

**Edible Ecosystems Emerging: A 9-Day Forest Garden Design Intensive**  
 Oct. 16-25, 2026, Horn Farm Center, York, PA • Public Schedule, draft 260311

		<b>Day 0</b>	<b>Day 1</b>	<b>Day 2</b>	<b>Day 3</b>	<b>Day 4</b>
	<b>Day</b>	<b>0: Friday, Oct 16</b>	<b>1: Saturday, Oct 17</b>	<b>2: Sunday, Oct 18</b>	<b>3: Monday, Oct 19</b>	<b>4: Tuesday, Oct 20</b>
	<b>Theme</b>	<b>Seeds of EFG</b>	<b>Seeds of EFG</b>	<b>Seeds of EFG</b>	<b>SAA</b>	<b>SAA</b>
	<b>8:00/45</b>		Revisoning	Revisoning	Revisoning	Revisoning
<i>Color Key:</i>	<b>8:45/15</b>		Break	Break	Break	Break & Drive
<i>Class</i>	<b>9:00/90 Session 1</b>		People Trees, People Forest	Ecosystem Succession	Self-Renewing Soil Fertility (PUBLIC)	Site A & A
	<b>10:30/15-30</b>		Break	Break	Break	Break
<i>Design Teams</i>	<b>11:00/90 Session 2</b>		Forest Architecture Walk	Ecosystem Social Structure	Goals Articulation	Site A & A
<i>Shifts</i>	<b>12:30/30 S3: Shift</b>		Principles Card Game	Guild Analysis & Assessment	Magic Spot/ First Impressions; Project Goals	SAA continued
	<b>1:00/75</b>		Lunch	Lunch	Lunch	Lunch
<i>Hands-On/ Concurrent</i>	<b>2:15/75 Session 4</b>	Arrive & Settle	Wild Design	Polyculture Sketch Problem	Site Analysis & Assessment Overview	Soils Field Class: Soils A&A
	<b>3:30/15-30</b>		Break	Break	Break	Break
<i>Field Trip</i>	<b>4:00/75 Session 5</b>	Arrive & Settle	Design Processes: Card Game & Overview	Plant Our Polyculture	Group Guided Site Analysis & Assessment	Vegetation & Wildlife Walkabout
<i>Go Inside</i>	<b>5:15/15 Close</b>		Reflect	Reflect	Reflect	Reflect
	<b>6:00/90</b>	First Sup/Orient	Team Dinner Salons	Dinner	Dinner	Dinner
<i>Fun</i>	<b>7:30/90 Session 5</b>	Gardening Like the Forest: The DNA	Design Team Theater	Case Studies (PUBLIC)	FREE	Existing Species Niche Analysis & Ecological Analogs

**Edible Ecosystems Emerging: A 9-Day Forest Garden Design Intensive**  
 Oct. 16-25, 2026, Horn Farm Center, York, PA • Public Schedule, draft 260311

Day 5	Day 6	Day 7	Day 8	Day 9	
5: Wednesday, Oct 21	6: Thursday, Oct 22	7: Friday, Oct 23	8: Saturday, Oct 24	9: Sunday, Oct 25	
Summarize & Explore	Design	Design	Design & Present	Propagation	
Revisoning	Revisoning	Revisoning	Revisoning	Revisoning	
Break	Break	Break	Break	Break	<i>Color Key:</i>
Teams: SAA Summaries	Concurrent Sessions	Site Preparation, Implementation and Maintenance	Teams: Patch Design	CC: Our Guilds	<i>Class</i>
Break	Break	Break	Break	Break	
Teams: SAA Summaries	Design Phase Breakdown; Design Phase Case Study	Teams: Design: Schematic --> Detailed	Teams: Design Finishing Touches	CC: Gratitudes	<i>Design Teams</i>
Field Trip	Doodle Dance Party	Holon Game	Finishing Touches	CC: Graduation	<i>Shifts</i>
Bag Lunch	Lunch	Lunch	Lunch	Last Sup	
Field Trip:	Teams: Schematic Design	Teams: Detailed Design	Design Presentations (PUBLIC)	Goodbyes and Clean Up	<i>Hands-On/ Concurrent</i>
Field Trip:	Break	Break	Break		
Field Trip:	Pattern Languages & Schematic Design	Teams: Detailed and Patch Design	Design Presentations (PUBLIC)	Clean Up	<i>Field Trip</i>
Reflect	Reflect	Reflect	Reflect		<i>Go Inside</i>
Dinner	Dinner	Dinner	Dinner		
FREE	Orient: Next 2 Days Teams: Schematic Design	Teams: Patch Design	Party!!		<i>Fun</i>