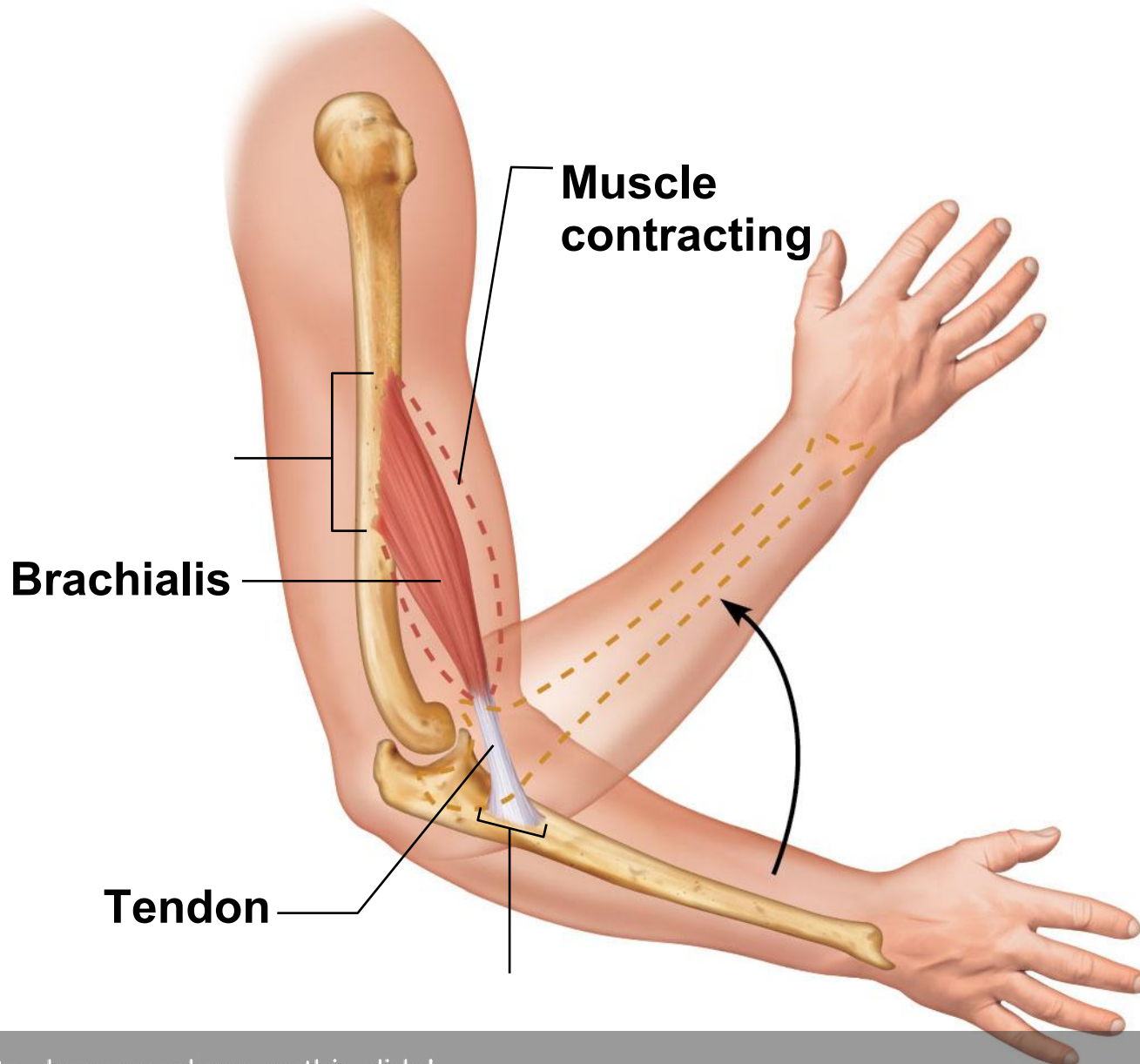


Skeletal Muscular Movements

- The type of movement at any joint depends on **the muscle, the origin and insertion points, the shapes of the bones involved, and the joint type**
- Muscles are attached to no fewer than two points
 1. Origin: **attachment to an immovable or less movable bone**
 2. Insertion: **attachment to a movable bone**
- When the muscle contracts, **the insertion moves toward the origin**

