

Ecofriendly in Everyday Life:

1.1

Topic 1: People & Nature

Key points:

- Local communities & nature = dependent on each other
- Nature → benefits people: recreation, space, ↓ temperature
- People → benefits nature: environmental protection, community activities
- Nature → disadvantages people: wildlife harm, environmental protection limits development.
- People → disadvantages nature: soil erosion, damaged vegetation.

What is the relationship between plants & nature?

1. Local communities & nearby nature = dependent on each other.
- Nature → air & water for survival
 - Nature → recreation / leisure spaces → bond with family, friends, physical + mental well-being
 - Bees pollinate crops → continuous food supply
 - people can gain enjoyment & enhance their mental health & well-being
 - The overall health of the natural environment is enhanced as more shelter & habitat for the urban wildlife to thrive are provided.

How do people & nature bring benefits to each other?

1. Nature → People: ↓ temperature / remove pollutants / recreation spaces.
- * 1: Lowering air temperature
 - ↳ Vegetation → evapotranspiration + shade
 - * 2: Removal of pollutants
 - ↳ Leaves intercept particles → washed down by rain
 - ↳ Absorbs CO₂, releases O₂ [Photosynthesis]
 - ↳ Wetland plants trap materials, absorb nutrients → ↑ water quality.
 - * 3: Provision of recreation spaces
 - ↳ outdoor activity opportunities
 - ↳ Direct contact with nature → ↓ illness severity.
2. People → Nature: community protection efforts
- Raise awareness about the values of nature areas through encouraging positive behaviour that does not damage nature.

what are the disadvantages people & nature bring to each other?

1. People → Nature: soil erosion, damaged vegetation, Pollution, disturbed wildlife.

- Trampling → soil compaction → ↑ runoff → ↓ infiltration → erosion
- Littering → wildlife entangled / eats litter

2. Nature → People: wildlife harm, environmental protection limits development.

* 1: urban expansion

↳ Habitat shrinks → wildlife venture out for food / shelter

↳ increasing the frequency of human-wildlife encounters.

* 2: ↑ interest in outdoor recreation

↳ More time in nature areas.

* 3: state greening efforts

↳ SG deliberately brings nature back into city.

• Wildlife confused / fearful in urban spaces → ↑ attacks when provoked / venture into familiar spaces.

Topic 1: Sense of place in neighbourhoods

1.2

Key points:

- sense of place = importance / meaning / memories associated with locations.
- Acquired via experiences with natural & built environments + interactions
- can be enhanced or contradicted by representation.

What is a sense of place?

- Developed when people associate meaning & memories with locations
- Reflects relationship with places → helps understand self & others
- Derived from experiences + interactions with natural / built environments.
- Highly personal & subjective
- same location = different meanings for different people [needs / lifestyle]

Gathering places = spaces where people congregate / interact

Media = entertainment → news; traditional [TV] → new [social media].

concepts:

- ※ 1: Meanings = ideas associated with location.
- ※ 2: Memories = experiences remembered
- ※ 3: Built environment = design / configuration of roads, structures, spaces.
- ※ 4: Landmarks = structures with distinguishing features, easily recognised.

How do people acquire a sense of place?

1. Repeated encounters with objects & people → vivid memory.

- Recall character & feature of the place
- create meaning & memories

2. Significant / memorable events at landmarks & gathering places.

- Landmarks = public symbols of community response to tragedy / symbolic - historical purpose.
- Gathering places → events create sense of place.

How is sense of place represented?

- Represented through different forms / types of media
- Reflects personal / collective sense of place
- shared via print & internet - based media

2.1 How may representations enhance or contradict sense of place?

*1: Enhance

↳ Add new layers of meaning by revealing interesting info

↳ Train stations / Interchanges near each other → convenience

switching transport.

*2: contradict

↳ Respond defensively to distortions / untruths

- Distorted view of place
- Distorted view of place
- Distorted view of place

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Topic 1: Relationships between locations in a neighbourhood

1.3

key point:

- Regions classified by environmental / human characteristics
- Relationship between locations shown via spatial patterns & associations.

What are regions?

- Area with similar physical & / or human characteristics; vary in size classified by:

1. Environmental



E.g. Little Gullin

2. Human characteristics



E.g. Jurong Town - commercial
[western / southern] vs.
residential [eastern / northern]

3. Geographical location



E.g. Bukit Batok -
West [public housing] vs. East
[private / condo].

What are spatial patterns?

- Non-random arrangements - shapes, clusters, geometry, repeated occurrences.

↳ Helps us understand world around us

↳ Shown on maps via points, lines, polygons

What are spatial associations?

- Tendency of pair of services / events / objects to locate near each other → connection between: services / events / objects



another service / event / object

concepts:

*1: Influence = effect causing significant change

*2: Non-random = unequal probability of occurrence

*3: cluster = similar objects close together

*4: Geometry = shape / spatial configuration

*5: Tendency = inclination towards outcome.

Topic 1: Organisation of neighbourhood in SG.

Key points:

- Spatial scales = nested areas of different sizes, from residential unit
- How neighbourhoods organised in SG

What are spatial scales?

- Extent of area where phenomenon / process takes place
- Hierarchies: Global → Regional → Local
- Helps understand how larger areas affect smaller units.

What are the spatial scales in SG?

- 20+ towns spread across island
- Each town = town centre with concentration of activities [commercial + social hub]
- some = integrated transport hubs [bus interchange + train station + mall]
- convenience → attracts businesses / visitors

concepts:

- * 1: Nested areas = areas within larger areas
- * 2: Precincts = 400-600 residential units

What spatial hierarchies can we observe in SG?

Residential Units → Precinct → Neighbourhood → Town.

- * 1: Precinct [400-600 residential units]
 - ↳ Playgrounds, community gardens, covered linkways near each other.
 - ↳ Bus stops at regular intervals
- * 2: Neighbourhood & Town
 - ↳ Neighbourhood [4000-6000 residential units, few precincts]
 - ↳ Town [few neighbourhoods; centre surrounded by neighbourhoods → convenience in travel].

How is town planning done in SG?

- Pedestrian network links precinct / neighbourhood / town
- Shops, schools serve residents.
- Facilities at neighbourhood + precinct complement each other
- some = integrated facilities under one roof.

1. Town planning serves residents + nature at precinct / neighbourhood / town levels

- Land mostly for housing, industrial, commercial
- Remaining land = roads, schools, parks, essential facilities
- Different land use, Infrastructure / complementary facilities, self-sufficient.

2. Town planning creates connections & synergies across precincts / neighbourhoods / towns

- Achieves sustainability
- Long term plans → optimise scarce land for current + future generations
- SG = city + sovereign state → needs uncommon land uses: military facilities, waste treatment plants, power stations, seaports, airports.