



**The *InNature Fair*
Guidelines for
implementation is
available for download!**

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The *InNature Fair* was put to the test in the project's five schools and the document with *Guidelines for implementation* it in any school is available!

The InNature partners began by determining the practical activities that would be developed inside the school community. Some of the practical resources developed under IO2 were adapted and new activities were created. Previous experiences, research, and the organization of other STEAM-related events were used to define the activities. After identifying the activities, partners organized them and added possible supports, as well as the program for each of the organized Fairs. This InNature Fair was put to the test to see if the format and activities were effective based on participant feedback (teachers, directors, and parents, not only from the hosting school, but from other entities also, including the school community from other contexts and informal science education providers, including biomimicry experts). The Fair's program was designed and planned so that the concept underlying it could be used to a variety of fields and objectives. Even though organizing a fair is very usual in the school setting, the InNature Fair is unique since it is connected to biomimicry, an approach that has received little attention in schools but has a lot of potential to improve STEM skills and sustainability concepts. As a result, this paper compiles 17 of the school partners' activities in a way that they may be implemented in various contexts and in any school, as well as a program structure that can be applied to other settings.

