

## ***Design Activity – Hints on the Process***

The main purpose of the design activity is to provide an opportunity for supported practice & to show that you have achieved and are able to implement an understanding of the permaculture principles and their application using the design process.

### **Step One: Survey**

#### **Site analysis:**

- Create a base map with existing boundaries, structures, land/vegetation types (pasture, trees, etc.), water bodies, access routes, etc. You can also make a site profile/transect to show slope/shape of land.
- List information on climate, soil, plant species (esp. those indicating types of site), water/moisture, wind, microclimates, etc. Pay attention to those things that may act as limiting factors and/or resources, and potential hazards e.g. flooding, fires. Include historical information about the site.
- List areas/types of erosion (leaks) i.e. where resources are being lost from the site e.g. soil, nutrients, water, money, skills, etc.

#### **Client Analysis:**

- Use client questionnaire handout as a basis for your client interview.
- List goals of client - their vision for the land, what they want to achieve.
- What is their timeframe for achieving these goals?
- List the resources they have, e.g. time, skills, money, etc.
- List their constraints/limiting factors, other relevant information.

### **Step Two: Analysis - Identify Functions/Areas of Production needed**

- What functions are required to meet the needs of the client & land, prevent the resource leaks etc? e.g. livestock, irrigation, income generation, soil conservation, shelter, security, etc. Some of the "areas" can be sub-divided e.g. income generation into bees, vegetables, fruit, livestock, crafts, etc.

### **Step Three: Design**

- What systems are needed to fulfill the functions required?
- List these & examine linkages/beneficial relationships that exist between the systems. Examine the needs/outputs/characteristics of the different systems (systems' analysis).
- Experiment with placement of systems (using a map) & examine if their productivity can be improved (or erosion reduced) by siting them in different places.
- Select and place elements to fulfil the functions identified as needed in the different systems. Give an idea of species' composition of relevant systems e.g. windbreaks, orchard, kitchen garden, etc.
- Integrate functions to satisfy needs with outputs i.e. allow the systems/elements to do the work to decrease effort (work) & waste (pollution).

#### ***Feedback to client***

Feedback the outcome so far & if the client has any changes/suggestions etc. Is the design helping to achieve their goals while meeting the needs of the land? Are new problems being created?

### **Step Four: Implementation & Maintenance**

- Detail the sequence of implementation - which systems/elements go in first (priority ranking). Give an idea of time needed to implement the different priorities.
- Give an idea of costs of implementation over time.
- Give an idea of outputs coming from the designed system, over time if possible.
- Detail how the design is maintained and/or added to over time (including the priorities, sequence and costs of doing this).
- Detail how the design involves and/or benefits the community/region as a whole.
- Make a detailed map with systems & placement.

### **Step Five: Evaluate**

- Feedback the design so far & if the client has any changes/suggestions etc. Is the design helping to achieve their goals while meeting the needs of the client & land? Are new problems being created? Is the design realistic/achievable? Are there any unnecessary costs?

### **Step Six: Tweaking**

- Modify as required.

### **Presentation**

You will have 60 minutes for presentation of which approximately:

- 5 mins on introduction, summarising step one.
- 40 mins to present the design, including all the items in step four. Include information on process - how you came to reach the decisions/selections you made, what other options had you considered?
- 5 minutes question/answers, clarification etc.
- 10 minutes feedback from client/tutors (don't allow feedback on this feedback!).
- Make sure all the group is involved in the presentation.
- You don't have to give details of every plant/animal in the design, but give representative samples e.g. structure of the windbreak, orchard, vegetable beds etc.