**LAOS ONE WEEK SCHEDULE**

**11th to 17th February 2015**

**DAILY SCHEDULE**

Breakfast 7:30

Commute to site 8:30

Class Begins 9:00

Lunch 1:00

Afternoon Session 2:00

Commute back 5:00

Dinner 7:30

* *italics indicates Hands-on project. These are my suggestions but we can change if you want to*
* *-------- indicates where another hands-on project can be fit*
* *[ ] indicates approximate time available for hands-on*

**Day 0 Feb. 10**

Afternoon arrival

**Dinner**

Course and Participant Introductions

**Day 1 Feb. 11**

Permaculture and Regenerative systems

Energy Storage and Resource Management

Introduction to Soil

Indigenous Micro-Organisms (IMOs)

IMOs vs EMs

Mulching and Sheet Mulching

Composting: piles, teas, and worm

**Lunch**

*IMO, 1st 2nd steps*

*Build Compost Pile*

**Dinner**

**Day 2 Feb. 12** *classroom day*

Pc Ethics

Pc Principles

Humanure

Water Intro: Politics and Living water

**Lunch**

Watershed exercise

*Treasure hunt*

*--------------[30]*

**Dinner**

Photoshow: Composting and IMOs

**Day 3 Feb. 13**

Flows

Patterns

Greywater

Blackwater

**Lunch**

*Sheet mulching and garden preparation*

*Greywater mulch pit*

**Dinner**

Photoshow: Flows and Pattern

**Day 4 Feb. 14**

Broadscale Water Harvesting

Structural Water Harvesting

Natural Building

Structures and Landscape

Animal systems

**Lunch**

*Demo A-frame + Bunyip construction*

*Earthwork Afternoon*

*Build a swale or other water structures*

**Dinner**

Photoshow: Water

**Day 5 Feb. 15**

Sectors and Zones

Annual cropping

Guilds, Hedges and Living fences

Jungle Garden and Windbreaks

**Lunch**

*IMO’s 2nd step and decant*

*Hugelkultur bed construction*

Integrated Pest Management (IPM)

**Dinner**

Photoshow: Cropping

**Day 6 Feb. 16**

Maps and Documentation

Design and Design Process

Site Assessment

**Lunch**

*Design Charette*

**Dinner**

Photoshow: Appropriate Technology

**Day 7 Feb. 17**

Invisible Structures

Introduction to Urban Sustainability

Appropriate Technology

Questions and Discussions

**Lunch**

Farm as Ecosystem

Where to from here

Class closure