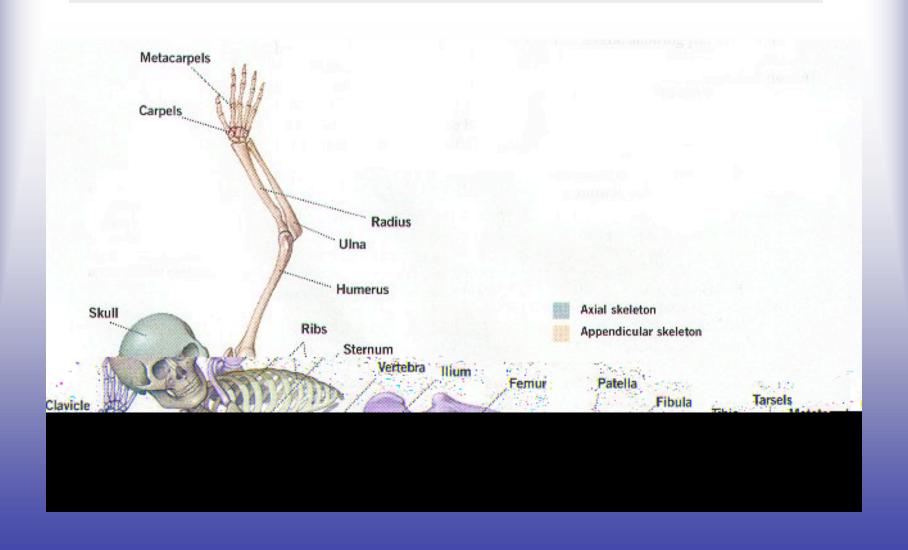
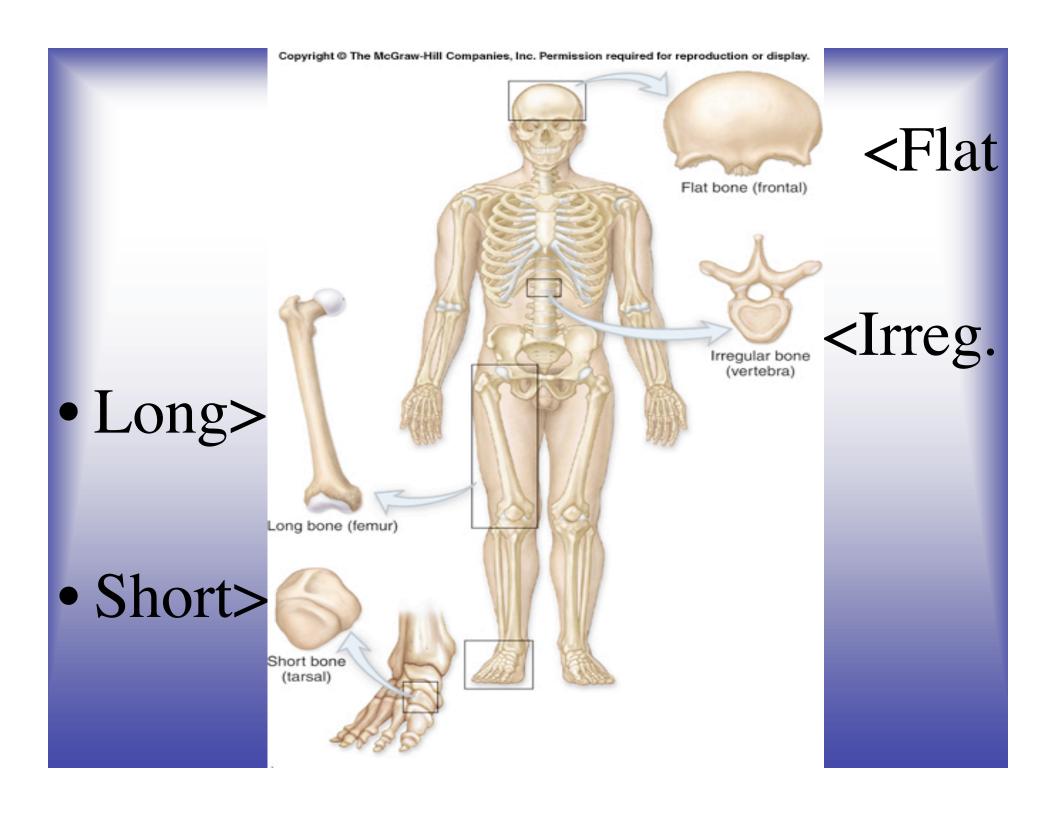
SKELETAL SYSTEM



