Activity at a glance

Time to complete	Approximately 1-1.5 hours
Age level	Advanced high school, College, or Professional school
Bloom's level(s)	• BL3 - Apply • BL4 - Analyze • BL5 - Evaluate
Learning objective	After completing this activity, students will be able to **interpret** (BL3 - Apply) the motions of their own knee, **simulate** (BL5 - Evaluate) each motion axis of the knee with a 3D physical model, and **diagram** (BL4 - Analyze) the knee's 3D axes of motion as a 2D representation.
Assessment	• **Students:** Students can assess their own work on page 1 and the first row of page 2 of the worksheet using "Assess" boxes in the activity guide. • **Educators:** Educators can assess students' work for rows 2-4 on page 2 of the worksheet using the answer key (only visible to educators).
Materials needed	See Materials needed
Systems	• Skeletal
Core concepts	• ??Structure & function
Competencies	• Depiction of anatomy • Integration of 2D and 3D representations • Motion analysis • Observation
Activity ID	HSKN2

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