General A & P

STUDY GUIDE FOR LAB PRACTICALS *INSTRUCTOR: CJ SHUSTER*

Chapter 8 Axial Skeleton :

A. In general, know all of the diagrams, and know all the bones/markings from real bones. Know the abnormal curvatures of the spine.

B. GENERAL TERMS:

1. SKULL

Sutures
- Coronal suture
- Sagittal suture

Other features (more than 1 bone):
- Orbit
- Zygomatic arch
- Paranasal sinuses (can't be seen on the skull)
  - Ethmoid sinuses
  - Frontal sinus
  - Maxillary sinus
  - Sphenoid sinus
- Fontanel
- Anterior fontanel
- Posterior fontanel
- Sphenoidal/temporal fontanel
- Superior & inferior orbital fissures

Ethmoid bone
- Crista galli
- Cribiform plate
- Perpendicular plate (not in book...but guess what it is!)
- Conchae/turbinates

Frontal bone
Hyoid
Lacrimals
Palatine bones
Nasal bones
Mandible
- Mandibular condyles
- Rami
- Body
- Mental foramina

Maxillae
- Alveolar process

Occipital Bone
- Foramen magnum
- Occipital condyles

Palatine process/hard palate
Sphenoid bone
- Greater wing of the sphenoid
- Sella turcica

Foramen ovale

Temporal bone
- Styloid processes
- Mastoid process
- External auditory meatus
- Jugular foramen
- Mandibular fossa

Vomer
Zygomatic bones

2. VERTEBRAL COLUMN & BONT THORAX

*be able to differentiate between cervical, thoracic and lumbar vertebrae. Know how many of each type there are.

Articular processes/facets
Atlas
Axis
Body
Cervical curve
Coccyx
Costae
- Costal cartilage
- True
- False
- Floating

Hyoid
Intervertebral disk
Intervertebral foramen
Lamina
Lumbar curve
Odontoid process
Sacral curve
Sacral foramina
Sacrum
Spinous process
Sternum
- Manubrium
- Body
- Xiphoid process

Thoracic curve
Transverse foramen
Transverse process
Vertebrae
Vertebral column
Vertebral foramen

C. Also know: ***Know skull bones only from the articulated skull.***

Guide for Axial Skeleton Labs

This is a guide for what the student should learn off of the various models, dissections, etc. This is a guide only; it is not an exclusive list.

This list is for <u>all axial skeletal labs</u> (skull and vertebral column).

<u>Skeletons, Models & Charts found in Regular Lab & Learning Lab</u>

Articulated skeletons:
Any bone or associated structure (aponeurosis, etc.) you can see. Be able to ID bones & markings.

Disarticulated skeletons:
Any bone or associated structure (aponeurosis, etc.) you can see. Be able to ID bones & markings. Make sure to look at vertebrae, including C1 & C2.

Plastic Vertebrae types (on stand):
ID types of vertebra, individual parts of vertebrae, C1 & C2.

Full Vertebral Column: Curves, Regions, Vertebrae types, anything on word list you can see.

Partial Vertebral Column (has nerves & Spinal Cord): See above.
Any muscle or associated structure (aponeurosis, etc.) you can see. Superficial muscles only.

Ear Ossicles:
ID them. Know basics.

Jaw:
Know all parts on wordlist.

½ skull, mounted:
Know all parts on word list. Pay attention to hard palate region & sinuses.

"Big Nose" sagittal model:
Know all parts on word list. Pay attention to hard palate region & sinuses. Note nasal septum & ethmoid bone.

Painted skulls:
Know all parts on word list.

Fetal Skull: **See figure 7.33 in Lecture Book.**

The following models will not be in the learning lab

*these models are for guidance during regular lab period.

Disarticulated Skull
Human Demo Skull (take-apart skull) with sinuses

Other:

See ligaments of vertebral column and herniated disk image **in lecture book**.