TYPES OF BONES



- FLAT- shoulder
- IRREGULARear
- SHORT- wrist
- LONG- arms



MAKEUP of BONE

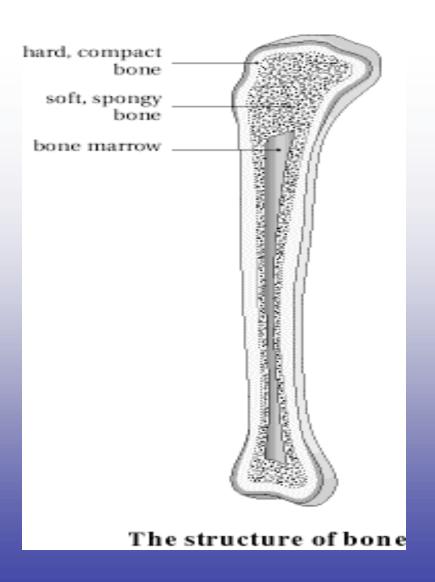
- **SPONGYBONE**-lightweight with holes for vessels.
- <u>COMPACT</u>
 <u>BONE</u>- hard
 outer surface.

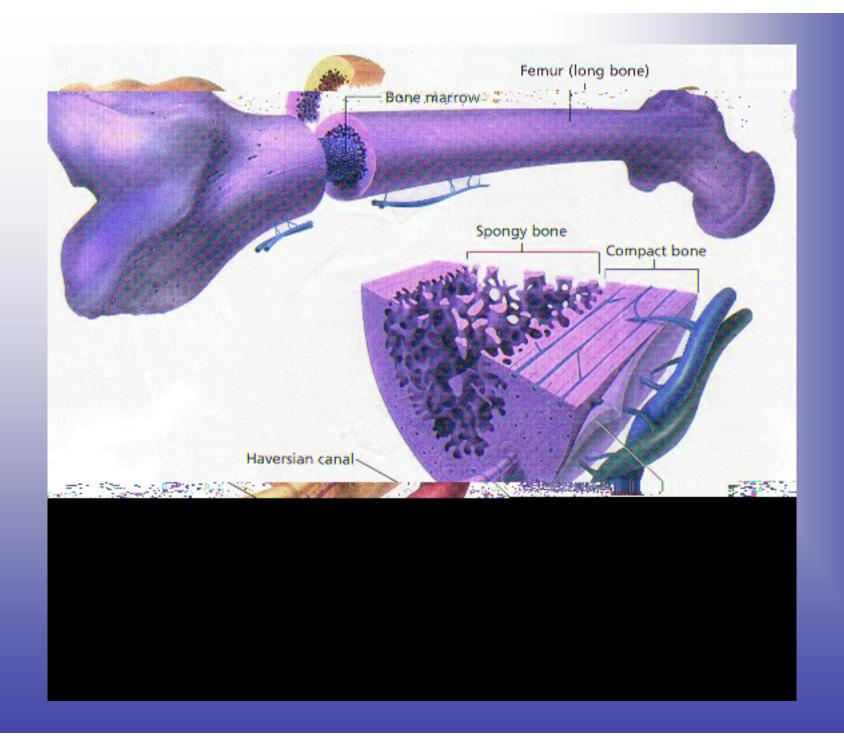
• **PERIOSTEUM**-thin protection, saran wrap.

• MARROW-soft middle, red:makes blood cells.

