Leeds Permaculture Design Course 2011

Session title	**Design overview**		
Keywords	**Design, design methods, design process**		
Session code		**Duration**	**1hour 55 minutes**
Date and time	**20th March 2011**	**Location**	**Hollybush**

Learning objectives

By the end of the session, participants will be able to:

- Explain the design process – the sequence in which it unfolds
- Use and explain techniques such as zoning, sector analysis, sectional elevation and the PASE sheet
- Get more information about a wide range of additional tools and methods that can be used.

Resources needed

- Books (pattern language, mcharg, pc books, community planning handbook)
- Process cards (5 sets) (Survey> Analyse> Design> Implement> Maintain/Monitor > Evaluate)
- technique cards (18 or so) (e.g. base maps, sectors, zoning)

Roles needed

- Facilitators to run exercises
- Tutor to explain key concepts and tools

Session Plan

Activity	Time	Teacher / facilitator	Students
Introduction	4	Design can be very simple and the more you do it, the more intuitive it can be. We are all natural designers, so this is about becoming better at it, and learning new tricks and techniques! Read learning outcomes.	listen
Assess existing skills	5	Ask students what design experiences they have already	
Design process: Exercise 1	6	Get people into five groups (plums, apples, pears, bananas, figs) Give out process cards to groups Ask groups to arrange them into a sequence that could be used to guide a design process.	Get into groups Put into order
Exercise 1 discussion	5	What order have groups put them in? Ask groups to say order, and map on whiteboard	Groups respond.
Design methods: Exercise 2	50	Give out technique cards Go through each stage (Survey, etc) and ask if anyone has a relevant card to add. Ask people to read out the card add comments or thoughts about it. Explain key techniques: zones, sector analysis, PASE, McHarg, sectional elevation, client interview, input-output analysis, areas of leakage and production, scale of permanence. Show design grid at the end as a summary.	People add cards one by one, into the sequence
Break	30		
Design Methods:	40	Contd. Finish on a final “walk through” of the design process.	
Conclusion	5	Conclude, point out key resources for design – books, PA, diploma, finish day with thoughts about our next opportunity to develop our design skills	listen
Outside energiser	10	Then next session	Shake!