## **ASSEMBLE**

# A park made in Bermondsey

Local Works Studio J

## Our Team

**Assemble** is an award-winning design and architecture collective, based around the corner from Bramcote Park, at Sugarhouse Studios in Bermondsey.

**Local Works Studio** are landscape architects and circular economy specialists, focusing on the creative reuse of site-based rmaterials, local manufacture and processing.

**Assemble Play** is a part of Assemble, made up of a small team of highly experienced playworkers led by Penny Wilson, author of the Playwork Primer.

**Webb Yates Engineers** are an award winning multidisciplinary engineering practice, offering environmentally conscientious solutions on all projects.

Our team has been carefully assembled specifically for this opportunity, building on long-established, fruitful working relationships. We are united by shared values and approaches – joyful, collaborative design informed by hands-on making and problem solving; a resourceful, economical approach to materials use; care for our wider environment and ecologies; and open, participatory processes that cultivate socially inclusive places. Our team have previously worked with many communities to design and deliver successful town squares, gardens, streets, playgrounds and parks across London and the UK, as well as very locally in Bermondsey. We are excited to apply our collective expertise to this project and to work with Southwark Council and local people to realise the potential of Bramcote Park to be the welcoming green heart of the neighbourhood.



The Blue, revitalising the market and public square, Bermondsey, Assemble





Reuse of on-site waste + fire hose for outdoor furniture at Maggie's Centre, Southampton, Local Works Studio



The Blue, revitalising the market and public square, Bermondsey, Assemble



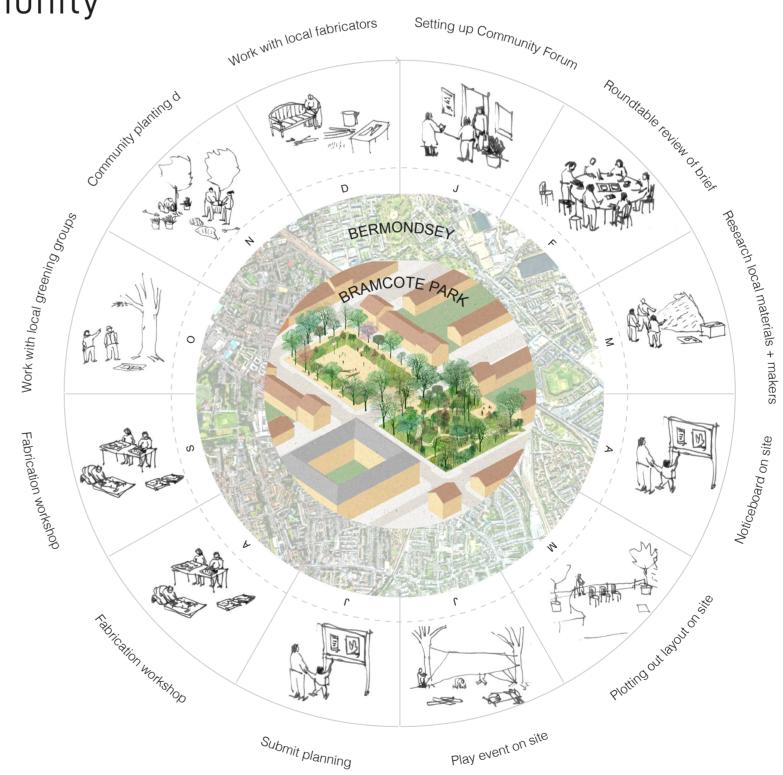
Laguna Viva, a new public salt-marsh garden with hand-made tiles, Venice, Assemble

## Working Together with the Community

People don't need to be expert designers to play a meaningful role in shaping their neighbourhood park. Our team's approach to the improvement of Bramcote Park will be to learn from and work together with local residents, children, manufacturers, trades and community leaders at all stages of the design and making process.

We will work with Southwark Council to get to know the area and it's communities better, building on existing community networks and making new relationships. There will be opportunities for focused groups to participate in meetings, workshops and activities at moments in the process that work best for them, including: a forum of local community champions to review the brief and share local insights and knowledge; play events in the park; life-size on-site testing of design layout; hands-on workshops for young people to make features for the park; planting and gardening volunteer days.

We will keep people up-to-date with the progress of the design process and any events via a noticeboard in the park and through social media. The aim is to make our collaboration mutually rewarding and purposeful for all those involved. There are lots of reasons why participants may enjoy getting involved – to give something back to their local area; learn a vocational skill; meet new people and enjoy a shared meal with neighbours; play together; influence the future of the neighbourhood; make something with others; take part in community research; or help to improve biodiversity and get active. We will also ensure there is space in the program to accommodate self-organised groups to contribute to the shaping of the park in their own way. Bramcote Park can be a hub for the life of the neighbourhood and will grow and change along with the people involved in making and caring for it.



Participation throughout the year



Please scan this QR code to submit feedback on the proposed competition entry



Play KX, London, Assemble Play



Sugarhouse Studios Making Workshops, Bermondsey, Assemble



Interviewing residents at Barking Riverside, Local Works Studio



Community mapping for public realm strategy, Queen's Crescent, Camden, Local Works Studio

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## A park of two halves - Public Square & Forest Garden - Play everywhere

#### **Good bones**

Bramcote Park has good bones. The surrounding streets are wide, the neighbourhood is quiet, mature London Plane trees stand proud around the perimeter. We want to make the most of the things that the park already has, including the materials it is built from, and its existing character. Our team sees the potential in this park, with the application of care, attention and a thoughtful light touch, to reclaim its place as the welcoming, green heart of the neighourhood.

