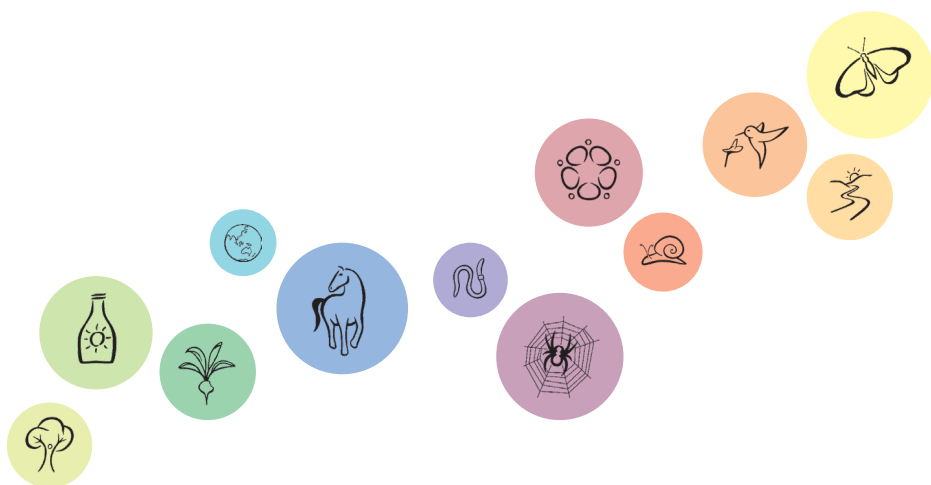


Transition in action

- Permaculture board game -

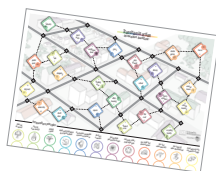
Rulebook



Co-funded by
the European Union



Materials to print



- ◆ **Map**
1 x A4

! Print everything with the print setting **Actual size**



- ◆ **Rulebook** (optional - rules are also online)
5 x A4. Print double sided with "flip on short edge"
After printing, fold to make a booklet.



- ◆ **Book of challenges & solutions**
13 x A4. Print double sided with "flip on short edge"
After printing, fold to make a booklet.
It's helpful to print more than one Book of challenges & solutions.



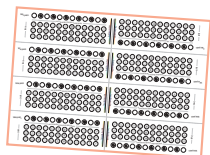
- ◆ **Players aid & tokens**
1 x A4 - Print double sided with "flip on short edge"
After printing, cut out various tokens and 6 Player's aid cards



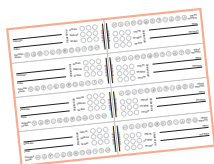
- ◆ **Benefits cards**
1 x A4 - Print double sided with "flip on short edge"
After printing, cut into 9 Benefit cards



- ◆ **Character cards**
1 x A4 - Print double sided with "flip on short edge"
After printing, cut it to make 12 characters cards



- ◆ **Character development sheets** *
1 x A4 for a single game - you will need more to play again and again
After printing, cut into 8 Character development sheets



- ◆ **Solution sheets** *
1 x A4 for a single game - you will need more to play again and again
After printing, cut into 8 Character development sheets

* You'll need to reprint these two sheets for later sessions since you write on them. Everything else is reusable.

Introduction

Transition in action

- Permaculture board game - is a **cooperative** game for **2-6 players** based on **Permaculture** & inspired by **Transition Towns**

During the game you will come across **Permaculture Ethics** and **Permaculture Principles**. The three Permaculture Ethics are **Earth care**, **People Care** and **Fair share**, they are the guiding light, reminding us to think holistically and show care in everything we do. When all three Ethics are taken into account - you can call it Permaculture! **The 12 Permaculture Principles and the principles illustrations used in this game are the work of David Holmgren**, co-originator of Permaculture. More information: permacultureprinciples.com

The game happens in a town that has signed up as a **Transition Town**. Transition initiatives build up a low-carbon, socially just future with resilient communities, more active participation in society, and caring culture focused on supporting each other. That sounds amazing! Who wouldn't want to live in a town that's heading in that direction?

The only thing lacking is to figure out how to tackle all the everyday - and out of the ordinary challenges that come up. During challenges it's so easy to slip into the same old patterns. **This town has therefore hired an enthusiastic group of permaculture folks that will figure out how to change the course of action and tackle all these common challenges in a new way.** (The players in the game act as if they are this group of people)

Each **Character** also dives deeper by practicing **being true to their own Values**, even in the most challenging discussions, and by **learning the Permaculture Principles** in their own lives.

