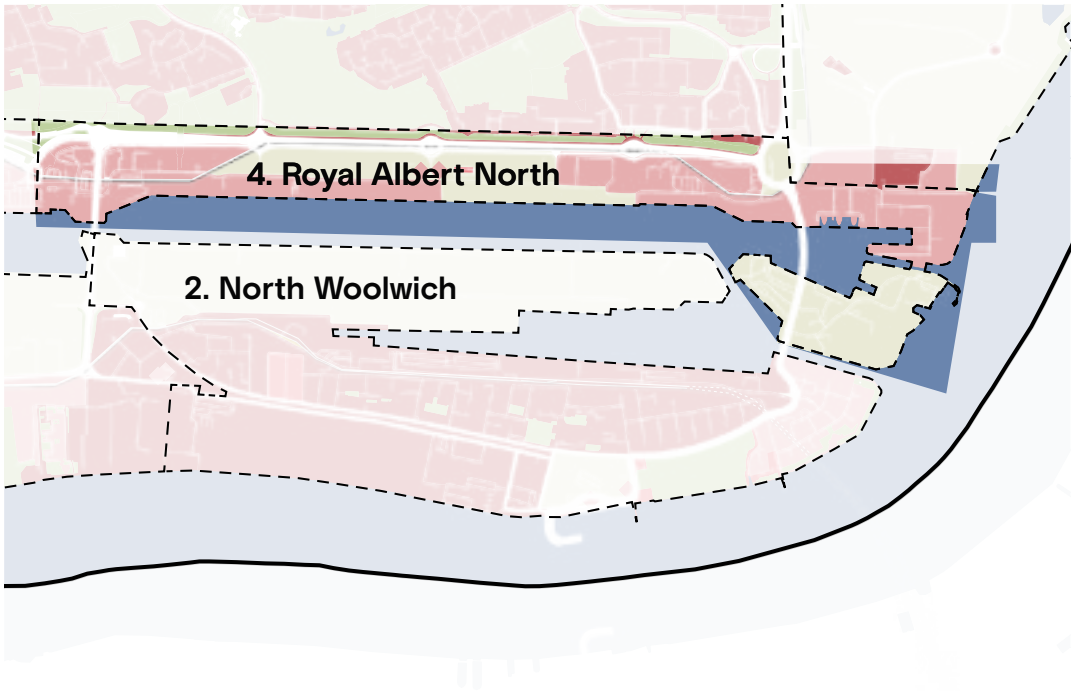
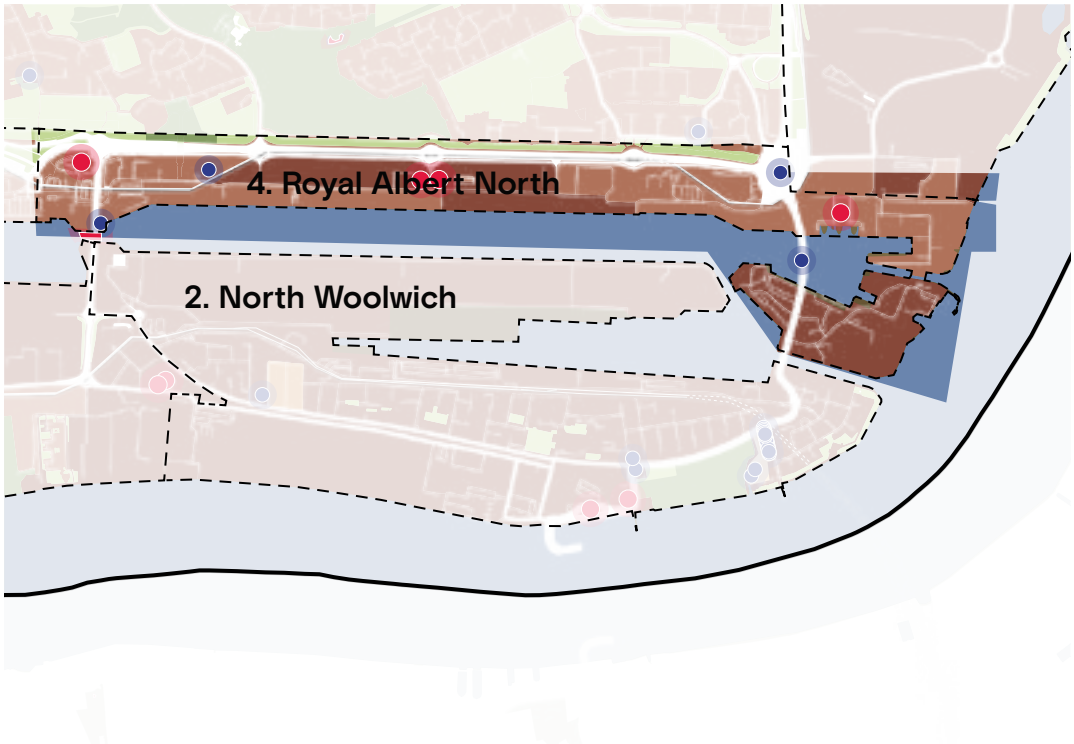
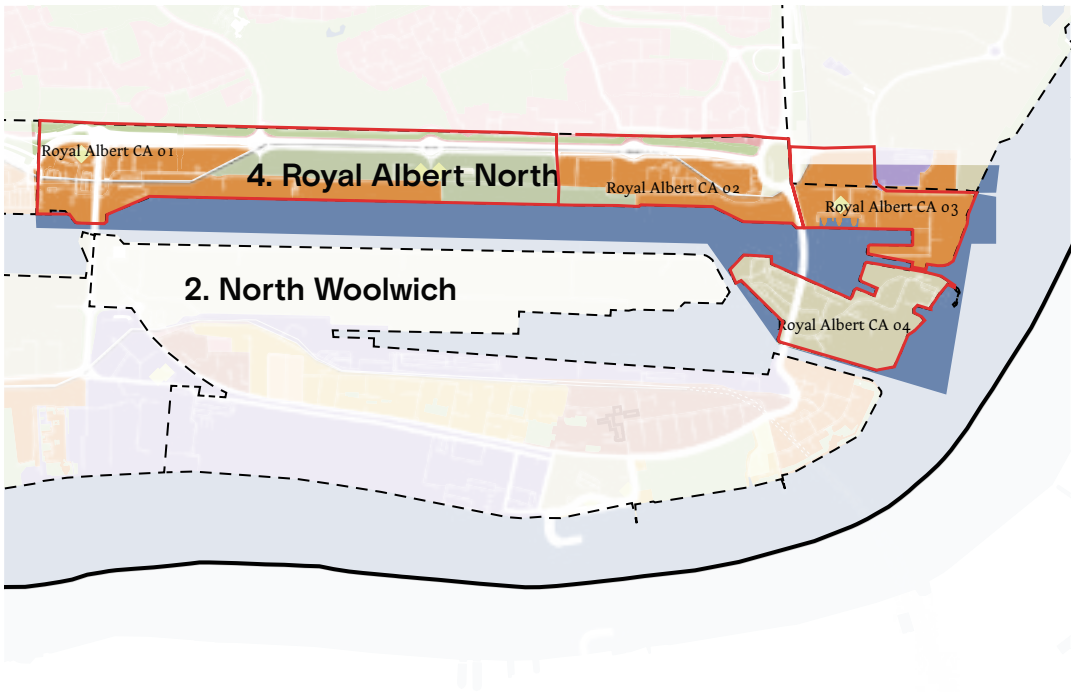
4. Royal Albert North



