

REBUILDING YOUR MODEL

Bodies don't work very well with organs in the wrong place. Can you scrunch the body parts back in where they belong? You'll work backwards from how you took them out, but with a few twists:

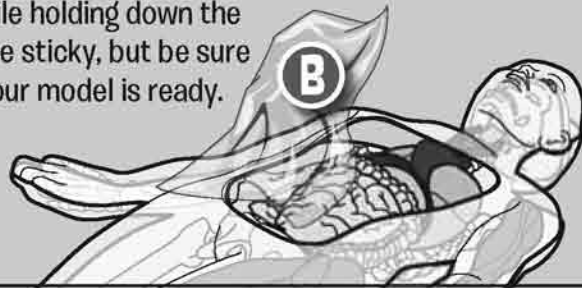
Your kit includes a human body model and stand with 9 removable squishy vital organs, 12 plastic bones and muscles, forceps, tweezers, and a body parts **Organ-izer** to keep track of all the parts as you explore. Use the numbered cards to find your way!

1. Lay your model on a flat surface. Hold down the model, and detach the rib cage (A). Place the rib cage on the **Organ-izer**.



2. Lift the plastic sheet (B) while holding down the squishy organs. The parts are sticky, but be sure to keep them intact. Now your model is ready.

Time for the exploration of your life!



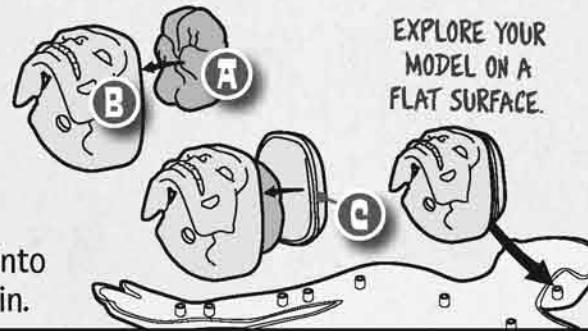
3. Use the **Organ-izer** (C) to sort all the body parts as you explore. Match each body part to its outline. This way you can be sure you've removed the right part, and it will help when you put your model back together.

As you read through the cards, use the forceps (D) and tweezers (E) to help you remove the squishy organs.



1. THE BRAIN AND SKULL

- Start by putting the brain (A) back into the skull (B).
- Replace the skull cap (C).
- Put the whole thing back into the bottom part of the skin.



2. THE SHOULDER/SPINE/HIP

Snap in:

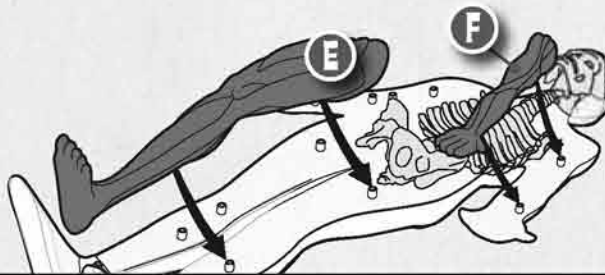
- Shoulder/spine/hip piece (D)



3. MUSCLES

Snap in:

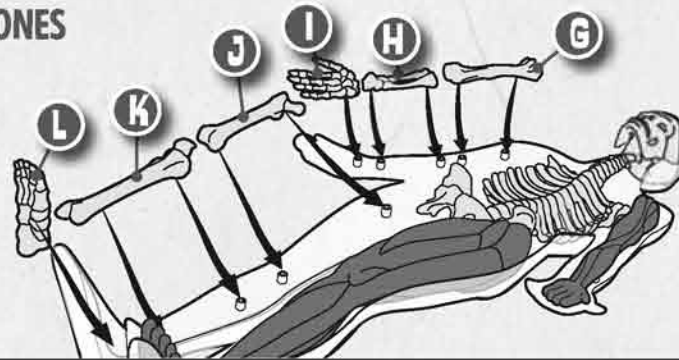
- Leg muscle (E)
- Arm muscle (F)



4. ARM AND LEG BONES

Snap in:

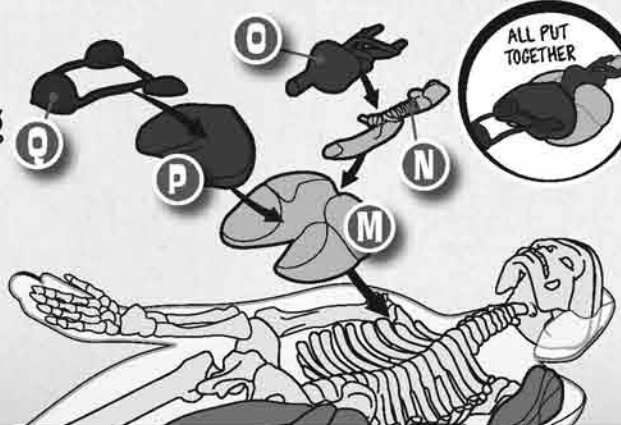
- Humerus (G)
- Radius/Ulna (H)
- Hand (I)
- Femur (J)
- Tibia/Fibula (K)
- Foot (L)



