



Science Virtual Learning

LEP Science

Human Body Systems: Structure and Function

Digestive and Excretory

May 12, 2020



LEP Science
Lesson: May 12, 2020

Objective/Learning Target:

I can explain the basic structure and function of the
Digestive and Excretory Systems



Let's get started

Copy the attached chart on to a sheet of paper (or make a copy of it in your google drive). You will want to keep this for the lessons this week as we will be adding to it daily.

[Human Body Systems chart](#)



Today we will be looking at two of the systems:
Digestive and Excretory.

Begin by watching this [video](#) over the Digestive System. As you watch, you will be asked questions. If you do not know the answer to the question, or get it wrong, re-watch that segment of the video and take some notes. You may even be able to fill in part of your [Human Body Systems chart](#).



Lesson Activity continued...

Now, open this [site](#) and read about the digestive system. Take notes as you feel you need to. Maybe even add to your [Human Body Systems chart](#)



Lesson Activity continued...

Next, let's practice your learning with this [Interactive and tutorial.](#)



Lesson Activity continued...

Now, watch this [video](#) over the Excretory System. Answer the questions as you go (like before), take notes if you need to, and try to fill in your [Human Body Systems chart](#).



Lesson Activity continued...

Now, open this [web page](#) and read about the excretory (urinary) system. Take notes as you feel you need to. Maybe even add to your [Human Body Systems chart](#)



Lesson Activity continued...

Try this [quiz](#) and see how well you understand the Excretory/Urinary system.



Answers

How did you do in completing your chart? Check your answers [here](#).



Additional Learning

Here is some more practice with the [digestive system](#) and the [excretory system](#).

Additional Resources

[Digestive Interactive for kids](#)

[More Digestive Interactive](#)

[Excretory reading](#)

[Kidney animations](#)