

design for every scale
GOBRADIME
a permaculture process

1

GOALS

What is your specific, measurable, achievable, relevant, timebound, ecological, and rewarding (S.M.A.R.T.E.R.) goal for this design?

2

OBSERVATION

Use all of your senses to learn as much as you can about the design problem/challenge.

3

BOUNDARIES

Choose, find, change, negotiate, and establish your boundaries, both visible and invisible

4

RESOURCES

Everything is a resource, and everything has a need. Tap into the waste stream and turn pollution into abundance.

5

ANALYSIS

Deep thought and careful consideration of the information accumulated thus far. Take your time but don't get analysis paralysis!

6

DESIGN

Phase planning, overlays, patterns to details. Create a realistic, logical plan of action that considers all of the above information.

7

IMPLEMENTATION

Use a task-based process that moves the design from idea to reality, one step at a time.

8

MANAGEMENT

Monitoring, Maintenance, Messes, Mistakes. This is the place where you learn more and discover new problems to solve.

9

EVALUATE & ENJOY

Take a nap in the hammock, then get out there and share what you've learned. Then, do it all again!

