Introduction

What will we eat in 2050?

In this workshop, students (8-12) explore the future of food. They will research strange innovations like 3D-printed snacks and vertical farms, then use their creativity to design a delicious, sustainable menu for the future!

Key Goals

- **Research:** New food tech.
- **Design:** Future menus.
- **Reflect:** On sustainability.
- **Collaborate:** In research teams.

Resources

- **Research:** FAO, NatGeo, BBC.
- **Art:** Paper, Markers.
- **Tech:** Tablets for research.

Co-funded by the European Union

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A Bite of Future

Food & Innovation

Target Group: 8-12 y.o.

SmAIle Project

Learning Outcomes

Knowledge:

- Why sustainable food matters.
- Innovations (Insects, Lab meat).

Skills:

- Researching info.
- Creative design.

Values

- Environmental responsibility.
- Open-mindedness.
- Respect for diversity.

1. Strange Food

Research Teams: Students investigate topics like Vertical Farming or Edible Insects. They find facts to share: "Did you know crickets have lots of protein?"

2. Future Menu

Design Challenge: Teams create a menu for a restaurant in 2050. **Rules:**

- Must be healthy.
- Must be sustainable (Eco-friendly).
- Must look yummy!

3. Reflection

Presentation: Sharing menus with the class.

Discussion: "Which future food would you be brave enough to try?"