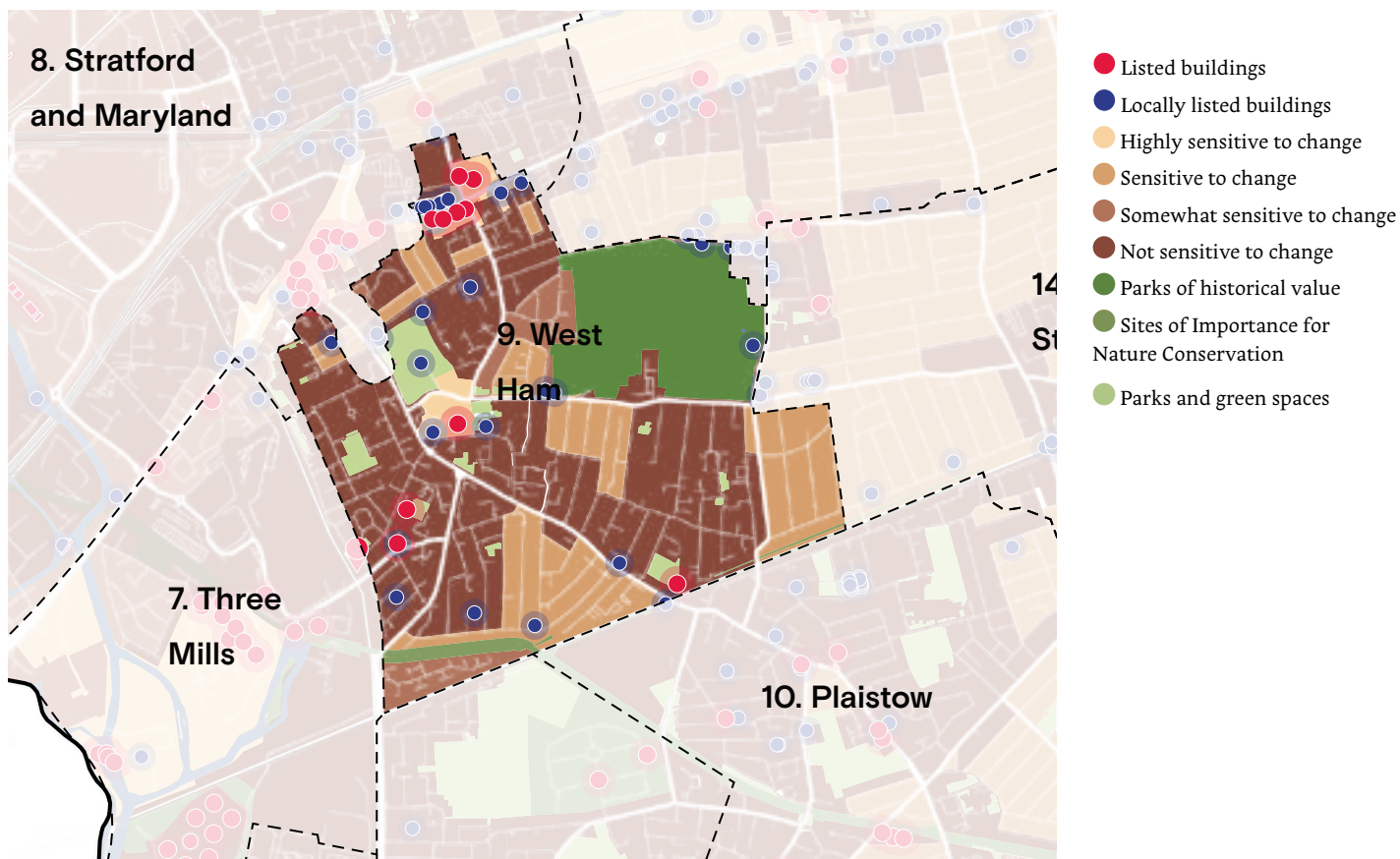
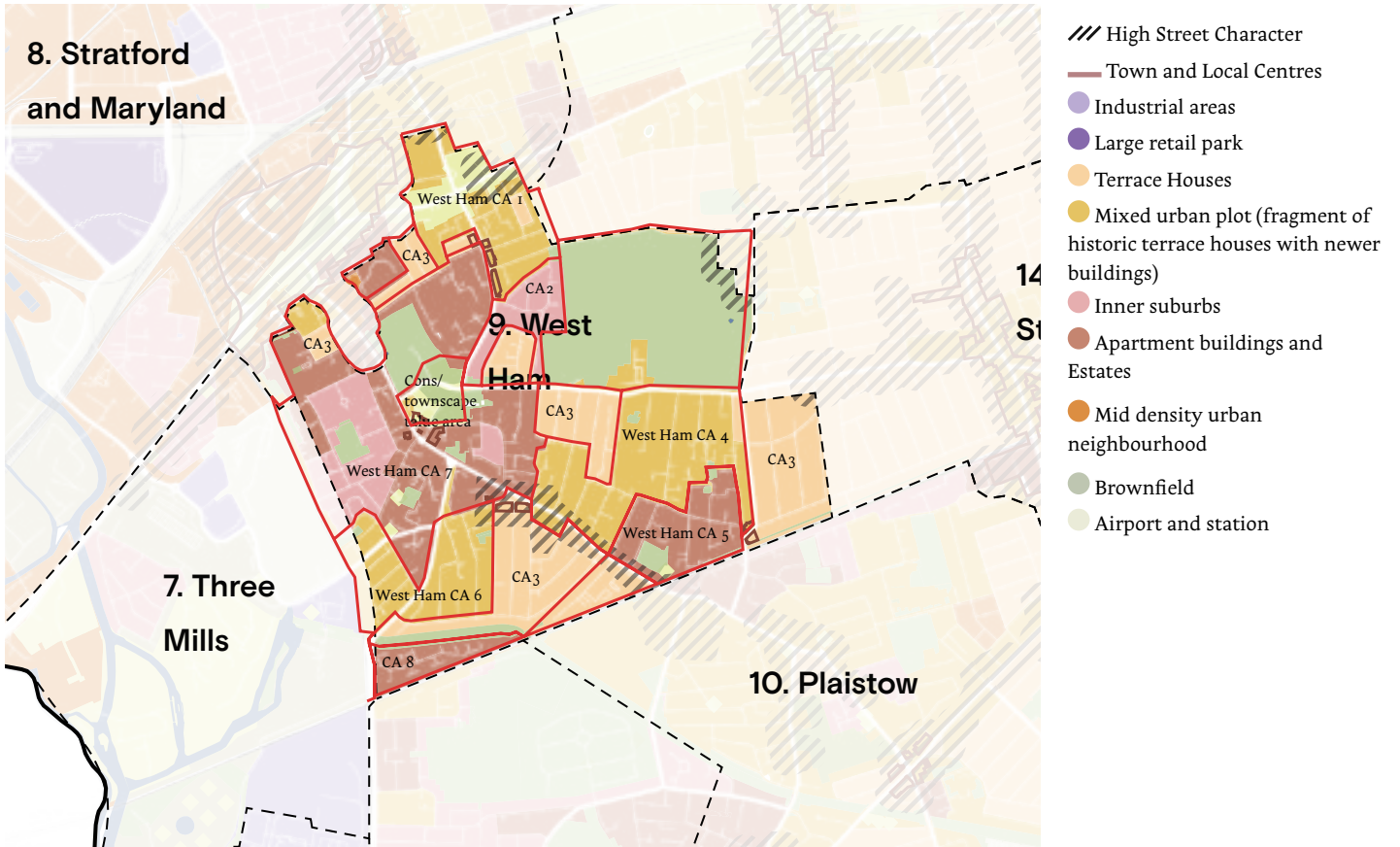


