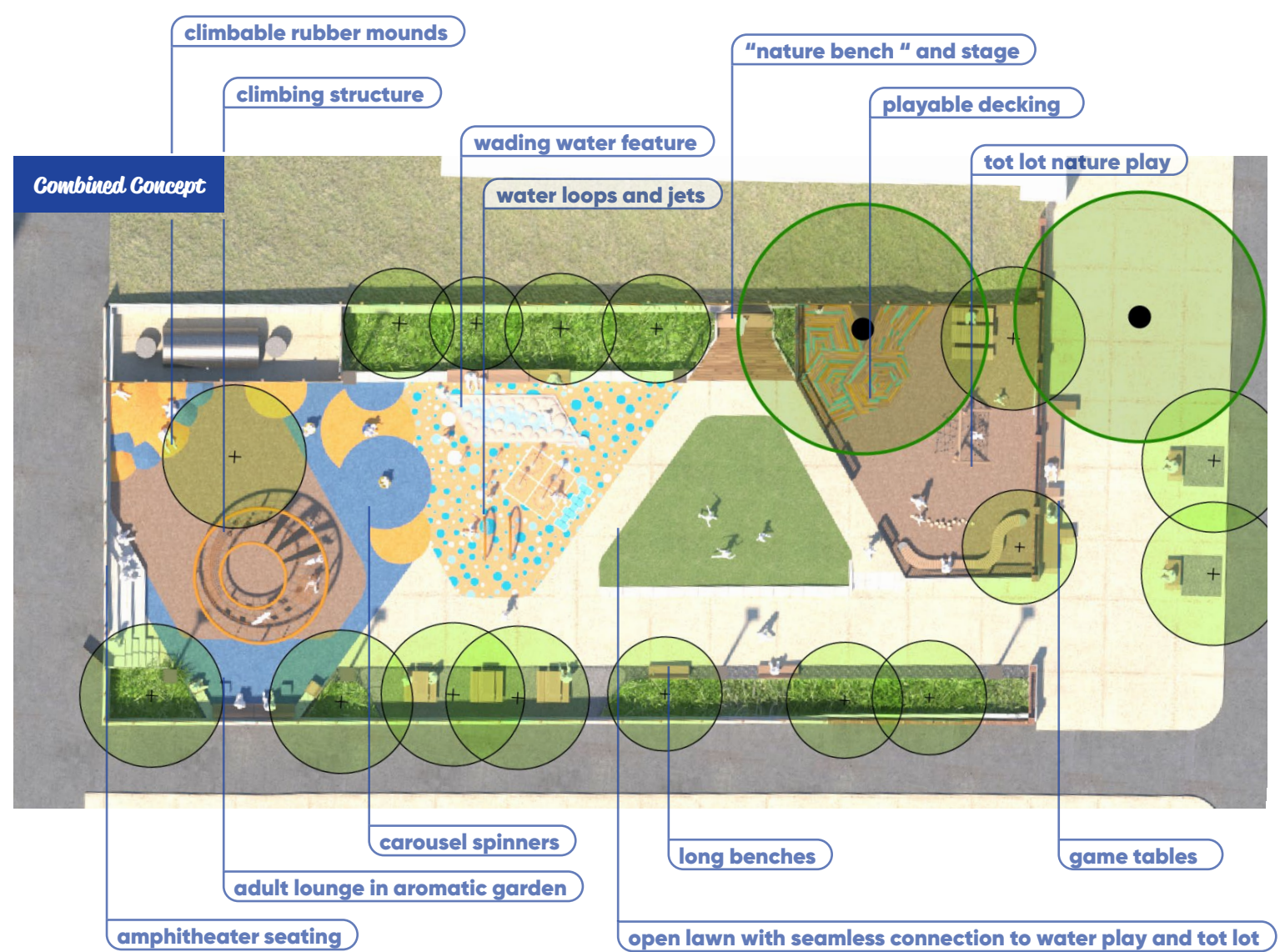


- What to keep**
- The vibrant color
 - The welcoming feeling-the way it reaches out to the sidewalk
 - The stage for events
 - Open and connected
 - Good visibility



Community feedback also provided new ideas that were not shown in the design options. The CDA group discussed these ideas as well and decided to incorporate the following ideas in the final concept:

- Game tables "for the old men" at the entrance
- Use the sidewalk more as a "front porch"
- A "welcome mat" of color and inspirational text or park name at the entrance





4

Community Events

Neighborhood Walkshop

A walking workshop through the neighborhood explored existing shared public spaces. The participants cataloged existing assets, shared values, existing challenges, and unrealized opportunities.

The team was joined by active community residents already working to promote public spaces in the neighborhood. The informal setting allowed for an open discussion and opportunity to share personal observations about successes, failures, and how the design of space influences the way it is used.

Recurring themes emerged around what made well used or welcoming spaces. The most important factor to feeling safe and welcome in a space was seeing familiar faces. While, there are few outdoor places where friends

and neighbors meet now, many of the places we visited were not regularly visited by the people on the walkshop, and were not living up to their full potential as public resources.

In contrast, the Ruth M. Kirk Rec Center is a well loved place and a community anchor because the programs and facilities draw people together. Any space that is going to be well used in this neighborhood will need to have a clear purpose that is recognized by members of the community as serving a need.



Key Takeaways

- Walking in West Baltimore in the summer is hot and uncomfortable. Those that had vehicles used them.
- The large formal parks (Union Square and Franklin Square) are only visited during special programmed events, and many were visited for the first time during this walkshop even though most participants were longtime residents.
- The recreation center is really well used and provides services people do not get anywhere else. The outdoor spaces are not as frequented.
- Multiple access points to the existing playground make parents feel safer.
- The existing playgrounds do not have sufficient seating for parents in the shade or at locations where the equipment is fully visible which requires parents to stand.
- The character of the planting at Sunflower Village blocks site lines and makes it feel unsafe and unwelcoming.

Walkshop discussion prompts:

- What is your favorite place in this neighborhood to spend time?
- How has the neighborhood changed? How has it stayed the same?
- Which streets do you prefer to walk on? Why?
- Where do you meet friends?
- What makes you want to linger in a place?
- What makes you feel safe in a space?



