

Stream Solutions Biomimicry Design Challenge Map

Names of Group Members: _____

Directions

Work as a team to complete this Design Challenge Map. Confirm that your design strategies are aligned with what you learned from your biological model, that the design helps solve the root cause of the problem, and that it addresses the selected **United Nations Sustainable Development Goals (SDGs)** and **Design Brief**.

What is the design problem we are solving and why is it worth solving?	What do we want our design to do so it helps solve the problem?	How will we know if our design is successful?
<i>How might we...</i>		
What have we learned from our biological models?	Why did we pick these biological model(s) for our design? How does the design help to solve the root cause of the problem?	What materials do we need?



This resource is part of the BC Urban Streams & Watersheds lesson plans, assembled in 2025. Learn more and download additional resources at www.engagewithnbs.ca/for-schools

This material is available to reuse and adapt in your classroom.



How could our design help address the SDGs?	How could our design contribute to reducing or adapting to human impacts on urban streams and watersheds?	Who can we talk with for design ideas and feedback?

How does our solution address the Design Brief?