

ACTIONS AND GOALS FOR THESE NOTES

- > SCAN all notes from erin, beth and Jonathan
- > consolidate notes into one or two documents
 1. a booklet to be shared with future class attendees
 2. documentation of this particular course - add to online content
- > still need pictures from Kyle and Chow
- > insert links to resources and videos into the notes
- > awesome list of extracurricular activities we did after class

PERMACULTURE DESIGN COURSE NOTES

DAY 1

PERMACULTURE PRINCIPALS

1. OBSERVE AND INTERACT
2. CATCH AND STORE ENERGY
3. OBTAIN A YIELD
4. APPLY SELF REGULATION AND ACCEPT FEEDBACK
5. USE AND VALUE RENEWABLE RESOURCES
6. THE PROBLEM IS THE SOLUTION
7. DESIGN FROM PATTERNS TO DETAILS
8. INTEGRATE RATHER THAN SEGREGATE
9. USE SLOW AND SMALL SOLUTIONS
10. USE AND VALUE DIVERSITY
11. USE THE EDGES AND VALUE THE MARGINS
12. CREATIVELY USE AND RESPOND TO CHANGE

- * each element performs multiple functions
- * each function should be supported by multiple elements

--> SEE LINK +++++++

BREAKOUT GROUPS TO ILLUSTRATE PRINCIPLES STORY

edge of eden

larry the squirrel - Jonathan Horstman

barry the beaver - Wesley Thornica

sammy the salmon - John Willis

narrator - Erin Hickok

Key Principles:

- value the margin and the edges
 - value renewable resources
 - creatively use and adapt to change
- > see pictures

DANCE

MUSIC

DRAWING

RANDOM ASSEMBLY - GROUP WORK

--> SEE PICTURES

ZONES

ZONE 0 - THE HOME

ZONE 1 - DAILY

ZONE 2 - 4-5 x's/week

ZONE 3 - 2 x's/week

ZONE 4 - 1-2 x's/month

ZONE 5 - WILD ZONE

ZONE INFINITY - THE SELF

--> IMAGINE LYRICS