The **Solutions** the group decides to implement all include some **Permaculture Principles**. When the group has implemented all the required **Ethical work tasks** for a **Solution**, they have also mastered those **Permaculture Principles**. The group is aiming for a really good understanding of all the Permaculture Principles. **When they've mastered all the 12 Permaculture Principles they have reached their aim and win the game.** Your group can of course play for longer and continue building up your town, there's plenty of challenges to tackle.

Prepare for playing

The boardgame can easily be printed with a printer that prints on both sides of the paper. Additionally you will need:

- ◆ 1 six-sided dice
- ◆ Pawns for each of the players (2-6). You can use small things you have laying around, small stones or simply use pawns from another boardgame

Characters & Roleplay

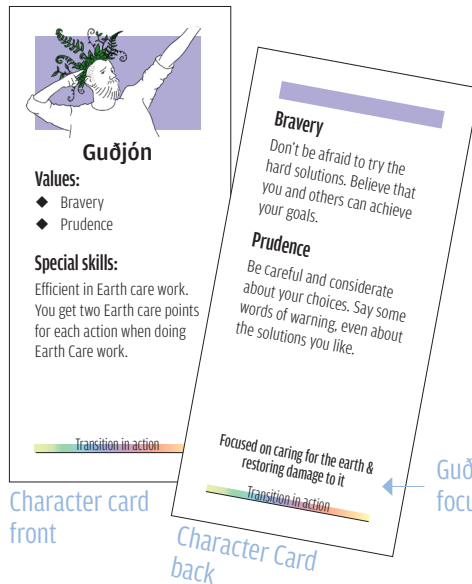
The game comes with 12 different **Characters**. Each character has two **VALUES** that the player is encouraged to embody and use when playing their character. During discussions in the **Challenge Phase** try to think about what that **character**, with those **values**, would suggest and follow that line of thinking. This helps you practice acting from **values** and gets you **Value Points** in the game!

Imagine that you are in a small town in the country you are in. You can think of a name for the town if you want! Your group was given power and funding from the city council to make decisions to help the town become more sustainable.

You'll get all sorts of **challenges** that you need to tackle for the town, always assume that the challenge is a real problem for this town, but feel free to take liberties and decide things about the town that help you solve the challenges.

Example - We might decide that our town is only 8000 people or that we already have good recycling solutions.

Guðjón's **special skills** are connected to his passion for Earth care. He's more efficient in doing Earth Care **Ethical work tasks** and for each action he spends doing Earth Care **Ethical Work task** he crosses off two from the **Solution Sheet**.



On the back side of the **Character Cards** there are a few words about how you can act according to these two values during the **Challenge phase**. You can use this as inspiration.

Guðjón is especially focused on Earth care.

Special skills

Each character has their own special skill they can use. This is usually a free action that lets them do something that no other player can do, or makes an existing action stronger for them to use. These are also described on the **Character cards**.

Start a new game

Check out the setup on the next page as reference.

- ◆ Put the map in the middle of the table.
- ◆ Set copies of **Book of Challenges & Solutions** close by so every player can reach one.
- ◆ Put the stack of **solution sheets** next to the map.
- ◆ On the Map; place the **Ethics tokens** as shown on the image on next page.
- ◆ Put the **Principles tokens** and the 3 extra **Ethics tokens** next to the map.
- ◆ Each player picks one character to play and puts the **Character card** in front of them.
- ◆ Each player gets a **pawn** and places it on one of the locations on the right or left side of the map.
- ◆ Each player gets a **Character development sheet**.
- ◆ Each player gets a **Player Aid**.



Locations are diamond shaped places on the **Map**. The **Ethics tokens** move between these.

Flow of play

The game starts with a Challenge phase.

The game is separated into a **CHALLENGE PHASE** and **ACTION PHASE**, both of which are described in more detail further into this rulebook. The group can enter a new **Challenge phase** at the start of any player's turn.

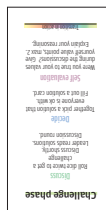
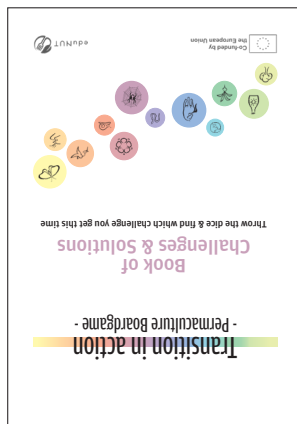
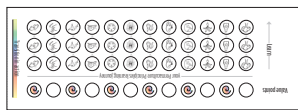
- ▶ The **Challenge phase** is a discussion round to find **Solutions** to **Challenges**.
- ▶ The **Action phase** revolves around playing with pawns on the **Map**, implementing the **Solutions** by doing **Ethical work tasks**.

