

STEM Sims

Lesson 2: More Anatomy

You now know a little about anatomy, the science that looks at the parts of living things. Now it's time to dig deeper and learn about more body parts. Get your parts together and begin your study.

Doing the Science

1. Open the Body Paint simulation.

External Parts

- 2. Select the "Practice Mode" and "Level 2."
- 3. Select the "Begin" button.
- 4. Select "Mouth" from the External (left) side of the screen.
- 5. On the drawing, select a part shown in one color. Move the part to its name on the right side of the screen. Note that as you move the part's color to the name, the name's color changes to match the part's color.
- 6. Continue doing this until you have matched all parts with their correct names.
- 7. Select the "Check Answer" button at the bottom of the screen.
- 8. If needed, repeat steps 5–7 until you have matched all parts and names correctly.
- 9. Select the "External" link at the top left of the screen.
- 10. Repeat steps 5–8 for skin.

Internal Parts

- 11. Select the "External" link at the top left of the screen.
- 12. Select "Circulatory" from the Internal (right) side of the screen.
- 13. On the drawing, select a part shown in one color. Move the part to its name on the right or left side of the screen. Note that as you move the part's color to the name, the name's color changes to match the part's color.
- 14. Continue doing this until you have matched all parts with their correct names.
- 15. Select the "Check Answer" button at the bottom of the screen.
- 16. If needed, repeat steps 13–15 until you have matched all parts and names correctly.
- 17. Select the "Internal" link at the top right of the screen.
- 18. Repeat steps 13–16 for the "Digestive" and "Respiratory" systems.

Do You Understand?

1. Brushing and flossing your teeth can prevent problems with your teeth. Regular visits to the dentist can also prevent these problems. Based on your study of the tooth, how does regular brushing, flossing, and dental visits help prevent problems with teeth?

Name