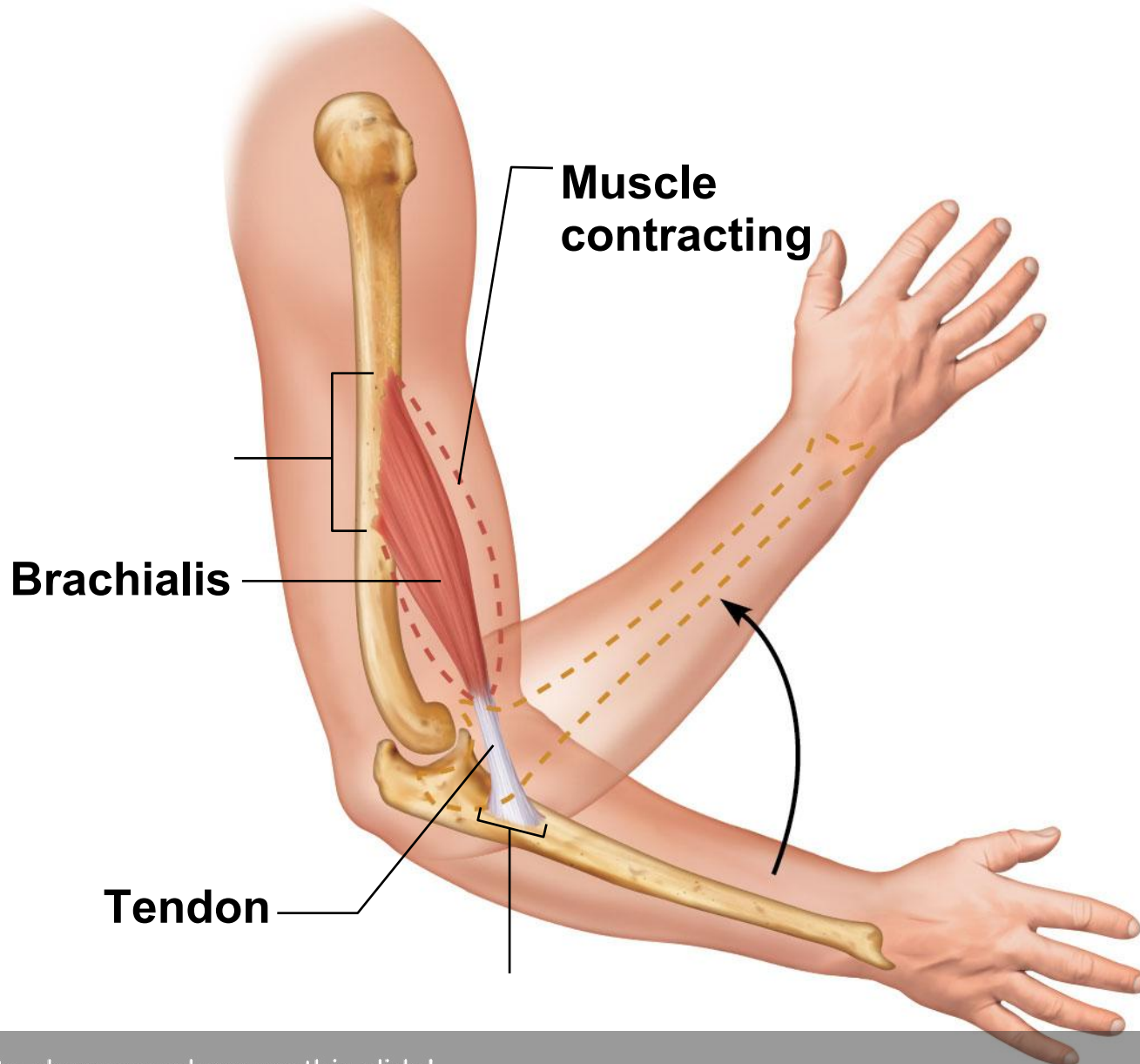
Label the origin on the figure below.



Students, draw anywhere on this slide!

