Leeds PDC 2012 Timetable – DRAFT – will be adjusted as we go along...

Day/ time	Sat 18th Feb	Sun 19th Feb	Sat 10th March	Sun 11th March	Sat 31st March	Sun 1st April	Sat 21st April	Sun 22nd April	Sat 12th May	Sun 13th May	Sat 26th May	Sun 27th May	Sat 16th June	Sun 17th June
Arrivals	9-9.20. Arrive a few minutes before the session starts, as we will always start promptly. A good opportunity to get food stowed away, make a cup of tea, chat and browse through the book and resources.													
Opening	9.20 – 9.30 Opening round – an opportunity for everyone to make announcements, say hello, shake up and wake up! Will include 'plant of the day'.													
Session 1 9.30-10.20	Intros & expectations Why are we doing the course?	Learning strategies	Understanding ecosystems	Pc design: archetypes, schematics, tools and techniques,	Allotments and intensive food production	Pc & the built environment	Course trip to Edibles Project Marsden Buildings & energy theory	Urban walkabout: Chapeltown Cornerstone Housing Coop	Social pc, Pc economies	Project planning	Design review and involving people in design	Group design exercise	Group design exercise	Design presentations
Game														
Session 2 10.30 – 11.20	Global context: what is the need for pc?	Design process overview	Pc principles (including project case studies)	Will include project case studies.	Zone 1: Permaculture garden strategies	Green buildings and natural buildings	Tour of Edibles' buildings & energy systems	Practicals	Bioregions	Aquaculture	Group design exercise	Contd.	Contd.	Design presentations
Break	11.20 – 11.40													
Session 3 11.40- 12.30	The permaculture response	Observation and microclimates	Contd.	Landscapes, spatial design and scales of permanence	Zone 2: Forest gardens and mushroom cultivation	Energy conservation and generation	Tour of gardens	Practicals	Four generations model	Deciding Group Design Projects	Contd.	Contd.	Contd.	Design presentations
Lunch	12.30 – 1.20 Shared lunch – bring food to share, please label vegan and meat dishes.													
Session 4 1.20-2.10	Observation walk: What does it mean to be alive?	Survey theory and exercise briefing	Soil food web	Pc landscapes: zoning game	Forest garden small design exercise	Small group design project: house and garden design	Practicals	Tim Harberd's	Visit to Bedford Fields	Graphics and drawing skills	Group design exercise	Group design exercise	Group design exercise	Extended lunch & presentation of certificates
Session 5 2.10 – 3.00	Film: Secrets of Eden	Survey exercise	Soil and permaculture	Trees for every space	Group presentations and feedback.	Contd.	Practicals		Contd.	International permaculture			contd	Where next?Diploma, projects, goals
Break	3 – 3.20 Short break to nip to the loo, get quick cup of tea and back to the next session													
Session 6 3.20 – 4.10	Pc overview	Making a base map	Holistic management	Zones &sectors group exercise	Zone 3: field strategies	Permaculture in the home	Visit Marsden projects	29 Sholebroke Mount	Visit to Cobden Road		contd		contd	My own next steps
Session 7 4.10 – 5.00	Pc case studies	Q&A Learning opportunities	Animals and permaculture	Q&A	Earthworks and keyline plan	Q&A, Mid way evaluation	Community projects	Q&A	Contd.	Q&A		Q& A: Design work check in	contd	Evaluation of course
Closing	5 – 5.15 Closing round – an opportunity to reflect on the day and say goodbye. Help to pack up and clean venue appreciated at the end of each day.													

A list of the things we will include in the sessions – really an indication of what we will be covering during the course. Some things will be very quick – an explanation of the terms and where to find out more, other topics will be in more depth. This will depend partly on the group.

Introductions & expectations

- Introducing the course
- Why are we doing the course?
- Tutor intros
- Student intros
- Skills we want to learn
- Projects / properties / land we want to develop
- Tutor and student expectations
- Learning strategies

Permaculture overview

- Background and history
- Observation exercise
- Permaculture- ethics, principles, design and key characteristics

Permaculture in the UK

- Case-studies of current projects in the UK

Survey exercise

- Working with fixed points and grids
- Measuring own pace
- Making and using an A-frame and water level
- Making a base map
- Identify other survey methods (eg GPS) and tools (eg laser)

Weekend evaluation & notices

- Each weekend will end with an evaluation
- Different methods will be used to provide a range of methods for students to use in own projects

Permaculture Principles

- Patterns in nature
- Input-output game
- Principles game will cover each principle and give examples
- Signposting key aspects of permaculture
- We will cover different sets of principles and how they were developed

Understanding ecosystems

- Key concepts: energy, food webs, biodiversity, etc and their relevance to permaculture
- Climatic zones
- Soil food web as key example

Permaculture Design

- Design process (OBRADIME, SADI)
- Patterns in Design
- Zoning
- Sectors
- Mcharg exclusion method
- Pattern Language
- Microclimates 1
- Involving people in design

- Thinking tools

Permaculture landscapes

- Focus on permaculture zones 3,4 & 5.
- Zoning game to include patterns of elements
- Water in the landscape
- Trees and windbreaks
- Biodiversity strategies
- Broadscale approaches to farming
- Introduce Keyline planning and holistic management

Permaculture and the built environment

- Focus on zone 0
- Buildings – new build and retrofit, eco homes, 'green' building and 'natural' building
- Transport
- Water, toilets, sewage
- Microclimates 2
- Design
- Passive solar case study: cornerstone bio-shelter
- Urban garden examples: urban harvest, skips, what if?, guerilla etc
- Appropriate technology - key concepts and technologies
- House retrofit design case study

International permaculture

- Case studies: Jordan, El salvador, Malawi or Indonesia

- Scope of international network

- Drylands and tropical – examples and how to find out more

Social Permaculture

- Four generations model

- Community practical (movement)

- Ecovillages, coops, co-housing

- Organisational design case study

Permaculture economies

- Bioregions and design for local economies

- Credit unions and other economic strategies

- Who are we trading with?

- Cyclic clothing scheme in Leeds as example

- Legal structures, CSA

Permaculture Gardens

- Focus on zones 1 & 2

- Composting

- Plants and plant assemblies / guilds

- Polycultures, companion planting

- Integrated Pest Management, Dynamic accumulators etc

- Myco-tech (mushrooms)

- Allotment gardening

- Forest gardens

Practicals

- A series of afternoon sessions will be held

- We will try to cover as many different practical skills as possible, and use the practical sessions to bring the theory to life.

Urban Walkabout

- Visit to a variety of locations in Leeds:

- 29 Sholebroke Mount, Tim Harberd's, Methleys and Eco-homes

Mini design exercise

- Tutor led example in the field

- Student design work exercise in groups

Course Trip

- Cornerstone housing coop:

- Irrigation

- Rainwater harvesting

- Tour of garden

- House retrofit examples

- Sketch map mini design exercise

- Old Slenningford Forest Garden and other projects

Project planning

- What sort of project are you planning?

- Site selection and tips (contamination etc)

- Accessing land and buying land -tenure (Land of Roots case study, Ecological Land Cooperative)

- Project planning guidelines

Group Design Exercise

- All students will work in groups over two weekends to develop a permaculture design.

- Presentations are made on the last day

Where next?

- Diploma in Applied Permaculture Design

- Identifying own goals, projects and next steps

- Network – local and national

- Signposting other support and opportunities

Course evaluation

- A mixture of tutor designed evaluation process and student's own evaluation methods

Phew!