

W1.1 GROWN TO BE GROWN AGAIN

Biomimicry evaluation wheel

DESIGN OR PROJECT NAME:

DESIRED FUNCTION / CONCEPT:

Q1: Based on the nine principles of biomimicry, this is close to how nature would design this product/project.

STRONGLY AGREE	AGREE	NEITHER AGREE NOR DISAGREE	DISAGREE	STRONGLY DISAGREE
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Q2: Looking at your design and comparing it to the nine principles of biomimicry, which areas are the strongest? **Why is this the case?**

Q3: Which areas are the weakest? **Why is this the case?**

Q4: Think of one practical way you can improve your design.



Improving your design

Consider how you might use the nine principles of biomimicry to improve your design. How might nature go about designing the product or function you are trying to produce?

TASK: Use the diagram below to plot how your product achieves in relation to each biomimicry principle of design. Use this to consider the strengths and weaknesses of your design.