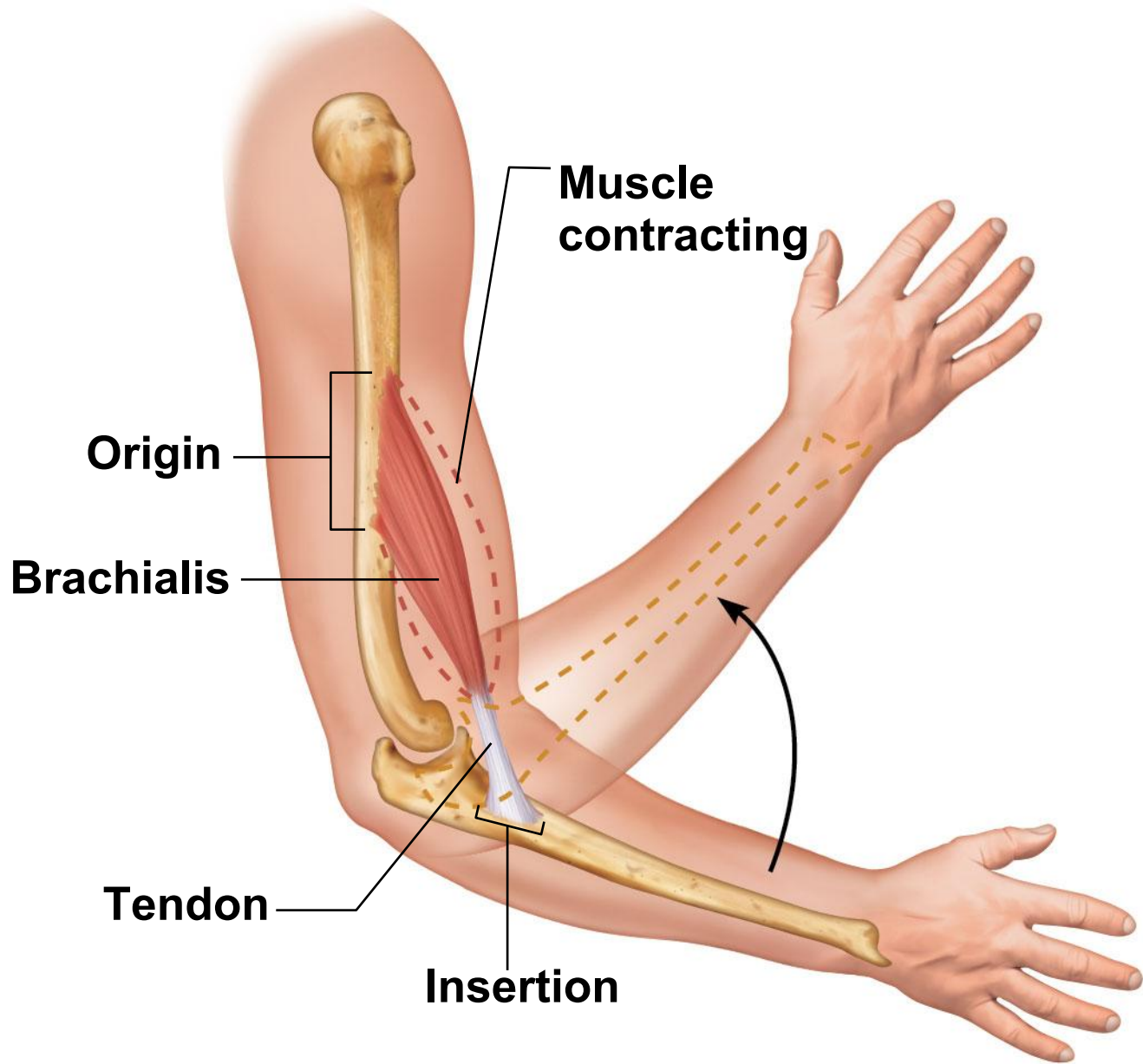
Pear Deck Interactive Slide
Do not remove this bar

Label the insertion on the figure below.



Students, draw anywhere on this slide!

