

Character Areas D, E, F, G

This page sets out character areas that further shape the neighbourhood.

These character areas focus on edges, quieter residential streets and shared community spaces. Together, these areas complement the primary movement routes and create a suggests varied yet cohesive living environment.

D The Meadow Edge

The Meadow Edge forms the outward facing boundary of the neighbourhood and provides a clear buffer to Bedford Road. Buildings are set back within a more informal arrangement, supported by shared surfaces and varied orientations. Planting and open space work together to soften the built form and ensure the development sits comfortably within its rural context.



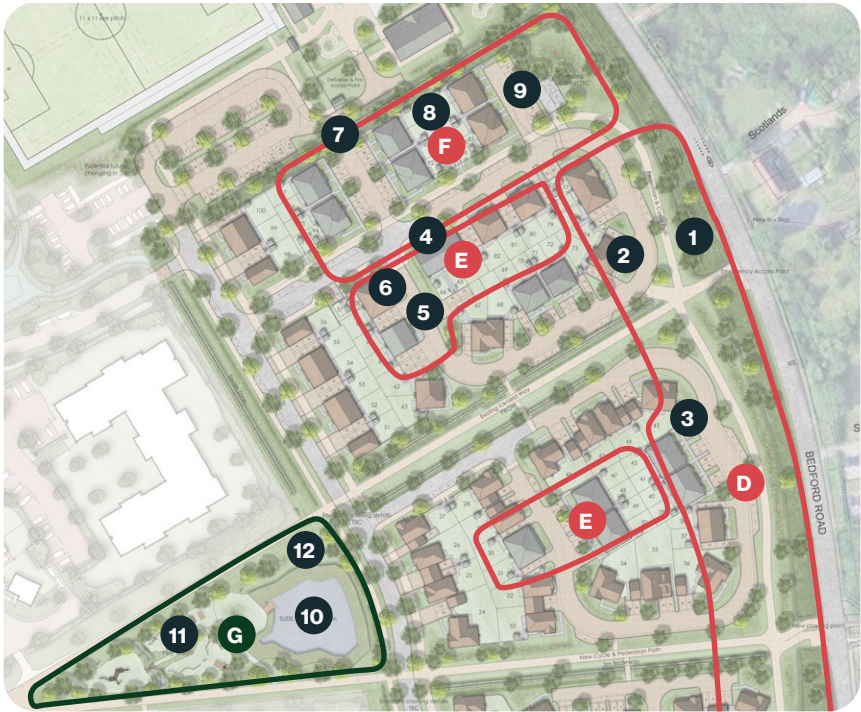
1 Green Edge



2 Informal setbacks



3 Varied orientations



E The Courtyard Lanes

The Courtyard Lanes sit behind outward facing perimeter blocks and create quieter, more intimate residential spaces. Their enclosed nature supports shared surfaces and a flexible parking approach suited to smaller homes. The character is informal and domestic, with buildings arranged to create a sense of enclosure and neighbourliness while remaining well connected to the wider street network.



4 Strong Outward facing frontages



5 Shared surfaces



6 Enclosed neighbourhood

F The Northern Edge

The Northern Edge provides a carefully designed interface between the residential neighbourhood and the school. The arrangement of homes and courtyards maintains privacy, avoids overlooking and creates a clear and respectful boundary. Landscape buffers and shared surfaces help soften the edge and ensure a coherent and well considered transition between the two uses.



7 School boundary transition



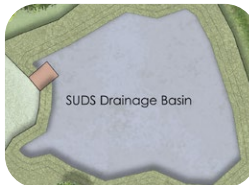
8 Courtyard arrangements



9 Shared surfaces

G The Community Green

The Community Green forms a central focal point within the development. It provides an equipped play area and an accessible area of open space for both residents and the wider community. Positioned at the intersection of existing and proposed active travel routes, it benefits from natural surveillance and high levels of activity, making it a well used and valued part of the neighbourhood.



10 SuDS drainage basin



11 Equipped play area



12 Accessible open space

Design Code Compliance & Approach

The design of the new neighbourhood has been guided by a strong sense of place and a clear understanding of the local character.

The masterplan responds directly to the Ickleford Design Code, ensuring that the development forms a natural and well considered extension to the village rather than a standalone housing estate. The proposals combine a landscape led structure, a clear hierarchy of streets and a coherent arrangement of homes and open spaces that reflect the scale, rhythm and qualities of Ickleford.

