



NAME: \_\_\_\_\_ DATE: \_\_\_\_\_ CLASS: \_\_\_\_\_

# Glass Half-Full

## Objective

Use this asset-mapping activity to help your team identify and leverage the various resources in the community that could help you with your biomimicry design challenge.

## Guidelines

1. Get a large sheet of paper and draw the outline of a giant glass on it. (See example on the next page.)
2. Read through the first prompt below. Then brainstorm ideas and write your team's responses on sticky notes (one idea per note). Place the notes in the outline of the cup, starting from the bottom and "filling" the glass to the top. Repeat for each prompt.

**Knowledge:** What knowledge or skills are present on our team? What professions or industries are strongly represented in our community? Is there a Biomimicry Network near us?

**Community Partners:** Does our school have existing relationships and support from universities, businesses, organizations, or city departments that could be invited to participate in our project?

**Natural Spaces:** What nature centers, parks, zoos, or other places can we go to observe and learn about animals, plants, and other organisms that might inspire a biomimicry design solution?

**Resources:** Could there be funding or donations available for our project?

**Events:** Are there any major events on campus or in our community that we could connect to our project?

**Technology and Tools:** Are there computers, cameras, printers, video cameras, online tools, or other technology resources that we have access to for this project?

3. After you have brainstormed as many ideas as possible and the glass is filled, participate in a class discussion to share some of the most promising notes in your glass.



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### Glass Half-Full Worksheet, continued

#### Sample Glass Half-Full Graphic

