

sudp - urban development programme for the somali region

simple manual for **PLANNING and UPGRADING** displaced population settlements

The UN-HABITAT assistance to displaced population is part of the joint inter agency efforts ongoing in several cities in the Somali region. The upgrading of the existing settlements' conditions is part of the tripartite strategy developed by UNHCR, UN-HABITAT, DRC, and NRC aiming at improving the lives of slum dwellers on three fronts: (1) permanent resettlement, (2) improved transitional shelter solutions, and (3) upgraded existing living locations. This manual wants to be a support for the third component of this strategy, providing simple methods for decongesting the existing displaced population settlements, opening roads and firebreaks, and making space for basic services and infrastructure. The content of this manual is based on the field experience of UN-HABITAT and its partners.

More information about UN-HABITAT activities in the Somali region at www.unhabitat.org/sudp
This publication was prepared by Joana Cameira, Gerry Reddy, and Ombretta Tempa.

Implementing agency:



Funding agencies:



types of settlements

1. settlements that have existed for some time – these are very dense in population and need schools, water points / water tanks, garbage collection areas, roads for the circulation of ordinary vehicles and emergency vehicles (e.g. ambulance and fire engine), etc.

2. settlements burned down by fire or destroyed by other catastrophes – these need to be planned from scratch.

3. new settlements where people want to start moving in – these need to be planned from scratch.

TIP: try to have the community deal with the landowner from the beginning on the 3 basic things that you are looking for:

basics:

1. roads
2. latrines + water
3. services

- + name of the camp
- + name of the camp leader(s)
- + name of the city
- + date



approximate scale
(in steps)

where is
NORTH?

show the key of
the symbols in use

before going to the settlement

know what you want to do!

1. make roads – roads can prevent fires spreading; children can play outside and find their way home; roads make spaces safer for everyone, especially at night; roads create meeting places and space for shops, restaurants, and services; roads can host drainage....

2. make space for latrines – improved sanitation, increased safety for women, etc.

3. make space for services – recreation areas, health posts, schools, meeting halls, cinemas, etc.

always explain the
benefits of planning
to the community

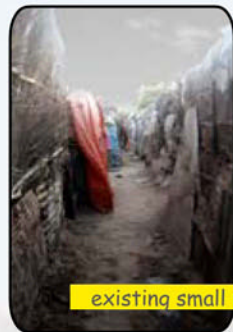
You will need: pencil, paper, hardback book, and a big measuring tape!

1 positioning yourself in the settlement



1. find the 'camp leader'

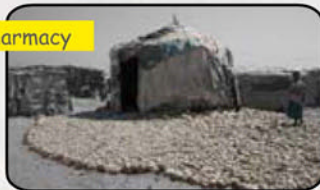
start drawing: put on your map all the things that the camp leader shows you



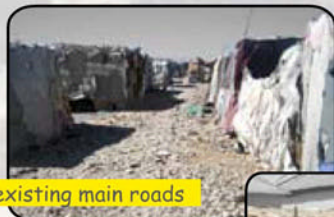
existing small roads

2. ask the camp leader to show you:

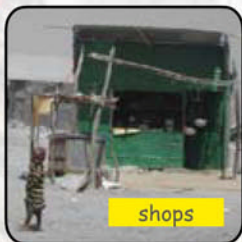
- ✗ **size of the settlement** – look for the boundaries.
- ✗ **roads** – look for the main circulation routes in the settlement.
- ✗ **services** – look for the areas with existing or destroyed services (school, *madrasa*, mosque, market, shops...).
- ✗ **facilities** – look for sanitary facilities in the settlement (latrines, *berkads*, water points...).
- ✗ **management** – ask who is maintaining the water and sanitation facilities.



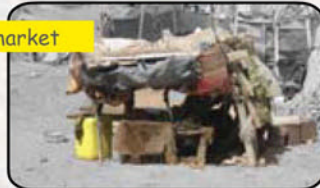
pharmacy



existing main roads



shops



market



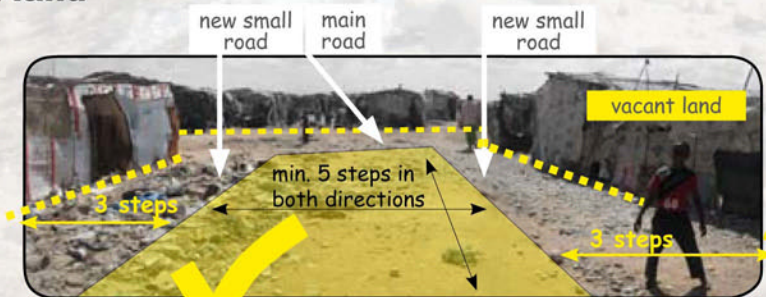
mosque



latrines

3. look for vacant land

vacant land is usually found within the borders of the settlement (still within the landlord's property), around existing services and also between existing shelters. If these spaces are significantly large (about 6 steps by 6 steps in width and length), mark them on your map.