The player that most recently went on a walk is the first **leader** and goes first. They get the **Leader Token**. The **leader** opens the game by starting the group's first **Challenge phase** and following the steps on the **Leader Token** one by one.

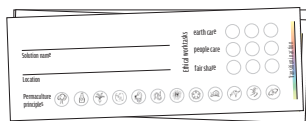
End of the game

The game ends by the following conditions:

If the group manages to fulfill all 12 Permaculture Principles they have won the game!



Player 2



Solution Sheets

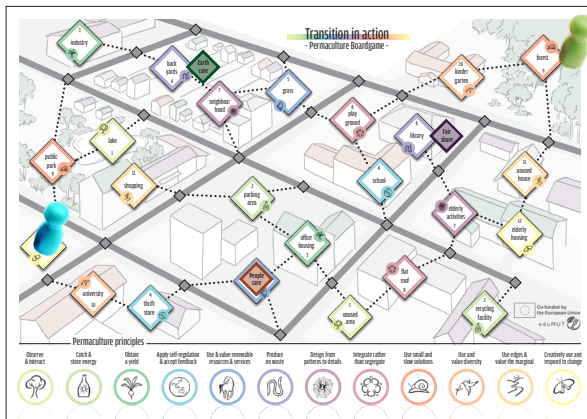
Dice*

Ethics Tokens



Benefit Cards

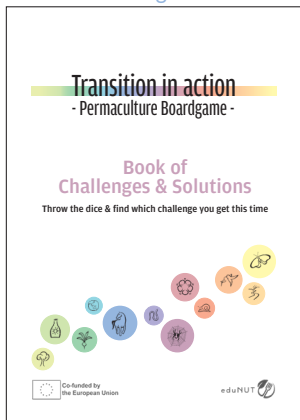
Permaculture Principles Tokens



Map

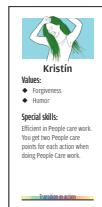
pawns* (as many as players)

Book of Challenges & Solutions



Player 1

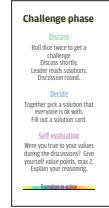
Character Card



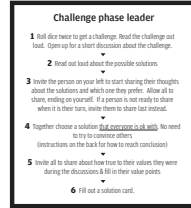
Character Development Sheet



Player's Aid



Leader Token



* Not included in printing material

Transition in action

- Challenge phase -

While the Action phase is all about the Map, **the Challenge phase revolves around discussing Solutions as a group.** In each Challenge phase you get one **Challenge** and together you find a fitting **Solution**.

Everyone gets a **Player's Aid** to keep nearby, where the steps of the Challenge phase are listed in a compact manner.

Each challenge comes with two suggested solutions but you are also free to come up with your own solutions. One of the players becomes the **leader** of the **Challenge phase**. They have the **Leader Token** and follow the process listed up there. They will lead the group through a decision making process to find a solution everyone is OK with.

The person that was most recently out on a walk becomes the **first leader**. After each **Challenge phase**, the **Leader Token** moves to the next person to the left and they'll be the **leader** for the next **Challenge phase**.

The **Challenge phase** goes through these 6 steps:

1) ROLL FOR A CHALLENGE

The **leader** starts by rolling to find out which **Challenge** they'll tackle. Roll a six sided dice twice, the first roll is for the chapter and the second roll is for the specific challenge.

Example - If the first roll is 1 and the second roll is 4, then find the challenge marked 1•4 in the Book of Challenges & Solutions.

The **leader** finds the **Challenge** with the corresponding number and reads the **Challenge** out loud for the group.

The **leader** then starts a short discussion about the player's experience of this problem or why they think it's important to tackle this **Challenge**.

2) READ THE SOLUTIONS

The leader reads aloud the two solutions in the **Book of Challenges & Solutions**. If you have more than one copy of the **Book of Challenges & Solutions**, the other players can follow along in them.

Challenge phase

Discuss

Roll dice twice to get a challenge
Discuss shortly.
Leader reads solutions.
Discussion round.

Decide

Together pick a solution that everyone is ok with.
Fill out a solution card.

Self evaluation

Were you true to your values during the discussions? Give yourself value points, max 2.
Explain your reasoning.

Transition in action

Player's Aid

3) SHARE YOUR PREFERENCES

The **leader** starts or asks the person on their left which solution they think is best and why. The **leader** makes sure everyone gets to speak uninterrupted when it's their turn.

The **leader's** role is to make sure everyone gets space to share their thoughts about the solutions, including themselves, but also keeping the discussion going by moving on to the next person or next step.

4) PICK OR MAKE A SOLUTION

Once everyone has shared their thoughts, decide together which solution to implement. The **leader** guides the discussion and makes sure to not decide on a **Solution** until the group finds a **Solution** that everyone is OK with.