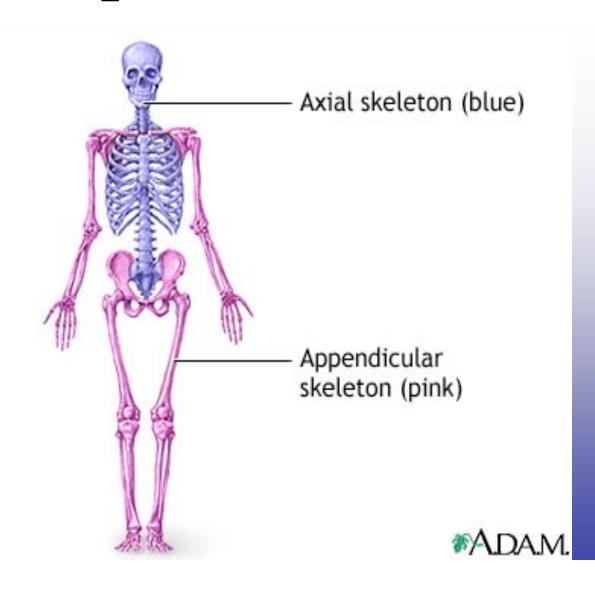
MAKE-UP OF BONE

- COMPACTBONE
- SPONGY BONE
- MARROW
- PERIOSTEUM





Two parts make One



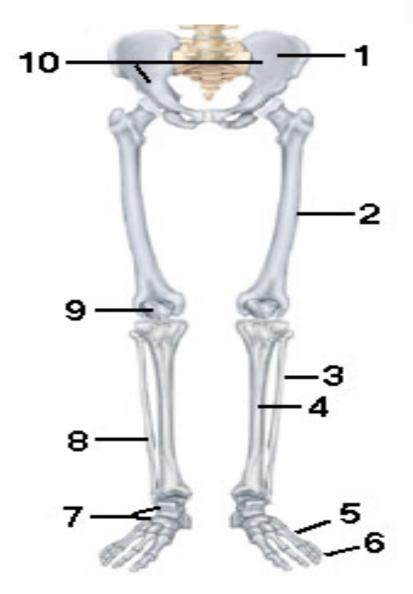
AXIAL

Skull
Spine
Ribs

