



Proximity of Care – A new guide to designing for children development in informal and refugee settlements

Sara Candiracci - Arup



Proximity of Care
DESIGN GUIDE

Proximity of Care Design Guide

Designing for children's well-being and development in
vulnerable urban contexts

Sara Candiracci, Associate Director, Arup

UK Shelter Forum

April, 23rd 2021



ARUP

URBAN95



Bernard
van Leer
FOUNDATION

In collaboration with:



KDI

+ Civic



The Partnership



ARUP

URBAN95

VR95

Our first project with BVL was developing the Urban95 Virtual Reality, an empathy tool to see experience a city through the lenses of a 95cm child.



Tackling inequalities in cities

We want to understand, design and influence how various urban systems relate to early childhood development needs in the most vulnerable urban contexts.



How to improve vulnerable contexts through Total Design?



© Sara Candiracci, Arup



© Catalytic Action

Common characteristics:



Compromised access to urban services (WASH, energy, mobility)



Overcrowding



Pollution & environmental health hazards



Crime & safety challenges



Significant exposure to climate change impacts



Absence of green space



Sites with untapped creativity, innovation and resilience

Social cohesiveness and relationships

Community led initiatives



Proximity of Care
DESIGN GUIDE

ARUP

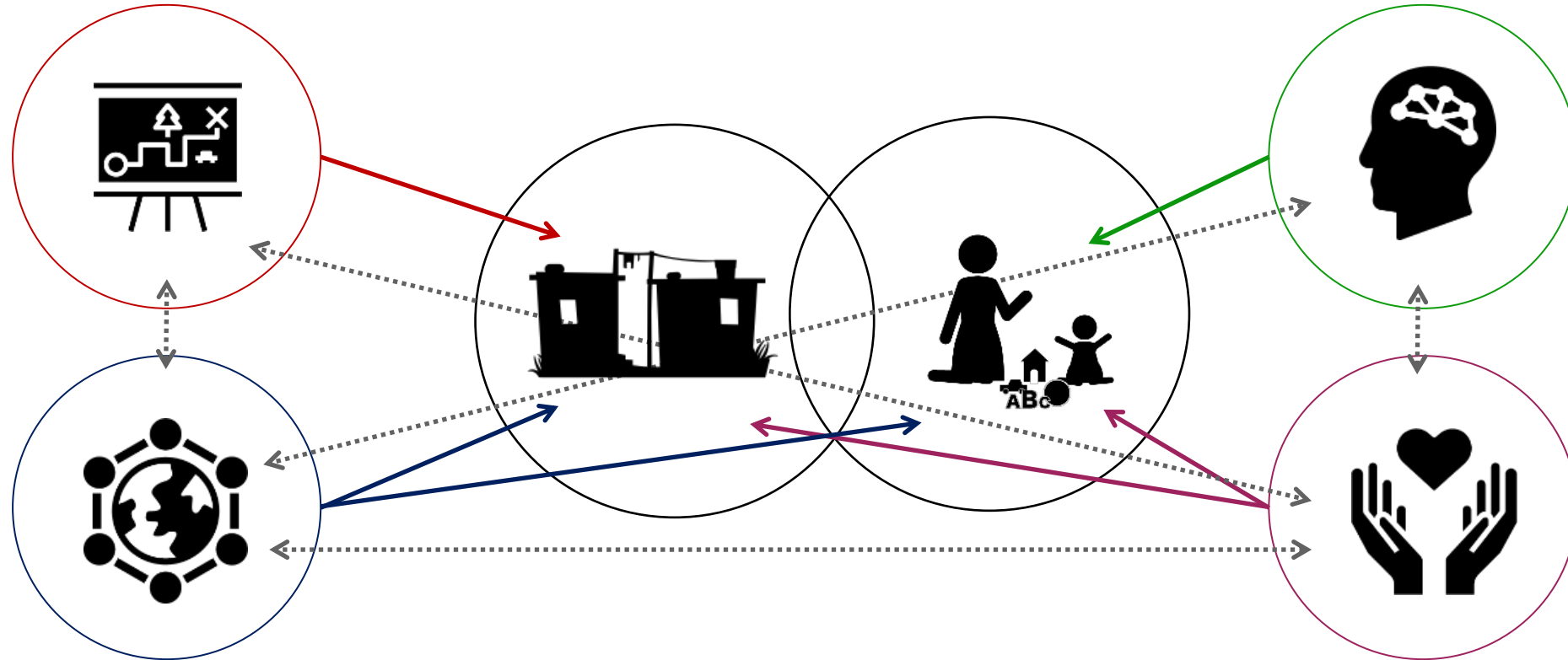
URBAN95



How to improve well-being of most vulnerable groups?



