

The A & P Placement Test is a rigorous and difficult 100 question multiple-choice exam containing these topics:

- cell structure and function
- structure and function of macromolecules
- cell transport and membrane function
- graphs/basic math
(metric conversions/dimensional analysis/algebra)
- general chemical principles
- water, acids, bases, and pH
- DNA/RNA structure and function
- cellular respiration
- mitosis
- organization within the human body
- homeostasis
- energy, enzymes & metabolism
- protein synthesis-transcription/translation

In order to be placed in BIO 103 (Anatomy & Physiology I) you must have four prerequisites met.

1. Score at least a **65%** on the A & P Placement Test
2. Have a high school chemistry or college equivalent on your transcript
3. Pass MAT 099 or place into MAT 100
4. Pass ENG 099 or place into ENG 100

*There is NOT a transferable science credit to be placed into BIO-103. You **must** score a 65% on the A & P Placement Test.*

Everyone is given 2 chances to score a **65%** on the test. If you fail twice you must take BIO 099, BIO 101, BIO 109, or CHM 101. After completing one of these courses, you may take the test 2 additional times. This test is the final exam for BIO 099 and BIO 109.

YOU STILL MUST PASS THE A & P PLACEMENT TEST AFTER TAKING ANY OF THESE COURSES.

You are encouraged to stop in the Learning Support Center, which is located between the STEM building, and the Student Center next to Kepler Theater. You may call 240-500-2251 and ask for Clayton or Chris for questions about the A & P Placement Test. If you are struggling on a particular topic we can help remediate you on that topic. **There are modules, powerpoints, and textbooks available to you in LSC-100. There are also 3 practice exams and an outline available online.** If you have not had a biology or chemistry course recently you would find it useful taking a preparatory class. You may consider taking BIO 099, BIO 109, or CHM 101. See Fine Print.doc for options and explanations of these classes.