

St Bernadette's Catholic Primary School Beech Class Science Autumn 1 Skeletons and Movement

Gospel Value -Humility

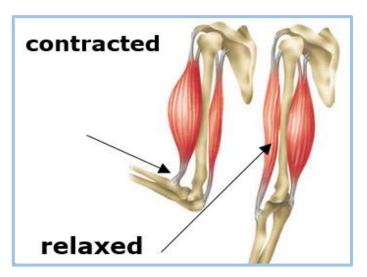
What I should already know...

- Be able to identify, name and label the main parts of the human body
- Name a variety of common animals (fish, amphibians, reptiles, birds and mammals)
- Name a variety of common animals that are carnivores, herbivores and omnivores

collar bone skull (protects the brain) (connects the arms to the body) ribcage (protects the lungs shoulder (joint) and heart) spine elbow (joint) (keeps the body upright) wrist (joint) pelvis (balance and support the knee (joint) legs) ankle (joint)

Key Knowledge

- Humans and some animals have skeletons and muscles which help them move and provide protection and support
- Some animals are vertebrates and others are invertebrates
- There are three different skeleton types
- Movable joints connect bones.
- Muscles are connected to bones and move them when they contract.
- Skeletons move because bones are attached to muscles.
- When a muscle **contracts** (bunches up), it gets shorter and so pulls up the bone it is attached to
- When a muscle relaxes, it goes back to its normal size



Key Vocabulary

vertebrate - An animal that has a backbone, spine or skeleton inside their bodies.

Invertebrate - An animal with no backbone.

skeleton - A structural frame that supports and animals body.

endoskeleton - A skeleton found within the interior of the body; it provides structural support and protection for the internal organs.

exoskeleton - An external skeleton that supports and protects an animal's body.

hydroskeleton - A flexible skeleton supported by fluid pressure.

bones - These provide structure, protection and help us move.

joints - A part of the body where two or more bones meet to allow movement.

(Ball and socket joints, hinge joint, gliding joint)

hinge joint - Allows movement of bones in an open and closed direction.

gliding joint - Where two bones are flat enabling them to glide over each other.