5. THE SQUISHY ORGANS

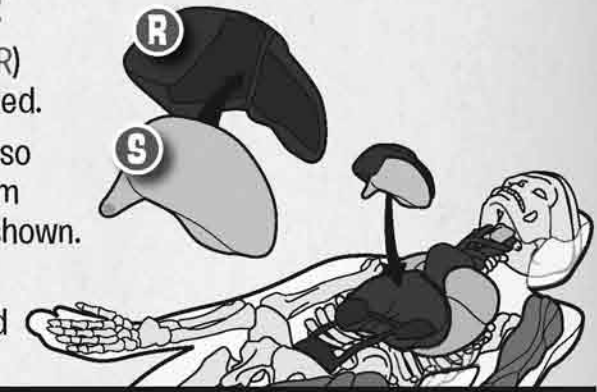
Fit the organs back together in the following order, as shown:

- Lungs (M)
- Esophagus/trachea (N)
- Heart (O)
- Diaphragm (P)
- Kidneys/bladder (Q)



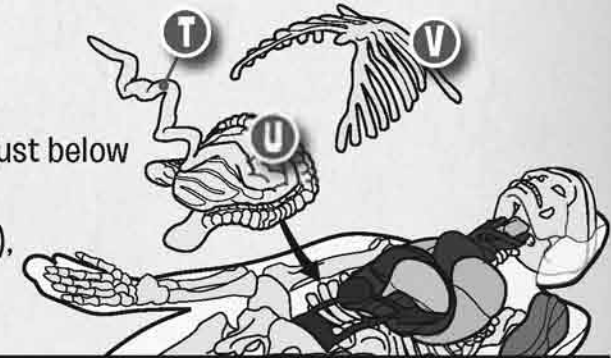
6. THE STOMACH AND LIVER

- Nestle together the liver (R) and stomach (S), as pictured.
- Tilt the stomach and liver so they form a shelf. Put them back into your model, as shown.
- The two tubes sticking out of the stomach should be on the bottom.



7. INTESTINES

- Coil the small intestine back together (T).
- Insert the intestines (U) just below the stomach and liver.
- Re-attach the rib cage (V), lining up all four pegs. Push it snugly in place.



8. THE SKIN

- Place the front part of the skin (W) on top of your model.
- Snap your model back together. Make sure each peg is secure.

BE CAREFUL NOT TO FORCE THE MODEL TOGETHER.



9. THE STAND

- Put your model on its stand (X).
- The holes that are further apart are for the toes.



SKULL MODEL ASSEMBLY INSTRUCTIONS

SKELETAL HAND ASSEMBLY INSTRUCTIONS



COMPARE THE PIECES THAT CAME WITH YOUR KIT TO THE PIECES IN THIS LABELED ILLUSTRATION. NOW, FOLLOW THESE STEPS TO ASSEMBLE YOUR SKULL MODEL.

BRAIN HEMISPHERES



EYEBALLS



STAND



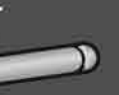
TOP OF SKULL



SKULL



SHAFT



ROUND PEGS



SQUARE PEGS



BANDS HANG LIKE THIS

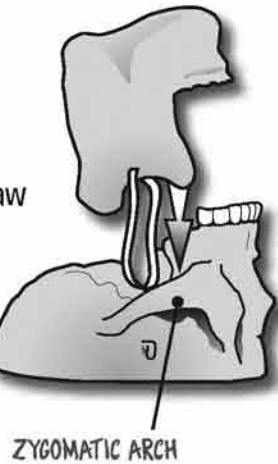
1. POP IN THE UPPER TEETH

- The upper teeth are marked with a "U."
- Insert the upper teeth pegs into the holes in the upper jaw.



2. MOUNT THE UPPER JAW

- Find the lower jaw and hold it upside down.
- Fit the ball joints on the lower jaw into the sockets on the base of the skull.
- The rubber band that is attached to the lower jaw should hang into the zygomatic arch.
- Pull the rubber band through the zygomatic arch and loop it over the hook on the skull.
- Repeat the process on the other side of the skull using the other rubber band.



ZYGOMATIC ARCH

3. INSERT THE LOWER TEETH

- Turn the skull over.
- Holding the skull in your hand, gently open the mouth and insert the lower teeth pegs into the holes in the lower jaw.



(BE CAREFUL! DON'T LET YOUR FINGERS GET CAUGHT BETWEEN THE TEETH.)

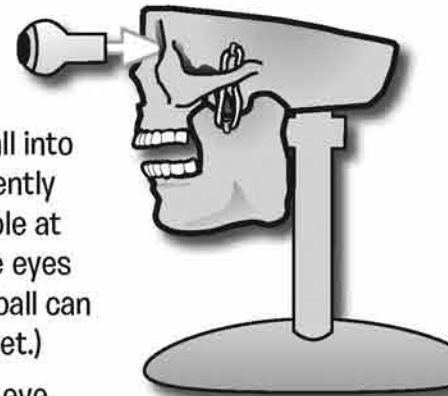
4. MOUNT THE SKULL STAND

- One end of the shaft has a collar or ring on it.
- Insert the end with the collar into the hole in the base of the skull.
- Insert the other end of the shaft into the hole in the stand.