2 main roads

- ✗ **main roads must be a minimum 6 steps wide and more or less straight.**
- ✗ **main roads should be connected to the main access roads coming from the town.**

Existing roads are often insufficient, leaving large areas of the settlement overcrowded and inaccessible. You might have to decide to open main roads for safety reasons.

What do you need?

- spray paint
- big measuring tape
- chalk
- water
- bucket

Who is involved?

- camp leader
- 1 person to inform and mobilise while you draw and take notes
- 2 people holding the measuring tape
- 1 person to mark with chalk

shelters occupying or partly occupying the road should be marked with an "X"



1. ask the camp leader to show you existing roads that can easily be opened by resettling a minimal number of shelters. *Use your common sense: you might have to refuse some of the roads proposed at first.*

2. position potential new roads on your map and show them to the camp leader: Are they solving the problem of the massive conglomeration of shelters?

✗ **If no...** then explain that to the camp leader and ask him/her to show you another one that crosses the dense area through the middle.

✗ **If yes...**

3. ask the camp leader to discuss with the families living in this corridor the possibility of resettling in another area – show them the vacant pieces of land on your map.

4. mark the borders of the road with chalk mixed with water.

5. mark with an "X" the shelters occupying the future road.

make a list of the families whose shelters you marked with an "X"



how to mark roads and areas for resettlement

1. mix the chalk and the water in a bucket.

2. place one person at each end of the tape measure, stretching it fully.

Check that the measure is stretched and positioned where you want it – keep in mind that you are marking areas to house several families. Keep the roads free!!



Who is involved?

- 2 people holding the measuring tape
- 1 person pouring the chalk

3. the third person carries the bucket with the chalk mix and starts pouring it over or along the rope – this leaves a white line behind.



You will need:

- long measuring tape
- white chalk
- water
- bucket

marking with stones: another way to mark (without chalk)

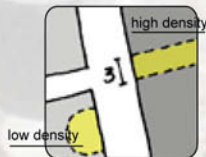
tips on mapmaking

1. write the name of the settlement and remember the name of the camp leader!



2. placing the settlement in the city:

where is north? where are the landmarks (mountain, river, mosque, etc)?

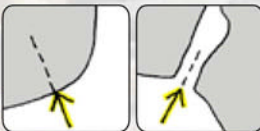


7. show densities

low density? - look for vacant land here!

high density? - try to open roads here!

3. show main entrances

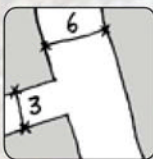


4. show existing roads:

the whole settlement at a glance.



5. show road width



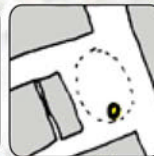
6. show shelters in the middle of a new road (to be resettled)



8. show services



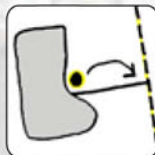
latrines



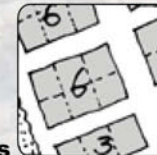
water point



community area



garbage collection point



9. show new family plots

don't worry about having a perfect drawing - you can always redraw everything later with a ruler!

small roads 3

mark small roads the same way as the main roads



- ✗ small roads should be straight.
- ✗ small roads should be a minimum of 3 steps wide.
- ✗ small roads should be perpendicular to main roads.
- ✗ small roads should link 2 main roads or connect to the edge of the settlement.

latrines 4



new latrines

are there any latrines in the settlement?

1. *If yes...* mark them on your map!
2. *If no...* then draw some possibilities on your map. You will need to consider:

- a) the need for more latrines
- b) where they should be located
- c) who will provide them
- d) who will do the maintenance

- ✗ latrines must be in visible places (around public spaces or at the end of the roads) for safety reasons.
- ✗ latrines should never be placed in the middle of main roads or small roads.

latrines, water points or services are marked the same way as roads: with chalk!

WRONG! latrine under construction in the middle of the small road

RIGHT!
latrine under construction next to the main road



main road



small road

how many? how much?