9. West Ham







West Ham CA 01		
Context	includes conservation area	1
Identity	Clear and recognisable	1
Built form	Varied	0
Movement	easy to navigate	1
Nature	Limited green spaces	0
Public realm	Poor	0
Uses	Mix of uses	1
Homes & buildings	Different quality	0.5
Resources	Different quality	0.5
Total		5



West Ham CA 02		
Context	Disconnected from park	0
Identity	Recognisable	1
Built form	low density houses	0
Movement	Not easy to navigate	0
Nature	Access to green space	1
Public realm	Poor	0
Uses	Residential	0
Homes & buildings	Good quality	1
Resources	Not efficient	0
Total		3



West Ham 03		
Context	Historical terrace houses	1
Identity	Historical terrace houses	1
Built form	Historical terrace houses	1
Movement	Legible grid of streets	1
Nature	Limited to gardens	1
Public realm	Access to park, street based	0
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Low efficiency	0
Total		6



West Ham 04		
Context		0
Identity	Mix of terrace houses	0
Built form	Mix of terrace houses	1
Movement	Legible grid of streets	1
Nature	Limited to gardens	1
Public realm	Access to park, street based	0
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Low efficiency	0
Total		4



West Ham CA 05		
Context	No relationship with context	0
Identity	Generic	0
Built form	Mixed typologies	0
Movement	Confusing street network	0
Nature	Limited green space	1
Public realm	Poor	0
Uses	Residential	0
Homes & buildings	Mixed quality	0
Resources	Low efficiency	0
Total		1



West Ham CA 06		
Context	Mix of typologies and periods	0
Identity	Conservation Area	0
Built form	Mix of typologies in a urban block	1
Movement	clear	1
Nature	Green part of gardens	0,5
Public realm	Poor quality	0
Uses	Residential with supporting uses	0,5
Homes & buildings	Houses	1
Resources	Low energy efficiency	0
Total		4