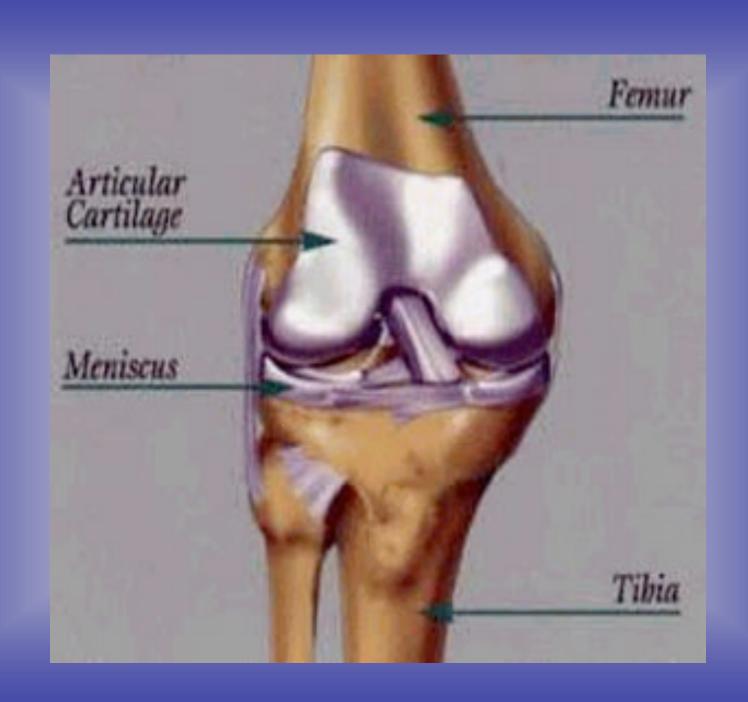


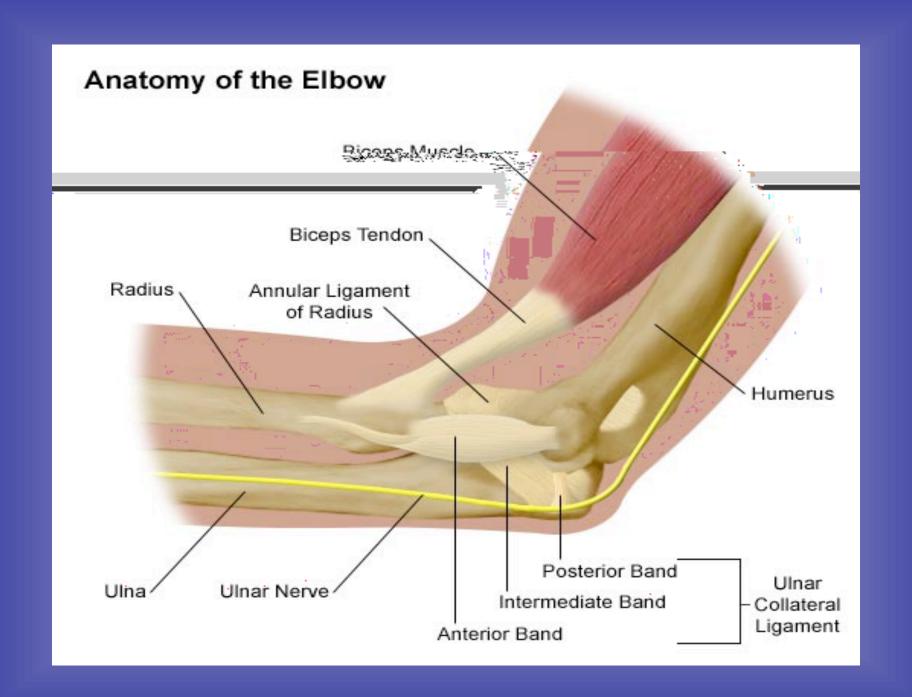
APPENDICULAR

- PELVIS
- SHOULDER
- APPENDAGES
 - -ARMS
 - -LEGS



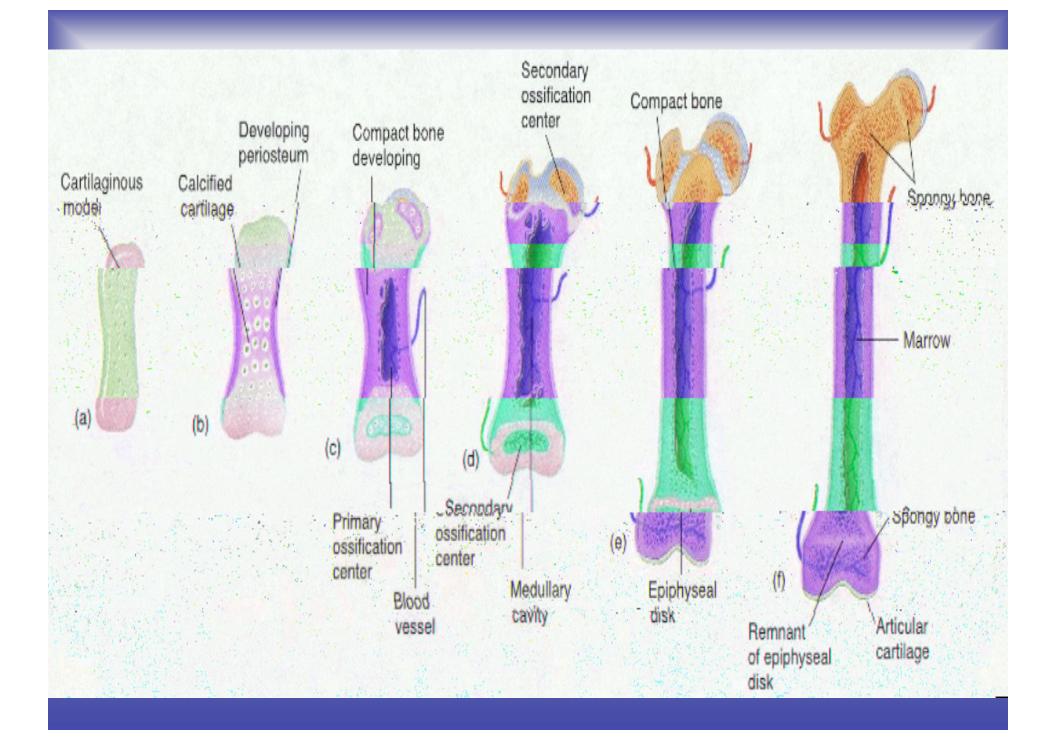