- Successful quality
- In part successful quality
- Not successful quality
- /// High Street Character



- Listed buildings
- Locally listed buildings
- Highly sensitive to change
- Sensitive to change
- Somewhat sensitive to change
- Not sensitive to change
- Parks of historical value
- Sites of Importance for Nature Conservation
- Parks and green spaces



- High Street Character
- Town and Local Centres
- Industrial areas
- Large retail park
- Terrace Houses
- Mixed urban plot (fragment of historic terrace houses with newer buildings)
- Inner suburbs
- Apartment buildings and Estates
- Mid density urban neighbourhood
- Brownfield
- Airport and station

Royal Albert North CA 01		
Context	Relationship with the docks	1
Identity	Clear and recognisable	1
Built form	Efficient blocks	1
Movement	Easy to navigate, close to PT	1
Nature	Scarce presence past the water	0
Public realm	Feels isolated and disconnected	0
Uses	Mix of uses	1
Homes & buildings	High quality	1
Resources	Recently completed	1
Total		7

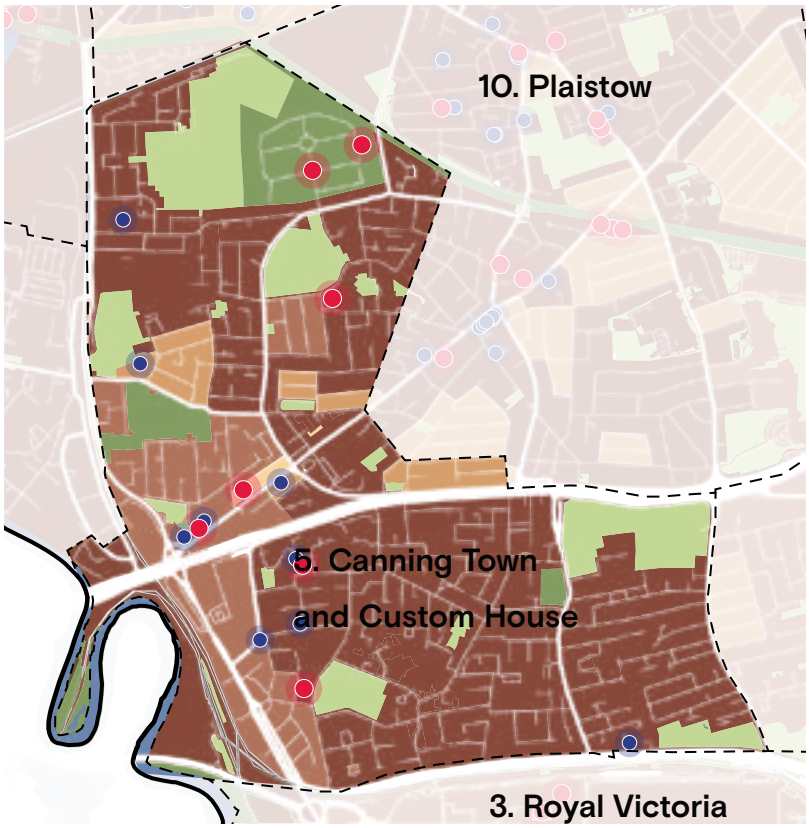
Royal Albert North CA 02		
Context	Relationship with the docks	1
Identity	Clear and recognisable	1
Built form	University	0.5
Movement	Easy to navigate, close to PT	1
Nature	Scarce presence past the water	0
Public realm		0.5
Uses	University	1
Homes & buildings	High quality	1
Resources	Recently completed	1
Total		7

Royal Albert North CA 03		
Context	Connecting with water	1
Identity	Clear and recognisable	1
Built form	Efficient perimeter blocks	1
Movement	Easy to navigate	1
Nature	Scarce presence past the water	0
Public realm	high quality, pocket parks	1
Uses	Residential, scarce services	0.5
Homes & buildings	High quality	1
Resources	Efficient	1
Total		7.5

5. Canning Town and Custom House

- Successful quality
- In part successful quality
- Not successful quality
- /// High Street Character

- Listed buildings
- Locally listed buildings
- Highly sensitive to change
- Sensitive to change
- Somewhat sensitive to change
- Not sensitive to change
- Parks of historical value
- Sites of Importance for Nature Conservation
- Parks and green spaces



Canning Town CA 02		
Context		0
Identity	Generic	0
Built form	Fragmented urban blocks	0
Movement	Not legible	1
Nature	Access to green	1
Public realm	Poor	0
Uses	Mostly residential	0
Homes & buildings	Houses	1
Resources		0
Total		3

