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MODEL OUTLINE

Purpose:

To teach children the general functions of various parts of the brain through interactive game-like activities using a picture of the brain, cards, and lights.

Materials:

- 1 model of whole human brain (reference only)
- 1 black marker
- 1 flashlight
- Poster board/poster paper with blown up figure of human brain
- Number of cards to show students, with pictures that depicts different processes in the brain (i.e. Kick leg -> motor cortex)

Procedure:

A picture of the sagittal view of the brain will be blown up to poster size. Different sections of the brain will be outlined with black marker (i.e. pons circled). A flashlight will be used as light to highlight areas that match the function. A thirty-second presentation on the major functions of different parts of the brain will be preformed first. Then we will show the children a card and ask them to guess what part of the brain is being activated. The flashlight (being behind model) will be turned on in the correct part of the brain to reveal the answer. Just for general reference, we will have a 3-D model of the brain available to orient the children to the part we use in our presentation. Questions and answers will be at the end to wrap up the last minute or so.

Issues:

- Keeping the children's attention
- Making sure that they topic keeps the children excited/interested enough
- Not to complex or simple for the age group