LC2 SCIENCE

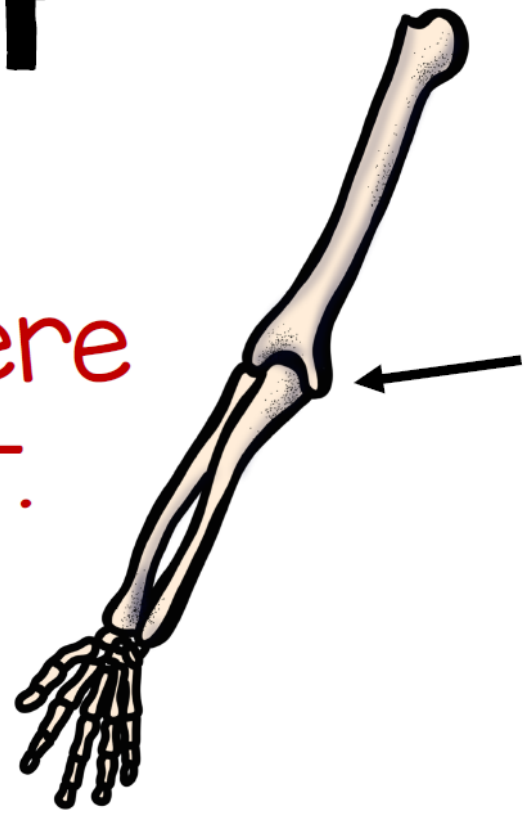
MISS B.

SKELETAL SYSTEM

Day 4

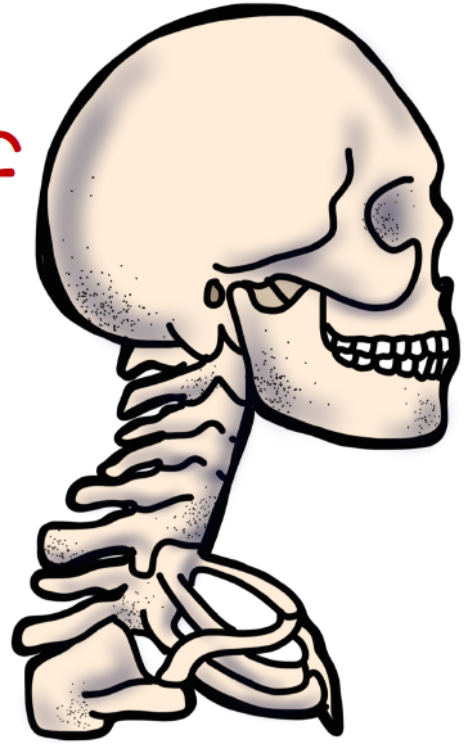
joint

The area where bones meet.



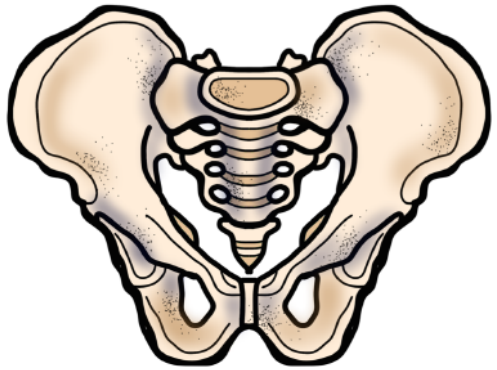
ligaments

A short band of connective tissues that hold bones together.



tendons

A cord or band of tissue that connects muscles to bones



Types of JOINTS

Bones need to be strong to support our body. However, if we just had one large bone then movement would not be possible. This is where joints come in. A joint is a point where two or more bones meet. Joints can be moveable, immoveable, or partially moveable. There are different types of moveable joints. Each type of joint allows for a different type of movement.

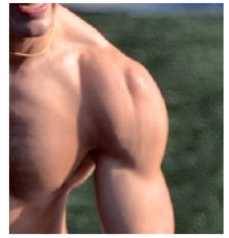
4 Main Types of Moveable Joints

HINGE

Hinge joints are formed between two or more bones where the bones can only move along one axis to extend or flex. (Think of the hinges on a door.) Hinge joints can be found in the ankle, elbow, knee, fingers, and toes.

