



**What you need to ID sheet – Articulated Hand**

This sheet tells you what you need to be able to identify on this model – check the “to know” sheet for anything else you may need to know about this topic.

You are **done** with this model when you can identify **all** of the following structures:

- Recognize L vs. R Hand (and, thereby, L/R for each bone)
- Identify the following bones or groups of bones:

Carpals

- L/R capitate
- L/R hamate
- L/R lunate
- L/R pisiform
- L/R scaphoid
- L/R triquetrum
- L/R trapezium
- L/R trapezoid

Metatarsals

- L/R 1<sup>st</sup> metacarpal
- L/R 2<sup>nd</sup> metacarpal
- L/R 3<sup>rd</sup> metacarpal
- L/R 4<sup>th</sup> metacarpal
- L/R 5<sup>th</sup> metacarpal

Phalanges

- L/R 1<sup>st</sup> proximal phalanx
- L/R 1<sup>st</sup> distal phalanx
- L/R 2<sup>nd</sup> proximal phalanx
- L/R 2<sup>nd</sup> middle phalanx
- L/R 2<sup>nd</sup> distal phalanx
- L/R 3<sup>rd</sup> proximal phalanx
- L/R 3<sup>rd</sup> middle phalanx
- L/R 3<sup>rd</sup> distal phalanx
- L/R 4<sup>th</sup> proximal phalanx
- L/R 4<sup>th</sup> middle phalanx
- L/R 4<sup>th</sup> distal phalanx
- L/R 5<sup>th</sup> proximal phalanx
- L/R 5<sup>th</sup> middle phalanx
- L/R 5<sup>th</sup> distal phalanx