



TIMETABLE and CONTENTS of PERMACULTURE DESIGN COURSE – 72 hours

DAY 1

Introduction

- Definitions
- History
- evidence of need for change; transmission of change
- sustainable compared with non-sustainable

Deep Ecology

- how do we think; how do we feel?
- Our relationship with Nature

DAY 2

Sustainability

- Cycles of Destruction
- Cycles of Regeneration and Abundance

Ecology

- ecological ethics
- interactions and overlaps of ecology:
 - flows and cycles
 - chains and webs
 - succession and limits
 - stacking etc

DAY 3

Principles of Permaculture

- 12 guiding principles
- 'Mollison's Laws'
- Rolling Permaculture
- characteristics of Sustainability

DAY 4

Patterns in Nature

- all life is a series of patterns
- pattern applications

Methods of Design

- exploring creative and deductive design
- 9 methods of design

Limiting Factors of Design

Visible

Landform

- aspect
- slope

Climate

- effect of climate on elements
- microclimate

DAY 5

Limiting Factors of Design

Vegetation

- trees
- weeds
- strategies for increasing moisture
- windbreaks

Water

- role of water



- principles of retaining water on land
- storages
- distribution

Soil

- forms of soil degradation
- secrets of soil
- rehabilitation of degraded soil
- making soil; composts and mulches

DAY 6

Limiting Factors of Design

Invisible

Real Wealth

- Financial systems
- Social and Political systems
- Belief Systems

Income

Classical Landscapes

- characteristics of different landscapes
- essentials for sustainability

DAY 7

FREE DAY

DAY 8

Zone 0 - House sites

- choosing house sites
- house requirements
- living space
- landscape design

Zone 1 - Homesite

- Placing elements
- integrated land management
- different garden needs and designs

Zone 2 - Orchard

- tree co-operatives
- establishing an orchard

DAY 9

Zone 3 - Cropping and Grazing

- cropping patterns
- alley cropping
- maximizing animal/tree relationships

Integrated Pest Management

- causes of 'pests'
- methods of pest management

Zone 4 - Structural Forests

- different uses for trees
- maximizing productivity in time and space

Zone 5 - Conservation Forests

- sites for conservation forests
- establishing " "

Wildlife Management

- role of wildlife
- encouragement and deterrence

DAY 10

Aquaculture



NATURE DESIGNS

John Button & Francesca Simonetti

- reasons for high productivity
- factors affecting yield
- polyculture

Designing for Disaster

- analysis of disaster and predicting it
- strategies for design against disaster

Appropriate Technology

- essential requirements for appropriate technology
- choosing the technology

Urban Permaculture

Community

- sustainable community action

Money and Wealth, Income

- different ways of looking at wealth
- wealth creation - communities and individuals
- income generation

DAY 11

Site Analysis

- questions to ask
- Mapping

Creative Problem Solving

- steps in a design process
- difficulties in achieving successful design

DESIGN

DAY 12

Design concluded

Presentation

Networking, Contacts