

Tier 1 Activities

Body system Drawings: Draw each of the 11 systems on your vocabulary handout with all parts and organs on white paper (3 per page).

Body systems Children's Book: Must be a minimum of 12 pages including the title. There must be a picture on each page and a story in your own words. Not just facts regurgitated on a page.

The Organ Trail: Your job for this journey is to gather all the information you can about your organ. At the end of this cyber trail, you will need to whip up a wanted poster to share your finds with the other cowboys and cowgirls in your camp (see the enclosed information for sites and more directions).

Body Systems Organizer: Use white paper to make an organizer like the enclosed at example for each of the 11 Body systems on the vocabulary word list (See the enclosed example).

Six Kingdom Trading Cards: Follow the handout directions to make trading cards for each of the six kingdoms on your vocabulary word list.

Six Kingdom Comic Book: Follow the handout directions to make a comic book about the six kingdoms.

Six Kingdom Foldable Organizer: Fold 4 white or colored lineless pieces of paper to make a tiered foldable with flaps. Make a title page flap and use the other flaps for the six kingdoms information. Only have one kingdom per flap. Include information about each kingdom and a picture.

Six Kingdom Rap/ Song: Write a song or rap using the pertinent information about each of the six kingdoms.

*3-D System Model: Make a 3-D model of the body showing at least 3 of the systems from your vocabulary word list. This is a group project.

*Body Systems or Six Kingdom Skit or Play: Choose 3 people in which to design and perform a skit. The skit must be at least 2 pages long.

Tier 2 Activities

Body System Drawings: Draw color and label with functions the 11 Body systems on your vocabulary word list. They must be on lineless paper. No more than 3 per page.

Body system Brochure: Make an advertisement brochure using the 11 body systems from your vocabulary word list. It must be on lineless paper. Use pictures and text to enhance your brochure.

Body System Board Game: Design a board game that includes all of the 11 body systems from your vocabulary word list. Use text and pictures to enhance your project. Remember to play the game and make sure it works.

Body System 3-D Models: Make a 3-D model of the body showing at least 6 of the systems from your vocabulary word list. This is an individual assignment.

Six Kingdom PowerPoint: Design a PowerPoint to teach the six kingdoms to the class. Use text and pictures to enhance your project. You should have at least 8 slides.

Six Kingdom and Body Systems Trading Cards: Follow the handout directions to make trading cards for each of the six kingdoms and the 11 body systems on your vocabulary word list.

Six Kingdom Song, Rap, or Poem: Write a song, rap, or poem using the pertinent information about each of the six kingdoms.

***Body Systems or Six Kingdom Skit or Play:** Choose 3 people in which to design and perform a skit. The skit must be at least 2 pages long.

***Body systems or Six kingdom Student Demonstration Activities:** Find 2 experiments that you can demonstrate to the class on either the body systems or six kingdoms.

Six Kingdom/Body System Trading Card Assignment (Tier 1 and 2)

Your assignment is to make a "trading card" for each of the six kingdoms and the eleven body systems. The trading card will feature a picture of the kingdom/body system on one side and information about it on the other.

The side opposite of the picture should include:

- a. The name of your Kingdom/Body system.
- b. Where it is found or what is found in it.
- c. 5 good facts about it.

Make up a mnemonic devise to help remember the Kingdoms or the Body systems.

PLEASE NOTE: The information that you use for the text part of your trading cards **MUST BE IN YOUR OWN WORDS!** DO NOT, I repeat, DO NOT cut and paste text. If the text is NOT in your own words, you will get a zero for this assignment. Plagiarism (copying other people's work and claiming it as your own) is NEVER ACCEPTABLE!!!

Making a Trading Card (ONLY ONE KINGDOM PER TRADING CARD)

1. Click on START. Open Microsoft Word from the PROGRAM file.
2. Choose New from the File menu (you may have to select blank document).
3. Choose TABLE, INSERT, TABLE.
4. Choose 2 columns and 1 row. ACCEPT.
5. Select the table on your document with the cursor.
6. Go to TABLE, TABLE PROPERTIES.
7. Select BORDERS and SHADING.
8. Pick your style for the border. Next, select the style of your border (you can scroll down to see many styles). Click OK - 2 -
9. Place cursor in row on your table and space down 18 returns.
10. Begin to add text and pictures.

Note: You must have **at least** one space between each set of cards. To do this, you must leave **at least** one space between each table.

Adding a Picture to one side

After you have found a picture on the Internet using the websites on the WebQuest, here's how you copy a picture to your file.

1. Right click on the picture.
2. Select "Copy."
3. Go to the side you are going to put the picture on.
4. Click "Paste."

To finish

Here's how you save a copy of your completed trading cards:

- Select Save As.
- Save it on your number.
- Print a copy of your trading cards with teacher help only. Cut them out and fold them in half. Glue them together. **MAKE SURE YOUR NAME IS ON EACH CARD.**

Six Kingdoms Comic Book (Tier 1)

Objectives:

Design an original cartoon character based on something to do with the six kingdoms.

Understand the kingdoms.

Design a comic book based on the kingdoms and their classification.

Materials:

scrap paper, graph paper, pencils, erasers, colored pencil, markers, final draft paper, templates

Introduction/Motivation:

Brainstorm favorite cartoons (include TV, comic book, movies, comic strips)

Look at main characters and analyze personality, plot, and characteristics of comic character

I.e.: hero, clutz, nerd, shy, boastful, popular, cute, brave, funny

Brainstorm possible character types for original cartoon character

I.e.: animals, babies, teenagers, elderly, teachers, athletes, aliens

Procedure:

Research the six kingdoms and their functions and use that information to create a comic book. Write out a written description of your main character. What is the character's name? What type of character will it be? Describe the personality and what type of events or circumstances the character might be involved in. Will the character have a supporting cast or a side-kick? Will the character have props or a special environment that they live in?

Begin making thumbnail sketches of what the character might look like. Take one idea and continue to develop the character showing both a frontal and side view. Include the full body and any props the cartoon will need. Add color and detail.

Look at the different sizes and shapes of comic books. Create a rough draft book. Include the title, character, background, props, captions, etc. Transfer ideas to the final draft. Draw lightly in pencil, add color and finish in marker. The final design should include details such as a bar code, price, and other details found in a real comic book.

Closure:

Share comic book with the class and create school display.

Evaluation: teacher rubric, self evaluation

Cartooning Unit Self Evaluation

1. All parts are turned in

_____ Original writing, thumbnails, rough drafts

_____ Original character in full color - 2 views

_____ Comic book full color

_____ This self evaluation!

2. Your character's name _____

3. Describe the personality of your character or any special powers it has:

4. Do you feel your cartoon character is original and creative? 5 4 3 2 1

5. Do you feel you cartoon character took some effort and challenged you? 5 4 3 2 1

6. Circle any you did: full color, marker outline, detail, border, background setting or situation for you character, supporting cast of characters or side-kick character, cool title lettering, realistic book details, title panel, full color, marker outline, detail, backgrounds, supporting cast of characters or side-kick character, bubbles or narrative captions.

7. Craftsmanship 5 4 3 2 1

8. Effort and Creativity 5 4 3 2 1

9. Use of class time 5 4 3 2 1