Title: Frankensteining Infographics: Picking the Best Part of the Brain

Time: 30-35 minutes

Resources, Materials, Technology:

- Several pieces of brain infographic
- 11x17 sheet of paper
- Markers.

Take Home:

- Many infographic are useless or repetitive information. The key to being a good consumer of information is separating the important from the chaff.

Lesson Structure and Procedures:

Day 1: 30-35 minutes in length

- Place students into groups of 2-3
- Give each group a 11x17 piece of paper an envelope of full color pieces of infographics.
- Have students review the aspects of the infographics. Then having them choose the most important and useful pieces of information from the bunch.
- Have each group then take the pieces and glue them to the paper placing all items in the most logically places not the piece of paper and using markers when necessary to make connections.
- Post all infographics and do a gallery walk having students discuss the decisions that they have made.

Follow Up/Extensions:

- Have students write out a justification as to why they chose what they did and omitted the rest.
- See if they can come up with another topic containing several infographics and creating another Frankenstein’s monster infographic of their own.
The behavioral observations of zombies indicate that the profile of damage corroborates what a human brain would look like. The scans show significant brain tissue loss in the zombie. The grey area shows loss in the zombie. Through detailed scans, the exact scans of the zombie brain can be reconstructed.

**Consciousness Deficit Hypoactivity Disorder (CDHD):** The loss of rational, voluntary and conscious behavior replaced by delusions/hypersensitive aggression, stimulus-driven attention, the inability to coordinate motor activity, and an irresistible appetite for human flesh.

**Scans of the Zombie Brain**
MIND BLOWN: AN EXPLODED VIEW OF THE HUMAN BRAIN

Communication between brain hemispheres
Where I am hurt
How to use tools
What muscles to use

Pleasure
Language
How I think about myself in relation to others
Colour

Reasoning
Smell
Behaviour
Shapes

Smooth fluid motion of muscles
Feeding the brain
Fear
Spatial awareness
Arousal

Memory formation
Information screening
Attach eyes here
Consciousness
Whether you are awake or asleep

Singing
Moving
Vomiting
Posture
Nausea

Hunger
Hate

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insights into the mind of a graphic design student

Case Study: monitoring the brain activity of 18 designers over a 21-day period

52% hours
40% hours

SOFTWARE USAGE

675 hours

39 Adobe Photoshop
18 Adobe Illustrator
57 Other programs

80 personal time

internet

TV

90

30

27

29

11

11

22

14

19

path to success involves creative and critical thinking

media consumption

674 hours

exercise

eating

driving

sleep

work

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almost 50% of your brain is involved in visual processing

70% of all your sensory receptors are in your eyes

we can get the sense of a visual scene in less than 1/10 of a second

I AM THE LEFT BRAIN
LOGIC
ACCURATE
ANALYTIC
PRAGMATIC
CONTROL
SCIENCE

I AM THE RIGHT BRAIN!
ART
POETY
PASSION
VIVID
CREATIVE
YEARNING