#### **Forest Garden**

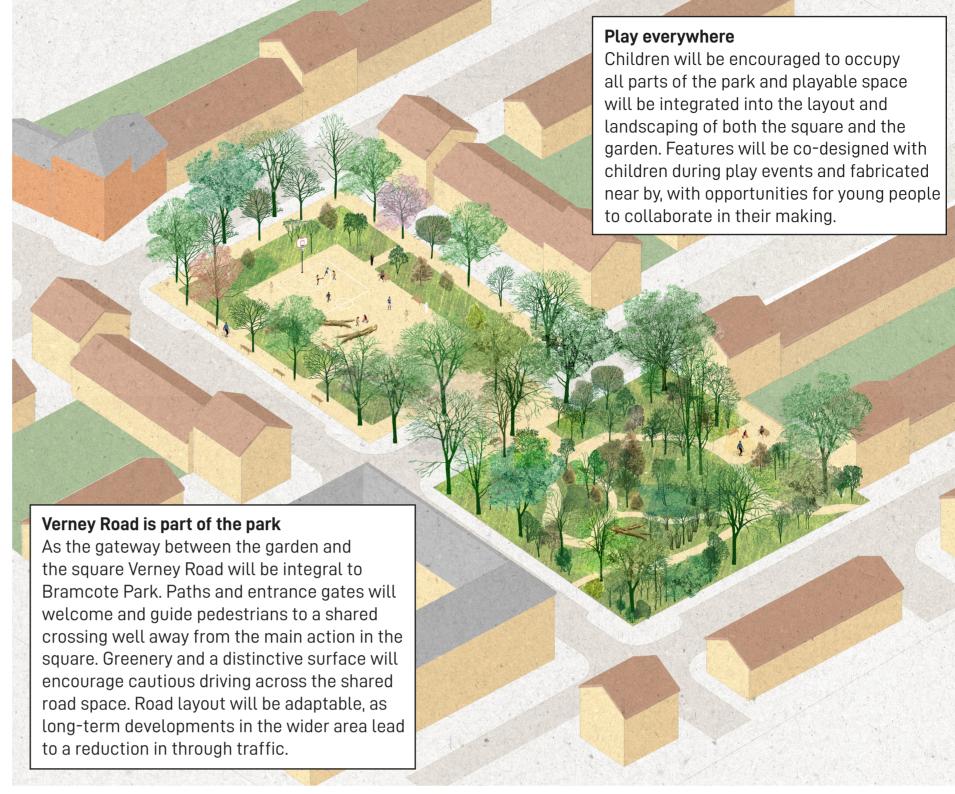
The historic green space to the south of Verney Road will be cultivated to become a 'forest garden' with open spaces to explore that have the feeling of a woodland edge or meadow glade. Existing planting will be enriched with an abundance of edible and characterful plants from around the world. The diversity in structure and species will greatly enhance habitats for wildlife, whilst maintaining lines of sight from the street and a feeling of safe enclosure. There will be space in the design for future volunteer community gardeners to add to the simple structure, to cultivate, harvest and care for parts of the garden.

### **Public Square**

The open character of the space to the north of Verney Road, will be enhanced to create an elegant, robust neighbourhood square, flexible enough to accommodate the changing needs of people in the park. The centre of the square will be a welcoming space to be active and play, with a flexible games area that can be transformed on special occasions for community events. Surrounding the hard ground will be a green buffer of low maintenance planting and grass, dotted with play features. The wide pavement surrounding the square will be lined with trees and places to sit and watch the world go by.



Public Square





Verney Road is part of the park



Forest Garden

## Material and Environmental Concerns

Our team will take a circular economy approach to the design and delivery of Bramcote Park, prioritising materials and ways of constructing landscape that have the most positive impact on the environment. Through inventive, playful reuse, we will retain as much material on site as possible during and after refurbishment, considering the whole life of materials - minimising transport and waste. We also recognise the importance of Bramcote Park as a key piece of green infrastructure for the neighbourhood. Existing veteran trees will provide economical, natural structure to the park, whilst new planting will increase biodiversity. We will work with local greening initiatives, seeking opportunities to grow plants locally, and enable community participation in the transformation and ongoing care of the neighbourhoods' green lungs. An emphasis on design for reuse, repair, cultivation and maintenance of existing assets will generate opportunities to support local supply chains and organisations that will enhance the social and economic legacy of Bramcote Park's improvement.



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Sugarhouse Studios, Bermondsey has 60 creative practitioners from carpenters to ceramicists with a wide range of workshops, Assemble



Granby Rock water fountain, The Blue, Bermondsey, Assemble



e Testing samples for Maggies Centre furniture, Local Works Studio



Wild About Barcombe - a community led management plan of orchard and nature reserve, Local Works Studio



Reuse of on-site waste + fire hose for outdoor furniture at Maggie's Centre, Southampton, Local Works Studio