- High Street Character
- Town and Local Centres
- Industrial areas
- Large retail park
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- Inner suburbs
- Apartment buildings and Estates
- Mid density urban neighbourhood
- Brownfield
- Airport and station

Canning Town CA 04		
Context	Historical typology	1
Identity	Clear and recognisable	1
Built form	Efficient blocks	1
Movement	Easy to navigate, close to PT	1
Nature	Scarce presence	0
Public realm	Poor	0
Uses	Mostly residential	0
Homes & buildings	Traditional houses types	1
Resources	Non energy efficient	0
Total		5

Canning Town CA 05		
Context	No reference to context	0
Identity	Modernist estate	1
Built form	Modernist estate	0
Movement	Car based	0
Nature	Access to green	1
Public realm	Poor	0
Uses	Mostly residential	0
Homes & buildings	Apartments	1
Resources	Low energy efficiency	0
Total		3

Canning Town CA 08		
Context		0
Identity	Clear and recognisable	1
Built form	Efficient blocks	1
Movement	Easy to navigate, close to PT	1
Nature	Green courtyards	0
Public realm	Communal courtyards and spaces	0
Uses	Mix of uses	1
Homes & buildings	High quality	1
Resources	Recently completed	1
Total		6

Canning Town CA 02		
Context		0
Identity	Generic	0
Built form	Fragmented urban blocks	0
Movement	Not legible	1
Nature	Access to green	1
Public realm	Poor	0
Uses	Mostly residential	0
Homes & buildings	Houses	1
Resources	Low energy efficiency	0
Total		3

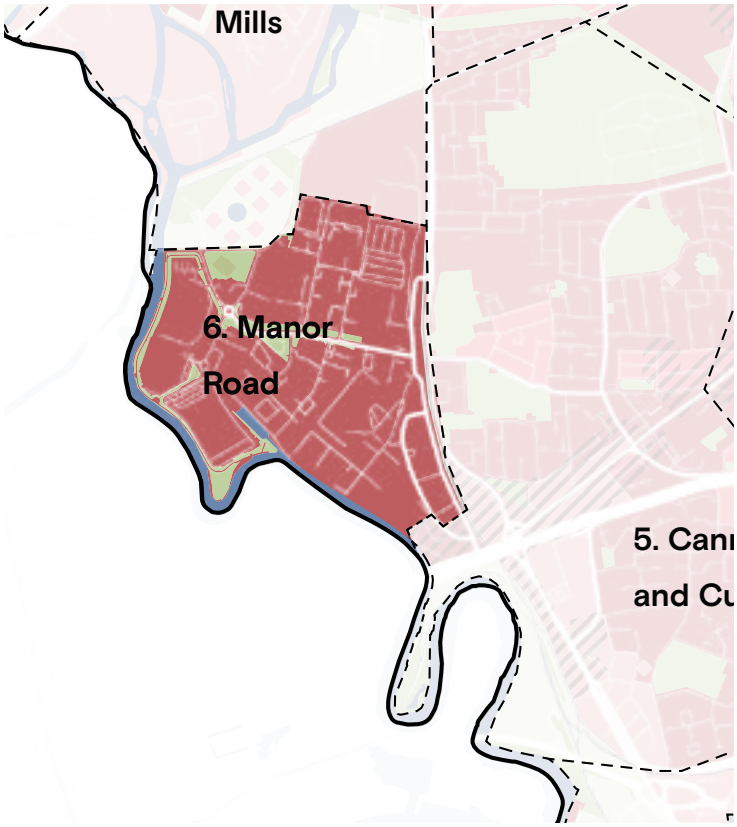
Canning Town CA 06		
Context	Marking the town centre	1
Identity	Clear and recognisable	1
Built form	High rise buildings	1
Movement	Easy to navigate, close to PT	1
Nature	Scarce presence	0
Public realm	Limited communal spaces	0
Uses	Mix of uses	1
Homes & buildings	High quality	1
Resources	Recently completed	1
Total		7

Canning Town CA 07		
Context		0
Identity	Generic	0
Built form	Fragmented urban blocks	0
Movement	Not legible	1
Nature	Access to green	1
Public realm	Poor	0
Uses	Mostly residential	0
Homes & buildings	Apartments and houses	1
Resources	Low energy efficiency	0
Total		3

Canning Town CA 01		
Context		0
Identity	Generic	0
Built form	Fragmented urban blocks	0
Movement	Not legible	1
Nature	Access to green	1
Public realm	Poor	0
Uses	Mostly residential	0
Homes & buildings	Apartments	1
Resources		0
Total		3

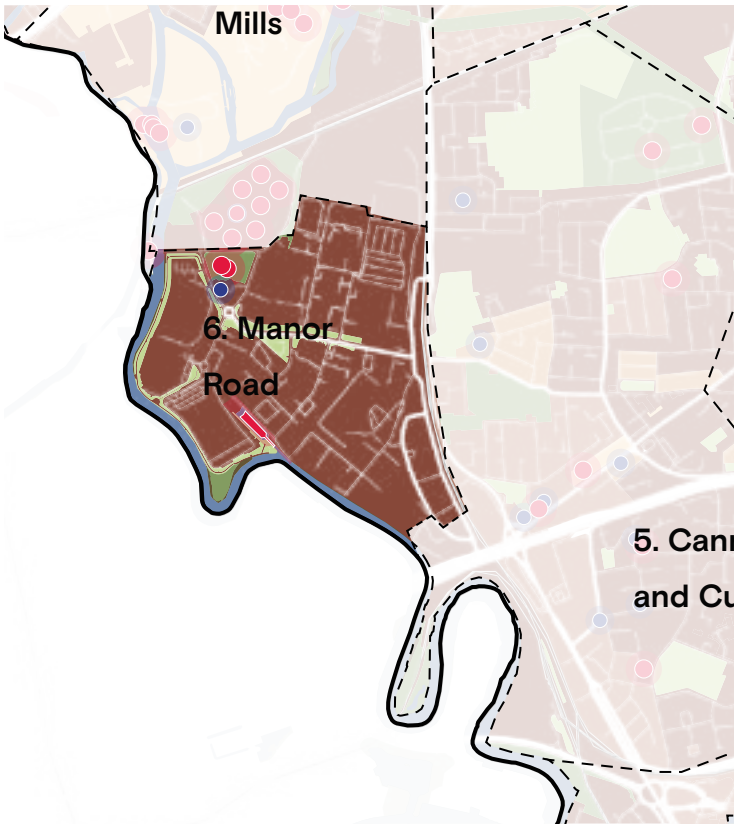
Canning Town CA 03		
Context		0
Identity	Generic	0
Built form	Fragmented urban blocks	0
Movement	Not legible	1
Nature	Access to green	1
Public realm	Poor	0
Uses	Mostly residential	0
Homes & buildings	Apartments	1
Resources		0
Total		3

