

# A Bite of Future

SMaiLE Project

## Key Information

**Target Group:** 8 - 12 y.o.

**Duration:** 120 min

### Key Learning Goals:

1. **Sustainability:** Explore innovative food production (vertical farming, lab-grown meat).
2. **Future Thinking:** Reflect on how to address global food challenges.
3. **Creativity:** Design a healthy, sustainable menu for the future.
4. **Collaboration:** Work in teams to research and share ideas.

## Learning Outcomes

Students will be able to:

### KNOWLEDGE & UNDERSTANDING:

- Explain why food is important for health and sustainability.
- Describe different ways food is grown (e.g., aquaponics, vertical farming).
- Recognize that some foods (insects, algae) might be common in the future.

### SKILLS & ABILITIES:

- Look for simple information about food technology.
- Share ideas and work collaboratively with others.
- Communicate ideas by drawing and talking.

### ATTITUDES & VALUES:

- Show curiosity about new things.
- Think about being responsible with food and taking care of the planet.
- Listen to other people's ideas.



#### European Dimension / Erasmus+ Connection

- **EU Values:** Recognise the importance of solidarity, sustainability, and responsible innovation.
- **Cultural Diversity:** Demonstrate respect for cultural diversity in food choices.
- **Active Citizenship:** Promote environmental awareness and responsible consumption.



## 1. Resources and Tools

- **Research (Websites):** FAO, National Geographic, BBC Future, Our World in Data.
- **Technology:** Computers or tablets for research.
- **Art Materials:** Paper, colored pencils, markers (for menu design).
- **Presentation:** Projector/Smartboard.

## Activity Overview

Phase	Time	Activity
Activity 1	45 min	<b>Strange Food of the Future:</b> Research on Vertical Farming, Insects, Lab-grown meat, etc.
Activity 2	45 min	<b>My Futuristic Menu:</b> Creative design of a 2050 sustainable menu.
Activity 3	30 min	<b>Reflection:</b> Presentation, Self-Evaluation, and Feedback.

## 2. Strange Food of the Future

**Goal:** Investigate sustainable innovations.

- **Hook:** "Imagine it is 2050. What will we eat if there is less land for farming?"
- **Group Work:** Divide students into teams. Each team researches one topic:
  - Edible Insects.
  - Vertical Farming.
  - Lab-Grown Meat.
  - 3D Printed Food.
- **Task:** Find 3 facts and 1 benefit for the planet.

## 3. My Futuristic Menu

**Goal:** Apply knowledge creatively.

- **Challenge:** Design a lunch menu for a restaurant in 2050.
- **Requirements:**
  - Must be healthy.
  - Must use sustainable ingredients (e.g., Algae, Insects, Plant-based).
  - Must look delicious (Drawings/Collage).
- **Sharing:** Present the menu to the class.

## 4. Reflection and Evaluation

**Goal:** Assess understanding and teamwork.

- **Self-Evaluation:** Students complete the reflection sheet (Att 4.1.1).
- **Teacher Rubric:** Evaluate creativity and collaboration (Att 4.1.2).
- **Discussion:** "Which future food would you try?"