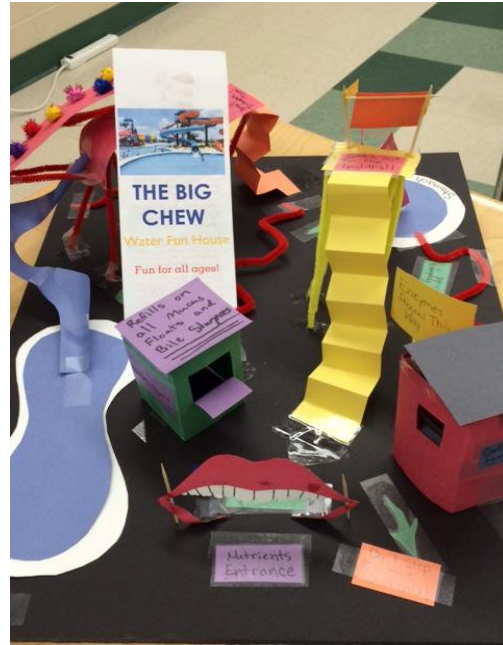


Body System Amusement Park

Lesson: Systems of the Body

Materials Needed:

- Paper
- Scissors
- Tape
- Glue
- Markers
- Pompoms
- Straws
- Pipe Cleaners
- Other Building Materials



Steps:

- Divide students in groups of 3-4 to create a 3D model of an amusement park that represents **their assigned system of the human body**—circulatory, respiratory, nervous, digestive, muscular or skeletal.
- The amusement park and each of its attractions must be named and have a description of how it relates to the body system and its parts.
- Attraction ideas include roller coaster, ferris wheel, bumper cars, etc.
- Student groups discuss the amusement parks they've been to and the different types of attractions and how they might relate to their assigned system. They then brainstorm ideas for their park's attractions and name.
- Groups build their amusement park and present to the class showcasing their specific system.