Ruth M. Kirk Memorial Recreation Center & Playground



Park Jam #1 - Community Workshop

The second public event was a neighborhood party on the site. It had a full spread of free food, a local DJ, local vendors, and a raffle giveaway for tickets gathered at the "engagement stations" which were each manned by members of the team for 1:1 conversations.

Each station at the event used a different strategy to gather input for the future park design so that everyone could participate and share. The five strategies used are detailed below.



Find your Favorites

People shared comments and reactions to visual representations of different park environments, amenities, and site furniture. The comments included the reasoning behind opinions for a more complete understanding of community preferences.



Predict Your Park

People selected 5 activities that they would want to do in the park. There were predetermined activities with images on stickers to use as well as the ability to write in unique activities. They also shared ways they would like to feel and who they would like to meet there.



Share a Story

People shared stories about times that they felt connected to their neighbor in their community. Building off of the success of the interviews by the CDAs, this activity was a favorite among the attendees to read and enjoy during the event.



Mark the Map

People identified some of their favorite local places and placed a flag with a note on that location. This station also asked about how people arrived at the event.



Picture a Park

Oriented toward young children, this table provided materials to make collage images of places, activities, play equipment, natural environments, and events.



Find your Favorites

Six different categories of images were presented for feedback to understand the types of environments, elements, and materials that felt familiar and inviting to those that this park would serve. Each category had the following key takeaways.

PARK ENVIRONMENTS

- Natural elements give a sense of peace
- Like colorful planting but there is concern about maintenance
- Openness and lighting relates a sense of safety and relaxation
- Like bright colors and contemporary look

PLAY ELEMENTS

- Like that many kids can play at a time
- Like how many ways to use equipment
- Creative and unique
- Integrated in to the park

WATER PLAY

- Like that there are ways to move in and play games in the water
- Like how many kids can be in the water at one time
- Creative, unique design
- Opportunities for more relaxing water play
- Potential to add natural elements

NATURE

- Like potential to create habitat for butterflies
- Like the potential to add natural elements
- Colorful plantings
- Planting is more attractive if it appears more controlled or in big swathes of one plant type
- More diverse plantings are acceptable in planters or in controlled plated areas

SEATING

- More places for adults
- Integrate seating into design and make unique
- Seating should be multi-purpose and incorporated in play
- Shade is important
- Like natural elements

GROUND MATERIALS

- Like familiar materials that are common in Baltimore
- Like bright colors and bold shapes and design
- Like games on the ground and could combine this with water
- great concern for safety in surfacing for children

Community feedback visualized to easily see preferences. These boards were used in the CDA Workshop to inform the development of park design options

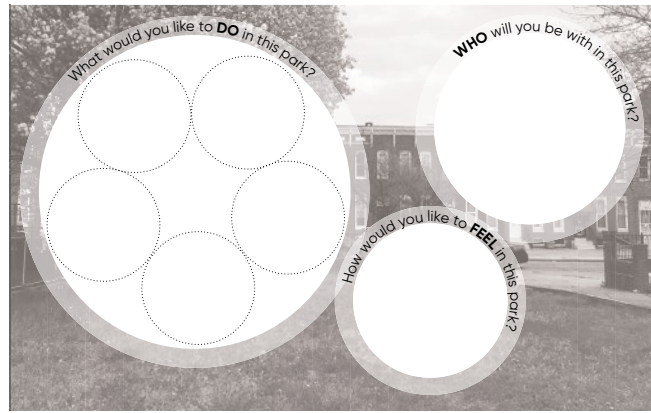


participation stats
237 like/dislike pins
65 tags with notes



Predict your Park

Interactive surveys asked questions about activities, companions, and how they would like to feel. This information allowed the team to understand specific preferences as well as the different types of users that would come to the park for different reasons.



Analyzing the frequency of correlation between the activities and not just tabulating popular activities provided a more nuanced look at how people wanted to use this new park. Four types of correlations kept recurring that identified "user focus profiles" that showed priorities and allowed the CDA cohort to make informed design decisions.

RESTORATIVE

- The highest number of user profile matches
- A place where someone can be by themselves and enjoy the restorative qualities of nature and quiet.
- Emphasis on feeling relaxed, safe and whole

ACTIVE RECREATION

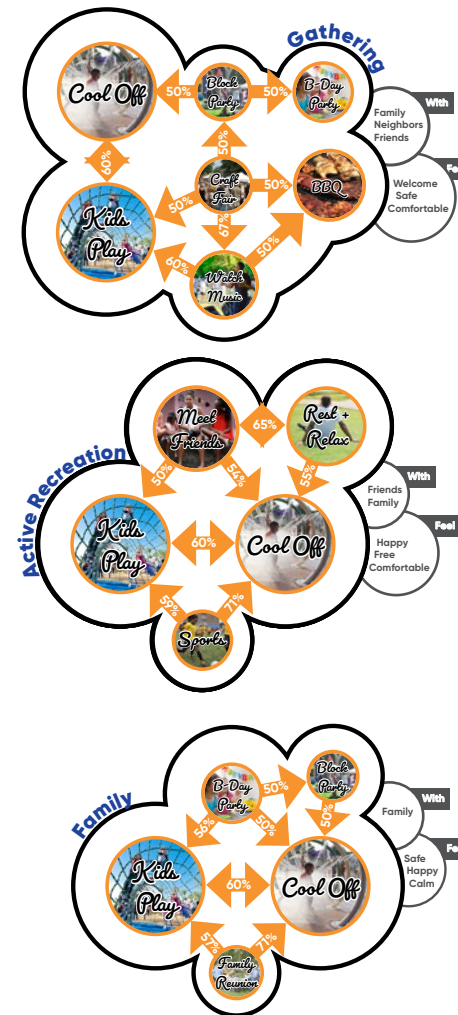
- A place where everyone can be physically active through play or organized activities.
- Emphasis on feeling happy, free and comfortable.
- Opportunity to spend time with friends.

GATHERING

- A place that can host gatherings of different sizes including performances, fairs, and small family gatherings.
- Emphasis on feeling welcome, safe and comfortable.
- Spending time with the entire community.

