

## Chapter 14 Lesson 1: The Skeletal System

### Introduction:

You probably do not often think about your bones, but they are a vital part of everything you do. This lesson addresses the composition and function of the human skeleton, including bones, cartilage, and joints. You can get to know your skeleton inside out at this Web site.

### Links to Explore:

#### The Skeletal System

<http://emuseum.mnsu.edu/biology/humananatomy/skeletal/skeletalsystem.html>

### Directions:

- Click on the link and read the article on the skeletal system.
  - Be sure to follow the hyperlinks within the article and read that content as well.
  - Don't miss the *Fun Facts* section on many pages.
  - When you have read the entire article, answer the following questions:
1. Give an example of an immovable joint cited in this article.
  2. What is the only freely movable joint in your head? What purpose does it serve?
  3. Floating ribs are attached to which bone in the back? In the front?
  4. List three functions of the vertebral column.
  5. What is the most commonly broken bone in the body and why?

### Answers:

1. The suture in the skull between skull bones
2. The mandible (lower jawbone), which provides the chewing motion.
3. They are attached to the spine at the back but are not connected to anything in the front.
4. Any three of the following:
  - Allows humans to stand upright and maintain their balance
  - Helps to support the head and arms
  - Provides freedom of movement
  - Provides attachment for many muscles, the ribs, and some organs
  - Protects the spinal cord
5. The clavicle in the shoulder, because it transmits forces from the arm to the trunk

### Additional Links to Explore:

Use the links below to gather additional information on the activity topic. When appropriate, have students extend their research to include important concepts contained in these Web sites.

**Human Anatomy Online**

<http://www.innerbody.com/htm/body.html>

**Human Osteology**

<http://library.med.utah.edu/kw/osteo/osteology/>