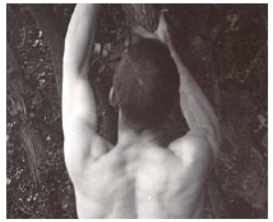
BALL & SOCKET

Ball & socket joints allow for the most range of motion. The shoulder and hip joints are the only ball & socket joints in the body.



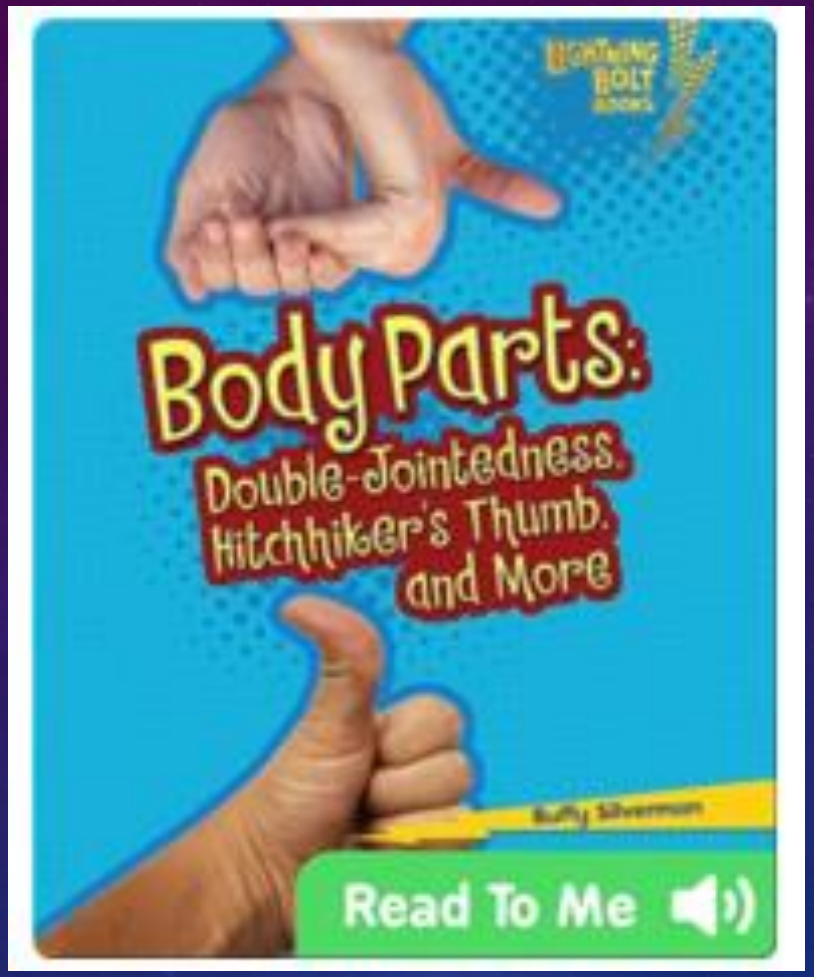
PIVOT

Pivot joints allow for rotation of one bone around another. A pivot joint is found at the top of the spine and it allows for neck rotation.



GLIDING

Gliding joints, are formed between bones that meet at a flat or almost flat surface. Gliding joints allow bones to glide past one another in any direction. These can be found in the carpal bones of the wrist, in the palm, in the tarsal bones of the ankle, and on the foot.



https://www.getepic.com/app/read/6110

Name _____

The Skeletal System

1.

2.

3.

4.

5.

6.

7.

8.

A

Cause

Bones are thick and strong on the outside.

B

Effect

Our bodies have form and do not flop around.

