

AAEV STRATEGIC PLANNING 2010

Primary data from initial round of meetings with Neighbourhood Groups

Neighbourhood Group Level

[Contains many ideas also relevant at Village level]

NG1

Shady planted landscape – Score 79; Rank 1 [1 - 12; 2 - 6; 3 - 1]

Lots more shade trees, cooling the Village visually & physically

Shade trees

Street trees planted

Tree-lined streets (shade)

Shady canopy over roads

There are large leafy trees in the streets

Edible street trees watered primarily by rain / run-off

Standing under tall shade trees

The streetscape has shady trees & established plantings; there are some rope swings in the trees for kids

The common space has a leafy shaded walking path

Lots of trees; 2 – 3 large shade trees to have picnics under

Shade trees around open picnic space

There are seats to sit on under shady trees

Areas of tall shade trees act as windbreaks for small groups / children's recreation / picnics, etc

Trees are species resistant to fire when planted near homes (less worry)

Fully landscaped common area

Communal gardens

The communal areas have a mix of trees for shade & aesthetics and fruit trees

The centre of the common space is a place with some grass but mostly trees and shrubs

Shade and shelter; quiet spaces in the landscape

Complex vegetation providing different spaces and birds

Well established planting; multi-layer

Beautiful landscapes mixed with productivity; mixed use areas – sculpture, enviro art; healing spaces

Re-planting of native mounds (more colour)

Walking paths through common-land gardens so all can enjoy them

We have pathways to get around the Village without using the roads

Paths – clear, and well maintained

Solutions to sandy soil – to give the soil more body / water retention qualities / nutrients

The ponds are interesting wetlands; wide variety of aquatic plants; attraction of a variety of birds; there is a small bird hide

Use of water / ponds for habitat and as a resource

Habitat for native fauna

A better understanding of permaculture in landscape design within NG

Food – Score 54; Rank 2 [1 - 7; 2 - 5; 3 - 4]

By 2020 all our fruit will come from inside the Village

Lush shady fruit-bearing trees; food growing everywhere

Edible landscape with an abundance of shared harvest
We share growing and processing of produce
Lots of connections sharing produce & preserving days; cooking together,
harvesting together, sharing seeds
Edible; foods, orchards, etc etc
Shared produce
Ability to grow food
People's veggie patches spill into the common space & we all share the produce
Spaces for co-operative veggie gardening
Large-scale veggie plots in the common spaces (potatoes, asparagus, onions, etc)
Extension of orchard
More delicious fruit trees
Bush tucker orchard north of Hakea Walk
Bush tucker orchard on northern land
Co-op chooks under bush tucker area (beyond a buffer zone)
Chooks

Kids – Score 24; Rank 3 [1 - 1; 2 - 5; 3 - 4]

The NG / Village values, cares for, and caters for children – safe play space; happy
children, active not bored
There are children using communal space for a variety of activities; play spaces &
equipment for little kids, trees to climb, paths to ride on, flowers to pick
Places for Village children to play
Kids' space
Private / play areas for kids
Hop-scotch, 4 square, ball games – permanently painted on roads
Child care co-op

Social – Score 16; Rank 4 [1 - 1; 2 - 2; 3 - 5]

A sense of knowing the people in the NG and people knowing & understanding me
Support & understanding
Creative & successful conflict resolution
Move efficiently from ideas to agreement to implementation
Understanding and genuine accommodation of our “introverts”
Compassion & heartfelt connections & sharing within Village
Good friends – caring and sharing with our neighbours
Regular get-togethers
We get together & celebrate
Village birthday milestone celebrations
Vibrant gathering space
Highly motivated volunteering
Acknowledge spirituality

Meditation space – Score 9; Rank 5 [1 – 0; 2 - 2; 3 - 3]

Meditation space
Peaceful space
Quiet spot for meditating / reading / being cool, away from the house
Spiritual resting area
Meditation hut
A round house to meditate in & chant in
Meditation centre
People use the common space to walk, meditate, and perhaps play

Open space for circle dancing, Tai Chi, picnics, rituals

Business – Score 7; Rank 6= [1 - 1; 2 - 0; 3 - 2]

I see busy industrious activity like a traditional village – not a retirement village

Micro businesses; bartering; local economy

Supported local businesses within NG

Car-share co-op based in Hakea Walk

Built landscape – Score 7; Rank 6= [1 - 1; 2 - 2; 3 - 1]

A pleasant appearance; tidy; junk cleaned out or screened off (community and private lots)

Shared cooking space (wood oven) & picnic / eating area

A pizza oven!!

Roofs over the communal carparks constructed of solar panels feeding power to ??

Benches in common spaces

Bike shed with shared bikes, trikes, trailers, tandems, recumbents

Art – Score 5; Rank 8 [1 - 0; 2 - 1; 3 - 2]

Opportunities for creative work – art, construction, music

Art in the streets – mosaiced lounges, sculptures, totem poles

Functional art

Culturally minimal small number of organic art / statues / etc – ideally collectively designed

NG2

Paths – Score 43; Rank 1 [1 - 7; 2 - 2; 3 - 2]

Pathways to amphitheatre and between Yacca & Hakea

Good paths between areas

Functional paths

Walking paths clearly designated and attractive & safe

Smooth walking, bike & pram paths

Pathways to enable movement over spillways

Landscaped with paths & boardwalk

Riprap bridges

Activity walks

Shade trees – Score 32; Rank 2= [1 - 5; 2 - 2; 3 - 1]

Landscaped with shade trees

Mature shade trees

Shade trees

Street trees

Deciduous shade trees

Pergolas for shade – not exotic trees

Built landscape – Score 32; Rank 2= [1 - 2; 2 - 7; 3 - 1]

Easy maintenance

Landscaped with seating & tables made with logs & recycled timber

Street seats

Street furniture

Seats under shade trees

Simple benches spaced around
Areas to congregate (shade, seating)
Shade structures with water collection
Built shade areas for informal gathering
Inviting entrance to Yacca Way
Cobbled entrance to Yacca Way (traffic calming)
Speed humps on roads
Speed bumps on roads and in car park
Stormwater management along roadsides
Cobbled "gutter" along every street
Edges of streets paved
Mosaics for house Nos
Mosaic sculpture for kids to play on near Yacca pond

Planted landscape – Score 29; Rank 4 [1 - 3; 2 - 3; 3 - 5]

Yaccas to reflect Yacca Way
Overall landscaping that allows for busy and calm areas – visually balanced
Indigenous trees only for Village – plus plants & trees
All mounds planted and cared for
More colour on the mounds
Mounds covered – developed with bright coloured bushes & ground cover
Edible landscape - mounds
In-fill planting
The whole of the earth covered with vegetation (excluding pathways & roads) – to
keep moisture
Minimal weeds
Less soursobs!
Labyrinth in peaceful area in common land somewhere