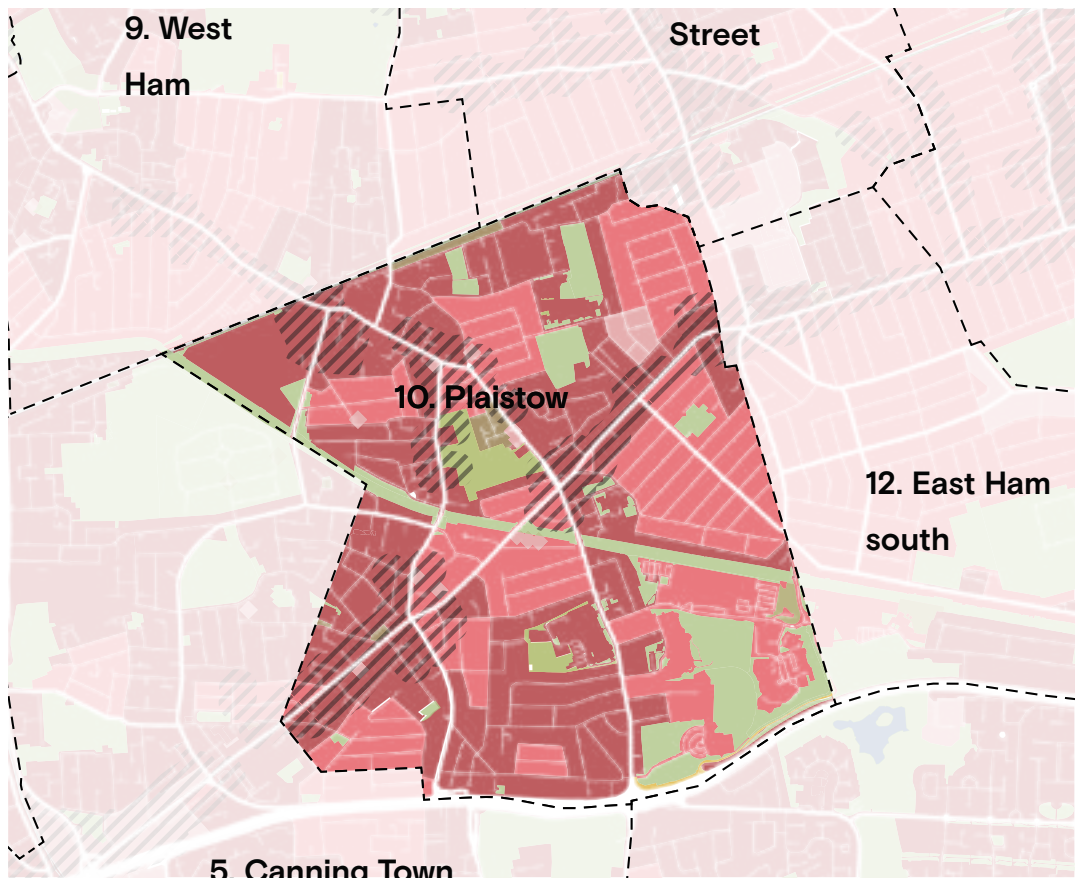


West Ham CA 07		
Context	No relationship with context	0
Identity	Generic	0
Built form	Mixed typologies	0
Movement	Confusing street network	0
Nature	Limited green space	1
Public realm	Poor	0
Uses	Residential	0
Homes & buildings	Mixed quality	0
Resources	Low efficiency	0
Total		1

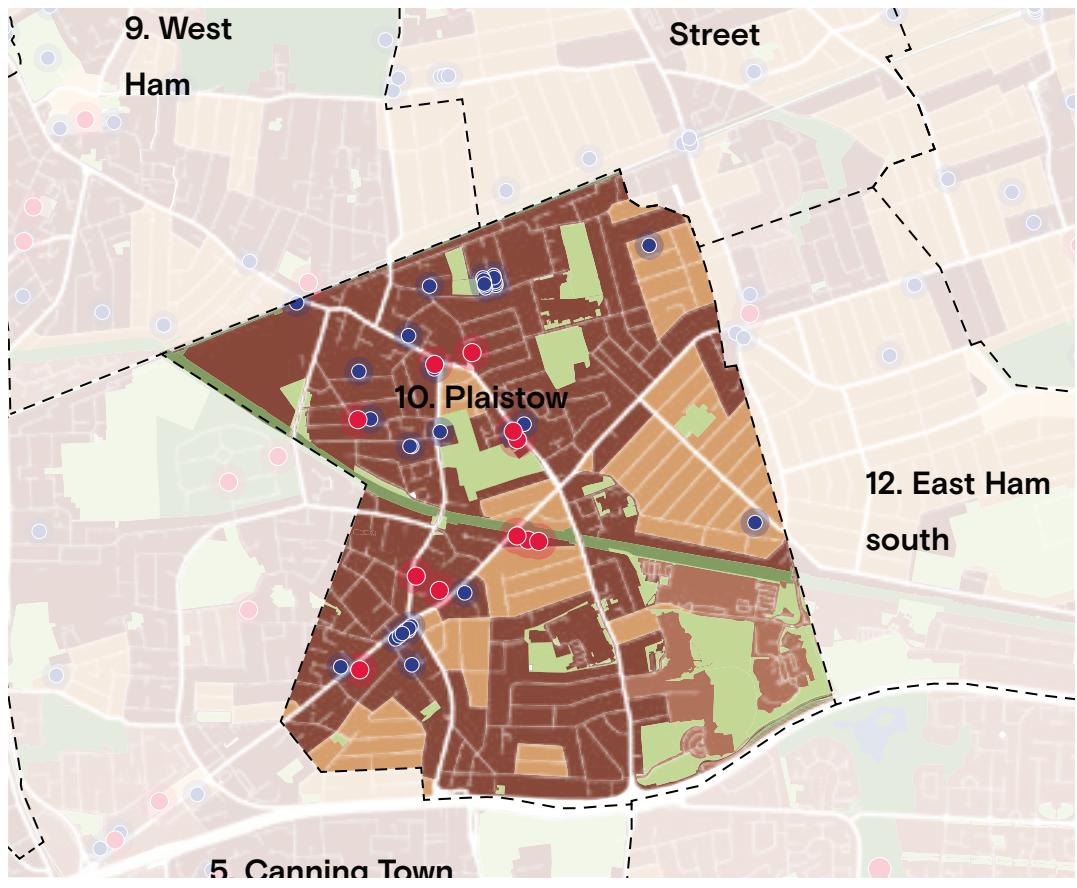


West Ham CA 08		
Context	Isolated	0
Identity	Generic	0
Built form	Non efficient, fragmented	0
Movement	Disconnected	0
Nature	Presence of green	1
Public realm	Poor	0
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Low energy efficiency	0
Total		2

10. Plaistow



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



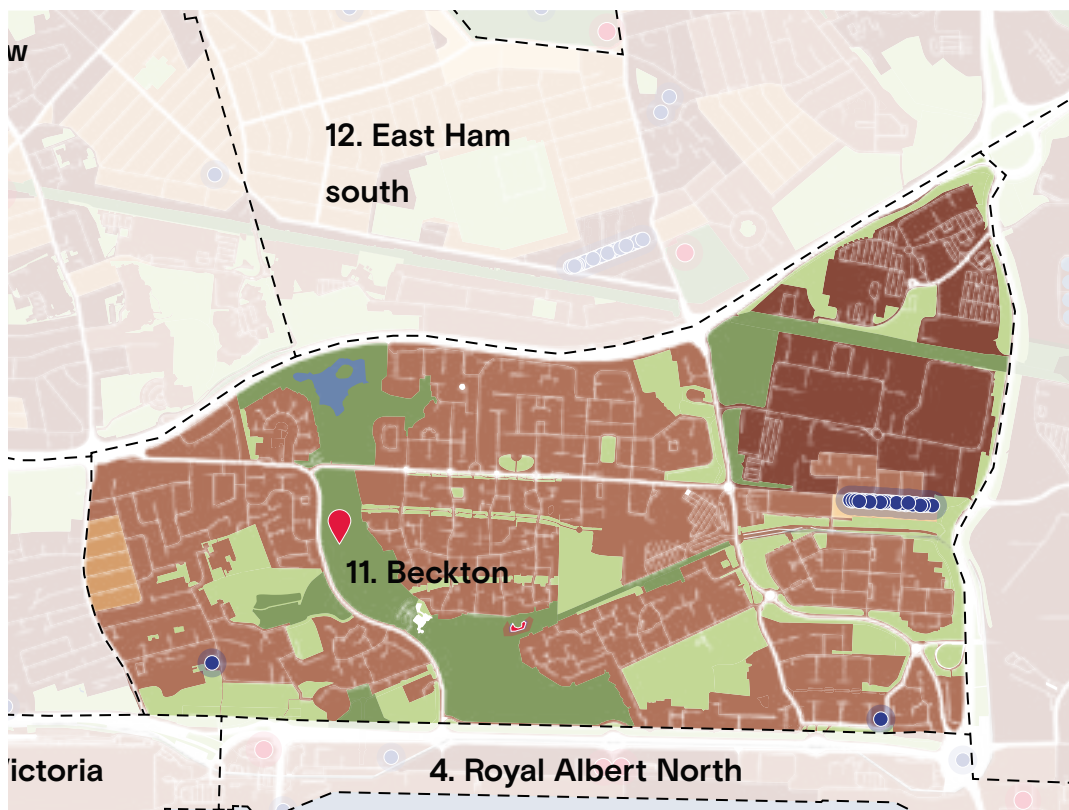
- Listed buildings
- Locally listed buildings
- Highly sensitive to change
- Sensitive to change
- Somewhat sensitive to change
- Not sensitive to change
- Parks of historical value
- Sites of Importance for Nature Conservation
- Parks and green spaces



