design process and elements of PC design

Date, time and location	Day 2; indoors	**Time available**	90 minutes

Learning objectives

By the end of the session, participants will:

- know the different steps in a design cycle/process
- know why it is important to follow a design process and that it is cyclic
- get the idea that permaculture design does not only mean planning a physical SITE
- have got an impression of how a design can be presented/delivered.

Resources needed

4 juggling balls (or socks), BIG sheet of paper, colored post-its; handouts, beamer/laptop

Session Plan

Activity	Time	Teacher / facilitator	Students / participants
Ball game	5	Throw ball in the same pattern, 2,3,4 balls	
Parts of the design process	10	What is a design process? Which stages does it have? What would you do when you have to do a design? How would you start? Write stages/methods/techniques etc on colored post its (one color for techniques/methods and another for stages).	answer collate the post its in the "good" order. Collate the post its to the right side of the poster
Overview design processes	10	Add to the left the different stages of diff. Design cycles (or simply draw stronger the E etc of the expressions on the post its). **CEAP** (**C**ollecting Site Information **E**valuation of this Information **A**pplying Permaculture Principles to generate Design **P**lanning a Schedule of Implementation) **SADIM** (**S**urvey, **A**nalysis, **D**esign; **I**mplementation; **M**aintenance) **OBREDIMET**	
OBREDIMET	3 15	Explain that it is the most detailled design process; highlight the "cycle". Explain which steps we are going to cover in the course. we can take THIS course as an example for a design process... go through the diff. Stages and ask what does this mean for the course organiser/teacher??	Listen Through in answers; let one student fill in the gaps...
The glue / overview (45min passed)	2	1) Design Process → now 2) Design principles → done this morning 3) Design Methods → now/ along the course 4) Elements of Pc design → later on	listen
Design in general	1	Now we have the map, We want to find out: what do you have to know in order to do a good design?	
Small group work	2	Form small groups through mapping: Lots of experiences with maps – low exp.; first go with last etc...	do the mapping
  (1h passed)	6	Discuss in yr group and make notes: "WHAT do I need to know in order to do a good design – what are the "ingredients"?"	Discuss; take notes

Harvest the information	5	Let one per group present results. draw mindmap.it CAN look like the handout, but does not have to.	speak
Mindmap	2	Explain why you draw a mindmap; its uses and advantages.	
If there is time and interest..... Examples of designs	20-30	Powerpoint Presentation of designs (“this is how it can look on paper”) Examples can include: analysis / zones / sector planning / elements+functions / interactions / succession / landuse / documentation / tweaking for improvement	Listen. Relax...