Kids / play spaces – Score 27; Rank 5 [1 - 3; 2 - 3; 3 - 3]

Activities & spaces for children
Children's play areas
Play areas for children
Play areas & equipment for all ages
Facilities for children of all ages
Interesting play areas for children
Children's activity walks

Art works – Score 24; Rank 6 [1 - 2; 2 - 4; 3 - 2]

Public space art
Art in open spaces, done by community artists
Street art (x 2)
Artistic features (sculpture etc)
Enviro sculpture
Educational art with indigenous theme
Interactive sculpture (playgrounds)
Mosaiced sculpture for playing on at Yacca pond edge
Artworks on permanent locations

Ponds – Score 23; Rank 7 [1 - 2; 2 - 2; 3 - 7]

Ponds developed as wetlands

Wetlands (x 2)
"No" to lining of ponds – should replenish the water table
Beautiful ponds
Plantings around Yacca pond
Re-vegetated common land around dam
Yabbies in the pond (some for eating!)
Pirate island in centre of pond
Good planning for water capture – i.e, contouring
Water collection & storage

Food – Score 17; Rank 8 [1 - 3; 2 - 0; 3 - 2]

Edible landscape (x 2)
Edible plants with a broad diversity of types throughout
Landscaped with fruit trees
Fruit trees
Citrus orchard east of lots 26, 27, 28
Communal composting

Social – Score 0; Rank 9 [1 - 0; 2 - 0; 3 - 0]

Communal area for picnics, neighbourhood gatherings, etc
Outdoor meeting areas
Meeting / rest place / corners
Central meeting places organised and maintained
Gathering places – indoors & outdoors
Play groups, art & craft groups, social groups
Children as part of decision making & planning
Use money to make money; hold a fund-raising event – e.g., music & show & food
with our neighbourhood volunteers & expertise

NG3

Shade trees – Score 38; Rank 1 [1 - 4; 2 - 2; 3 - 0; 4 - 0]

Shade trees (x 2)
Shade trees – many more trees growing well
Shade / street trees
More trees for shade
Outside shade areas
That as many trees as possible be planted to reduce the amount of wind

Built environment – Score 35; Rank 2 [1 - 2; 2 - 3; 3 - 1; 4 - 3]

All houses built!
Fully built out
Community building within NHG
Greater use of shared facilities
Benches / seats
Communal seats
Walking paths
Easy access all throughout NG (disabled access)
Pathways accessible for everyone
Path – Clematis / Dianella
Informative / educational signage (eco walking trail)

Signage – ‘No Entry’ roads
Bridge
Bird baths

Kids – Score 23; Rank 3 [1 - 1; 2 - 2; 3 - 2; 4 - 0]

Common play area
Safe for kids to play – playground
Play equipment
A children’s garden for teaching / learning
Involve kids in activities – e.g., bin collection, weeding

Pond – Score 22; Rank 4 [1 - 0; 2 - 3; 3 - 2; 4 - 1]

Dam area fully revegetated
Clematis pond finished
Thriving pond
Pond: fences replaced by shrubs, trees, plants ... to attract birdlife
Pond fencing ??
Fishing in pond

Social – Score 14; Rank 5 [1 - 1; 2 - 0; 3 - 1; 4 - 4]

Sociable, friendly
A system developed of supporting each other in times of illness etc
Caring for our neighbours in need
Caring network for sick, aged, etc
Resource sharing between residents, e.g., car sharing, tools, trailers, etc
Outside games areas and social areas – Italian village life
Regular social gatherings
Informal get-togethers
Once a year, one big neighbourhood street party
Active working bees

Water – Score 13; Rank 6 [1 - 1; 2 - 1; 3 - 0; 4 - 1]

Water self sufficiency – no outside used
Independent of mains water (x 2)

Landscape – Score 12; Rank 7 [1 - 1; 2 - 0; 3 - 1; 4 - 2]

That we move from living on a wind-swept plain to a forest-like environment
That our NG is heavily planted with more natives and some plants that offer some colour
There are interesting trees planted along the streets
More trees for birds & wildlife
Green landscape
Art works / sculptures in public spaces
Co-operative maintenance teams maintaining the landscape

Energy – Score 11; Rank 8 [1 - 0; 2 - 1; 3 - 2; 4 - 0]

Independent for electricity
Each NG energy self sufficient
Street lighting converted to solar

Food & medicinal production – Score 7; Rank 9= [1 - 1; 2 - 0; 3 - 0; 4 - 0]

Community veggie garden
Sharing our produce
Designated food production areas
Food production areas – not fruit (enough)
Neighbourhood food processing area
Communal poultry
Medicine garden

Security – Score 7; Rank 9= [1 - 1; 2 - 0; 3 - 0; 4 - 0]

Safe, secure environment – e.g., neighbourhood watch
Develop a viable 'neighbourhood watch' for increased security
Safe – secure

Waste (compost etc) – Score 6; Rank 11 [1 - 0; 2 - 0; 3 - 2; 4 - 0]

NG composting area (x 2)
Joint waste collection areas
Internal collection rubbish bins

Transport – Score 4; Rank 12 [1 - 0; 2 - 0; 3 - 1; 4 - 1]

Minimum of cars in NG
Community cycle wagons for moving stuff around
Speed humps on roads
Speed bumps for visitors
Emergency vehicle access to pond
No cars

Fruit trees – Score 0; Rank 13 [1 - 0; 2 - 0; 3 - 0; 4 - 0]

More common fruit trees
More fruit trees
Green tall trees – common land fruit
Food trees

NG4

Pond – Score 32; Rank 1 [1 - 3; 2 - 1; 3 - 2; 4 - 0]

Pond full and useful
Wetlands not ponds
Side of ponds planted with bird attracting shrubs
Edible water plants in pond
Convert dam into underground tank. Remove dam fence to create useable space over top of underground tank

Food & fruit trees – Score 30; Rank 2 [1 - 2; 2 - 2; 3 - 2; 4 - 0]

Productive food gardens
Food sharing
Shared veggie areas for pumpkins, melons, etc
Fruit trees
Under-fruit-tree plantings
Fruit trees on north side where fence is
Chickens integrated with fruit trees

Chook tractor servicing fruit trees
Electric chicken fence
Cool room for fruit & veg storage
Rabbits

Play equipment / spaces – Score 26; Rank 3 [1 - 3; 2 - 1; 3 - 0; 4 - 0]

Lomandra Walk marked with half-court basketball and 4-square
Boat in pond
Cubby house
Sand pit
Play equipment

Shade trees – Score 25; Rank 4 [1 - 3; 2 - 0; 3 - 1; 4 - 1]

Shade trees (x 2)
Large shade trees
Shade trees that are not local natives

Water – Score 21; Rank 5 [1 - 0; 2 - 2; 3 - 3; 4 - 2]

