TIMELINE THE WALK OF ANCESTORS

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with ideas of how the history of this site can be shown to the people who's going to live there and for the people coming for a visit. We came up with the idea of working with a timeline. That people should be able to travel through time and learn about the history and get a feeling of what it could have looked like in a park/green area. The design of the park should be influenced by the history of the site. We do think it is important that the park should not only be seen as a "museum", that it should be a interactive park where people can come for visit to enjoy the greenery, have picnic, go for a jog, kids can play and people can learn about the history if they would like

should reflect the length (years) of the era in our history and each part should have a small knowledge centres where people can read and get information about the history and the surroundings should be where people can experience what it might have felt like during the different eras. Here we have made an example of how one can work with the history around MAX IV and ESS. We have chosen to show 4 different eras and we want to connect them with each other by having a path with the same material through the whole park, as a red thread, that will take people through the history (the timeline). We want to show in the material of the path, copies of what was found on site. For example, show some pottery, jewelry, tools etc.

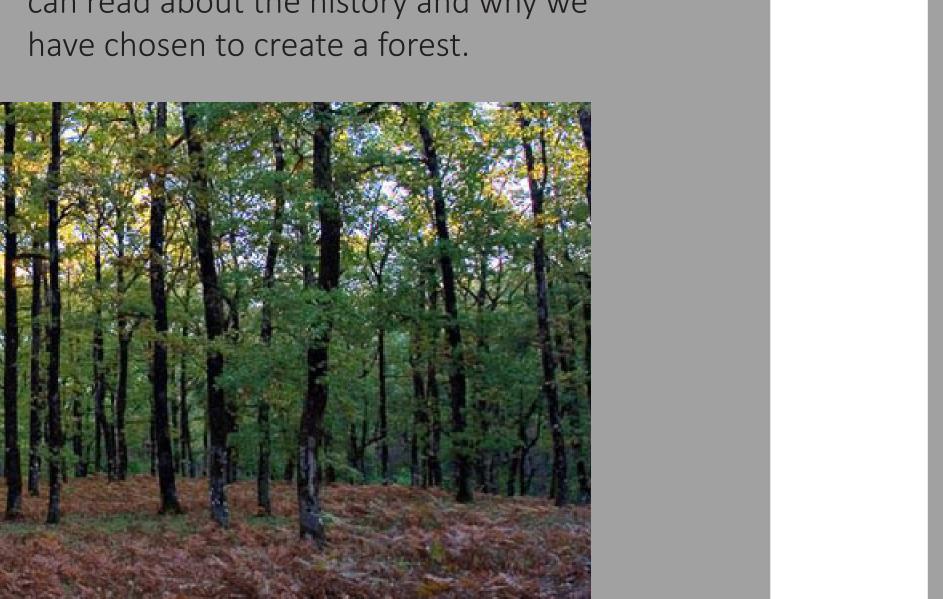
The size and length of the different eras





BEFORE 4000 BC

Scania was covered in trees 6000 years ago and there were no agricultural land there yet. Species that has been found on site are for example: Alnus sp., Fraxinus excelsior, Populus tremula, Betula sp., Sorbus sp., Quercus robur and Corylus avellana. We start our timeline in this era by creating a forest using the species we know used to grow on this site. We want to recreate the feeling we think used to be so that the people visiting can experience what Scania used to look like and feel like. There should be a sign, a knowledge centre, where one can read about the history and why we









STONE AGE 4000 - 3300 BC

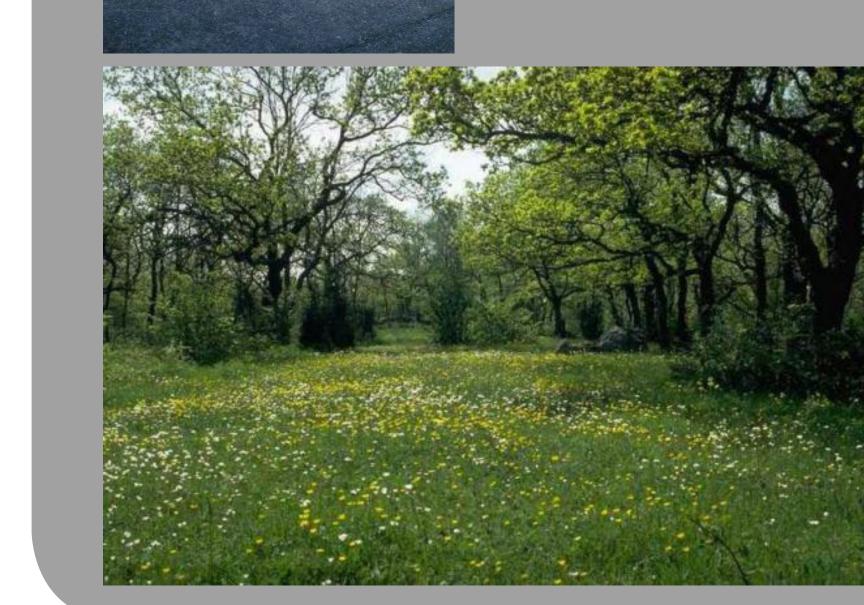
During Stone Age Scania was covered in 90 % woodland and 10% open land. There were smaller villages in the area and they have found traces from 14 huts and 2 longhouses. They have also found traces from two graves that was surrounded by stones and a procession road leading up towards the graves. There were so called facades along the procession road where they gave offerings to the gods and the procession road was placed so that the winter sunrise could be seen and they probably celebrated the sun there. Pottery, flint turned in to tools, grains and animal