Pear Deck Interactive Slide
Do not remove this bar



Types of Body Movements

■ Flexion

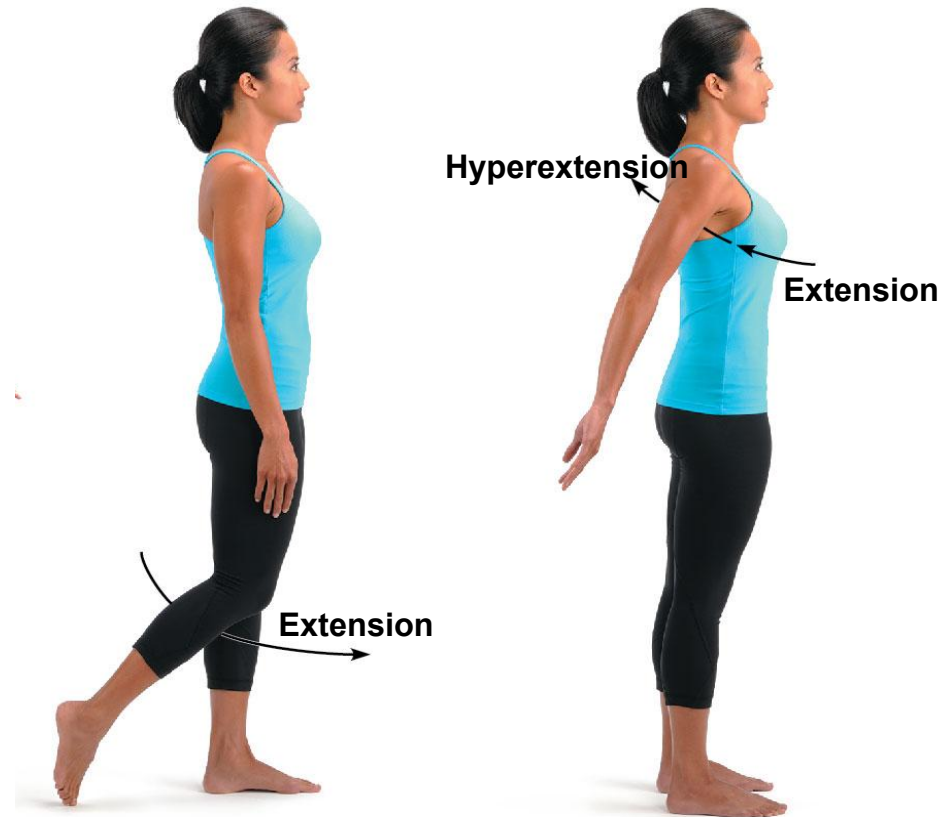
- **Decreases** the angle of the joint
- Brings two bones **closer together**
- Typical of **bending hinge joints** (knee and elbow) or **ball-and-socket joints** (hip)



