

STEM Biomimicry Design Challenge

Bio means life; mimicry means to imitate. So **biomimicry** is the practice of imitating life to solve problems. For this STEM challenge, students will design a nature-inspired solution to a problem.

Download a Biomimicry Design Challenge Sheet* for students to follow. The challenge involves making observations of a plant or animal, describing its most unique or interesting structures and functions, identifying a human problem that mimicking the plant or animal could solve, and designing and advertising an invention using biomimicry.

Engineers build models. Provide a variety of craft supplies for students to use to make a model of their invention. When finished, have students share their invention. Discuss the design features of each invention and ask: What problem does it solve? Why should people use it? How is it an example of biomimicry?

*Available as a free download at www.dawnpub.com/activities/nature-did-it-first

