WILL YOU PLAY IN PEORIA?

Rescaling of the South Side neighborhood to the unit of the child.

The goal of this proposal is to address the current lack of resources for children in the South Side neighborhood of Peoria. Currently, most children do not have access to any community resources outside of their schools. When this lack of available resources is combined with a high perception of crime, it results in most children being confined to the indoors. Research shows that children who spend time outside tend to be happier and healthier than those who do not. Additionally, children spending time outside is a sign of healthy neighborhoods where residents have created strong social ties. Thus, this proposal seeks to draw upon the lessons of this research by ensuring that children have access to all the resources they need. To do so, three primary design elements are explored: Nodes, Networks and an Active Core.

Existing Resources Map: the grey dots indicate the locations of the existing schools and highlights the long distances between them.

Nodes map: The idea of this proposal is to fill in the neighborhood with new activity nodes to provide more destinations to the youth population.

Spheres of influence Map: Community houses will act as a primary node used to shrink the scale of the neighborhood.

Networks Map: Once the neighborhood has been rescaled, safer street design will ensure that everything is walkable for the children of the South Side Neighborhood.
CAN YOU PLAY IN PEORIA?

These diagrams illustrate that many things are currently out of reach to the children of the South Side neighborhood. Rescaling the community into walkable pieces ensures that children have access to everything they need. Thus, the idea of this proposal is to create a catalogue of options where the community can easily identify the ingredients of their own desired healthy neighborhood.
The intersection at Lincoln and Western has been identified as a potential place for an Active Core promoting future commercial and community development. Locations for new and existing retail and services would incorporate healthy food and grocery options, retail and market opportunities, health clinics and pharmacies, as well as public services such as banks and post offices.

In order to make these amenities accessible to the entire South Side community, improvements to surrounding streets and sidewalks will connect the Active Core to Nodes within the neighborhood. Narrower streets and generous sidewalks with vegetated medians and buffers promote safe transit for pedestrians of all ages. Additionally, the Active Core will serve as a transit hub for the neighborhood by incorporating bus lanes and shelters for commuters. Places will be created in the Active Core that incorporate flexible street furniture and lighting to enable community members to linger and spend time together.
The five node categories that will be incorporated into vacant lots throughout the neighborhood. This turns vacant lots, which are plentiful in the South Side, from a community nuisance to a community asset. These nodes include community homes, art, food, park, and play nodes. This range of activities seeks to stimulate every aspect of a child's daily life, by encouraging children to come outside to engage in various activities all together, and under the watchful eye of neighbors. These activity nodes range from low to high development opportunities and offer the children of South Side a range of new stimulating destinations within a walking distance of their homes and schools.

COMMUNITY HOUSE

The community houses provide the community with a safe place, where community members of all ages can come together. The two types of community houses presented are the daycare center and the communal home. The community houses offer programming for both children and adults and are customizable by the residents to fit their individual needs. Some examples of programming for children includes: crafting, cooking classes, homework help, tutoring, game nights and movie showings. Programming for adults includes: GED classes, cooking classes, computer classes and movie nights. In addition, the community houses can act as places to host block parties, birthday parties and family reunions.
Axon of Community House

Community House Room Modules
ART NODE

The art node presents several opportunities for children within the community to creatively express themselves. At a low development level, walls incorporating planters and lights may be constructed to provide blank canvases for the youth. Other opportunities include constructing an outdoor amphitheater for production of community shows, or building a community workshop where neighbors can collaborate in their artistic efforts.
FOOD NODE

The food node will give the community opportunities to learn together about growing healthy food. With relatively few materials, community members can build raised beds to easily grow many varieties of fruits and vegetables. Eventually, a community may decide to include a wash and pack pavilion to aid in distributing these healthy products, or a greenhouse to increase year-round growing capacity.
PARK NODE

The park node seeks to incorporate nature and green space into the lives of all residents of the community, by making park spaces more pleasant and accessible. At a most basic level, a park node may consist of lot planting trees and constructing benches to create a pleasing atmosphere. Another option would be to design a learning garden incorporating benches and planters that exhibit native species to the area. Finally, a more designed green space may create an outdoor room and destination for the community.
PLAY NODE

The play node focuses on creating opportunities for youth to be outside together, while also engaging in physical activity. A multi-purpose court could accommodate a variety of organized sports leagues. The recycled tire playground could be created from the multitude of spare tires in the neighborhood. A jungle gym could be designed to intrigue youth of all ages in the neighborhood.