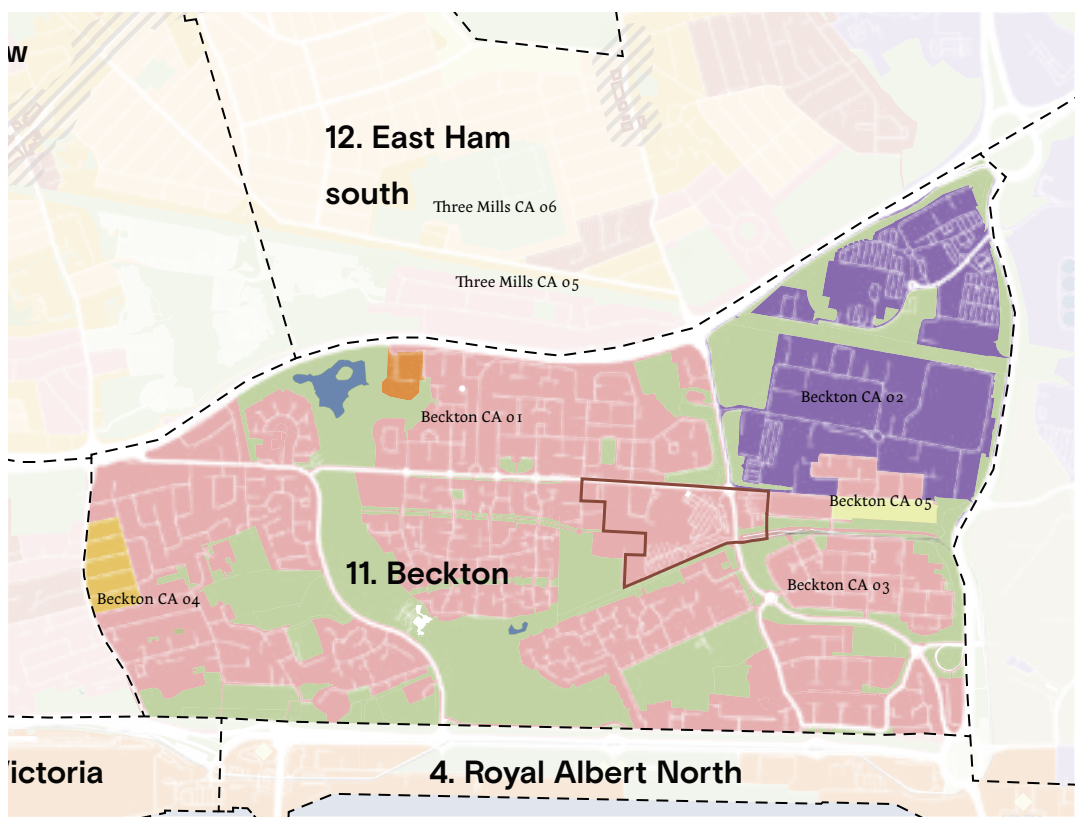
11. Beckton



- 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





Beckton CA 01		
Context	Not related	0
Identity	Generic	0
Built form	suburban houses	0
Movement	hard to navigate	0
Nature	good access to green spaces	1
Public realm	only formed by parks	1
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Non efficient	0
Total		3



Beckton CA 02		
Context	Heritage context	1
Identity	Generic	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



Beckton CA 03		
Context	Not related	0
Identity	Generic	0
Built form	suburban houses	0
Movement	hard to navigate	0
Nature	good access to green spaces	1
Public realm	only formed by parks	1
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Non efficient	0
Total		3

