

Time		Monday 8/21
	Teachers	Context and Intro
8:00 AM	Lecture - Presentation	
8:15 AM	Hands-on - Experiential Group	
8:30	discussion/interactive	
8:45	Design Time	Welcome, Site Orientation, Safety (J)
9		
9:15		Walk to meadow or overlook for opening circle
9:30		Site introduction (geological and historical context of site)
9:45		
10		Teacher introductions (All)
10:15		Circle Introductions (J Lead)
10:30		
10:45		Break
11		
11:15		History of Earth, direction of our species
11:30		Story of Consumption
11:45		What's our new story? Paint the picture of abundant, perennial polycultures around the world, populated by cooperating humans
12		
12:15		
12:30		
12:45		Lunch
1		
1:15		
		Group discussion on their interpretations of Permaculture. Permaculture Lineage, Contrast with Conventional Systems
1:30		
1:45		
2		
2:15		Permaculture Flower and small group discussion (find out areas of greatest passion for various individuals)
2:30		
2:45		Sit spot, connect with land connect with
3		

3:15		self
3:30		break
3:45		Harvest principles from group...what would it take to survive as a tribe/community, conclude with principals overview
4		
4:15		
4:30		
4:45		
5		Mollisonisms (problem is solution, least change, immagination)
5:15		Ethical theory, permaculture ethics, prime directive, partner discussion on factors that
5:30		
5:45		Dinner
6		
6:15		
6:30	Dinner	
6:45		
7		Dinner
	tea, meet & greet?	
		Fire Gathering Announce Talent Show

Tuesday 8/22	Wednesday 8/23	Thursday 8/24
Ecology and Patterns	Water	Trees and Forests
Breakfast	Breakfast	Breakfast
Teaching Team Circle	Teaching Team Circle	Teaching Team Circle
Opening circle - Name Game	Opening circle - Water Song	Opening circle
Nature as a teacher, Presenting exercise, Tracking, - Reading the landscape - Beginners Mind - Practicing Observation Observation walk,	Global Ecology Patterns and Climate(A)	Ecosystems of the Western US
Harvest successful patterns that were observed and discuss in class		Edible Forest Gardening 7 Layers Plant Roles Windbreaks Perennial Plant Guilds Presentation
(highlight spirals, guilds, dendritic etc)		Guild Activity Assignment: Study plant, arrange bodies into a guild
Break	Break	Break
Broad Patterns of Nature, Seasons, Ecology, Material cycling, source to sink, niche in time and space, cycles, connections, diversity, stability,	Water strategies (AE)	Plant Research Group Guild Work
	Water Observation (A &J)	Guild Presentation
Lunch	Lunch	Lunch
What is Design? Why Design?	Waterworks hands-on - 2 Stations - Earthworks + Rainbarrels	Planting Activity
Zone and Sector Analysis, Stacking functions, Relative location, Micro Climates, Needs products	Efficient Irrigation Strategies	Grafting and Propagation Forest Garden Hands-on - Grafting & Tree Care (CP)

	Efficient Irrigation Strategies	& Tree Care (C)
Break	Break	
Site tour	Greywater Detail & Changing Water Law Patterns (A)	Annuals (J,P): Discuss annual gardening, propagation, plants, timing,
	Design for Disaster & Group discussion	
Scale of Permanence	Flex	Flex - Permaculture Beyond the Annual Garden - Plant discussion
Dinner	Dinner	Dinner
Movie Screening - Inhabit	Optional Movie Screening - (Damnation?)	