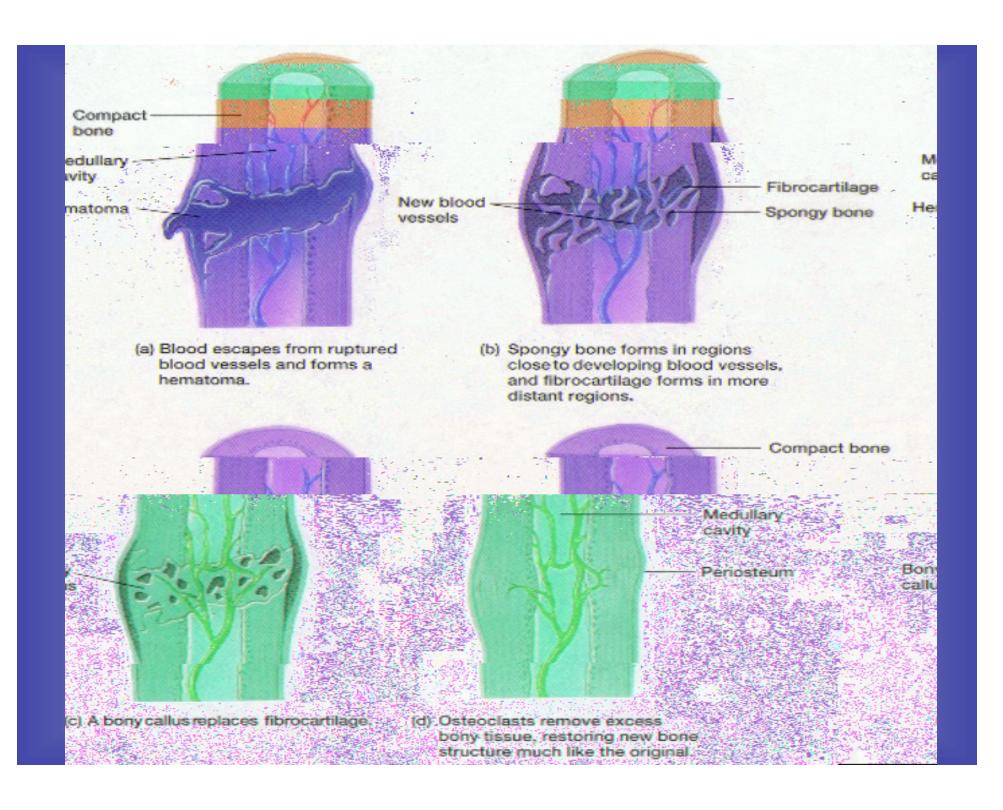




FUNCTIONS

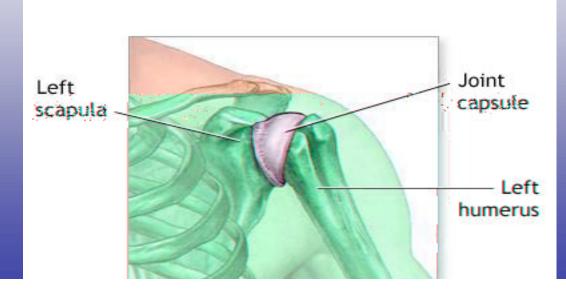
- STRUCTURE / FRAMEWORK
- PROTECTION
- MAKE BLOOD CELLS
- ATTACHMENT OF MUSCLE
- STORAGE OF MINERALS



