

The excitement and responsibility of planning

Planning is visionary

Recognising who we are designing for

Creativity and enjoyment in making places

Reflecting on and changing our professional behaviours

Listening to people who live here – homes not units

Design equality for all – poor and rich

Celebrating what we have achieved, learned, influenced over past years.

Process attitude

Place-making attitude

Get planning permission

Plan good places

Limited by law

Possible by design

13 week decision

50 year use

Development control

Development enabling

Public consultation

Collaborative planning

React to proposals

Anticipate, brief and negotiate

Standards, precedents

Ideas, problem solving

Site survey

Understanding site and context

Two dimensions

Four dimensions

Four walls and a roof

Spaces complementing buildings

Amenity

Quality of life, belonging

Grounds for refusal

How to make it work

Foundations of proactive planning

Leading members and head of planning championing a proactive approach

Vision

Place value – safety, inclusion, community, accessibility, health, character

An adopted local plan

Policy for developing places, not just delivering development

Allowing time for analysis and negotiation.

The place-making team – cross service co-operation

LA creating trusted relationships with landowners and prospective developers.

Development management

The case planner is the project manager

The applicant and LPA work collaboratively to meet shared objectives

A focus on outcomes, not process

Principled negotiation

Being creative and practical about conditions and coding

Reclaim the discipline of 'urban planning'

Take care with the word '**design**' – what are you talking about?

Spatial planning – land, landscape, locations and linkages

The design process – client brief, analysis, objective, options, concept, realisation

The proposed design – drawings and rationale

How a development works – the complex whole, not all visible

Built form and elevations – the appearance of a building

The visible outcome – what we see when built: townscape and architecture

Detailed design – the windows, bricks, door handles, bins and shrubs