The phase one layout delivers a low density neighbourhood of approximately 20 dwellings per hectare, consistent with the code's expectations for a village edge location. The development is set within a robust landscape framework that strengthens existing buffers, enhances the public right of way and introduces new active travel links. These routes provide safe and attractive movement while creating green corridors between housing parcels, aligning with the code's emphasis on walkable neighbourhoods and multifunctional green infrastructure.

The masterplan establishes a clear structure of streets, greenspaces and development parcels. Public and private spaces are well defined, and outward facing homes provide excellent levels of natural surveillance in accordance with the code's guidance on safe and overlooked streets. Integrated landscaping and street trees contribute to a pleasant neighbourhood identity, while a mix of homes aligned with local housing need ensures variety and supports a balanced community.

The architecture, public realm and landscape have been designed to work together to create a setting that is comfortable, sociable and rooted in its landscape. The proposals draw on familiar village forms while incorporating contemporary design principles, resulting in a development that feels both enduring and of its time. This approach reflects the design code's ambition for high quality, contextually responsive development.

1. Landscape Led Design

- The masterplan is structured around a connected network of green spaces.
- Existing landscape buffers are strengthened and enhanced.
- The public right of way is retained and set within a generous landscape corridor.
- New active travel links create green corridors between housing parcels.
- The Community Green provides accessible, multifunctional open space.

2. Settlement Edge and Rural Character

- The outward facing Meadow Edge adopts a softer, informal arrangement appropriate for a rural boundary.
- Building setbacks and planting ensure a sensitive transition to the countryside.
- The Northern Edge provides a respectful interface with the school, consistent with the code's guidance on managing sensitive edges.

3. Movement and Connectivity

- The Avenue establishes a clear primary street with a strong landscape corridor.
- The Active Greenways deliver safe, direct and attractive walking and cycling routes.
- Existing public rights of way are integrated and enhanced.
- The South Approach forms a legible and welcoming gateway.

4. Street Hierarchy and Built Form

- A clear hierarchy of primary, secondary and tertiary streets reflects the code's structure.
- The Avenue provides consistent building lines and a formal character.
- The Courtyard Lanes adopt a more intimate scale with reduced vehicle presence.
- Parking is arranged to minimise visual impact and avoid car dominated streets.

5. Character and Placemaking

- Distinct character areas reflect the code's requirement for varied but coherent neighbourhood character.
- The structure of streets, greenspaces and homes creates a legible and distinctive environment.
- The design draws on the scale and rhythm of the existing village.

6. Public Realm and Open Space

- The Community Green provides a central focal point with play provision and strong natural surveillance.
- Green corridors and open spaces are distributed throughout the site to support wellbeing.
- Planting and materials reflect the code's expectations for high quality public realm.

7. Interfaces with Existing Uses

- The Northern Edge manages the relationship between new homes and the school through careful orientation and landscape buffers.
- The South Approach provides a respectful buffer to existing dwellings.
- The masterplan integrates positively with the existing village structure.



Ickleford Design Code - March 2023

Access Strategy

The adjacent diagram illustrates the proposed vehicular and pedestrian access within the development.

