**Cell Unit**

**Extra Credit Opportunity**

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| Choose either a plant or animal cell and model the cell structure and organelles through any material you wish. Include labels and a summary of the functions of each organelles. (NO MODELS USING FOOD WILL BE ACCEPTED!) | Design a cell brochure depicting the cell as an amusement park/travel destination. Include pictures, a map, a list of attractions (ex: vacuoles = lockers) and why each would be exciting to visit. | Write a song about a cell or the cell’s organelles. The song can go with original music and/or an already developed rhythm/beat. Turn in the song written out on a sheet of paper. You can also record them as song and/or music video. |
| Discuss the relationship between structure and function using 10 cells in the human body. | **Student****Choice**due by 12/6(no exceptions) | Design and film a commercial depicting a cell as a traveling destination, amusement part, or a commercial product. The film can use humor, drama, and/or action to try and attract their “clients”. |
| Design a review game over the cell unit to be played at one point in class. The game could be a board game or a powerpoint game like Jeopardy. | Design a concept map over the cell unit starting with either an animal cell or a plant cell as the main theme. Be sure to depict the plasma membrane and organelles found within the cell of your choosing. | Design a poster describing the differences between a plant and animal cell or a prokaryotic and eukaryotic cell. The poster should be in color with words and drawings examining the comparisons and differences of the two types of cells. |