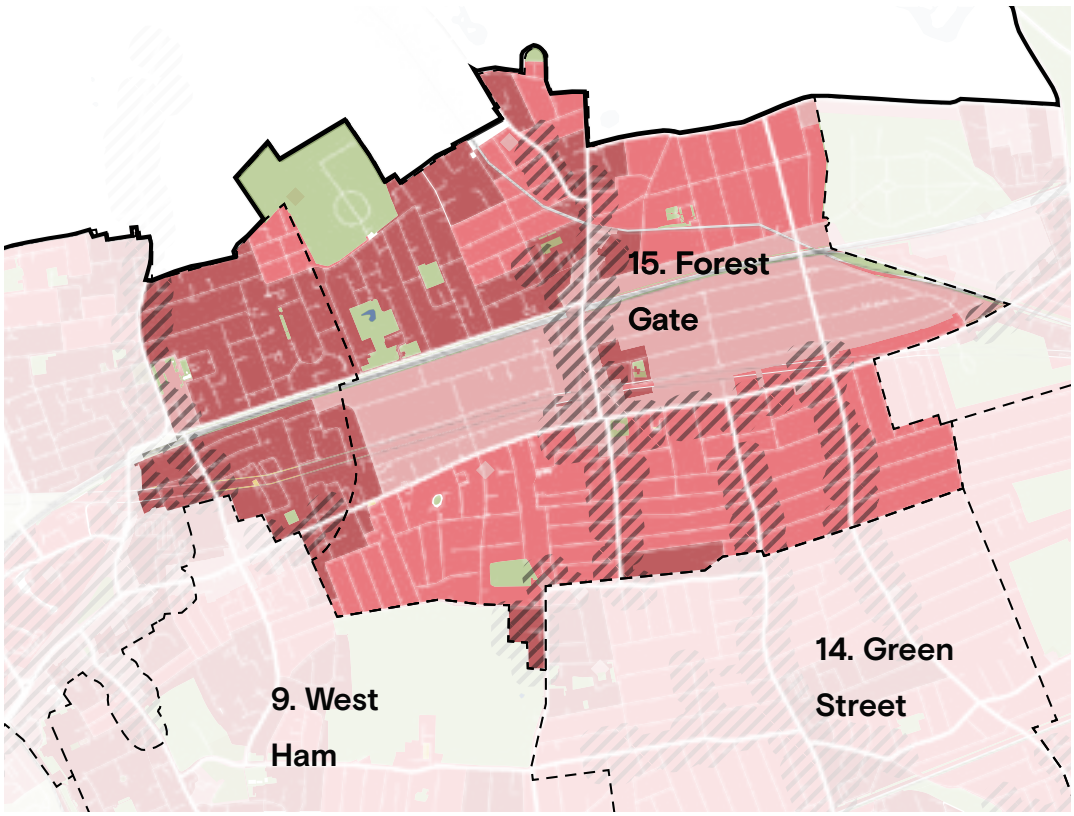
15. Forest Gate



- 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

Forest Hill CA 01		
Context	Conservation Area	1
Identity	Conservation Area	1
Built form	Conservation Area	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

Forest Hill CA 02		
Context	Townscape value area	1
Identity	Townscape value area	1
Built form	Townscape value area	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