Recycled reticulated water system (farm or tank)

Art – Score 17; Rank 6 [1 - 0; 2 - 3; 3 - 0; 4 - 2]

Sculptures (x 2)

Paths & bridges – Score 16; Rank 7 [1 - 0; 2 - 2; 3 - 1; 4 - 3]

Clearly defined paths
New paths
Easy walking path
Solar light path to amphitheatre
Edge the paths to stop erosion etc
Bridges fenced each side for safety (prams, wheel chairs, etc)
Board walk around pond
Paved walks and roads
Bike track

Seating – Score 8; Rank 8 [1 - 0; 2 - 0; 3 - 2; 4 - 2]

Seating
Seats in shaded areas
Park benches with tables scattered under shade trees
Meeting area – bench with shelter
Outdoor sitting area
Picnic area

Planted landscape – Score 1; Rank 9 [1 - 0; 2 - 0; 3 - 0; 4 - 1]

Screening trees / bushes
Mounds covered in big trees as well as little shrubs

Social – Score 0; Rank 10= [1 - 0; 2 - 0; 3 - 0; 4 - 0]

People helping each other in homes and gardens
Children's place to hold bikes, toys, etc, out of the way of walking areas

Waste – Score 0; Rank 10= [1 - 0; 2 - 0; 3 - 0; 4 - 0]

Worm farm & compost bins
Communal bin place

Pool fence – Score 0; Rank 10= [1 - 0; 2 - 0; 3 - 0; 4 - 0]

No fencing around ponds
No pool fence

NG5

Water – Score 30; Rank 1 [1 - 3; 2 - 5; 3 - 0]

Efficient use of storm water
Collection of as much water as possible
Water collection from Sharing Shed / carports for use on common land
Linked to recycled water scheme
Recycled water to Stage 3
Clay lining for dams to stop water seepage

Shade trees – Score 29; Rank 2 [1 - 4; 2 - 3; 3 - 0]

Shade trees (x 3)
Street / shade trees
Shade trees (suited to water availability), indigenous or not
Shade trees to west of orchard

Food – Score 13; Rank 3 [1 - 2; 2 - 0; 3 - 3]

Communal veggie garden
Veggie gardens
Veggies between orchard trees
Veggie garden to west (approved)
More orchard trees by common need
Fruit trees (Village need assessed)
Companion planting – fruit trees
Neighbourhood food sharing
Preserving / processing excess produce for later use
More Permaculture & biological farming techniques
Chemical free produce
Chook / duck co-ops on common land (moveable)
Common chooks area in orchard
Chook run – Stage 3
Terraces chook pen
Beehive

Planted landscape – Score 5; Rank 4 [1 - 0; 2 - 1; 3 -]

Reduce high-maintenance tasks – weeding paths, weeds around fruit trees
Colourful plantings at entrance to Village from Carter St
Flowers for beauty and picking, e.g., proteas

Built environment – Score 2; Rank 5 [1 - 0; 2 - 0; 3 - 2]

All lots developed – Critical community population
All lots built on
Fully constructed
Keeping Market St openings to Kennedia & Tetragonia Walks

Letter boxes at Carter St
Letter boxes please!!
Carports over existing car parks – catch water in tanks
Shaded area for round part of Culture Walk
Seating in shade areas – carob trees
NHG shed for garden tools / chook food, etc
NHG resource shed
Efficient recycling

Social – Score 1; Rank 6= [1 - 0; 2 - 0; 3 - 1]

Strong community feel – get to know each other
Community ideal is still strong
Local support in times of personal / family needs – spiritual & practical
Well integrated socially – i.e., regular social events / contact
Inclusive social / work activities
NHG social activities, games / card nights
NHG shared meals
Shared shopping trips
Shared broadband comms
Culture Walk functional for community gatherings
Basketball / netball goalpost / area
Tent space for visitors
Some social housing

Kids – Score 1; Rank 6= [1 - 0; 2 - 0; 3 - 1]

Adventure playground (living ??)
Small playground (within Village hierarchy)
Child census?

NG6

Community development – Score 34; Rank 1 [1 - 4; 2 - 4; 3 - 2]

Integrated with wider Village
Open honest communication
Respect for individuals as well as community
Focus on arts, environment, and community
Shared activities, events, learning, skills, etc
Meetings to share ideas - informal
Sharing of knowledge (expertise within Group)
Conflict resolution training? Life skills workshops?

Infrastructure – Score 22; Rank 2 [1 - 3; 2 - 2; 3 - 1]

Driveway sealed
Better roadway finish
Sealing Seaberry Walk road
Street name (in keeping with others in the Village)
Attractive entrance to the neighbourhood – artwork, paving, trees
Make water tanks more visually appealing
Lighting – solar light – pretty – light pathways at night for safety
Rain collection from carport roofs
Noticeboard for cottages

Landscape & plantings – Score 15; Rank 3 [1 - 3; 2 - 0; 3 - 0]

Trees

Shade trees in common area

Shade trees

Retain light (i.e., “small” shade trees)

Lots of green, shade, trees, shrubs

Enclosing carports with vines for more shade

Shrubbery for privacy

Trees / shrubs for birds

More greenery / shrubs

Food production – Score 14; Rank 4= [1 - 2; 2 - 1; 3 - 1]

Shared edible environment (veggie gardens, fruit trees, etc)

Edible plant beds for all to share, e.g., herbs

Fruit and nut trees

Fruit trees

Shared chooks

Chickens

Kids playspace – Score 14; Rank 4= [1 - 1; 2 - 2; 3 - 3]

Play space

Kids’ play zones

Communal kid spaces

Common play equipment & space

Shared resources – Score 9; Rank 6 [1 - 0; 2 - 2; 3 - 3]

Economically streamlined by pooling of resources where feasible

Common use of normally ‘private’ facilities

Register of shared stuff (to borrow)

Secure bike storage

Bike shed

Bike rack (common)

Rent-a-car or dial-a-ride setup?

Socialising – Score 5; Rank 7 [1 - 0; 2 - 1; 3 - 2]

Common / shared space (for socialising)

Communal meeting / seating places

Shared BBQ area / meeting space (with big shady tree)

Central gathering place with large shady trees – seating or room for seating

Regular barbecues / social gatherings in the carports / parking areas

Annual ‘Cottage Crawl’ (progressive dinner)

Art – Score 4; Rank 8 [1 - 0; 2 - 1; 3 - 1]

Art

Local art incorporated into surroundings

Variety of organic materials – e.g., wood, stone, clay – to be used for sculptural features

Functional timber seating – incorporate sculptural features

Music

Village Level

NG1

Community House – Score 84; Rank 1 [1 - 5; 2 - 7; 3 - 3; 4 - 5]

By 2020 our cultural centre / community house will stand proudly as a symbol of our achievements

Community house / centre

Community building – meetings & social gatherings

Community House (that prioritises our own internal activities and needs)

Community House

Village meeting / community hall

Community hall

A Community Centre is a must. We have the expertise!!