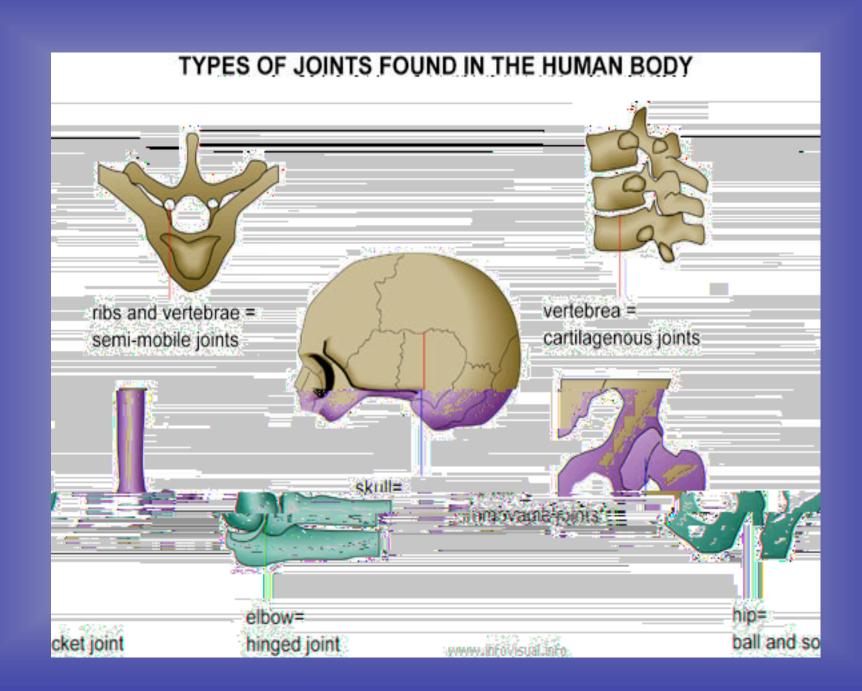


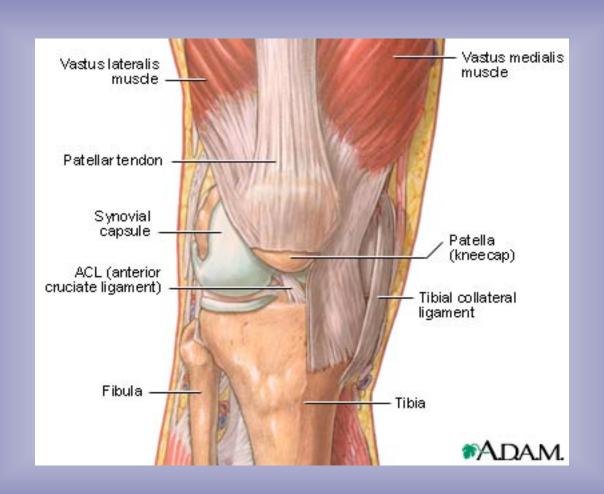
JOINTS

- Area where two or more bones come together.
- Connected by LIGAMENTS

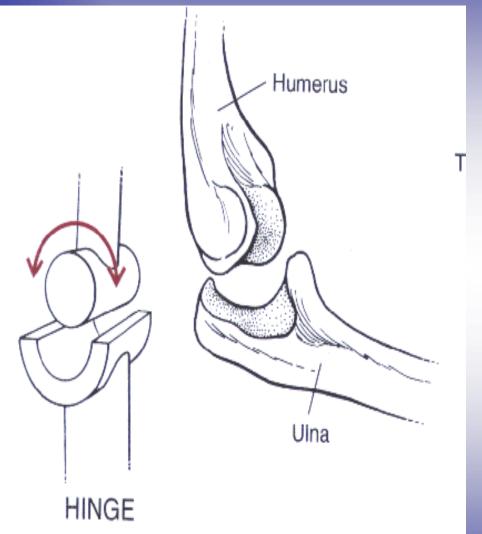


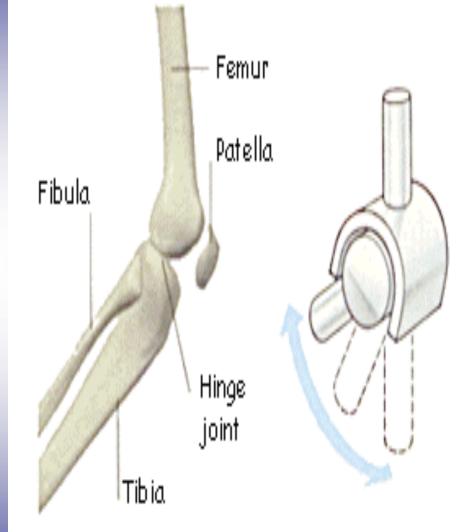