FAMILY

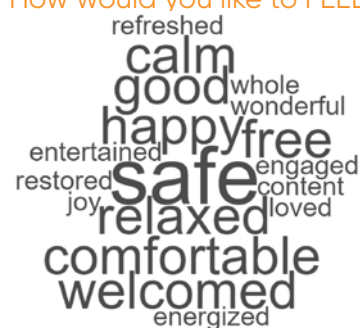
- A place to be with family for quality time or events.
- Emphasis on feeling safe, happy and calm.



WHO will you be with?



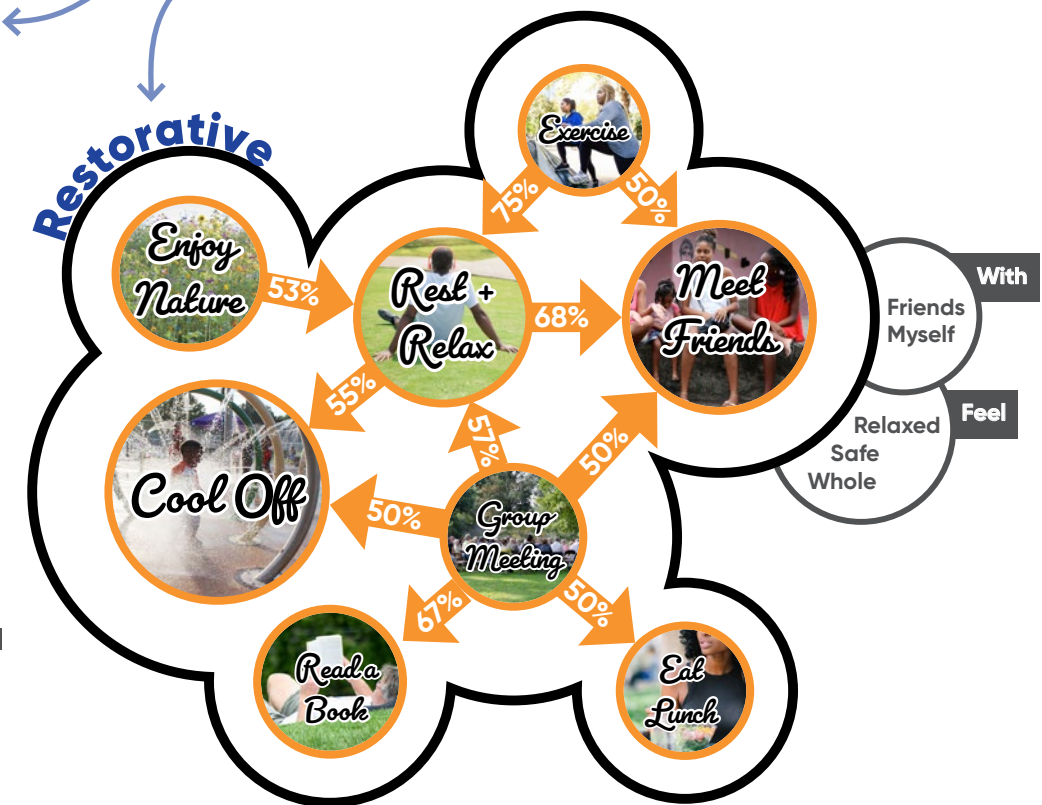
How would you like to FEEL?



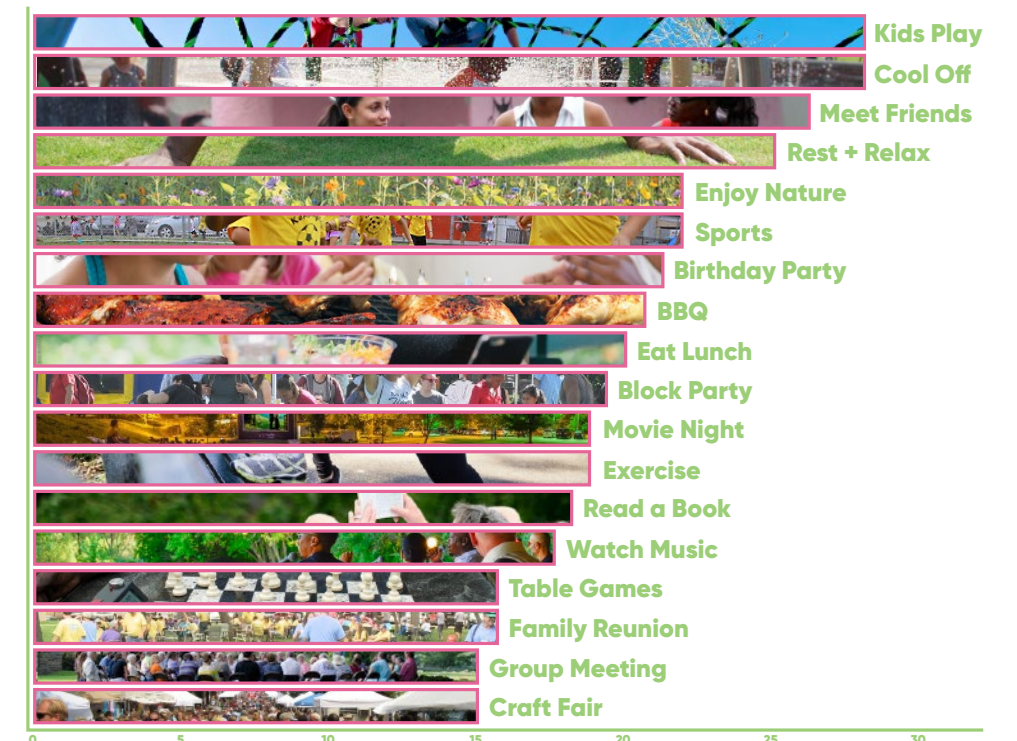
participation stats

- 67 surveys completed
- 4 user profiles developed

The surveys were analyzed to identify correlations between activities and develop "user focus profiles". These profiles were visualized below for use by the CDA cohort during the design process.



What would you like to DO in this park?