Community building

Community centre (but not too big!)

Hall built

Business buildings built

We have shared facilities – workshop; art space; food processing

Common art spaces

Arts centre & gallery

Yoga space – i.e., wooden floor

Kids / teenagers play / meeting space

Rostered shared dinners

Enterprise – Score 41; Rank 2 [1 - 2; 2 - 4; 3 - 2; 4 - 1]

Diverse businesses – call in local trade from the Village – enterprising environment

The Village is financially viable

Value-adding food production

Licensed food production enterprises on farm (individual & co-op)

Community café

Place to shop - Village general store

Bookshops / galleries / food co-op

Swap shop

Community credit scheme – e.g., LETS

Farm – Score 36; Rank 3 [1 - 3; 2 - 1; 3 - 3; 4 - 1]

Productive Farm

Farm working! (to feed villagers)

Food production on farm “in full swing”

Self-sustainable farm – villagers eating most food from it by 2020

Farm producing enough to provide 50% of Village food

Every villager spending time working on the farm

Growing wheat and rye for our bread

Farm animals

Animal husbandry – geese, pigs, chooks

Pigs, chooks, goats, ducks – to sustain the Village with food

Animal farm! (for eating etc)

Village fresh food supply – orchards, gardens, poultry, fish

Plenty of beehives for honey and pollination (mostly on farm)

Allowing individuals to lease parts of the farm for community-beneficial crops

Native animals on farm

Native animals
Herb garden built and used
Farm Festival in autumn

Water – Score 30; Rank 4 [1 - 2; 2 - 2; 3 - 2; 4 - 0]

Harvesting water off all buildings and using it
Village water on village trees and orchards
Stormwater harvested for irrigation
A water strategy
Sewer water quality improved
Wetlands developed

Food – Score 23; Rank 5= [1 - 0; 2 – 4; 3 – 0; 4 – 3]

In 2020 we'll have surplus food we can sell
Food production – weekly food market / swap sharing food surplus
Organic market gardens growing variety of foods; aquaponics systems
Homes all built with high food production in gardens & common orchard areas
Sharing growing and processing of food
Aquaponics food + fish system

Food Co-op – Score 23; Rank 5= [1 – 2; 2 – 0; 3 – 2; 4 – 3]

Local food co-op or shop – selling fresh organic food with less packaging
A food co-op (in the Old Sales Shed?)
Place to eat – Village café / restaurant
Food co-op + café + bookshop

Energy – Score 23; Rank 5= [1 - 2; 2 - 1; 3 - 0; 4 - 4]

Village is a net exporter of electricity; power-neutral Village (with sun-farms, wind-farms etc
Solar array &/or wind turbine – community owned
Solar and wind generation

Arts – Score 19; Rank 8 [1 - 2; 2 - 1; 3 - 0; 4 - 0]

A permanent art display space / gallery
Art installations throughout the Village
Artistic expression & installations throughout village
Exciting artistic hub – national / international recognition – creating excitement, culture & income
Stables converted into artists studios
Community art projects
Regular art workshops
An annual arts weekend – workshops, exhibitions & demonstrations

Social & Culture – Score 18; Rank 9= [1 - 1; 2 - 1; 3 - 2; 4 - 0]

By 2020 we will have a common village culture – a sense of purpose for positive change
A supportive community – people sharing resources and looking out for / after each other
Social behaviour is kind and understanding to each other
Creative & effective conflict resolution
We celebrate both unity and diversity

Community! The whole village as a community
A 'home' where we can 'age in place'
A grants committee to source money from local, state, federal for: environmental, educational, energy, social, etc
Seating and places in the common spaces for gatherings
Quarterly working bees – village cleanup, weeding & planting, food & social
Clubs – e.g., Trees for Life, cooking, preserving, herbs, etc
The annual Village Revue – entertaining & fun

Kids & playspaces – Score 18; Rank 9= [1 - 1; 2 - 1; 3 - 2; 4 - 0]

The Village values, cares for, and caters for its children
Play spaces throughout the Village – safe places for kids
Various kids' play spaces
Kids' playground
Shared sports / games spaces and facilities
Crazy swings on corner of Dianella and Clematis
Skate park
Each kid to receive a tree to plant on their birthday

Shady trees & paths – Score 16; Rank 11 [1 - 1; 2 - 0; 3 - 2; 4 – 3]

Tree-lined streets
Shade trees on streets and communal areas
Tree-scaped village
Plan locations for large shade trees
Pleasant, inspiring environment to be in
I can walk in shady safety from one end of the Village to the other, including through the farm
Walking trails; bike trails; shady trails
Walking and bike paths – some shading
Paths connecting Village safely over ripraps and through common spaces
Better paths – slower traffic
Less cars – more walking / cycling
Running track

Markets – Score 14; Rank 12 [1 -1; 2 – 0; 3 – 2; 4 – 1]

Infrastructure to support markets, plus markets
An annual or quarterly Arts-Eco Market
Vegetable market
Wheelbarrow veg market
Market in market place
Art markets
Food / arts markets

Wood & metal workshop – Score 10; Rank 13 [1 - 1; 2 - 0; 3 - 1; 4 - 0]

Wood & metal working facility
Wood workshop

Village entrance – Score 8; Rank 14 [1 - 1; 2 - 0; 3 - 0; 4 - 1]

A map of the Village including lot #, built environment, etc at entrance
A beautiful entrance welcomes us into the Village in 2020
Visually pleasing entrance to our Village

Education Centre – Score 7; Rank 15 [1 - 0; 2 - 0; 3 - 2; 4 - 1]

Environmental Education Centre

Education Centre for learning about flora, fauna, food growing, aquaculture and self sufficiency

Permaculture learning & education centre

'Eco' education, tours, Village brochure, and information

Building & construction information and support

Classroom for teaching

Community / demo gardens

Infrastructure – Score 5; Rank 16 [1 - 0; 2 - 1; 3 - 0; 4 - 0]

The Round House clad with straw and used as a venue

There's a meditation space somewhere on common land

Meditation space / place

Composting toilets for events

Observatory

Swimming dam

Swimming pool (x2)

Permaculture – Score 0; Rank 17= [1 - 0; 2 - 0; 3 - 0; 4 - 0]

Permaculture design enhanced throughout the Village

Regular Permaculture training for villagers

Waste – Score 0; Rank 17= [1 - 0; 2 - 0; 3 - 0; 4 - 0]

Waste minimisation – recycling, composting, worm farms, and re-use

Recycling & rubbish management – less bins out the front!!

