

Welcome to Mr Chalk's Online Lab!

Today's Lesson: Cells Consolidation

Extension tasks

Movement of Molecules

Diffusion is the movement of a substance from an area of high concentration to an area of low concentration. Diffusion happens in liquids and gases because their particles move randomly from place to place. Diffusion is an important process for living things. It is how substances move in and out of cells.

Describe how the rate of diffusion across a membrane can be measured.

One example of molecules that diffuse across cell membranes is:

Describe facilitated diffusion:

In cellular biology, active transport is the movement of molecules across a membrane from a region of their lower concentration to a region of their higher concentration against the concentration gradient. Active transport requires cellular energy to achieve this movement.

What is active transport?

Where in the body does active transport occur?

Describe the spontaneous net movement of solvent molecules through a selectively permeable membrane into a region of higher solute concentration, in the direction that tends to equalize the solute concentrations on both sides.

Describe what osmosis is and the effect changing water concentration has on it.

Cells Game Design Instructions

A homework-based game to test the things you learned in your next game night. Before you start, you need to know the rules, the goals and rules. There is a series of key things to think about when designing and building your game.

Write down your ideas. They should focus on the perfect inspiration is going to be. You may find that combining two different ideas makes a great new game concept. Keep a log of ideas in a notebook.

Develop your game with a theme. There are the "must" of a game and you also need to think about the "want" of a game. There are things you want to have in your game. There are things you want to have in your game. There are things you want to have in your game.

Determine the age range of your players. The age range of your players will influence the complexity of your game. You need to think about the age range of your players. It's better to have a game that is too easy than one that is too hard.

Use mechanics to develop your game. Alternatively, mechanics are the way players interact with the game and each other. In mechanics, the mechanics are the way players interact with the game and each other. In mechanics, the mechanics are the way players interact with the game and each other.

Write out the basic rules. There will be a lot of rules in your game. You need to think about the rules. You need to think about the rules. You need to think about the rules.

Use prototypes to evaluate your game. Before you begin work on the final product, create a rough prototype first game so that you can play around with it. A prototype is a rough version of a game that is used to test the game's mechanics and to see if the game is fun to play.

TASKMASTER

Make a model of the lungs! You can use items around your house, and don't forget labels!

You have 1 hour to complete this task

Background Information

Useful information

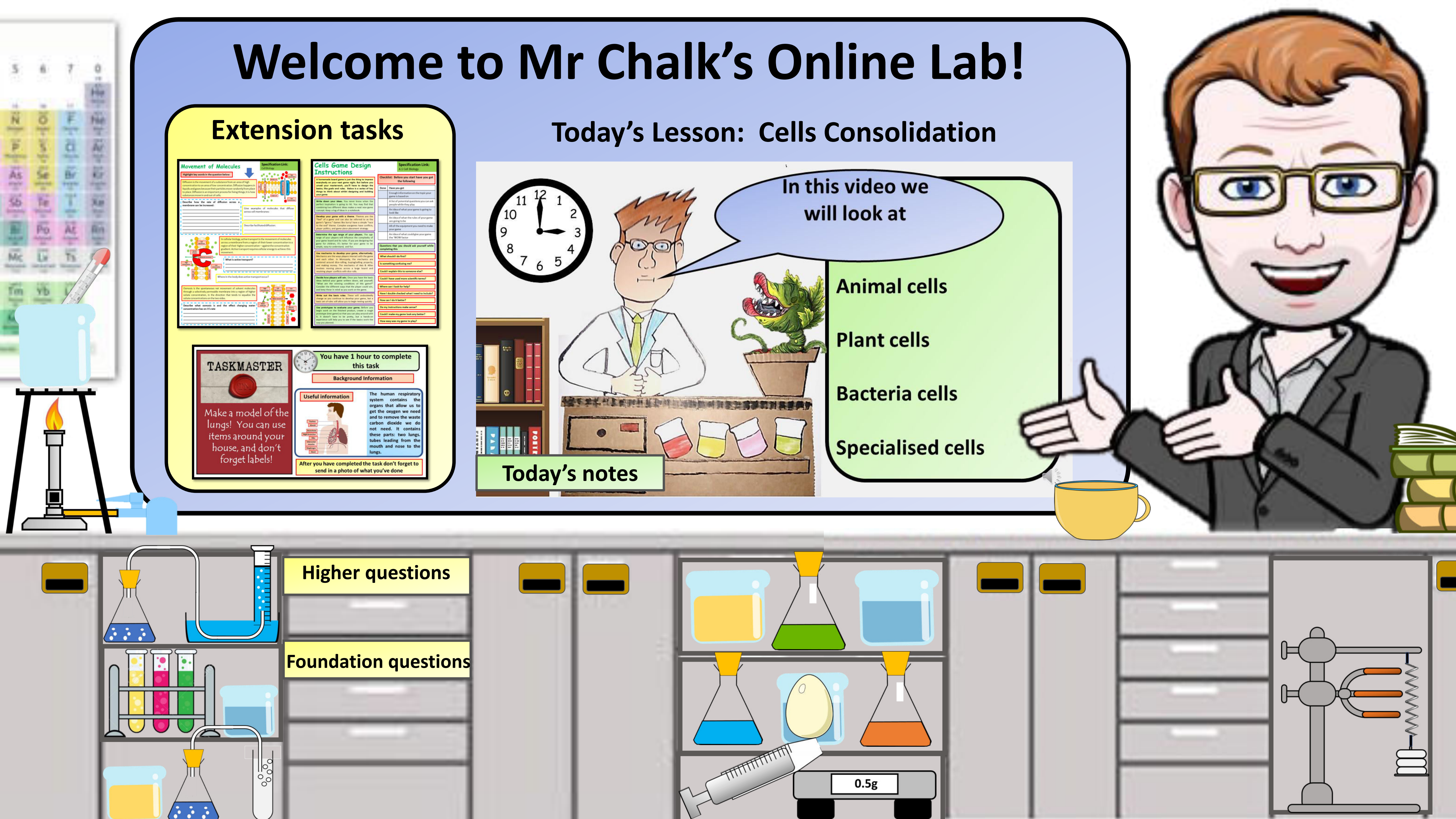
The human respiratory system contains the organs that allow us to get the oxygen we need and to remove the waste carbon dioxide we do not need. It contains these parts: two lungs, tubes leading from the mouth and nose to the lungs.

After you have completed the task don't forget to send in a photo of what you've done

In this video we will look at

- Animal cells
- Plant cells
- Bacteria cells
- Specialised cells

Today's notes



Higher questions

Foundation questions

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