

# Lesson 2: Design by People and Nature



## Overview

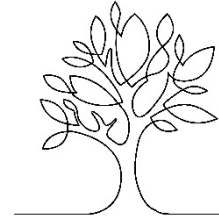
By the end of the lesson, pupils should be able to:

- Understand the role of designers/design
- Understand that creativity is an everyday skill
- Understand the role of nature in design

Class Length: 40 minutes

Year Groups: All ages

Resources: Computer, projector, printed handouts, pencils, ear buds.



## Lesson Structure

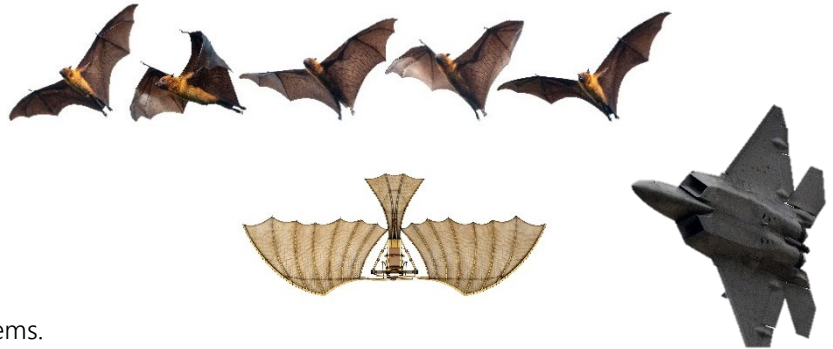
### 1. Everyday problem solving

- Where does problem solving exist in our daily lives?
- Who is a problem solver?



### 2. The role of a designer

- Challenges the way things are in the world
- Finding problems
- Solving problems



### 3. Biomimicry

- Bio = Nature
- Mimic = To replicate/copy
- Biomimicry is copying nature to solve problems.

## Lesson Activities

### Activity 1

Purpose: Students will be asked to identify problems they encounter in their daily life. Outline how they overcame these problems. Outline their solutions to these problems.

This activity sheet also gets students to reflect on how objects we design damage the environment. Students will try think of solutions to overcome the negative impact of

### Activity 2

Purpose: Students will practice biomimicry to design the following objects:

- Superhero
- Hobby Equipment
- Phone
- Car
- Something wild and whacky

## Lesson Notes

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