Bin sharing

NG2

Community Centre / central facilities – Score 89; Rank 1

[1 - 9; 2 - 3; 3 - 3; 4 - 2]

Community house built and functioning

Community building

Community house

Community Centre

Community buildings (inc. toilets)

Large community centre

Big community space

Adaptable community centre reflecting village principles

Air-conditioned area (in community house?) for all to use

Community kitchen

Kids & playspaces – Score 52; Rank 2 [1 - 4; 2 - 3; 3 - 3; 4 - 0]

Playground network

Planned play areas

Play areas

Teenager play areas

Mountain bike track around farm and opposite hillside

Bike track

Rec. area

Paths – Score 40; Rank 3 [1 - 3; 2 - 2; 3 - 3; 4 – 0]

Paths & boardwalks joining streets and community areas

Paths

Safe riprap crossings

Paths as linear playgrounds

Pathway to beach (NOT through farm)

Signs for visitors to follow walking paths so they can get to their destination

Wetlands / ponds – Score 39; Rank 4 [1 - 1; 2 - 3; 3 - 5; 4 - 2]

Wetlands

Wetland eco-system

Fences round ponds removed

Village entrance – Score 32; Rank 5 [1 - 1; 2 - 1; 3 - 3; 4 - 11]

Main entrance to Village inviting, beautiful, artistic, and 'living' in some way

Attractive Village entrance

Beautification and safety (roads) of entrance

Beautification and safety upgrade for Village entrance

Entrance to Village & frontage cleaned up and landscaped

Entrances professionally designed and landscaped

Grand entrance

Inviting entrance and directions

Artistic Village signs at entrance and information bay

Village entrance sign etc creatively developed

Entrance artworks (serving also as signs)

Attractive and informative entrance

Basic map of Village at entrance area

Visitors carpark sign more obvious and encouraging to visitors

Replace 25 kph sign with a clearer one (maybe 15 kph instead)

25 kph sign needs to be separate from children playing signs

Farm – Score 30; Rank 6 [1 - 1; 2 - 3; 3 - 2; 4 - 2]

Functional farm up and running

Whole village eating from farm – 'food not money'!

Farm extensively cultivated throughout the year

Farm producing food

Allotments on farm

A community based compost area

Composting on farm

Large scale community worm farm on farm for great soil fertility

Animals on farm – food sources & land management

Alpacas (x2)

Complete farm feral fence

Grow our own indigenous plants for the village

Timber trees for wood carving

Native vegetation on farm for windbreaks and habitat

Wind breaks for the farm – lock into a carbon neutral program

Wind breaks for farm in a carbon neutral program

Tree-lined path across farm to beach

Infrastructure, lights & maintenance – Score 29; Rank 7=

[1 - 3; 2 - 1; 3 - 1; 4 - 0]

Infrastructure complete and maintained

Street lighting working (x4)

Better street lighting (working!)

Working letterbox system

Clean up letterboxes ('RustEater' and colour)

Post boxes landscaped and gravelled

No rubbish around village

Rubbish & second-hand timber gone!

Clean up mess (public and private)

No more rubbish bin chaos

Traffic calming throughout village

Road edges maintained

All orchards irrigated with our wastewater

Art – Score 29; Rank 7= [1 - 1; 2 - 3; 3 - 1; 4 - 4]

Art gallery

Shared art studios

Music studios

Sound-proofed 'noisy space' for musicians

Put the art back into the 'eco-village'

Active support for Village artists

Welcome outside artists into shared spaces & support villagers

Provide artistic opportunity for outer community

Fund raising (by us) for art & events

Art classes

Street art

Funky but functional signage

Timber in Market St used for street furniture

Landscapes – Score 25; Rank 9 [1 - 3; 2 - 0; 3 - 1; 4 - 1]

Good design in a holistic view of village so it does not look scrappy

Edible landscape

Householders expanding gardens into common land

Shade trees on all streets

Shade trees

Pergolas rather than exotic shade trees

Shade structures with simple seating

Shade structures with water collection

Indigenous trees and plants only, plus fruit and nut trees

Indigenous trees only (plus food plants)

Labyrinth(s) with herb &/or limestone, surrounded by trees

All mounds 'adopted'

Negligible weeds (accidental and intentionally planted)

Vegetative and other further improvements to external streetscape

Bird baths

Enterprise – Score 15; Rank 10 [1 - 0; 2 - 2; 3 - 1; 4 - 2]

Commercial area developed

Develop & encourage commercial lots
Regular produce market
Food co-op to sell organic Village foods
Food co-op
Dry food co-op (like Clarence Park food co-op?)
Food & bike co-op
Café
Regular markets
Village cars & carpooling
Visitors accommodation
A 10 kilowatt sun-farm to provide power for the effluent works
Windmill for power? (I'll was when the wind blows!)
Community bike shed
More village workshop spaces
Areas for safe storage of boats, caravans & trailers

Water – Score 13; Rank 11 [1 - 0; 2 - 2; 3 - 1; 4 - 0]

Multiple water storage / use options (collection & recycling)
Sewage water upgraded to A grade and reticulated to each household
Diversion of water from external roads into cleansing dams for village use

Market Street – Score 6; Rank 12 [1 - 0; 2 - 1; 3 - 0; 4 - 1]

Market St attractive and useable
Market St developed
Market St happening
Junk gone from Market St
Un-usable timber disposed of from Market St area
Shops in Market St – i.e., coffee shop, bookshop, organic foods

Social – Score 5; Rank 13 [1 - 0; 2 - 1; 3 - 0; 4 - 0]

Every resident participating
That we all understand that it is 'us' that get things done, not 'them'
Continue current social evenings
Kids-based events
Play and sporting activities for all ages
Table tennis
Skills share register
List of people's housing experiences for sharing with newbies
Care plan for elderly & sick villagers
Keep 'oldies' in village (with support services) rather than exit to aged care homes
Plan for assisting elderly citizens to remain in the village rather than going to aged care homes
Reach out to involve / understand indigenous history story

Education (environmental) – Score 0; Rank 14 [1 - 0; 2 - 0; 3 - 0; 4 - 0]

Education centre
Educational building
Extensive local indigenous plant seedbank resources & info
Interpretive signage for plants

NG3

Farm – Score 38; Rank 1 [1 - 2; 2 - 3; 3 - 3; 4 - 0]

Feed the Village by 2020

Farm feeds Village at no further cost over AAEV rates

Make the farm productive & sell into a developed AAEV market

Farm area 100% leased out for productive use

Animals on the farm (x2)

Animals for kids on farm

Animals not to be used for food

Shut the Gate sign (Farm gates)

Farm Gate shut please sign

Community building – Score 34; Rank 2 [1 - 3; 2 - 2; 3 - 1; 4 - 0]

Functioning Community House

Community House (x2)

Community Centre (x2)

