



**ACTIVE DESIGN MIAMI:**  
**Design & Policy Strategies**  
**for Healthier Communities**

**Municipal Planning & Assessment Tool**

Use checkboxes provided by each strategy to indicate whether it is existing, feasible, or not feasible.

**Existing:** currently included in municipal plans or ordinances.

**Feasible:** does not currently exist but is possible or desirable (may be long term).

**Not feasible:** does not apply or is not desirable within the municipality.



# Parks & Open Space

## OBJECTIVE

Create an easily accessible network of spaces for all community members, within a close distance of residences.

## PARKS & OPEN SPACES DESIGN STRATEGIES

Existing Feasible Not Feasible

Notes

- 2.1 Ensure all residents have access to a park and/or green space within a quarter mile of their home.
- 2.2 Design activity spaces that meet the needs of people of all ages and abilities.
- 2.3 Expand opportunities for physical activity through a range of affordable, easily accessible recreation facilities.
- 2.4 Ensure that parks, plazas, and playgrounds are easily accessible to pedestrians and cyclists.
- 2.5 Provide amenities—such as trees, lighting, water fountains, and seating—that enable people to enjoy spaces for longer periods of time.
- 2.6 Emphasize natural elements and landscaping, including street trees.
- 2.7 Incorporate a variety of surfaces and textures into children's play spaces, including colorful ground markings and natural elements.
- 2.8 Design and maintain parks and open space to promote safety.
- 2.9 Support the development of community gardens.
- 2.10 Install drinking fountains and water bottle refill stations.
- 2.11 Activate waterfront spaces within neighborhoods and parks to support and encourage water activities such as kayaking, paddle boarding, etc. for all.
- 2.12 Provide amenities to welcome pet owners.



## **PARKS & OPEN SPACES POLICY STRATEGIES**

Existing Feasible Not Feasible

2.13 Partner with organizations to sponsor and maintain greenspaces and gardens.

Notes

2.14 Encourage shared use agreements that offer school facilities as places for play and physical activity outside of school hours.

2.15 Create or amend policies to facilitate the activation of waterfront spaces within parks and open spaces.

## **PARKS & OPEN SPACES PROGRAMMING STRATEGIES**

2.16 Offer spaces and activities that respond to unique local and cultural preferences.

2.17 Facilitate access to healthy food options in parks and open space.

2.18 Program group activities for all ages and abilities that promote social interaction and engagement.

2.19 Offer free or low-cost fitness programs in parks and public spaces to encourage physical activity.

2.20 Support open streets initiatives and temporary street closures—such as playstreets and “ciclovia”—for community gatherings and activities.



## Development Patterns

### OBJECTIVE

Ensure connectivity, ease of access, and safe use for residents of all ages and abilities. This objective is closely tied to Active Design Miami's overall goal.

### DEVELOPMENT PATTERNS DESIGN STRATEGIES

Existing Feasible Not Feasible

Notes

3.1 Encourage a diverse mix of land uses at all scales of development.

3.2 Encourage transit-oriented development at appropriate densities to create vibrant, mixed-use, walkable communities that maximize the value of public transit.

3.3 Plant trees to provide shade, enhance neighborhoods, and promote social connectedness.

3.4 Design neighborhoods to prioritize the pedestrian experience.

3.5 Apply context-sensitive design solutions to preserve and reflect the character of existing historic neighborhoods.

3.6 Display maps and wayfinding for local fresh food options, water fountains, parks and open spaces, near-shore water features, such as coral reefs.

### DEVELOPMENT PATTERNS POLICY STRATEGIES

3.7 Plan intergenerational communities to help people of all ages thrive.

3.8 Update zoning and building codes to maximize land use mix, support appropriate development densities, and enhance pedestrian connectivity.



Existing Feasible Not Feasible

3.9 Preserve housing affordability and encourage inclusive, mixed-income neighborhoods.

3.10 Promote infill development in urban core communities and deter expansion beyond the urban development boundary.

3.11 Update codes to reduce the impact of parking requirements.

Notes



## Transportation & Mobility

### OBJECTIVE

Prioritize people over automobiles by creating well-connected, safe, and easy-to-use transportation options.

### TRANSPORTATION AND MOBILITY DESIGN STRATEGIES

Existing Feasible Not Feasible

Notes

4.1 Encourage walking by incorporating aesthetic and visually interesting elements into streets and sidewalks.

4.2 Create new and enhance existing pedestrian plazas.

4.3 Enhance bike mobility by improving bicycle infrastructure, including ensuring bicycle paths, lanes and tracks are interconnected.

4.4 Facilitate biking by encouraging ample bicycle parking.

4.5 Provide facilities at or near rail and major transit stations that assist commuters in finalizing their trip.

4.6 Provide schools with easy access to transit routes.

4.7 Encourage walking by providing ample sidewalk space and safe crosswalks.

4.8 Enhance safety and walkability by incorporating traffic calming elements to reduce driving speeds.

4.9 Provide comfortable bus stops with benches and protective shelters.

4.10 Use maps and wayfinding to facilitate pedestrian and bicycle access to healthy amenities.



Existing Feasible Not Feasible

Notes

### **TRANSPORTATION AND MOBILITY POLICY STRATEGIES**

- 4.11 Implement Complete Streets policies.
- 4.12 Develop community and neighborhood-scale master plans that prioritize specific community mobility needs.
- 4.13 Incentivize commuting via public transit.
- 4.14 Reduce parking requirements for walkable, bikeable, and transit-accessible sites.
- 4.15 Expand access to BikeShare.

### **TRANSPORTATION AND MOBILITY PROGRAMMING STRATEGIES**

- 4.16 Encourage and facilitate “walking school buses” and safe routes to schools’ programs.
- 4.17 Incentivize carpool and rideshare programs.
- 4.18 Promote and use temporary demonstration installations to evaluate project design.



# Buildings

## OBJECTIVE

Maximize opportunities for physical activity and social connection within and around buildings.

## BUILDING DESIGN STRATEGIES

Existing Feasible Not Feasible

Notes

- 5.1 Maximize accessibility and visibility of stairs.
- 5.2 Create attractive, visually appealing stairs.
- 5.3 Provide convenient, attractive circulation paths.
- 5.4 Design sidewalk and façade elements that improve the pedestrian experience.
- 5.5 Orient building entrances and circulation pathways to prioritize active transportation options.
- 5.6 Provide secure, accessible indoor bicycle storage facilities in both commercial and residential buildings.
- 5.7 Allocate space and provide easy access to on-site exercise facilities and play areas in commercial and residential buildings.
- 5.8 Provide on-site gardening opportunities.
- 5.9 Provide healthy vending machines and water fountains and refill stations with fresh, clean water.
- 5.10 Provide accessible and well-equipped kitchens and eating spaces to promote healthy eating.



Existing Feasible Not Feasible

Notes

## **BUILDING POLICY STRATEGIES**

5.11 Incentivize the development of visible, attractive stairs.

5.12 Provide incentives and update codes for on-site bike facilities, such as parking.

5.13 Develop incentives and/or update codes to support on-site gardening.

5.14 Develop incentives and/or update codes for on-site recreation space.

## **BUILDING PROGRAMMING STRATEGIES**

5.15 Post prominent and clear signs that encourage stair use.

5.16 Provide comfortable spaces for lactation support.

5.17 Incorporate spaces for farmer's markets and small produce stands.

5.18 Increase access to change rooms or showers for active commuters.

5.19 Select healthy food vendors for on-site restaurants and vending machines.

5.20 Offer onsite active programming and maintain spaces for community and health activities, such as fitness classes, walking clubs, cooking classes, and cultural events.