

# BIOMIMICRY

## YOUTH DESIGN CHALLENGE

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### Reframing Problems Activity

This activity will help you reframe a Sustainable Development Goal (SDG) into action statements that could be addressed through biomimicry.

**Step 1:** Use information from the [United Nations SDG website](#) to fill out the first column, "Goal Targets". You may choose to focus on certain targets and not others, depending on what you are most interested in.

**Step 2:** In the next column, identify barriers which may be slowing or preventing progress toward reaching these goals. Draw on your own thinking, observations in your local community, conversations with experts/educators, and/or research from the [SDG Infographics and Why It Matters Resources](#).

**Step 3:** In the last column list some possible actions that could be taken to remove the barriers you identified.

**Selected SDG:** \_\_\_\_\_

Goal Targets	Barriers to Reaching the Goal Targets	Possible Actions to Remove Barriers



**Example:**

**Selected SDG:** #14, Life Below Water

Goal Targets	Barriers to Reaching the Goal Targets	Possible Actions to Remove Barriers
14.1 By 2025, prevent and significantly reduce marine pollution of all kinds, in particular, from land-based activities, including marine debris and nutrient pollution	<ul style="list-style-type: none"><li>• Plastic packaging that doesn't get recycled</li><li>• Farms depend on using fertilizers/pesticides that can run off fields</li><li>• Untreated sewage washes out to sea when communities don't have good sanitation systems</li></ul>	<ul style="list-style-type: none"><li>• Replace plastic packaging with biodegradable alternatives</li><li>• Ensure all packaging gets recycled</li><li>• Reduce runoff from farm fields</li><li>• Create fertilizers and pest controls that don't harm marine ecosystems</li><li>• Increase access/reduce the cost of sanitation</li></ul>

