

Nervous system puppet

Design a creature, create a nervous system for your creature so that it can function.

Start with a basic sketch, your creature should contain at least:

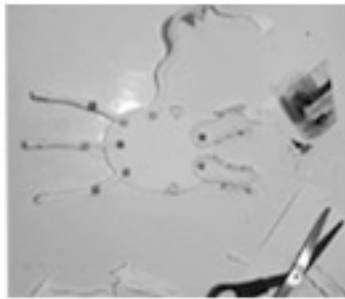
- A head (or an area to house the brain) with eyes, nose, ears, mouth (or some equivalent of each)
- A body with lungs, heart, and digestive system (or equivalents)
- At least one limb for locomotion



draw out the separate parts for your creature on the Bristol board, be careful to leave enough overlap for the joint areas:



- Cut out each section.
- mark the spots for the joints and punch holes (using scissors)
- join the pieces using brads



- consider where (and what) your eyes, mouth, ears are, and where your organs are located.
- Draw these on your puppet.

draw in your nervous system using a separate color each for the:

- Nerves that go from the brain to the sensory areas
- Nerves that go from the brain to the organs
- Nerves that go from the brain to the limbs