Earth Mountain PDC Course Sylla

Friday 8/25	Saturday 8/26	Sunday 8/27
Soils	Social	Structures and Technology
Breakfast Teaching Team Circle	Breakfast Teaching Team Circle	Breakfast Teaching Team Circle
Opening circle	Opening circle	Opening circle
Soil systems (A) What makes up soil? Soil Food Web	People Patterns	The Build Environment (P)
Break	Break	Break
Exploration of on site soils, soil testing	People Guilds - Hands-on Forming mini-design teams	Appropriate Tech (Tour Compost toilets, solar showers, cord wood, thermal wall/traum wall, Greenhouses)
Building Soils strategies (TR)	Designing Social Systems Social Justice & Activism	
Lunch	Lunch	Lunch
Soil Hands-on Stations (30min) Worms Mushrooms Sheet Mulch	Privelege Experiential Strategies for Living in Community	Natural Building Hands-on Cob Project - Timber Framing -

	Break	
Dealing with Waste - Humanure & Bioremediation (PP)	Placemaking, Invisible structures, CSA, WWOOF, Ecovillages, Inter-generational, Access to Land, Models for a Sustainable Humanity!	Natural Building Hands-on Cob Project - Timber Framing -
Build Thermophilic pile		
Compost Tea Science (P, A)		
What about pests? Pest Panel (All)		Flex Talent show prep
Dinner	Dinner	Dinner
		Celebration No-Talent Show! Permaculture Guild Gathering?

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Monday 8/28	Tue 8/29	Wednesday 8/30
Case Studies	Off/Community Sharing of Projects folks are involved with/guided networking opportunities	Animals
Breakfast (suggested later start time) Teaching Team Circle	Breakfast Teaching Team Circle	Breakfast Teaching Team Circle
Opening circle	Opening circle	Opening circle
Field trip to Kazuko's?		Animals as a fundamental element in the system, vegetarianism
		Bees Chickens Rabbits/Guinea Pigs, Ducks, Geese, Guinea Fowl, Pigeons (Dovecotes)
		Break Goats, Sheep, Lammas, Alpaca, Cattle, Holistic Management, Pasture Management, (Grass land ecology)
Lunch	Lunch	Lunch
Case Studies and Regional Examples(Share Local Projects that we would like to highlight Broad Scale/Ranch Suburban		Animal Design Strategies, Paddock Design, Random Assembly Exercise

Suburban		Group Design Project Assigned
Break		Break
Communities		Getting to know your team/team building challenge
Drylands Tropics		
Urban Permaculture/ Small spaces		
Urban Permaculture Video		
Dinner	Dinner	
		Dinner
Teaching Team Meets to determine Group Design Project Assignments		

Thursday 8/31

Friday 9/1

Saturday 9/2

Begin Design Process	Alternative Economies and Conceptual Design	Zone 5 Wild Crafting, medicine making, obtaining a yeild, preserving the harvest detailed design
Breakfast Teaching Team Circle	Breakfast Teaching Team Circle	Breakfast Teaching Team Circle
Opening circle	Opening circle	Opening circle
Becoming a Permaculture Designer (P)	Gift/Exchange Circle Write 10 things that you can offer on index cards. Trade within this circle for what you need.	
Design Process (GADIE, Hourglass)		
Client Inverview, Site Assessment	Alternative Economies	Wild Crafting, Garden Harvest (J)
Break	Break	Break
Holistic Goal Formation	Thinking Big...Big Vision. Conceptual Design for utopic society	Medicine Making, Preservation (Canning, Jaring, Drying Freezing, Root Cellar, Clamp)
Lunch	Lunch	Lunch
GIS Technology, Sketchup, Creating a Basemap	Tools for Creating a Concept Design (Random Assembly, Artistic Renderings, Models, etc)	Tools for creating a detailed design: Using a scale, choosing materials, Forming a project estimate, strategizing implementation, timeline, phasing etc
	Concept Design with Groups	Detailed Design with Groups
Triangulation Activity		

Break	Break	Break
Base Mapping with Design Teams	Design teams work on conceptual designs, artistic renderings etc.	Presentation Expectations Design teams work on detailed designs and prepare presentations
Dinner	Dinner	Dinner
		Seed Saving, Metaphor of the seed

Sun 9/3

Presentations and closing

Breakfast

Teaching Team Circle

Opening circle

Design presentations
(5 groups @ 30 min each)

Break

Design presentations

Lunch

Next steps (...)

Presentation of certificates

Gratitude circle (...)

Pack out

Celebration

Dinner
