6-Day Intro to PC Component Outline
in Two-Day Segments

Day One
1. Current Local/Global Overview
2. Introduction to Permaculture, Ethics, and Main Principles
3. Intro to Diversity—Resource Display, Current Meal/Better Meal
4. Resource Walk and Analysis

Day Two
1. Soil Basics—Nature Cycle Activity
2. Soil Observation Walk
3. Intro to Mapping—Mapping Activity
4. Intro to Design—Needs Assessment, Element Analysis, Site/Sector Analysis
   (Homework—mapping & needs assessment)

Day Three
1. Water Basics
2. Water Management and Observation Walk
3. Animals in Guild Systems & Animal Management (Chicken Tractors, Coops, Runs, Grazing, Bees, Fish)
4. Intro to Zones
   (Homework—design water management, animals, and zones)

Day Four
1. Seed Scavenger Hunt and Seed Saving Strategies
2. Intro to Guilds and Guild Activity
3. Maize Garden Transition Strategies
4. Patterns in Nature (Outdoor Activity) Design Applications—Edge, Spirals, Keyholes, Structures, Adaptations
   (Homework—design guilds, thing about zone 3 conversion)

Day Five (As Outlined or Field Visit with Propagation and Land Use Integrated)
1. Urban Permaculture Strategies
2. Large Land Management Techniques
3. Large Land Management Observation Walk
4. Propagation Techniques and Practicals
   (Homework finalize designs for short presentation)

Day Six
1. Presentation of Designs
2. Getting Started, Overcoming Obstacles, Community Mobilization
3. Taking it Home
4. Wrap-up