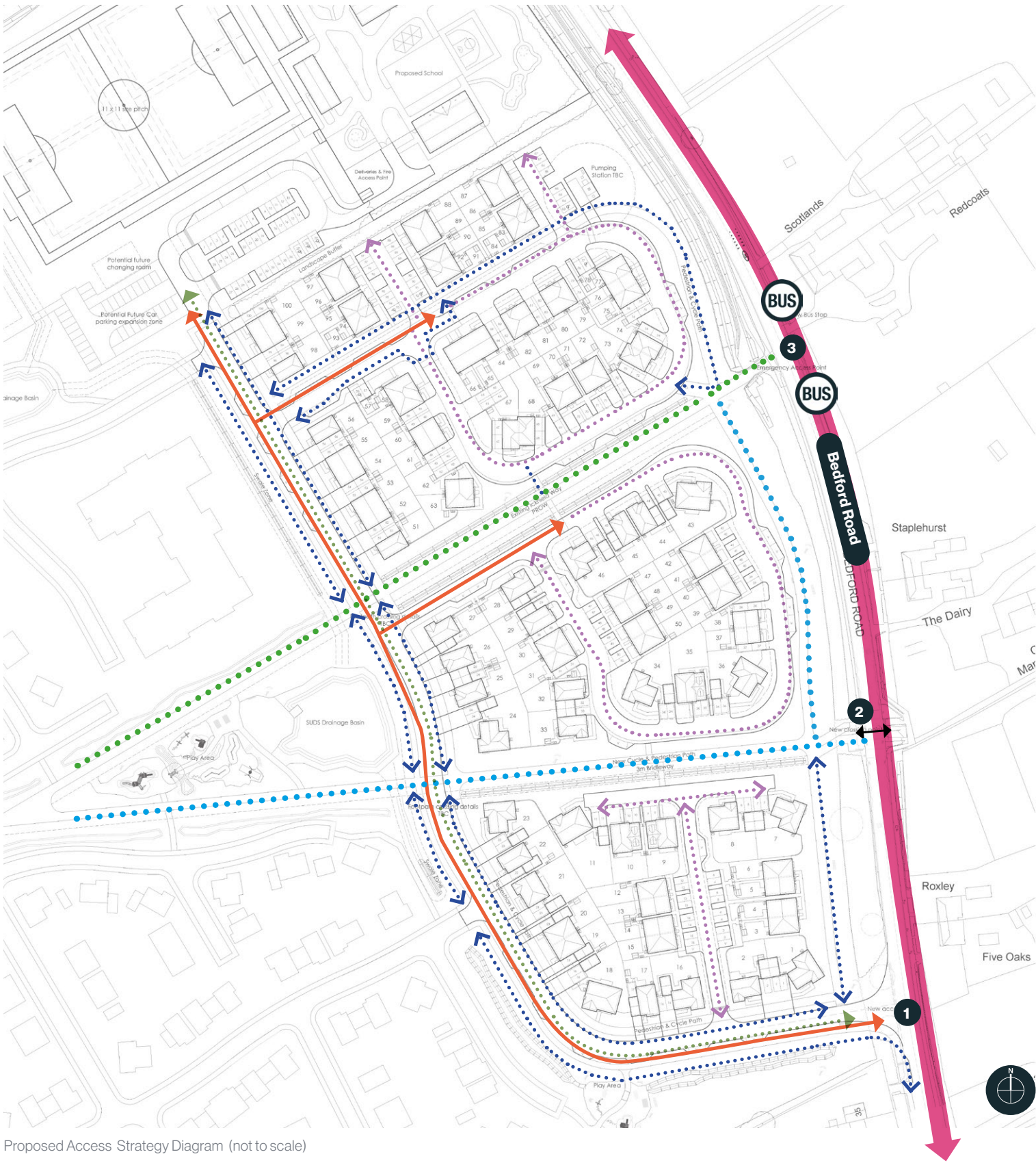
Vehicular Access

Vehicular access will be taken from the south of the site. The final junction design will be agreed with the local highway authority. Within the site, streets are designed to form a logical and permeable network that allows for ease of movement. The layout ensures that all homes are within easy reach of open space, sports facilities and the existing village.

Pedestrian & Cycle Movement

Pedestrian and cycle movement has been placed at the heart of the design process. A connected network of existing and new active travel routes provides safe and direct access between homes, open spaces and key destinations. Routes are aligned through green corridors wherever possible, combining convenience with visual quality and ecological value. The design promotes active travel by ensuring that walking and cycling are convenient choices for local journeys.

- Key
- 1 Proposed vehicular access
 - 2 New pedestrian and Pegasus crossing
 - 3 Emergency access point
 - Primary vehicular access route
 - Secondary vehicular access route
 - Proposed pedestrian access route
 - Existing active travel link
 - New active travel link
 - New Crossing
 - New Bus Stop
 - New Cycle Route



Proposed Access Strategy Diagram (not to scale)

Street Hierarchy & Character

A coherent street hierarchy underpins the layout and movement strategy of the development.

Street Hierarchy

The layout is structured around a clear hierarchy of streets that guide movement through the neighbourhood and define its character. A primary street runs north to south through the development, linking to the village to the south and providing access to secondary lanes and shared spaces. The design encourages slow vehicle speeds and creates streets that feel safe and pleasant for walking and cycling.

Street design follows the principles of the Hertfordshire Place & Movement Planning and Design Guidance, with emphasis on proportion, enclosure and the experience of the pedestrian. Changes in surface materials, tree planting and subtle variation in alignment all help to distinguish the hierarchy and add interest to the street scene.