Share a Story

This large memory wall was at the entrance to the park and filled up slowly throughout the event. In addition to sparking many conversations, stories, and laughter - the following items were the key takeaways that the CDA incorporated into design decisions about the importance of creating places for everyday life to happen and build community.

SMALL GESTURES

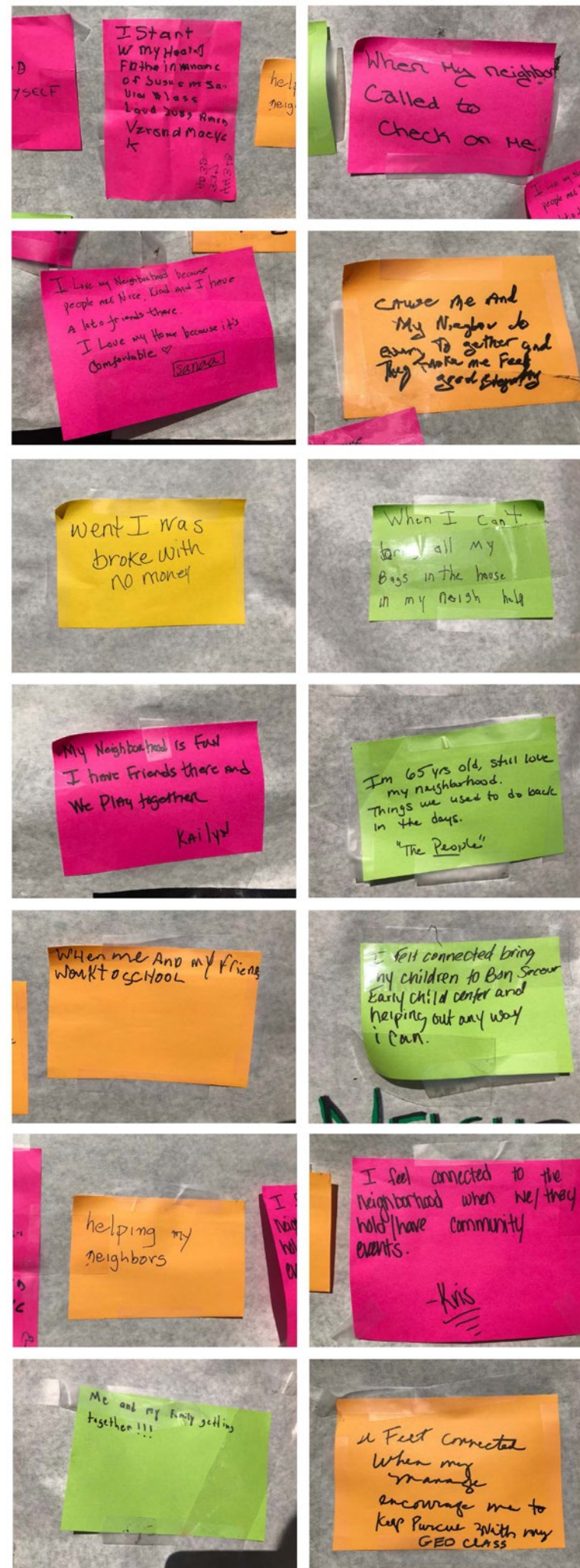
Many of the memories involved small things that neighbors did for each other. It could be as small as a call to check in and see how someone was doing if they hadn't been seen around the neighborhood in a while.

FAMILIAR FACES

Most of the memories involved just being around people they knew and seeing familiar faces. Many of the memories were not about specific times but more about continually seeing neighbors day after day and being a constant part of each other's lives.

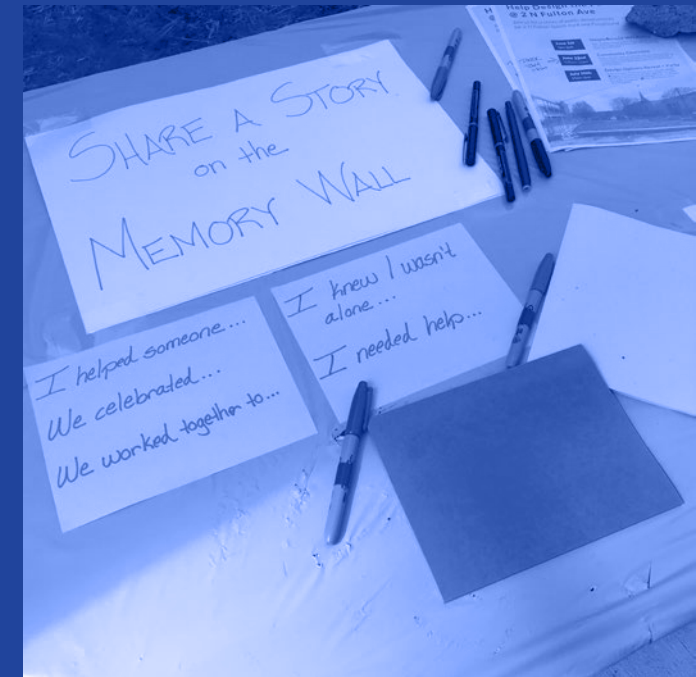
NEIGHBORHOOD EVENTS

While most of the memories were about the day-to-day experiences there was a significant number of memories that involved block parties or other events organized by the neighborhood.



