

Create a Creature Activity

Regulatory Gene Instructions Sheet – Version B

In the early embryo development stage:

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

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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.

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

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 same eye(s), 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 smaller gill slits (they will be replaced by lungs during later development).

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

In the late embryo development stage:

1. Redraw the three main segments, evolving in any basic shapes you choose (e.g., bigger body, smaller head), but you must make the tail small or remove it completely. Include a more developed eye(s), ear, mouth, and spine. Do NOT draw limbs or gills yet.

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In the late embryo development stage:

1. Draw all four limbs as longer and more developed.
2. Do NOT draw gills on the body segment.