

CO-DESIGNED INQUIRIES

BIODIVERSE CITIES



Technologies Used

- **Media Production Equipment:** DSLR camera, Insta360 and DJI Pocket cameras for portable, stabilised filming and podcasting equipment.
- **2D and 3D Software:** Adobe Illustrator, Fusion360,
- **App Design Tools:** Industry-standard software to develop, prototype, and bring app ideas to life.

Success Criteria - Students will:

- **Identify** community needs and values by applying empathy-driven research methods.
- **Demonstrate** an understanding of environmental United Nations Sustainable Development Goals and resource use.
- Use creative problem-solving processes to **design innovative solutions** for community challenges.
- **Apply** systems thinking to create a sustainable community model, integrating ecological, social and economic factors into the design.

Think Global, Act Local!

The **Biodiversity Challenge** invites students to reimagine communities and cities that thrive in balance with biodiversity, fostering a harmonious coexistence with nature.

Through observation and consideration of their environment, students will use the **Design Thinking Process** to envision future cities that are resilient, sustainable and personally relevant to their lives; places where they can see themselves thriving and contributing to their communities.

Through this 6-part inquiry, students and teachers will **collaborate**, using the Design Thinking Process to create a world that is both sustainable and personally relevant. Students also **raise awareness about sustainability issues** by **developing skills** in podcasting, video and audio editing, 2D and 3D modelling and app design.

