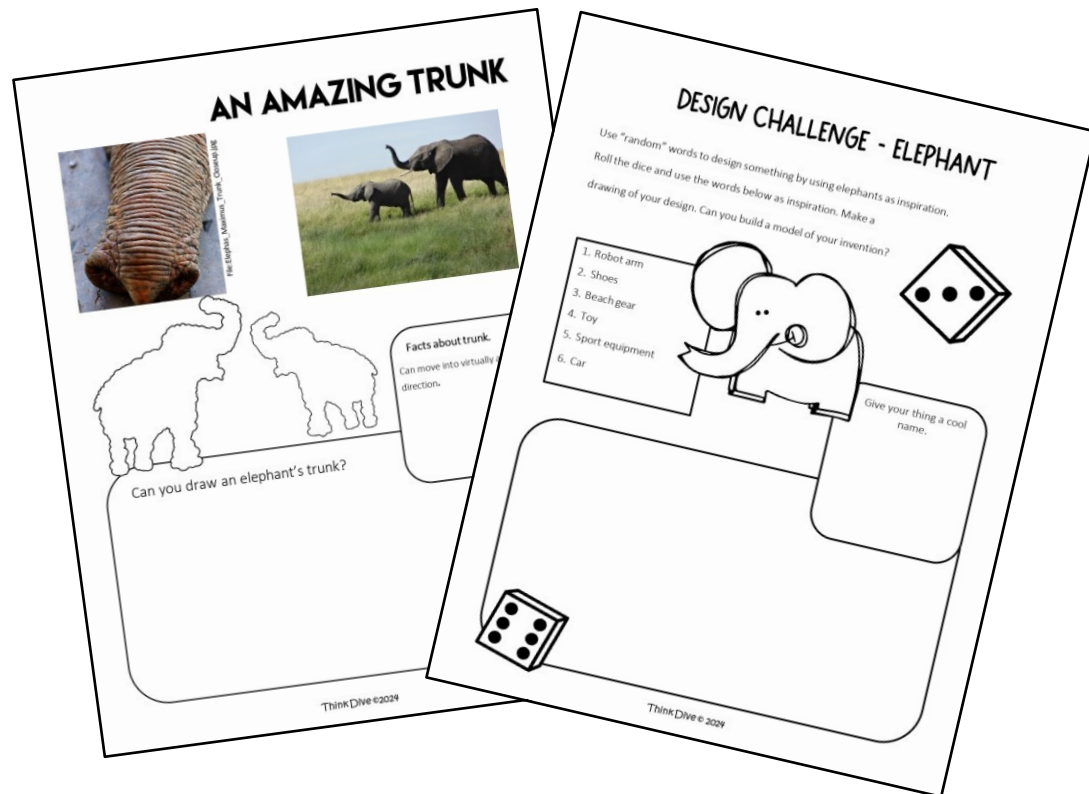


MAMMALS, REPTILES AMPHIBIANS



STEAM/Biomimicry Challenges
Think like scientists, designers,
& inventors

Color Pages
+ Printer- Friendly
Pages

WHAT'S INCLUDED:

REPTILE – SUPERPOWERS

Look at the superpowers and explore the ideas that they have sparked. What ideas do you get?



Scales keep water away from the snake's skin. The scales help them move in any direction. You can design things that bend but do not break when rolled up. For example, a metal hose.

Inspired by the heat-sensing organ between the snake's eye and nose, scientists have made a material for bandages that shows when a person has a fever.