Kirby Lane Health Fair

A similar story sharing opportunity was posted a few blocks from the site, with similar responses that show the importance of connection.



participation stats	
24	memories shared @ 2 N Fulton Park
17	memories shared @ Kirby Street Park

Photo: Harry Connolly

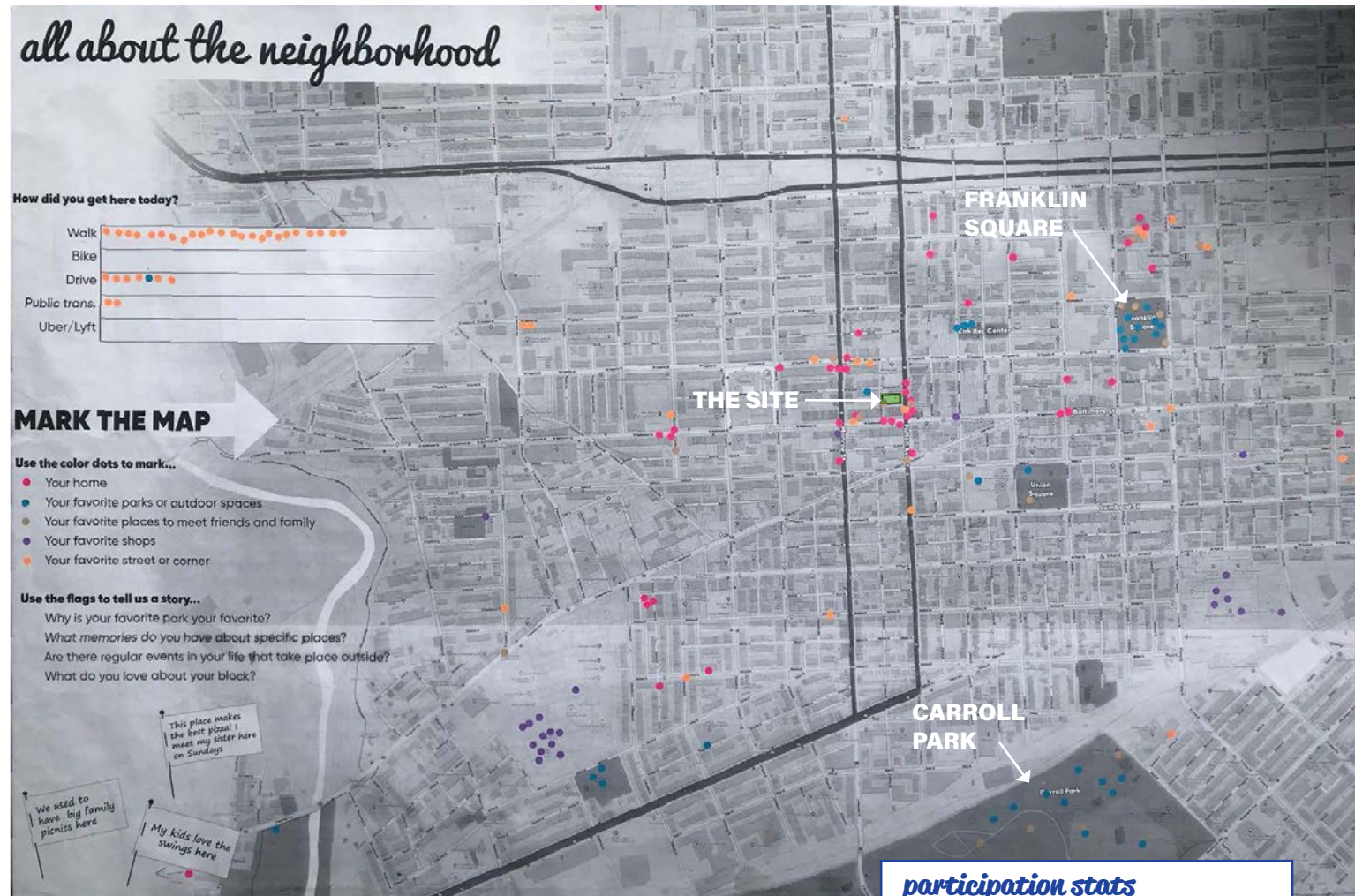
Mark the Map

This station encouraged people to talk about their favorite places in the neighborhood. This allowed the team to understand other places that were valued in the neighborhood and possible overlap or amenities so as to determine what was missing.

KEY TAKEAWAYS

Information gathered at this station added more nuance to the lessons learned from the walkshop.

- The vast majority of people at this event had walked to it, even when they lived over a mile away.
- Most people that attended the event came from within a 1 block radius.
- Franklin Square and Carroll Park were noted as the 2 most favorite outdoor places.
- The most popular place to meet friends was on stoops, porches, and sidewalks.
- There is not much commercial activity in the neighborhood and most people go outside the neighborhood for goods and services.



participation stats
33 People marked the map

Picture a Park

This station was designed to give children an opportunity to collage together their ideal park with images provided, but it was completed by people of all ages. With a variety of images to choose from, the following themes emerged from the completed collages.

KEY TAKEAWAYS

Collages tended to echo similar themes.

- Iconic play equipment that had lots of kids on them
- Play spaces in shaded, and wooded places.
- Intense water play
- Block parties, dance events, pictures of DJs
- Colorful flowering plants
- Brightly colored play environments and murals



participation stats
32 collages completed

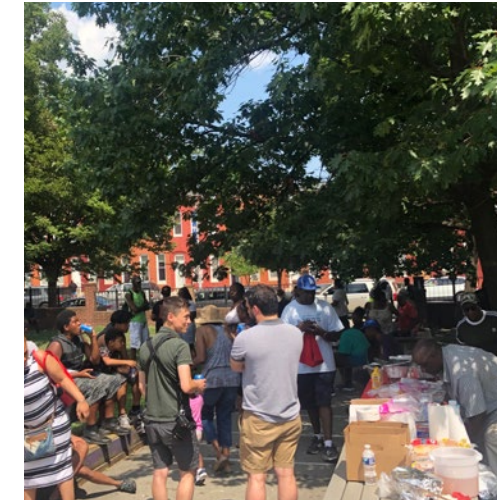
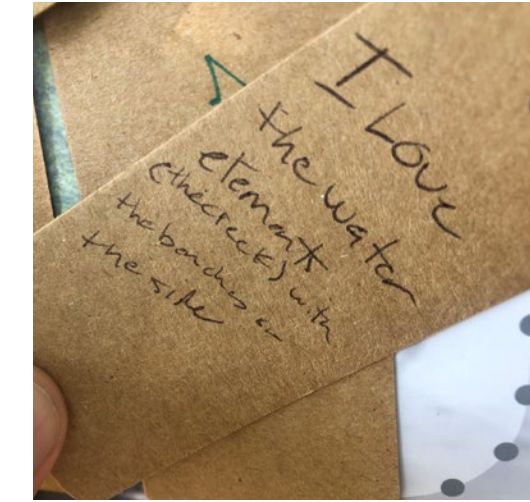
Photo: Harry Connolly

Park Jam #2 - Design Options Reveal

This event was oriented around getting feedback on the 3 design alternatives developed by the CDAs. It was also an opportunity to test water play elements such as spray loops and misters.