Types of Body Movements

■ Extension

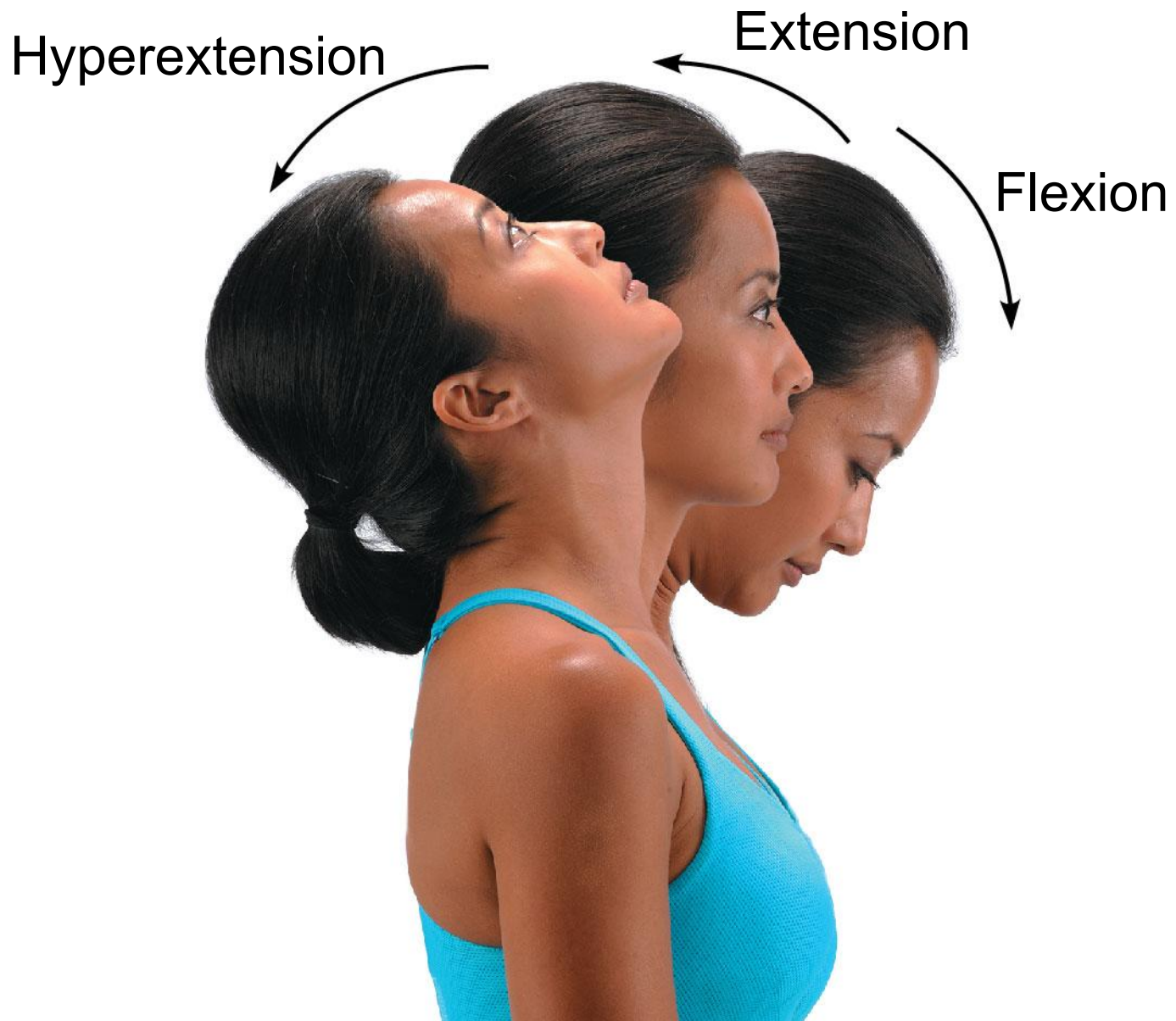
- Opposite of flexion
- **Increases** angle between two bones
- Typical of **straightening the elbow or knee**
- Extension beyond 180° is called **hyperextension**



Label each movement arrow as flexion, extension, or hyperextension.



Students, draw anywhere on this slide!



Types of Body Movements

■ Rotation

- Movement of a bone **around its longitudinal axis**
- Common in **ball-and-socket joints**
- Example: moving the atlas around the axis (shaking your head “no”)





Label each movement
arrow as lateral
rotation or medial
rotation.



Students, draw anywhere on this slide!

Rotation



**Lateral
rotation**



**Medial
rotation**



Types of Body Movements

■ Abduction

- Movement of a limb **away from the midline**

■ Adduction

- Opposite of abduction
- Movement of a limb **toward the midline**



Types of Body Movements

■ Circumduction

- Combination of **flexion, extension, abduction, and adduction**
- Common in **ball-and-socket joints**
- **Proximal end of bone is stationary, and distal end moves in a circle**