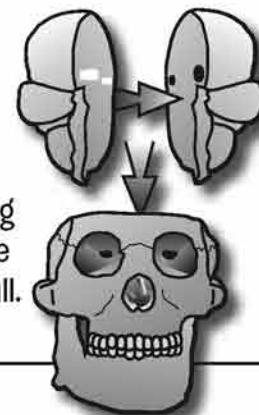
5. POP IN THE EYES

- Notice that the eyeballs have long stems.
- Push the stem of one eyeball into one of the sockets. Press gently until the end fits into the hole at the back of the socket. (The eyes are the same, so either eyeball can be inserted into either socket.)
- Do the same with the other eye.



6. ASSEMBLE THE BRAIN

- Insert the pegs on one hemisphere of the brain into the holes on the other.
- The brainstem—that little "tail" pointing down—fits through the hole in the base of the skull. Place the brain into the skull.

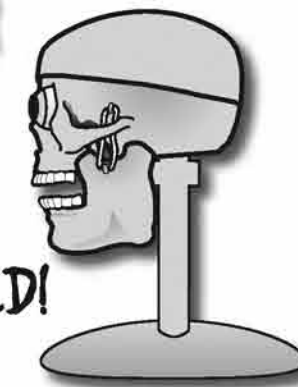


7. CLOSE THE SKULL

- The top of the skull has two pegs. One peg is marked with a "B." ("B" is for back.)
- Fit the peg marked "B" into the hole on the back of the skull. The other peg fits into the hole on the front of the skull.



FINISHED!



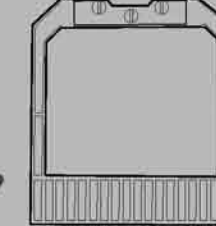
PARTS

FINGERPADS

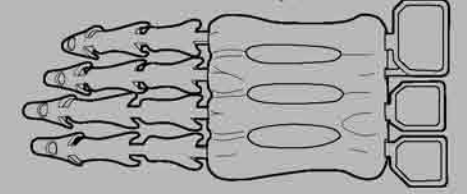


THUMB

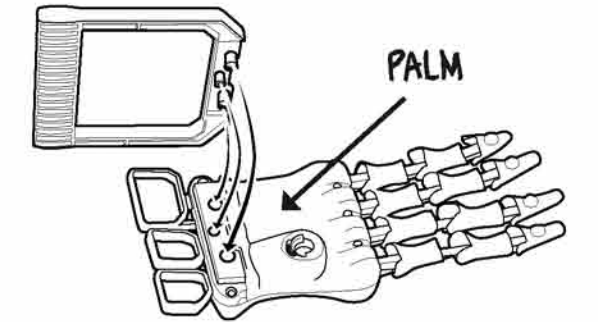
GRIP



HAND

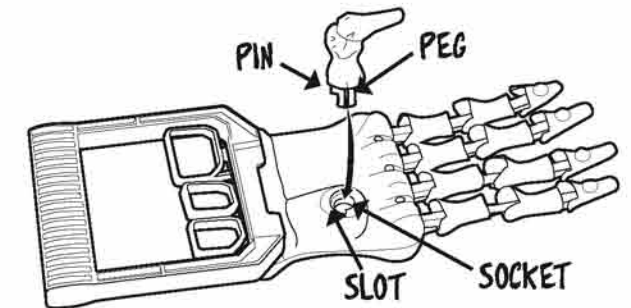


- Attach the grip to the hand by inserting the three pegs on the grip into the holes in the palm side of the wrist. When the pegs are in all the way, you'll hear a click.



PALM

- Insert the four-part thumb peg into the socket. Make sure the small pin beside the thumb peg fits into the wider slot in the socket.



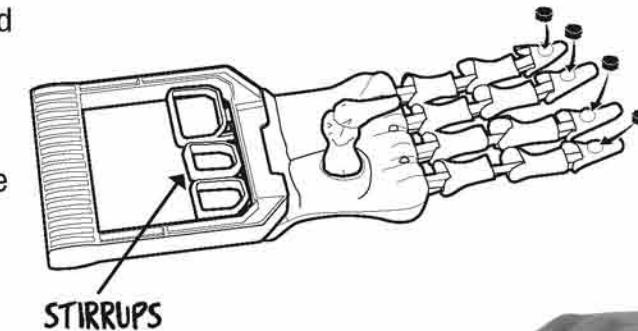
PIN

PEG

SLOT

SOCKET

- Peel a fingerpad from the backing and press it into the circular indentation in a fingertip. Repeat this, one fingerpad at a time, with the other three pads. Only the fingers—not the thumb—get fingerpads. (The kit comes with six fingerpads, but you only need four at one time.)



STIRRUPS

- To use your Skeletal Hand, hold the grip and insert your fingers into the stirrups. (Notice that your pinkie and ring finger fit into the same large stirrup.) Pull on the stirrups to move the Skeletal Hand's fingers.