The Community Design Ambassadors revealed three designs at this public event and were available to have one-on-one conversations with people about the goals for each and how the design was reached.

Community members placed their comments on the boards which expressed likes, dislike, and explanations for those preferences to help guide the CDAs in prioritizing aspects of these multiple designs when combining them into a single design for the final park. The following pages detail the feedback.



design option pin board

participation stats

Numbers of comment tags per design option:

24 It Takes a Village

17 Child in Everyone

20 Let the good times roll



Design options feedback

This option was based on a village with a central path, multiple play "rooms" and a variety of seating along the edges for visibility. People responded positively to how play was central and various comfortable seating was provided for caregivers. The complete comments are listed below.

Design board for community feedback had designated space for pinning comments

THEME

- I like "it takes a village". It's my favorite theme.
- I love this one because it is true - it takes a village to come together for community
- Love "it takes a village"
- Like the theme
- This is true, it takes a village

SIDEWALK BENCHES

- Like the wall gone, it opens up the space
- Place to rest and relax for everyone that passes by

ENTRY PAVILION

- Yes! Swinging benches
- This is a beautiful structure
- Love it!
- Parents have good view of whole park
- What happens in the middle of this? This takes up a lot of space

WATER PLAY AREA

- This has the best water play area of the options
- Like the water play variety - jets + loops + misters + creek
- Like the change in material for the pebble creek.
- Does the creek fill with water? I would like to be able to wade in shallow water.
- I love the water elements (the creek) with the benches on the site

PICNIC AREA

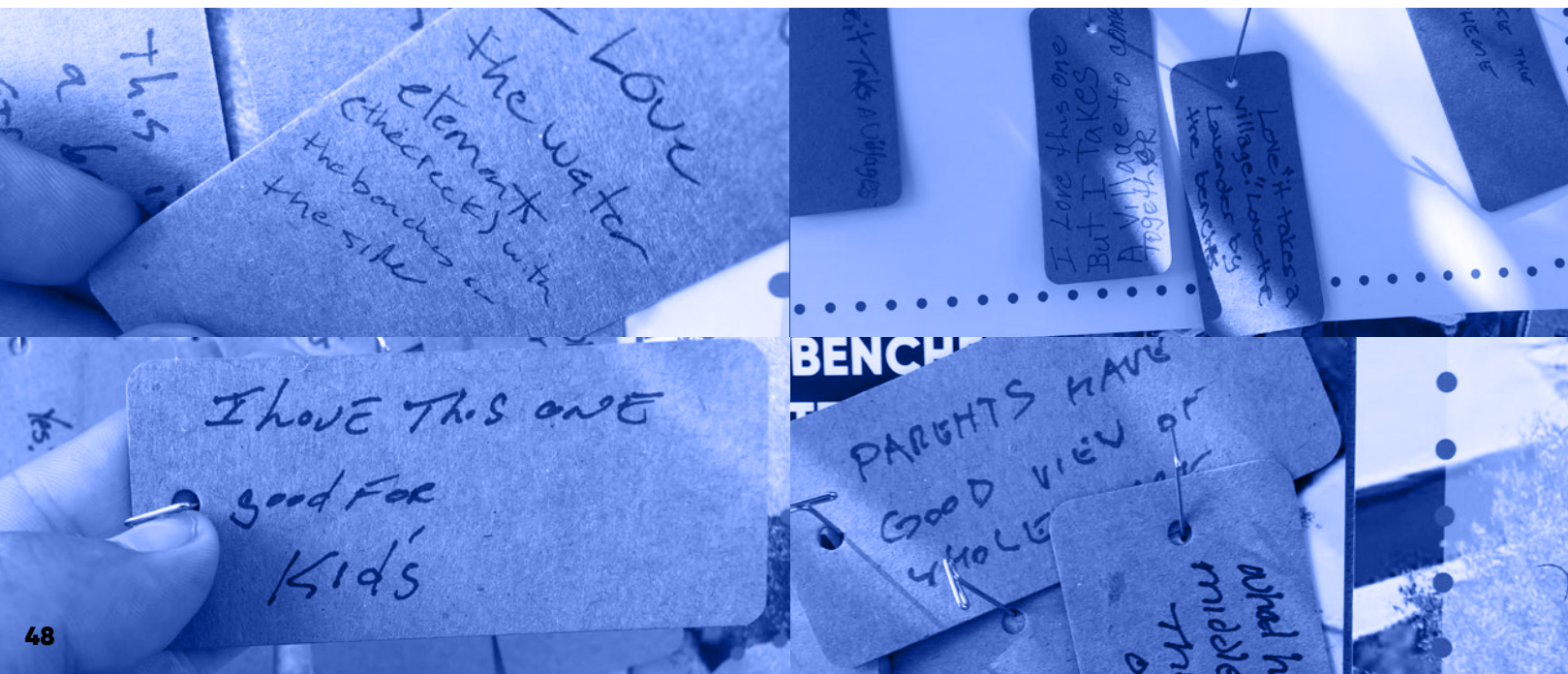
- Spread picnic tables and grills out to the corners of the park so multiple families can eat at the same time.
- All picnic areas should have grills
- Love the lavender by the benches

PLAY AREA

- I like the whole thing
- Rope climber: good and safe

ADDITIONAL COMMENTS

- Room for adults around outside to watch children
- Emergency Nerve Center
- Recycle Water?
- Too many bushes - could be grass
- Seems little crowded
- Pavilion seats and swing turn into something else at night
- Bench seat only
- More shade in this one / heat island
- If this had a stage, it would be perfect
- Bring the color from ground mural to the village
- I love this one - good for kids



It Takes a Village

PARK GOALS

- Recreate a "village" atmosphere where community acts as a large family.
- Encourage interactions between generations.
- Provide a variety of comfortable spaces for caregivers to watch children.
- Invite community elders in with shaded places to sit and meet.
- Provide a place to regularly meet neighbors.