6. Manor Road

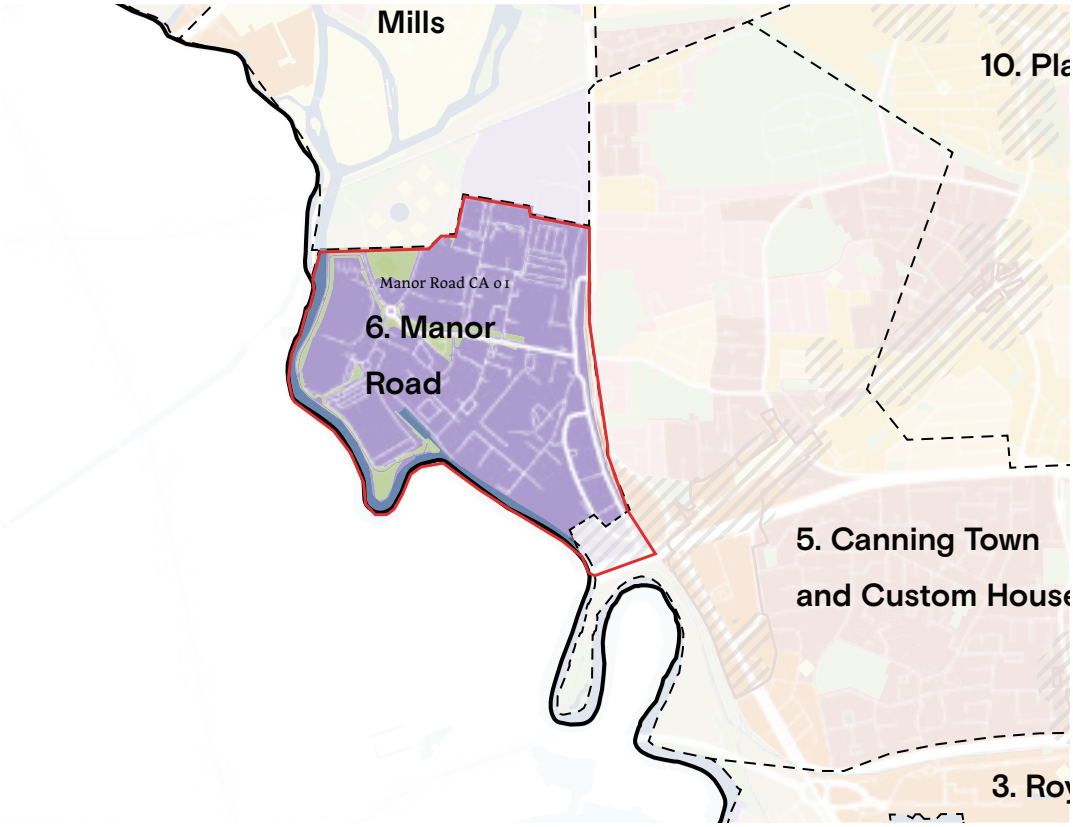


- Successful quality
- In part successful quality
- Not successful quality
- /// High Street Character

- Listed buildings
- Locally listed buildings
- Highly sensitive to change
- Sensitive to change
- Somewhat sensitive to change
- Not sensitive to change
- Parks of historical value
- Sites of Importance for Nature Conservation
- Parks and green spaces



Manor Road CA 01		
Context	No relationship with context	0
Identity	Not recognised as neighbourhood	0
Built form	Sheds	0
Movement	Difficult to navigate, close to PT	0
Nature	Scarce	0
Public realm	Scarce	0
Uses	Industrial Area	0
Homes & buildings	Sheds f various type	0
Resources	Not efficient	0
Total		0