Key Plan



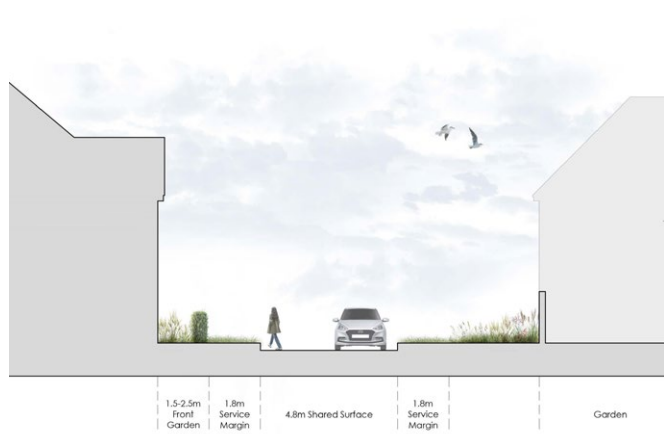
Section A-A - Entrance Gateway



Section B-B - Main Spine Road



Section C-C - Secondary Street



Section D-D - Shared Surface Road

Street Hierarchy & Character

The street sections demonstrate a clear hierarchy of routes, ranging from residential streets to dedicated active travel links.

Street Hierarchy

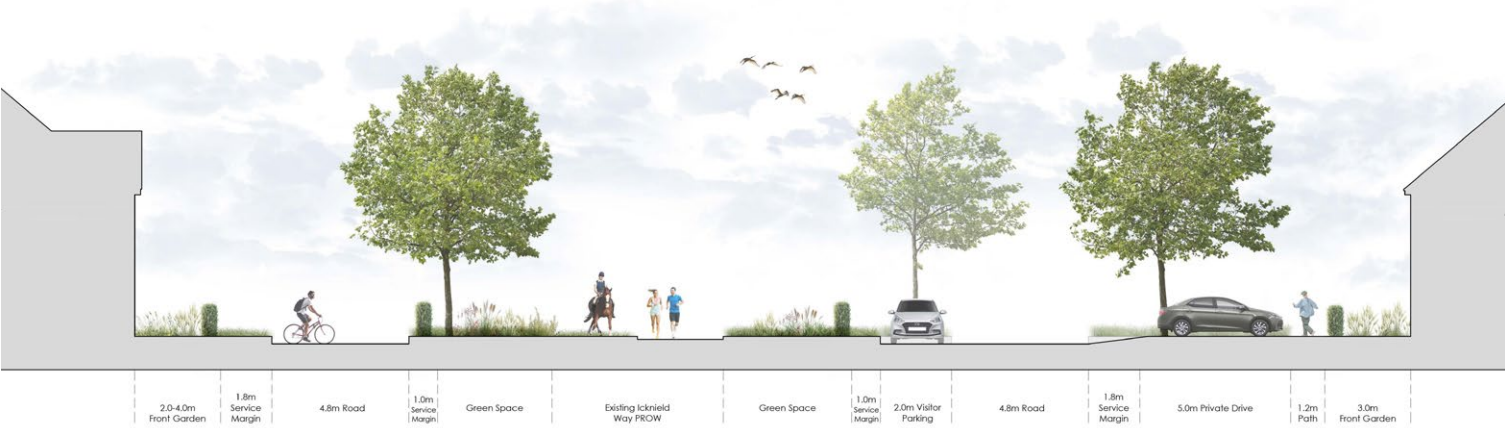
Vehicular priority streets are designed with modest carriageway widths, foot-ways and street trees to support low speeds and residential character, while the active travel routes provide generous, landscaped corridors for pedestrians and cyclists, separated from traffic. This hierarchy ensures movement is legible and appropriate to each street's role, balancing access, safety and placemaking across the development.



