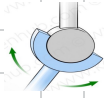


Joints :- classified by movement

وَقُلْ رَبِّ زِدْنِي عِلْمًا

↳ uniaxial :

1. hinge

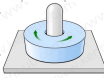


• allows flexion & extension

ex. elbow & ankle joints

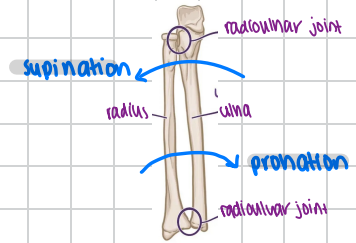


2. pivot

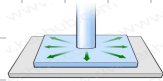


• allows supination & pronation

ex. radioulnar & atlantoaxial

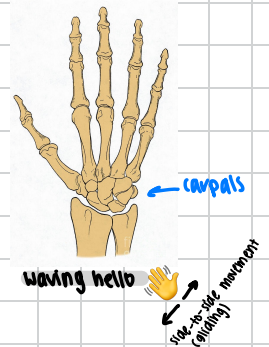


3. plane



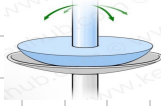
• allows gliding movement

ex. intercarpal & between vertebral articular processes



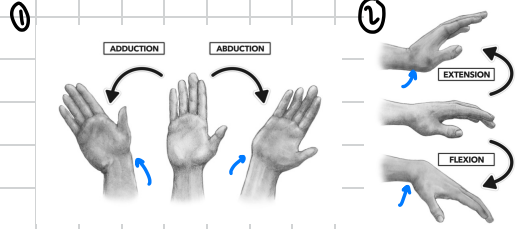
↳ biaxial:

1. Condyloid

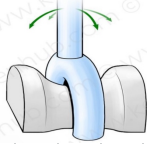


- allows both
 - ① adduction & abduction
 - ② flexion & extension

ex. wrist joint

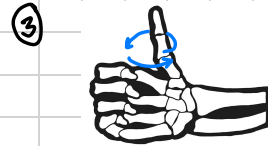
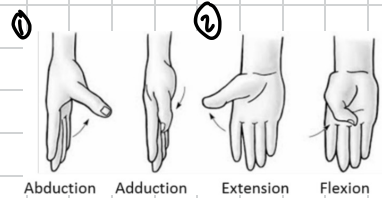


2. Saddle



- allows
 - ① adduction & abduction
 - ② flexion & extension
 - ③ circumduction

ex. metacarpal joint of the thumb

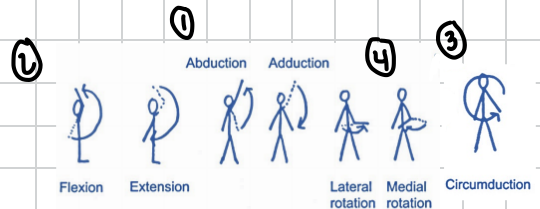


↳ multiaxial:

• ball & socket



- allows for
 - ① adduction & abduction
 - ② flexion & extension
 - ③ circumduction
 - ④ medial & lateral rotation



ex. shoulder joint