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- Town and Local Centres
- Industrial areas
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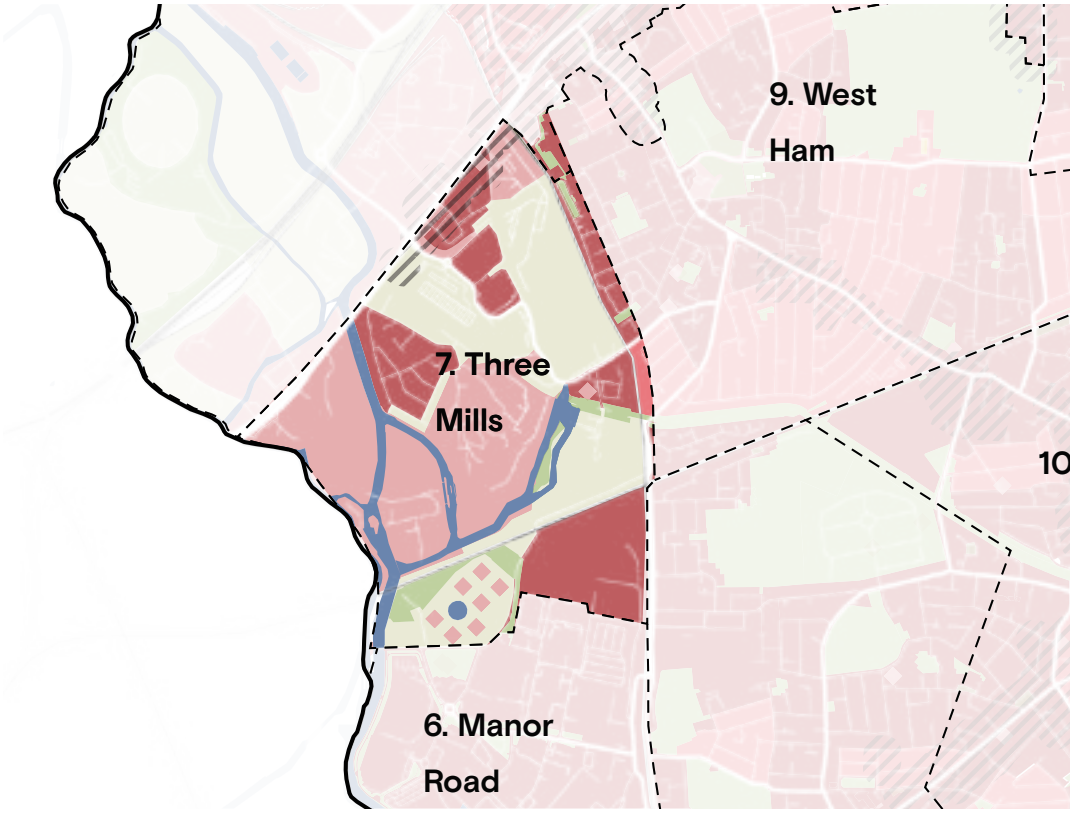
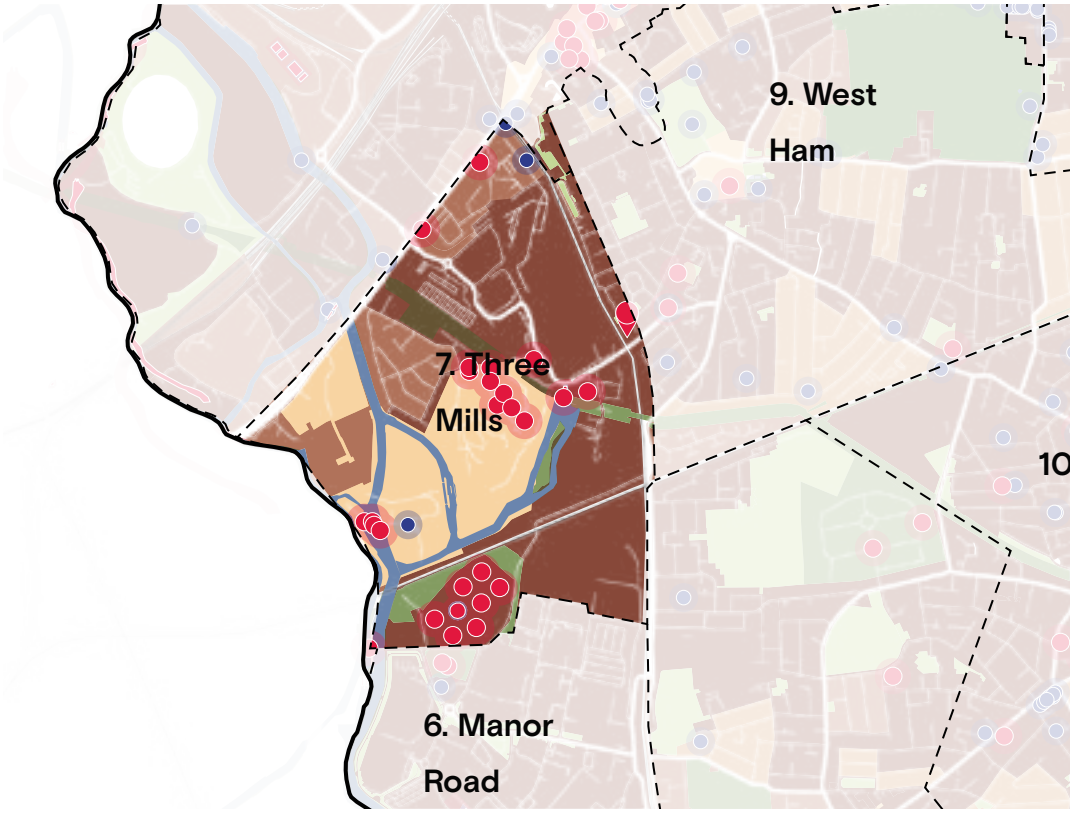
- Brownfield
- Airport and station