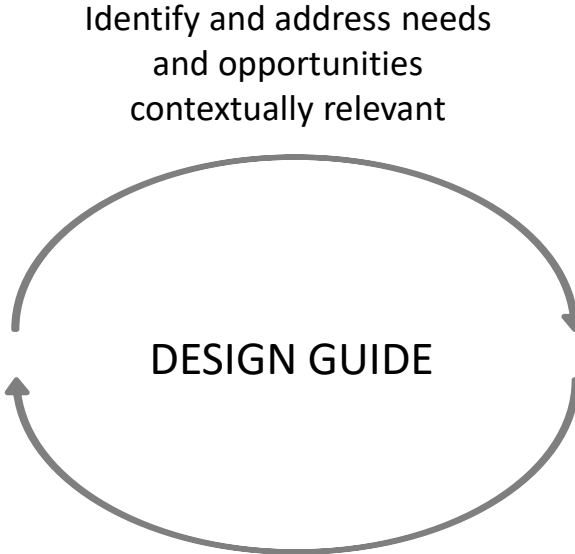
How to enhance collaboration and systems approach?



Our Aim



Beneficiaries



Identify and address needs
and opportunities
contextually relevant

Design and implement
interventions for better urban
environments to contribute to
early childhood development
outcomes



Users

Our Partners

El Mina, Lebanon
Municipality in Tripoli



Azraq al Shamaliya, Jordan
Refugee Settlement in Azraq



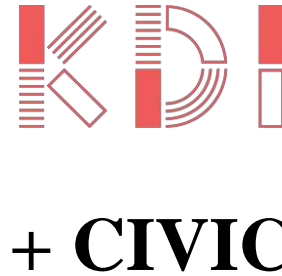
Kibera, Kenya
Informal Settlement in Nairobi



Monwabisi Park, South Africa
Informal Settlement in Cape Town



Technical Review Committee



Proximity of Care Approach

4 Dimensions

Broad categories of primary elements required to make the built environment a place for beneficiaries to thrive