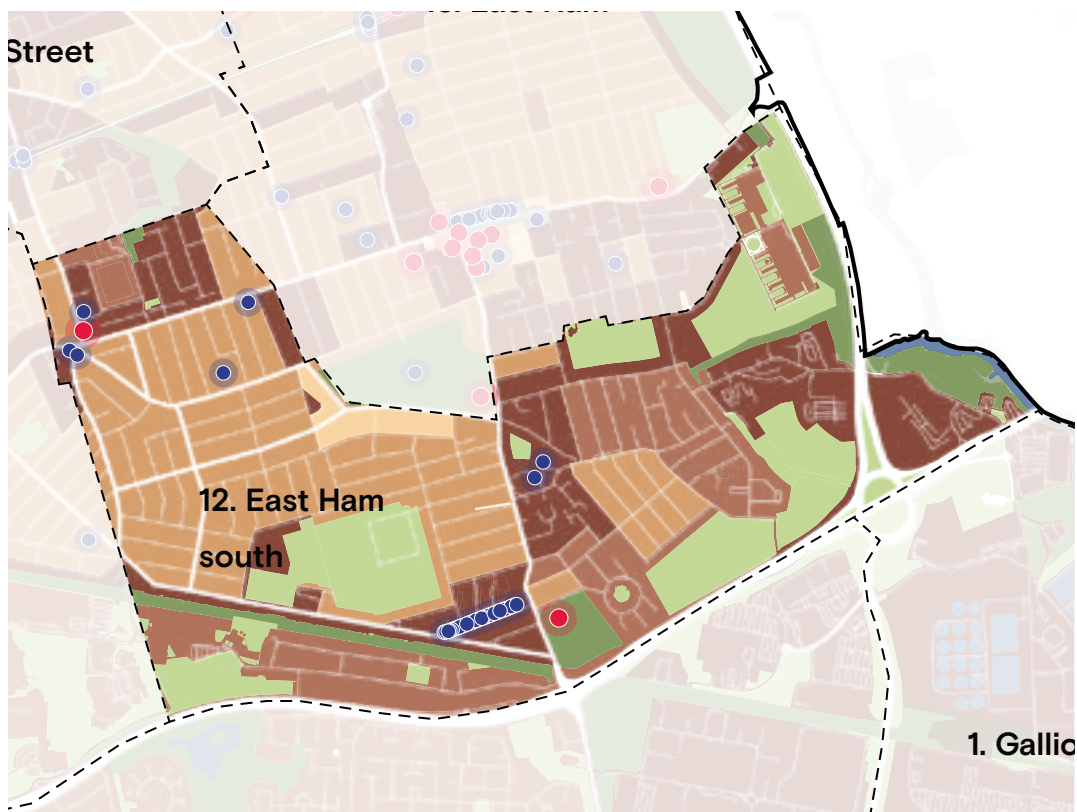
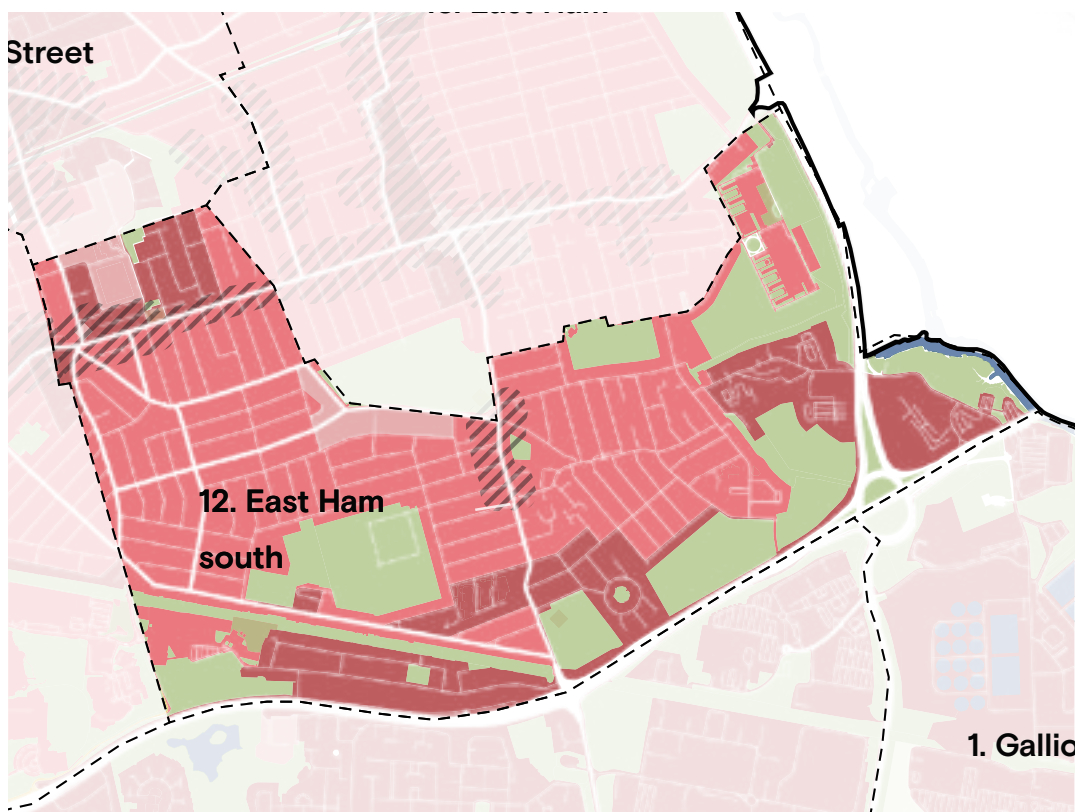