Feel free to adjust a solution

Example - If one person doesn't like that the solution will take 2 years to finish, you can decide to make it a 1 year project instead, without it having effects in terms of **Ethical work tasks** needed or **Principles** in this **Solution**.

The group can also choose to **Make a solution** that takes into account the three **Permaculture Ethics**; Earth Care, People Care & Fair Share.

Challenge phase leader

- 1 Roll dice twice to get a challenge. Read the challenge out loud. Open up for a short discussion about the challenge.
- 2 Read out loud about the possible solutions
- 3 Invite the person on your left to start sharing their thoughts about the solutions and which one they prefer. Allow all to share, ending on yourself. If a person is not ready to share when it is their turn, invite them to share last instead.
- 4 Together choose a solution that everyone is ok with. No need to try to convince others (instructions on the back for how to reach conclusion)
- 5 Invite all to share about how true to their values they were during the discussions & fill in their value points
- 6 Fill out a solution card.

Leader Token

flip over

Help! We do not agree

► No solution more commonly preferred

Discussion round where everyone explains if they would also be ok with other solutions and if not, explain why they object.

► If most people prefer one solution

Check in with those preferring another solution:

- a • Are you ok with the more commonly preferred solution?
- b • Can you think of a way to adjust that solution to fit your needs better?
- c • Which needs of yours were not fulfilled by the more commonly preferred solution?

► Still no agreement?

Check in with everyone:

- a • Do you have ideas about how to integrate everyone's needs?
- b • Are you ok with using one of the other solutions?

Leader Token - Back side

If there are disagreements on which **Solution** to implement, flip over the **leader token** for guidance in mediating. The goal is to find a solution that everyone is ok with, and remember that you can use the third option and create a new solution together.

5) FILL OUT THE SOLUTION SHEET

The leader fills out a **Solution sheet** in this way:

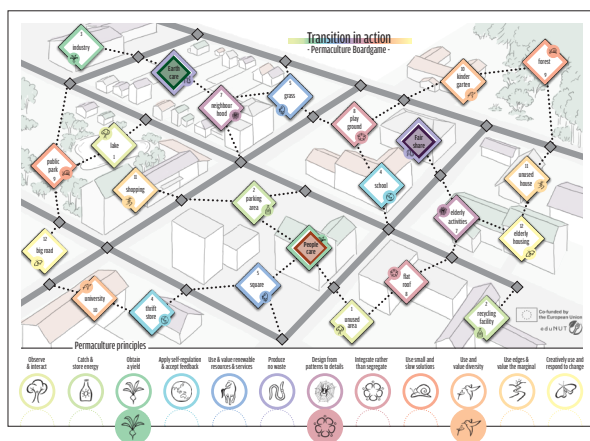
- ◆ Write the Name of the solution (or modified solution)
- ◆ Write the Location of the solution
Discuss and decide where to implement the solution. Pick one location on the map to represent where this solution will affect the town the most.
- ◆ Indicate with circles the amount of **Ethical work tasks** needed to finish this solution.
(see example on next page)
- ◆ Indicate with circles the **Permaculture Principles** in this solution.
Further back in the **Book of Challenges & Solutions** you will find the principles for each solution. Draw a circle around the **Principles** listed up for the chosen **Solution**.
Example - Community Supported Agriculture was a solution to Challenge 3•5 and can be found by that number in the back of the book.

Permaculture principles tokens

Find the **permaculture principles tokens** for these principles and place them below the matching principles on the **Map**. This will show which principles we are working with already.

Draw a Benefit card

The leader then draws a **Benefit card** and places it next to the **Solution sheet**. This **Benefit** will be activated when **Completing a Solution**.



setup after the first
challenge phase

Example - Filling out the solution sheet (Challenge 1•4)

1

Write the name of the Solution

2

Choose a location from the map and write it in here

4

At the back of the Book of Challenges & Solutions, find the Permaculture Principles included in this Solution

chosen solution in Book of Challenges & Solutions

Community Supported Agriculture (CSA)*

- Find an unused area, grass or flat roof to offer without cost to a CSA*.
- Invite to an event in this location. Introduce what a CSA* is and announce the possibility to start a CSA* with support from the town, covering partly the salaries for an urban farmer for the first 2 years.
- Memberships would be open for anyone in town
- It might be difficult to find a farmer

ethical work tasks to implement

earth care

people care

fair shares

* CSA is agriculture in a organisation, members have a say in how and what is grown and get their share of the harvest