Forest Hill 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

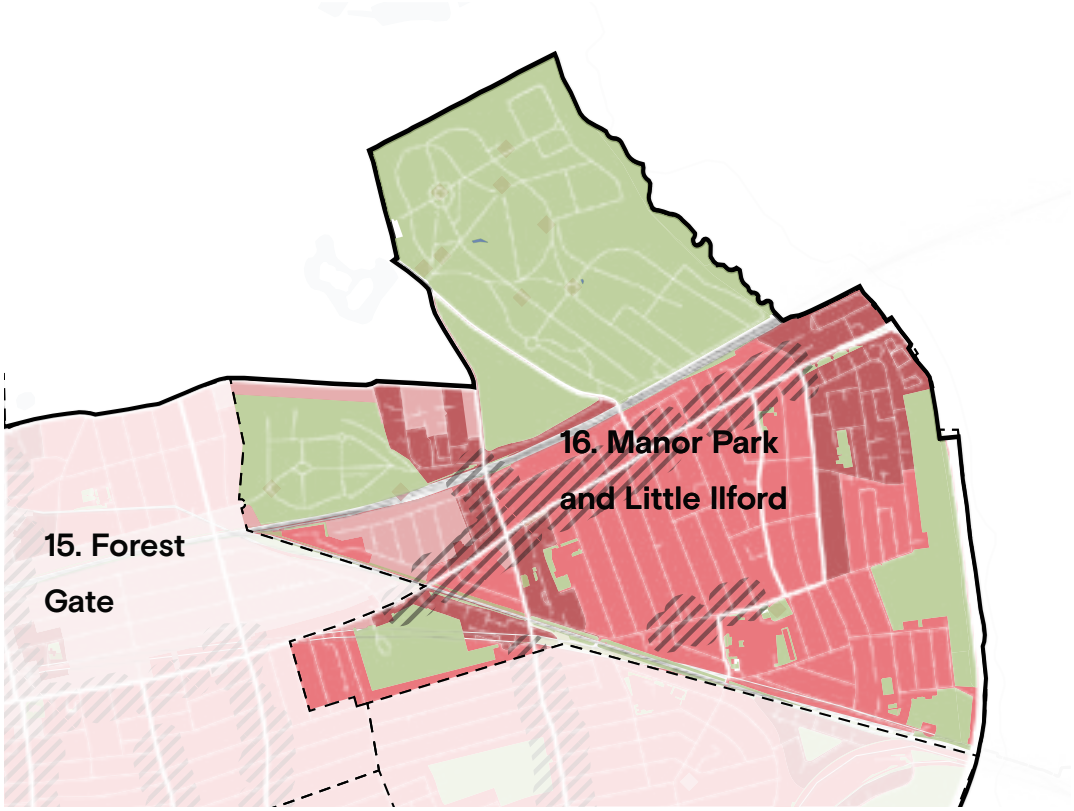
Forest Hill CA 04		
Context		0
Identity		0
Built form		0
Movement		0
Nature		1
Public realm		0
Uses		1
Homes & buildings		1
Resources		0
Total		3

Forest Hill 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

Forest Hill 06		
Context	Limited	0
Identity	Fragmented	0
Built form	Fragmented	0
Movement	Not easy to navigate	0
Nature	Green space on plot	1
Public realm	Poor, green spaces	1
Uses	Residential	0
Homes & buildings	Various quality	0.5
Resources	Low energy efficiency	0
Total		.5

