MARBLE ARCH CAVES

Biomimicry - Card Match

Biomimicry is a practice that learns from and mimics the strategies found in nature to solve human design challenges

Can you match the object with the animal/plant which inspired its design?

Cut out and match up the images below

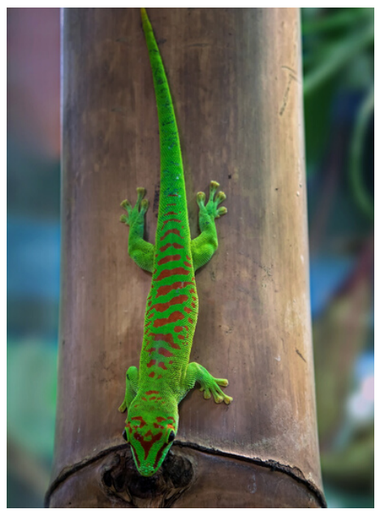
Box Fish

Building

Car

Burdock

Bat



Ghecko

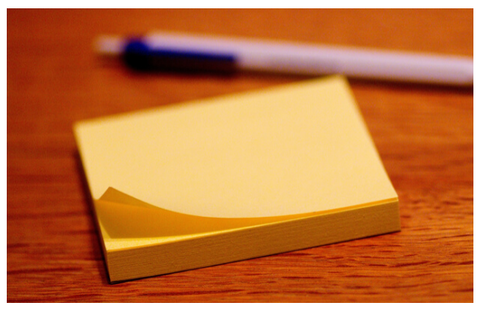
Buterfly

Hypodermic Needle

Paints

Velcro

Mussels



Sticky Notes

Termite Mound

Viper

Wind Surd

Glue

MARBLE ARCH CAVES

Biomimicry

Did you work out which animals or plants inspired the human design of the various objects?

Check your answers

Box Fish

Car

The shape of the body of the box fish makes it more aerodynamic when swimming through water. The same is true for cars driving on the road.

Burdock

Velcro

The little hooks on the burdock help them cling to animal fur. We use the same principle to strap up clothes and other objects.

Hypodermic Needle

Viper

The viper injects its prey with venom when hunting. The principle of injecting into the bloodstream inspired the first hypodermic needles.

Termite Mound

Building

Just as termites orientate their mounds north/south for ventilation and to keep a constant temperature humans havedesigned buildings that way.

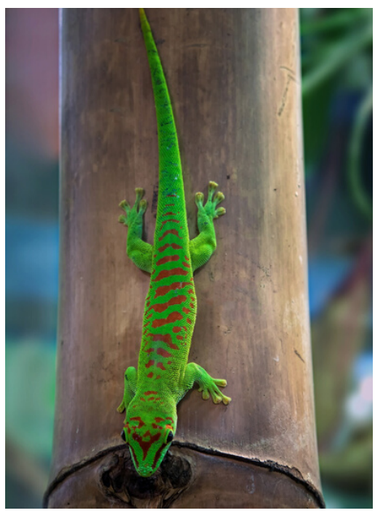
Did you know?

The aerodynamics of the famous Japanese Bullet train was inspired by the shape of a bird's beak

Mussels

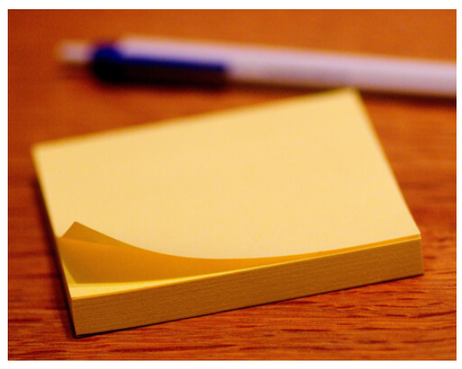
Mussels create sticky threads which they use to attach themselves to rocks. Some glues have been made using these same adhesive chemicals.

Glue



Ghecko

Geckos have ridges on their feet which help them stick to objects seemingly impossible to cling onto. The same principle inspired some of the first sticky notes.



Sticky Notes

Buterfly

The iridescent colour of a butterfly wing is caused by tiny structures which reflect light. The same principal has been used to design some paints.

Paints

Bat

Wind Surf

The shape and function of a bat's wing inspired the wind-catching design of windsurfs traveliing on water.