

Focus area	What went well?	What was challenging?	How would you do it differently next time?	Next steps
<b>Survey</b>	I had enough information to make decisions. I kept it simple and collected the data I needed for the design.	Photos of the places where I chose to put the various elements would have been useful for presenting the design, but the client did not need them.	It was suggested to me that I record the length of time that it took to get from one area to indicate how long it took to get from the different areas to the compost systems. I think that was a really good idea but I didn't have time to do it. I may do that in future large-scale designs.	I am starting to realise that you can't have too many photos of a site. As mentioned in the Kitchen Garden design, making videos of a site is something I will do in future.
<b>Analysis</b>	I approached F.S.E analysis from lots of different directions to try to get to grips with it. As I have no sense of direction I think I might have got a bit lost...but it seemed to work...And that's a positive because I had a jolly good go at it.	Well as you'll have gathered, the F.S.E really baked my noodle.	Find a way to avoid doing F.S.E. analysis.	Bribe my assessors so that I don't have to use F.S.E. analysis.
<b>Analysis</b>	I very much enjoyed thinking about inputs and outputs	I wasn't sure if limiting factors should be in Survey or Analysis. It depends who you ask.	I could have broadened the inputs and outputs by including other resources, such as people.	I will try to see the broader picture when it comes to inputs and outputs. Oh, OK, I'll keep practicing F.S.E. analysis.
<b>Design Decisions</b>	I'm excited by how diverse the set of elements is, and how much compost could be made. I really do think that this design would meet all of it's goals and that is fantastic.	I could have made more detailed designs of each element and shown how they would fit. As I'm not particularly skilled in building things, I don't tend to think of doing this sort of thing.	I did jump ahead to making decisions before working out the heckin' F.S.E analysis. But actually, having don't the F.S.E. analysis, I did get a clearer idea of why the things I'd decided on were needed, but it didn't change any of my design decisions. But I would still do the F.S.E. analysis first in future. Please can I stop writing F.S.E. analysis now? It has the word 'anal' in it. Fnarr fnarr.	Don't make me write it again. And from that, you can divine what my next step is.
<b>Implementation</b>	Absolutely nothing	The fact that my vision wasn't realised	I couldn't possibly comment	Be more alert to warning signs
<b>Evaluation</b>	n/a	n/a	n/a	n/a
<b>Tweak</b>	I made some reasonable projections	Not having anything to really tweak. Sorry, but the word tweak is just so funny.	I'd tweak it so damn hard that it damn well nearly falls off!	Stop laughing at my own jokes.
<b>Framework</b>	OK, let's get serious again. This framework was perfect for this design. I used 'Permaculture Design' by Aranya to help me follow the process methodically and that helped a lot. I started to understand what analysis is. Started.	Not identifying aims/goals at the start doesn't feel right, because when you are doing the survey, you need to know what these are - otherwise you might waste time gathering data you don't need	Look for a framework that puts the goals at the start but then is pretty much the same for the rest.	☞What she said

<b>Principles</b>	I felt as though Holmgren's principles weren't always enough, so I branched out into Mollison and that was a good move. I also considered the principles from the start, rather than shoehorning them in.	I kept saying Mollinson in the video. I know it's Mollison but I know someone whose surname is Mollinson so it was stuck in my head. Not really a proper challenge is it...oh well, it's all I've got.	I'd like to revisit Mollison's principles and make up some of my own.	Add some text in the video to say 'I'm sorry, I keep saying Mollinson, when it's actually Mollison'. I mean, I'm not re-making the whole darned thing, not even for Mr Mollison himself.
<b>Ethics</b>	The Earth Care ethic was pretty much the boss of this design.	Fair Share and People Care aren't really big players and I don't know if that's ok or not.	Maybe if I read up on the ethics a bit. I'd get more insight into how they can fit into designs.	
<b>SMART goals</b>	In the process of creating SMART goals, I realised that what I thought was a goal was actually 'how I would do it'. Swapping the S's and the A's around helped clarify the goals	Getting my head around what is actually a goal. Luckily, I'm not into sports.	As I mentioned previously, I prefer them to be at the start of the design process.	
<b>Tools</b>	I used a lot of tools and I found them all helpful. Using the Random Assembly tool but modifying it for my own purposes was a good process to follow.			
<b>Zoning</b>	I realised when doing the documentation for the kitchen garden design that I should have looked at zones. I did this in a minimal way in this design, which was appropriate. Even in this basic use of zones, it meant I could clearly rationalise the placement of the different elements.	The only thing that was challenging was drawing the lines on the map.	I'd like to use zones more in-depth.	Use zones in another design where a more detailed exploration of them is necessary.
<b>Reflection – yes, we're getting really meta now.</b>	I made myself laugh.	I may not have made you laugh	These four questions were ok but I still haven't found what I'm looking for, so next time, I'm heading back to Mr Bono and his fine collection of head wear.	Well, judging from this evaluation, I think I probably need a bit of a rest.