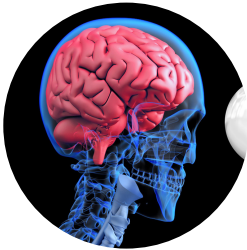


ANATOMY & ME



Science. Technology. Engineering. Art. Mathematics

A series of special STEM Workshops in Human Anatomy, Biomechanics and Biomedical Engineering. We also investigate different diseases and explore careers/specialisations in the medical field.



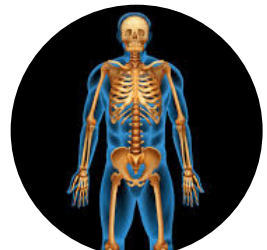
1. Nervous System

Understand the main organs in the nervous system and identify the main parts of the brain. Develop a Brain impact simulator and design a method to reduce brain injuries.



2. Muscular System

Understand and identify the main muscles in the muscular system. To participate in movement-based activities, fun games and model human muscles.



3. Skeletal System

Understand and identify the main bones in the skeletal system. Build the human skeleton and participate in a range of fun and educational games.



4. Respiratory System

Understand the purpose of lungs in the respiratory system. Model the lungs and stimulate breathing using an electronic pump.



5. Circulatory System

Understand the structure of the heart and the purpose of different blood cells in the circulatory system. Construct a heart model simulating a heart pump using non return valves



6. Digestive Systems

Understand the main organs in the digestive system. Model digestion, 3D modelling and participate in fun games.

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