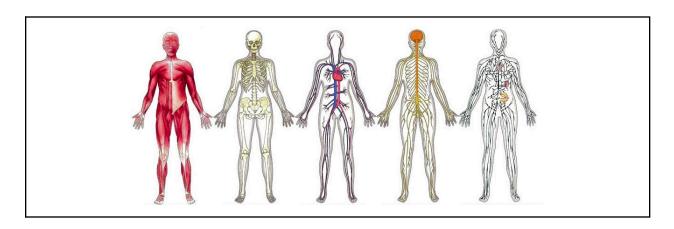
### **Honors Anatomy and Physiology**

Course Number: 550

Course Title: Honors Anatomy and Physiology

Department: Science
Open to Students in Grade: 12

Any Required Prerequisite Courses: Biology (any level)



### **Topics Addressed/Skills Developed:**

This course is designed for any student interested in pursuing a career in medicine or just interested in the structures that make up the human body and how the body works. Both gross anatomy and microscopic anatomy are studied in detail. Students will gain an understanding of the following organ systems:

- The Integumentary System
- The Skeletal System
- The Muscular System
- The Nervous System
- The Cardiovascular System
- The Digestive System

In addition to organ systems, students will also study diseases, disorders, and medical terminology which will help prepare them to be successful in an introductory college level anatomy and physiology course in the future. Dissections and hands-on based laboratory experiments are an integral part of the course and students should be prepared to participate in or observe dissections such as the sheep brain, cow heart, and fetal pig.

## Approximate or range of hours of homework per class meeting: ~0.5 hour

# Textbook / informational text reading amount:

- Human Anatomy and Physiology, Marieb and Hoehn, 7th edition
- Additional readings from articles and reputable websites
- Teacher generated materials

Students should be adept at reading complicated and detailed scientific text.

## Types of large assessments in this course:

- Unit Tests and Quizzes
- Google Slide presentations and Projects (individual and in groups)
- Labs and Activities
- Dissections
- Midterm and Final Exam

Level of Independence Expected:	More Independent → Less Independent				
Assessment: 5 = anything can be assessed I = only things explicitly discussed in class are assessed	5	4	3	2	ı
Project/Class Work:  5 = little to no class time  I = almost all the work will be done in class	5	4	3	2	I
Level of Collaboration:  5= frequently (almost every class)  I = infrequently (almost never)	5	4	3	2	ı