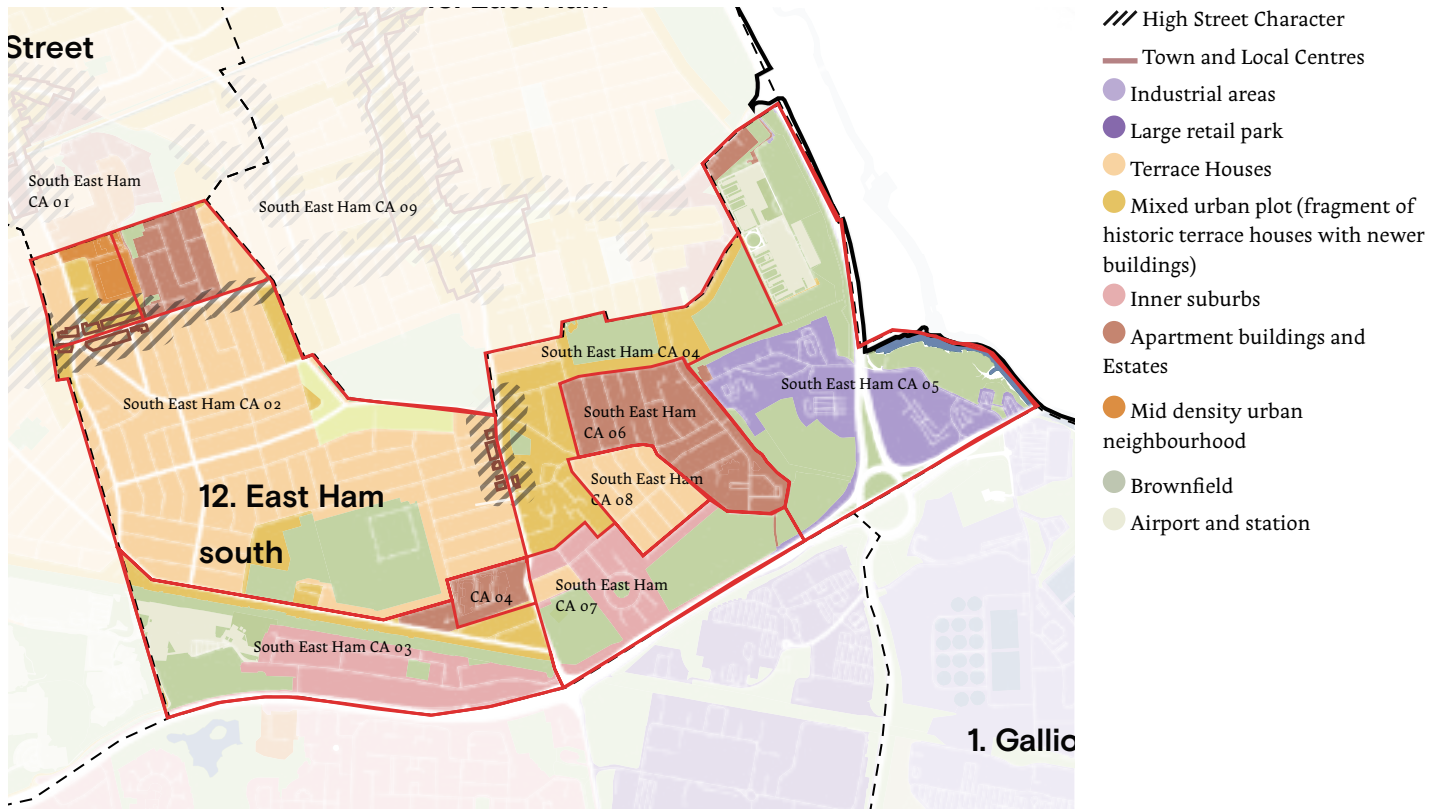
Beckton CA 04		
Context	Not related	0
Identity	Generic	0
Built form	suburban houses	0
Movement	hard to navigate	0
Nature	Limited	0
Public realm	Limited	0
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Non efficient	0
Total		1



Beckton CA 05		
Context	Workers Houses	1
Identity	Heritage	1
Built form	Terrace houses	1
Movement	Legible	1
Nature	Gardens	1
Public realm	Street, car dominated	0
Uses	Residential	0
Homes & buildings	Traditional typology	1
Resources	Non efficient	0
Total		6

12. East Ham south





East Ham CA 09		
Context	Not related	0
Identity	Towers	0
Built form	Towers and mid rise blocks	0
Movement	Unclear	0
Nature	Green	1
Public realm	Good quality	1
Uses	Residential	0
Homes & buildings	Apartments	1
Resources	Low efficiency	0
Total		3



East Ham CA 01		
Context	Previously sport structures	1
Identity	Recognisable	1
Built form	Perimeter blocks	1
Movement	Legible grid of streets	1
Nature	Limited	0
Public realm	Good quality	1
Uses	Residential	0
Homes & buildings	Standard apartments	1
Resources	Good efficiency	1
Total		7



South East Ham CA 02		
Context	Historical terrace houses	1
Identity	Historical terrace houses	1
Built form	Historical terrace houses	1
Movement	Legible grid of streets	1
Nature	Limited to gardens	1
Public realm	Access to park, street based	0
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Low efficiency	0
Total		6



East Ham CA 03		
Context	Isolated from context	0
Identity	Generic	0
Built form	Terrace houses	1
Movement	Disconnected	0
Nature	Limited to gardens	1
Public realm	only green way	0
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Low efficiency	0
Total		3



East Ham CA 04		
Context	Fragmented	0
Identity	Generic	0
Built form	Mix of periods and styles	0
Movement	Legible grid of streets	1
Nature	Limited to gardens	1
Public realm	Access to park, street based	0
Uses	Mix of uses	1
Homes & buildings	Houses and apartments	1
Resources	Low efficiency	0
Total		4



East Ham CA 05		
Context	Not related	0
Identity	Industrial	0
Built form	sheds	0
Movement	difficult to navigate	0
Nature	green	1
Public realm	poor	0
Uses	Industrial	1
Homes & buildings	Low	0
Resources	Non efficient	0
Total		2



East Ham CA 06		
Context	Limited relation	0
Identity	Clear identity	1
Built form	Apartment in green space	1
Movement	Difficult to navigate	0
Nature	Green on plot	1
Public realm	Streets and green	1
Uses	Residential	0
Homes & buildings	High quality	1
Resources	Low energy efficiency	0
Total		7

