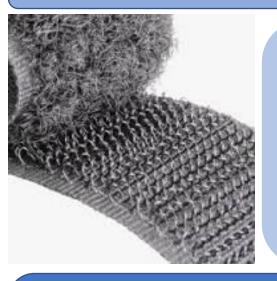
## **Design & Technology - Biomimicry - Knowledge Organiser**



**Biomimicry:** The design and production of materials, structures, and systems that are modelled on biological entities and processes.

 Research and understand of a client's needs and want for a product. Using ACCESS FM to



The VELCRO<sup>®</sup> brand of hook and loop was invented by a man named George de Mestral in the 1940's while hunting in the Jura mountains in Switzerland.

Mr. de Mestral, a Swiss engineer, realized that the tiny hooks of the cockle-burs were stuck on his pants and in his dog's fur and wondered how they attached themselves.

> **Client: The person that has commissioned the design project** — i.e., the person or team who is paying the designer to focus his or her attention on the problem at hand. The client has money and reputation at stake; the designer has a contractual obligation to deliver results.

2. Design ideas of potential products showing how nature and biomimicry take influence.  Develop prototype of the final
biomimicry product
with modelling with
own choice of
modelling
techniques.





