



AC2.1 Explain how the built environment **affects** its community

Affects

- **Economic – money and wealth**

What makes people want to live in one area more than another? Why do some areas have streets of houses that are empty? Why do some types of businesses all locate near each other? Is an area more attractive if there are shops and leisure services?

The built environment brings a wide range of economic benefits.

- Creation of wealth and jobs through property development, and the growth of buy-to-lets. Developing new businesses and improving existing.
- Home ownership – the value of homes increases, meaning that homeowners get a good return on their initial purchase.
- New developments attract further commercial opportunities. This brings increased wealth through jobs and others coming into the area.
- Refurbishing or building affordable housing will improve the looks of an area and increase value of surrounding property.
- Poverty can have an impact on children's ability to learn and we continue to see high rates of children living in low income families, most of whom are especially concentrated in deprived areas of England. Keeping the cycle going.

- **Health – Life expectancy and quality of life**

- Health inequalities are differences in health between people or groups of people that may be considered unfair. There is a social gradient in life span; people living in the most deprived areas in England have on average the lowest life expectancy and conversely, life expectancy is higher on average for those living in areas with lower deprivation. Males living in the most deprived tenth of areas can expect to live 9 fewer years compared with the least deprived tenth, and females can expect to live 7 fewer years.
- Good housing will prevent health problems from damp, cold or other issues. School-age children from the poorest areas are two and a half times more likely to be admitted to hospital in an emergency for asthma than those in the richest areas. The research shows the gap has grown substantially in a decade.
- More affluent people can afford a better diet of healthier food
- More affluent may use private healthcare.



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- **Wellbeing** - the state of being comfortable, healthy, or happy.

NHS guide for better wellbeing:

- **Connect** – connect with the people around you: How easy would it be to connect with your community?
- **Be active** – you don't have to go to the gym. Take a walk, go cycling or play a game of football. Find an activity that you enjoy and make it a part of your life. How easy to do?
- **Keep learning** – learning new skills can give you a sense of achievement and a new confidence. So why not sign up for that cooking course, start learning to play a musical instrument, or figure out how to fix your bike? How possible in community?
- **Give to others** – even the smallest act can count, whether it's a smile, a thank you or a kind word. Larger acts, such as volunteering at your local community centre, can improve your mental wellbeing and help you build new social links. How possible in community?
- **Be mindful** – be more aware of the present moment, including your thoughts and feelings, your body and the world around you. Some people call this awareness "mindfulness". It can positively change the way you feel about life and how you approach challenges. Learn more in Mindfulness for mental wellbeing. Could the people of this community do this?



CBSC Building the Future

Factors leading to a change in value of a built environment (London)





AC2.2 Explain factors leading to a change in value of a built environment & 2.3 Explain how value of built environments are improved

Factors

• **Crime**

If an area has a high crime rate then the value of property will fall. Good design of buildings and improvements to an area can lead to a reduction in crime.

E.g.

Better lighting in alleyways, open gangways and areas.

• **Demographic change**

Demographic means relating to the structure of populations. That is the make up in age groups in an area.

In the year ending 30 June 2016 the population of the United Kingdom increased by 538,500, equivalent to 1,475 people per day. At the current rate of housing occupation (2.3 people per dwelling), this will require the construction of 641 dwellings per day – 27 per hour or one every two minutes, night and day.

• The UK (269 people per sq. km) is more densely populated than France (105) and Germany (229); England alone has 420 people per sq. km.

The challenge is not just about the spatial requirements of housing. There will also need to be new hospitals, schools, employment opportunities, leisure facilities, roads and general infrastructure.

• The impact of these changes will be felt primarily at local community level – though these may vary widely in different parts of the country.

• Another challenge is the change to the dependency ratio – those of working age compared to those either too young or too old to work. However, improvements in technology and raising the retirement ages may well offset some of these impacts.



AC2.2 Explain factors leading to a change in value of a built environment & 2.3 Explain how value of built environments are improved

Factors continued

• **Occupancy levels**

If the property in an area is in high demand as there is a shortage of housing this will cause the value to rise rapidly. E.g. London and the South East of England.

Conversely what happens if properties are empty?

• **Services and facilities provided**

How does this improve value?

Facility	What facilities are there within 2 miles of your home?	What about Llanhilleth?
Sports		
Cinema		
Shopping		
Others?		



AC2.2 Explain factors leading to a change in value of a built environment & 2.3 Explain how value of built environments are improved

Factors continued

- **Maintenance**

If properties are looked after well then the area feels better and this will lead to an increase in value. If properties are scruffy with overgrown gardens and paint peeling etc. this will lead to a reduction in value as people will not want to move into this area.

- **Community engagement**

If people work together and socialise well then this makes an area much more pleasant to live in. Also people look out for each other and support each other and possibly prevent crime. This will lead to an increase in value. What would be the opposite?

- **Construction methods and materials**

If long lasting or attractive materials are used then this will make a better area to live in and lead to increase or decrease in value?

- **Heritage and culture**

If a particular area has a historical or cultural element this will be more pleasant to live. E.g conservation areas, national parks &? _____

- **Space**

If there is more room to enjoy the outdoors this will lead to an increase in value. People like to breathe fresh air and be outside without crowds, exhaust fumes and traffic noise.

- **Local economy**

If people are spending money locally in shops, restaurants and leisure facilities then this will be a better place to live as good businesses attracts more businesses.

- **Employment opportunities**

If there are a lot of good jobs locally this will make an area more pleasant and therefore will lead to ...



AC2.4 Assess the effects of **development** on communities

If a decision is made to improve an area by building better housing, commercial or services there will be an impact whilst the work is carried out.

This will be in the form of the following ways.

Add detail of what each heading would mean during a building project in an area. Add pictures if you can.

- **Noise**

There will be noise from....

- **Mess**

- There will be mess from....

- **Disruption to services**

There will be disruption to gas, electrics, water or drainage because....

- **Aesthetics**

There will be dirtier and poorer looking surroundings because

- **Parking and access**

There will be problems with parking and access to areas because...

- **Environment e.g. wildlife**

There could be a negative impact on the environment because.....



AC3.1 Present options for ways of adding value to built environments

Present

- Use of supporting materials
- Style e.g. language, tone
- Structure e.g. use of headings, signposting
- Organisation of information

AC3.2 Justify suggestions for adding value to built environments

Justify

- Presenting a case for action
- Use of persuasive language
- Use of evidence to support proposal