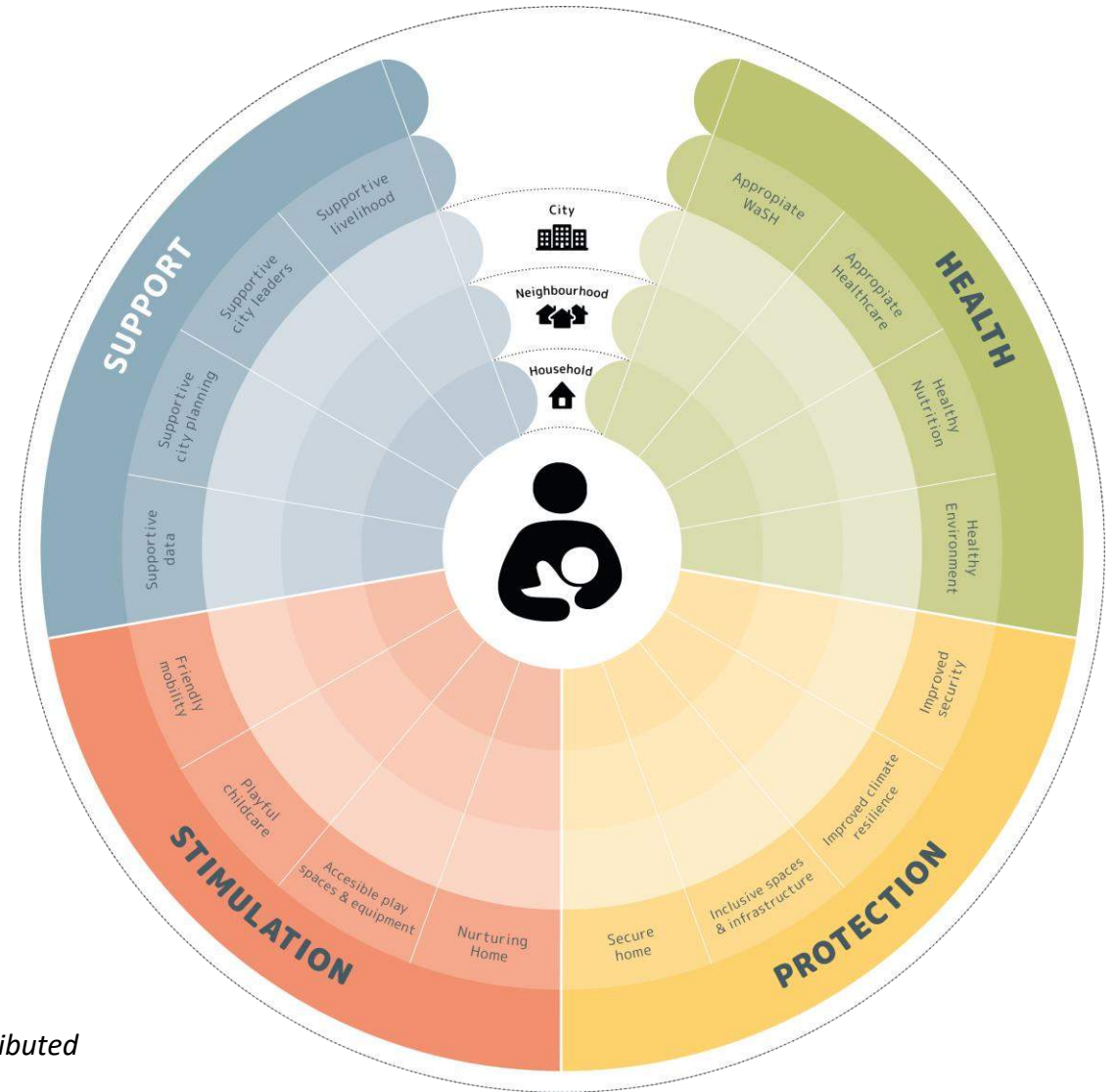
16 Goals

Reference standards for “what good looks like”

48 Factors

Discrete characteristics or elements that help beneficiaries to survive, strive and thrive

Health
Protection
Stimulation
Support



Levels of Proximity



Personal / Immediate / Intimate



Communal / Public / Local



Institutional / Official / Distributed

Guiding Principles Overview

UNDERSTAND

1. Understand before designing
2. Ensure meaningful engagement with children and the community
3. Value local resources, skills and patterns
4. Derive multiple benefits from everyday spaces

DESIGN

1. Build health & safety by design
2. Create networks of open spaces and social infrastructure
3. Take play and learning beyond playgrounds and schools
4. Connect the community inside and out
5. Connect children with nature

INFLUENCE

1. Build early childhood development awareness
2. Develop local skills and support caregivers
3. Empower champions and local leaders
4. Open lines of communication
5. Follow up and follow through

Guiding Principles to Understand

UNDERSTAND

1. **Understand before designing**
2. **Ensure meaningful engagement with children and the community**
3. **Value local resources, skills and patterns**
4. **Derive multiple benefits from everyday spaces**

DESIGN

1. Build health & safety by design
2. Create networks of open spaces and social infrastructure
3. Take play and learning beyond playgrounds and schools
4. Anchor interventions around education and nurturing environments
5. Connect the community inside and out
6. Connect children with nature

INFLUENCE

1. Build early childhood development awareness
2. Develop local skills and support caregivers
3. Empower champions and local leaders
4. Open lines of communication
5. Follow up and follow through

Guiding Principles to Understand

UNDERSTAND

1. Understand before designing

2. Ensure meaningful engagement with children and the community
3. Value local resources, skills and patterns
4. Derive multiple benefits from everyday spaces

- PoC guidance/recommendations:

Localise interventions: Integrate the needs of all stakeholders, rather than a select few

Think spatially: Use maps and GPS data apps to trace daily routines and identify challenges

Choose materials: Be creative with context-appropriate methods and tools that do no harm

Consider social dynamics: Be wary of power dynamics, cultural expectations and other social regulations that shape participation

Influence policy: Pilots can generate an evidence base, test ideas and collect feedback

- Case Study of best practice:

*Children Digital Data
in Maputo*

