

Landscape Layout Worksheet



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By the end of this worksheet, you will have:

- ✓ A Base Diagram
- ✓ A Functional Diagram
- ✓ A Preliminary Design

What you will need:

- ☐ Ruler
- ☐ Paper (Plain or Graph)
- ☐ Pens
- ☐ Pencils
- ☐ Erasers
- ☐ Tracing Paper (Optional, if you can't make copies)
- ☐ Colored Pencils/Markers (Optional)

Part 1: Base Diagram

Things to include in your base drawing:

- ☐ Property lines
- ☐ North
- ☐ Outline of structures (Ex. house, shed, patio, porch)
- ☐ Driveways and sidewalks
- ☐ Any existing features (Ex. fence, pool, HVAC, well, retaining walls)
- ☐ Existing shrubs and trees
- ☐ Any underground cables, pipes, and septic tank
- ☐ Doors and Windows from the house
- ☐ Notation of good and bad views, slopes, banks, and ditches
- ☐ The scale used (Ex. $\frac{1}{4}$ inch = 1 foot, 1 square = 5 feet)

Optional: Draw out your notes for reference. Label slopes, sunny or shady areas, any low areas, etc.

Part 2: Functional Diagram

The functional diagram is drawn on a copy of your base diagram or on a piece of tracing paper that is laid on top of the base diagram. Do not use the original one you did in part 1 as you will need it later on.

Step One: First, make and list and prioritize the functional zones you wish to include in your area. Examples include:

- | | | |
|------------------------|----------------------|----------------------------|
| • Patio | • Entertainment area | • Edible plants |
| • Service or work area | • Public area | • Cutting garden |
| • Play area | • Entryway | • Privacy or noise barrier |

Step Two: Draw general zones and shapes on your map of what each area will be. This step is also known as a “bubble” diagram.

Step Three: Make sure to assign a function to each area.

FGT Pro Tip: If you find yourself stuck imagine yourself walking through your area and what you would like to see and refer back to your notes on *Worksheet 2: Creating a Vision*.

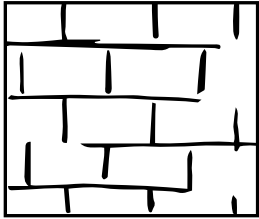
Part 3: Preliminary Design

Take a copy of your base map or a piece of tracing paper and now you are going to draw basic features filling in the “bubbles” from the functional diagram.

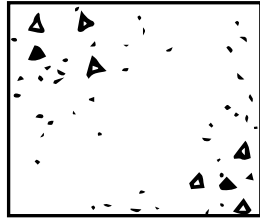
Don't focus on plant types. Keep it broad (Ex. “small evergreens” “yellow flowers” etc.)

To help here are some common symbols and textures you can use in your drawing:

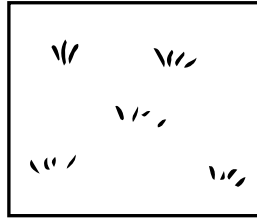
Textures



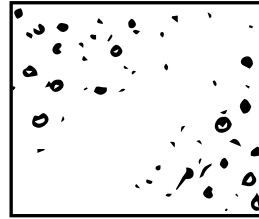
Brick or Tile



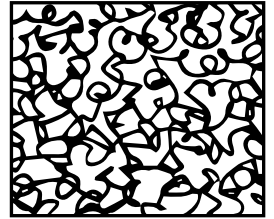
Concrete



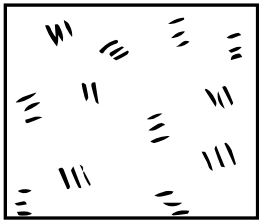
Grass



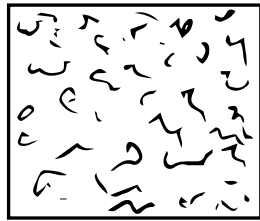
Gravel



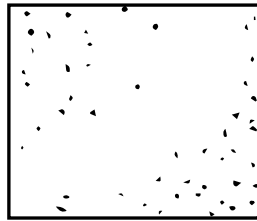
Groundcover



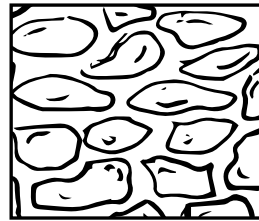
Mulch



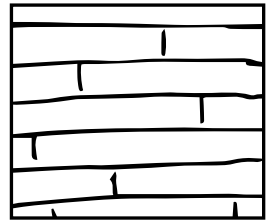
Rocks



Sand

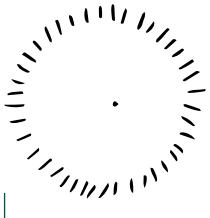


Stone

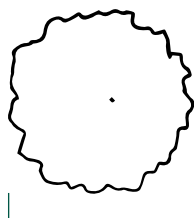
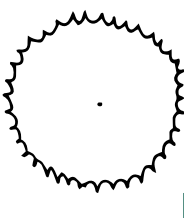


Wood

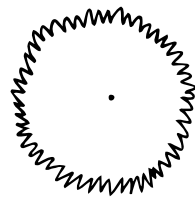
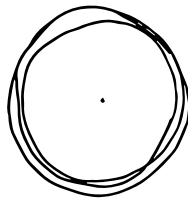
Large Trees



Evergreen



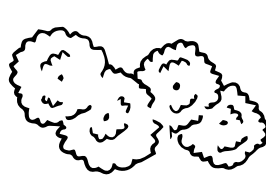
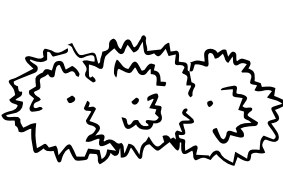
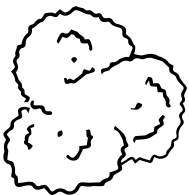
Deciduous



Tropical



Shrubs



Single Plants



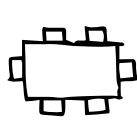
Features



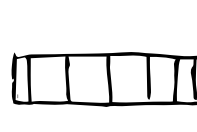
Pond



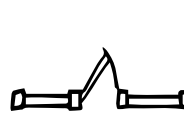
Chairs



Table



Pergola



Fence/Gate



Boulder