MOVEMENTS

-Movement around a joint may be around any one (or more) of three axes

-Most movements are found in pairs

-For every movement, there is generally a movement that is opposite to it

FLEXION-EXTENSION

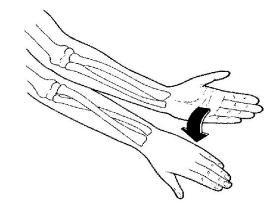
- Flexion reduces the angle between two bones at a joint
- Extension increases the angle between two bones at a joint
- Usually sagittal plane movement
- E.g. Bicep Curl
- Lifting the weight reduces the angle at the joint= flexion
- Lowering the weight increases the angle at the joint = extension



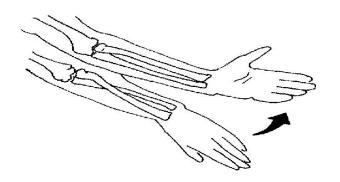
PRONATION-SUPINATION

Movements relative to the forearm and hand

- PRONATION
- When the palm is moved to face posteriorly



- SUPINATION
- When the palm is moved to face anteriorly
- (hint: you can hold a bowl of soup)

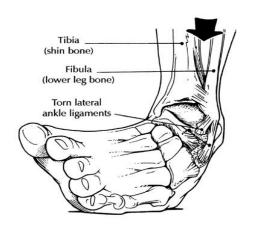


INVERSION- EVERSION

Movements relative to the sole of the foot

- INVERSION
- when the sole is turned inward (as when you "go over "on your ankle)

- EVERSION
- When the sole is turned outward or away from the median plane of the body

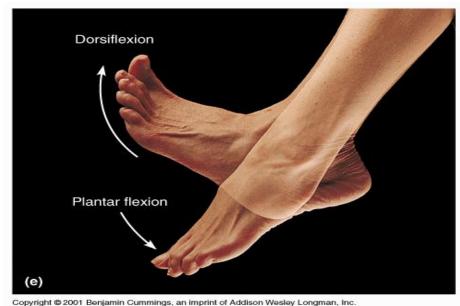




DORSIFLEXION PLANTAR FLEXION

Modified flexion with respect to ankle joint

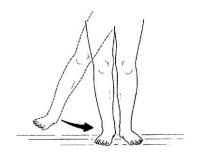
- DORSIFLEXION
- Bringing the top of the foot toward the lower leg or shin
- PLANTAR FLEXION
- -"planting" the foot



ABDUCTION - ADDUCTION

- ABDUCTION
- Moving a segment away from the midline
- Abduct = "take away" from the midline

- ADDUCTION
- Moving segment towards the midline of the body
- Adduct = "add" towards the midline

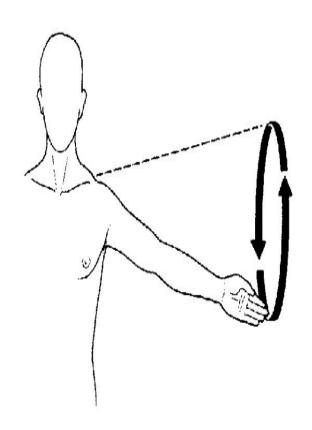


E.g. the motions of the arms and legs during a jumping jack

- Frontal plane movement

CIRCUMDUCTION

- CIRCUMDUCTION
- A cone of movement that does not include any rotation
- Occurs when flexion-extension movements are combined with abduction-adduction movements
- E.g. tracing an imaginary circle in the air with your index finger



ROTATION

- Turning of a bone on its longitudinal axis
- Medial rotation rotation towards the midline
- Lateral rotation rotation away from the midline