Types of Body Movements

- **Dorsiflexion**

- Lifting the foot so that the superior surface approaches the shin

- **Plantar flexion**

- Opposite of dorsiflexion
- Pointing the toes away from the head



Types of Body Movements

■ Inversion

- Turning sole of foot **medially**

■ Eversion

- Opposite of inversion
- Turning sole of foot **laterally**



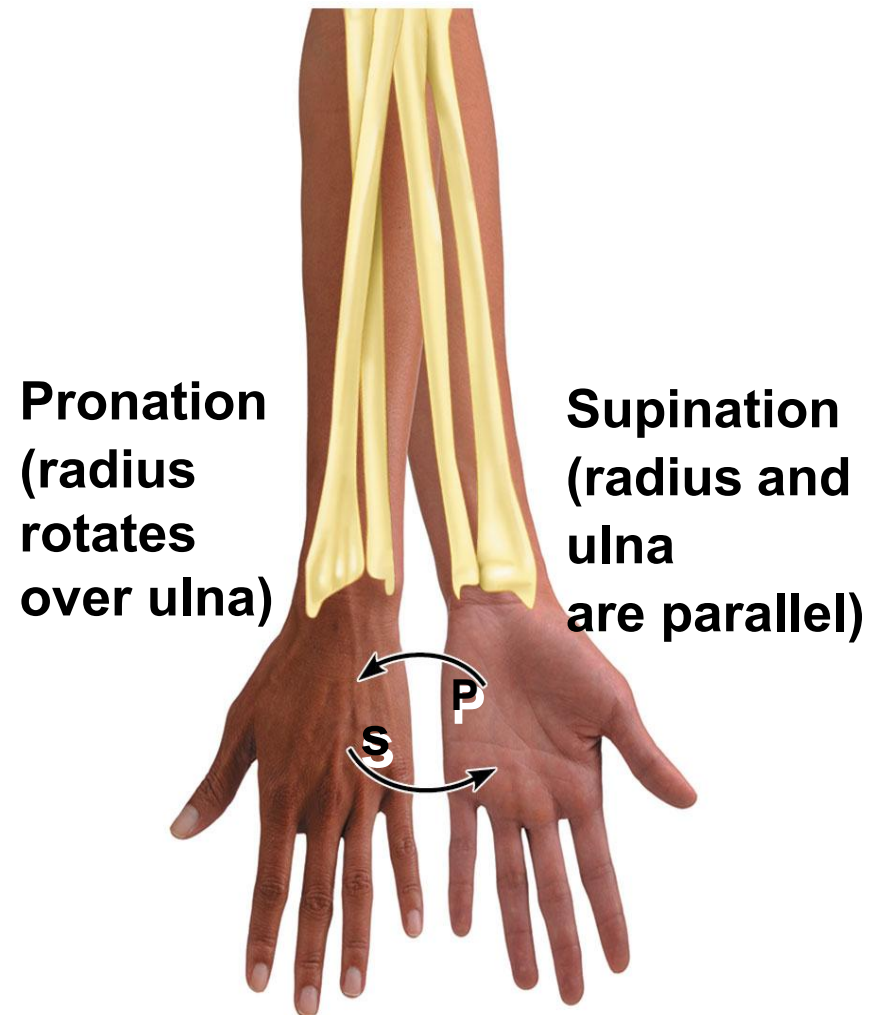
Types of Body Movements

■ **Supination**

- Forearm rotates **laterally** so palm faces **anteriorly**
- Radius and ulna are **parallel**

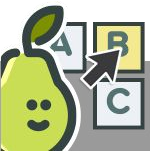
■ **Pronation**

- Forearm rotates **medially** so palm faces **posteriorly**
- Radius and ulna **cross each other like an X**



Types of Body Movements

In anatomical position, are the radius and ulna pronated or supinated?



Students choose an option

In anatomical position, the radius and ulna are supinated.

