

PEARSON

FINAL

12/14/2005

Activity 02b: Body Defense

game_pathogen.swf

I. Key concept

Activity describes how the human body protects itself from pathogens.

II. Main Activity

ref.: g6, 102-103

cell ref: g5, p. 41, g6, p. 34

screen: boxing arena. Distance shot of tiny girl standing in center of ring. A video monitor takes up majority of screen. All action/animation takes place in the video monitor. The monitor has 3 key movies: **vid_intro**, **vid_01**, **vid_02**.

(vid_intro)

In video monitor:

text01: (insert drawings of cells) The human body is made up of 75,000,000,000,000 cells!

text02: (swap text, contract cells) These cells have critical jobs!

text03: (swap text, insert drawing of pathogen) This is a pathogen. If it gets in your body, it attacks cells.

text04: (swap text, pathogen zips off monitor) **Stay healthy! Knock 'em out!**

[start button] Click to:

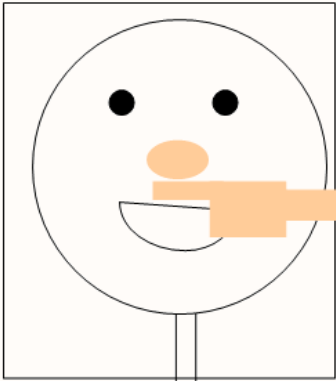
- play audio comm00.wav.
- **(vid_01)** refresh video monitor with extreme close up of girl from neck up (you can see capillaries in her eyes. Think Ren and Stimpy.). She has huge grin with missing tooth (where germs can enter).

She is not moving -- reinforcing idea that your body's defenses are active whether you are aware or not. Your body is always battling pathogens.

arena ads (**optional**. only if they fit into design):

- Eat healthy foods! (carrots)
- Drink water! (water bottle)
- Rest! (pillow with zzzzzz's)

- Play! (exercise)

	Commentary (audio).	Animation/Illustration
comm00.wav	In the center ring is Martha the Mauler. Everywhere else are pathogens!	[boxing bell button]. Click to start game.
comm01.wav	A pathogen heads straight for the human girl's eye! [insert deflect sound effect – like a bounce] Martha washes it away with tears.	one eye waters up. blink. eye back to normal. click [replay button] to replay action (not audio). click [round 2 button] to advance.
comm02.wav	A pathogen tries to break through the skin. [insert deflect sound effect] Martha beats it back using acids in her skin's sweat [insert *sparkle* sound effect]	sweat glistens on skin (can be above brow. synch with audio *sparkle*) click [replay button] to replay action (not audio). click [round 3 button] to advance.
comm03.wav	A pathogen has entered the human girl's mouth! [insert loud gulp] Martha has washed it away with mucus and saliva.	show neck protrude with gulp (like adam's apple moving down) click [replay button] to replay action (not audio). click [round 4 button] to advance.
comm04.wav	A pathogen has just zipped up Martha's nose (pause. waiting expectantly) ...it's stuck in Martha's mucus ... [insert sneeze] and shot back out! Remarkable defense!	animate sneeze. show spray coming out of nose (mucus sneezed up) click [replay button] to replay action (not audio). click [round 5 button] to advance.
comm05.wav	(girl wipes nose) Oooh! Some pathogens have just entered the girl's body. Let's switch to the immune system cam [insert click]. (pause) There are the pathogens now.	show girl's hand enter. hand wipes nose – slowly left to right. [insert squeegee sound]  [click] cut to inside view (vid_02). ref: g6, p. 102. show multiple pathogens g6, p. 102. auto advance
comm06.wav	(ref: g6, p. 103) White blood cells have arrived and are producing antibodies.	insert white blood cell. show antibodies growing out of cell nubs. antibodies fly off of white blood cell and connect

	<p>The antibodies are linking the pathogens together.</p> <p>The clumped pathogens have been destroyed by antibody chemicals!</p>	<p>pathogens (like legos)</p> <p>pathogens destroyed (use comic *poof*)</p> <p>click [replay button] to replay action (not audio).</p> <p>click [round 6 button] to advance.</p>
comm07.wav	<p>(float unhealthy cell in)</p> <p>Uh oh! Looks like some body cells have been infected with pathogens.</p> <p>White blood cells are attacking the body cells that contain pathogens.</p> <p>They've killed the infected cells and pathogens.</p>	<p>Float unhealthy cell in.</p> <p>ref: sick cell, healthy cell: http://www.supernutrients.com.au/6stages.html</p> <p>ref: virus attacks cell: http://web.uct.ac.za/depts/mmi/jmoodie/influen2.html</p> <p>Add white blood cells.</p> <p>Unhealthy cell is destroyed (use comic *poof*)</p> <p>click [replay button] to replay action (not audio).</p> <p>click [next button] to advance.</p>
comm08.wav	<p>[click] Nicely done. Looks like Martha won't be getting sick and can go to school tomorrow. What a champion!</p>	<p>restore normal view (vid_01). Smile widens even more [insert stretch audio]</p> <p>click [bell] to start over. (skip over intro to round 1)</p>