C

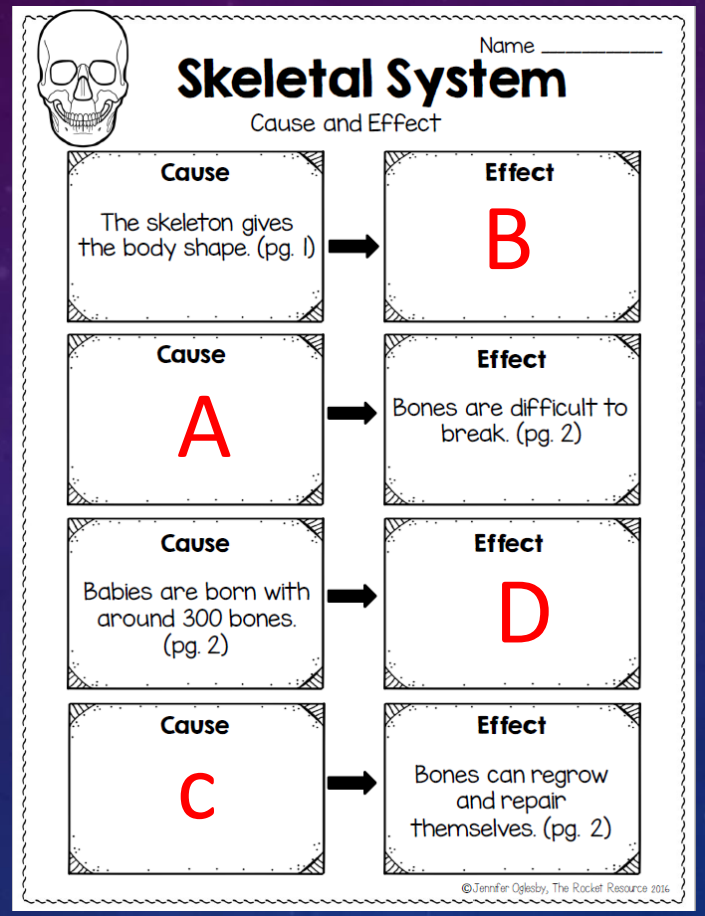
Cause

Bones can break.

D

Effect

Bones fuse together as babies grow.



Name _____

Skeletal System

Cause and Effect

Cause	Effect
The skeleton gives the body shape. (pg. 1)	B
A	Bones are difficult to break. (pg. 2)
Babies are born with around 300 bones. (pg. 2)	D
C	Bones can regrow and repair themselves. (pg. 2)

A

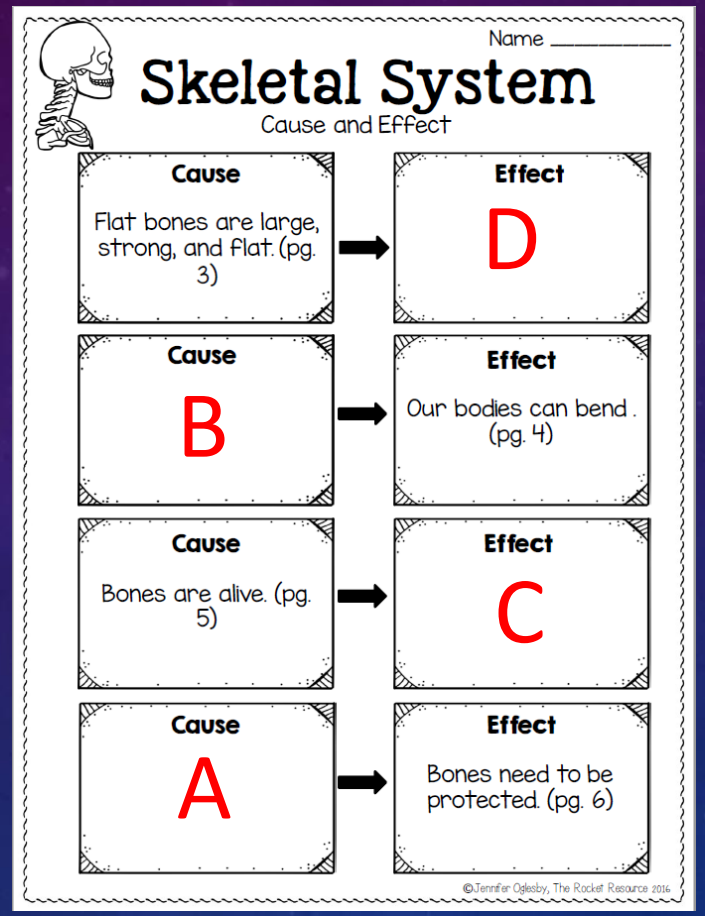
Cause

Bones can be fractured.

B

Cause

Joints that connect bones allow for movement.



Name _____

Skeletal System

Cause and Effect

Cause	Effect
Flat bones are large, strong, and flat. (pg. 3)	D
B	Our bodies can bend . (pg. 4)
Bones are alive. (pg. 5)	C
A	Bones need to be protected. (pg. 6)

C

Effect

Bones can heal themselves by growing new cells.

D

Effect

They protect our internal organs.

Name Miss Bernsdorff

The Skeletal System

1. B
2. A
3. D
4. C
5. D
6. B
7. C
8. A