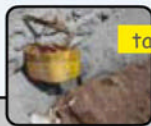
if possible, while planning the settlements keep in mind the advised basic provision of:

- * **LATRINES** - at least 1 latrine every 50 people (men and women separated).
- * **WATER** - at least 1 tap for every 250 people, or 1 handpump every 500 people.

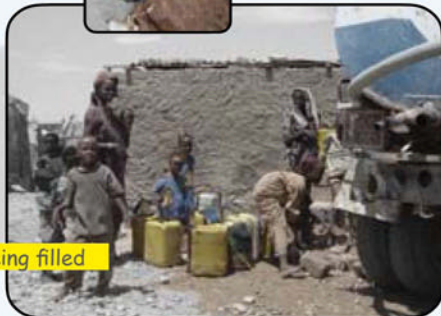
5 water

are there any water kiosks, wells, *berkads* or other water points in the settlement?

1. *If yes...* mark them on your map.
2. *If no...* draw some possible locations on your map and discuss them with the camp leader. You will need to consider:
 - a) the need for more water points
 - b) where they should be located
 - c) who will provide them
 - d) who will manage them

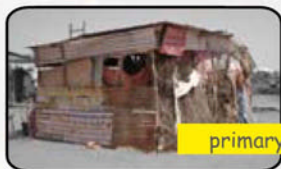


tap from a *berkad*



berkad being filled

✗ new water points should be planned around community areas or close to the main road



primary school

services 6

what additional services does the community want or need?

what services were destroyed?

1. draw some possibilities on your map and discuss them with the camp leader. You will need to consider:
 - a) placing services that were destroyed in the same area they used to be
 - b) the need for more services
 - c) where new services should be located
 - d) who will provide new services (the community, the municipality, international agencies...)

7 garbage

1. the community should collect garbage or burned remains before you start marking the land.

2. is there a garbage collection point in the settlement?

a) *If yes...* check that it is functioning (is there regular garbage collection?)

b) *If no...* find one place at the borders of the settlement, directly reachable from the main road to facilitate truck access for regular collection. **You will need to consider who will provide regular collection** (e.g. the local authority).



garbage around the settlement: NO!



community cleans the resettlement area

✗ garbage collection points should be directly reachable from the main road to facilitate truck access.

planning the resettlement 8

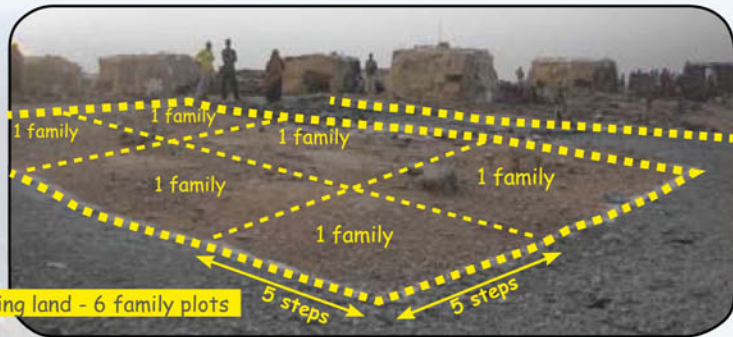
REMEMBER:

who is involved?

- camp leader
- 1 person to talk and mobilise while you draw and take notes
- 2 people holding the measuring tape
- 1 person pouring the chalk

you will need:

big measuring tape, chalk, water, bucket.



marking land - 6 family plots

1. show the camp leader the vacant pieces of land that you spotted.
2. seek agreement from the camp leader on using these areas for resettlement, services, and roads.
3. on your map, fill the vacant areas with the estimated number of families that can fit in each vacant area – every family plot should be at least 5 steps wide and 5 steps long.
4. mark these areas on your map.
5. how many families can you fit in your map? does this correspond to the number of families that you need to relocate?
6. *if no...*
 - a) look around the settlement again – did you miss any vacant areas?
 - b) ask the camp leader if the land around this settlement belongs to the same landlord – will it be easy to negotiate?
7. *if yes...* mark the resettlement areas with chalk.



A single family will occupy a square of 5 steps by 5 steps. Make family blocks back to back: rectangles that are 10 steps wide, with the length is in multiples of 5.

supervising reconstruction 9

1. distribution and construction of shelters:

- a) distribute the sticks and poles.
- b) check that families position their structures totally inside the area that was demarcated – keep the road corridors free!!
- c) once the structure is up, distribute the canvas.

2. follow up with service provision.

3. follow up with **awareness-raising** campaigns and training (e.g. hygiene promotion, etc).

keep the roads free!!