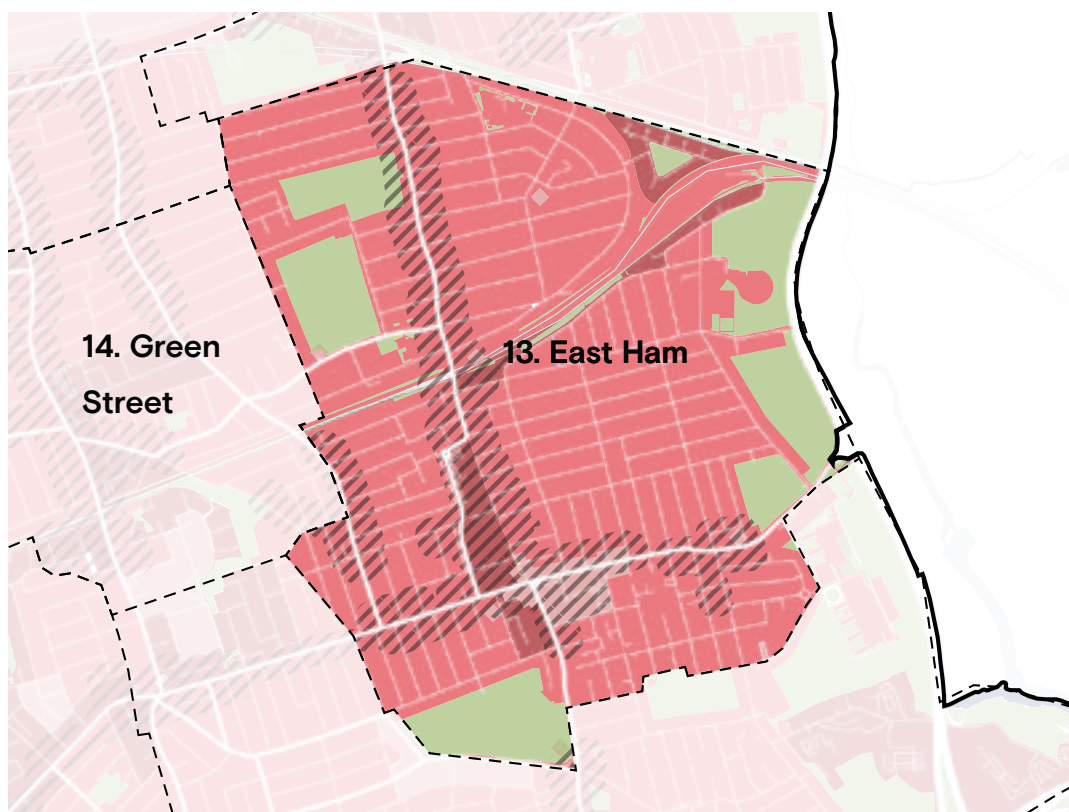


East Ham CA 07		
Context	Not related	0
Identity	Generic	0
Built form	suburban houses	0
Movement	hard to navigate	0
Nature	Green	1
Public realm	poor	0
Uses	Residential	0
Homes & buildings	Standard	1
Resources	Non efficient	0
Total		2



South East Ham CA 08		
Context	Historical terrace houses	1
Identity	Historical terrace houses	1
Built form	Historical terrace houses	1
Movement	Legible grid of streets	1
Nature	Limited to gardens	1
Public realm	Access to park, street based	0
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Low efficiency	0
Total		6

13. East Ham



- 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





East Ham CA 01		
Context	Historical terrace houses	1
Identity	Historical terrace houses	1
Built form	Historical terrace houses	1
Movement	Legible grid of streets	1
Nature	Limited to gardens	1
Public realm	Access to park, street based	0
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Low efficiency	0
Total		6



East Ham CA 02		
Context	Not related	0
Identity	Towers	0
Built form	Towers and mid rise blocks	0
Movement	Disconnected	0
Nature	Green	1
Public realm	Poor	0
Uses	Residential	0
Homes & buildings	Standard	1
Resources	Low energy efficiency	0
Total		2



East Ham CA 03		
Context	Historical terrace houses	1
Identity	Historical terrace houses	1
Built form	Historical terrace houses	1
Movement	Legible grid of streets	1
Nature	Limited to gardens	1
Public realm	Access to park, street based	0
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Low efficiency	0
Total		6



East Ham CA 04		
Context	Historical terrace houses	1
Identity	Historical terrace houses	1
Built form	Historical terrace houses	1
Movement	Legible grid of streets	1
Nature	Limited to gardens	1
Public realm	Access to park, street based	0
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Low efficiency	0
Total		6



East Ham CA 05		
Context	Not related	0
Identity	Fragmented blocks	0
Built form	Fragmented blocks	0
Movement	easy to navigate	1
Nature	no green	0
Public realm	poor	0
Uses	Mix of uses	1
Homes & buildings	Varied	0.5
Resources	Non efficient	0
Total		2.5



East Ham CA 06		
Context	Conservation Area	1
Identity	Conservation Area	1
Built form	Conservation Area	0
Movement	Easy to navigate	1
Nature	Limited green	0
Public realm	High quality	1
Uses	Mix of social infrastructure uses	1
Homes & buildings	High quality	1
Resources	Low energy efficiency	0
Total		7