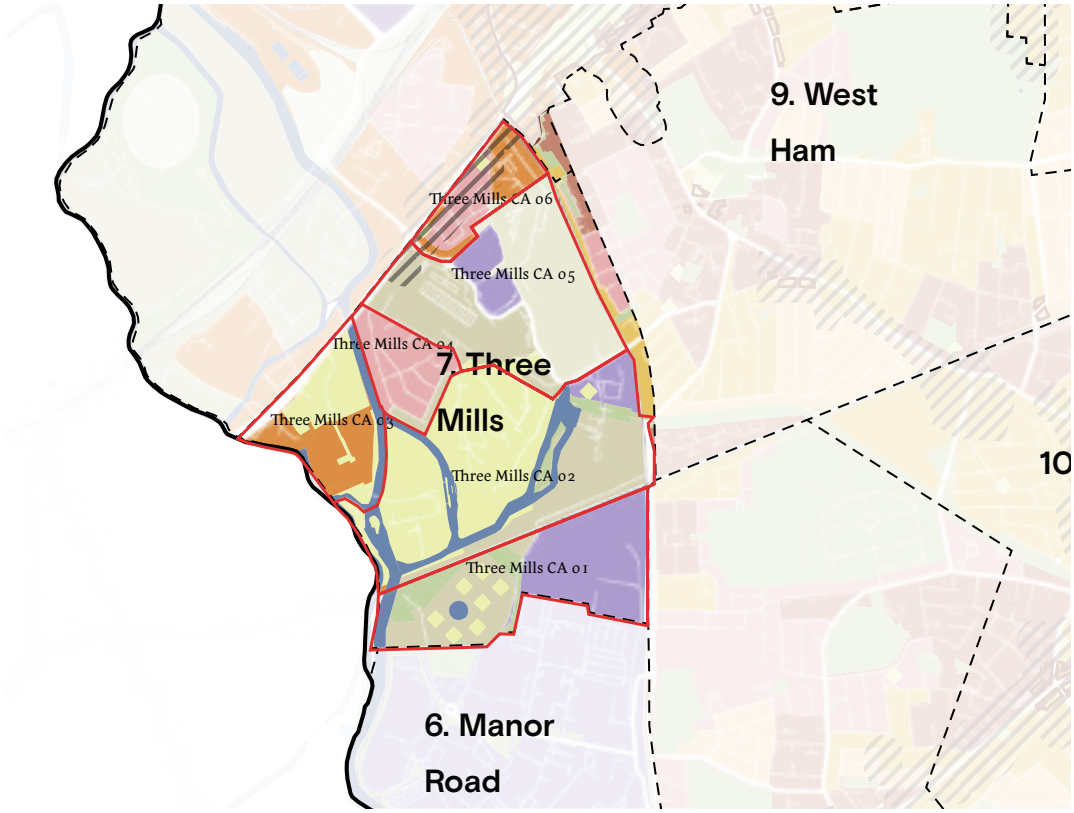
7. Three Mills



- Successful quality
- In part successful quality
- Not successful quality
- /// High Street Character



- Listed buildings
- Locally listed buildings
- Highly sensitive to change
- Sensitive to change
- Somewhat sensitive to change
- Not sensitive to change
- Parks of historical value
- Sites of Importance for Nature Conservation
- Parks and green spaces



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- Town and Local Centres
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Three Mills CA 01		
Context	Browfield site, former gaswork	0
Identity	Browfield site, former gaswork	0
Built form	Browfield site, former gaswork	0
Movement	Browfield site, former gaswork	0
Nature	Browfield site, former gaswork	0
Public realm	Browfield site, former gaswork	0
Uses	Browfield site, former gaswork	0
Homes & buildings	Browfield site, former gaswork	0
Resources	Browfield site, former gaswork	0
Total		0

Three Mills CA 02		
Context	Heritage context	1
Identity	Listed buildings and landscape	1
Built form	Largely unbuilt	0
Movement	Disconnected	0
Nature	Green and blue landscape	1
Public realm	Poor	0
Uses	Mix of education, faith, infr,	0
Homes & buildings	Various status	0
Resources	Low energy efficiency	0
Total		3

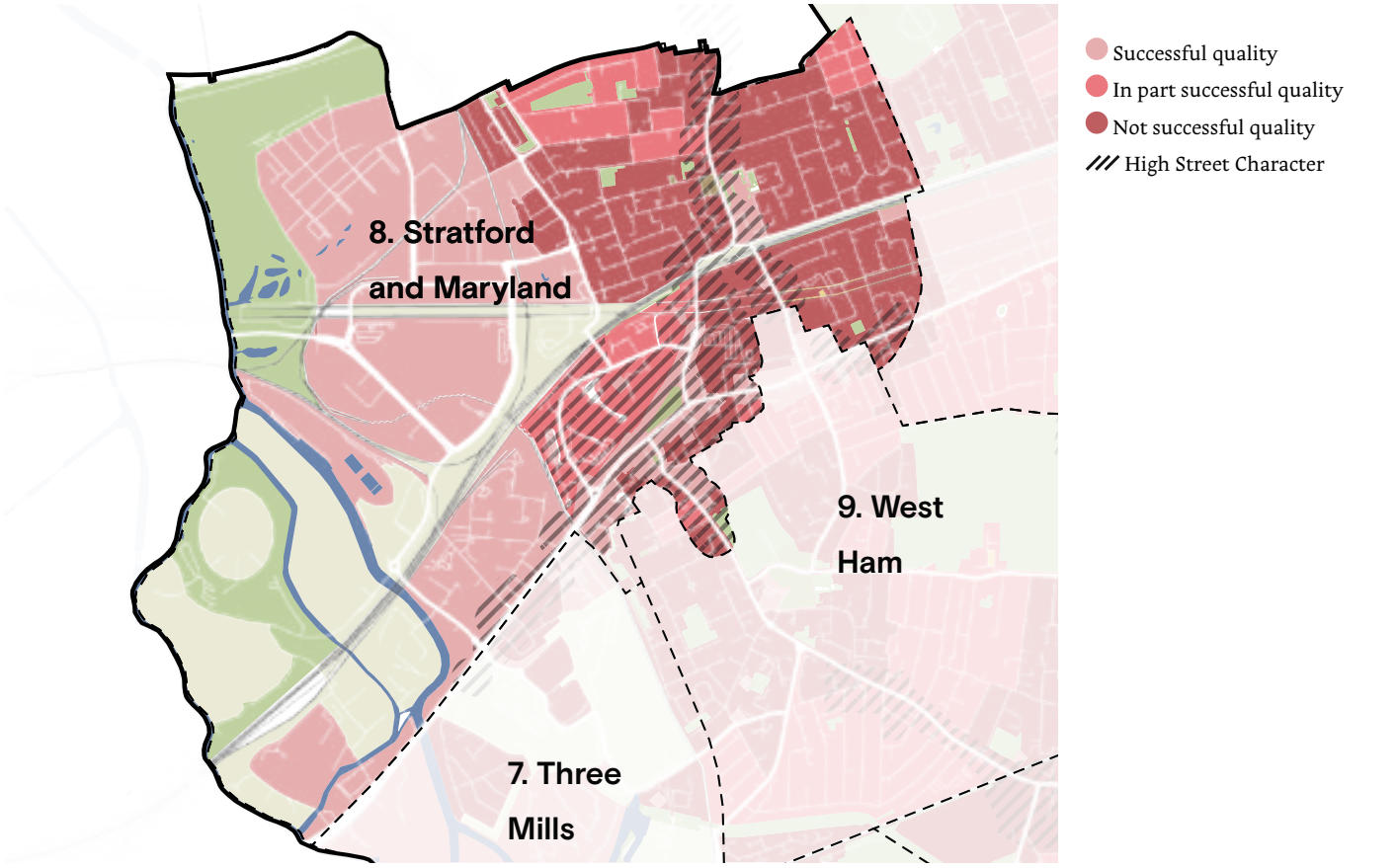
Three Mills CA 03		
Context	Heritage context	1
Identity	Clear and recognisable	1
Built form	Efficient blocks (upcoming)	1
Movement	Easy to navigate	1
Nature	Limited access to	0
Public realm	Limited at the moment	0
Uses	Mix of uses	1
Homes & buildings	High quality	1
Resources	Recently completed	1
Total		6