Multi-purpose community building

Community building (If not built, then cleared and landscaped – no more junk)

Administration Centre (office)

Media Centre

Water – Score 25; Rank 3= [1 - 2; 2 - 1; 3 - 1; 4 - 3]

Independent of mains water

Water recycling

Waste water management

That the sewerage waste water be upgraded in stages from “D” up to “A” for community use throughout for anything

That the community respect the waste water treatment plant as an extremely valuable resource

Sewerage converted to bio-system

Shade trees – Score 25; Rank 3= [1 - 2; 2 - 2; 3 - 0; 4 - 1]

A leafy Village – Village with shade trees

Street trees – shade trees

Enterprises – Score 18; Rank 5 [1 - 0; 2 - 3; 3 - 1; 4 - 0]

That the community finds very practical uses for the existing buildings on Market St e.g., conversion into Community Centre / Education Centre

Commercial hub

Community businesses: More than 75% work locally within 15 km

Sell organic produce to non-villagers

Food markets; local produce

Food processing centre

Food processing

Separate legal entity

The Village creates an Association so we can attract grant money for special projects to enable us to keep levies low

Two arts markets a year

Fledgling Eco-ed centre

Education Centre

Eco tourism

Accommodation for visitors e.g., backpackers
Child Care Centre

Kids – Score 10; Rank 6= [1 - 0; 2 - 0; 3 - 3; 4 - 1]

Creative play spaces for children
Playground network
Kids playgrounds (x 3)
Kids areas outdoors
Kids areas indoors
Teenage kids – chill out zone
Ball activity court
Children’s gardens for teaching / learning
Kids to be encouraged to participate in farm activities

Energy – Score 10; Rank 6= [1 - 1; 2 - 0; 3 - 1; 4 - 0]

Energy self-sufficient
Energy production by AAEV for AAEV
Wind turbine

Built environment – Score 8; Rank 8 [1 - 1; 2 - 0; 3 - 0; 4 - 1]

Ensure the Village standard of housing & environs does not become run down
Speed humps on roads
Seating
Walking trail around Village – for eco / educ tours
Bike workshop on site
Vehicle / boat storage area

Risk management & security – Score 7; Rank 9 [1 - 1; 2 - 0; 3 - 0; 4 - 0]

Village risk management
Safe & secure
Stop to development – when is it enough?
Effective pet policy

Social / Support – Score 5; Rank 10= [1 - 0; 2 - 0; 3 - 1; 4 - 2]

Better all-round understanding of our ethos
Conflict resolution strategy
Caring network
Support system for old, sick & disabled
Organised shopping for less mobile
Minor first aid equipment
Baby / kids sitting
House sitting
Shared activities

Waste – Score 5; Rank 10= [1 - 0; 2 - 1; 3 - 0; 4 - 0]

Waste control
AAEV composting – waste treatment
No junk mail

Governance – Score 4; Rank 12 [1 - 0; 2 - 0; 3 - 1; 4 - 1]

That there is respect and understanding for our Sociocratic process, or whatever system the community finally turns into action

Community members respect the importance of participating and turning agreements into action

Method of dealing with non-compliance with community direction

Self governance – no Unit Care – local jobs

Food – Score 3; Rank 13 [1 - 0; 2 - 0; 3 - 0; 4 - 3]

Food production

Fruit, veg, herbs – self sufficient

Heaps of fruit & veg

Community gardens

Share produce space

Animals & poultry production & processing

Seeds and seedlings share

Art – Score 0; Rank 14= [1 - 0; 2 - 0; 3 - 0; 4 - 0]

Art exhibitions for Village artists

Art works / sculptures in public spaces

An annual art prize for villagers

Resource sharing – Score 0; Rank 14= [1 - 0; 2 - 0; 3 - 0; 4 - 0]

Resource sharing

Share cars

Shared vehicle pool

Organised car pooling (x2)

Shared bicycles ride & drop

Bike exchange

Shared workshops

Community loan fund

Communication – Score 0; Rank 14= [1 - 0; 2 - 0; 3 - 0; 4 - 0]

Public relations and promotion service

Information area expanded

Better communication networks – i.e., using technology – e.g., TV station for Village

NG4

Community Building – Score 26; Rank 1 [1 - 3; 2 - 1; 3 - 0; 4 - 0]

Community building / centre / hall (x 2)

Community building with commercial kitchen

Enterprise – Score 23; Rank 2 [1 - 2; 2 - 1; 3 - 1; 4 - 1]

Development of commercial businesses

Commercial lots built e.g., bakery, bulk food co-op

Most people working on site or in local area

Employment

Paid jobs for teens

Village has an income from venue hire, education, & tithing businesses

Café

Village butcher

Curry shala
Bike shop
Plant nursery
Yoga / dance studio
Integrated market
Art / craft markets quarterly
Site ready for markets – shading , power, paving, toilets

Shade trees – Score 22; Rank 3 [1 - 1; 2 - 3; 3 - 0; 4 - 0]

Shade trees along sides of roads
Street car-parks with shade trees
Shade trees (x 2)
Large shade trees (x 2)
Large trees

Food – Score 15; Rank 4= [1 - 1; 2 - 1; 3 - 1; 4 – 0]

Food security
Growing enough fruit & vegies to meet our needs
Self sufficiency in fruit
Self sufficient in veg like asparagus, artichokes, that grow year after year
Most ‘weeds’ are edible – e.g., lettuce, rocket, parsley
Food co-op
‘Earthship’ cool room food storage
Goats and sheeps cheeses

Water – Score 15; Rank 4= [1 - 1; 2 - 1; 3 - 0; 4 - 3]

More water storage
Roof over every small carpark with a tank
All streets with permanent edgings that carry water to a holding place
Recycled reticulated water
Reticulated water to all orchards
Use run-off from houses better

Farm – Score 10; Rank 6 [1 - 0; 2 - 0; 3 - 3; 4 - 1]

Farm full of tree crops and animals
Animals for meat – chooks, ducks & geese
Rabbit abattoir – small animal abattoir
Community garden
Environmental Education Centre on farm

Shared transport & resources – Score 9; Rank 7= [1 - 0; 2 - 1; 3 - 1; 4 - 1]

Joint skips – no more bins on street
Shared communal vehicles (x 2)
Low car ownership per family
Shared internet provider
Shared laundry
Bike co-op
Village boat

Ponds – Score 9; Rank 7= [1 - 1; 2 - 0; 3 - 0; 4 - 2]

Wetlands not ponds

All fences removed from ponds

Teenagers & kids – Score 7; Rank 9 [1 - 1; 2 - 0; 3 - 0; 4 - 0]

Teenage rec. room
Share house for teenagers
Gym, cricket pitch, bocci

Built landscape – Score 6; Rank 10 [1 - 0; 2 - 0; 3 - 2; 4 - 0]