3

Draw circles indicating how many Ethical work tasks are needed

Solution sheet

Community Supported Agriculture

Solution name

GRASS

Location

Permaculture principles

Observe & interact

Catch & store energy

Obtain a yield

Apply self-regulation & accept feedback

Use & value renewable resources & services

Produce no waste

Design from patterns to details

Integrate rather than segregate

Use small and slow solutions

Use and value diversity

Store & value the surplus

Creatively use and respond to change

Obtain a yield

Integrate rather than segregate

Use and value diversity

Observe & interact

Catch & store energy

Obtain a yield

Apply self-regulation & accept feedback

Use & value renewable resources & services

Produce no waste

Design from patterns to details

Integrate rather than segregate

Use small and slow solutions

Use and value diversity

Store & value the surplus

Creatively use and respond to change

5

Draw circles around these Permaculture Principles

in Book of Challenges & Solutions

1•4 Community Supported Agriculture.....

Obtain a yield

Integrate rather than segregate

Use and value diversity

6

Place Permaculture Principles tokens below the matching Principles on the map

Transition in action

Permaculture Boardgame

Obtain a yield

Integrate rather than segregate

Use and value diversity

Transition in action

11

6) GET VALUE POINTS

The last step of a Challenge phase is for each player to self evaluate how **true to their values** they were in the discussions about which solutions to choose. They decide to get 0, 1 or 2 **value points** and describe out loud their reasoning for that decision. For each point they mark one X on the value point track on their **character sheet**.

Example: Jon tells the group that when he asked if they could take a closer look at all the options he was true to his value, “Prudence”, and marks one Value point

This is very free form and up to the players to decide. The solution you advocated for doesn’t have to be chosen, for you to gain value points. Just having talked about better society, creativity, or fun could have been a way for you to show those values (fairness, creativity, humor).

Example - Value points



Kristin

Values:

- ◆ Forgiveness
- ◆ Humor

Special skills:

Efficient in People care work.
You get two People care points for each action when doing People Care work.

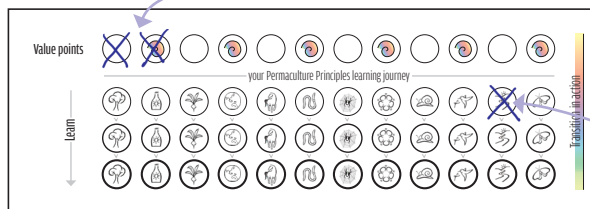
Transition in action

Kristin's values are Forgiveness & Humor.

She shared that it's understandable that the farmers' products are not accessible here. It takes marketing skills to sell to the locals and many farmers don't have those skills. She acted from her value “forgiveness”, by humanising the farmers and not blaming them.

She also acted from her value “humor”, by sharing her thoughts with lightness and joking about how she's looking forward to eating funky vegetables in unusual shapes from the CSA she wanted as a solution.

She decides to give herself **two value points** in this round.



Value points

your Permaculture Principles learning journey

Learn

Transition in action

 = free principles learning action

Since she crossed over a icon for free principles learning, she can also cross off one circle for learning one of the principles

Free principles learning action for every two value points

This is shown with a small icon on every second value point circle. When marking over one of these icons then immediately cross of one circle in any principle on the **Character development sheet**.

- Action phase -

During the **Action Phase** the players **move** their **pawns** on the **Map** and do **work** around town, in order to implement the **Solutions** they have chosen during the **Challenge phase**.

In the first **Action phase** of the game, the player with the **Leader token** takes the first turn.

Players take turns doing **four actions**, before ending their turn and the next player in clockwise order gets to go.

Each player has **Player's aid** that describes in a few words the actions that one can take when it's their turn

The next pages include details regarding the different actions a player can combine, when they have their turn.

New location for Ethics token

If a player did any Ethical work tasks, they roll the dice to find a new location for the **Ethics Token**. Roll a six sided dice twice and add the numbers. There will be two **locations** on the **Map** with the same number. Put the **Ethics token** on one of these **locations**.

Example - Jökull did a Fair shares **Ethical Work Task** and crossed it off on the **Solution sheet**. He then throws the dice 2x, getting the numbers 5 and 3. These numbers give a sum of 8. He finds the two **locations** on the **Map**, that have the number 8. Jökull chooses between the two **locations** and puts the **Ethics token** on "Playground".

Action phase

Take 4 actions, in any combination

Actions:

► **Move** Between diamonds on the map (locations & road connections)

► **Ethical work task** When on ethic token, mark it on the solution card. Move the ethic token to another location.

► **Learn**
On a location with the fitting logo. Mark on personal development card.

► **Complete solution**
Solution location. When ethical work tasks are done.