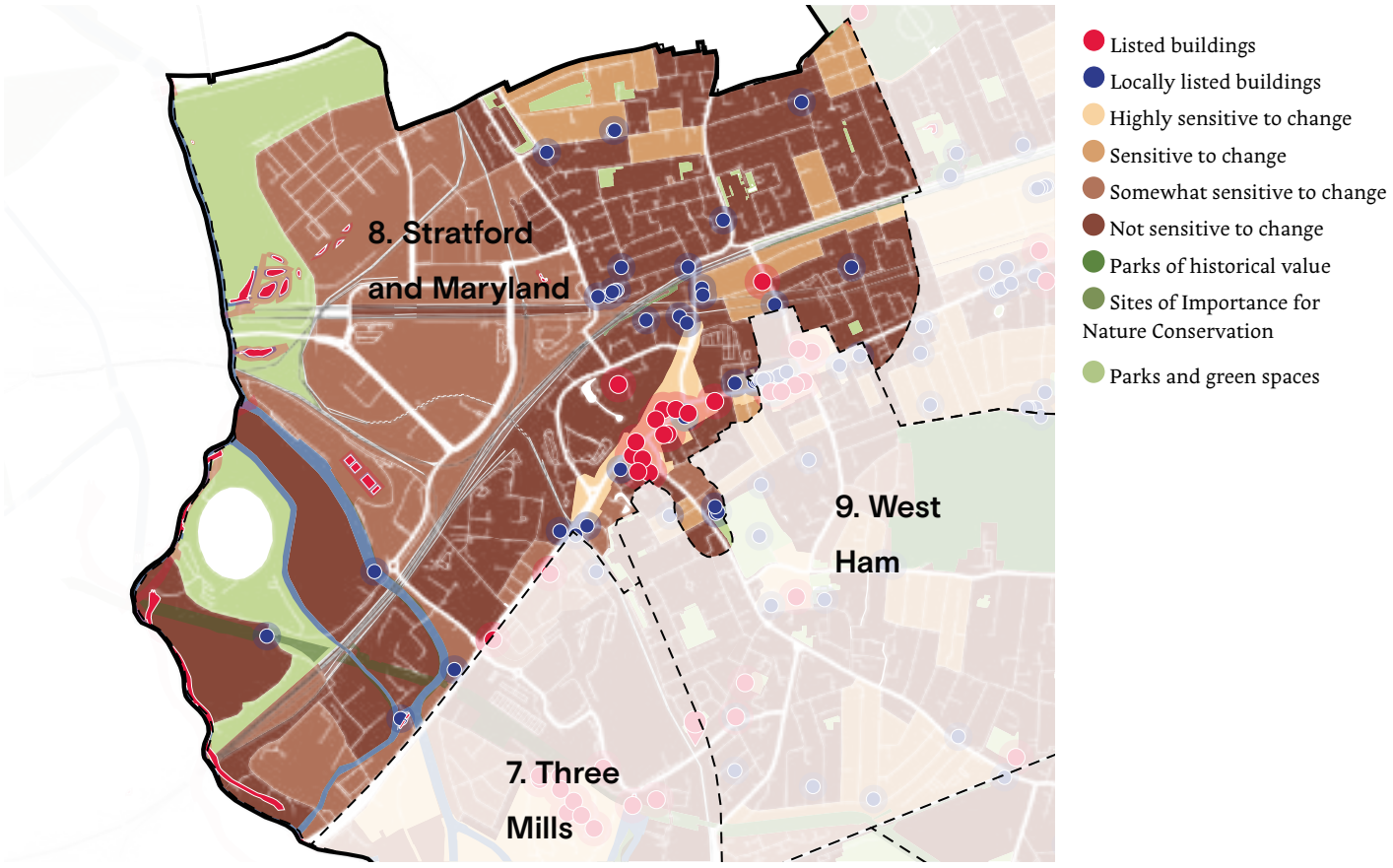
Three Mills CA 04		
Context	Connected to landscape	1
Identity	Generic	0
Built form	Various scales and typologies	0
Movement	Not legible	0
Nature	Access to green	1
Public realm	Poor	0
Uses	Mostly residential	0
Homes & buildings	Houses and apartements	1
Resources	Low energy efficiency	0
Total		3

