Create Your Own Arthropod

You will use your knowledge of arthropods to create an arthropod species that has not yet been discovered. Like Bigfoot, your species exists but no one has actually captured a specimen of it.

 To create your own arthropod, it must be somewhat realistic. Your creature must include the following;

* It must have some or all of the major characteristics of all arthropods
* **Choice# 1**: It will have characteristics that belong to one of the 5 major groups of arthropods. For example, if your new species is an insect, it should have 6 legs, etc.
* **Choice #2**: it can be a mixture of 2 or more arthropod classes. Example: half crustacean, have arachnid. Use your imagination

**Part B:** You will create a fact sheet that includes several details about your new species. Here is the information you must provide;

* Where it lives (its habitat). Be specific: for example, if it lives in water, does it live in lakes, streams, ocean, etc.
* What does it eat?
* What characteristics allow it to defend itself from being eaten by predators?
* It must have a name. Your creature must have a common English name and a scientific name. Examples: The American lobster- Homarus Americanus.

 Bigfoot- Footus Giganticus

**Part C:** You will create a detailed drawing of your species. It must clearly show all of its unique body parts. The name of your creature must appear on the drawing.

Finally, you will create a 3D model of your species. Use whatever materials you want-modelling clay, wood, etc. Your model should show as much detail as possible.

 The Giant Weta

