# Activity at a glance

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| **Time to complete** | Approximately 1-1.5 hours |
| **Age level** | Advanced high school, College, or Professional school |
| **Bloom's level(s)** | • BL3 - Apply<br>• BL4 - Analyze<br>• 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.<br>• **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<br>• Integration of 2D and 3D representations<br>• Motion analysis<br>• Observation |
| **Activity ID** | HSKN2 |

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