



Copy That, Copy Cat! Discussion Guide

Scientists use nature to inspire all sorts of cool inventions! *Copy That, Copy Cat!* introduces us to many of these inventions, from sonar inspired by bats to submarines inspired by fish.

1. What do flippers and polar bear paws have in common?
2. This book is about biomimicry. “Bio” means life. Can you think of any other words that have “bio” in them? (Some examples are: biology, biosphere and biofuel. Look these up with a grownup to find out what they mean!)
3. “Mimic” means copy. Copying is an important way we learn new things. For instance, babies try to copy how older kids and grownups speak and move so that they can learn too. Sometimes it helps if someone shows us how to do something, like a dance move, so that we can copy and learn it. Can you think of a time when you’ve copied someone or something so that you could learn something?
4. Have you used or seen any of the inventions in the book in real life? Which invention from the book would you most like to try out?
5. What was something that surprised you in the book?
6. Imagine you wanted to invent a really tricky game of hide and seek to play with your friends. What kinds of animals or plants are very good at hiding? How could you imitate something from nature to invent your game?



Copy That, Copy Cat!
Written by Katrina Tangen
Illustrated by Giulia Orecchia



Illustration © Giulia Orecchia
from *Copy That, Copy Cat!*



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Copy That, Copy Cat! Activity

DESIGN YOUR OWN ANIMAL-INSPIRED INVENTION! | For ages 5+

We can study plants and animals to see how they work and make inventions that work the same way. *Copy That, Copy Cat!* introduces us to many human inventions that were inspired by animals. You can design your own animal-inspired invention too using the worksheet included here!

1. Choose an animal and read about it at the library or online.
2. On the worksheet on the next page, make a list of cool things the animal can do. These are called functions.
3. Choose a function from your list. Brainstorm inventions that could work the same way. (Or a current invention that you could improve.)
4. Design your invention!
5. How would it work? What parts might cause problems? How could you fix those?
6. What could you make it out of? Should it be made of something hard or soft? Light or heavy? Metal, glass, plastic, cloth and cardboard are some materials you could consider.
7. Draw your invention or make a model. Write or tell someone about how it works!

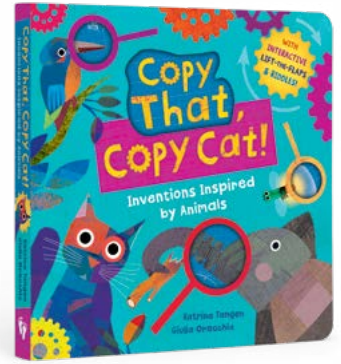
MY OWN ANIMAL-INSPIRED INVENTION

My name: _____

1. Name of animal: _____

2. Functions (things the animal can do): _____

Circle a function above that you'd like to focus on.



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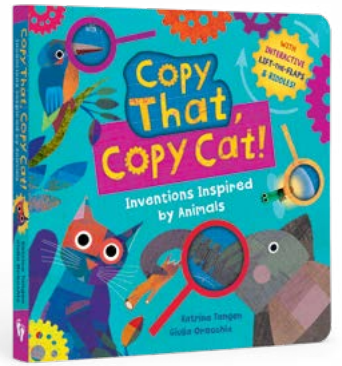
3. Inventions that could work the same way as the function you chose:

4. My design:

How it would work:

Materials needed to make it:

5. Drawing of my invention:



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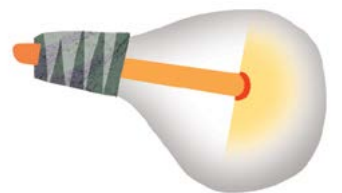


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