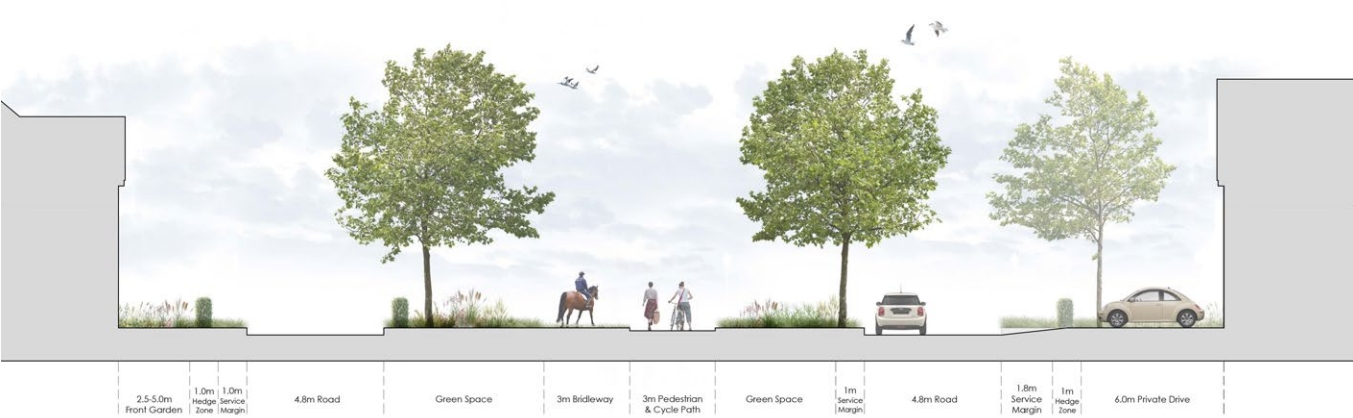
Key Plan



Section E-E - Tertiary Street



Section F-F - New Footpath Link / Bridleway - Active Travel Link



Section G-G - Icknield Way Existing PRoW - Active Travel Link

Materials & Detailing

The architecture draws upon the simple and robust forms found in the surrounding village.

Brick is the predominant material, used in warm earthy tones that reference local precedents. Brown and grey tiles are used for roofs, with use of cladding or render to add variety.

Detailing is restrained and well considered, with deep window reveals, simple eaves and well-proportioned openings. The approach to materials seeks longevity and authenticity, ensuring that the development will age gracefully and be read as a natural extension to the village.



1 Brown Roof Tiles



2 White Boarding



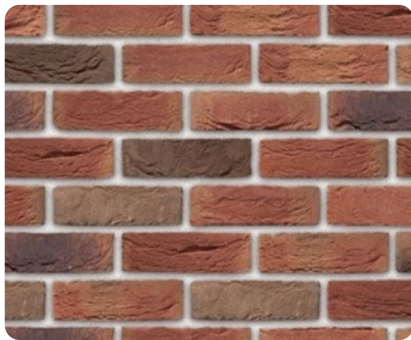
3 Grey Roof Tile



4 Grey Windows



5 Timber Detail On White Render



6 Red Multi-Stock Brick



7 Brickwork Soldier Course



8 Feature Bay Windows



Street Scene

House Types

A Variety of unit types are proposed offering a suitable mix and range of homes

Careful consideration has been given to the elevation treatment of the homes so as to compliment the surrounding typology. This informs both the architectural language and the use of materials to compliment those found in the traditional buildings of the area.

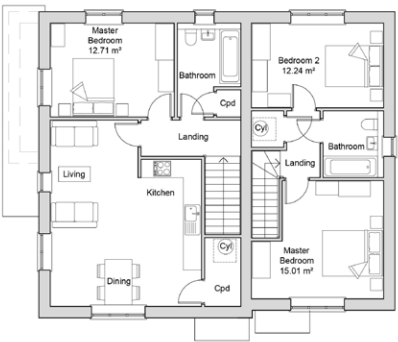
A selection of units are shown adjacent:



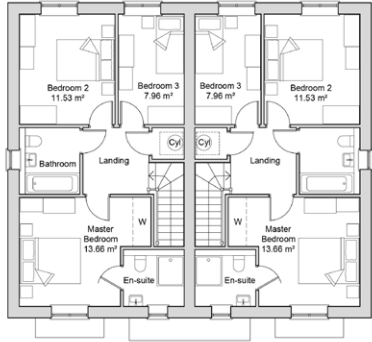
Typical Affordable 1 Bedroom Maisonette & 2 Bedroom Semi Detached Unit



