

### Joints Experiment.

We're going to look at four kinds of joint: hinge, ball and socket, pivot and saddle.

Look at the models you have made three of these types of joint and see how they move.

Then fill in the table below using your own joints to experiment with.

Joint	Can you bend this joint in one direction: up and down?	Can you bend this joint in another direction: left and right?	Can you rotate this joint?	Can you turn this joint in two directions?	What kind of joint do you think it is?
Elbow					
Hip					
Knee					
Shoulder					
Neck					
Thumb					

Hinge joints can only be moved in one direction.

Saddle joints can be moved in more than one direction.

Ball and socket joints can be rotated.

Pivot joints can be turned in two directions.