

<u>Topics Taught</u>	<i>Essential - must be included</i>	<i>Important - always include</i>	<i>Important - could be a brief introduction</i>	<i>Usually include - could be left out</i>	<i>Sometimes include</i>	<i>Not important</i>	<i>Total</i>
ETHICS AND PRINCIPLES							0
Ethics of permaculture	36						36
Earth Care	37						37
People Care	37						37
Fair Shares	34						34
History of Permaculture/Philosophy of PC	23	7	3				33
Return of surplus to Earth and people/Distribution of surplus/Limits to consumption and population	28	3	1				32
The Prime directive: "The only ethical decision is to take responsibility for our own existence and that of our children" Bill Mollison	11	5	10	1	1		28
5 Catastrofes	6	2	3	4	4	4	23
5 Elements	8	9	2	1	6		26
Attitudinal Principles: Everything cycles	32	3					35
Attitudinal Principles: Everything gardens (or modifies its environment).	31	6					37
Attitudinal Principles: Make the least change for the greatest possible effect.	32	3					35
Attitudinal Principles: The problem is the solution.	33	4					37
Attitudinal Principles: The yield of a system is theoretically unlimited (or only limited by the imagination and information of the designer).	28	4	3				35
Attitudinal Principles: Work with nature rather than against.	33		1				34
Ecological principles: Cooperation not competition	33	2					35
Ecological principles: Edge	28	4	1				33
Ecological principles: Every element performs many functions	32	2					34
Ecological principles: Every function is served by many elements	35						35
Ecological principles: Micro climate	30	3					33
Ecological principles: Niche	26	10					36
Ecological principles: Succession	28	7					35
Patterns in Design	25	8					33
Patterns in Nature	27	5					32
Permaculture Principles	30						30
The Principle of (dis)order	7	4	10	2	3		26
The Principle of Chaos	6	5	10	2	4		27
Apply self-regulation and accept feedback	29	3					32
Catch and store energy	32						32
Creatively use and respond to change	27	4					31
Design from patterns to details	30	2					32
Use and value diversity	32	1		1			34
Use and value renewable resources and services	34			1			35
Use edges and value the marginal	27	3		1			31
Use small and slow solutions	32	2		1			35
Produce no waste	30	1		1			32
Observe and interact	30	2		1			33
Obtain a yield	28	4		1			33
Limiting factors & (hierarchy of) resource use	17	9	4	2			32
							0
PERMACULTURE CLASSICS							0
"A permaculture cup of tea"	1	6	12	1	6	1	27
"The parable of the chicken"	2	9	8	4	4	1	28
							0
CLIMATE ZONES							0
Tropical PC	2	4	8	1	13	4	32
Arid Zones & Dryland strategies	5	8	7	3	8		31
Climate- Biomes, bioregions	8	10	10	2	2		32
Cold climate	4	8	6	4	7	1	30
Cool temperate	17	4	5	2	3	1	32

Humid Climates and Landscape Profiles	5	6	9	4	6		30
Mediterranean	12	1	7	5	5	1	31
Microclimates	26	3	3				32
							0
BACKGROUND KNOWLEDGE							0
Problems & Spirals of erosion	8	9	12	2		1	32
Soil food web / micro & macro-organisms	26	6	1				33
4Rs (Recycle, Reuse, Repair, Reduce)	23	1	5	2			31
Cycling / prioritising purity	11	6	6	0	2		25
Deep ecology	6	7	10	7			30
Ecosystem understanding	13	2					15
Emergy	11	3	2	3	1		20
Energy Transactions of Trees	17	8	4	3			32
Energy	20	8					28
Entropy & synergy	12	11	7	3			33
Fertility factors	18	9	2				29
Hydrological cycle	19	7	4	1			31
Indicator plants	13	11	7	3			34
Sustainability, resilience and regeneration	28	5	1	0	1		35
Soil types & textures	20	10	5		1		36
Sun, wind, water	24	8	1		1		34
							0
APPLIED PERMACULTURE							0
Agroforestry	14	11	8		1		34
Animal Systems for Zones III & IV	13	4	11	3	1	0	32
Animal Systems Zones I & II Poultry, Bees	14	10	5	1	1	1	32
Appropriate Technologies	20	6	5	2	2		35
Aquaculture	8	7	8	6	4	1	34
Aquaponics	2	3	7	6	6	7	31
Bees/beekeeping	6	6	7	5	6	2	32
Biodynamic farming	3	0	8	7	8	6	32
Biofertilizers/Compost teas	8	7	10	4	3	1	33
Broadscale permaculture	4	14	10		2		30
Composting	25	5	3				33
Conservation & improvement (hierarchy of intervention)	9	12	7	1			29
Crafts / skills	4	9	9	7	2		31
Crop rotation	13	3	9	2	4	2	33
Earthworks	6	5	12	4	4		31
Energy conservation techniques	18	10	2	2	0	0	32
Food choices/Diet	1	7	5	12	5	1	31
Food storage/preservation	3	10	8	6	1	1	29
Forest gardening	15	13	5				33
Forest Systems for Zones IV & V	5	14	4	4	2		29
Gardening techniques	11	15	4	2	1		33
Grassland/Pasture Management	2	4	16	7	5		34
Green roofs	1	1	10	7	7	4	30
Herb spirals	1	10	4	8	5	4	32
Hügel cultures	2	3	7	7	8	1	28
Main Crops	1	4	5	15	3	1	29
Mulching	23	6	4	1	0	0	34
Mycorrhizal associations	13	9	5	1	3	0	31
Orchards	14	4	9	2	3	0	32
Rainwater harvesting and management	22	6	3	0	2		33
Retention in the landscape	22	7	2	20	2		53
Schauberger	1	7	6	0	9		23
Seed saving	9	12	8	0	3	0	32
Site visits - Observation of human design systems	33	1		2			36
Small-scale gardening/kitchen gardening	25	6					31
Soil test jar	6	8	13	2	3		32
Tilling pros & cons	11	8	6	4	2		31
Toilet systems	13	5	9	2	3		32
Types of yields	8	6	11	1	1		27
Understanding Natural Patterns	24	8	1				33
Waste management/ Recycling and waste management	22	6	4				32
Water	13	3					16
Weed & Pest Management	6	16	4	3	2		31
Wild edible plants	13	12	6	2	1		34
Wind breaks	17	5	7	0	2		31
Worm farms	9	3	11	2	4		29

