SCIENCE MUSEUM GROUP

BEING HUMAN IMAGE BANK

TALKING	Ages 11–14 14–16	Topics	BIOLOGY • PSYCHOLOGY
		Skills used	OBSERVATION • DISCUSSION

Images in this pack

Being Human

What makes you *you*? What makes us human? Is it our emotions, our genetics, our lifestyles – or something else?

This image bank includes amazing objects from the Science Museum Group's collection which explore some of the many different aspects of what being a human being involves.

These objects share stories of how science and technology has helped us understand more about the complexities of what makes us all unique, how it can enhance our bodies and how it helps to protect us and keep us healthy.

Using images in your classroom

Our Science Museum Group museums are full of amazing objects which are all examples of how STEM (science, technology, engineering and maths) has changed our everyday lives.

You can use images:

- To hook students' interest at the start of a lesson or to introduce a new topic.
- To highlight the relevance and practical applications of school subjects in our everyday lives.
- As part of a discussion to explore the stories of the people who have shaped the world we live in through their passion and creativity.
- As mystery objects to get your students using their STEM skills such as observation, using prior knowledge and asking questions.
- To create a display of applications of science in your classroom, connecting past, present and future examples of technology.
- In a pre-visit activity to familiarise students with ways to look at objects in a museum.

Think and talk about...

Use these starter questions to spark discussion around the images:

- What interests you or surprises you about these images?
- What do you think makes us all different and unique?
- What other aspects of being a human being do you think are important?
- What would you like to know more about? How could you find out more?

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1

Made to measure for their owners, these Victorian artificial eyes bring the worlds of art and science together. These early versions of personalised medicine not only had to be comfortable, the colour and shape had to be a close match to the owner's other eye.

Think and talk about...

What are the key benefits and drawbacks of personalised medicine?

1

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2

2

These tactile casts depict six universal emotions: fear, surprise, disgust, sadness, anger and happiness.

What triggers emotions and how we respond to them is personal to us and depends on culture, past experiences, how we understand the world around us, and our genes.

Think and talk about...

What can facial expressions convey that verbal communication (words) cannot?

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3

This artificial right arm for a below-elbow amputee, probably made in the 1920s, was specifically designed for use in heavy-duty work. To support someone in carrying out their work, it was fitted with a number of attachments including a hammer, a saw appliance and a chisel holder.

Think and talk about...

What attitudes do you think we have about people living with disabilities today?

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4

This fun 1930s puzzle showed its players how to avoid illness and raised funds for the Infants' Hospital in London, before the NHS was established. The holes represent a barrier to good health giving us an insight into what those barriers were in the past.

Think and talk about...

What does good health look like to you?

How could this game be relevant to today's society?

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5

This poster was one of around 800 produced by the Health Education Authority in about 1992 to raise awareness of safer sex, HIV and AIDS. Depending on the target audience, different media were used to communicate these messages – from leaflets to TV adverts.

Think and talk about...

Who do you think this poster is targeting?

Do you think this poster would capture people's attention today?