Outdoor meditation space
Communal seats
Play equipment – play spaces
Bike jump track

Art & performance – Score 5; Rank 11= [1 - 0; 2 - 1; 3 - 0; 4 - 0]

Arts Centre – workshops & exhibitions
Integrated art
Large art work
Outdoor art & sculpture
Sculpture area
Musical sculpture
Amphitheatre stage area (low to ground)

Native animals – Score 5; Rank 11= [1 - 0; 2 - 1; 3 - 0; 4 - 0]

Native animal rescue
Native animals

Market St – Score 3; Rank 13= [1 - 0; 2 - 0; 3 - 1; 4 - 0]

Market St completed
Development of Market St
Market St

Streetscape – Score 3; Rank 13= [1 - 0; 2 - 0; 3 - 1; 4 - 0]

Minimal car traffic in Village
The cobbled entrance gone please
Letter boxes to each dwelling
Street lights out at 11 pm

Energy – Score 1; Rank 15= [1 - 0; 2 - 0; 3 - 0; 4 - 1]

Produce our own energy
Wind farm

Social – Score 1; Rank 15= [1 - 0; 2 - 0; 3 - 0; 4 - 1]

Caring well for elderly and sick villagers
Education – community school
Celebrations & festivals
Speeding fines – given as community labour

Paths – Score 0; Rank 17= [1 - 0; 2 - 0; 3 - 0; 4 - 0]

Defined paths
Bike track thru farm to beach

Pest management – Score 0; Rank 17= [1 - 0; 2 - 0; 3 - 0; 4 - 0]

Pest management

No dogs or cats

NG5

Community Centre – Score 34; Rank 1 [1 - 6; 2 - 1; 3 - 1]

Community Centre built & functioning (x 4)

Community Centre – modular as needed

Improve Sharing Shed – or first module of Community Centre

If feasible, outside use of community centre

Meeting places on larger open spaces in Village

Market St developed

Lot 145 playground

Community outreach – sport, social, care

Farm – Score 17; Rank 2 [1 - 0; 2 - 5; 3 - 2]

Farm functioning and producing for Village

Biodynamic produce available for all from farm

Growing staple base food e.g., potatoes

Expect some failures on farm; try – and change if needed

Clean recycled water available for farm

Animals (on farm)

Rare-breeding of chooks or small animals in pens or paddocks on farm

Festive farming e.g., turkeys for Christmas

Aquaponics

Teaching space? / shed? on farm

Farm tractor / hydraulic trailer with some attachments

Shared resources – Score 10; Rank 3 [1 - 2; 2 - 0; 3 - 0]

Resource sharing – tools / power tools, private & village owned

Share holiday resources e.g., camper trailer, tents & other equipment

Shared transportation

Aesthetics – Score 8; Rank 4 [1 - 1; 2 - 1; 3 - 0]

Entrance to Village (aesthetic)

Art-scapes

Total cleanup of Market St

Allow fences to hide household junk

Grow creepers to hide household junk and washing

Common land kept tidy by all i.e., no junk piles near people's houses on common land

Enterprises – Score 6; Rank 5 [1 - 0; 2 - 2; 3 - 2]

Commercial blocks have businesses

Develop commercial enterprises

Groups sharing enterprise – aquaculture, herb growing for sale

Markets quarterly in Market St

Market? Food, produce, art

Food co-op

Honey sales

Op Shop

Visitor accommodation – camping, cabins

Backpackers / WOOFing home stay & short-term rental

Use of WOOFers – private houses, or village room or building

Energy generation

Village 'bank' for money for small projects (Money? How do we fund?)

Social – Score 3; Rank 6 [1 - 0; 2 - 0; 3 - 3]

Social bond

Spiritual groups

Exciting (non-plastic) play spaces for big & little kids

Vehicle exclusion zone

No dogs or cats

Waste – Score 1; Rank 7 [1 - 0; 2 - 0; 3 - 1]

Rubbish skip for villagers instead of individual bins

Centralised waste handling

Community kitchen – Score 0; Rank 8 [1 - 0; 2 - 0; 3 - 0]

Community kitchen producing meals daily

Processing of surplus food in kitchen for villagers

NG6

Community Centre – Score 48; Rank 1 [1 - 8; 2 - 2; 3 - 2]

Community House completed and operating

Community Centre (x3)

Meeting Centre

Inter-faith sacred space (prayer / meditation)

Aboriginal & local landscape artistry in Community Centre

Source of info about aboriginal heritage & history, and local history

Line the Sharing Shed – make more comfortable for winter & summer

Develop Sharing Shed to be more user-friendly until Community Centre is developed

Community values – Score 20; Rank 2 [1 - 2; 2 - 3; 3 - 1]

Emotional and practical support for each other

Kids & play spaces – Score 18; Rank 3 [1 - 3; 2 - 1; 3 - 0]

Kids' play spaces

Play area for kids

Play space

Social area for teenagers

Programs / activities for teenagers

Food (self sufficiency) – Score 10; Rank 4= [1 - 0; 2 - 2; 3 - 4]

Food self sustainability

Community vege garden

Start communal garden plots

Community composting system

Alpacas

Cows

A smallish herd of rhinoceroses!! ☺

Sports / yoga – Score 10; Rank 4= [1 - 0; 2 - 3; 3 - 1]

Sporting groups, e.g., running, yoga

Gym

Yoga classes & tai chi at community centre

Yoga

Community circus school – for children & for adults (as a business)

Arts – Score 5; Rank 6 [1 - 0; 2 - 1; 3 - 2]

Arts facilities

Artists' workshop

Music studios

Music space

Community art events – available to all – visual, music, etc

Artist Residencies – visual, music, dance, writing

Enterprise – Score 3; Rank 7= [1 - 0; 2 - 0; 3 - 3]

Small businesses

Shared office spaces

Village markets (food etc)

Community café

Café with organic foods and comfy atmosphere

Healthy take-away shop

Village co-op store

Car share (x2)

Windmills (energy)

Visitor accommodation

Respite care housing

Workshops – Score 3; Rank 7= [1 - 0; 2 - 1; 3 - 0]

Community workshops

Community workshop area

Community workshops – e.g., arts, natural therapies, 'DIY' projects

Arts and 'eco' workshops run by villagers with relevant skills – open to broader community

Workshop classes to share knowledge and skills

Other desirable ideas not included above

Communication – Maintain the Village Feed

Shade trees

Paint graffitied water tank

Graffiti fighting team

Commitment to single short-term project – e.g., solar lights

Co-housing projects (x2)

Affordable housing

More shared dinners

Local AA meetings

Regional Level

[Contains some ideas also relevant at Village level]