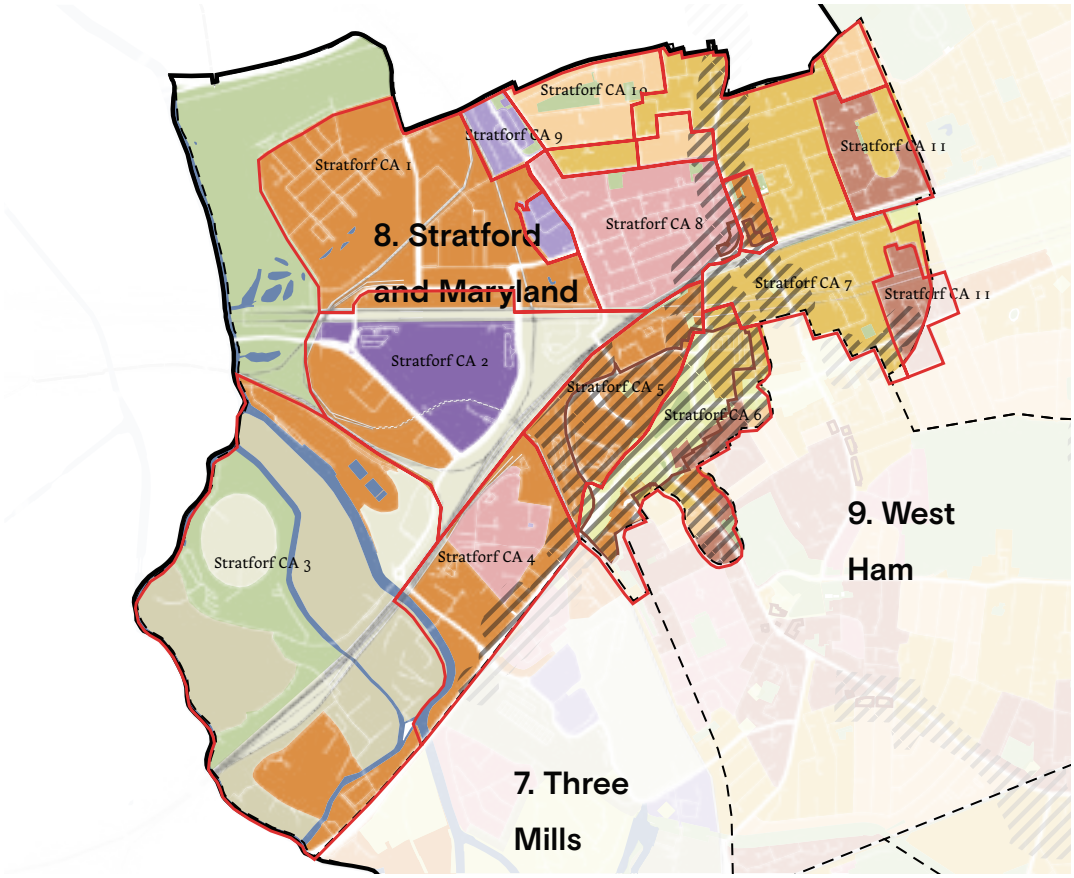
Three Mills CA 05		
Context	/	0
Identity	Generic	0
Built form	Sheds and transport depot	0
Movement	Disconnected	0
Nature	Scarce presence	0
Public realm	Limited	0
Uses	Depot and industrial	1
Homes & buildings		0
Resources	not efficient	0
Total		1

Three Mills CA 06		
Context	Marking the entrance to NH	1
Identity	Marking the entrance to NH	1
Built form	Mix of typologies in the block	1
Movement	Clear	1
Nature	Green part of the block	1
Public realm		0.5
Uses	Mostly residential	0
Homes & buildings	Apartments and houses	1
Resources	Low energy efficiency	0
Total		6.5

8. Stratford and Maryland







- High Street Character
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Stratford CA 01		
Context	Connecting with water	1
Identity	Clear and recognisable	1
Built form	Efficient perimeter blocks	1
Movement	easy to navigate	1
Nature	frequent green spaces	1
Public realm	high quality, pocket parks	1
Uses	Residential, scarce services	0
Homes & buildings	High quality	1
Resources	Recently completed	1
Total		8

Stratford CA 02		
Context	Disconnected	0
Identity	Clear and recognisable	1
Built form	Efficient high density	1
Movement	Well connected by PT	1
Nature	Limited green space	0
Public realm	High quality	1
Uses	Mix of uses	1
Homes & buildings	High quality	1
Resources	Efficient	1
Total		6

Stratford 03		
Context	Site under construction	0
Identity	Site under construction	0
Built form	Site under construction	0
Movement	Site under construction	0
Nature	Site under construction	0
Public realm	Site under construction	0
Uses	Site under construction	0
Homes & buildings	Site under construction	0
Resources	Site under construction	0
Total		0

Stratford 04		
Context	Marking the entrance to NH	1
Identity	Marking the entrance to NH	1
Built form	Mix of typologies in the block	1
Movement	Clear	1
Nature	Green part of the block	1
Public realm		0.5
Uses	Mostly residential	0
Homes & buildings	Apartments and houses	1
Resources	Low energy efficiency	0
Total		6.5

Stratford CA 05		
Context	Town centre	0
Identity	Town centre	1
Built form	Incoherent mix of typologies	0
Movement	Well connected by PT	1
Nature	Limited green space	0
Public realm	Avarage quality	0
Uses	Mix of uses	1
Homes & buildings	Mixed quality	0.5
Resources	Mixed	0.5
Total		4

Stratford CA 06		
Context	Conservation Area	1
Identity	Conservation Area	1
Built form	Conservation Area	1
Movement	Clear	1
Nature	Green part of the block	1
Public realm	High quality	1
Uses	Mixed	1
Homes & buildings	Conservation Area	1
Resources	Low energy efficiency	0
Total		7

Stratford CA 07		
Context		0
Identity	Generic	0
Built form	Mixed	0
Movement	Easy to navigate	1
Nature	Limited access to green space	0
Public realm		0
Uses	Residential and services	1
Homes & buildings	Mixed quality	0
Resources	Low efficiency	0
Total		2

Stratford CA 08		
Context		0
Identity	Generic	0
Built form	Non efficient	0
Movement	Close to PT	1
Nature	Access to green	1
Public realm	Poor	0
Uses	Mostly residential	0
Homes & buildings	Different types of homes	1
Resources	Low energy efficiency	0
Total		3

Stratford CA 09		
Context	no relationship with context	0
Identity	Industrial	0
Built form	shed	0
Movement	Accessible	1
Nature		0
Public realm		0
Uses	Industrial	1
Homes & buildings	Shed	0
Resources		0
Total		1

Stratford CA 10		
Context	Historical typology	1
Identity	Historical terrace typology	1
Built form	Terrace house blocks	1
Movement	legible grid of streets	1
Nature	Limited green beyon gardens	0
Public realm	Street only	0
Uses	Residential	0
Homes & buildings	Traditional typology	1
Resources	Low energy efficiency	0
Total		5

Stratford CA 11		
Context	not related to context	0
Identity	Part of an estate	0
Built form	ambiguous fronts and backs	0
Movement	Easy to navigate	1
Nature	Limited	0
Public realm	Access to green	1
Uses	Residential	0
Homes & buildings	Apartments	1
Resources	Low effiniency	0
Total		3