**Skeletal System Cartoon Diagrams**

In groups of 3 or 4 you are to follow the below guidelines to put the skeletal system into your favorite cartoon character:

1. As a group, decide on your cartoon character that you are going to draw. You will only be including the outline of the character as you will be including the skeletal system inside, so choose wisely. There are examples on my desk for you to look through to get ideas and see what this is going to look like.
2. Using page 766 in the Health textbook, you are to draw the skeletal system to fit inside the cartoon character. You might have to make some bones smaller or some larger to fit inside your character. You must have the correct number of vertebrae and ribs, as well as fingers and toes on your character. The bones must look like the actual bone, do not just draw circles and count it good.
3. Label the bones and outline the bones so that they can be seen and read.

You will be graded using the following rubric:

\_\_\_/20: All bones have been included correctly in the cartoon character. They are sized correctly, and all vertebrae, ribs, fingers, and toes have been included. Effort has been put into the drawing of the bones, so they look like the bone, not just big circles.

\_\_\_/10: Creativity/Completeness – the cartoon character was thoughtfully chosen, and useable for this assignment. All other aspects have been included, bones and labels are easily seen and read.

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