

Bokashi Academy

How can you connect with people who need your resources?

Since we recommend sharing your bokashi resources with other people as one of the solutions in our last videos, we want to devote some additional attention to that option. So, let's first repeat who you should consider. If your family lives near you, it is only natural to consider them first. Do your parents, siblings, cousins, aunts, uncles, or other family members have a garden, a lot of potted plants, or perhaps a farm? If so, they can definitely benefit from your precious resource. Next are your friends. Then, neighbors and coworkers.

Of course, you can also find a way to connect with local farmers or rancheros. Trust us, they will all appreciate your contribution. And, if they are not aware of all the benefits of using the bokashi cake and bokashi liquid, make sure to point them to this Bokashi academy. Once they complete these lessons, they'll be begging you for your bokashi resources.

Another great solution is community composting. This is where people living in the same area, which can be as small as a single apartment building or as big as an entire town or even a city, organize their affairs to get the most out of bokashi composting as a community. For starters, that means that all participants properly collect their organic waste in their households. Next, they organize that their bokashi composters are emptied in a collective manner in line with one of the methods that ensure that the bokashi process goes the right way. Finally, they engage local gardeners or farmers to use final resources. Also, note that there are several communities around the world already practicing community composting.

Moreover, we'd also like to encourage those of you who'd like to use the bokashi resources from others to reach out. Use our forum to contact people with the same mindset, write a post on social media, ask around, let people you associate with know that you are more than happy to take on their bokashi cakes and bokashi liquid.