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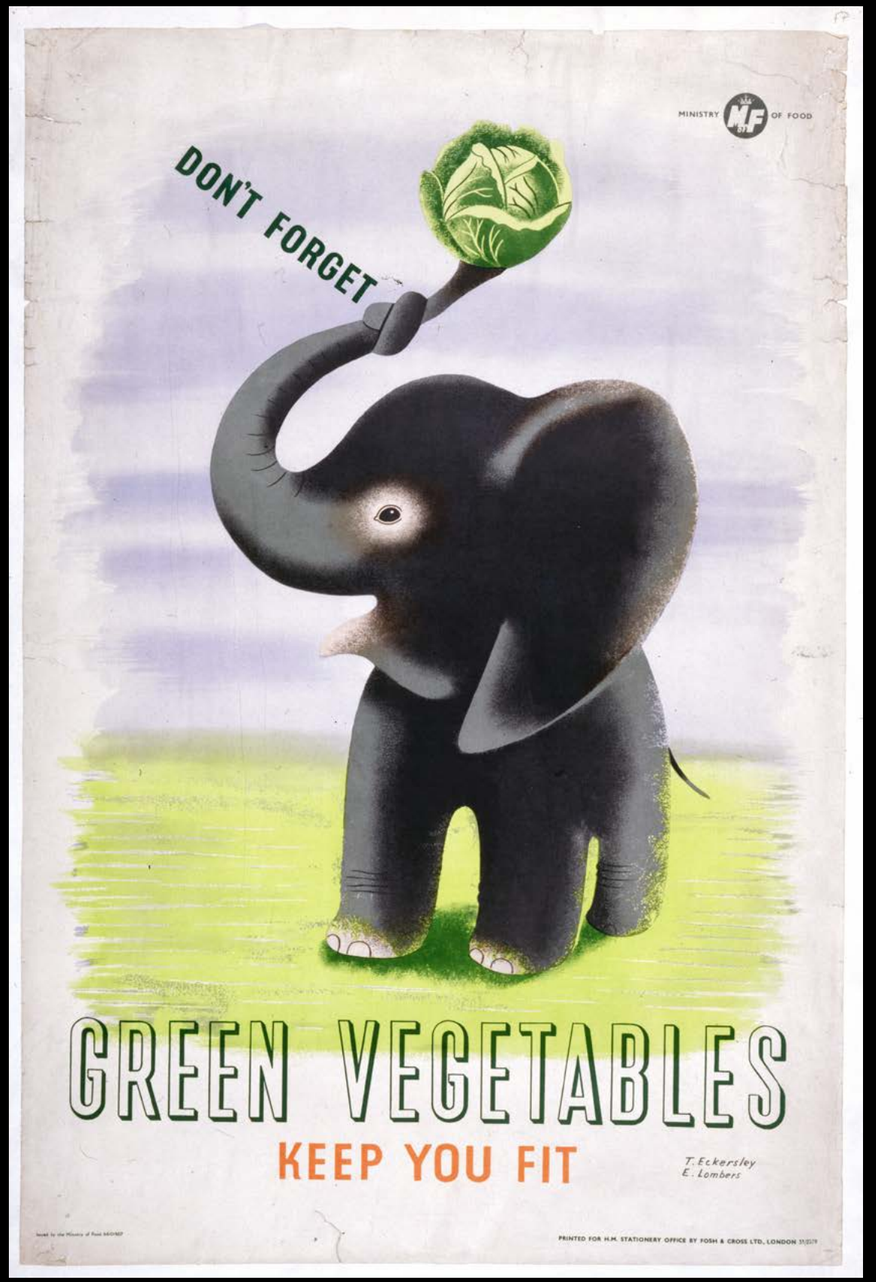
6



During the Second World War, Britain had to become self-sufficient in producing food. Posters like this were designed to provide information on diet and exercise, and to promote the 'garden front' movement, which encouraged the turning of parks into allotments, so more food could be grown.

Think and talk about...

What are the barriers to eating healthily today?

What's the meaning of 'you are what you eat' to you?

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7

This prototype helmet was worn during magnetic resonance imaging (MRI) scans. It produces higher-resolution images of the brain via its 90 sensors, which measure water movement in the body. It can also be used for functional MRI which maps brain activity while people think or carry out tasks.

Think and talk about...

Would you like to be able to read people's minds?

Do you think everyone's brain works in the same way?

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This Sokol spacesuit was worn by Helen Sharman, the first British person to go into space, in 1991. The suit is designed to keep a human alive for several hours by protecting them from the dangerous effects of pressure changes if an emergency occurred in the spacecraft.

Think and talk about...

What skills do you think are needed to design a spacesuit?

Where else might you need a protective suit?

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9

A genetic quirk, different from albinism, means this peacock has no colour-producing cells in its feathers. Humans are just like other animals in that our genes play a big part in our appearance. We have also become incredibly good at changing our appearance, from hair colour to the clothes we wear.

Think and talk about...

Are your looks all in your genes?

Is it better to stand out or blend in?

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10

Some people might find this hairy tarantula truly terrifying! In a dangerous situation, fear can help you react and escape quickly. But when fear goes into overdrive, people can develop phobias – irrational fears shaped by your genetic inheritance, your experiences and your environment.

Think and talk about...

What would it be like if you weren't scared of anything?

Can fear be fun?

Explore more...

Explore more in our Science Museum Group resources and galleries:

Medicine Image Bank

Who Am I? gallery and
Medicine: The Wellcome Galleries

sciencemuseumgroup.org.uk/resources