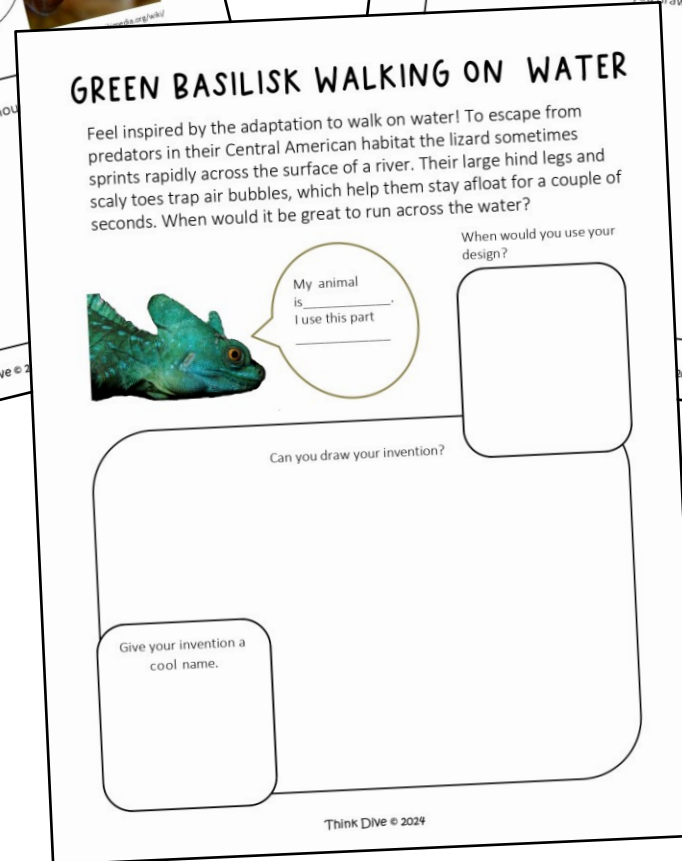
Chameleons have fast tongues that can stretch twice their body length. Scientists have made robots that can catch things from a distance and stretchy materials.

Think Dive © 2024

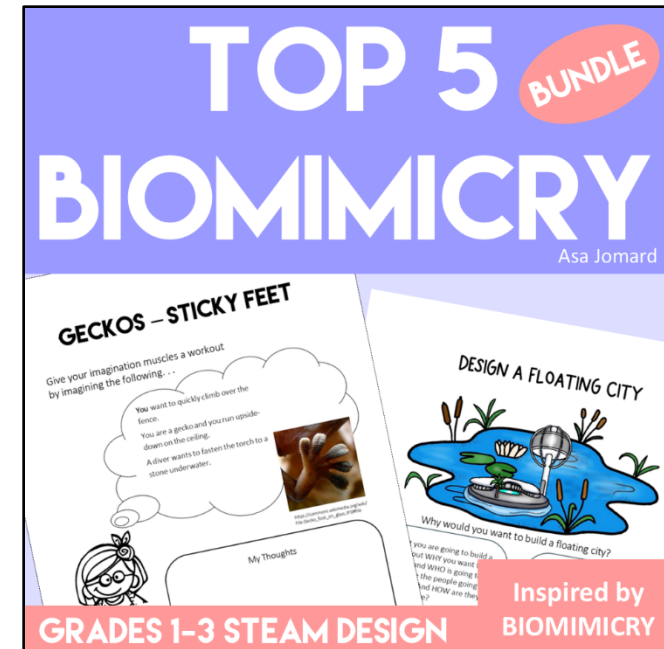
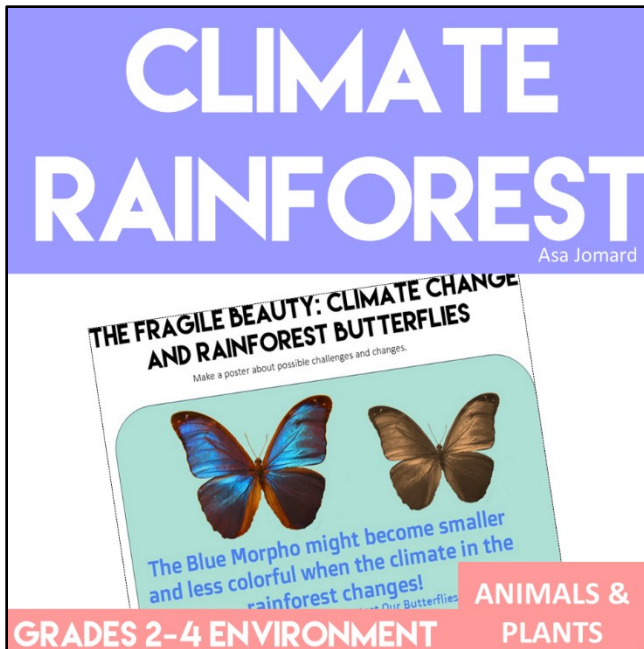
Superpowers
Mind maps
Compare & Contrast – Venn
Diagram

Ways to Use

- Discussion starters
- Science centers
- Classroom decorations
- STEAM/Biomimicry Projects & Research
- Imagination & Creativity challenges



You may like these resources!



You find me at



THINK DIVE - SPARKING CHILDRENS THINKIBILITY



BIOMIMICRY FOR YOUNG CHILDREN



TEACHER PAY TEACHER



PINTEREST



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