Transition in action

Player's Aid

Completing a Solution

When the final **Ethical work task** has been crossed over on the **Solution sheet**, the **Solution** can be completed! (see closer description on next page)

Switching between Action phase and Challenge phase

When in **Action phase**, the players can decide when to start another **Challenge phase**. Before any player starts taking their turn on the map, a **Challenge phase** can be started.

It's recommended to start the second **Challenge phase** no later than after all the players have done their first turn in the action phase. Then it's easier to plan ahead which principles to learn and to move efficiently on the map during the **Action phase**. You'll end up doing around 3-5 **Challenge phases** per game.

ACTIONS

► Move

Move along a road or a dotted path between diamonds (location diamond or road connection diamond). You might have to use this action multiple times to get to where you want to go.

Example - Jökull spends three actions to **Move**: to parking area -> then road connection -> then shopping

Work:

There are three different ways to **work** when a **pawn** is on one of the **locations** (big diamonds with location names on them). The options vary depending on which **location** it is and if there's an **Ethics token** at the location. You have to spend one Action for each Work action you'd like to do:

► Ethical work Task

If your **pawn** is on the same location as an **Ethics Token** (Earth Care, People Care, or Fair Share) you can work on implementing a **Solution** by fulfilling one of the Ethical work tasks needed to finish that Solution.

Draw an X over one **Ethical work task** on a **Solution sheet**. The **Ethics token** then moves to another location, throw the dice twice and add the numbers to find a new location.

► Learn

On your **Character development sheet** you can cross over the next circle for the Principle associated with your current location (Principle logo on the location diamond). **Each player can only learn once at each location during the game**. Remember which ones you've already done. You can **Learn** at two locations for each **Permaculture Principle** - crossing over one of the circles will have to happen through value points in the **Challenge Phase** (see page 12).

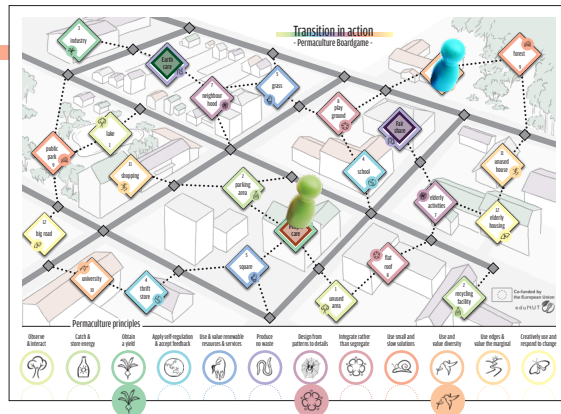
If you cross over the third circle for a principle on your **Character development sheet** you have gained full understanding of this **Permaculture Principle** and can cover it on the **map** with the appropriate **Permaculture Principle token**. (see example on page 17)

► Complete a Solution

When all the tasks on a **Solution sheet** have been worked on you can spend an action at the **location written on the Solution Sheet**, to finish the solution.

Then a few things happen:

- ◆ On the **Map**, cover the **Principles** associated with the solution with a **Principle token**.
- ◆ Receive the **Benefit**. If the benefit has a lightning icon it happens right away. Otherwise it will be an ongoing Benefit until the end of the game.
- ◆ Flip the **Solution sheet** over, it is finished and won't be used more in the game.



Community Supported Agriculture
 Solution name
GRASS
 Location

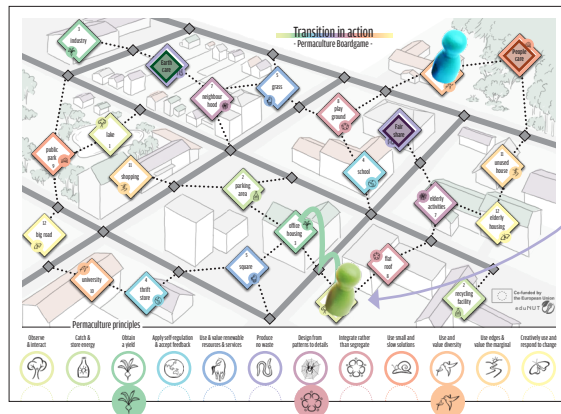
Permaculture principles

Transition in action

earth care
 people care
 fair share

Ethical work tasks

Solution sheet



He throws the dice twice to find out where

Value points

your Permaculture Principles learning journey

Learn

Transition in action

Example Move Ethical work task Learn

Jökull is on the same location as the People Care **Ethics** token. His first action is to do an **Ethical work task**.

He crosses over one circle for People Care on the **Solution sheet**

He throws the dice twice to find out where to move the People Care **Ethics** token. He got 3 + 6 = 9

The number 9 is on “forest” & “public park”. He decides to place the People Care **Ethics** token on the location “forest”.

Jökull then uses two actions to **move**. Over to the road connection diamond and then to the **location** diamond “unused area”.

