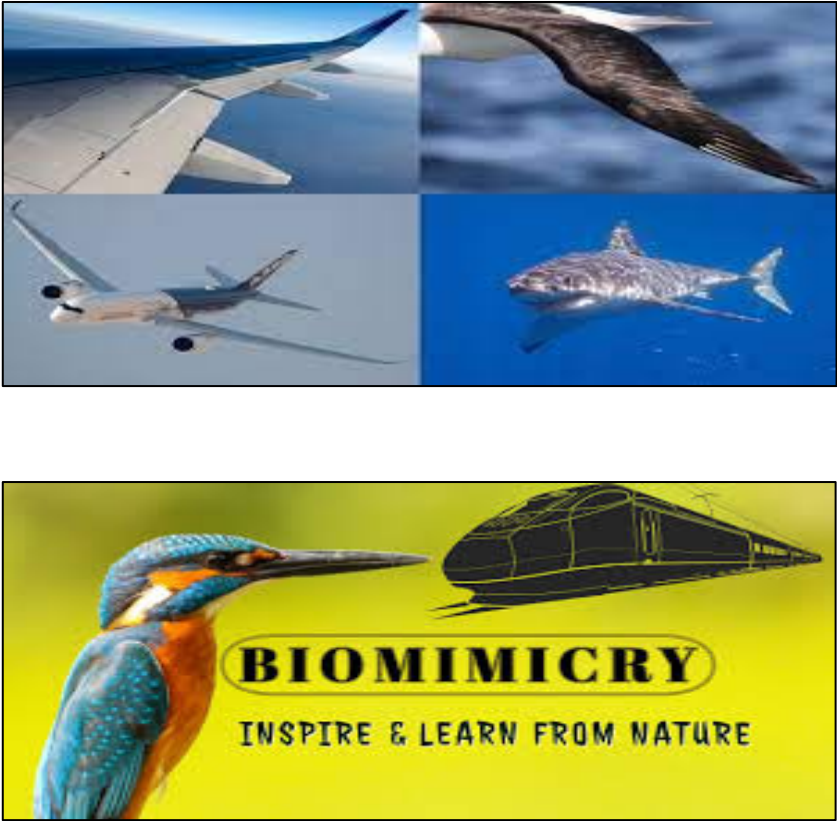


KID_Preneurship
2020-1-LV01-KA201-077505



ACTIVITY NAME	Biomimicry
OUTPUT NUMBER	IO2
PARTNER	Future Focus
ACTIVITY & CLASS	Curiosity Classes: 8-10 years
DURATION	30 minutes
OBJECTIVES	Main: Curiosity Other: Creativity
MATERIALS	<ul style="list-style-type: none"> • Set of cards – animal pack • Set of cards – objects pack • Drawing papers • Pencils
LEARNING ACTIVITY METHOD	<p>The teacher gives a brief explanation about the topic of biomimicry, and shows students pictures/videoclip in order to explain this topic.</p> <p>Students are given a number of cards with pictures of animals. These will include eg: dog, cat, bird, insects etc. The students are given another pack of cards with pictures of objects such as airoplanes etc.</p> <p>The objective here is to introduce the topic of biomimicry to the students. The students are asked to match pictures to each other, from each of the packs. For instance the bird is matched with the airoplane to show that streamlining was inspired from the natural abilities of the bird.</p>

	<p>The student who creates the match is asked to give a reason why he thinks that the two images match each other. Other students may also give out their opinion.</p> <p>This will help the students to improve on their skill of curiosity about natural potentials around us.</p> <p>The activity can be taken to a higher level where students may be asked to suggest ways on how nature can be applied to help in everyday scenarios, other than the examples already present in the cards. Here the students may create their own pair of flash cards to depict their idea. These new set of cards may be used as a matching game and the student who came up with the idea can explain the link of how that natural element can be applied for everyday use. This part of the activity apart from strengthening curiosity, will also help to improve the skill of creativity.</p> <p>Stages of the Activity:</p> <p><u>UNDERSTAND</u>: In this stage students will look at any images/video clips and listen to the explanation provided by the teacher</p> <p><u>DEFINE</u>: During this stage, pupils will put together all the information they gained and are able to understand more.</p> <p><u>IDEAS</u>: Students think of the experience and use the information to try and link the pictures to each other.</p> <p><u>SAMPLE</u>: Students are encouraged to talk about the experience, ask questions and try to come up with more examples.</p> <p><u>TEST</u>: During this last stage students will be able to answer questions related to the activity.</p>

<p>VISUALS</p> <p>Images/videoclip</p>	 <p>WATCH: https://www.youtube.com/watch?v=V2GvQXvjhLA</p>
<p>TEACHER PREPARATION</p>	<ol style="list-style-type: none"> 1. To prepare packs of cards for the activity 2. To find videoclips/images related to the activity
<p>TEACHER'S EVALUATION</p>	<ul style="list-style-type: none"> • Can the students come up with the matching pairs of images? • Can the students talk about the connection between the two images? • Can the children come up with more ideas besides those present in the cards?

Sources:

- Fransen, B. (2020) *Learning from Mother Nature – Biomimicry EcoMatcher* [Photograph] accessed from <https://www.ecomatcher.com/learning-from-mother-nature-biomimicry/> on 9 March 2021

- Tinyverse (2019) *Biomimicry 101 – Examples of How We Copied Nature* [Videoclip] YouTube accessed from <https://www.youtube.com/watch?v=V2GvQXvjhLA> on 9 March 2021
- Studios (2020) *Biomimicry Design: Mother Nature's Influence on Products and Design* [Photograph] accessed from <https://ystudios.com/insights-passion/biomimicry-design> on 9 March 2012