Zone 00 / People care	25	6	3					34
Zone V - Forests and Wildlife	20	7	6					33
								0
BUILT ENVIRONMENT								0
Ecobuilding	14	10	8					32
Buildings	4	6	8	7	1			26
Upgrading existing buildings/retrofitting	8	14	6	2	1			31
Sustainable settlements/ Ecovillages	8	5	9	5	1			28
Urban Permaculture	13	13	3	1	3			33
								0
COMMUNITIES & ECONOMY								0
Bioregional Planning/organizations	8	8	10	4				30
Community – social	16	10	5					31
Community Building	14	8	5	2				29
Decision making and consensus	12	5	9	4				30
Dissemination: e.g. into schools, communities	2	6	15	5	1	1		30
Economic Strategies	9	11	8	2	1	1		32
Education and Right livelihood	5	11	11		2	1		30
Ethical investment	7	5	12	4	3			31
Farmers markets/CSAs/Box schemes	5	8	13	1	2			29
Financial systems /alternative money systems	15	7	5	2	1			30
The 5th element			6	5	1			12
Guilds	14	8	5	1				28
Leadership Development	6	1	6	11	8	1		33
Legal Systems	2	3	3	12	11	0		31
Marketing		1	3	12	15	2		33
Opportunities/Constraints	1	8	12	5	6			32
Systems thinking	27	2	1					30
The Invisible Structures	18	10	2		3			33
Alternative medicine	2	4	10	6	10			32
Inventive tools	2	5	5	0	12			24
								0
DESIGN TOOLS								0
Design exercise	37							37
Design for disasters	12	3	9	5	4			33
Design methods /process tools:	31	5						36
Design presentation	34	2						36
Design tools	36							36
Wild design	12	12	6	3	1			34
Flow diagrams	9	12	6	3	4			34
Holistic Management	3	10	12	4	2			31
Key planning tools: zones, sectors, elevation, relative location	37							37
Keyline systems	5	19	4	1	6			35
Listening to people - Design Interview	40	1	0	0	1			42
Mapping	32	5						37
McHarg exclusion method	4	10	4	2	4	1		25
Measuring quality (ladder of organisms)	1	2	7	5	5			20
Data overlay	12	11	3	4				30
Observation skills	33	2						35
Analysis	32	4						36
Yeoman's keyline scale of Permanence	10	8	1	6	5			30
Random assembly	14	5	4					23
Reading the landscape	34	2	0					36
Resources	29	6						35
Input output analysis	30	3	2					35
Sampling	2	2	10	4	5			23
Surveying - A-frame / bunyip / pacing	11	10	5	3	1			30
SWOC / SWOT	5	9	9	4	6			33
CEAP	2	0	1	9	2	3		17
SADIMET	16	4		3	2			25
PASTE	11	1	2	3	3	1		21
OBREDIM(re)ET,	6	14	4	2	3			29
PMI	6	9	6	3	3			27
								0
BEGININGS AND ENDINGS								0
Check-in	20	7	3	1				31
Next steps/What now?:	23	5	4	1				33
Tree of life	9	5	6	1	4			25
Web of connections	14	9	3	2	3			31
Web of life exercise	15	5	5	4	4			33

Group process skills	14	15	1		2		32
Role play	6	4	12	3	4	1	30
Active listening/thinking	20	10	5	0	0	1	36
Introspection/meditation	4	5	13	4	5	2	33
Facilitated visions/dreaming	12	11	5	2	1	1	32
International PC	11	5	15	0	3	0	34
Introduction to PAB & Diploma	12	1	12		5	2	32
Introduction to the Diploma process	13	2	12	2	3	2	34
							0
Other							0
Aid Work	6		5	3	3	2	19
Diversity + Equality	5	1	4	1	2		13
Course culture	14	2	1				17
Design to be a millionaire	3	3			1	3	10
Pattern language	1	1	7	1	3		13
Working w horses			3	1	1	4	9
Hands on practical sessions	13	0	2	0	1		16
Natural materials techniques	2		1		1		4
Geomantics	2					1	3
If it's not fun, it's not PC	3						3