He then uses the 4th action to **learn** the principle “**Observe & interact**” since the logo for that Permaculture Principle is on the **location** “unused area”



On his **Character development sheet** he crosses over one circle for **Observe & interact**

Example Complete a Solution

Jökull is on the location “backyards”. He uses 1 action to **move** to the location “neighbourhood” where the Earth Care **Ethic Token** is.

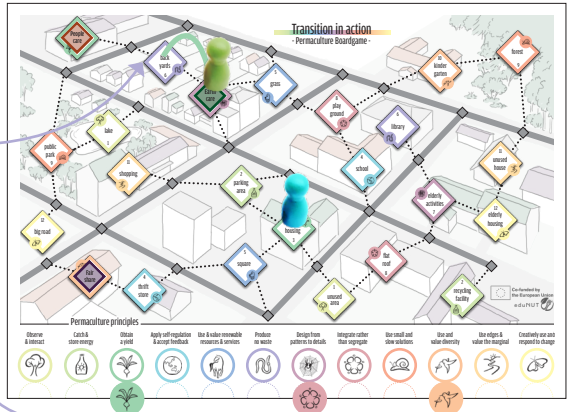
His next **action** is to do an **Ethical work task**. He crosses over one circle for Earth care on the **Solution Sheet**. At this point all of the **Ethical work tasks** needed to implement this **Solution** have been crossed off.

He then throws a dice twice to find a new location for the Earth Care **Ethics token**. He throw's 1 + 4 = 5. The number 5 is on “grass” & “square”. He moves the Earth Care **Ethics token** to the location “square”.

His 3rd **Action** is to **move** to the location “grass” (The location that’s written on the **Solution Sheet**)

Jökull’s 4th action is to **Complete a Solution**. He moves the **Permaculture Principle tokens** for this solution up and covers the **Principle logos**. He then turns over the **Solution Sheet**.

The **Benefit** “Multitasking” was unlocked by completing this **Solution**. This Benefit will be active throughout the game and Jökull places it besides the **Map**.



Solution sheet

Community Supported Agriculture

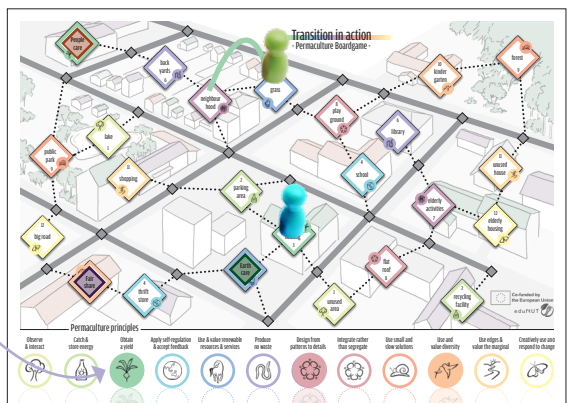
Solution name GRASS

Location _____

Permaculture principles

Ethical work tasks	earth care	people care	fair share
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Transition in action



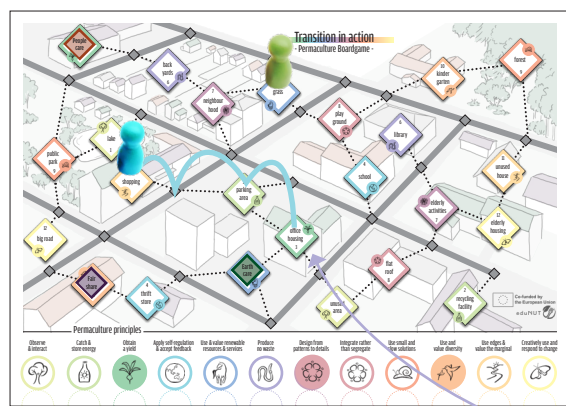
Example Finishing principle by learning

Now it's Kristin's turn. She has been continuing her **Permaculture Principles** learning pathway for the principle "Use Edges & Value the Marginal". She crossed over the 1st circle for this principle in the last **Challenge** phase, she has also previously crossed over the 2nd circle in the **location** "unused housing".

