

# Business Plan Appendix BP6: The WSWG Imaginarium - The Long-List

The following is a list of potential ideas suggested, requested, contributed, dreamed of and discussed for Taymount and Five Mile Wood with Community Benefit in mind during the early stages of the development phase of the WSWG journey by many, many local people through a range of:

- Meetings
- Mindshowers and brainstorms
- Events and guided walks
- Interactive activities/message boards
- Exchange visits
- Website and email
- Word of Mouth

These community ideas and extensive networking with diverse local stakeholders in the WSWG Window on the Woods Vision, informed the initial WSWG Draft Proposal which was presented for community consultation in February/March 2021. Feedback from that survey led to the revised WSWG Proposal 2022 "Going Forward" which was widely supported in a second community consultation in October 2022.

\* Indicates suggestions definitively included in the WSWG Proposal 2022. However, the format advanced in the WSWG Proposal 2022 for future and ongoing community engagement means any of the following could potentially be revisited with the Board, the staff, the Wildwood Steering Group and the Window on the Woods themed Community Working Groups once the woods are in community ownership.

# Welcome, Access and Accessibility\*

- Walking routes\*
- Upgrade path at north entrance of Five Mile Wood\*
- All abilities access\*
- Cycle paths
- Horse and pony riding provision and jumps
- Improve bridge over Benchil Burn from Active Kids to Five Mile Wood
- Benches, picnic areas\*
- Toilet provision at main entrances\*
- Improved car parking\*
- Information and Listening boards eg local history, natural history, fitness/trim trail, etc\*
- Bird hide\*
- Children's attractions:
  - Gruffalo Trail/Peter Rabbit-land/Teddy Bears' Picnic Site
  - Mini-gauge railway
  - Geocache events with hotspots in the forest to find things. This could also be an app to find hidden virtual wildlife
  - Item finding/treasure hunts
  - Pony club

#### Creativity and Culture\*

- Art
- Open air theatre space

- Musical events, concerts, live music
- Dougie McLean concert in the woods live streaming
- Chainsaw art
- Intergenerational art sessions

# **Healthy Living\***

- Kinclaven Walking Group: path audit feedback for Taymount Wood
- WSWG Stride for Live Group: currently Bankfoot and Stanley walking groups
- Lots of walks, cycles, and fun activities in the woods!
- Zen trail
- Meditation/forest bathing
- Herbal walks
- Remembrance
  - Memorial Wood
  - Legacy Garden
  - War Memorial/Armistice Space
  - Woodland burial site
- Cycling Without Age (CWO) trishaws
- Sporting activities
  - Running courses in both woods
  - Inclusive Orienteering (able-bodied and disabled on same team)
  - Mountain biking
- Dog training facility

# Life-Long Learning\*

- Forest School\*/playgroups/nursery
- Playgroups/Parent and toddlers club
- Forest Church
- Forest Prison (community payback)
- Bushcraft
- Family Walk Questionnaires re plant and tree identification
- Green Living Support Centre
- Eco-evening Classes/Eco Conversations
- Carbon Conversations

#### Community Green Enterprise for income generation\*

- Social enterprise activity/development\*
- Posh snack bar!\*
- Location/venue for appropriate third-party enterprise activity\*
- Community Tree Shares/Sponsor a Tree\*
- Community BBQ
- Weddings
- A9 Gap development: parking/minibus; caravan "Biscuit Box"; campervan stop-off "Aire" at FMW\*
- Community Energy Project\*:
  - Solar/wind power
  - Bees and Solar Power/solar panels in wildflower meadows solar power and improved biodiversity can go hand in hand (article in Ecologist magazine <a href="https://theecologist.org/2018/jul/23/are-biodiversity-and-solar-natural-partners-asks-ross-grier-nextenergy3">https://theecologist.org/2018/jul/23/are-biodiversity-and-solar-natural-partners-asks-ross-grier-nextenergy3</a>)

# **Woodland Management for Nature Recovery\***

- Ecological forest management regenerating habitats for increased biodiversity\*
- Multiple parcels for different uses/disturbance levels within woodland mosaic of land uses\*
- Bat boxes/bird boxes/bug houses\*
- Beaver plan
- Community Wildflower Project

# Forest Enterprises for income generation

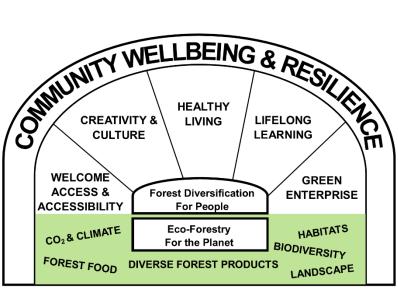
- Timber\*
- Biomass
- Charcoal
- Christmas trees\*

# **Community Engagement ideas**

- Community engagement philosophy of The Glass-House Community Led Design (for built environment and open spaces) would invite all the senses, feelings and emotions to be incorporated in dreaming, planning and working towards imaginative spatial outcomes "with a difference" \*
- 3D model-based community engagement
- Surveying, designing, planning, managing and recording could be developed like GIS mapping layers; can also be visualised like the layers of a wedding cake with people as support pillars.
- Help communicate and community involvement in WSWG project using:
  - Drone surveys/aerial photo-mapping
  - 3D model-based community engagement
  - surveying, designing, planning, managing and recording could be developed like GIS mapping layers; can also be visualised like the layers of a wedding cake with people as support pillars.
- The project will inevitably involve a combination of creative enthusiasm and grinding detail.
- Time Bank
- WSWG to tie community engagement activities in with Local and National Programmes (Actions Days, Weeks, Months, Years) etc
- Wwoofing
- All ages use\*
- Four Seasons Four Themes
- Night-time use
- Encourage considerate use and enjoyment of both woods
- Long term commitment to donate from proceeds from WSWG operations to fund local art support and other good causes beyond the woods\*

# **Beyond the Woods**

- New path link from Taymount Wood to Kinclaven Bluebell Wood
- New paths from Airntully to Five Mile Wood
- New Boots on the Ground training and helping young people into land-based livelihoods
- Alternatives to traditional farming and food production.\*
- Use local land for more woodland, orchards, crops for human consumption
- Ownership of farm
- Local broadband/IT/wifi



WSWG Vision: "Window on the Woods"