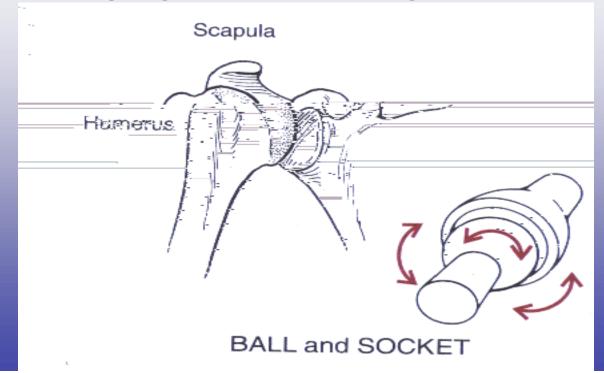


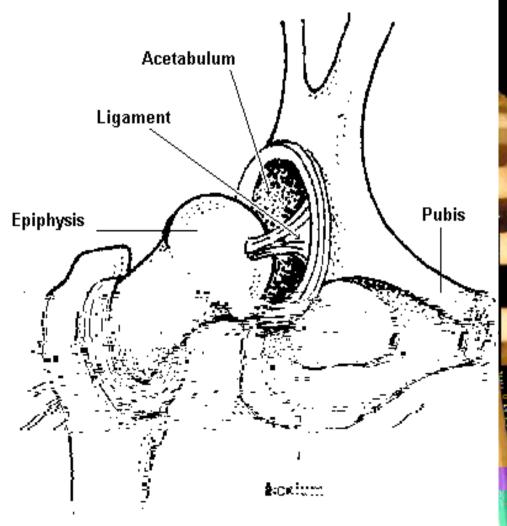




BALL & SOCKET JOINT

- SHOULDER & HIP // ie: joystick
- Rotating, greatest range of motion









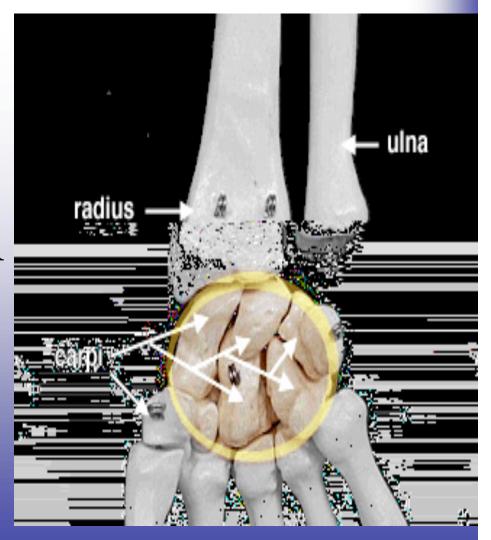
SADDLE