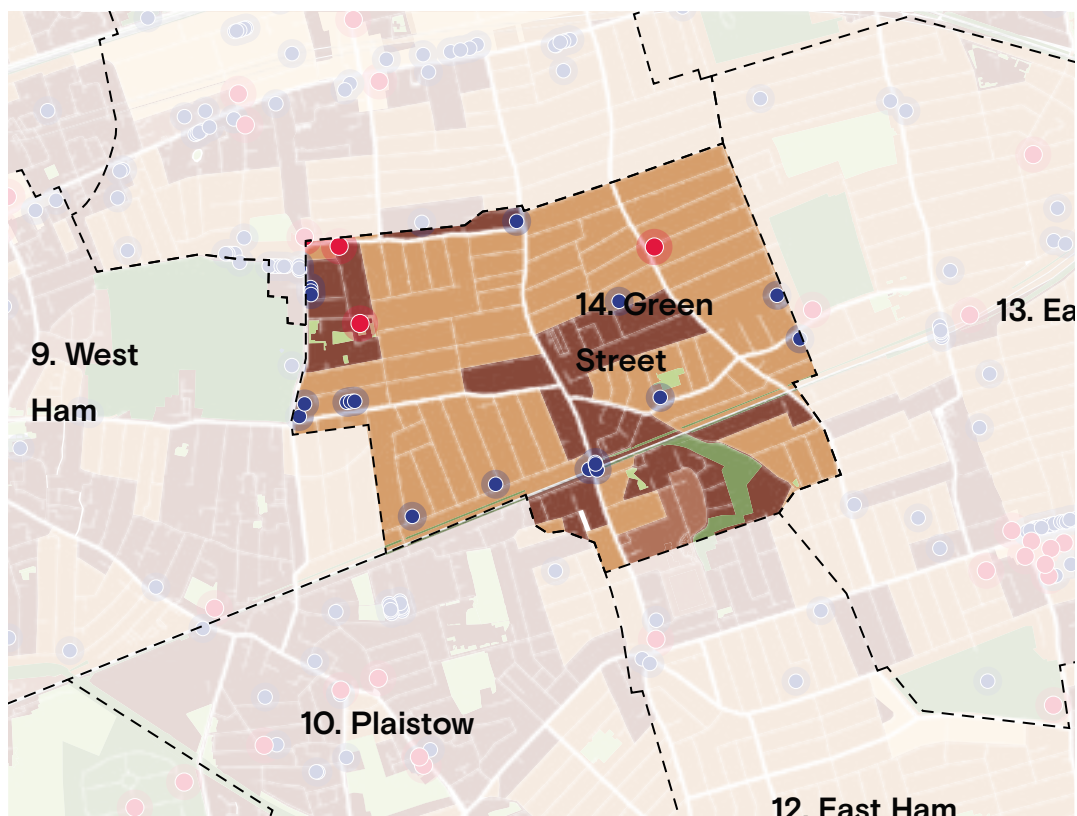


East Ham CA 07		
Context	Not related	0
Identity	Generic	0
Built form	Unclear fronts and backs	0
Movement	hard to navigate	0
Nature	Limited green spaces	0
Public realm	poor	0
Uses	Residential	0
Homes & buildings	Standard	0
Resources	Non efficient	0
Total		0

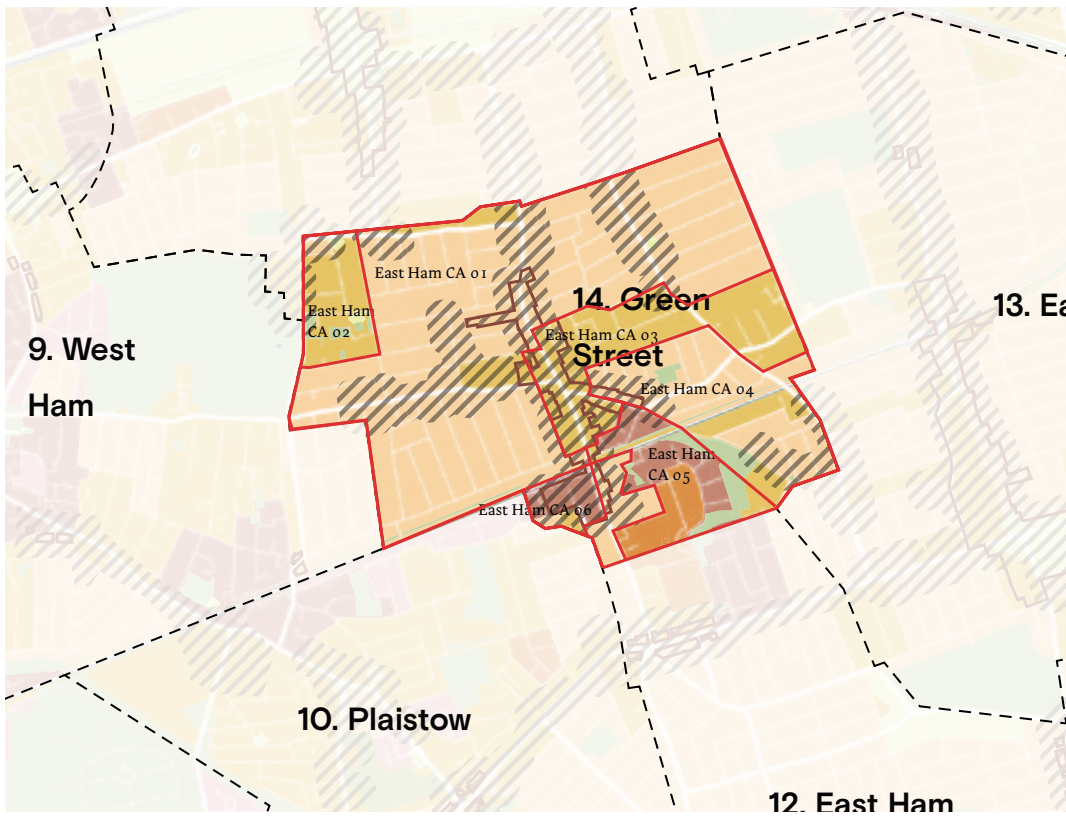
14. Green Street



- 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





Green Street CA 01		
Context	Historical terrace houses	1
Identity	Historical terrace houses	1
Built form	Historical terrace houses	1
Movement	Legible grid of streets	1
Nature	Limited to gardens	1
Public realm	Access to park, street based	0
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Low energy efficiency	0
Total		6



Green Street CA 02		
Context	Limited relationship with park	0
Identity	Fragmented	0
Built form	Fragmented	0
Movement	Easy to navigate	1
Nature	Limited green	0
Public realm	Poor	0
Uses	Mix of residential and services	1
Homes & buildings	Various quality	0.5
Resources	Low energy efficiency	0
Total		2.5



Green Street CA 03		
Context	Limited	0
Identity	Fragmented	0
Built form	Fragmented	0
Movement	Easy to navigate	1
Nature	Limited green space	0
Public realm	High street	1
Uses	High street	1
Homes & buildings	Various quality	0.5
Resources	Low energy efficiency	0
Total		3.5



Green Street CA 04		
Context	Historical terrace houses	1
Identity	Historical terrace houses	1
Built form	Historical terrace houses	1
Movement	Legible grid of streets	1
Nature	Limited to gardens	1
Public realm	Access to park, street based	0
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Low efficiency	0
Total		6



Green Street CA 05		
Context	Not related	0
Identity	Towers	0
Built form	Efficient use of space	1
Movement	easy to navigate	1
Nature	Access to green	1
Public realm	poor	0
Uses	Residential	0
Homes & buildings	Standard apartments	1
Resources	Mixed	0.5
Total		5.5



Green Street CA 06		
Context	Not related	0
Identity	Queens Market	1
Built form		0
Movement		0
Nature	No green space	0
Public realm	Good quality	1
Uses	Residential and retail	1
Homes & buildings		0
Resources	Low energy efficiency	0
Total		3