Typical Affordable 1 Bedroom Maisonette & 2 Bedroom Semi Detached Unit



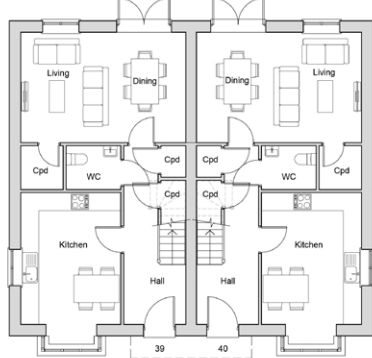
First Floor Plan



First Floor Plan



Ground Floor Plan



Ground Floor Plan

Not to scale

House Types



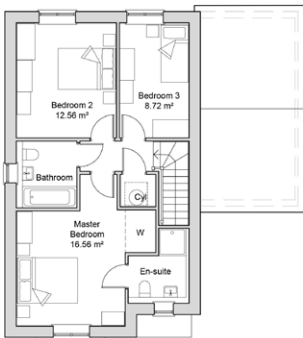
Typical 3 Bedroom Detached Unit



Typical 4 Bedroom Detached Unit



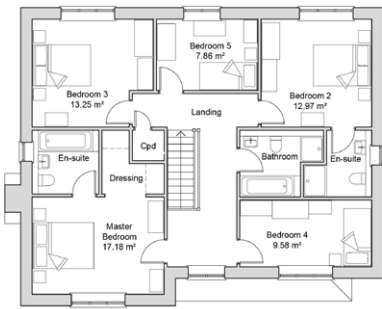
Typical 5 Bedroom Detached Unit



First Floor Plan



First Floor Plan



First Floor Plan



Ground Floor Plan



Ground Floor Plan

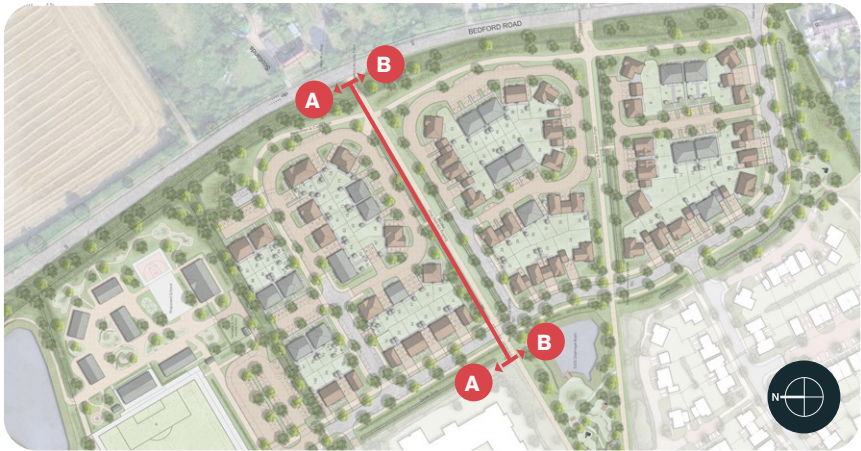


Ground Floor Plan

Not to scale

Street Scenes

The street scenes for Phase One are shown on the following pages. These illustrate how the units have been considered not only individually, but also in context, as they would be experienced from the surrounding streets. This helps to demonstrate the materiality of the site as a cohesive whole.



Street Scene A-A

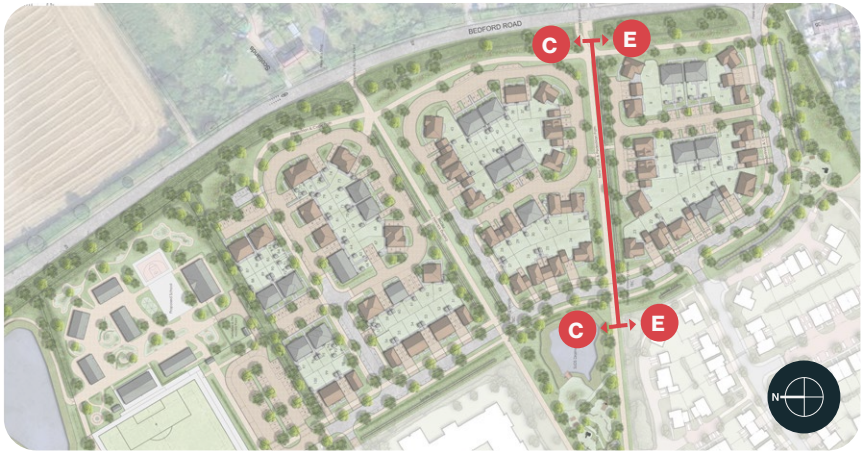
Not to scale



Street Scene B-B

Not to scale

Street Scenes



Plot 43 Plot 44 Plot 45 Plot 46 Plot 28 Plot 27
Street Scene C-C
Not to scale



Plot 7 Plot 8 Plot 9 Plot 10 Plot 11 Plot 23
Street Scene E-E
Not to scale