

Create a Creature Activity

Regulatory Gene Instructions Sheet – Version A

In the early embryo development stage:

1. Draw the basic structure of a head, body, and tail.
2. Place an eye, earhole, and simple mouth (no teeth) on the head segment.

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In the early embryo development stage:

1. Draw gill slits on the body segment.
2. Draw evidence of a spine on the tail and body segments.

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In the middle embryo development stage:

1. Redraw the three main segments, evolving in any basic shapes you choose (e.g., longer tail, shorter tail, bigger body, smaller head). Include the eye, earhole, mouth, and spine present in the early stage. Do NOT draw the gill slits yet.

----- FOLD HERE WHEN COMPLETED -----

In the middle embryo development stage:

1. Draw the very beginnings of four limbs on the body segment.
2. Draw larger gill slits on the body segment.

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In the late embryo development stage:

1. Redraw the three main segments, evolving in any basic shapes you choose (e.g., longer tail, shorter tail, bigger body, smaller head). Include a more developed eye, ear, mouth, and spine. Do NOT draw the limbs or gill slits yet.

----- FOLD HERE WHEN COMPLETED -----

In the late embryo development stage:

1. Draw two of the limbs as longer and more developed.
2. Draw the other two limbs as small, or remove them completely.
3. Draw fully developed gills on the body segment.