

Materials needed

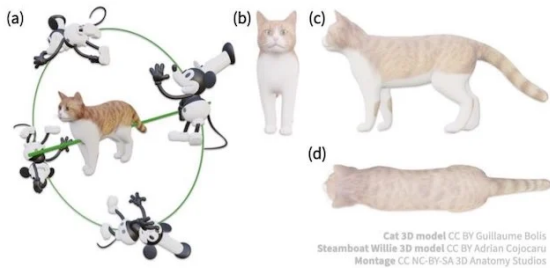
For this activity you'll need:

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

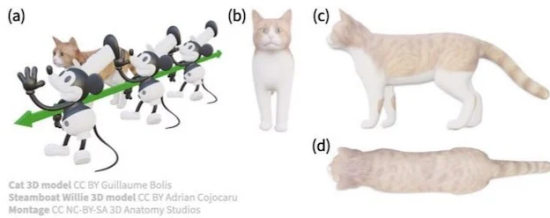
How many ways can you move your knee?: v1 HSKN2 Worksheet - Page 1

Practice drawing motion axes

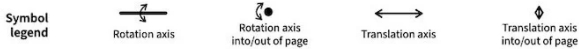
Draw the axis of rotation depicted in 3D in (a) as a 2D projection onto the images in (b-d), as explained in the [activity guide](#). Use the symbols in the legend at the bottom of the page.



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.

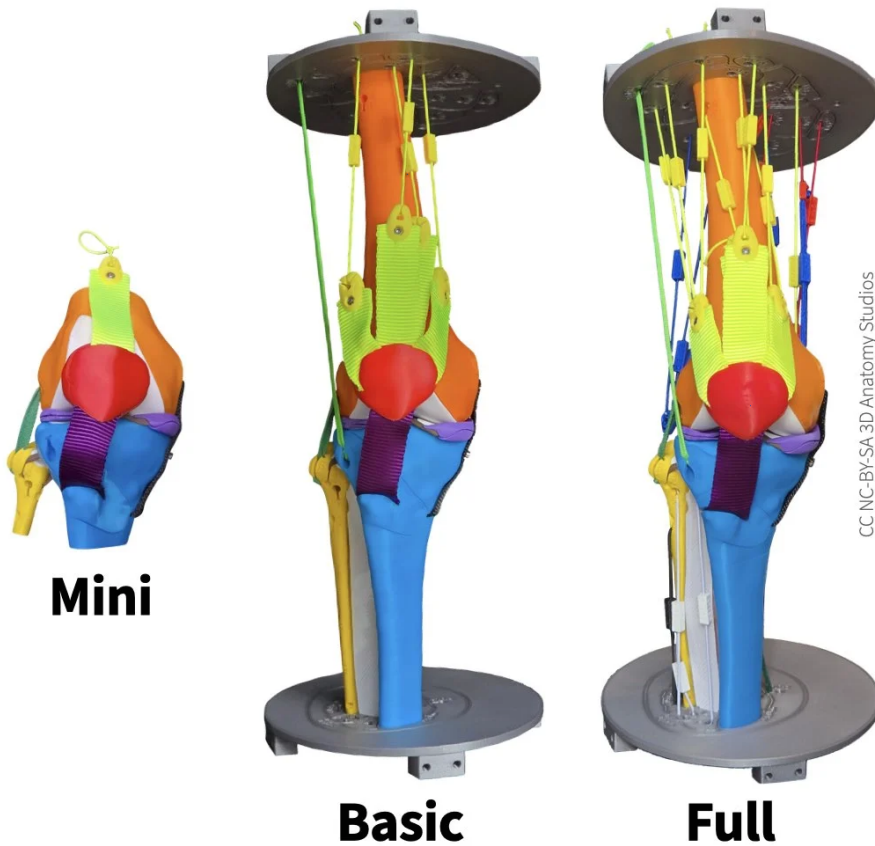


Using your own knee as a reference, how many motion axes do you think your knee has? _____



You can find the guide for this activity at 3das.us/guides/HSKN2
All images and text licensed under CC NC-BY-SA by 3D Anatomy Studios, unless otherwise noted

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.](#)

