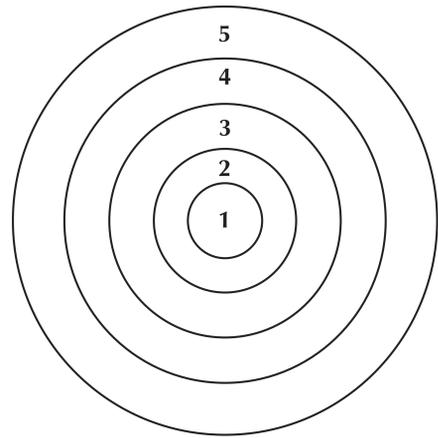


A Framework for Thinking about Different Ways of Working and Evolving as a Permaculture Designer

All layers are valid. None are 'wrong' or 'right' though they get broader, deeper and longer term as move from one toward five (although will always be moving to and fro between them as required)



The lower or more specific layers are 'nested' within the higher or more inclusive layers

can aim to bump conversation up to next level or give opportunity to bump up if is interest and energy for it

Layer	Description	Examples
Five	enter and cocreate an ongoing community of practice and support which co-evolves mutual design capacity (go on fishing trips together to all kinds of different places)	<i>Regenesis Group / Carol Sanford's Change Agent Community</i>
Four	mentor/steward in design process over time support them to evolve their capacity to practice permaculture design (support them to evolve their own way of thinking about fishing so they can decide whether they use a net, a rod, a spear, or whatever)	<i>Dan Palmer's default way of working these days</i>
Three	teach them to design (teach them how to use a net to catch fish) "come and do a permaculture design course" "check out these books about permaculture design"	<i>Any good design-focused PDC, Edible Forest Gardens, Ben Falk's book</i>
Two	give complex stuff / connective tissue (give them a net and some fish) "here is your permaculture master plan and your invoice"	<i>Permaculture design service modelled after conventional design discipline (architecture, engineering, etc)</i>
One	give people simple stuff (give them a fish or three) "hey, you should put a swale in!" or "a chicken tractor will change your life"	<i>Reach into the permaculture grab bag and hope to 'pick a winner'</i>

easiest entry point into permaculture

By Dan Palmer from www.MakingPermacultureStronger.net with much inspiration from Carol Sanford and Joel Glanzberg
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