T H U M B



GLIDING JOINT

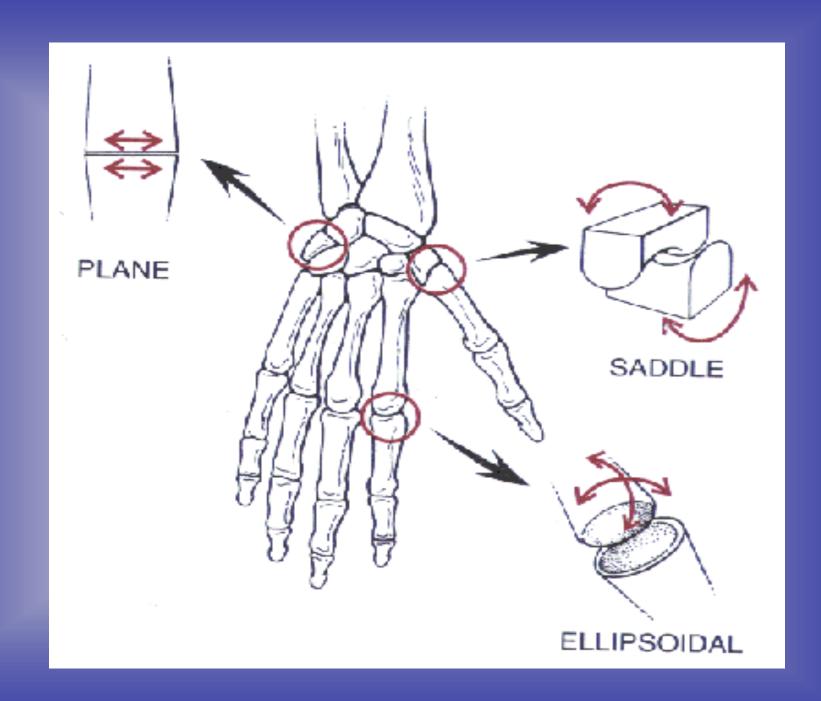
- VERTEBRAE
- HAND
- ROTATE OVER



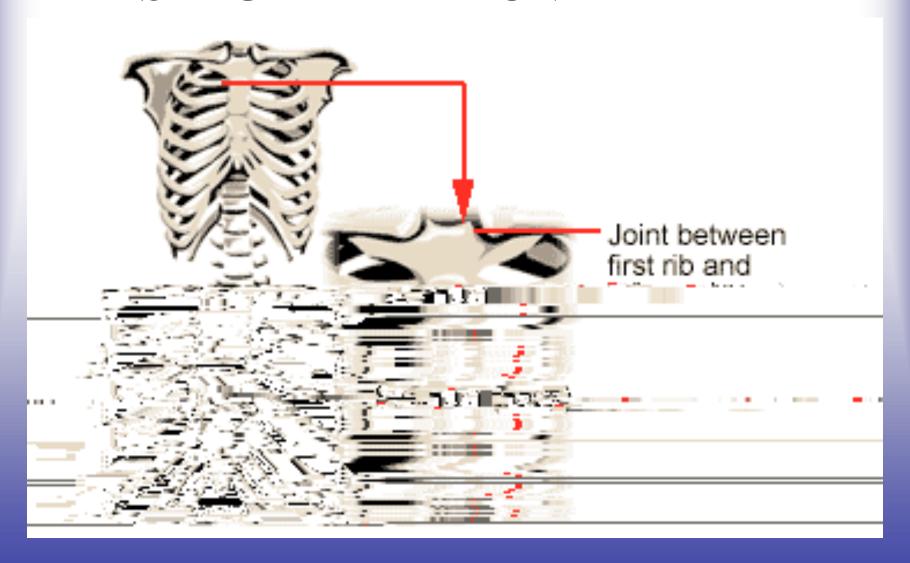
G N G



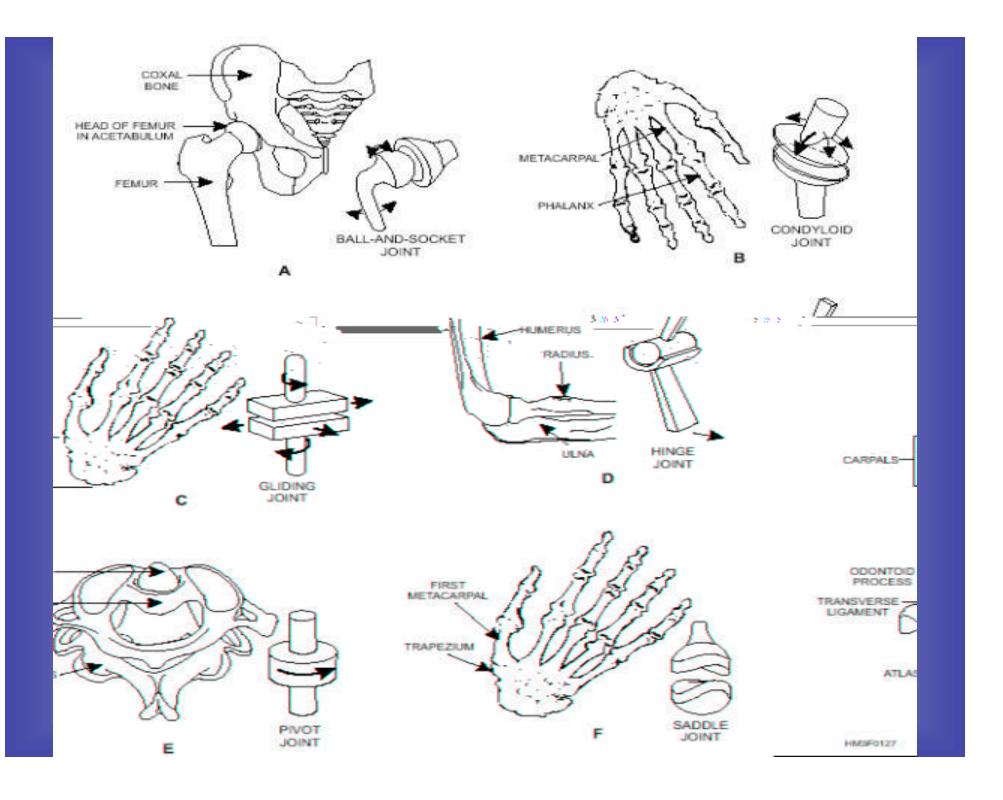




SLIGHTLY MOVEABLE







COMPARED TO MACHINE

