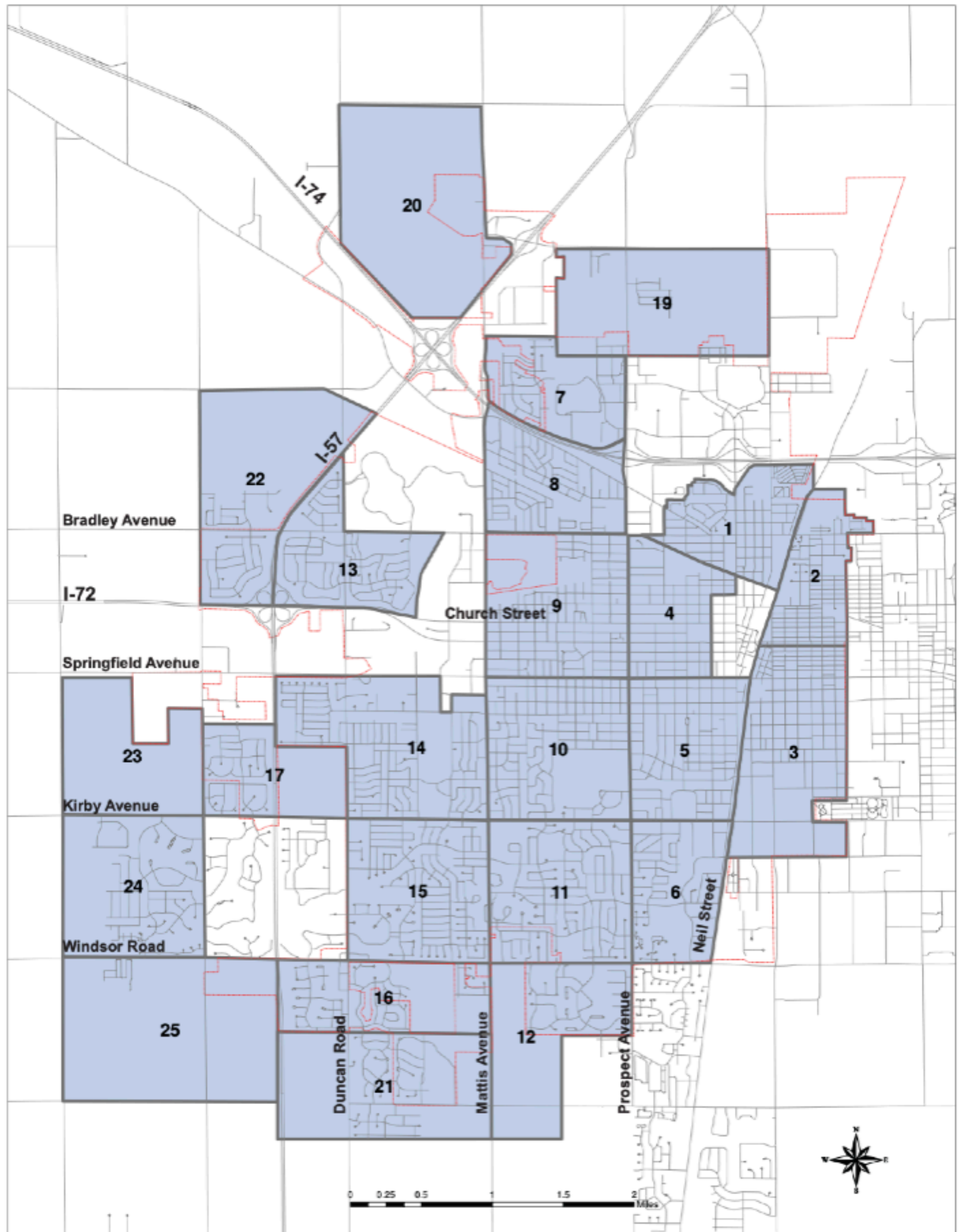


History and Background

Map 1. 2006 Planning Area Boundaries



• Identity - Community

• **Interactiv zones**

community

Residential Unit

• Surrounding

Amnities

• Spatial Unit

• Identity-Belonging

Planning Principles

THE FOLLOWING DIAGRAMS OF GENERAL PLANNING PRINCIPLES SHOW THE PATTERNS IN WHICH A COMMUNITY CAN ARRANGE - OR REARRANGE - PHYSICAL STRUCTURES AND FACILITIES TO MEET THE DEMANDS OF ECONOMICAL AND SATISFACTORY COMMUNITY LIVING. FUTURE CHANGES IN CHAMPAIGN-URBANA SHOULD BE GUIDED BY THESE GENERAL PRINCIPLES.



