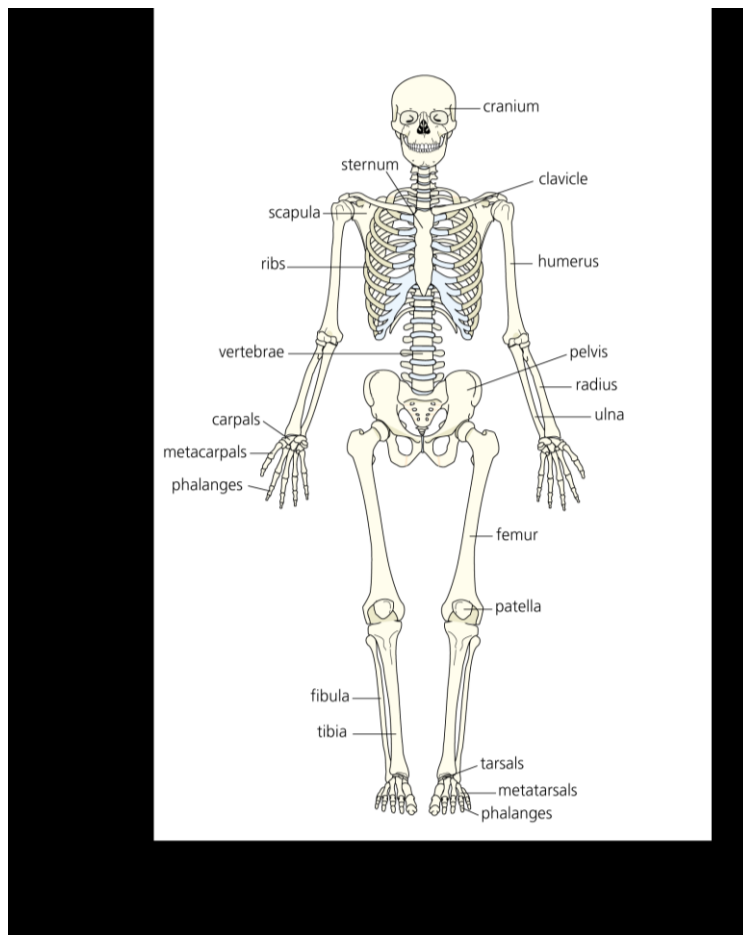


## Mark Scheme – Homework 1.2.5 – Skeletal System



## 2. D – Vitamin D

3.

Question Number	Answer	Mark
7(a)	<p>Any two from following:</p> <ol style="list-style-type: none"> <li>1. Fractured cheek/cranium/skull/jaw / broken teeth/nose</li> <li>2. Dislocated jaw/ (accept nose)</li> <li>3. Bruising / black eye</li> <li>4. Cuts/abrasions/friction burns/nose bleed</li> <li>5. Concussion</li> <li>6. Although not on specification accept detached retina/equiv / whiplash</li> </ol> <p>NB maximum one injury per line, e.g. 1 mark for broken nose / broken jaw</p> <p>Do not accept swollen eye / head injury / shock Do not accept brain damage / soft tissue injury / neck injury / dizziness Do not accept fracture/dislocation on their own</p> <p style="text-align: right;">(2 x 1)</p>	(2)

Question Number	Answer	Mark
7(b)	<ol style="list-style-type: none"> <li>1. RICE</li> <li>2. rest, ice, compression, elevation</li> <li>3. rest, ice, comfortable support, elevation</li> </ol>	

Question Number	Answer	Mark
7(c)	<p>Any three from following:</p> <ol style="list-style-type: none"> <li>1. Warm up</li> <li>2. Application of rules (e.g. studs not showing in tackle / remove jewellery) / officials / lifeguards</li> <li>3. Correct fitness level/PAR-Q/adequate recovery allowed</li> <li>4. Correct clothing/footwear/personal effects (allow shin pads, helmets, gum shields i.e. things you put on)</li> <li>5. Balanced competition/all aspects</li> <li>6. Correct equipment (e.g. crash mats/padding around posts) / resources (e.g. spotters)</li> <li>7. Check grounds / performance area / risk assessment/ equiv</li> </ol> <p>NB. If activity not stated use first answer to establish nature of activity on which to base relevance of response. If applicable to any activity credit, e.g. warm-up</p> <p>Do not accept cool-down</p> <p style="text-align: right;">(3 x 1)</p>	(3)

Question Number	Answer	Mark
11	<p>Any two of the following:</p> <ol style="list-style-type: none"> <li>1. Allows movement (through the use of joints)/equiv</li> <li>2. Provides a place for muscle attachment/equiv</li> <li>3. Protects vital <u>organs</u> (so can play sport) /protection to reduce chances of injury/equiv</li> <li>4. Provides shape/support <u>for</u> an upright position/equiv (eg support for a balance)</li> </ol> <p>Accept answers relating to blood production (although not on spec) <u>IF</u> related to O<sub>2</sub> carrying energy production.</p> <p style="text-align: right;">(2 x 1)</p>	(2)

Question Number	Answer	Mark
12(a)	Bicep/s Bicep brachii	(1)

Question Number	Answer	Mark
12(b)	Abduction  NOT adduction	(1)

10 –  
Femur  
Fibula  
Tibia  
Long

11 – Levers / Red blood cell production. (Do not accept – help to move unless reference to levers)

12 –  
Hinge  
Flexion  
Extension  
Hip  
Ball & Socket

13 –  
Tendons  
Ligaments  
Ligaments

Tendons  
Ligaments

14 -

Protection	Bones protect vital organs	Skull – Cranium – protects brain from blow from racket or equiv.
Blood / Red blood cell production.	Made in bone marrow.	

15 –

Humerus

Radius

Ulna

16 – Biceps

17 – Pectorals / Pectoralis Major – Do not accept pecs.

19 –

Flexed

Extended

Extended

Elbow

20 –

Deltoids

Pectorals

Gastrocnemius

Abdominals

Anaerobic

Lactice Acid

Fast Twitch

Tires easily / Cant work for a long period of time.