

Leeds Permaculture Design Course 2011

Session title	Permaculture Principles		
Keywords	Principles, permaculture, hmmm		
Session code		Duration	90 minutes
Date and time	Sat 19th March 2-3.30	Location	Hollybush
Learning objectives			
By the end of the session, participants will be able to: <ul style="list-style-type: none"> • Know that there are a number of different sets of principles, and something about their evolution • List and explain the 12 Holmgren principles • See that there are links between the principles • Understand examples of where they have been applied. 			
Resources needed			
<ul style="list-style-type: none"> • Projector, laptop, principles cards, presentation 			
Roles needed			
<ul style="list-style-type: none"> • Facilitator, principles explainer (all of us), timekeeper (essential!) 			
Session Plan			
Activity	Time	Teacher / facilitator	Students / participants
Introduction	5	Session purpose, background to principles (Andy)	
Game	80	<ol style="list-style-type: none"> 1. Explain process – groups, look at cards, discuss, make up a series of silent movements, actions or performance that will explain the principles they have. They have 15 minutes to do this. 2. Distribute principles cards to 6 groups of three people – two per group 3. Performances start. People mustn't say what it is until whole performance is over. When guessed, ask them to read it out, and then go to slide and make any further points as needed. <u>Approx. 5 minutes total per principle</u> 	Get into groups of 3. Decide performances Act them out Guess other people's principles listen to tutor explanations ask questions
Conclusion	5	Concluding remarks – pattern thinking, useful at any scale, new thinking tools, return to them throughout course.	