supination = palms up

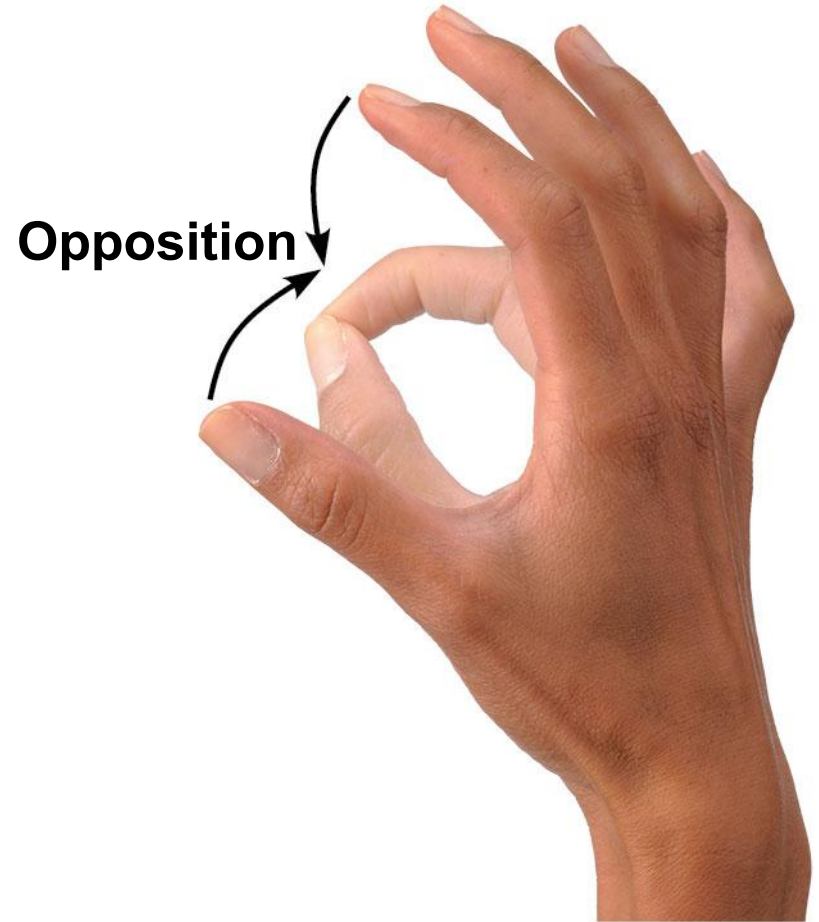
pronation = palms on



Types of Body Movements

- **Opposition**

- Moving the thumb to touch the tips of other fingers on the same hand



Exit Ticket:

Label the movement arrows. (1 movement)



Students, draw anywhere on this slide!

Exit Ticket:

Label the movement arrows. (1 movement)



Opposition

Exit Ticket:

Label the movement arrows. (2 different movements)



Students, draw anywhere on this slide!

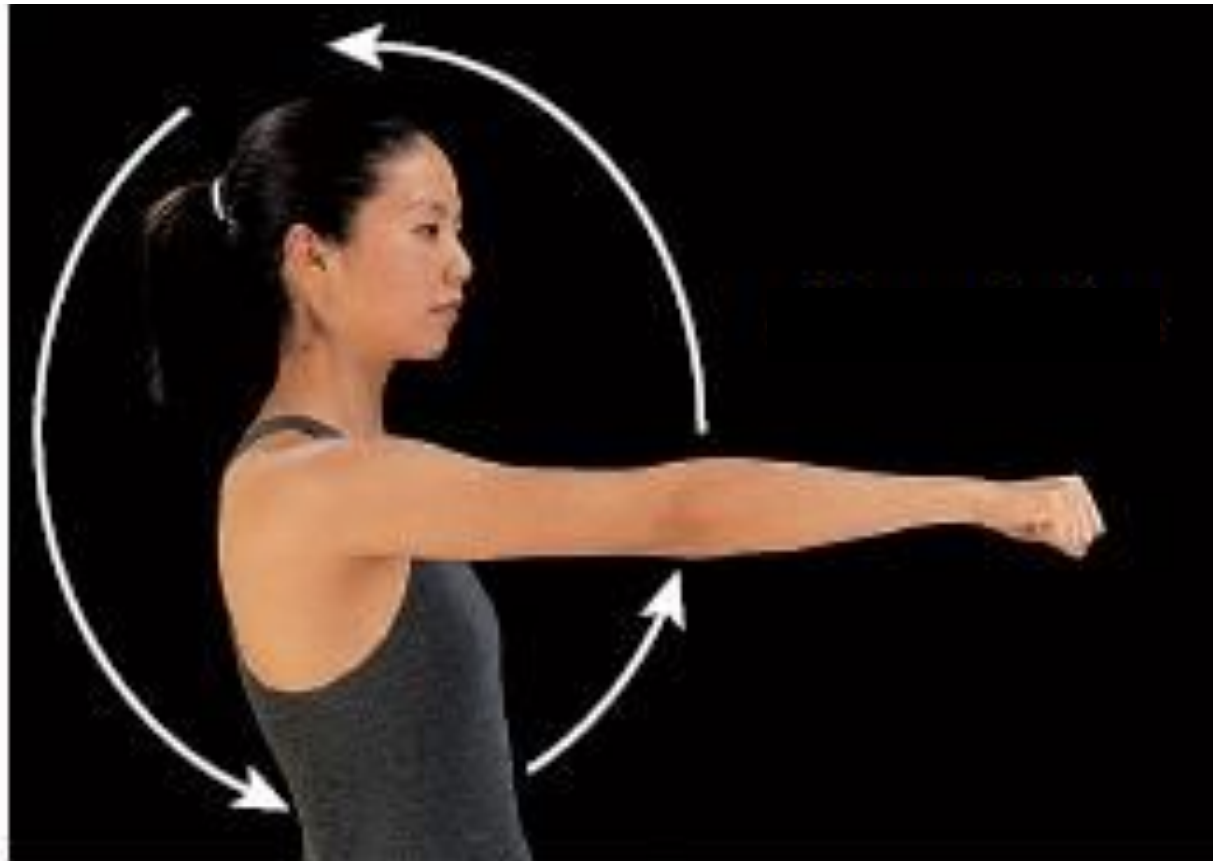
Exit Ticket:

