

Skull Stations

1. **Cutouts:**

Rebuild the bone parts like a puzzle. There are 5 puzzles. Name the bones and parts.

2. **Bone Parts:**

Have a partner point out bone parts and the other partner guess the bone part. If you can not name the bone, mark on your lab sheet.

Be sure to use your book and lab sheet to check your answers.

- With your group members first correctly identify all the bones that you have to know using your lab sheet, your book, and the skull.
- Have one group member point to all the different bones on the skull while the other group members write down the name of the bones. Bones that you cannot write down correctly draw a circle to the left of the name of the bone on your lab sheet (those are the bones you should study with greater frequency.) Bones that you can write down correctly draw a checkmark to the left of the name of the bone on your lab sheet (those are the bones you should study with less frequency.) Be sure you are quizzing yourself over multiple different views of the skull.
- Switch the group member that is facilitating the quizzing. Be sure you are marking the structures that you know and the ones that you do not know.

3. **Biodigital Human: Identify** all the bones on a the BioDigital and real skull:

https://human.biodigital.com/view?id=production/maleAdult/male_system_skeletal_18&lang=en&ref=share

Have a partner click on a bone and the other partner guess the bone that is highlighted on the Biodigital Human. If you can not name the bone, mark on your lab sheet.

4. **Practice** the Quizlet. Create practice tests that require a written response (no multiple choice) and the Gravity game.

5. **Identify** the bones and bone parts on the paper handouts.

6. **Model Builder:**

- Download this Conceptual model:
https://drive.google.com/file/d/1eB0tiXI7fw3_reQXkqI17JUMVrepEQfs/view?usp=drive_link
- Open Model Builder: <https://media.hhmi.org/biointeractive/tool/modelbuilder/>
- Open the downloaded model through Model Builder.
- Build the model until 0 mistakes found.