As existing neighbourhoods see new growth, more amenities are needed to serve the growing population. There is a direct relationship between the level of amenities the City can afford and the amount of new development that occurs (since new development helps pay for new amenities through taxation and development cost charges). This exercise is designed to help you understand how amenities and neighbourhood growth are related.

## **Exercise instructions**

Please select <u>one</u> amenity option from each of the six categories for a total of <u>six</u> selections.







Click "learn more" for more details about each item.

Note: For each option an example is shown to represent the general size and scale of the amenity, which could be spread out across the neighbourhood or concentrated at a single location. Examples are not meant to be precise or applied to specific locations. The relative cost of each example was used to determine the estimated growth score for each option.

**Important**: Before you click 'submit' at the end of the exercise, note your **growth score**. You'll learn more about how that score translates into new housing in the North End.



Click 'submit' when ready.

## **Definitions**

- 1. **Community space** refers to indoor civic space that:
  - is used for community gathering
  - serves recreational and/or cultural-related uses
  - is accommodated in new or pre-existing buildings, which can be mixed-use or standalone (or spread across both).
- 2. Waterfront parks are parks which:
  - are classified as City-wide parks due to their tendency to attract residents from across the city.
  - as City-wide parks, may be designed to accommodate active programming (e.g. sports fields, tennis courts, etc.), passive programming (e.g. picnicking, playgrounds, etc.), or a combination of both.
  - as City-wide parks, have varying degrees of amenities
- 3. **Neighbourhood parks** are parks which:
  - Are centrally located within a neighbourhood
  - Typically serve 2,000 residents within one kilometre or a five-minute walk to the park
  - Include playgrounds, non-bookable recreation spaces, trails, picnic areas, and passive recreational open space for people to enjoy.
- 4. **Community parks** are parks which:
  - Are designed to serve 12,000 people within a radius of approximately 3 kilometres.
  - Feature higher intensity recreation uses such as multi-recreational courts (i.e. tennis, basketball, hockey, lacrosse), sportsfields with minimal bookings
  - Include infrastructure to meet vehicle, transit, cycling and pedestrian access needs.
  - May also include playgrounds, open space for unstructured activities, and other uses typical of a neighbourhood park.

- 5. Parks on streets provide additional park space by converting underused/redundant street space to green space and pathways. These parks increase the area's tree canopy and offer programs to facilitate neighbourhood activities and events.
- 6. **Daily needs** refers to products and services which:
  - are accessed on a daily, or near-daily basis
    (examples include groceries, pharmaceuticals,
    medical/dental services, personal services, childcare
    etc.).
  - are typically provided by private, for-profit shops but may also be provided by non-profit service providers, as well as government institutions.
  - require a certain baseline population within a catchment area to remain viable. As such, the more residences are included in a neighbourhood, the greater the number and variety of shops and services that stand to be viable.
- 7. Affordable housing refers to housing with public financial support to help lower-income households meet their housing needs. In some cases, additional supports are provided to meet the unique needs of residents, such as supports for seniors, people with disabilities, or residents with complex needs.

