

## THE HUNGER GAMES

Your Study Team comprises a group of tributes who are seeking to educate the people of Panem's District 12, who regularly die of starvation.

Your teamwork will be key to your ultimate outcome...



Fashion a quiver, labeled with your Study Team name, from the materials provided.

Then, accomplish the following survival tasks before the bell tolls:

Concept	Task	Evidence arrows, placed within your team quiver	In the quiver!
Physiology of Hunger	Locate information on the Cannon & Washburn 1912 stomach-pang experiment	Create an arrow that depicts what was ingested during the experiment.	
Body Chemistry	Discover the scientific term for blood sugar	Create a diagram <u>using arrows on an arrow</u> to show the reaction it causes in the human body.	
Hypo the Llamas	Locate a diagram of the brain to determine the approximate location of the hypothalamus, which regulates hunger	Create an arrow with a diagram of the hypothalamus, noting <u>location and purpose</u> of the <i>lateral</i> and <i>ventromedial</i> areas.	
Hunger Hormones	Discover three specific hormones that contribute to hunger	Add three arrows to your quiver, one each noting a hormone and its role in the hunger process.	
"Weight Thermostat"	Discover the hunger-related term for this concept	Add an image of the animal used to determine this concept in the seminal 1983 experiment.	
Body Energy	Discover the body's resting rate of energy expenditure	Create an arrow tattooed with the initials of the words.	
Biological Influences on Eating	Taste preferences boost levels of the serotonin neurotransmitter, which has calming effects	Create an arrow illustrating a strong <u>positive</u> taste preference for <u>each</u> tribute on your team.	
Eating Disorders I	Research the nervosas: anorexia and bulimia	Create an arrow indicating the difference between the two.	
Eating Disorders II	Research statistics on obesity	Create an arrow emblazoned with two statistics on obesity. Include citations.	
Genetic and Environmental Interactions	Discover MCHS' food service building	Create an arrow out of an authentic artifact retrieved from MCHS' cafeteria TODAY.	
Extrinsic Motivation	Visit the 1st floor admin. office for an incentive	Create an arrow from its wrapper.	

**May the odds be ever in your favor...**