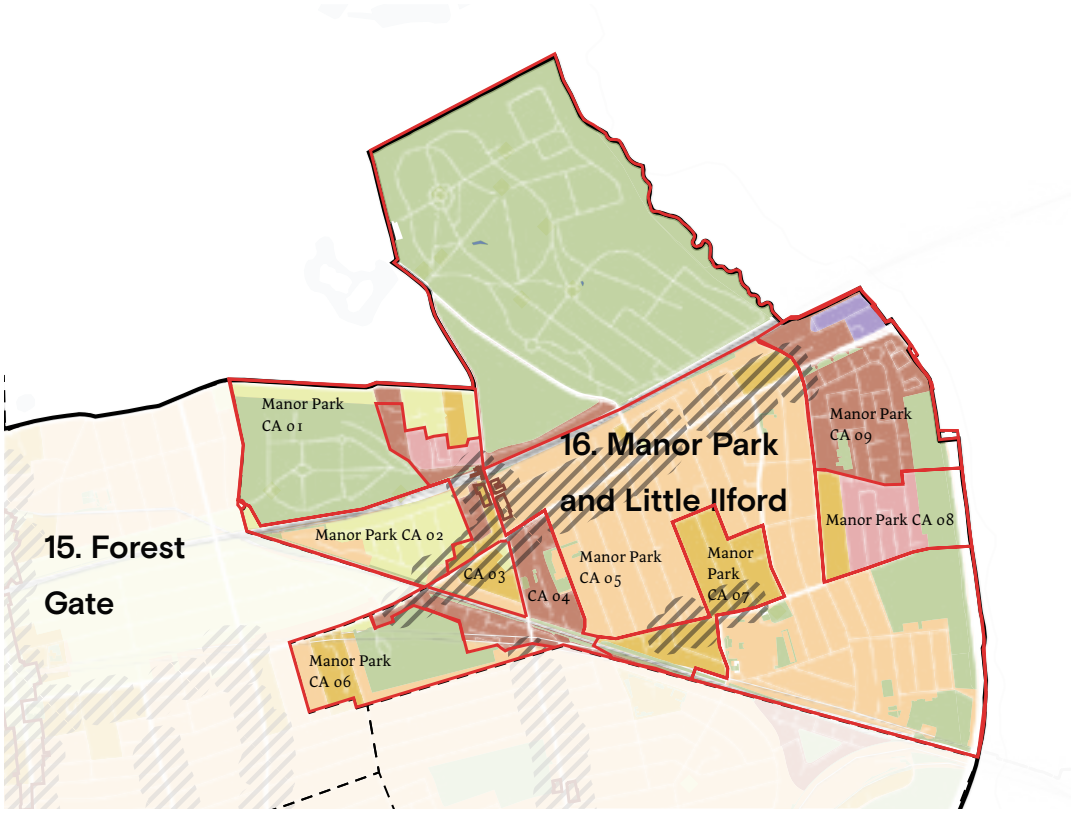
Forest Hill CA 07		
Context	Limited	0
Identity	Fragmented	0
Built form	Fragmented	0
Movement	Easy to navigate	1
Nature	Limited green space	0
Public realm	Town Centre	1
Uses	High street	1
Homes & buildings	Various quality	0.5
Resources	Low energy efficiency	0
Total		3.5

16. Manor Park and Little Ilford



- 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

Manor Park CA 01		
Context	Heritage	1
Identity	Heritage	1
Built form	Heritage	1
Movement	Easy to navigate	1
Nature	Green space on plot	1
Public realm	Limited	1
Uses	Residential	0
Homes & buildings	Heritage	1
Resources	Low energy efficiency	0
Total		7

Manor Park CA 02		
Context	Conservation Area	1
Identity	Conservation Area	1
Built form	Conservation Area	1
Movement	Legible grid of streets	1
Nature	Limited to gardens	1
Public realm	Access to park, street based	1
Uses	Residential	0
Homes & buildings	Houses	1
Resources	Low efficiency	0
Total		7

Manor Park CA 03		
Context	In line with context	1
Identity	Mixed character	0
Built form	Mix with terrace houses	0
Movement	Legible grid of streets	1
Nature	Limited to gardens	1
Public realm	street based	0
Uses	Residential with supporting uses	1
Homes & buildings		1
Resources	Low efficiency	0
Total		5

Manor Park 04		
Context	Not related	0
Identity	Generic	0
Built form		0
Movement	Difficult to navigate	0
Nature	Green space on plot	1
Public realm	Poor quality	0
Uses	Residential with retail	1
Homes & buildings	Standard apartments	1
Resources	Low efficiency	0
Total		3

Manor Park 05		
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

Manor Park 05		
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

Manor Park CA 07		
Context	Historical terrace houses	1
Identity	Fragmented	0
Built form	Fragmented	0
Movement	Easy to navigate	1
Nature	Limited to gardens	1
Public realm	Street based	1
Uses	Residential	0
Homes & buildings	Various quality	1
Resources	Low energy efficiency	0
Total		5

Manor Park CA 08		
Context	Limited	0
Identity	Generic	0
Built form	Houses	1
Movement	Easy to navigate	1
Nature	Limited to gardens	0
Public realm	Street based	1
Uses	Residential	0
Homes & buildings		1
Resources	Low energy efficiency	0
Total		4

Manor Park CA 09		
Context	Limited	0
Identity	Fragmented	0
Built form	Fragmented	0
Movement	Difficult to navigate to navigate	0
Nature	Green space	1
Public realm	Pocket parks	1
Uses	Residential	0
Homes & buildings	Standard Apartments	0.5
Resources	Low energy efficiency	0
Total		2.5