

EARLY COURSE OUTLINE

Day One - Introductions

Breakfast:

Review:

Housekeeping

- toilets
- safety (first aid, etc...)
- daily schedules (handout)
- Breakfast and other meals
- morning chores

Session A:

Teacher Introduction - Who I am, what brought me to permaculture, my permaculture experience to date.

Student Introductions - Your name and a little about yourself, one green thing.

Group Interactive - Working and thinking as a group (community) -- Flip the rug or untie the knot

Break

Session B:

Introduction to host location (site tour)

Toss the ball (say the name of the person you will toss the ball to - what is permaculture to you, what do you want to get from the course)

lunch

Session C: Permaculture Defined

- history
- philosophy
- ethics
- (summery)

Break

Session D:

- more than about growing food... its about restoring the health of our environment and, by extension, ourselves.

ACTIVITY: Collect/Identify "Waste" Materials

- collect or identify one thing you consider to be a human waste and one thing you consider to be a natural waste (15 min)
- explain why you think these materials are waste... can the class identify how these wastes might become resources? (30 min)
- (summery) 15 min

End

Optional Evening Session: None

Day Two - Concepts and Themes in Design

Arrival (chores):

Review: Name game (review) - Name a waste product - next person describes how that waste can become a resource

Session A: Permaculture intro (continued)

- identifying the problem
 - peak energy
 - peak water
 - peak soil
 - mass extinction
 - loss of biodiversity
 - climate change
 - food security (famine)
 - Pollution (landfills)
 - Environmental destruction
- how permaculture can help
- Designing through ethics (Using disturbed and damaged land - leaving the undisturbed, undisturbed)

Break

Session B: Permaculture Design Principles: Lead to homework

lunch

Session C: Methods of Design

Design process (handout)

- Technique is how
- Strategies is how and *when*
- Elements are the what (Group brainstorm: elements)
- Design process is making a PATTERN out of the elements using OBSERVATION to determine the best TECHNIQUES and STRATEGIES that comply with our ETHICS and accomplish as many PRINCIPLES with each decision.
- Zones and Sectors (intro)

Break

Session D: Design Methodology (zones and sectors activity)

End

Optional Evening Session: HOME WORK!! Each student draw a picture that represents one of the permaculture principles to be presented during review tomorrow

Day Three - Patterns

Arrival (chores):

Review: Present your principle: how does your image represent the principle?

Session A: Principles activity (Group activity: song, dance, story, drawing - choose a group based on how you'd like to represent the principles, spend 30 coming up with how you'd like to present. Present)

Break

Session B: Pattern intro

lunch

Session C: Pattern activity (observe environment -- find one natural pattern and one man made pattern... how do they differ? how are they similar? Are there any straight lines in nature? Is a straight line stronger than a curved line?)

Break

Session D: Using Patterns in design (Edge, Herb spiral, etc...)

End

Optional Evening Session:

Day Four - Climate Factors

Arrival (chores):

Review:

Session A:

Break

Session B:

lunch

Session C:

Break

Session D:

End

Optional Evening Session:

Day Five - Trees & Food Forest systems

Arrival (chores):

Review:

Session A: Trees & forest systems

Break

Session B: Succession

lunch

Session C: Legumes & Fungi

Break

Session D: Guilds & Food Forests

End

Optional Evening Session:

Day Six - Water & Aquaculture

Arrival (chores):

Review:

Session A: Water on this planet

Break

Session B: Water Catchment Systems

lunch

Session C: Water in the landscape

Break

Session D: Aquaculture

End

Optional Evening Session:

Day Seven - Soils & Earthworks

Arrival (chores):

Review:

Session A: Soils

Break

Session B: Compost (Building activity)

lunch

Session C: Earthworks

Break

Session D: Earthworks hands-on

End

Optional Evening Session:

Day Eight - Humid Tropics / Humid Cool & Cold Climates

Arrival (chores):

Review:

Session A: Humid Tropics

Break

Session B: Humid cool & cold

lunch

Session C: Small design activity (group activity: you're an NGO that has been granted the following land and budget.

Break

Session D: Present

End

Optional Evening Session:

Day Nine - Dryland

Arrival (chores):

Review:

Session A: Dryland Strategies

Break

Session B: Dryland Strategies

lunch

Session C: Design Project Process Intro

Break

Session D: Client interview & Start of Design Process

End

Optional Evening Session: World Cafe (power outage - no gas, no food at the grocery store)

Day Ten - Community

Arrival (chores):

Review:

Session A:

Intentional Communities

Cooperative housing

Break

Session B: Community Cultivating

lunch

Session C: Final Design Time

Break

Session D: Final Design Time

End

Optional Evening Session:

Day Eleven - Appropriate Technology & Money

Arrival (chores):

Review:

Session A: Appropriate Tech

Break

Session B: Money

- What is money
 - Medium of exchange
 - store of wealth (debt)
 - 93% devalued over the last
 - unit of measure
- Alternative Economics
 - ATEN
 - Gift Economy
 - LETS
 - Alternative Currency

lunch

Session C: Final Design Time

Break

Session D: Final Design Time

End

Optional Evening Session:

Day Twelve - Presentations

Arrival (chores):

Review:

Session A: Final Design Time

Break

Session B: Presentations

lunch

Session C: Presentations

Break

Session D: Presentations

End

Optional Evening Session:

GRADUATION & PARTY!!!!