MUSCLE MODEL ACTIVITY GUIDE

What factors affect the strength of muscle?

APPLICATIONS IN:
LIFE SCIENCES – Structure and Function/Physiology
PHYSICAL SCIENCES – Forces and Motion/Elasticity
MATHEMATICS – Graphing

NGSS* ALIGNMENT:

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<th>Standard</th>
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PRESENTED BY THE FIELD MUSEUM EDUCATION DEPARTMENT
MUSCLE MODEL / THE MACHINE INSIDE: BIOMECHANICS ACTIVITY GUIDE
OVERVIEW
A handshake from a chimp can generate up to 50 pounds per square inch (psi) of pressure, but an adult human barely makes it up to 20 psi. Chimps achieve this strength despite having similar sized hands because of a higher density of muscle fibers. Humans have a set number of muscle fiber when they are born, but can increase their strength by increasing the size of their fibers through exercise. In these activities, students use rubber bands as models for muscle fibers and test their strength against the rubber bands by stretching them.

LEARNING GOALS
- Students explore how an increase in muscle density (number) or size (width) means the rubber bands “get stronger,” making them more difficult to stretch
- Students discuss the validity of various models.
- Students design their own arm models or catapult designs.

HOW TO USE
The materials are segmented specifically for you to use what you need. You can have students simply explore ideas or follow a more quantitative approach. You can do everything either as a demo or experiment. We have provided pre-made “concept overview,” “record sheets,” “questions to think about” to use and hand out.

TIPS
For Activities:
- This activity uses rubber bands as models for muscle fibers. Have students discuss the pros and cons of this model.
- When stretching their own rubber bands, difficulty will increase with density and size. The distance they can stretch the rubber bands decreases because their strength remains the same. This idea may be counterintuitive for some students.
- It may be useful set this activity up as stations in your classroom.

For Design Challenge:
- It may be useful to create a “teacher” design and ask students to improve or manipulate aspects of your design.
- Discuss how the designs are models for muscles, including its strengths and weaknesses.
ACTIVITY –
Exploring Muscle Density

Chimps are much stronger than you’d expect considering they have hand size similar to a human’s. With this activity you will use an increasing number of rubber bands as a model for increasing muscle density.

PREDICT
Will it get harder or easier to stretch the rubber bands as you increase the number?

SUPPLIES
- Multiple Rubber Bands of the same width (0.5 inch band width is recommended)
- Meter Stick

WHAT TO DO
1) Using one rubber band, stretch it as far as you can without breaking it over a yardstick, lining your left thumb over the “zero” point on the ruler. Record how far you could stretch the rubber band by recording where your right thumb is against the ruler.
2) Double the number of rubber bands of the same width and repeat step 1. Measure how long you were able to stretch them. Record this information.
3) Repeat step 2 until you can’t stretch the rubber bands anymore.
ACTIVITY – Exploring Muscle Size

Most animals, including humans, are born with the exact number of muscle fibers they will have their entire lives. This means they cannot increase their density, but they can change the size of muscle fibers. Explore how fiber size affects strength in this activity.

PREDICT
Will it get harder or easier to stretch the rubber bands as you increase the size?

SUPPLIES
- Multiple Rubber Bands of different widths (make sure they are of similar length, just different widths)
- Meter Stick

WHAT TO DO
1) Take one rubber band, measure the width in centimeters. Record this information.
2) Stretch the rubber band as far as you can without breaking it over a meter stick. Line your left thumb up with the “zero point” on the ruler and measure how far you stretched your right thumb over the ruler. Record this information.
3) Repeat step 1 using rubber bands of different widths. Record this information.
## RECORD SHEET – Muscle Density

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<thead>
<tr>
<th>Number of Rubber Bands</th>
<th>Distance Stretched (cm)</th>
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*Be sure to label axes*
# RECORD SHEET – Muscle Size

<table>
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<th>Size of Rubber Bands (cm)</th>
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*Be sure to label axes*
QUESTIONS TO THINK ABOUT

1) How is the distance you can stretch the rubber band affected by the number (density) of rubber bands and by the width (size) of your rubber band? How does that impact strength?

2) Who was able to stretch the rubber bands the farthest and what does that say about their own muscle fibers?

3) How are rubber bands a model of muscle fibers? How was strength being measured/modelled?

4) What are some factors that could have made your experiment produce different results? How can you control those factors?

5) Is there a different way of demonstrating the idea of muscle size and muscle density? How would it be different?

6) How does your data compare to other students’ data?

Notes:

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DESIGN CHALLENGE

Check out our other design challenges at http://biomechanics.fieldmuseum.org/explore/educational-resources/design-challenges

1) Arm Model
Design an arm model that uses rubber bands as a model for muscles. Figure out a means of testing strength.

2) Catapult
Design a catapult that uses rubber bands. Compare how far your catapult can toss a penny or similarly small object to other designs.
ADDITIONAL RESOURCES

**Simple Arm Model Designs**
Make a Model Arm – Kids Activities Blog:
http://kidsactivitiesblog.com/1800/arm-lesson

A Popsicle-Stick Arm – Krieger Science:
http://kriegerscience.wordpress.com/2010/10/11/a-popsicle-stick-arm/

How to a Muscle Model – eHow:
http://www.ehow.com/how_6762730_build-muscle-model.html

**Simple Catapult Design Ideas on the Web**
Catapult Designs for Kids – Spaghetti Box Kids:
http://spaghettiboxkids.com/blog/catapult-designs-for-kids/

How to Make a Catapult out of Paper Towel Rolls – eHow:

SPECIAL THANKS:

*The Machine Inside: Biomechanics* was developed by The Field Museum, Chicago, in partnership with the Denver Museum of Nature & Science.

Funded by: The Chicago Community Trust

Lead Sponsor: ITW

Presented by the Field Museum Education Department

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