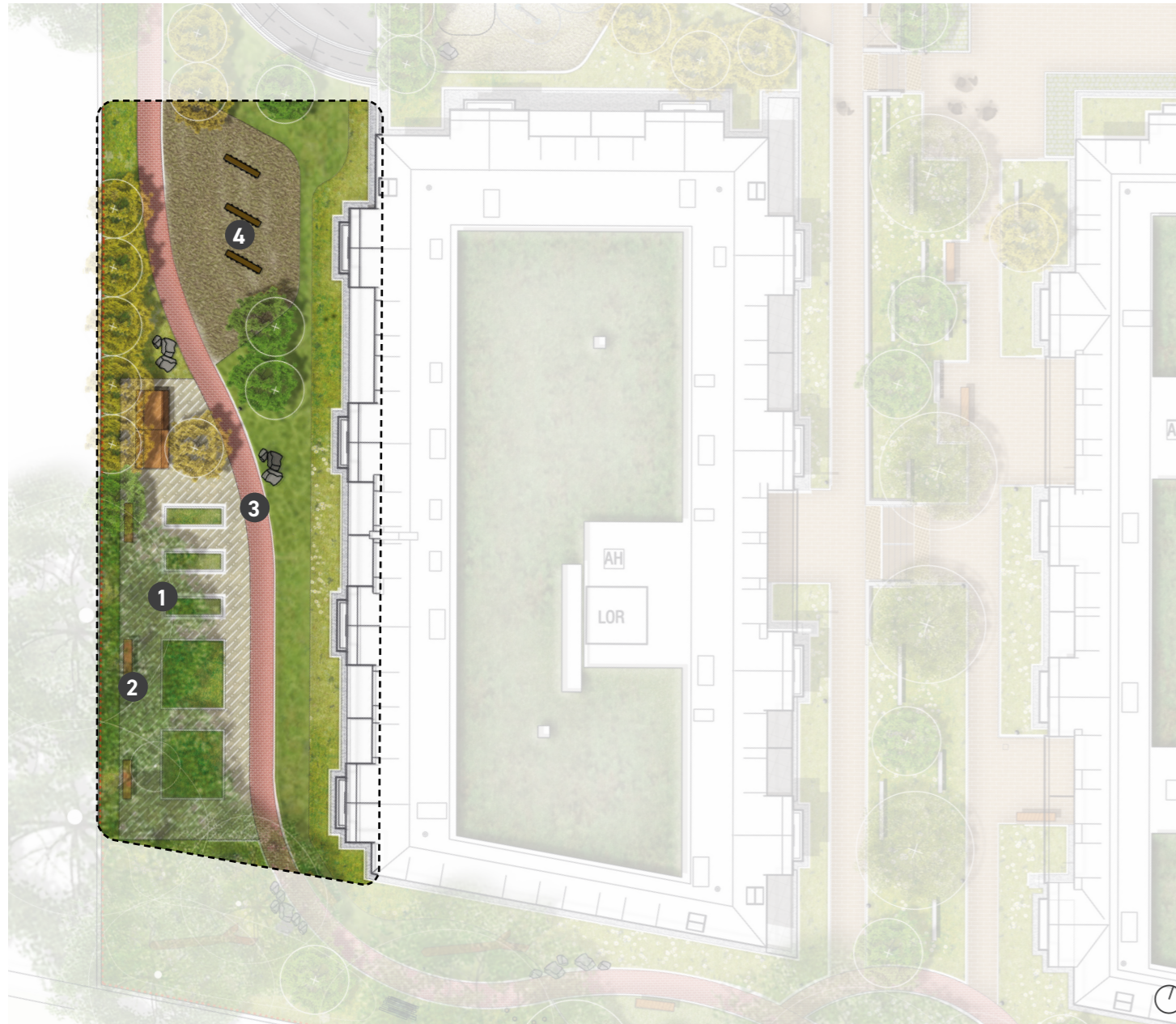


# 4 Landscape Design

## Grow Garden



- 1 Raised and in-ground planting beds
- 2 Seating pockets for residents
- 3 Path flowing between productive planting
- 4 Play totems
- 5 Residents outdoor dining area

The Grow Garden is a productive community garden space for residents to meet, explore, learn and play. Creating a playful and fun space to enjoy productive planting will be the driving force behind the layout of this character area.

### Character Area Objectives:

- > productive planting such as fruiting and flowering trees and shrubs, herbs, and planting to stimulate all the senses.
- > seating areas for residents to gather and enjoy
- > opportunities to hold small events and evening use
- > informal climbing play opportunities



Fruiting plants



Seasonal vegetable gardens



Herb Garden



Seating areas around and between beds



Raised and in-ground beds



Play totems

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