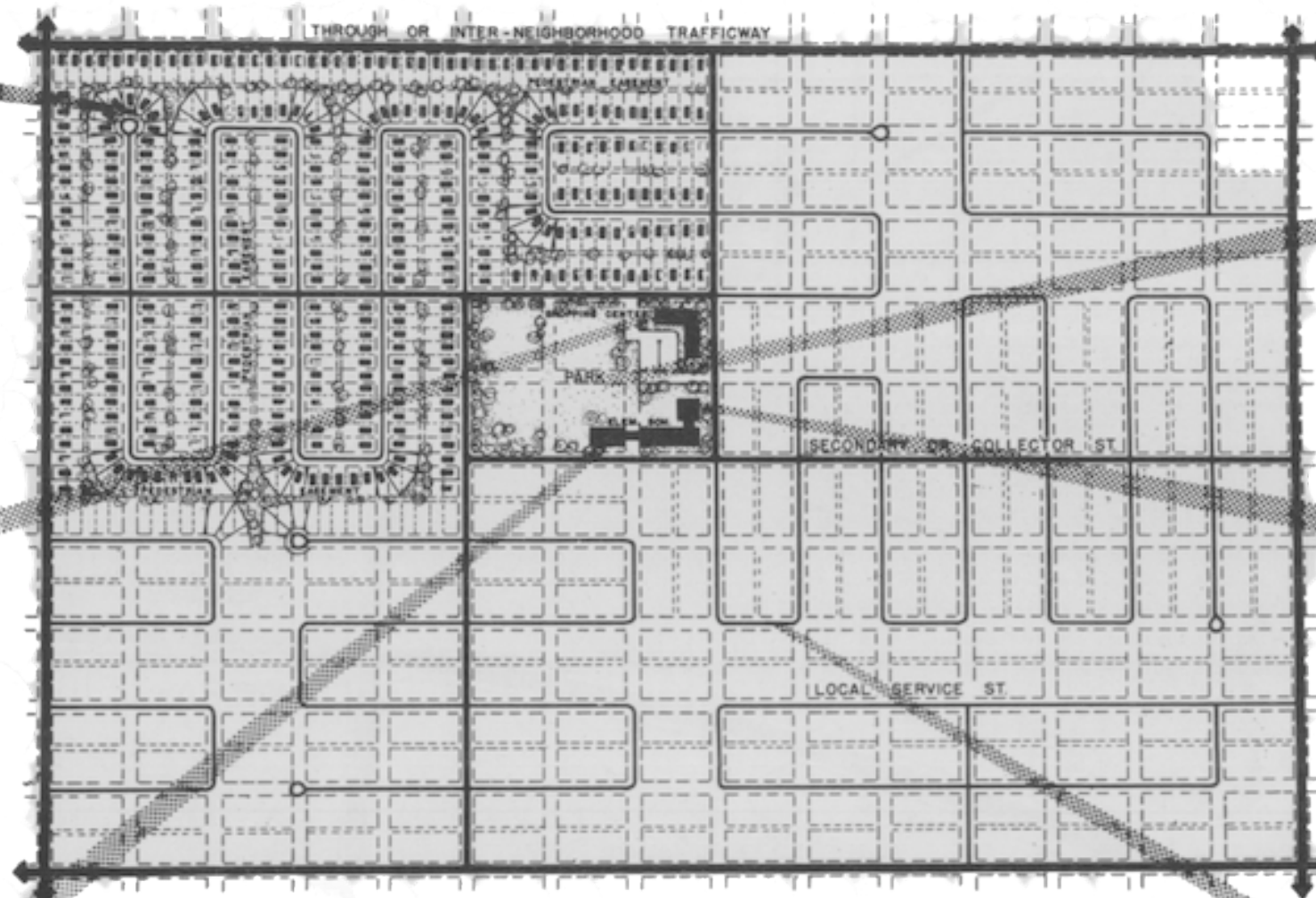
1500 FAMILIES



CONVENIENT SHOPPING



ELEMENTARY SCHOOL



PARK-PLAY AREA



COMMUNITY MEETINGS



PROTECTED RESIDENTIAL STREETS

A neighborhood is a self-contained community, a group of approximately 4,000-5,000 persons living within easy reach of 1) an elementary school 2) shopping facilities for daily needs 3) a small park and playground and 4) a 'center' for neighborhood meetings. Ideally, these elements are integrated as a planned central unity, as shown in the sketch, so that every resident has easy and protected access to these facilities. Streets are clearly defined: 1) some serve only as access to abutting homes, and these, in turn, flow into 2) 'collector' streets that lead directly to the neighborhood center or to 3) the heavy duty 'through' trafficways between the neighborhood and other community areas. The sketch above shows how the existing gridiron system (where every street is an invitation to through traffic) can be modified in terms of these general principles. In addition, pedestrian easements permit direct walk-ways to the neighborhood center.

