





InNature Fair

Guidelines for implementation

Biomimicry is an interdisciplinary approach that uses living organisms as a model to meet the challenges of sustainable development

The InNature Toolkit a concept and a programme to organize the "InNature Fair", a 3-day event in schools with activities and presentations to enhance the school community and Informal Science Education Providers curiosity on the biomimicry theme. Similar events have been piloted in partner schools during the project lifetime to receive feedback from the project target groups. The programme can be adaptable to different schools and activities, enhancing the probability to be used in other moments by different stakeholders.

The Programme outline below is an example that can be used by schools interested in organising an InNature Fair.

	1st day		2nd day		3 rd day	
I part	Let's talk about Biomimicry! or Preparing rebuses on "Biomimicry"	All day: Posters exhibition & Biomimicry Escape Room	Outdoor activity – What kind of plant is it? or Beehives and Buildings	All day: Posters exhibition & Biomimicry Escape Room	The QR code quiz	All day: Posters exhibition & Biomimicry Escape Room
break	Poster Presentations		Poster Presentations		Poster Presentations	
II part	Discussion on "Man must act as he does"		The photo quiz or Biomimicry activities – Crosswords and quizzes		Animal Camouflage or Overview Effect	
break	Biomimicry experiment "How to lift a sheet of paper?		Biomimicry Cards Game		Biomimicry Cards Game	
III part	Biomimicry Duets		Yeast or Baby Cream		InNature Fair official closure (summary & handing out the awards)	

TO FIND OUT MORE VISIT OUR
WEBSITE AND DOWNLOAD
INNATURE FAIR GUIDELINES FOR IMPLEMENTATION

COORDINATOR Inncrease SP.Z O.O. http://inncrease.eu SOCIAL MEDIA Facebook LinkedIn WEBSITE http://innature-project.eu

