

# IDEAS INNOVATIVE PROJECT FRAMEWORK

## TITLE OF PROJECT

BIO MIMICRY to the Rescue!

## MATERIALS NEEDED

- internet access for animal research
- markers
- foamcore
- materials for rough prototype

## SUBJECT(S) OF PROJECT

- Natural Design
- deep observation and research of animals
- divergent thinking
- convergent thinking
- design thinking

## INDIVIDUAL LEARNING OUTCOMES

- 1) The student will learn how to identify and apply key characteristics and behaviors of animals/nature to address human needs
- 2) How to craft intriguing "What IF" statements
- 3) How to determine viability and feasibility

## SHORT PROJECT DESCRIPTION (280 CHARACTERS)

Create mini posters that show a drawn picture of the animal the student studies, include call outs on key features, characteristics and behaviors. Emphasize a. WHAT IF statement and share out in poster session with class. Consider inviting some creative minds from the community to listen to the ideas!

## LONG PROJECT DESCRIPTION

Build prototypes based on feedback from poster session

## SMART GOAL OF PROJECT (IF APPLICABLE)

Seek to find 1-2 viable and feasible ideas to expand upon and to test in real world applications for further refinement.

## OTHER COMMUNITY EXPERTISE/ PARTICIPATION NEEDED (IF APPLICABLE):

Zoologist  
Botanist

## PROBLEM YOU'RE SOLVING (IF APPLICABLE)

Nature is all around us, yet humans tend to overlook the beauty of its design. This project hopes to open the eyes of young inventors to the endless ideas and fascinating solutions that nature provides.

