Naming bones: answers and notes

What your child practised: naming the main bones of the human skeleton, including the skull, ribs, spine, pelvis and femur (Year 3 science: skeletons and muscles).

Page 1 · Warm up

ribs · **skull** · **spine**

Page 2 · Try it together

skull: head · ribs: chest · spine: down the middle of the back · kneecap: front of the knee. Lengths will vary: a grown-up's femur is longer than a child's.

Page 2 · A. Label the skeleton

1 **ribs** · 2 **kneecap** · 3 **skull**
4 **femur** · 5 **spine** · 6 **pelvis**

Page 3 · B. Match

femur: **thigh bone** · spine: **backbone**
pelvis: **hip bones** · patella: **kneecap**

Page 3 · C. True or false

1 **F** (it's in your leg) · 2 **T** · 3 **T** · 4 **F** (it's in your head)

Page 3 · D. Fill the gaps

1 **skeleton** · 2 **206** · 3 **longest**

Challenge: No. A skeleton is lots of bones (about 206 in a grown-up). They meet at joints, so we can bend and move. One big bone would make us stiff like a statue. A good answer says "lots of bones" and mentions bending or moving.

Watch out for

- **Mixing up arm and leg bones.** The femur is in the leg. Link the word to "thigh": "the femur is my thigh bone".
- **Thinking the spine is one long bone.** It's a column of small bones stacked up, which is why we can bend our back.
- **206 is for grown-ups.** Babies have more bones; some join together as they grow. Most people have 12 pairs of ribs.

Going further (5 minutes, no paper)

- **Bone says:** like "Simon says", call out "Bone says touch your femur… your skull… your kneecap!"
- **Bendy back:** curl forwards and gently feel the bumps of the spine. Each bump is one small bone.
- **In the game:** Chapter 2, Support and protect, shows the skeleton's two big jobs: holding us up and keeping soft parts safe.