What do you think of this theme?



POST YOUR COMMENTS ON THE IMAGE ABOVE



KEY DESIGN FEATURES

- Iconic entry pavilion
- Swinging benches
- Series of both tranquil and intense water play opportunities
- Central picnic area
- Rotating rope climber
- Many children can use play equipment at one time
- Relaxation garden with aromatic plants
- Meeting and gathering spaces for all ages

SHARE ADDITIONAL COMMENTS BELOW:



Design options feedback

This option was based on creating opportunities to slowly ease into participating in activities in the park. The space is divided into unique activity areas, including a stand-alone tot-lot. Each space encourages caregivers to play with their children by allowing for participation in degrees and at various levels of activity. The complete comments are listed below.

THEME

- I like this theme

WATER PLAY AREA

- Like getting feet wet
- Like to be able to put my feet in the water without getting soaked
- Can play games when the water is not turned on
- I like the water park that you are putting here
- I like it because it looks wet
- Can this be a brighter mural?

PICNIC AREA

- Nice and shaded, but too small
- Add grills

PLAY AREA

- I like the separate toddler play area
- Toddler ground material needs to be big enough that it is not a choking hazard
- Rope tower: Something stationary where the kids won't get hung up on rope
- Rubber mounds look fun

BENCHES

- I like the long benches – enough room for everyone

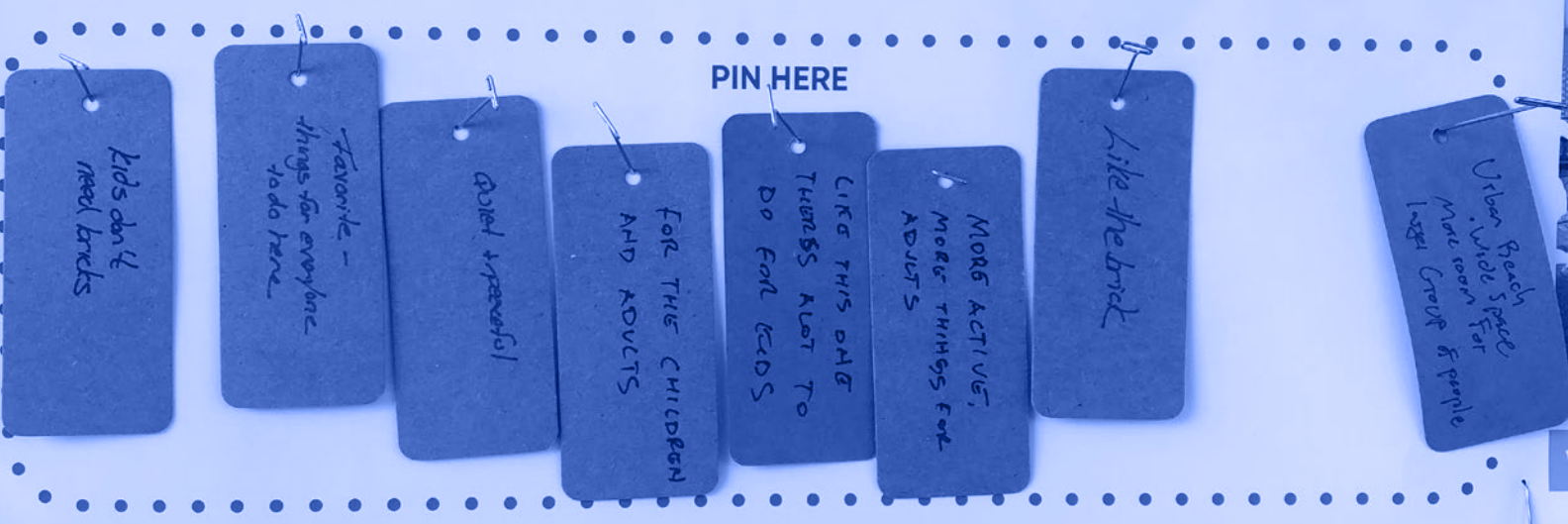
LAWN

- Like this open area
- Both kids and adults can use this space

ADDITIONAL COMMENTS

- This is my favorite – things for everyone to do here
- Quiet and Peaceful
- For the children and adults
- Like this one. There is a lot to do for kids
- More active more things for adults, not just children
- Like the brick
- Brick pavement is too fancy, kids don't need bricks
- Urban beach – wide space more room for larger group of people

SHARE ADDITIONAL COMMENTS BELOW:



The Child in Everyone

PARK GOALS

- Encourage caregivers to be involved with their children.
- Invite community in of all ages and abilities to play at their own comfort levels.
- Transition from relaxing front area to playful back area.
- Give everyone in the park permission to be playful.
- Accommodate small social gatherings.

What do you think of this theme?



POST YOUR COMMENTS ON THE IMAGE ABOVE

KEY DESIGN FEATURES

- Flexible open lawn space
- Partially contained tot area with play steppers
- Flexible water jet area that can be used for street games during non-water activity times
- Pebble creek: slow-moving water play with benches
- Climbing rope tower
- Rubber mounds for imaginative play
- Central picnic area
- Swinging benches

SHARE ADDITIONAL COMMENTS BELOW:



Design options feedback

This option was based on maintaining a large flexible space for community events and gatherings. It was liked for bright colors, openness, and the opportunities for increased community events. But the decreased play area was not preferable when contrasted with other options that had play as the central focus. The complete comments are listed below.

THEME

- I feel like this theme will bring a lot of people together
- WATER PLAY AREA
- This space is not as large as the others
- Not enough water as other schemes

PLAY AREA

- May need more things for the kids to play with

STAGE

- I like this stage
- I like the view from the stage
- The stage is a great addition to this park, there can be great events all the time.

