

Zombie Brains

Warning: Zombies can be SCARY so with little kids, talk about halloween characters like when Curious George dresses up as a ghost or zombies from Paranorman (not to be confused with Paranormal)

How do Zombie Brains compare to ours?

Objective:

learn function of brain lobes

Materials:

1. Set up a **play dough brain** and **Mr. Potato head parts**.
2. **Goggles with wax paper**. Make sure wax paper has some holes in it
3. **Oven mitts**
4. Stackable Chairs game
5. Stop watch
6. Zombie slideshow on computer

Experiment:

A. Have kids draw their idea of a zombie

give feedback about what they drew, what is the zombie doing (behavior) and why?

B. Playdough brain: (See Appendix A)

Go over what parts of the brain do what. Then talk about zombies or ghosts behavior:

- they don't talk-they groan or say "Boo" or "Brains!" (Language: Parietal lobe)
- how do zombies move? (cerebellum, motor cortex at the back of the frontal lobe)
- do they see? eyes are cloudy because there was some time when they didn't blink when they "died"
- they don't feel pain so maybe they don't feel touch as well
- they are always trying to scare someone or are angry (amygdala)
- they are no longer their former fun loving selves (frontal lobe)
- do they recognize their loved ones? (hippocampus? or any parts of stored memory in the cerebrum)

Remove parts of the play dough brain to create a Zombie brain

C. Chair Stack: Be a Zombie!

Why are they wearing goggles? (cloudy eyes so can't see as well)

Why are they wearing oven mitts? (trying to block sense of touch)

1. Time how long it takes for a human to stack 3 chairs
2. Time how long it take for a Zombie to stack 3 chairs



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Can take 15+minutes

D. Can you guess the objects? (see appendix for objects)

These are objects we see everyday, why don't you know some of them? Zombies will have a different sight perspective since their eyes are damaged and their brains have changed.

Appendix

A. Use different colors of play dough for different brain lobes. We use this brain mold:



Mr. Potato Head pieces represent different brain functions

- arm and hand = touch (parietal lobe)
- mustache = personality (frontal lobe)
- green boots= movement (cerebellum or frontal lobe motor cortex)
- tongue= taste (temporal lobe)
- nose=smell (temporal lobe)
- normal eyes = eyesight (occipital lobe)
- angry eyes or love eyes = emotions (amygdala (inside middle))



B.