This is the basic pattern which can be adjusted to fit any existing neighborhood: the procedure is neither easy nor quick, but the end-results - increased or stabilized property values, lowered costs of street paving and maintenance, fewer accidents, better living - are high returns for the investment of time, energy, and money.

• Identity-Community

• **Interactiv zones**

community

Residential Unit

• Surrounding

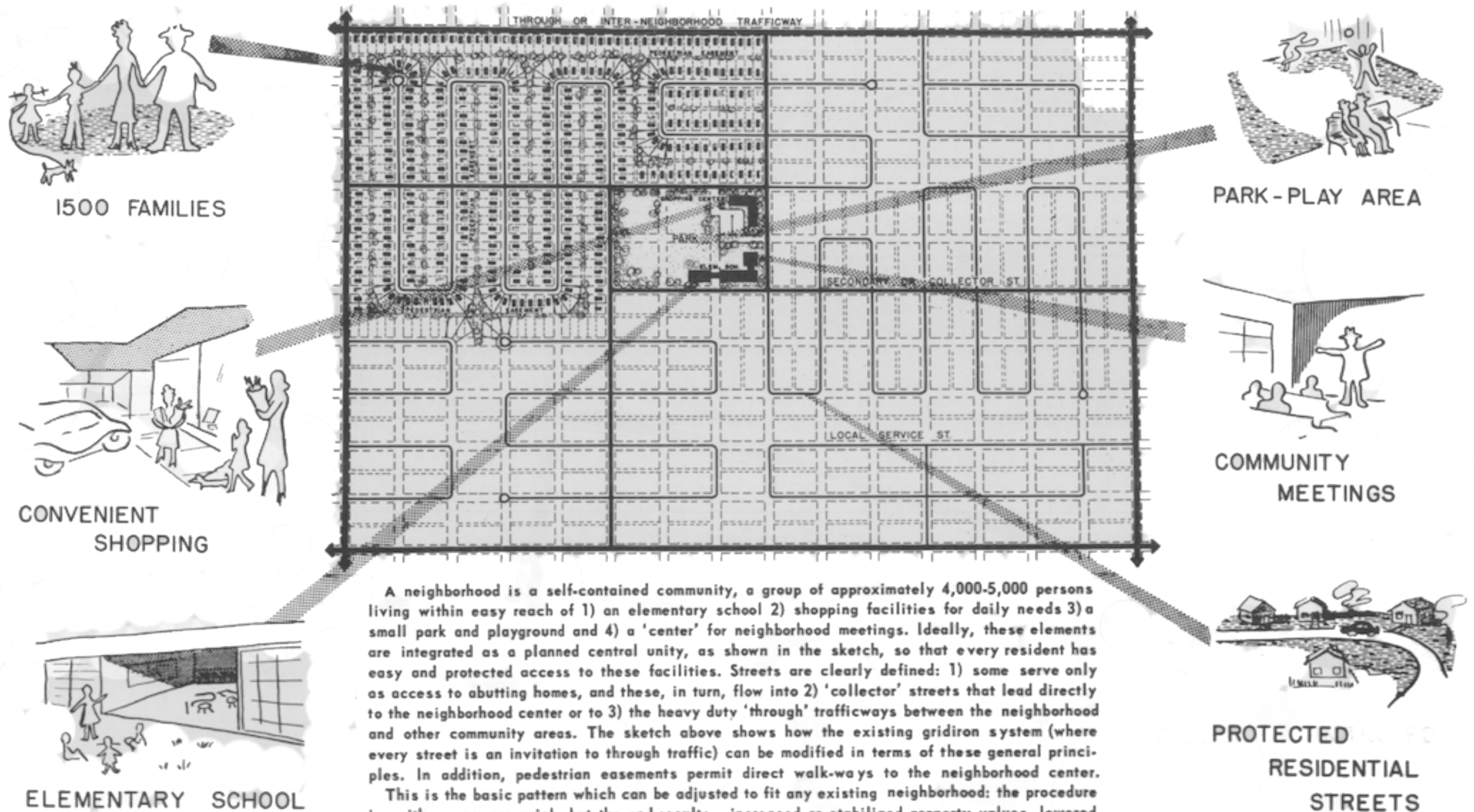
• Anninities

• Spatial Unit

• Identity-Belonging

Planning Principles

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