

LESSON 13.7 · YOUR FIRST INVENTION

Apply biomimicry to a real problem

■ KITIMU SAYS

Your final mission: pick a REAL problem and design a biomimicry solution. This is how changemakers are born. Your worksheet. Fill it in with what you learned.

■ KEY FACT

Your final mission: pick a REAL problem and design a biomimicry solution. This is how changemakers are born.

■ WHAT DID YOU LEARN?

Write 3 facts from this lesson in your own words:

■ DRAW IT

Draw your favourite thing from this lesson in the box below: