Below are two ways you can encourage students to reflect on their biomimicry design experiences. Choose one. Consider having students integrate portions from their responses into their Youth Design Challenge submission, if applicable.

4-3-2-1 Reflection

What are:
- **FOUR** ah-ha’s I have learned about:
  1. Plants and animals or other living things
  2. Biomimicry
  3. Solving a problem with the engineering design process
  4. Climate change or the UN Sustainable Development Goals
- The **THREE** most important things I have learned about myself as a team member in this design challenge.
- **TWO** things I would do differently if I participate in another design project.
- **ONE** moment that I will never forget!

Reflections Questions

1. What was your favorite part?
2. What was your least favorite?
3. What was the most difficult?
4. What is one thing you want people to notice about your design?
5. What is one message you want to share with others?
6. What did you learn about yourself?
7. What is an ah-ha you have had about:
   - Plants, animals, and nature
   - Biomimicry
   - Creating a design solution for a problem
   - Climate change