

# Engineering Challenge: Fish Level 2!



**Learn from nature and do your best to replicate some fish adaptations through the practice of biomimicry:**

**DESIGN**, and **BUILD** a **neutrally buoyant MODEL** that is inspired by fish. Make sure to **DRAW** and **LABEL** your building design on the following page. Try to incorporate the model's position in the water in the drawing as well

## **UP FOR AN EXTRA CHALLENGE? Try to build your model...**

- Using as few materials as possible
- In the shape of a fish
- Using only Outdoor Materials
- Using a pinecone or wooden pencil as the base of your design

**Suggested Outdoor Materials:** (Please make sure you are not pulling these off of living plants)

- Sticks
- Rocks
- Fallen tree bark
- Reeds
- Nuts
- Pinecones

**Suggested Indoor Materials:** (Please make sure to have permission to use beforehand and clean up when you are finished)

- Tooth picks
- Plastic or rubber balls
- Washers and wing nuts
- Paper clips
- Clay
- Playdough
- Popsicle sticks
- Pipecleaners
- String

**Test your model in a deep container filled with water, like a bucket or a sink.**

**MY ENGINEERING DESIGN:  
DRAW and LABEL your most successful model here:**

