

Cell Unit Extension Menu

<p>Chose 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 organelle.</p> <p style="text-align: right;">Kinesthetic Learning</p>	<p>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.</p> <p style="text-align: right;">Visual Learning</p>	<p>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 or on a tape/CD.</p> <p style="text-align: right;">Visual and Auditory Learning</p>
<p>Discuss the relationship between structure and function using 10 cells in the human body.</p> <p style="text-align: right;">Visual Learning</p>	<h2 style="font-size: 2em;">Student Choice</h2>	<p>Design and film a commercial depicting a cell as a traveling destination, amusement park, or a commercial product. The film can use humor, drama, and/or action to try and attract their "clients".</p> <p style="text-align: right;">Visual, Auditory, & Kinesthetic Learning</p>
<p>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.</p> <p style="text-align: right;">Kinesthetic Learning</p>	<p>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.</p> <p style="text-align: right;">Visual Learning</p>	<p>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.</p> <p style="text-align: right;">Visual and Kinesthetic Learning</p>