# Lesson Overview:

Using principles of ecosystem interactions and buoyancy, students will design and 3D print real fishing lures that imitate the behaviors of aquatic insects.

# Age Level or Subject:

* Ages 15-18
* Subjects: Biology, Physics, Technology Education

# Lesson or Unit Objectives:

Students will be able to:

* Observe biological processes and organisms as a source of design inspiration.
* Form testable hypotheses about which aquatic insects are likely fish prey and their important features.
* Create a decision matrix to select the best features that meet the need of the client.
* Predict buoyancy of 3D printed prototypes using mathematics before printing the final design.
* Create prototype using 3D printer and parametric modeling software and test predictions.



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