PAINTED PAVEMENT

- Best color
- Love this
- I like good times park
- I like the color
- Like this color without it this option is kind of plain
- Love the colors, great idea

PICNIC PLAZA

- Add chess tables for the old men
- I picnic also and can't wait until next spring for me and the kids

ADDITIONAL COMMENTS

- I think it is a great idea
- We are all having more fun here
- Give people a reason to come out of their houses
- Security camera? Times?
- I could see myself playing with my little cousin
- I like this one really open and really colorful
- This one has it all

Let the good times roll

PARK GOALS

- Build a strong community by providing a place for frequent community led events and block parties to take place.
- Provide a flexible space that is comfortable and engaging for everyday use.
- Create a neighborhood icon
- Connect to the neighborhood with graphic pavement and open entryway.
- Support events of all sizes.

What do you think of this theme?
PIN HERE



POST YOUR COMMENTS ON THE IMAGE ABOVE



KEY DESIGN FEATURES

- Ground mural
- Grand open lawn
- Elevated stage with amphitheater seating
- Large picnic plaza
- Retractable shade canopy over stage and picnic plaza
- Custom net and platform climbing structure
- Rubber mounds for imaginative play
- Water spray loops
- Retain all existing trees

SHARE ADDITIONAL COMMENTS BELOW:

PIN HERE





5

Appendix

Help Design a Community Park!

Be a **Community Design Ambassador** for the **2 N Fulton Splash Park / Playground**

Community Design Ambassador Position Summary

We are looking for ambassadors of the neighborhood to join the design team for a 6-week program to participate in community outreach focused on the development of the lots at 2-8 N Fulton Avenue.

During the program, you will observe and explore the public spaces in your neighborhood, talk to neighbors about reimagining what a public space at 2-8 N Fulton Ave can look like, and collaborate with the design team to co-create an exciting community amenity that is safe, comfortable, and welcoming for all.

Community Design Ambassador (CDA) team members will have flexible assignments totaling approximately 3-5 hours of work per week for 6 weeks with a \$375 stipend for completing the actions within the program. We are looking for a wide range of participants of all ages and backgrounds who live in zipcode 21223 to join.

If interested: Please fill out the attached application and submit by May 17th.

2 N Fulton Community Design Ambassador (CDA) Application Form

Thank you for your interest in joining the CDA group! Please complete the following questionnaire and submit to one of the following: 1) front desk at Bon Secours Community Works or 2) email a copy or photo to daniel_greenSPAN@bshsi.org. **Submit your application by May 17th**. Responses will be sent out on May 23rd.

The below information will be used for coordination of CDA activities only and not for the purposes of solicitation or mailing lists. If selected, contact information will be used for communication and will be shared with other members of the CDA group for collaboration.

CONTACT INFORMATION

1. Name _____
2. Email Address _____
3. Phone Number _____
4. Block or nearest intersection to where you live (ie: 1800 W. Fayette St. **OR** W. Fayette St & N. Fulton St.)

5. Age _____

APPLICATION QUESTIONS (short answers)

6. Please introduce yourself in two sentences:

7. I want to be a Community Design Ambassador because:

8. Describe your favorite outdoor place to spend time in your neighborhood and why:

ADMINISTRATION QUESTIONS:

Your answers to this section won't influence the selection decisions – they just help to set up the program.

<ul style="list-style-type: none"> • When is the most convenient time (times) for you to attend a group meeting? <ul style="list-style-type: none"> ○ Weekdays during business hours (9am-6pm) ○ Weekdays after hours (6pm until 10pm) ○ Saturday ○ Sunday ○ Other: _____ 	<ul style="list-style-type: none"> • Affiliations (check all that apply): <ul style="list-style-type: none"> ○ I am a resident of Bon Apartments / Hollins ○ I am a client of Bon Secours Community Works ○ I am an employee of Bon Secours ○ I am a resident of West Baltimore ○ I am a resident of Baltimore ○ I am involved with a local church or community organization (provide name of organization below) ○ I am a student (provide school name below) ○ I am employed by a government organization ○ Other: _____
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RESPONSIBILITIES AND DUTIES

- Communicate with CDA lead weekly through emails or phone calls
- Attend and participate in three community meetings/events
- Independently conduct interviews and submit surveys
- Share ideas and knowledge about the neighborhood in a group setting
- Work in pairs or in groups with other cohort members as needed
- Have fun, make connections, and inspire everyone with your ideas for a better park!

TIMELINE (2019)

- | | |
|------------------------------------------------|-----------------------------------------------|
| June 1
<i>(rain date 6/2/2019)</i> | CDA Kickoff & neighborhood tour hosted by CDA |
| Week of June 17 | Community Design Meeting |
| July 20
<i>(rain date 7/21/2019)</i> | Final Celebration Event |

2 N. FULTON PARK JAM

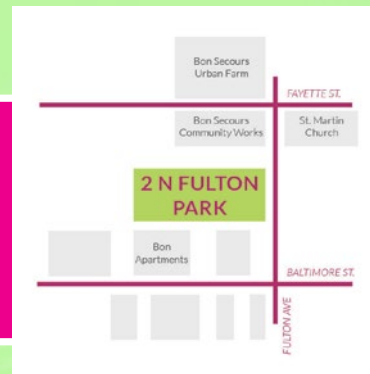
Saturday **June 22, 2019**
1:00-5:00pm

FOOD • MUSIC • GAMES • RAFFLE

Fun for the Whole Family!

HELP US DESIGN THE BEST PARK FOR YOU.

Meet your friends and neighbors that are
part of the design team.



Hosted by:
Franklin Square Community Association.



**FOR MORE INFORMATION, PLEASE
CONTACT:**

Daniel Greenspan
727-452-2506
Daniel_greenspan@bshsi.org

Shakira Franklin
443-827-7781
Shakira_franklin@bshsi.org





Report commissioned by:

Bon Secours Community Works / Unity Properties

Report prepared by:

Hinge Collective LLC

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Edith Gilliard - Franklin Square Community Association, President

George Kleb - Bon Secours, Executive Director of Housing and Community Development

Nii Sowah - Bon Secours, Director of the Family Support Center

Daniel Greenspan - Bon Secours, Enterprise Fellow for Community Engagement

Community Design Ambassadors:

Monique Bell

Terri Fields

Ronchelle Farrar-Johnson

Shakira Franklin

Kietta Griffin

Shanell Jackson

Ernestine Lane

Irish McNeil

Thelma S. Terrel

Sabri Tucker



Helinge
collective

Franklin Square Community