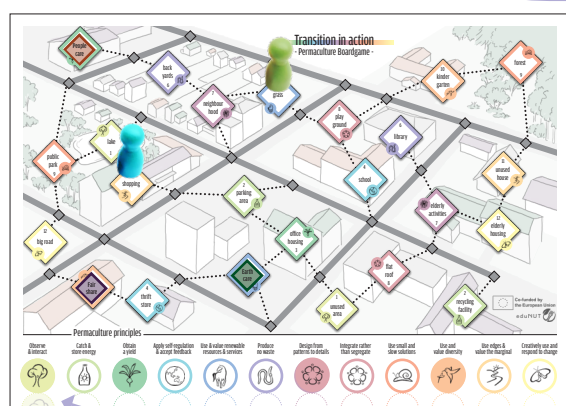
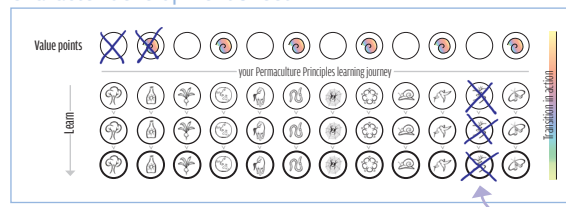
She is now at the **location** "office housing" and uses 3 Actions to **Move** to "shopping", where the other "Use Edges & Value the Marginal" principle logo is.

She can now cross over the 3rd circle for this principle.

She now has full understanding of this principle and can find the **Permaculture Principle token** and cover over the logo on the **Map**.



Character development sheet



Advanced Play Options

Value points from Ethic Tasks:

As an added bonus, a player can get a bonus self value point if they describe what their character is doing in line with that specific Ethic.

Example - Simone moves to the **park** to do an **Ethical work task** on an Earth Care **Ethics token**. If he also describes that his character spends some time at the park putting mulch under some bushes, he gets to mark a value point on his character tracker, because he was acting according to the Earth Care **Ethic** he was working on.

Creative solutions:

Instead of reading the solutions suggested in the book. Roll the dice like normal but look in the back of the Book of Challenges & Solution for the principle sets for this Challenge. Pick one set of Principles and try to come up with a solution you feel like would implement all of these Principles

Grow your town!

A single play of Transition in Action only implements 3-5 solutions. What if you want to play more? No problem! A single group could keep playing the same town over and over again to see how it grows and changes.

If you do, be sure to keep the solutions from previous games to see what you implemented where. You could for example use a notebook sheet to keep notes of the changes to the town and which locations have already been used.

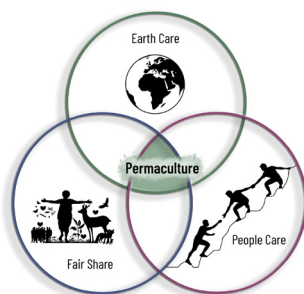
You could also get more creative! Did your group change the flat roofs into Community Supported Agriculture? Draw the garden on the roofs. Did you make a vegetable garden next to the school? Draw or write the changes.

Replay the game several times with the same map and try implementing solutions in all the different locations. See your town grow and discover what your Transition Town will look like!

Just the Book of Challenges & Solutions

Feel free to use these tools in any way that fits your classroom or group the most. You could for example talk about two or three challenges in each session. Then skip the rest of the game and just use the book for inspiration.

Curious about Permaculture?



Permaculture Ethics

Earth Care - Replenish and protect Earth, respect the intrinsic value of all lifeforms (no matter if they are useful for humans or not). Limit behaviour that's destructive.

People Care - Meet your own needs and needs of others in a way that fits within the ecosystem. Expand the care out to the family, neighbours and wider community.

Fair share - Limit consumption and show fairness towards other living beings and future generations. Seek for balance and when you have abundance, share it!

Permaculture Principles



Observe
& interact

Notice and register how your environment functions. Try making small changes and learn from observing what happens.



Catch &
store energy

Use the opportunities when you have something in abundance. Find ways to turn the abundance into something that lasts longer.



Obtain
a yield

Aim for getting diverse positive outcomes; food, shelter, friendship ... This will give momentum that will keep you going.



Apply self-regulation
& accept feedback

Notice and listen to the feedback from your environment. What kind of limitations or adjustments might be helpful?



Use & value renewable
resources & services

Find ways to function without use of fossil energy or depleting the people that work in the project. Can you find alternatives?



Produce
no waste

Can you show care and respect for everything, and aim for not using or creating things that can't be a part of the ecosystem cycle?



Design from
patterns to details

Look at the bigger picture first, before focusing on details. Notice and use patterns from nature, seasons, day rhythm and flow.



Integrate rather
than segregate

Increase functionality & effectiveness by creatively combining different things / people so that they can support each other.



Use small and
slow solutions

Try things out on a smaller scale, if it doesn't work out it will have smaller consequences. Slower is more likely to get done.



Use and
value diversity

Increase resilience and flexibility by inviting diversity. The variety of connections open for new qualities and opportunities.



Use edges &
value the marginal

Can you increase or use the edge better? Edges between systems are the most diverse and productive parts of ecosystems.



Creatively use and
respond to change

Embrace the fact that nothing is constant. Be ready for the unexpected, show curiosity and respond with creativity.