bones was also found on this site. Stone Age will be the second part of our timeline. Now the forest will not be as dense and we want to recreate how it used to be, 90% woodland and 10% open land. Still using the species we know used to grow on site. To show what used to be here we want to place out bigger stones that can be placed out to show either where the graves used to be, where a hut or one of the longhouses used to be, the procession road or maybe show a few different things. The stones that are placed out can also be used as signs. There can be information on them that one can read if one wants to, they will be the knowledge centre in

There has been a few findings from Bronze Age on this site but not as much as what was found from Stone Age and Iron Age. What they found on this site was similar to what they found in Uppåkra so these places were connected somehow. We therefore think one way of presenting Bronze Age could be by having a sign explaining how Bronze Age happened between Stone Age and Iron Age but if they want to learn more about it they can visit Uppåkra. By doing this we will again connect these two sites with each other.

BRONZE AGE

1800 - 500 BC



IRON AGE 500 BC - 1050 AD

During the Iron Age the grounds got even less dense and 40% of the ground was covered with forest, 50% was made out of grassland and 10% was used as cultivated fields.

Houses, burials, wells, ovens, pits and hearths has been found on site

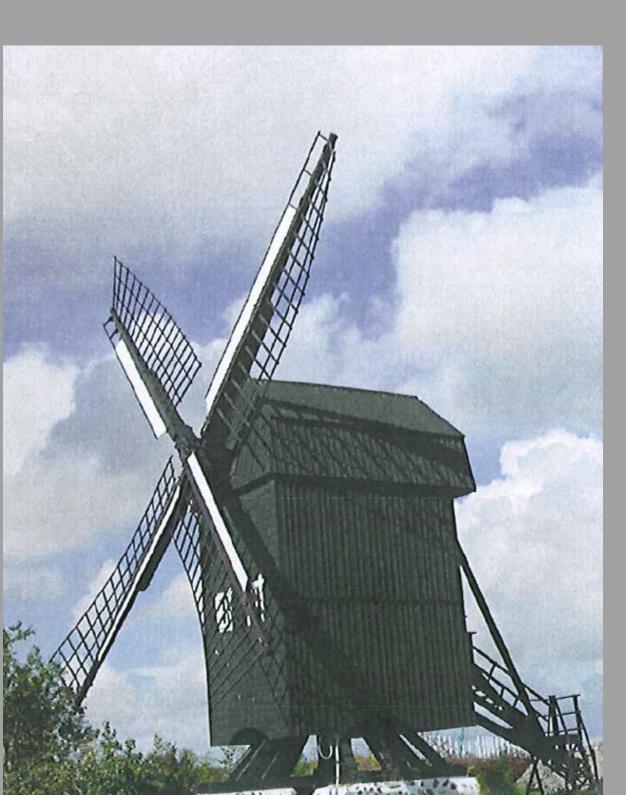
Iron Age will be the third part of our timeline and nature will change a bit again to be more like it used to be during this time (40% forest, 50% grassland/meadow, 10% agriculture land). We want to show here as well things that has been found but with something else then stone. Maybe with wooden poles and/or corten steel and can be placed out to show where a house used to be or where a oven used to be, and again use the wooden poles and the corten steel as signs with information about the history and they will be the knowledge centre of this era.



line. The mill was built around 1650 on Hviderups Estate and it was moved to its bolise what used to be. The mill used to current location 1869. Nils Johansson was be a place where people used to meet, all the name of the last owner of the mill and he bought it 1939 and he used it un- make flour. The house next to the mill that til the 1950s. The mill hasn't been used is a part of MAX IV and ESS can be todays since then, but it was in use for almost 300 meetingpoint and the knowledge centre of years. We chose to use the mill as our last this era. era to connect the past with the future. It

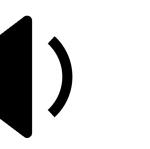


The Mill will be the last part of our time- has been part of history for a long time and it will now be part of the future and symthe farmers around the area came here to



THE FUTURE

To make people experience the history even more an app can be developed that can be used by the ones who wants, that tells a story about the history and plays sounds that the people living during the different eras probably heard, for example: sounds from dears, cows, birds, wind etc. This can be a nice way for the visitors to experience the history in a different way and for them to use some more senses.





Master Course
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