NG1

Village reps on regional planning and conservation committees etc
Villager elected to Council
Grants committee for local, State, Federal
Apply for regional grants
Welcoming visitors and tours – Sustainable House day etc
Village Open Days, tours, events
Yearly event / Fair – inviting broad community
Setting an example for others – energy efficiency etc
Demonstration Centre – composting – growing – building
Example for others re non-violence, sharing food, sociocracy
Education sessions for villagers and local people
AAEV inspiring people in the South to live similarly
Volunteer opportunities for local people and WOOFers
Sharing our art with visitors
Education tourism centre
Tourist centre for local region: hire cars (prefer electric); Village made; B&Bs; local produce
Provide way to access / interact with Village (café, restaurant)
Shopping / social hub
Concert / movie venue
A resort: swimming pools, massage, movies, parties, spas, farms, etc
Inviting locals to our social events, including movie nights and arts exhibitions
Providing a healing environment for others (therapists and landscape)
Health and wellness retreat
Interact with sport & recreation clubs and activities
AAEV inspiring Aldinga village to develop its character
Our enterprises feature in local shopping areas
Forming our own Farmers Market
Monthly market in Market St
Village stall at Willunga Markets
Bowering Hill declared agricultural in perpetuity
Linear Park planted to the sea
Paths to the beach
Bike path to Willunga
Communicate with community about feral (proof) fence
By 2020 everything will have to be organically grown in our region
All shopping malls will have to be water and power self sustaining
Network of efficient public transport

NG2

Village representative on local Council
Submissions to Council planning
Village voice – designated spokesperson on Friends of Willunga Basin and other local groups
Be informed about Willunga Basin; heritage nomination
Develop relationship with indigenous people of this land
Seek indigenous advisor for art / social / landscape

Arts reps with Onka Council and Adelaide City
Register of Village people's expertise (mental / physical) for planning & lobbying governments
Education / Permaculture Centre
Education centre for community schools and groups
Destination for travellers as a world-class eco-conscious area
Spreading our ideas / developments in sustainable living
Develop eco / art relationships with local schools
Interaction with schools and kindies
Offer hospitality in our Community House to U3A, local groups, play groups, artists, etc
Art classes, bike workshops, gardening / eco groups etc in school holidays
Interacting in art / music groups and performances
Become an arts hub for events, workshops, etc; attract funding & sponsorship from local businesses etc
Interactive commercial precinct: community ↔ shops ↔ village
Interaction with G.P. Plus
Selling Village produce to the district
Regular Village art and produce market
Enthusiastically support Sustainable House Day, Fringe, etc
New rubbish arrangement to replace our unsightly rubbish bins
Clean up our frontage: planting, signage – no real estate signs
Traffic management
Effective IT system within Village to disseminate info in / out of AAEV
Wetland aquifer ponds down near Bowering Hill Road
Washpool restoration (Sellicks / Silver Sands)
Saving Aldinga Scrub
Range to Reef waterway restoration
Reef / Water watch
Maintenance of agricultural land
Bowering Hill linear path recreation park
Clean up Willunga Creek; stop damming upstream
Bike friendly roads / area
Willunga – Port Willunga track
Partnership with MOSS to develop creek / linear park from sea to Willunga
Village involvement in Willunga Creek restoration / development
Allow our seed-bank to be used by growers and groups
Green!
Limit population
Let's secede and form our own republic ☺

NG3

Village rep on local council
Village rep on Council
Promote the Village and its benefits to Council and beyond
Village develops a closer relationship with Council to enable more benefits from the large amount of rates paid (i.e., more services)
Council rates reduced for villagers
Council rates rebate for efficiency
Best practice residential community
AAEV shows the way environmentally
Academics using us as a model of sustainability

AAEV as “demo” – self sufficient in energy
Develop a wind turbine and sell surplus power into a local grid
AAEV as a social example
Education Centre
Eco-tourism destination
Eco-tourism facility at the Village
Tourist area
Open to visitors
Annual Festival in Village
Village-organised art prize for region
AAEV producing organic food for region
Sale of excess organic produce from Village to wider region
Organic food and produce market
Public transport
Public transport link
Train station within a 10 min walk (when the railway line happens)
Connected to local towns with bike-friendly roads
Bike track: AAEV to Willunga & AAEV to beach
Link with Council to develop linear park walks to beach and Willunga
Green corridor
Less development in the Basin – such as keeping farms on Bowering Hill Rd
Ensure Bowering Hill free of building
No more housing development
No more development
Expanded wetlands
Natural burial ground
Natural burial site
Natural burial area

NG4

Village entrance (face of the Village)
Council assistance in projects
Train to come to Aldinga
Train line to Aldinga
Train to Aldinga
Good public transport
Transport (regional public)
Transport – community bus
Cycle paths everywhere
Bike lanes
Electric bicycles
Better footpaths
Linear paths along creek lines
Walkway to beach
Most of our food grown in the region
Food grown instead of wine grapes
Food secure
Environmental education, tours, workshops
Energy generation (wind, solar)
AAEV stall(s) at Willunga Market
A Village Farmers Market
Community market

Co-op café
A Community school

NG5

Greater interaction with Onka Council
Liaison with Council
Village advocates for Council
Keep Council informed of Village issues
Lobby for public transport etc
Efficient public transport
A voice in the community
Village information centre
Resources in the region identified
Share resources
Utilise outside research programs or expertise on Village projects
Our Village children accessing funds for projects conducted here
Seasonal markets of food and craft
Stall at Willunga / Quarry markets for produce and craft
Village store on site, or at local market weekly or monthly
Test regional demand (e.g., food stall in Willunga Farmers Market)
Village newspaper in local shops
Supply local shops with surplus fruit and veg
Consider regional over / under supply in Village planning
Seasonal celebrations advertised locally
LETS trading
Adopt a farmer
Get involved in Regional Water Plan
Good environmental custodians
Share our sustainable design – e.g., Sustainable House Day
Preservation of Willunga Basin
Proactive input into nearby development
Developed linear park
Development of linear park
Linear park progress (encourage Council / State)
Input into linear park
Liaise with schools
Resource for schools' learning
Use of outside facilities
Sporting facilities
Library facility available
Shopping
Providing waste disposal for specialised items for wider community
Maintain privacy of Villagers
Social need assessment with Aldinga district
Social housing section of the Village??

NG6

Representation on Council
A Village Councillor
High profile for ARTS within Onka city – e.g., through candidate for Council
More regular bus services (to Willunga)

Services to the broader community (e.g, street art program for 'marginalised' young people

Centre for providing 'eco' ideas for less affluent

Promotion of the Village as a sustainability model

High profile as good model for community development & housing sustainability

The Village becoming a source of info for the wider community

Tourist accommodation

Host a community organic garden

Community plots / gardens

Provide healthy snacks / meals to local schools

Healthy dinner takeaway / delivery service?

Healthy foods cookbook

Connection with other global eco and arts-eco villages for info sharing