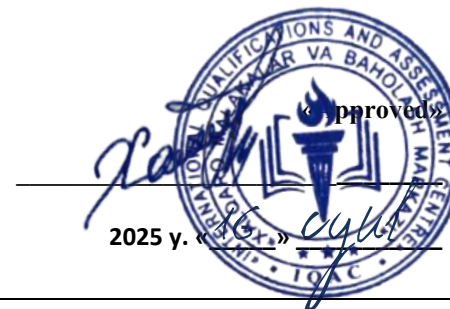




**INTERNATIONAL QUALIFICATIONS
AND ASSESSMENT CENTRE (IQAC)**



Programme	Level 6 Diploma in Architecture		
Unit Number/ Unit Title	Unit 5 Urban Design and Regenerative Architecture		
Cohort Code:	L06UDR-U5		
Unit Level	6		
Total Credits/Hours	Total qualification time 200/ Total Guided learning hours 90/ Self-guided learning hours 110		
Credits	20 CATS/ 10 ECTS		
Lecturer			
Start Date		End Date	

Unit Aims	This unit investigates urban morphology, social dynamics, and ecological frameworks. It encourages the creation of sustainable and regenerative urban interventions rooted in socio-environmental context.		
Differentiation Strategies <i>(e.g. planned activities or support for individual learners according to their needs)</i>	Various approaches to addressing the various identified students' needs will be adopted throughout the lesson. Such will include: <ol style="list-style-type: none">1. Progressive tasks2. Digital resources3. Verbal support4. Variable outcomes5. Collaborative learning6. Ongoing assessment7. Flexible-pace learning		

Equality & Diversity	Variety of teaching techniques will be employed to ensure that the needs of each individual learner are met.
Safeguarding & Prevent	Safeguarding policies and the Prevent duty are strictly observed to ensure the safety, well-being, and inclusivity of all students and staff.
Health & Safety	SIRM H&S policies will be maintained.
Learning Resources	Teaching and Learning Materials
	<ul style="list-style-type: none"> • Carmona, M. et al. (2010). Public Places, Urban Spaces. Routledge. • Jenks, M. & Dempsey, N. (2005). Future Forms and Design for Sustainable Cities. Routledge. • Beatley, T. (2000). Green Urbanism. Island Press.

Learning Outcome (The learner will:)	Assessment Criteria (The learner can:)
LO1. Understand urban form and systems.	1.1 Analyze historic and contemporary urban configurations.
LO2. Address sustainability in urban design.	2.1 Propose low-carbon mobility, water-sensitive design, or adaptive reuse strategies.
LO3. Apply participatory and inclusive methods.	3.1 Incorporate stakeholder feedback or socio-spatial mapping into design.
LO4. Design for regeneration.	4.1 Develop site-responsive schemes focused on ecological and social renewal.
LO5. Present urban strategies effectively.	5.1 Produce coherent urban masterplan graphics and policy documentation.

No	Topic	Learning Outcomes for Each Topic	Which assessment criteria does the session relate to?	Day/month/year/signature
1	Introduction to Urban Morphology	Explore foundational elements of urban form, including streets, blocks, and plots.	LO1	
2	Urban Systems: Infrastructure and Mobility	Understand how transport and utilities shape cities.	LO1	
3	Social and Ecological Layers in Cities	Analyse how communities and ecosystems interact in urban contexts.	LO1	
4	Sustainability Principles in Urban Design	Review environmental, social, and economic dimensions of urban sustainability.	LO2	
5	Compact Cities and Smart Growth	Apply density and mixed-use strategies for efficient land use.	LO2	

6	Blue-Green Infrastructure	Integrate water and vegetation systems into urban design.	L02	
7	Climate-Responsive Urbanism	Plan for passive cooling, shading, and microclimate management.	L02	
8	Introduction to Participatory Design	Explore tools for involving communities in the design process.	L03	
9	Mapping Social and Cultural Assets	Use observational and interview methods to assess local needs.	L03	
10	Stakeholder Workshops and Urban Co-creation	Practice running a mock participatory design workshop.	L03	
11	Accessibility and Equity in Urban Planning	Address inclusion, universal design, and underserved populations.	L03	
12	Principles of Regenerative Architecture	Understand the difference between sustainable and regenerative practices.	L04	
13	Urban Agriculture and Food Systems	Design for local food production and circularity.	L04	

14	Urban Repair and Brownfield Redevelopment	Develop strategies to heal damaged or underused urban areas.	L04	
15	Nature-Based Urban Solutions	Apply biomimicry and ecosystem restoration to urban challenges.	L04	
16	Midterm	Midterm assessment covering all learning outcomes (theory and practical elements)	L01, L02, L03	
17	Tactical Urbanism and Temporary Interventions	Prototype small-scale, low-cost strategies with regenerative intent.	L04	
18	Visual Storytelling for Urban Ideas	Use diagrams, maps, and narratives to communicate proposals.	L05	
19	Using Physical and Digital Models in Urban Design	Create physical/digital site models to support concept development.	L05	
20	Drawing Regenerative Systems: Energy, Water, Waste	Represent circular flows in visual formats.	L05	

21	Communicating with Policy Makers and Communities	Prepare concise visual briefs for non-technical audiences.	L05	
22	Resilient Cities and Climate Adaptation	Design cities that anticipate and absorb climate impacts.	L02	
23	Systems Thinking in Urban Design	Connect ecological, economic, and cultural systems in design thinking.	L01, L04	
24	Cultural Heritage and Urban Identity	Integrate memory, history, and symbolism into urban interventions.	L01, L03	
25	Biophilic Urbanism	Promote health and wellbeing through connection with nature.	L02, L04	
26	Material Reuse and Local Sourcing in Urban Projects	Apply circular material practices at the urban scale.	L04	
27	Zoning, Codes, and Urban Policy	Understand regulatory frameworks and their impact on design.	L01, L03	
28	Precedents in Regenerative Urban Design	Study international best practices and innovations.	L01 – L04	

29	Mid-Scale Urban Design Proposal: Site Selection and Brief	Begin synthesising research into a real design proposal.	LO5	
30	Final Urban Design Development	Refine project ideas, layout, systems, and visuals.	LO1 – LO5	
31	Final Exam: Final Urban Design Presentation and Peer Review	Present integrated regenerative urban proposals and receive feedback.	LO5	