

250 Things a Conservationist Should Know: *A Portrait of a Conservationist*¹

Key: ● Things to Know - ◆ Things to Notice - ◆ Things to Remember - ▲ Things to Learn How to Do - ♥ Things to Feel - ⌘ Things to Respect - ? Things to Question / Ask - ★ Things to Love

● Know the people whose livelihoods depend on the system you wish to change • ◆ The smell of healthy soil • ◆ Extinction is forever • ▲ Read a planning proposal • ★ A local creek • ◆ Future generations get no vote • ▲ Work with people who disagree with you • ♥ Awe • ⌘ Ecological limits • ? What would future generations think of this decision? • ◆ The absence of frogs • ◆ People protect what they love • ● Why OCBIL bushland is different • ▲ Plant a tree properly • ★ A species nobody else notices • ● The price of wheat • ◆ The sound of wind in different trees • ◆ Hope is a discipline • ▲ Explain uncertainty • ♥ Gratitude • ⌘ Indigenous knowledge • ? Who decides? • ● Where your water comes from • ◆ The colour of a healthy river • ◆ Most environmental problems are social problems • ▲ Dig a soil pit • ★ The night sky • ● The limits of your own expertise • ◆ Who stays silent in meetings • ◆ The map is not the territory • ▲ Listen without waiting to reply • ♥ Curiosity • ⌘ Complexity • ? What assumptions are hidden here? • ● The Traditional Owners of the place where you live • ◆ The smell of polluted water • ● Restoration should begin by preventing further damage • ◆ Every intervention has secondary effects • ▲ Count birds • ★ A productive farm • ● How power operates when nobody talks about power • ◆ Which species never return • ● The names of the six Noongar seasons • ◆ Complexity is not an excuse for inaction • ▲ Read a scientific paper • ♥ Grief • ⌘ Scientific knowledge • ? Who is missing? • ● The lifespan of topsoil • ▲ How to sharpen a shovel • ◆ The direction water moves across a landscape • ◆ Every landscape has a history • ▲ Work with Traditional Owners • ★ A healthy reef • ● The dominant industries in your region • ◆ What people are afraid to say • ? Progress • ▲ Test water quality • ◆ Protect every remnant, including very small ones • ♥ Responsibility • ⌘ Practical knowledge • ? What are we not seeing? • ● The history of your landscape before colonisation • ◆ Which species arrive first after disturbance • ◆ Data rarely changes minds by itself • ▲ Speak at a council meeting • ★ Dawn birdsong • ? Who bears the costs? • ● The difference between conservation and preservation • ◆ Most social problems have environmental dimensions • ▲ Admit when you are wrong • ♥ Respect • ⌘ Farmers' experience • ? What problem are we actually trying to solve? • ● Where your rubbish goes • ◆ The absence of insects • ● How to read a planning scheme • ◆ Repair takes longer than destruction • ▲ Read a budget • ★ A patch of bushland • ? Who is trusted • ⌘ Future generations • ? What happens if we succeed? • ● What species used to live where you live • ◆ The age of trees • ? Who benefits from the current system • ◆ Urgency is not an excuse for poor thinking • ◆ The bird calls of dawn • ▲ Facilitate disagreement • ♥ Wonder • ⌘ Uncertainty • ? What happens if we fail? • ● How government makes decisions • ? Your own assumptions • ◆ Which creeks flow later each year • ● Soil as part of the biodiversity • ◆ Stories travel faster than statistics • ▲ Read a landscape • ? Solutions looking for problems • ★ The changing seasons • ● The difference between influence and authority • ◆ Who speaks in meetings • ● The price of wheat • ◆ The planet will outlast us • ▲ Ask a better question • ♥ Anger • ⌘ Deep time • ★ The first rain of the season • ? Who gains if your idea succeeds • ● The history of your landscape after colonisation • ◆ The difference between a tree and habitat • ◆ The model is not reality • ▲ Write clearly • ♥ Joy • ⌘ The persistence of nature • ? What happens if we do nothing? • ● How your food reaches your plate • ★ The smell of eucalypts after rain • ? Claims of inevitability • ◆ Good intentions are not enough • ▲ Work with farmers • ★ A landscape that feeds people • ● What species arrived after Europeans • ◆ What people love • ◆ There are no perfect solutions • ▲ Tell a compelling story • ♥ Patience • ⌘ Future generations • ? Who will lose if your idea succeeds • ● The largest employer in your town • ◆ The age of buildings • ◆ Every landscape has a future • ▲ Work with politicians • ★ A community garden • ● The difference between consultation and participation • ◆ The colour of a dying river • ◆ Progress can create damage • ▲ Read a room • ♥ Determination • ⌘ The fragility of nature • ? What would the landscape say if it could speak? • ★ The volunteers who show up every weekend • ● What grew there before cities • ◆ Which soils hold water longest • ◆ Most change is slow until it is sudden • ▲ Collect useful data • ♥ Love • ⌘ People whose lives are different from your own • ● Know who is ignored • ● The difference between weather and climate • ◆ The difference between activity and impact • ◆ Nature is not a machine • ▲ Identify common local birds • ★ A landscape that heals people • ● Who owns the land • ◆ What people laugh about • ◆ Humility is a strength • ▲ Change your mind • ♥ Responsibility for what comes next • ? Political neutrality • ● Know who influences power • ● What species once lived nearby but are gone • ◆ The absence of birdsong • ◆ Ecosystems are relationships • ▲ Identify common local weeds • ♥ Frustration • ⌘ Indigenous fire stewardship • ? Cost-benefit analyses • ● Know why previous efforts failed • ● The lifespan of a gum tree • ◆ Stewardship is never finished • ▲ Chair a difficult meeting • ● The smell of glyphosate after rain • ♥ Grief for what has been lost • ★ A tree you know by sight • ● The names of the rivers where you live • ◆ The difference between agreement and commitment • ◆ Knowledge should remain open to revision • ▲ Collaborate across disciplines • ♥ Gratitude for what remains • ● How to lose gracefully and come back next year • ? Technology • ● Know who holds power • ● What has already been tried • ★ The people who care for country • ? Markets • ● A species nobody else cares about • ◆ Future people have no vote today • ▲ Learn continuously • ♥ Humility • ⌘ Practical knowledge • ? The status quo • ● Know a place well enough to notice when it changes • ★ The people who grow our food • ● Resource extraction shapes national wealth • ◆ The first orchid after fire • ★ The places that shaped you • ▲ Balance urgency with patience • ★ A place worth defending • ? Problems looking for villains • ● Know something well enough to be humble about it.

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1. A list is inspired by Michael Sorkin's famous *Two Hundred and Fifty Things an Architect Should Know* originally published in Sorkin's book "What Goes Up" in 2018.