Label the movement arrows. (2 different movements)



Exit Ticket:

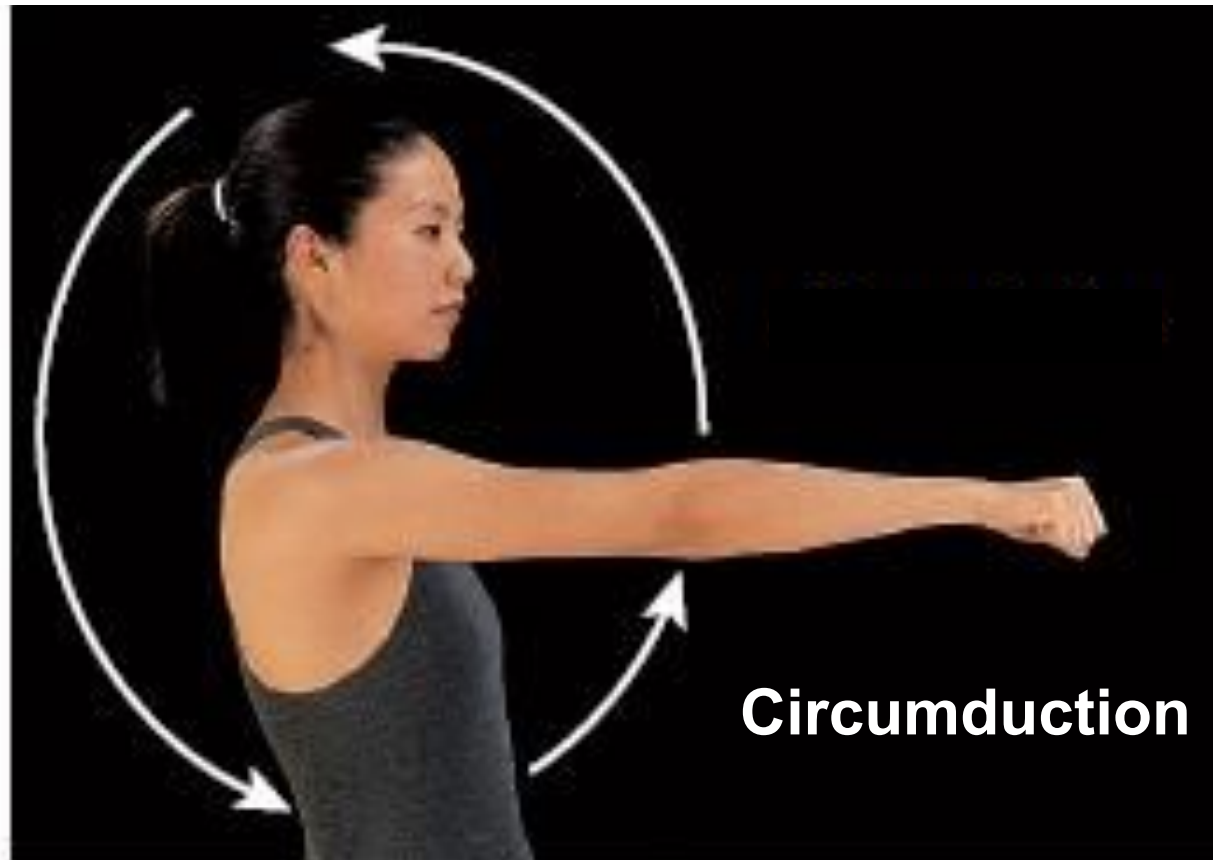
Label the movement arrows. (1 movement)



Students, draw anywhere on this slide!

Exit Ticket:

Label the movement arrows. (1 movement)



Exit Ticket:

Label the movement arrows. (2 different movements)



Students, draw anywhere on this slide!

Exit Ticket:

Label the movement arrows. (2 different movements)



Inversion



Eversion

Exit Ticket:

Label the movement arrows. (2 different movements)



Students, draw anywhere on this slide!

Exit Ticket:

Label the movement arrows. (2 different movements)

