

## Cognitive Impairments

## Clear paths & flush surfaces

Introduce / maintain varied features / landmarks

Irregular layouts and hierachy of street types Avoid large expanses of empty space

Use contrasting coloured surfaces in designs / schemes

Lighting considerations

Provide visual signals on both sides of signalised pedestrian crossings Simple pictoral signing

Segregation of modes

Count-down displays at crossings

Easily visible signage

Use contrasting coloured surfaces in designs / schemes Lighting considerations

Kerb heights

Drop kerbs

Width of facility - manoeuvring of adaptive cycles

Visibility for adaptive cycles Ramps / lifts alongside steps Heights of warning signs

Simple design of layouts

Audio & visual alerts

Use simple language Use colour to differentiate between different services

Staff training

Use colour to differentiate between different services

Disabled parking

Crossing times

Signal phases

Presence of staff Help points Lifts & Ramps Driver training Use simple language Audio & Visual Announcements Handrails Stop buttons Priority seating Manoeuvring space SMS parking payment option Count down crossings Font size & typeface Text / pictoral simple signing Facilities signed Lighting & coloured surfaces Security of open spaces Audio information points Visual alerts People detectors on crossings Technical aids to remember routes Clear, concise travel information