

# Materials needed

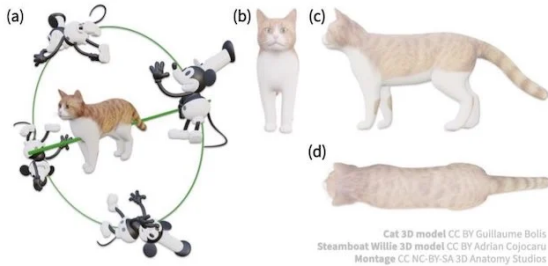
For this activity you'll need:

1. The [worksheet for this activity](#) (either opened in a PDF viewer on a desktop/tablet computer or printed out).

How many ways can you move your knee?: v1 HSKN2 Worksheet - Page 1

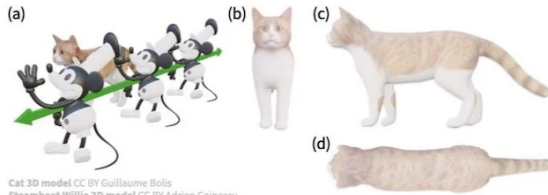
### Practice drawing motion axes

Draw the axis of rotation depicted in 3D in (a) as a 2D projection onto the images in (b-d), as explained in the activity guide. Use the symbols in the legend at the bottom of the page.



Cat 3D model CC BY Guillaume Bolis  
Steamboat Willie 3D model CC BY Adrian Cojocaru  
Montage CC NC-BY-SA 3D Anatomy Studios

Draw the axis of translation depicted in 3D in (a) as a 2D projection onto the images in (b-d), as explained in the activity guide. Use the symbols in the legend at the bottom of the page.



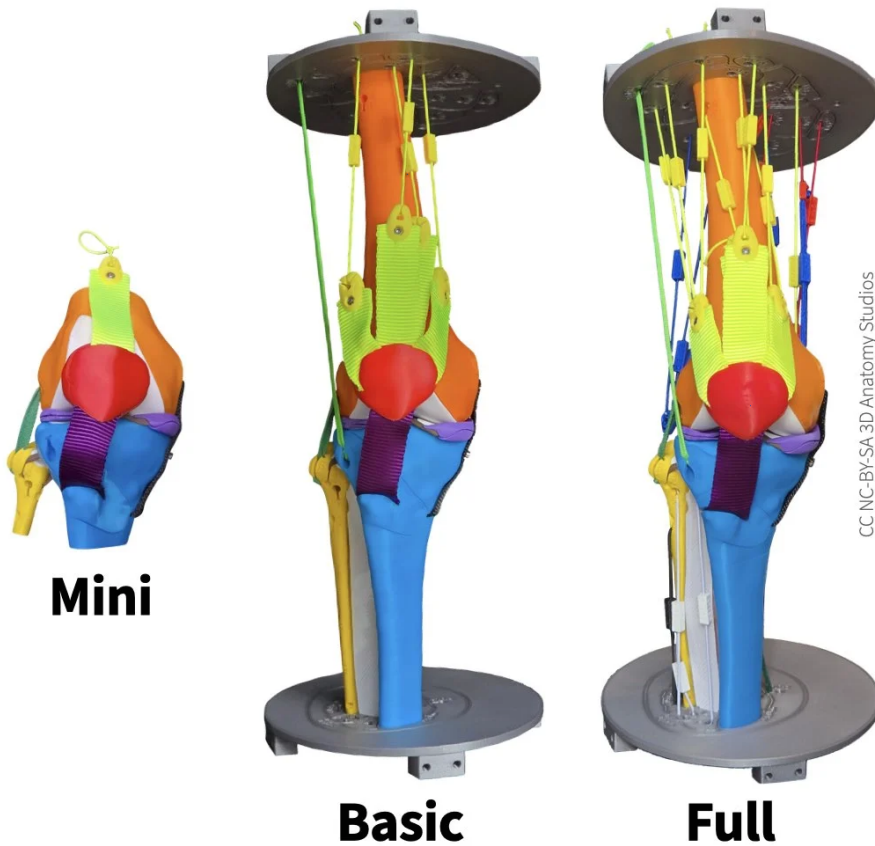
Cat 3D model CC BY Guillaume Bolis  
Steamboat Willie 3D model CC BY Adrian Cojocaru  
Montage CC NC-BY-SA 3D Anatomy Studios

Using your own knee as a reference, how many motion axes do you think your knee has? \_\_\_\_\_

Symbol legend				
	Rotation axis	Rotation axis into/out of page	Translation axis	Translation axis into/out of page

You can find the guide for this activity at [3das.us/guides/HSKN2](https://3das.us/guides/HSKN2)  
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2. A [Human Knee Active Learning Kit](#) (Mini, Basic, or Full model).



For this activity, you can use either the Mini (left), Basic (middle), or Full (right) model of the Human Knee Active Learning Kit.

If your knee kit doesn't look like one of the kits in the image above, [follow these instructions for assembling or disassembling your kit.](#)

